



BG - CO₂ Generator

24 hour sampling | Highest CO₂ output in the first 14 hours.

Instruction Manual (EN)



BG - CO₂ Generator: Status: January 2021

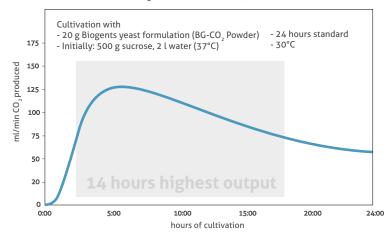
Product Components

The BG-CO, Generator includes 200 g BG-CO, Powder, a mixing bag, a lid with tube, a thermometer, a spoon, and an insulated BG-Pro bag.

When to Set-Up the BG-CO, Generator

The BG-CO, Generator is developed for a 24 hour monitoring with highest output in the first 14 hours.

Release rate of CO, over time of Biogents Yeast Formulation



General recommendation for the set-up of the veast mixture:

Always set-up the yeast mixture about 2 hours before the monitoring starts.

Examples:

Mosquitoes to monitor	Set-up of yeast mixture	Start of monitoring
Day-active mosquitoes	1 pm	3 pm
Night-active mosquitoes	4 pm	6 pm
Day- and night-active mosquitoes	2 pm	4 pm

The BG-CO₂ Powder

The BG-CO₂ Powder contains an optimised mixture of different yeast strains and nutrients for best results. It also contains a harmless bitterant to prevent the ingestion of the solution. The BG-CO, Powder package contains 200 g of the yeast mixture which lasts for up to 10 monitoring sessions.

Safety Instructions and Warnings

Do not ingest content. Use only as directed. Keep out of the reach of children.

Set-Up of the BG-CO₂ Generator

A Fill in the mixing bag: 500g sugar + 20g BG-CO, powder (2 dosage spoons) + 2l water at 38°C (NOT over 40°C)



Inflate the bag.



Fill in sugar...



...until the sugar line.



Add BG-CO₂ powder (2 spoons).



Fill in 2 liters of water up to the waterline.



Close mixing bag.

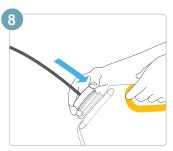


Mix to dissolve.

B Place the filled mixing bag in the BG-Pro bag.

Do not place the system in the sun. The temperature of the water should not exceed 40°C.

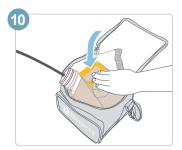




Use the lid with CO₂ hose.



Place the filled mixing bag in the BG-Pro bag.



Fold the upper part.



Only the hose should protrude.



Close the zipper.



Place the bag above a hanging trap...



... or next to a standing trap.









