

TURF REJUVENATION AND IRRIGATION RENOVATION

The Board has approved to overseed the park and fountain area only (about 13 acres out of the total 30 acres) for winter 2019. Several grass areas on The Islands property will go dormant and look yellow, instead of vibrant green.

Also approved was the reserve project of upgrading of the drip irrigation system.

Why forgo overseeding? The overseeding process is very stressful to Bermuda. Just at the time when it is beginning to store sugars in its roots, all the vegetative parts are cut off, stopping that process. It can't manufacture food which weakens the grass making it difficult for it to grow back vigorously in the spring. When this process is repeated year after year, the grass may become so weak that it becomes thin or dies out in patches, leaving bare spots when the rye dies in late spring.

The current Bermuda turf is in need of a good rest. Utilizing the Bermuda dormancy time to upgrade the drip irrigation from brittle poly pipe to durable PVC pipe, maximizes the down time to move forward with an efficient irrigation system and landscape. The irrigation renovation should be completed around the time Bermuda comes out of dormancy.

Water will not be completely cut off to the Bermuda. BrightView, The Islands landscape company, will continue to water and fertilize the Bermuda to keep it going well into October and November. Water will be lowered down to once a week, and a little deeper, which will allow dormant Bermuda roots to stay healthy as well as give the trees a deeper watering during the winter. Later, water will be increased to bring the Bermuda out of dormancy.

During this time of Bermuda dormancy and irrigation renovation, Brightview will also be:

- ◆ Completing soil tests and amendments to get the required nutrients in the soil.
- ◆ Complete a deeper dethatching and aeration process.
- ◆ Apply hydro seeding to the struggling areas for a healthy filled out Bermuda lawn.

Please contact the onsite office for questions.

Thank you for your patience during this project.

