

Life cycle of the worker

Start of Worker rearing	Egg 0	1	2	Hatch 3	Brood food 4	Brood food 5	Br food honey pollen 6	Br food honey pollen 7	Br food honey pollen Sealed 8	9	10	11	12	13	14	15	16	17	18	19	20	Hatch 21	
Days to hatch	21	20	19	18	17	16	15	14	13	3	2	1	0

Life cycle of the queen

Start of Queen rearing	Egg 0	1	2	Hatch 3	Royal jelly 4	Royal Jelly 5	Royal jelly Last day 6	Royal jelly 7	Royal Jelly Sealed 8	Swarm 9	10	11	12	13	14	15	Virgin 16						
Days to hatch	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0						

Inspections for Swarm Control

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16						
Queen not clipped Checked for Queen cells. None found. Queen lays eggs in queen cups.			Egg Hatch				Check for Queen Cells	Cell Sealed	Old Queen Out Swarm Lost							Virgin hatch Swarm Lost						
← 7 day inspection →																						

Beekeeper not totally in Control

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Queen not clipped Checked for Queen cells. Charged cells found, removed. Bees rear queens from 3 day old larvae. (day 6)			Egg Hatch			Start Queen Cells	Check for Queen Cells	Cell Sealed	Old Queen Out Swarm Lost							Virgin hatch Swarm Lost					Virgin hatch Swarm Lost
← 7 day inspection →																					

Beekeeper not in Control

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Queen clipped, marked Checked for Queen cells. None found. Queen lays eggs in queen cups after inspection			Egg Hatch					Cell Sealed	Old Queen out, lost. Swarm Return					Check for Queen Cells		1 st Virgin hatch Swarm lost					
← 14 day inspection →																					

Beekeeper in Control

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Queen clipped, marked Checked for Queen cells. Charged cells found, removed. Bees rear queens from 3 day old larvae. (day 6)			Egg Hatch			Start Queen Cells		Cell Sealed	Old Queen out, lost. Swarm Return					Check for Queen Cells Leave open cell	6 8	Virgin hatch Swarm lost					Check for Q Cells Leaved Selected Sealed Cell.
← 9 day inspection →																					

Beekeeper in Control