

Weed Control for Autumn Beds

Southern Soil Sunshine • Zones 8–10

Printable Checklist & Quick Reference

Use this simple, faithful rhythm to keep winter weeds from taking over your autumn beds. Ten minutes here and there beats hours of frustration in spring. Hang this sheet in the shed or tuck it into your garden journal.

AUTUMN WEED CONTROL CHECKLIST

- ☐ Walk beds after rain; pull anything flowering first.
- ☐ Edge borders so weeds don't reseed into beds.
- ☐ Quick stirrup-hoe pass in open soil (shallow sweep).
- ☐ Sheet mulch empty beds: cardboard → ½–1" compost → 2–3" leaves/straw.
- ☐ Top-dress active beds with ½–1" compost, then mulch 2–3".
- ☐ Smother/refresh pathways (cardboard + 4" wood chips).
- ☐ Sow one cover crop bed: rye, crimson clover, or vetch.
- ☐ Set a 10-minute 'weed walk' timer 3x/week (M/W/F works well).
- ☐ Keep mulch off stems; refill thin spots monthly.
- ☐ Clean & hang tools by the gate for easy reach.

YOUR 10-MINUTE WEED WALK ROUTINE

- M/W/F: 3–5 minute shallow hoe pass; pull anything flowering.
- After rain: lift chickweed/henbit mats while roots are loose.
- Weekly: tidy pathways & edges; re-mulch thin spots.
- Monthly: top-dress with compost and refresh mulch depth.



QUICK REFERENCE: WHAT WEEDS ARE TELLING YOU

Weed	Often Indicates	Best Response
Dandelion	Compaction; thin organic matter	Core aerate; add compost; mulch paths
Purslane	Overwatering or poor drainage	Adjust irrigation; improve drainage; mulch
Clover	Low nitrogen; thin fertility	Top-dress compost; plant winter cover crops
Nutgrass (sedge)	Drainage issues; disturbed soil	Improve drainage; smother; persist
Chickweed	Cool, moist, fertile soil	Mulch 2–3"; shallow hoe; pull before seed
Henbit	Cool, moist soil; open spaces	Mulch; stirrup hoe; early pulling

Mulch Math: 1 garden cart (~6 cu ft) covers ~24–36 sq ft at 2–3" deep. Beds: 2–3" shredded leaves/straw
 • Paths: ~4" wood chips

Journal Prompt

Which weeds (in my soil and in my soul) need clearing this autumn so that rest — and new growth — can take root?

