



| COMPONENT | SEEDING | TRANSPLANT | VEGETATIVE | PRE-FLOWER | WEEK 1 | WEEK 2 | WEEK 3 | WEEKA | WEEK 6 | WEEK 6 | WEEK 7 | WEEK 8 |
|---------------------|----------|-------------|-------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------|
| Solo-Tek Grow | 0.5 mL | 1 mL | 2 mL | 2 mL | | - | | | | | | |
| Solo-Tek Bloom | | - | <u>.</u> | | 2 mL | 2 mL | 2mL | 2 mL | 2 mL | 2 mL | 2 mL | |
| Vitamax Pro | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | 4 mL | - |
| Monster Grow Pro | | - | 0.10 g | 0.10 g | | | | | 14 14 | | | |
| Bud Fuel Pro | | | | 1 mL | 2 mL | 2 mL | 2 mL | 1 mL | | | | |
| Blossom Blaster Pro | | - | <u>-</u> | - | 1 mL | 1 mL | 1 mL | | |) <u>a</u> t | | |
| Heavy Bud Pro | | | <u> </u> | | | | | 1 mL | 3 mL | 3 mL | 2 mL | 5 (2) |
| Monster Bloom | - | | | | | | | 0.10 g | 0.20 g | 0.10 g | 0.10 g | - |
| Final Flush | | | | | | <u>-</u> | | | | | | 2 mL |
| EC PPMs | - 250 | 0.96 479 | 1.89 947 | 2.13 1650 | 2.40 1200 | 2.40 1200 | 2.40 1200 | 2.60 1300 | 2.67 1335 | 2.53 1265 | 2.33 1166 | |



TRANSPLANT:

A comprehensive mix of products to ensure lower stress and increased growth in transplants before moving to a stronger formula after plants are established.

GROWTH:

A concentrated formulation for aggressive feeders and larger plants.

PRE-FLOWERING:

Specific to the critical stage where plants are in the process of switching their energy focus. A high-powered formula to ensure the plant is properly supplied with nutrients for the development of flowers and fruit.

IMPORTANT:

Start using Bud Fuel Pro 10 days before flowering cycle. All feed charts should be considered as a guideline for product use. Genetics and environmental conditions are very important to consider.

VARIETIES

56 Days: Add Final Flush and water during week 8.

63 Days: Repeat week 7 and add Final Flush and water in week 9.

70 Days: Repeat week 7 twice and add Final Flush and water in week 10.