



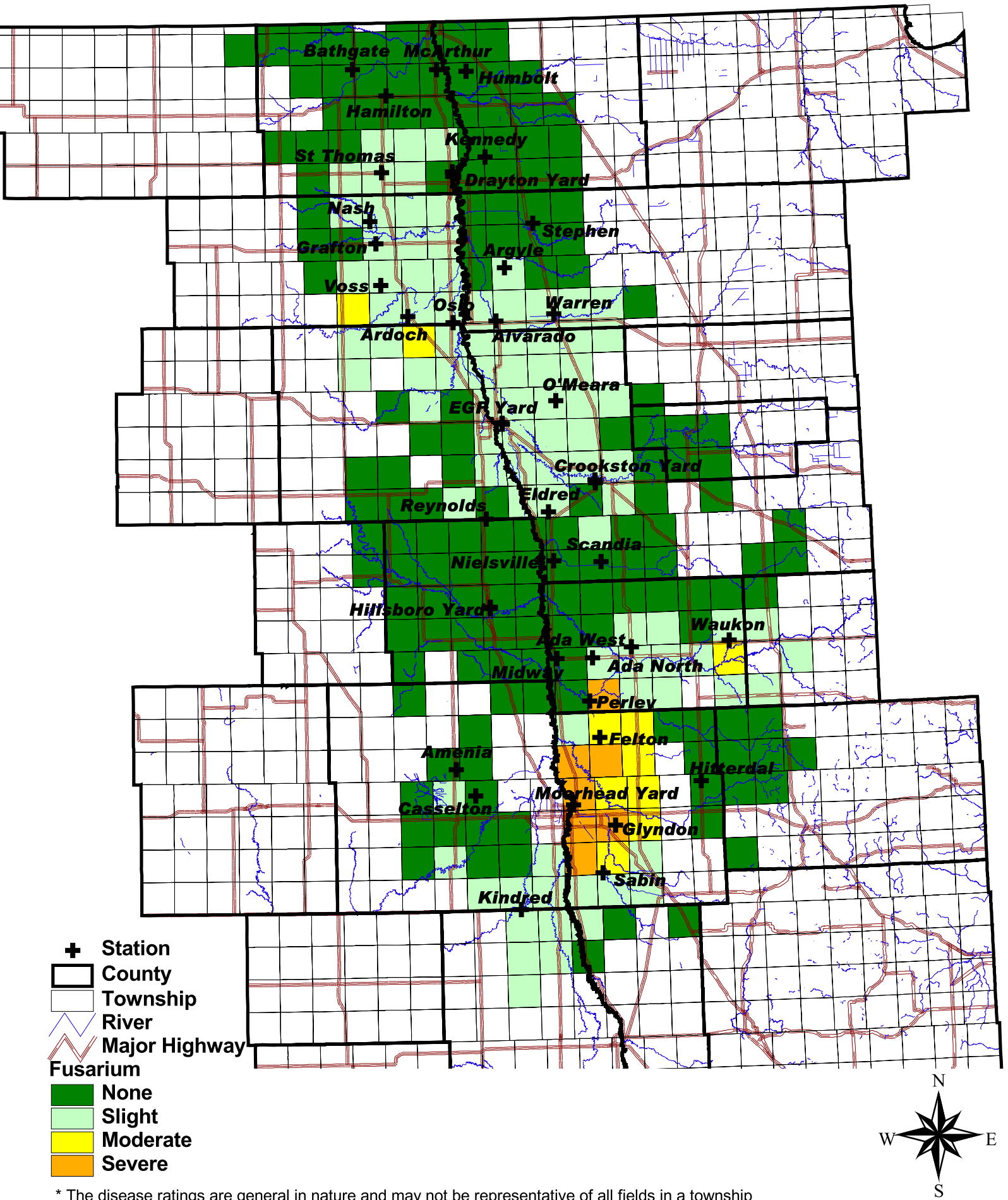
# Fusarium Management\*



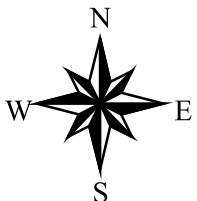
Disease Severity	Management Opportunities
<b>Severe</b>	<ul style="list-style-type: none"><li>▪ Choose varieties with ratings of 3.00 or less, the lower the better</li><li>▪ Use good drainage practices</li><li>▪ Monitor severity change with each sugarbeet crop</li><li>▪ Control alternate weed hosts</li><li>▪ Plant early</li><li>▪ Rent Fusarium free land</li><li>▪ Consider tile drainage</li><li>▪ Proper crop rotation</li><li>▪ Emphasize excellent insect control of root maggot, springtails, wireworms</li></ul>
<b>Moderate</b>	<ul style="list-style-type: none"><li>▪ Choose varieties with resistance ratings of &lt;4.00, the lower the better</li><li>▪ Use good drainage practices</li><li>▪ Monitor severity changes with each beet crop</li><li>▪ Control alternate weed hosts</li><li>▪ Plant early</li><li>▪ Rent Fusarium free land</li><li>▪ Proper crop rotation</li><li>▪ Emphasize excellent insect control of root maggot, springtails, wireworms</li></ul>
<b>Slight</b>	<ul style="list-style-type: none"><li>▪ Choose varieties with resistance ratings of &lt;5.00, the lower the better</li><li>▪ Use good drainage practices</li><li>▪ Monitor severity changes with each beet crop</li><li>▪ Control alternate weed hosts</li><li>▪ Plant early</li><li>▪ Proper crop rotation</li><li>▪ Emphasize excellent insect control of root maggot, springtails, wireworms</li></ul>
<b>None</b>	<ul style="list-style-type: none"><li>▪ Prevent disease introduction</li><li>▪ Control alternate weed hosts</li><li>▪ Choose any variety - tolerant varieties slow disease development</li><li>▪ Use good drainage practices</li><li>▪ Plant early</li><li>▪ Proper crop rotation</li></ul>

\* Management strategies listed in priority order

# 2010 Disease Rating \* Fusarium



- +** Station
- ▭** County
- ▭** Township
- ~** River
- Major Highway
- Fusarium**
- None
- Slight
- Moderate
- Severe



\* The disease ratings are general in nature and may not be representative of all fields in a township