

This message is to notify you of important updates about EAB for Vermont.

- **NEW Detection in Bristol:** There has been a new detection of Emerald Ash Borer (EAB) in [Bristol, Vermont](#). This is the first confirmed detection in Addison County. Forest landowners, homeowners, logging contractors, municipalities, and utilities in the infested area should evaluate the options available to them to protect their ash resources and immediately implement Vermont's "[Slow the Spread](#)" recommendations.
- **The Flight Season has Started:** The flight season of EAB began on June 1st and continues until September 30th. This is the time that EAB are emerging from host ash trees and infested and untreated ash wood products, such as ash firewood. Without due care, the public can inadvertently spread EAB to uninfested areas. By following the "[Slow the Spread](#)" recommendations loggers, landowners, utilities, and others can responsibly move ash wood products and limit the rate of human-caused spread.
- **Following the Slow the Spread Recommendations:** Vermont sawmills, such as Ames True Temper in Wallingford and DCI in Royalton, have recently sent suppliers information about their requirements for purchasing ash harvested in the infested area. Landowners, logging contractors, and log truckers working within the infested area should contact the purchaser of ash products they work with for guidance on when, or if, they should deliver ash logs and pulpwood to them before moving those products outside an infested area. There is a high risk of spreading EAB at any time of year if ash firewood is delivered for use as homeowner firewood outside the infested area, whether it is log-length or split but not heat treated.

For more information about preparing for Emerald Ash Borer, or to report suspect trees, go to VTinvasives.org.

If you do not want to receive automatic notifications of the expansion of Vermont's EAB infested area or EAB news, unsubscribe [here](#).

If you have additional questions, [let us know](#).

