



Light My Fire Rose* Rosa 'Light My Fire'

Hardiness Zone: 4b

Group/Class: Floribunda Rose

Description:

Flaming red-orange blooms appear throughout the season on a low bushy shrub; well suited for small spaces, for containers, or a flowering hedge



Light My Fire Rose flowers Photo courtesy of NetPS Plant Finder

Ornamental Features

Light My Fire Rose features showy orange flowers with red overtones at the ends of the branches from late spring to mid fall. The flowers are excellent for cutting. It has dark green deciduous foliage. The glossy oval compound leaves do not develop any appreciable fall color.

Landscape Attributes

Light My Fire Rose is a multi-stemmed deciduous shrub with an upright spreading habit of growth. 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 shrub will require occasional maintenance and upkeep, and is best pruned in late winter once the threat of extreme cold has passed. It is a good choice for attracting bees to your yard. Gardeners should be aware of the following characteristic(s) that may warrant special consideration;

- Spiny

Light My Fire Rose is recommended for the following landscape applications;

- Mass Planting
- Hedges/Screening
- General Garden Use

Planting & Growing

Light My Fire Rose will grow to be about 30 inches tall at maturity, with a spread of 30 inches. It tends to fill out right to the ground and therefore doesn't necessarily require facer plants in front. It grows at a fast rate, and under ideal conditions can be expected to live for approximately 30 years.



This shrub does best in full sun to partial shade. It does best in average to evenly moist conditions, but will not tolerate 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.

* This is a 'special order' plant - contact store for details