



SUPER SURFER

Adjuvant

WHAT IS SUPER SURFER?

Super Surfer revolutionises foliar application techniques in turf management, ensuring uniform nutrient delivery and optimal turf health. As a naturebased surfactant, Super Surfer enhances foliar application efficiency, offering improved coverage, nutrient absorption, and pH adjustment for optimal turf health.

BENEFITS OF SUPER SURFER APPLICATION

Super Surfer serves to enhance the quality and wetting ability of irrigation water, vital for optimizing the effectiveness of foliar sprays. By lowering both the pH level and surface tension, it guarantees improved wettability of the foliar spray and facilitates deeper water penetration.

MODE OF ACTION

Enhanced Spread ability: Improves spray distribution and soil water penetration, ensuring uniform application.

pH Optimization: Buffers spray and irrigation water to pH 5.5, enhancing foliar feed efficacy.

Nutrient Enrichment: Supplies vital macronutrients (N, P) for turf nourishment and growth.

Wetting Efficiency: Lowers surface tension for better wettability and deeper irrigation water penetration

COLOUR & APPEARANCE:

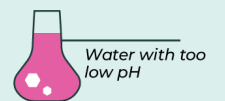
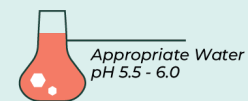
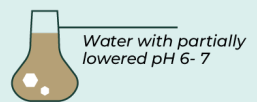
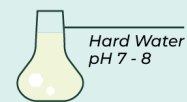
Dark red liquid.

APPLICATION RATE & INSTRUCTIONS

80-120ml per 100ℓ of water

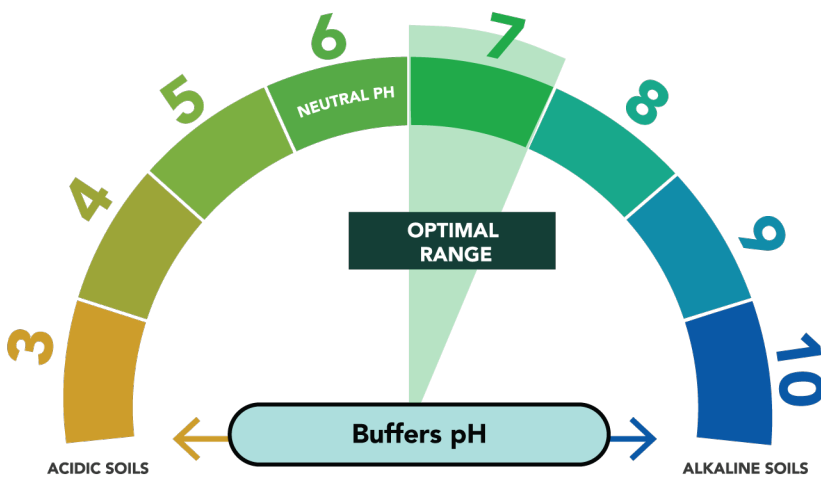
For optimal results, use an average of 80-120ml of Super Surfer per 100ℓ of water.

1. Fill the spray tank to **50% with water** before adding Super Surfer.
2. Observe the **change of colour** of the solution to slightly pink.
3. Depending on the hardness of the water, you should add the amount of product that will lead to the **desired pH of the water** – about 5.5.
4. To do this, follow the colour scale given at the bottom of the label.
5. If you are not able to determine the colour gradient 100ml per 100ℓ is the average application rate.

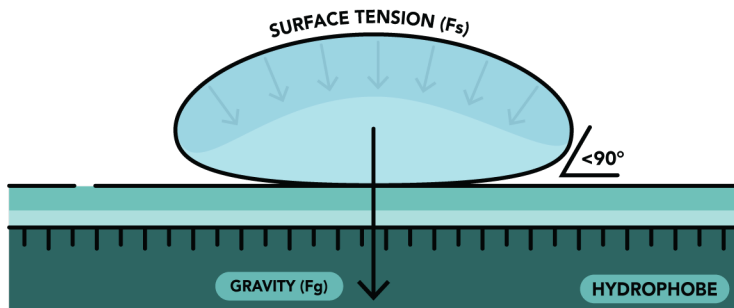


COMPATIBILITY

Super Surfer can be also used with all foliar fertilisers and pesticides, and organic bio-stimulants.



Poor wetting properties



Good wetting properties

