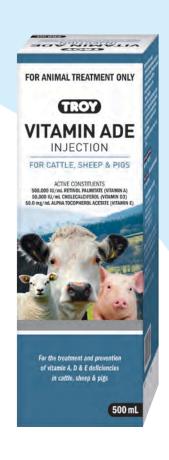




Boosting immunity may lead to healthier, heavier and more productive animals.

Troy Vitamin ADE Injection

- Vitamin A plays a role in maintaining normal vision, skin, bones and muscles as well as maintaining normal growth processes
- Vitamin D aids in the absorption of calcium and phosphorous and has a role in the normal growth and health of bones and teeth
- Vitamin E is an antioxidant that helps maintain immune function
- Heavy duty HDPE 500 mL plastic bottle, for greater durability
- Packaging contains a draw-off tube

















Troy Vitamin ADE Injection

For the treatment and prevention of Vitamin A, D & E deficiencies in Cattle, Sheep & Pigs.

ACTIVE CONSTITUENTS

Each mL contains: 500,000 IU RETINOL PALMITATE (VITAMIN A), 50,000 IU CHOLECALCIFEROL (VITAMIN D3), 50.0 mg ALPHA TOCOPHEROL ACETATE (VITAMIN E)

DIRECTIONS FOR USE

Intramuscular injection only. Use the contents of Troy Vitamin ADE within 6 months of first broaching the vial.

DOSAGE AND ADMINISTRATION:

Target Species:	Dose:	Treatment Intervals and times:
Cows	5 mL	At least twice per year and 30 days prior to calving
Calves	1 mL	During the first week after birth
Sheep	1 – 2 mL	At least twice per year
Lambs	0.5 mL	As soon as possible after birth
Pigs	2 – 3 mL	Sows: One injection upon placement in farrowing house and a second injection during the first week after farrowing Boars: One injection 1-2 weeks prior to breeding season
Piglets	0.25 - 0.5 mL	During the first week after birth

Caution: Avoid Carcass Damage

- 1. Sterilise all injection apparatus by boiling before use. Avoid use of strong disinfectants on apparatus.
- 2. Maintain cleanliness at all times.
- 3. Keep needles sharp and clean. Replace frequently.
- 4. Use needles of appropriate gauge and length.
- 5. As far as possible, avoid injection of animals in wet weather or under dusty conditions.
- This product must be injected only into muscle tissues.
- If possible inject into muscle tissue on side of neck.

WITHHOLDING PERIODS

MEAT: Nil MILK: Nil

