

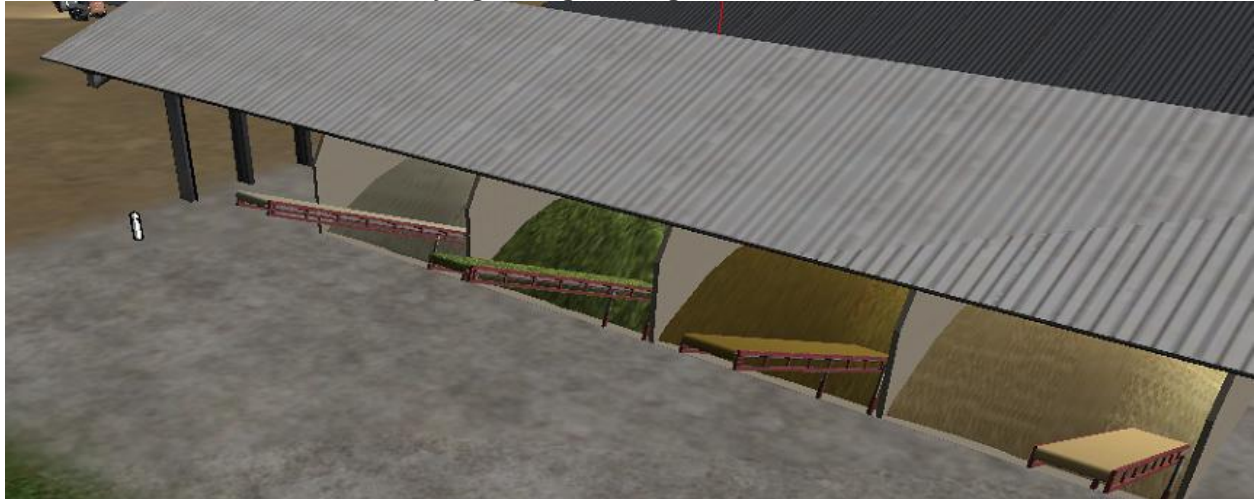
Bronkema Feedlots

Welcome to Bronkema Feedlots, this map has a few different features on it. You can now breed your cows, raise your calves, move them to a feedlot, then after they grow up. Then you can move them to the freestall barn. Also since this map has cows of all ages, you can now purchase up to 1000 COWS AT THE STORE!! The crops that this map has are alfalfa, barley clover, corn, grass, greenwheat, gruenbo (green beans), maize, oats, rape, rye, sorghum, soybean, sunflowers, and wheat. Crops to be cut then baled are alfalfa, barley, clover, corn, grass, oats, rye, and wheat. To help you along the way I have included info spots or "bouncing i"s" that can be seen throughout the map. I have added haylage, ssilage (soybean silage-when chopper is used on soybeans), and straw to this map again. That way my Cat Chopper from my CAT_CHOPPER_PACK will work with this map. Bronkema_Mods_Pack will work with this map as well. **Any map uploaded by me as of this point will work with the MOD PACK.**

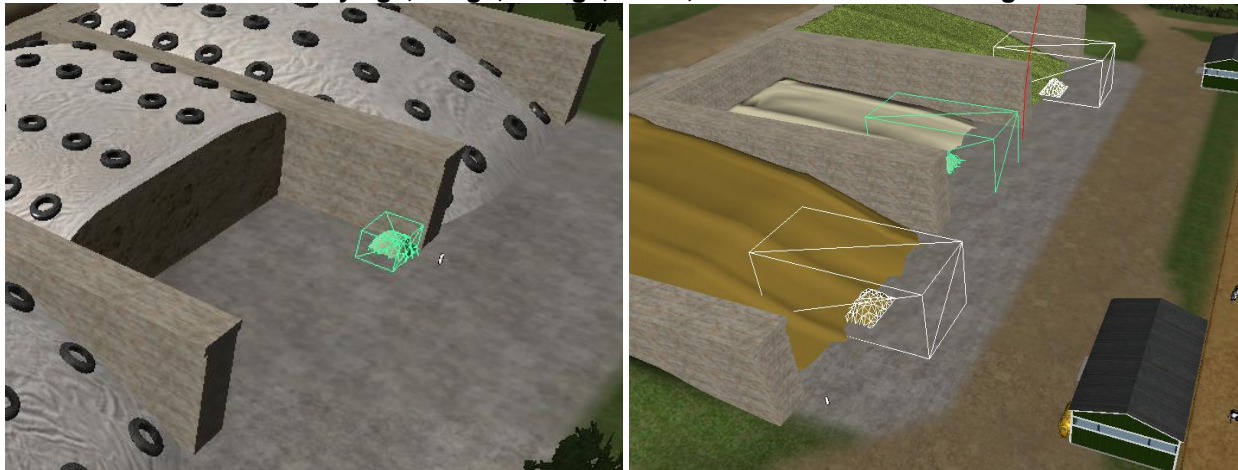
Feeding

As a Dairy farmer, you rely on your cows to make you money when their milk gets sold, so don't forget to feed your cows. You can dump grass in the bunks at any of the feedlots and haylage, silage, ssilage, and straw. That can all be dumped at any of the bunker silos as well. As indicated by the bouncing "i"s. To load your trailers with haylage, silage, ssilage, straw-with a trailer that accepts those for-drive under the belt of what you want to load at the loading station.

Load haylage, silage, ssilage, straw, from here

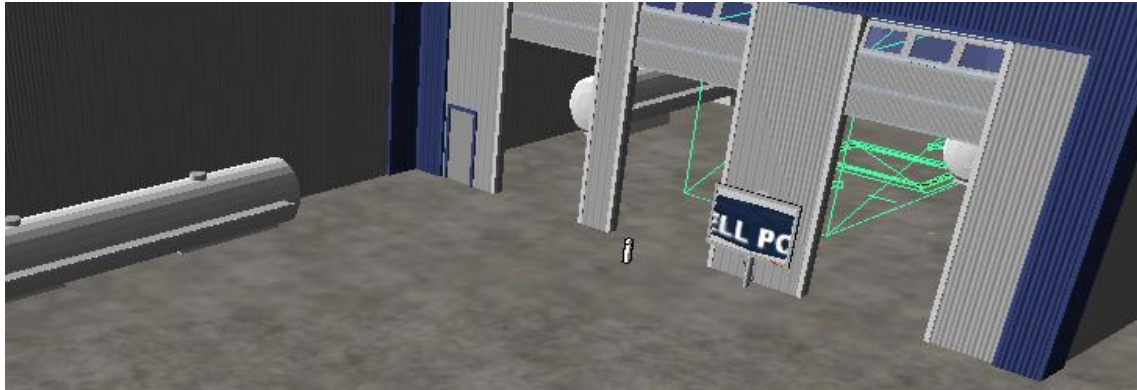


Unload haylage, silage, ssilage, straw, and chaff for farm storage.

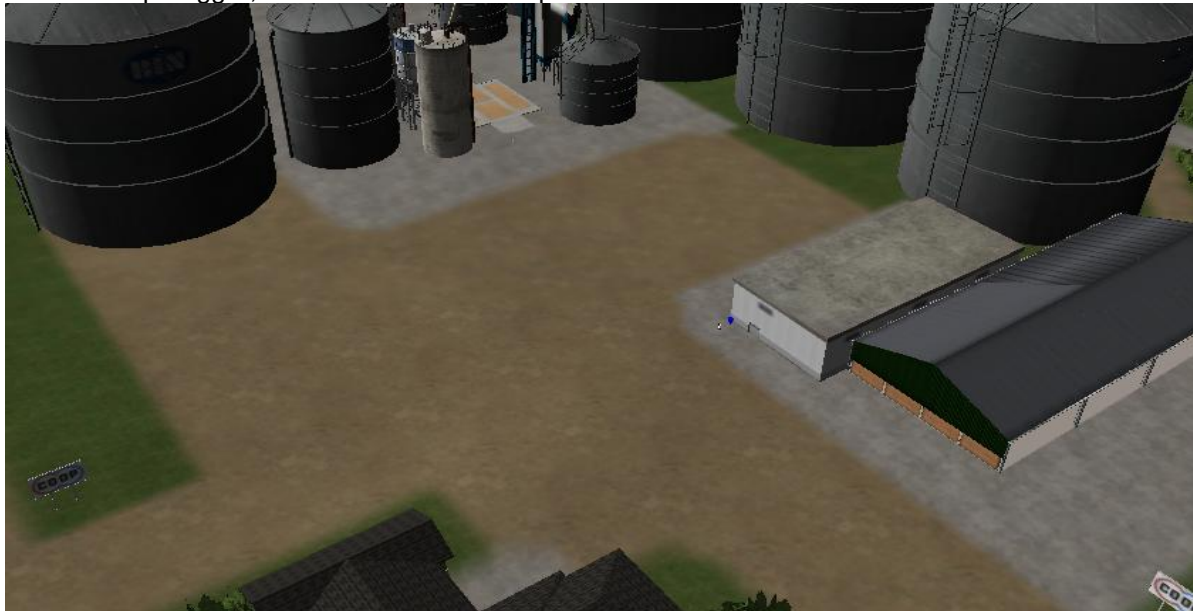


Sell Points

There are 4 official sell points on the map. The fifth one is the moonshiners at Hidden Lake and they pay very nicely for maize and corn, but you have to find them. The official sell points are The Dairy, located close to the Farm, for milk. You use the middle door. The Milktruck uses the third door.



The Co-Op, located across the road from the farm, is for the sale of all grains. Also that is where you will find the Shop Trigger, which is blue in this map.

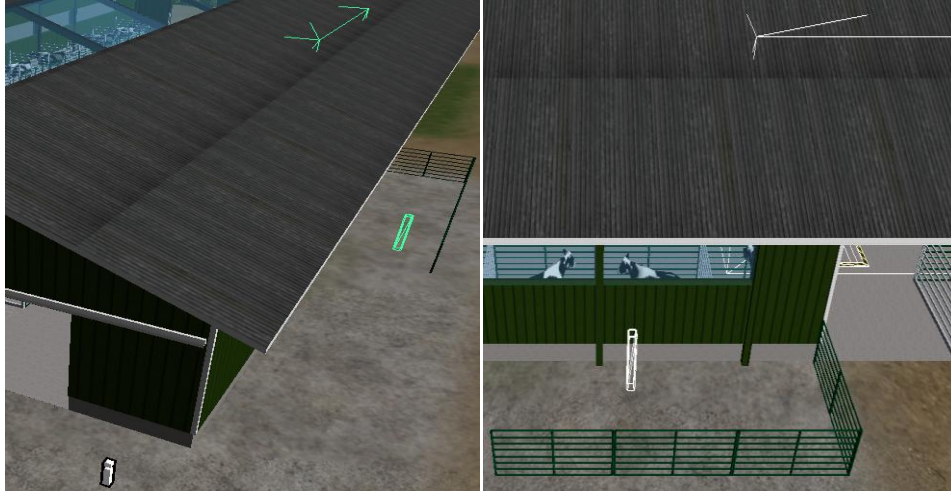


Another sell point is the Port. You can sell soybeans, wheat, corn, and maize at the Port. There is also a place for you to refuel your vehicles, refill your sprayers and planters here too. Since the Port is not close to the Farm I suggest refilling with what you need before you leave the Port, would be a good idea.

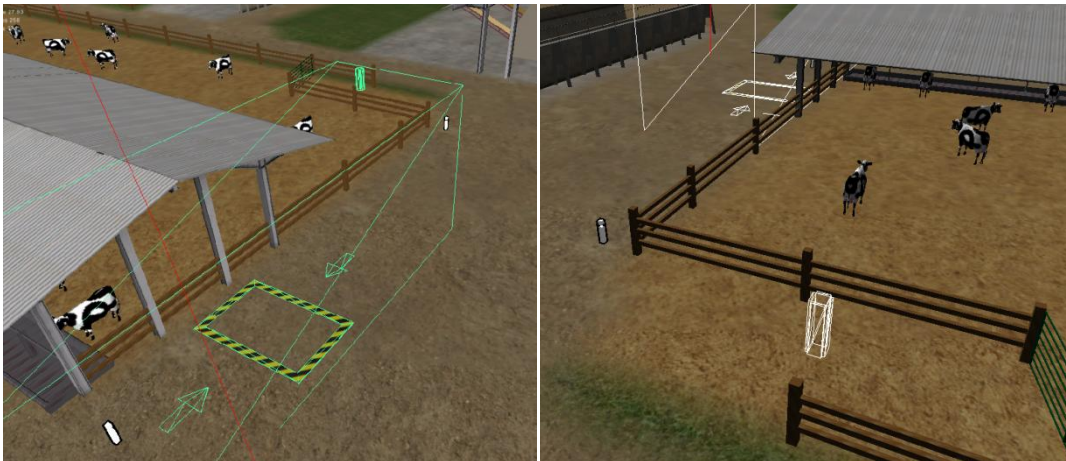


COWS and CALVES

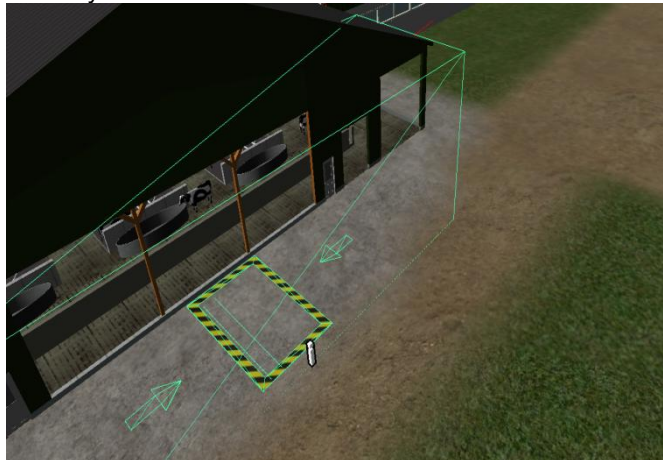
To get calves, with milk and clover, drive in the door of the calf shed-first picture- and unload inside, to feed your pregnant cows. After your calves are born, move them to the feedlot. To load your calves, back your cattle trailer alongside the Calf Shed, where the calf fill trigger is-second picture.



Then take your load of calves to the closest Feedlot. Unload calves and silage there-first picture below-to raise your calves. After your calves are grown into cows, load them into your cattle trailer-second picture below.



Then move you cows to the far side of the freestall barn to unload.



MANURE/LIQUIDMANURE

Now, if you decide to purchase the full 1000 cows, I suggest spreading manure quite often! Drive under the Houle manure pipe by the blue slurry store to load your liquidmanure tanker with LiquidManure. To load manure drive your tractor/spreader under the manure belt or a loader tractor or Telehandler with a loader bucket can be used to load manure. Then drive out to a field and start spreading.

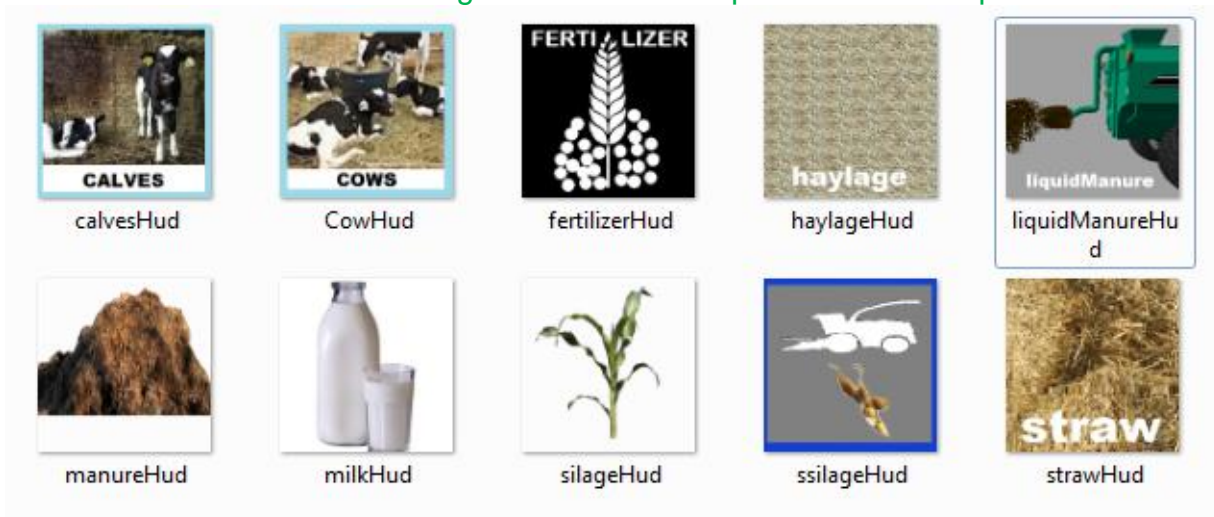


Images

Here are the images of the new crops that are planted on this map.



Here are the images of what is transported on this map.



Hidden Lake

Moonshiners at Hidden Lake



MODS

The updated Bronkema Mod Pack will work with this map.

