

River Wilderness / The Hammocks 2019

Exhibit A

**Landscape Management Schedule of Frequencies**

<i>Turf:</i>	<i>Times/Year</i>
Mowing & Blowing	40
Edging curbs & Walks	40
Edging beds	20
Line trimming	40
St. Augustine Program	
Fertilize	5
Pesticide (turf damaging pests)	2 minimum
Broadleaf Weed Control	2 minimum
Bahia Fertilize	2
<u>Irrigation</u>	
Inspect/Adjust	12
<u>Trees</u>	
Tree pruning up to 8' Ht.	12
Tree fertilizer program	2
Palm pruning up to 15' Ht.	12
Palm fertilizer program	2
Prune palms over 15' once per year	1
<u>Shrubs</u>	
Shrub Pruning	12
Weed Beds	12
Pre-Emergent Beds	2
Post-Emergent Beds(round-up)	12 minimum
Fertilize Beds	3
Pesticide Shrubs	3 minimum
Mulch existing ornamental beds and tree rings developer installed Beds	Additional Service

Palm height is only limited by what man can reach from the ground with a pole saw dead and yellow fronds



Turf Care	As Needed	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	SEPT	OCT	NOV	DEC	TOTAL
Mow & Blowing		2	2	4	4	5	4	4	5	4	2	2	2	40
Line Trim		2	2	4	4	5	4	4	5	4	2	2	2	40
Edge		2	2	4	4	5	4	4	5	4	2	2	2	40
Edge Beds		1	1	2	2	2	2	2	3	2	1	1	1	20
Insect Control	X					1		1						2
Fertilizer			1								1	1		5
Pre-emergent weed control			1								1			2
Post-emergent weed control	X			1										2
<b>Shrub &amp; Bed Maintenance</b>														
Trim		1	1	1	1	1	1	1	1	1	1	1	1	12
Weed		1	1	1	1	1	1	1	1	1	1	1	1	12
Pre-emergent weed control				1			1				1			3
Post-emergent weed control		1	1	1	1	1	1	1	1	1	1	1	1	12
Fertilization Shrubs/ Palms				1										3
Disease Control	X													
Insect Control	X													
<b>Tree Maintenance</b>														
Palm Trimming 12'		1	1	1	1	1	1	1	1	1	1	1	1	12
Palm Trimming 15'									1					1
Trees up to 8'		1	1	1	1	1	1	1	1	1	1	1	1	12
Miscellaneous Maintenance														
Mulch - Additional Service														
<b>Irrigation Inspection</b>														
Inspect controller & adjust		1	1	1	1	1	1	1	1	1	1	1	1	12

**The Hammocks @ River Wilderness 2019**

Fertilizer Applications - Feb/March

May/June

June/Sept

Oct/Nov and Nov/Dec