Easy to Make a Smooth, Thick Turf with the MEEKER DISCING MACHINE

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SCIENCE AND MERCHANDISING UNITE TO BEAT BROWN PATCH

Several years ago it was found that the organic mercury compounds were very effective in controlling both kinds of brown patch and these commercial materials came into rather general use on the best golf courses. Later it was recommended that for the best and quickest results the chemical treatment should be followed by a stimulant, such as ammonium sulphate, for the purpose of quickly restoring the diseased areas to their normal green appearance.

The scientific staff of the Bayer Company, Inc., manufacturers of Uspulun, the original organic mercury seed and plant disinfectant, were not quite satisfied however. They believed that the stimulant might be compounded with the disinfectant and the practice of brown patch control simplified through the application of one compound which would not only kill the fungi concerned, but would stimulate the weakened grasses as well.

Two years of research were devoted to the development of this idea and finally such a material under the name “Nu-Green” was placed on the market by the Bayer Company in the spring of 1927, with the result that it was widely tested during the past year and has received high commendation by greenkeepers and green-committees throughout the country. It controls brown patch and restores the diseased greens to normal condition about two days sooner than was possible by the old method, its sponsors state.

The response of greenkeepers in adopting Nu-Green for brown patch and the success attending its use during the first year of its introduction has enabled its manufacturer to market this product in larger quantities and cut the price to a point where it may be extensively used for fungus diseases of grasses on lawns, as well as on golf greens.

Ten Laws of Correct Labor Management

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to pay a higher rate, as an incentive for better work.

The Law of Prompt Reward

Any reward or punishment that is remote in the time of application has a relatively faint influence on the average man’s conduct. To be most effective, the reward or punishment must follow swiftly upon the act. The lower the scale of intelligence, the more prompt should be the reward.

The Law of Competition

The pleasure of the competitive game lies in conquering your opponent, and this follows logically from the fact that competitive games are an evolution from the