

# Agriculture sector in Mongolia

By Adiya Erdene-Uls /Mongolia/

Ipromo course,  
Ormea, Italy

July, 8 2014

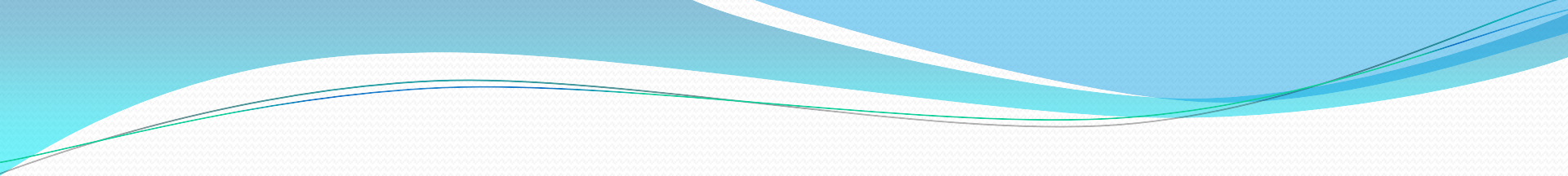


# Introduction

Population:	2.9 million
Area:	1.5 million sq.km
Forest Area:	108 thousand sq.km
Agricultural land:	considered to be 84 percent of total land(incl. of pasture land)
Arable land:	only 1 % of land is cultivated.
Livestock:	40 million heads of livestock
Density of population:	1.6 person per sq.km

## Agriculture sector of Mongolia:

	1980	1995	2008
Share in GDP	15.85 %	38.0 %	18.8%
Employment	37%	46.14%	36.2%
Source of Livelihoods	73.9% (16.0%)	88.15% (32.9%)	58.8% (25.2%)
Agricultural export to total export (%)	25.34%	7.78%	3.6%
Agricultural import to total import (%)	7.8%	10.9%	13.5%

- 
- Mongolia's average altitude is almost 1,600 meters above sea level.
  - The geography of Mongolia varies from Gobi desert to the south and with cold and mountainous regions to the north and west
  - The landscape of Mongolia consists of combination of steppes and grasslands and mountains.

# Climate of Mongolia

Mongolia has very extreme climate.

Winters are long and cold. Average temperatures fall below freezing for six months of the year.

Cropping duration is very short, from May to October.

Average temperature is:

In winter: from  $-15^{\circ}\text{C}$  to  $-40^{\circ}\text{C}$

In summer:  $+10^{\circ}\text{C}$  to  $35^{\circ}\text{C}$

Precipitation: in the steppes and mountain areas: 380 mm, in the desert and Gobi areas 125 mm









Agriculture sector in Mongolia consists of following main subsectors:

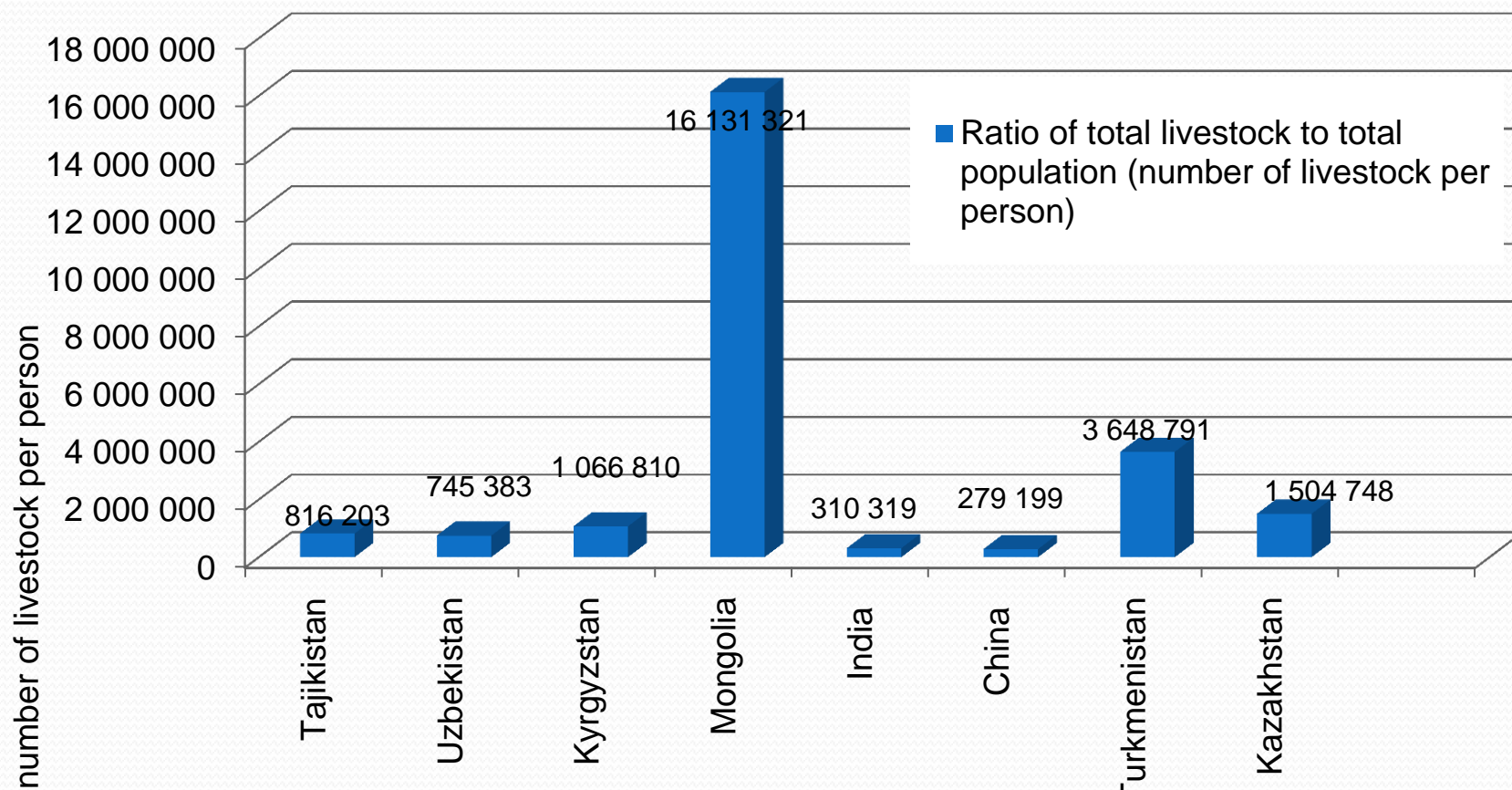
- Livestock
- Crop production

Livestock subsector accounts for more than 80 percent of agriculture sector.

Approximately, 30% of the population is herders (nomadic or semi-nomadic) and they are earning their livelihood solely from the herding.

- Traditional nomadic, pastoral, extensive livestock grazing system predominates in rural areas, except for widespread cropping activities in the Central region.
- Over 75 percent of the rural population is engaged in the extensive livestock herding.
- Considering high number of livestock in the country, Mongolia is self sufficient in raw meat and milk. However, only 8% and 4% respectively are industrially processed, and very seasonal.

## Ratio of total livestock to total population (number of livestock per person)\*



Source: FAOSTAT | © FAO Statistics Division 2009 | 21 January 2009 and NSO, Mongolian Statistical Yearbook-2008

\* Researcher calculation

- Main products of the livestock sector are:
  - Milk
  - Meat
  - Hide and skins
  - Wool/cashmere

### Crop production subsector:

- Wheat
- Cereals
- Potato/vegetables
- Fodder crops



- Problems the agriculture sector of Mongolia is facing:
  - High dependency on climate: Herders are dependent on the climate condition: Long cold winter and increased frequency of natural disasters like dzud (heavy snow) and drought
  - Lack of value chain system: herders and farmers not getting enough benefit from their agricultural product. Middleman in the system gets highest benefit from the raw materials produced by herders. Market access of herders are limited
  - Lack of information: isolated herders don't have access to the market information.
  - Degradation of pasture land: Excess number of animals leads to degradation of pasture land. Also, the development of mining sector is one of the main reason of degradation of pasture land.
  - Low productivity of herds



- It is considered that a herder family, which has 300-500 animals considered to be able to sustain their livelihoods. (which show the very low level of productivity of livestock herds of Mongolia)









# FAO in Mongolia

FAO Mongolia is working on following areas:

- Livelihood improvements based on livestock sector
- Food security improvement of poor vegetable farmers
- Forestry- the number of Forest Utilization Groups has been increasing, which enables herders to have diversified source of income)
- Food loss and food waste campaign
- FAO is taking initiative in including Mongolia in GIAH system
- Plant protection
- Codex



THANK YOU