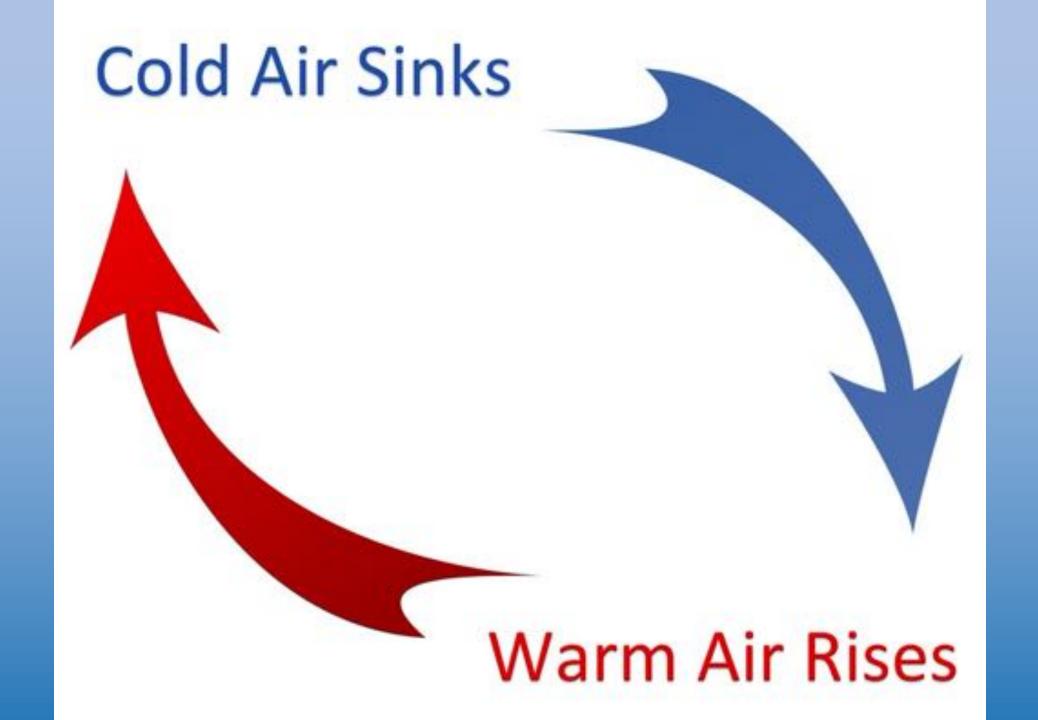
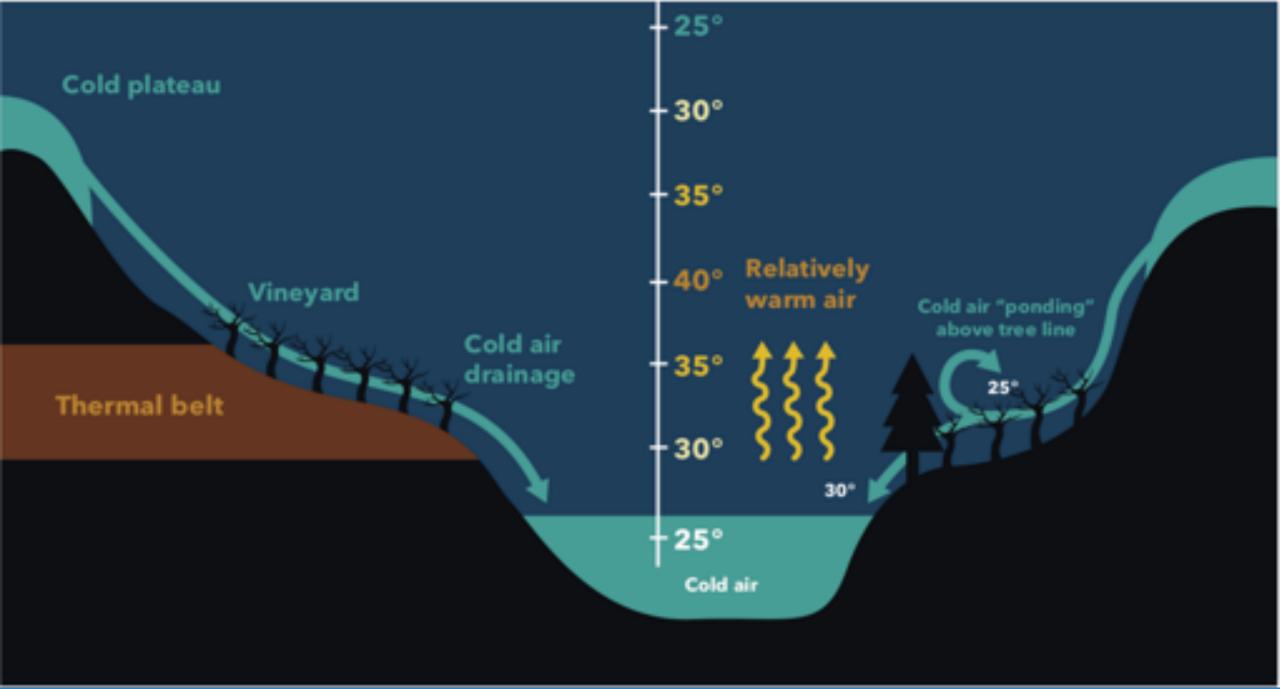
# Home Orchard Frost Protection

By Dan Hutton







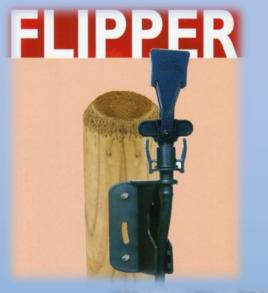


https://tinyurl.com/yazg7g7e





Alarm Alert Thermometer \$140 - \$500



## SPRINKLER TYPES







https://tinyurl.com/ybd8clym



FANS WORK WITH **SPRINKLERS** TO MOVE AIR











### Soil Water Management

#### MOIST SOIL DRY SOIL

Water Filled Spaces • Many Air Spaces

High Heat Capacity Low Heat Capacity

High Conductivity Low Conductivity Higher Minimum Colder Minimum

https://tinyurl.com/yav9hnl9



TEMPERATURE READINGS AT DIFFERENT ELEVATIONS

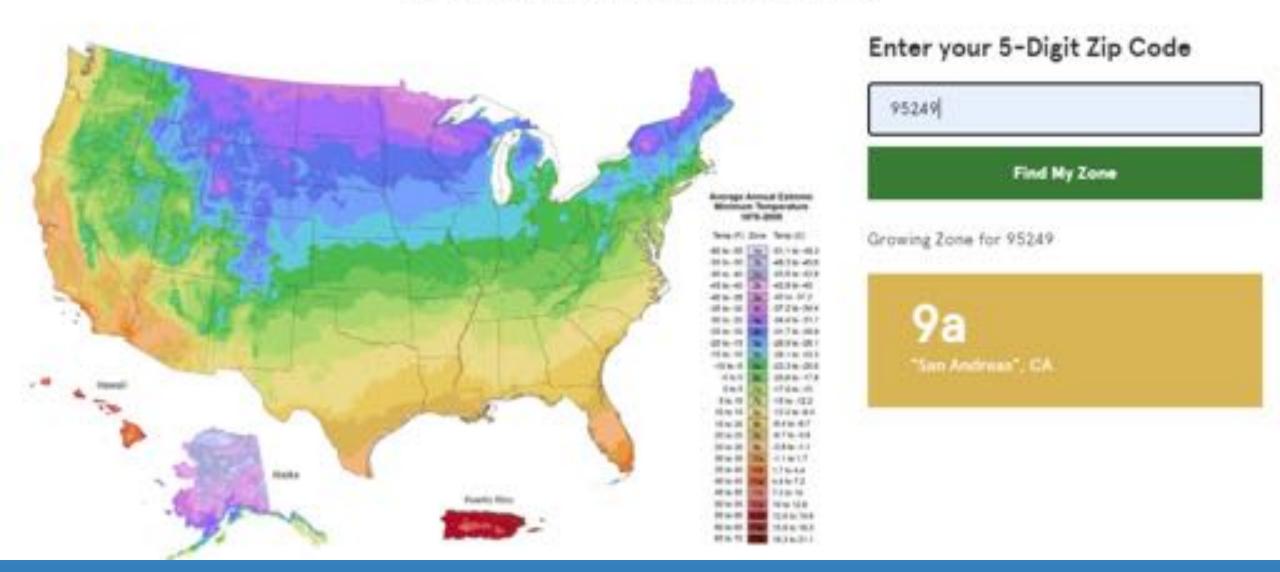




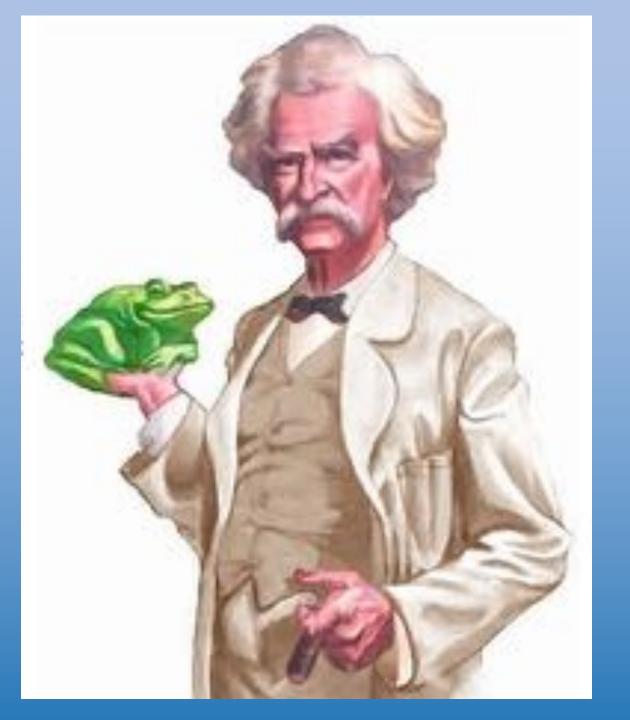


#### What is My Growing Zone?

Find your USDA Plant Hardiness Zone based on your zip code!



https://www.groworganic.com/pages/what-is-my-growing-zone



Mark Twain and the Jumping Frog of Calaveras County





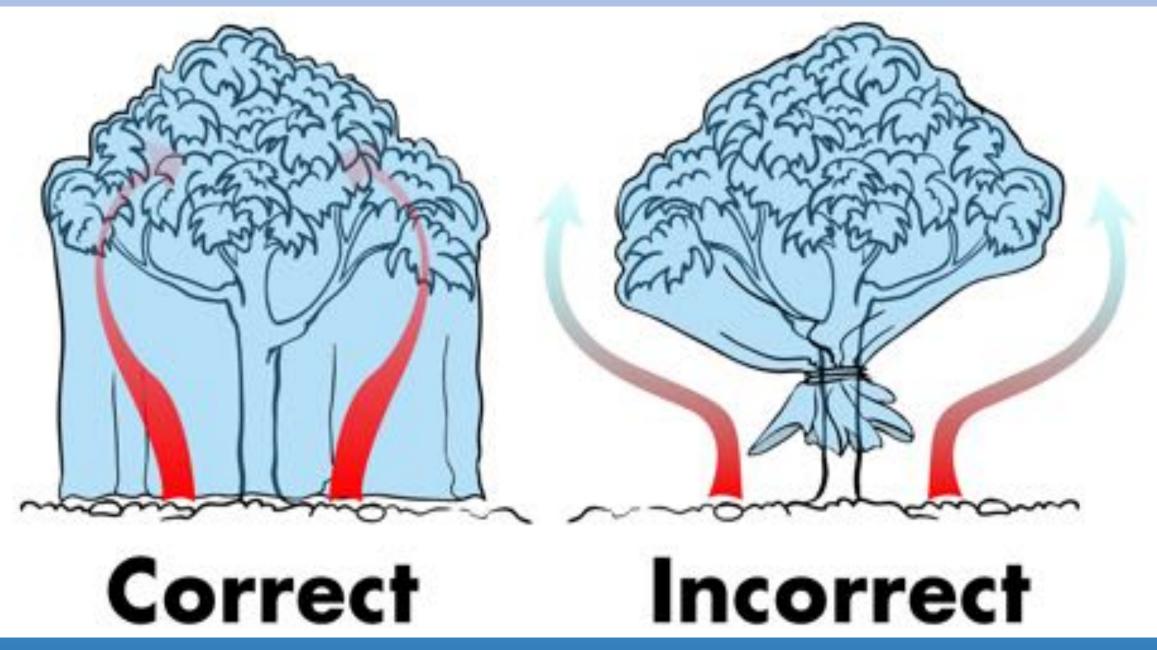
#### CHRISTMAS LIGHTS FOR WARMTH





LIGHTS AND COVERS FOR WARMTH





https://tinyurl.com/y9odnbkk

#### Review – Choose What and Where to Plant

- Choose what you plant wisely based on your zone
- Warm Air Rises and Cold Air Sinks so plant trees in the thermal belt midway between the top and the bottom of the hill or on the top of a ridge
- Plant sensitive plants next to buildings, walls, water tanks etc. where they can be protected from cold temperatures and excessive moisture (dew) descending onto the plant and freezing

#### Review – Protect what You Planted

- Storms are often followed by a cold front and clear skies which often result in frost
- Use a Temperature Alert Thermometer wake you when the temperature gets cold enough to need to turn on water and/or fans <u>or (if you don't like to be woken up)</u> use timers to start water and/or fans on every night in the early mornings (3-5 am)
- Remove turf/weeds from under trees' canopies—bare soil absorbs and reflects heat best
- Keep soil moist around trees which will capture heat during the day and and release it at night buckets of water also do this
- Use lights and/or covers to protect plants or move them indoors

QUESTIONS?