

# LABOR CONCERNS

## **Enhanced Efficiency Fertilizers are Part of the Solution**

It's a challenge to find, hire and retain productive employees. Enhanced efficiency fertilizers (EEFs) can be part of the solution. These technologies deliver nutrition longer, helping to ease labor concerns.



#### **Longer Equals Fewer**

These technologies have extended longevities, which means fewer fertilizer applications are needed to promote healthy turfgrass growth.

- Frees up crews to complete other tasks and visit more properties each day, and it also creates opportunities to offer new or enhanced services, like pest scouting or targeted weed control.
- The number of fertilizer bags to buy, transport, handle or dispose decreases, which helps reduce the potential for injuries that can impede employee productivity.

#### **Efficient and Reliable**

EEFs provide more efficient nutrient delivery to help optimize turfgrass uptake.

- Moderates growth flushes, as well as unplanned mowing, clipping collection and hardscape cleanup, which are all labor intensive.
- Minimizes the feast/famine cycle that can cause stress; healthy turfgrass is more tolerant to weed, disease, insect, traffic and other stress factors, which saves labor, because the need to apply control products is reduced.
- Fewer applications and a reduction in unplanned mowing can result in less wear and tear on equipment, which helps to decrease the labor and time required for maintenance.

### **Commercial Appeal**

Commercial property accounts can also ease labor concerns. These customers tend to care more about turfgrass appearance than multi-step visits. Since EEFs efficiently deliver nutrition longer to maintain this appearance, your crews don't need to be on-site as often.

#### **Key Takeaway**

If you focus on these labor-saving examples as a whole–instead of each one individually— you can see how incorporating EEF technologies into your nutritional programs can be a better way to allocate labor, proving why EEFS are A Better Way to Fertilize.™