

HOUSE & GARDEN REPORT

TOP SHOOTER



TOP SHOOTER: FLOWERING BOOSTER

House&Garden Top Shooter is a liquid version of Shooting Powder. Top Shooter is a flowering booster and is able to generate extra yields of up to thirty percent. To produce flowers, the plant must 'be in the right mood'. It should be sufficiently warm – or, conversely, sufficiently cold – the plant must have enough light – or, conversely, not too much light –, and the plant should be sufficiently developed. When all these conditions have been met, the plant will activate its flower development program. It will then be decided where and in what order the various flower organs will develop.

PRODUCT INFORMATION

After the regular flowering cycle has stopped, Top Shooter starts a new flowering cycle, resulting in much heavier fruits. A new film is created around the fruit, as it were. This may result in production increases of up to thirty percent!

APPLICATION

Use Top Shooter during the last three weeks before the harvest to increase the weight of the fruits. Prepare the nutrient container as follows: raise the EC value to 1.2 of the base nutrient (for example, A&B Cocos, Hydro or Soil). Make sure your nutrient container has the correct pH value. Then add Top Shooter and any other flower stimulators. Your nutrient container is now ready for its first watering.

WARNING

Always reduce the EC value of the base nutrient to EC 1.2. Only use Top Shooter during the last three weeks before the harvest. Never use Top Shooter with PK13-14, Shooting Powder or Top Booster. Top Shooter is a very strong agent. Never use more than the prescribed quantity!



ADVICE

Only use Top Shooter if the plants are sufficiently healthy. It is a very strong agent, which demands much from the plant.

QUANTITY

Use Top Shooter during the last three weeks before the harvest. Quantity during the first week: 100 ml per 100 litres ready-to-use nutrients. During the last two weeks: 200 ml per 100 litres ready-to-use nutrients.

AVAILABLE SIZES

250 ml, 500 ml, 1 litre