

**just
seed it**

DYNAMIC SEEDING

Seeding before and during wear to maintain turf cover

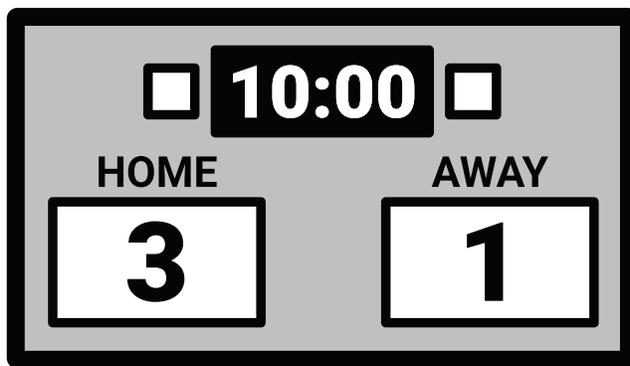
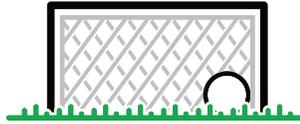
how?

Seed placed in wear areas and is worked into soil by players:

- goal mouths
- between the hashes
- centerline
- outfield areas
- referees area



Where to seed matrix



why?

Continuously germinating seed during play allows for constant repair of damaged turf

FOR DETAILED SPECIFICATIONS
CONTACT THE SALES PROFESSIONALS AT:



Before the season



Aerate and *Dynamic Seed* to strengthen your turf stand prior to play

Regular Wear

KBG - 2-4 lbs/ 1000 sq. ft.

PRG - 7-9 lbs/ 1000 sq. ft.

TF - 8-10 lbs/ 1000 sq. ft.

Heavy Wear

KBG - 6-8 lbs/ 1000 sq. ft.

PRG - 14-20 lbs/ 1000 sq. ft.

TF - 16-20 lbs/ 1000 sq. ft.

During the season

Dynamic Seed in wear areas and let players cleat in

Increased seed bank keeps new grass filling in during play to prevent bare spots



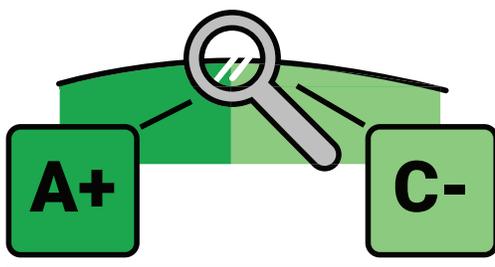
4TURF
TURF ARG
TURF IRG



PRG
TURF TF
KGB



After the season



Evaluate turf areas and adjust *Dynamic seeding* rates

Standard rate



Higher rate

