

Pesticide drift is a priority issue at the national level as EPA contemplates the development of new label language that would make all or some pesticide drift illegal. According to the NID Department of Ag, drift is certainly a chronic problem in North Dakota, serving as the top reason for complaints each year.

Blake Schaen with the NID Dept. of Ag reports a few possibilities why pesticide drift is a chronic, perennial problem in North Dakota... Is it a lack of understanding of the causes of drift? Is it due to poor equipment or failure to match equipment to conditions? Is it a lack of regard for neighbors and owners of adjacent property? Is it an attitude that "drift happens" and people just need to deal with it? Or is it a perception that enforcement is lax and penalties for drift are too low?

Regardless of what the reason for it is, the fact is in many instances it can be controlled. I generally try to support producers in their decisions to spray, but I must admit I have seen a few questions for drift are too low?

Public Service Commission
Case No. PU-12-162
Public Utilities
Rulemaking

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Case No. PU-12-165
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Case No. RC-12-166
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Mechanical/Cultural Control: Since the adults are moths that are attracted to lights, shutting off yard lights from late June through mid July may reduce the number of egg-laying adults in an area. By reducing moths, egg masses in an area decline and so should defoliation the next year.

If only a few caterpillars are found, they can be picked from trees by hand. When FTCs are migrating from heavily infested to noninfested trees, they can be stopped with Tanglefoot or other sticky material applied as a band around the trunk. The sticky material must be checked on a daily basis.

Insuring that trees have adequate water can help trees recover from early season defoliation; however, it is recommended you do not fertilize trees during FTC outbreaks.

Insecticide Control: If treatments do become necessary, the bacterial insecticide, Bacillus thuringiensis (Bt),

time is 5:30 p.m. for T-Ball and 6:30 p.m. for Pee Wees. Bus leaves from Mohall Softball Complex at 4:40 p.m.

Thursday, June 14th: Both T-Ball teams practice 9:00 a.m. to 10:00 a.m.; Pee Wee Team #2 Tigers practice 10:00 a.m. to 11:15 a.m.; Mohall Pee Wee #1 (Twins) and Midgets at Towner. Game time is 4:00 p.m. for Pee Wees and 5:00 p.m. and 6:00 p.m. for Midgets. Bus is leaving at 2:15 p.m. from the Softball Complex.

Friday, June 15th: No practice for T-Ball or Midgets. Pee Wee Tournament - Twins start at 9:00 a.m. and Tigers start at 10:30 a.m. Be at the diamond one-half hour earlier than the start time, which would be 8:30 a.m. and 10:00 a.m.

Monday, June 18th: Bowbells T-Ball and Pee Wees at Mohall T-Ball #1 and Pee Wee #1. Game time is 10:00 a.m. T-Ballers need to be at the diamond at 9:30 a.m. and Pee Wees need to be at the diamond at 10:30 a.m.; T-Ball Team #2 practice 9:00 a.m. to 10:00 a.m.; Midget Tournament start time is 4:00 p.m. with Midgets being at the diamond at 3:30 p.m. Midgets will play 4 games that evening.

Tuesday, June 19th: Both T-Ball teams practice 9:00 a.m. to 10:00 a.m.; Pee Wee #1 practice 10:00 a.m. to 11:15 a.m.; Mohall Pee Wee #2 and Midgets at Stanley. Game time is 10:00 a.m. Bus is leaving at 8:10 a.m.

Wednesday, June 20th: T-Ball Team #1 practice 9:00 a.m. to 10:00 a.m.; Pee Wee #2 practice 10:00 a.m. to 11:15 a.m.; Mohall T-Ball #2, Pee Wee #1, and Midgets at Powers Lake. Game time is 10:00 a.m. for both T-Ball and

Games will be played on both diamonds, with all games being four inning games, with the 15 run rule in effect after three innings.

Teams in Pool A will include: Mohall Twins #1, Bottineau, Sherwood, and Lignite. Pool B teams include: Mohall Tigers #2, Kenmare, Bowbells, and Tigega. The schedule will be as follows: 9:00 a.m.: Sherwood vs. Mohall Twins #1 on north diamond; and Lignite

Complex on Friday, June 15th. Eight teams will participate in the tournament, which will consist of two pools of play and then teams will be matched up according to their pool standings for tournament placings. If there is a tie for records after pool play the following will apply: 1. least runs allowed for a three or four way tie; and 2. head to head competition for a two way tie.

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