

Vegetation Control

There are sometimes areas in your landscape or surrounding area that need to be cleared of all living plant material, including weeds and grass. Examples include gravelled areas, parking lots or driveways, back alleys or lanes, empty lots, or even in the crevices between sidewalks or paving stones. Keeping on top of persistent weeds and grass in these situations is often a difficult task to tackle without the use of a chemical. Applying a systemic, broad-spectrum herbicide is the best solution to terminate vegetation growth without sterilization of the soil. Because of the toxicity and permanent effect, it's very important to take special care when applying such chemicals. We are very knowledgeable on what chemicals to use, which precautions to take, and how to properly apply the herbicide with the proper equipment to eliminate vegetation in restricted areas.

** We maintain a certified pesticide applicator's license and can handle large or commercial weed control jobs as well.

Scheduling...

- Vegetation Control can be done anytime plant material is growing and the weather conditions do not include moisture. You can book this service as required.

Before we arrive...

- Homeowner needs to ensure any irrigation or watering has not occurred just prior to the application – the plant material needs to be dry for the herbicide to work properly

What we do...

- Applications are calculated to provide the proper amount of herbicide to the area
- The herbicide is applied using a sprayer with a regulated flow wand
- This application will work on most weeds and grasses, and needs to be exposed to the growing plant material for a minimum of 12 hours before a rain
- The plant material should start to show signs of declining health 4 days after the herbicide has been applied

Important: What NOT to do after the application...

- Do not enter treated areas (or have pets in the area) for a couple hours to be sure the product has completely dried on the plant material, or you may notice spotty areas that won't die