



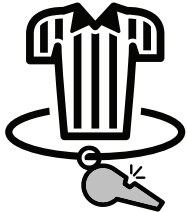
# DYNAMIC SEEDING

Seeding before and during wear to maintain turf cover

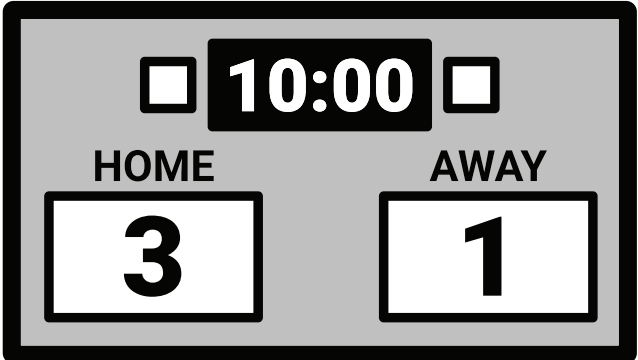
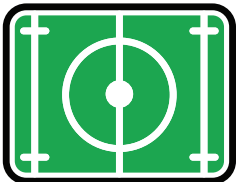
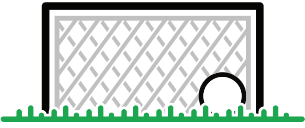
## how?

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

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

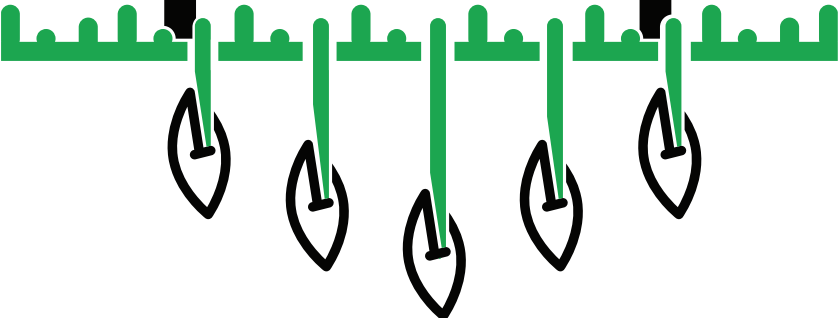


## Where to seed matrix



## 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



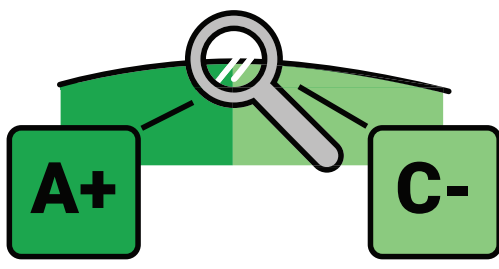
4TURF  
 TURF ARG  
 TURF IRG



PRG  
 TURF TF  
 KGB



# After the season



**Evaluate turf areas and adjust *Dynamic seeding* rates**

Standard rate



Higher rate

