

SUMMER

Lawn Care Tips



In summer, Minnesotans enjoy every one of their 10,000+ lakes. After months of being cooped up, it's understandable! Yet summer is when people often unknowingly damage the very lakes they love by polluting them with phosphorous. (Phosphorous is in anything that once lived. This means soil, grass, leaves and pet waste. Rainwater and snow runoff can whisk the material into storm drains. It is not treated! It goes directly into area lakes and streams.)

TIPS FOR KEEPING PHOSPHOROUS OUT OF LAKES AND STREAMS:

- ▶ **KEEP SURFACES CLEAN**—Keep leaves, grass clippings and other lawn debris off driveways and sidewalks.
- ▶ **DIRECT DOWNSPOUTS**—Direct downspouts away from impervious surfaces. (They can carry leaves from gutters.) Make sure the water from your gutters is directed to the lawn where nutrients will be appreciated.
- ▶ **REMOVE DEBRIS**—Remove debris from storm drains and bag it for collection.
- ▶ **USE EDGING**—Place edging around plants so the soil stays put.
- ▶ **KEEP SOIL INTACT**—To keep soil from shifting, reseed, plant ground cover, or use wood shavings or mulch.
- ▶ **CLEAN CAREFULLY**—Clean your lawn and garden equipment over grass, not on hard surfaces where runoff can occur.
- ▶ **“DOUBLE BAG” PET WASTE**—And dispose of all pet waste in trash.
- ▶ **SAVE FERTILIZER UNTIL FALL**—Fertilizer (if it's needed at all) is most effectively applied in the fall.

OTHER TIPS FOR CLEAN LAKES AND STREAMS:

Phosphorous isn't the only pollutant. Here are other ways to protect waters. Consider the environment when maintaining vehicles and boats:

- ▶ **AVOID WASHING VEHICLES AT HOME**—The dirty, soapy water flows into storm drains. Instead, use commercial car washes where water is drained into sanitary sewers and treated before discharge.
- ▶ **DISPOSE PROPERLY**—Bring motor oil to free drop-off sites. Never spill gas, motor oil, washer fluid, antifreeze or other car-care products on hard surfaces or lawns.
- ▶ **CLEAN**—Shake and wash floor mats on the lawn, not the driveway.