

GoatWorks!



How it works

- The goats working in Rundle Park have been trained to eat key weed species. They are ideal for ecologically-sensitive areas where herbicides or other control methods are impractical or inappropriate.
- The goats are never left alone. A skilled shepherd is on site 24 hours a day.
- The park is their salad bar! The goats will be targeting noxious weeds, but they will also sample dandelions and other vegetation.

Why goats? Chew on this...

- Goats are the best animals for the job because they are mobile in all terrain. They move easily on steep slopes and heavily-vegetated areas that are not safely accessible to people.
- Goats have special enzymes in their stomachs that allow them to eat plants that are poisonous to other animals.
- Goat poop is not a problem! It's actually a fertilizer. Goat poop is dry, breaks down quickly and does not smell or attract flies. Grasses and other vegetation left behind are given a natural boost!



edmonton.ca/goats

Edmonton

Weed Control



The City adheres to provincial and federal regulations for weed control and herbicide use. We control weeds in a way that is mindful of environmental impacts and meets professional and industry standards for parkland care.

Herbicide is used to control weeds on a very small percentage of Edmonton's parkland. The City uses alternative weed management approaches such as:

- Removing weeds with trimmers and brush blades
- Working with communities to remove weeds mechanically and by hand
- Using biological controls such as bugs and goats (pilot planned for 2017)
- Converting non-active turf sites to maintained naturalized areas, where natural vegetation eventually out-competes weeds

The City of Edmonton uses techniques designed to enhance the growth of healthy turf, thereby out-competing weeds in certain areas. Techniques include:

- Hydro-seeding, which involves mixing grass seed with sticking and thickening agents (pulp) and spraying it on poor turf
- Aerating, topdressing, fertilizing and overseeding turf in select areas

