

HEAVY 16

PROFESSIONAL HYDROPONIC NUTRIENT

Mixing Procedure:

1. Fill reservoir half way with fresh filtered water.
2. Numbers in the schedule are for EQUAL PARTS of BOTH A & B (ex: add 15 mL of part A and 15 mL of part B).
3. Shake part A well, measure proper amount and add to reservoir. Wash measuring cup.
4. Shake part B well, measure proper amount and add to reservoir. Wash measuring cup.
5. Agitate reservoir, finish filling reservoir, then measure ppm and pH to ensure correct ranges (pH 5.5 to 6.8).
6. Measure pH to ensure proper ranges (for hydroponic mediums - Hydroton, Rockwool, Coco between 5.5 – 6.2) (Soils between 6.2 – 6.8)
7. Water is ready for irrigation

CONVERSIONS: 1 tsp = 5 mL • 1 Tbsp = 15 mL • 1 Cup = 240 mL

Indoor Hydroponics (for ALL hydroponic techniques and inert media types - recirculating and run-to-waste systems)

Nutrient	VEG A & B				BUD A & B							
Light Hours	18 +	18 +	18 +	12	12	12	12	12	12	12	12	12
Crop Phase	Seedlings & Clones	Early Veg	Late Veg	Transition	Bud	Bud	Bud	Bud	Bud	Bud	Bud	Bud
Week	1	2	3	1	2	3	4	5	6	7	8	
Per Gallon	3-5 mL	5-8 mL	8-10 mL	8-10 mL	8-10 mL	10-12 mL	10-12 mL	12-15mL	12-15mL	12-15mL	12-15mL	
Per Liter	0.8-1.3 mL	1.3-2.1 mL	2.1-2.6 mL	2.1-2.6 mL	2.1-2.6 mL	2.6-3.2 mL	2.6-3.2 mL	3.2-4.0 mL	3.2-4.0 mL	3.2-4.0 mL	3.2-4.0 mL	

Indoor and Outdoor Soil (for gardens, landscapes and potted plants)

Nutrient	VEG A & B				BUD A & B							
Light Hours	18 +	18 +	18 +	12	12	12	12	12	12	12	12	
Crop Phase	Seedlings & Clones	Early Veg	Late Veg	Transition	Bud	Bud	Bud	Bud	Bud	Bud	Bud	
Week	1	2	3	1	2	3	4	5	6	7	8	
Per Gallon	3 mL	3-5 mL	3-5 mL	3-5 mL	5-7 mL	5-7 mL	5-7 mL	7-10 mL	7-10 mL	7-10 mL	7-10 mL	
Per Liter	0.8 mL	0.8-1.3 mL	0.8-1.3 mL	0.8-1.3 mL	1.3-1.8 mL	1.3-1.8 mL	1.3-1.8 mL	1.8-2.6 mL	1.8-2.6 mL	1.8-2.6 mL	1.8-2.6 mL	

NOTE: These soil rates are for applications of 2-3 times per week with fresh water irrigation in between. Since soil types vary this chart is a good starting guideline. The user will need to vary rates depending upon plant performance.



1-877-FIELD16