

# Casino Royale

bermudagrass

## BREEDER

Pure Seed Testing

## DESCRIPTION

Casino Royale is a new and improved seeded bermudagrass derived from crosses of northern and southern adapted bermudagrass germplasm. Casino Royale provides improved turf quality, early spring green-up, uniform turf and significantly more dwarf growth than common bermudagrass. Casino Royale is dark green in turf color and predominately rhizomatous in vegetative growth. This characteristic helps provide improved cold tolerance and durable sod strength.

## APPLICATION

Casino Royale was developed exclusively for LHC turfgrass utilization in temperate, sub-tropical and tropical climates where warm-season grasses are adapted. Casino Royale's improved cold tolerance makes it a superior choice for those colder temperate climates where improved cold tolerance is desired in seeded bermudagrass. Casino Royale can be successfully utilized in full sun on golf course tees, fairways, roughs and out-of bounds areas, athletic fields parks and playgrounds.

## SEEDING

**Dates:** Late spring thru summer when soil temperatures are 68 – 95°F. Bermudagrass is a warm season species that enters dormancy when soil temperatures persist at 50°F or lower.

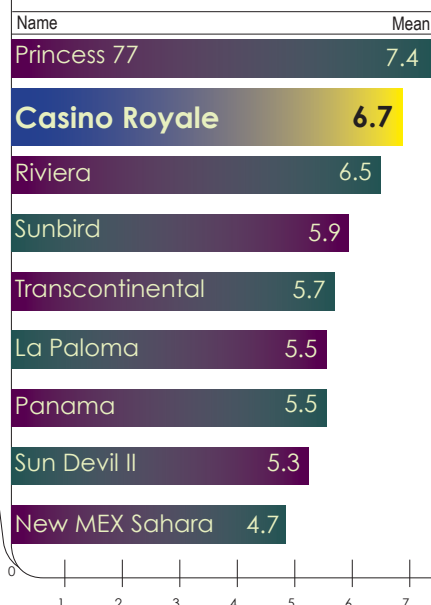
**Rates:** Hulled - 2-3 lbs./1,000 ft.sq. (20-30 grams/meter<sup>2</sup>) Coated 4-5 lbs./1,000 ft.sq. (30-40 grams/meter<sup>2</sup>). Seed count is dependent on the year of harvest, location of production and seed production practices.

**Depth:** Sow at ¼ inch.



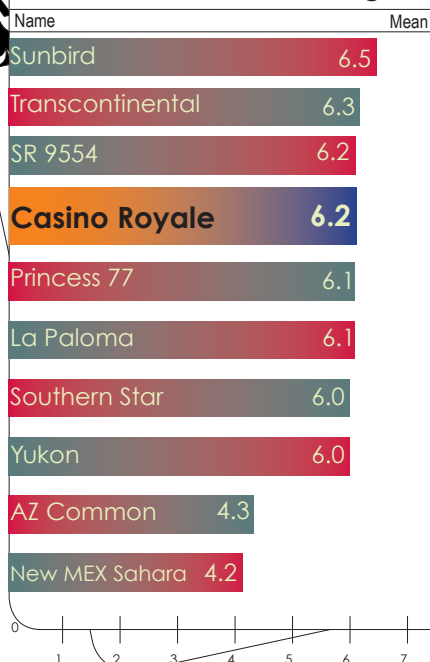
### Turf Quality

Rating of seeded Bermudagrass varieties at Rolesville, NC and maintained at 1.0" mowing height 2004-2006  
1-9; 9 = Ideal Turf LSD @ 0.9



### Turf Quality

Rating of seeded Bermudagrass varieties at Lexington, KY and maintained at 1.0" mowing height 2002-2003  
1-9; 9 = Ideal Turf LSD @ 1.2



## TURF CHARACTERISTICS

Growth Habit	Estab. Rate days	LHC Tol. ½"	Mowing Freq.	Traffic Tol.	Thatch prod	Comp Mix	N. Req.	Shade Tol.	Cold Tol.	Drought Tol.	ET rate mm/day	Endophyte	Salinity Tol. mmhos
	Fast 10-14	Very Good 1/2"	3x week	Excellent	High	Poor	High 8 lbs*	Poor	Good	Excellent	Low 6-7	No	28 Excellent

LHC=low height of cut, ET=evapotranspiration, N=nitrogen \*per 1,000 ft<sup>2</sup>; rates may increase or decrease based on location, soil type, irrigation practices, desired turf quality, humidity & other abiotic and biotic factors.



## CULTURAL PRACTICES

**Soil Preparation:** Prepare a firm seed bed free of clods sticks and vegetative debris. Seed should be in contact with soil. Bermudagrass tolerates a range of soil types from high bulk density to saline soil conditions but establishes best and fastest in well drained sandy or silt loam soils.

**pH:** Should be 6.0-8.0 or above for favorable growth in a wide range of soils.

**NPK requirement:** Casino Royale would be described as a high user of fertilizer. NPK ratios of 6-1-3 with clippings retained on the turf and approximately 1 lb. nitrogen per growing month for high quality turf. Improved seeded types of bermudagrass are more efficient in nitrogen utilization than many of the sterile vegetative hybrids.

**Water use:** Bermudagrass is recognized as a dehydration resistant species with improve drought tolerance, dehydration resistance and drought avoidance. Evapotranspiration rate (ET) is 6-7 mm per day similar to Zoysia japonica and many of the sterile hybrid bermudagrass.

**Thatch management:** For the best turf quality, renovation, aeration and topdressing are recommended during the active growing season. In colder climates, summer renovation is best. Allow full recovery before the onset of cooler temperatures.

**Mowing height:** Casino Royale can be mowed at 3/8 to 2 inches.

**Overseeding:** For winter color, overseed in the fall with one of ProSeeds perennial varieties at 10 – 15 pounds / 1000 ft.sq.

**Weed Control:** From North Carolina State University (NCSU) Pest Control Recommendations for Turfgrass Managers 2009. Pre-emergence herbicides Simazine, Atrazine, Pendimethalin, Oxadiazon (Ronstar®), Metolachlor (Pennant®).

