



## New York FFA Association Maple Production CDE

- I. **Purpose:** To stimulate student interest and to promote maple production instruction in the agricultural education curriculum and to provide recognition for those who have demonstrated skills and competencies as a result of forestry instruction.
- II. **Objectives**
  - A. Ability to understand and use maple production terms
    1. Glossary
  - B. Ability to promote an understanding of the economic impact of the maple industry to New York agriculture.
    1. Size of maple industry
    2. Different aspects of industry
    3. Careers in maple industry
    4. Agencies in New York responsible for regulation and enforcement
    5. Ag Education opportunities
  - C. Ability to recognize multiple use opportunities in the maple sugarbush
    1. Wildlife
    2. Recreation
    3. Forestry products
    4. Aesthetics
    5. Nature Areas
  - D. Ability to identify hand tools, power tools and other equipment and their uses in the maple industry
    1. Forestry items
    2. Tubing tools, techniques and skills
    3. Safety equipment
    4. Evaporator\Sap house parts and operation
    5. Confection equipment
    6. Bottling instruments

- E. Ability to recognize production techniques in New York approved by the IMSI\NAMSC, NYSMPA and the Cornell maple research team.
  - 1. Tapping guidelines and techniques
  - 2. Bottling practices
  - 3. Technological advances
  
- F. Ability to identify sugarbush disorders caused by;
  - 1. Insects
  - 2. Diseases
  - 3. Animals
  - 4. Sap lines and over tapping
  
- G. Ability to utilize marketing management strategies such as;
  - 1. Wholesaling and retailing opportunities
  - 2. Loss or profit
  - 3. Record keeping
  
- H. Ability to recognize safety practices in Sugarbush and saphouse
  - 1. Apparel
  - 2. Safety equipment
  
- I. Ability to recognize poorly maintained and damaged equipment such as;
  - 1. Evaporators and their parts
  - 2. Sap collection systems
  - 3. Other Equipment used during maple production

### **III. Event format**

#### **A. Scoring**

- 1. The team score is comprised of the team activity and the four team members' scores. Each person's score is out of 100 points.

#### **B. Team Activity**

- 1. Team member will participate in one of the following phases as a team.
- 2. Each team will perform a task normally performed in the maple production industry, which requires teamwork to complete. These tasks will be explained to the teams as situations that they must overcome. 30 minutes will be allowed to each team to complete the activity. All supplies will be provided and the tasks will be picked from the list of events below.
  - a. Tubing assembly
  - b. Troubleshooting
  - c. Product judging
  - d. Maple business simulation/competency
  - e. Evaporator use and competency

#### **C. General knowledge exam**

1. The exam must be completed as a test of knowledge of the maple industry and shall be formatted by the superintendant of the contest.
  - a. 25 multiple choice questions will be selected from areas of the maple industry reflected in event objectives. This will be designed to test the individuals on their knowledge and understanding of skills related to the maple industry.
  - b. Each team member will be allowed 30 minutes to complete this phase of the event.
  - c. Each question is worth 2 points.

**D. Equipment identification**

1. The list will comprise of 50 different devices, 25 of which will be on site for the contestants to identify. Each correctly identified item will be worth 2 points.

**IV. Scoring**

- A. Cumulative score of the team members' individual scores and their team scores will be added to find the team placing.
- B. Each person's score on the individual events are added up to find the individual placing.

**V. References**

1. North American Maple producers manual 2<sup>nd</sup> edition