



Matador™ Maple

Acer x freemanii 'Bailston'

Height: 45 feet

Spread: 30 feet

Sunlight: ○

Hardiness Zone: 4a

Description:

Attractive summer foliage is followed by consistently rich red fall color that appears later in the season and holds for a long period before the leaves drop; shapely upright, oval form; a valuable addition to the landscape

Ornamental Features

Matador Maple features showy clusters of red flowers along the branches in early spring before the leaves. It has green deciduous foliage. The lobed leaves turn outstanding shades of orange and in the fall. The furrowed gray bark and brick red branches add an interesting dimension to the landscape.

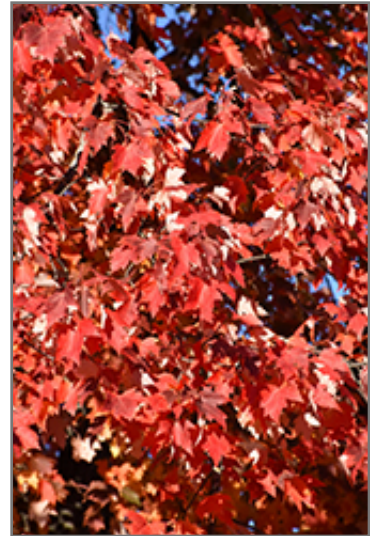
Landscape Attributes

Matador Maple is a deciduous tree with a shapely oval form. Its average texture blends into the landscape, but can be balanced by one or two finer or coarser trees or shrubs for an effective composition.

This is a relatively low maintenance tree, and should only be pruned in summer after the leaves have fully developed, as it may 'bleed' sap if pruned in late winter or early spring. It has no significant negative characteristics.

Matador Maple is recommended for the following landscape applications;

- Accent
- Shade



Matador Maple in fall
Photo courtesy of NetPS Plant Finder



Matador Maple
Photo courtesy of NetPS Plant Finder



Planting & Growing

Matador Maple will grow to be about 45 feet tall at maturity, with a spread of 30 feet. It has a high canopy with a typical clearance of 5 feet from the ground, and should not be planted underneath power lines. It grows at a fast rate, and under ideal conditions can be expected to live for 80 years or more.

This tree should only be grown in full sunlight. It is quite adaptable, preferring to grow in average to wet conditions, and will even tolerate some standing water. It is not particular as to soil type or pH. It is highly tolerant of urban pollution and will even thrive in inner city environments. This particular variety is an interspecific hybrid.