

Valerie Davis

From: anngadfly@aol.com
Sent: Wednesday, March 23, 2016 12:38 PM
To: Valerie Davis; rantonette@gmail.com; councilman@aol.com; ronsievers@yahoo.com; hurley.owens@longbech.gov; Kelly Parkins; Meaghan O'Neill; Stephen Scott
Subject: Alternative weed control
Attachments: Alternative weed killers.pages

Dear Decision Makers:

At the March 17, 2016 Parks and Recreation meeting, Hurley Owens, parks maintenance director, indicated maintenance personnel would use Roundup and three "organic" products in a unnamed study area for a period of 6-8 weeks to determine efficiency and cost of each product. I asked what the ingredients were in the three products, Avenger, Suppress and Fiesta, but Mr. Owens stated he did not know. Commissioner Goldberg asked that I be sent that information. As I have not yet received it, I looked up these products on line.

I am attaching my findings on the proposed organic weed controls, Fiesta, Suppress and Avenger. Most troubling is that none of these can be used around water, so could not replace Rodeo for use in reed/bullrush/tule removal. I believe there are mechanical methods of removing unwanted reeds. I would appreciate this also be added to the study.

I would also ask that the park department add mulching to their weed control study. Spraying any kind of herbicide, organic or chemical, around a tree to kill the vegetation is harmful to the tree. Could someone please tell me what is the problem with having grass growing around a tree? It certainly doesn't harm the tree to have grass on its trunk. Is it only for aesthetic reasons? If so, I find it totally unnecessary in parks, along with the practice of blowing leaves off the grass.

Anna Christenson also suggested using volunteers to remove weeds the old fashioned way by pulling them. There are students who need community service hours that could be used for this job.

Thank you for taking this issue seriously. I hope you will agree that there is no need for using poisons in our public parks.

Ann Cantrell
596-7288