

Turf Grass Characteristics

Scientific Name	Common Name	Cool/ Warm	Growth Habit	Seeding Rate	Seed Per Pound	Germination	Water Use (ET Rate)	Drought Tolerance	Nitrogen Requirements	Salinity Tolerance
				Lbs. Per 1,000 Sq. Ft.						
Agrostic canina	Velvet Bentgrass	Cool	Spreads by Stolons	.75-1.25#	8,000,000	10-14 Days	Low	Very Good	Low	Low
Agrostic capillaris	Colonial Bentgrass	Cool	Bunch Type	1.5-2.5#	5,000,000	7-10 Days	Low	Good	Low	High
Agrostic palustris	Creeping Bentgrass	Cool	Spreads by Stolons	1-1.5#	6,000,000	7-10 Days	Medium	Poor to Good	Low to Medium	High
Buchole dactyloides	Buffalograss	Warm	Spreads by Stolons	2-3#	50,000	14-21 Days	Low	Excellent	Low	Medium
Cynodon dactylon	Bermudagrass	Warm	Spreads by Stolons	1-5#	1,800,000	7-30 Days	Low to Medium	Excellent	Medium	High
Festuca arundinacea	Turf Type Tall Fescue	Cool	Bunch Type	8-10#	225,000	10-14 Days	High	Good	Medium	High
Festuca brevipila	Hard Fescue	Cool	Bunch Type	5-6#	530,000	14-21 Days	Low	Excellent	Low	Low to Medium
Festuca ovina	Sheep Fescue	Cool	Bunch Type	5-6#	400,000	10-14 Days	Low	Excellent	Very Low	Low to Medium
Festuca ovina var. glauca	Blue Fescue	Cool	Bunch Type	5-6#	400,000	10-14 Days	Low	Excellent	Very Low	Low to Medium
Festuca rubra var. falax	Chewings Fescue	Cool	Bunch Type	5-6#	365,000	7-10 Days	Low	Very Good	Low to Medium	Low
Festuca rubra var. litoralis	Slender Creeping Red Fescue	Cool	Weak Rhizomes	5-6#	500,000	10-14 Days	Low	Good	Low to Medium	High
Festuca rubra var. rubra	Strong Creeping Red Fescue	Cool	Strong Rhizomes	5-6#	365,000	10-14 Days	Low to Medium	Good	Low to Medium	Low
Lolium perenne	Perennial Ryegrass	Cool	Bunch Type	6-8#	225,000	7-10 Days	Medium	Very Good	Medium to High	High
Poa pratensis	Kentucky Bluegrass	Cool	Spreads by Rhizomes	3-4#	1,200,000	14-21 Days	Low to Medium	Excellent	Medium to High	Low to Medium
Poa supina	Supina Bluegrass	Cool	Spreads by Stolons	1.5-3#	2,000,000	14-21 Days	Medium	Poor to Good	Medium to High	Low
Poa trivialis	Rough Bluegrass	Cool	Spreads by Stolons	1-2#	2,000,000	7-14 Days	Very High	Poor to Good	High	Low