

# Pine Lake Weed Treatment SUMMER 2012 UPDATE



The summer 2012 has seen some of the greatest amount of lake weeds in years. Although Pine Lake was chemically treated in June for control of Eurasian water milfoil (EWM), the weeds beds rebounded quickly and large untreated areas developed along the western and northwestern parts of the lake. Plans to re-treat some of these areas in July were cancelled due to the watering precautions following lake treatments.

To determine what may be the cause and what could be done, the Chenequa Village Board invited Dr. Jeffrey Thornton of SEWRPC and Brian Suffern of Marine Biochemist Inc. to the August meeting. The mild winter, lack of ice and warmer lake water gave lake vegetation an early start here and on most other lakes in southern Wisconsin. The board agreed to aggressively treat the EWM during the fall. The weeds beds were mapped and our WI-DNR permit has been amended to include the off shore weed areas.

Chemical treatment targets the non-native plant - Eurasian water milfoil. Careful applications spare native aquatic plants especially the pondweeds. These and other native, aquatic plants are essential to lake health, by capturing nutrients that may otherwise be available to algal growth and providing fish habitat.

Even our native plants can cause problems around the piers. The WI-DNR allows manual weed clearing from piers without a permit. Weeds can be cut or pulled at a distance of up to 15 feet from either side of the pier. Please collect and dispose of these plants on land. This year we have had problems with weeds piling up along the shore in down wind locations. Another reason to collect cut weeds, cut stems or fragments of EWM can root causing the problem to spread into new areas.

The excellent water quality of Pine Lake is the result of good land stewardship, caring lake property owners and dedicated professionals. Preserve natural shores, reduce lawn pesticides and fertilizers or better yet install a perennial buffer between the lawn and the lake.