

Overseeding For Better Turf

Year-round, green grass doesn't just happen in the desert. The summer Bermuda grass grows easily, but to keep things green in the winter, over-seeding with Ryegrass is required. Dormant Bermuda has a brown-blonde, straw-like appearance and remains this way until spring. However, Ryegrass grows green and vibrant through the cooler months, and then dies out with the summer heat. When the Bermuda dies out, the grass is scalped back, and rye seed is applied as the "over-seed."

Before the over-seeding begins, the landscape crews reduce irrigation in the turf areas (by half) and lower mow heights to suppress growth. In addition, the turf is aerated to help the ground receive additional water and nutrients. As the grass germinates, it receives frequent watering to keep the delicate seed bed moist. Over the next several weeks you can anticipate some areas may appear brown as this process is completed.



Schedule

THE VILLAGE

Scalping to begin on September 16

Seeding to be completed within week following

MASTER ASSOCIATION

Scalping to begin the last week of September

Seeding to be completed within week following

THE KNOLLS

Scalping to begin during the first week of October

Seeding to be completed within week following

Dates are tentative and subject to change. Inclement weather can influence the scalping schedule as noted above.



Areas chosen for overseeing are decided on by your Landscape Committee each year based on previous schedules and budget allowance.

The overseed process is typically a 3 - 4 week process from start to first mow. Please avoid walking or playing in these common areas until the grass germinates and receives its first mow. This includes no soccer, dogs chasing balls, no blankets or bounce houses in the grassy areas.

Working together will ensure a successful seeding process and beautiful grass through the winter months and into the spring.





Thank you for keeping off the grass during this process.

PRCA MANAGEMENT TEAM AND FOUR PEAKS LANDSCAPING

