



# AMINO-B BOOSTER®



## MIXING DIRECTIONS

Below is a quick reference guide for mixing Amino-B Booster®. You may want to modify the dosage based on your own knowledge or your hive's needs.

**Feeding Syrup Preparation:** Honey-B-Healthy, Inc. recommends preparing your feeding syrup using the following steps. Once your syrup is prepared, allow it to cool to room temperature prior to adding Honey B Healthy® feeding stimulants.

### Syrup Preparation Steps:

1. For spring/summer, mix syrup at a ratio of 1-part sugar to 1-part water.
2. For fall, mix syrup at a ratio of 2 parts sugar to 1-part water.
3. Bring syrup mixture to a boil if desired, or just use warm water to dissolve sugar. Boiling is not necessary when using Honey B Healthy® products.
4. Allow syrup to cool.
5. Add Honey B Healthy® and Amino-B Booster® stimulant per recommendations below.



**Feeding Stimulant/Drench:** Adding equal amounts of Original Honey B Healthy® and Amino-B Booster® to syrup will provide important overall health benefits to the colony while helping to keep the syrup fresh. Drench using the same mix as the feeding mix. Drench weak colonies with 8-12 ounces to give them a boost.

**Important:** Use clean feeding containers. If storing mix for a short period of time, keep tightly sealed, dry, and cool. Do not return mix back into the container. Be careful when using prior to long winter clusters unless preparing colonies for early pollination. User assumes full liability of use.

## MIXING RATIOS

**US Standard** - Recommended starting dose - 1 tsp. per quart.

FEEDING STIMULANT/DRENCH	
Honey B Healthy® & Amino-B Booster®	Syrup
1-2 tsp. each	1 Quart
4-8 tsp. each	1 Gallon
1 Quart each	50 Gallons

**Metric** - Recommended starting dose - 5 ml per liter.

FEEDING STIMULANT/DRENCH	
Honey B Healthy® & Amino-B Booster®	Syrup
5-10 ml each	1 Liter
20-40 ml each	4 Liters
1000 ml each	200 Liters

Please Note: The above stated directions are recommendations and do not imply a required use for our products. Use at your own risk!

