



# Pigeon Vitality - long distance



## Product

### In the drinking water

### On the grain

#### THE WEEK AFTER RACE

Day	In the drinking water	On the grain
AT RETURN (Saturday-Sunday)	Belgamax & Rebuild	Omega 3 & Amino Acid Powder
Monday	Improver & AntiFungal	Omega 3 & Amino Acid Powder
Tuesday	Improver & AntiFungal	
Wednesday		Omega 3 & MultiViTra & Oxy-B
Thursday		
Friday		
Saturday	Improver & AntiFungal	

#### THE WEEK BEFORE RACE

Day	In the drinking water	On the grain
Sunday	Clarify	
Monday	Clarify	Omega 3 & TriColi STOP Powder
Tuesday	Clarify	Omega 3 & MultiViTra & Oxy-B
Wednesday	Clarify	Lecithine & L-Carnitine*
Thursday	Clean water	Lecithine & L-Carnitine*

\* Add to the grain the day before basketing and on the grain that is given on basketing day

#### DOSAGES

##### In the drinking water:

Belgamax: 1 heaped teaspoon per liter  
 Rebuild: 1 teaspoon per liter  
 Improver: 1/2 teaspoon per 5 liter  
 AntiFungal: 1/2 teske per 5 liter vann  
 Clarify : 10 ml per liter

##### On the grain:

Omega 3: 1 tablespoon (10 ml) per kilo  
 Oxy-B pulver: 1 heaped teaspoon per kilo  
 MultiViTra: 1 heaped teaspoon per kilo  
 Lecithin: 1 tablespoon (10 ml) per kilo  
 L-Carnithine: 1 heaped teaspoon per kilo  
 Amino Acid Powder: 1 heaped teaspoon per kilo

#### HEALTH PROGRAM IN THE RACING SEASON

**Against Canker:** TriColi STOP Capsules or powder (flock treatment) every third week or when needed.

We recommend to administer TriColi STOP on Tuesday evening if race is on Saturday

DOSAGE ON THE GRAIN WITH TRICOLI STOP (moisture with Omega-3):

1 heaped tablespoon (8 gram) per kilo grain. This 1 kilo grain mixture shall be given to 50 pigeons Tuesday evening

**Against respiratory diseases:** Broncho Plus

In the racing season: 2 ml per liter water 1-2 days per week

In the racing season give every 2nd-3rd week or when needed (e.g. When warm and humidic weather)

Can be mixed with all Pigeon Vitality products

Befroe racing season. We recommend to give Broncho Plus (2 ml per liter water) in 5 days.

