

Frosty Greens

WHITE FROST:

This is the most common type of frost and consists of tiny ice crystals forming on the surface of the leaves of the turf. When turf is frosted, it loses its resiliency as the outermost cells of each leaf begin to freeze by contact with the ice crystals. Then footprints or traffic causes the frozen cells to rupture, resulting in 'burned' appearance with each footprint distinctly visible as a gray-black area which will take time to heal, depending on how fast the turf is growing and how great the degree of damage. The greater the level of damage, the more susceptible the plant is to wear, disease and general thinning.

CONTINUOUS FROST:

This occurs at colder temperatures, lower humidity and freezes the leaves of the plant directly. Although not as visible as white frost, traffic on continuous frost can cause the entire leaf blade to rupture and in some cases sever the stem of the plant.

Damage – White frost:

Limited durations of white frost are unlikely to cause much damage if this condition lasts for only an hour or so. Shaded greens are far more prone to damage.

Damage - Continuous frost:

The greater the duration of play the greater the level of damage. Here the emphasis is more likely to be limited use of main greens and greater use of temporary greens until the ground thaws.

DECISION:

The decision of play on main greens or temporary is down to the senior Greenkeeper on duty on that morning, He/She will inform the professional the time play can proceed on the main greens.

Craig Earnshaw
Course Manager