



RUPPNER PFERDEFUTTER

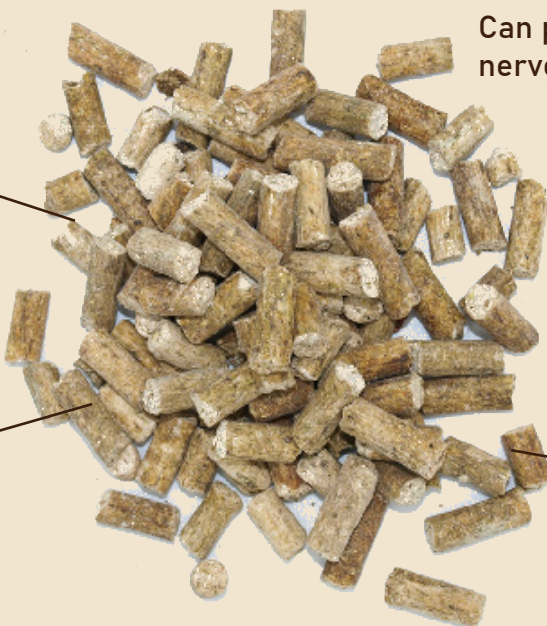
Spezialfutter Neuruppin GmbH & Co. KG

RUPPNER MAGNESIUM

Promotes serenity and loose muscles

Especially recommended for nervous and tense horses

Supporting the preparation and recovery from sporting exertion



Can promote the smooth interaction of nerves and muscles

In strenuous training phases or to support stress reduction

This supplementary feed supports the reduction of stress reactions due to its high magnesium content and serves to promote muscle relaxation. Ruppiner Magnesium is particularly recommended for horses that are sensitive to stress or often tense, or for preparation and recovery from athletic exertion. Magnesium is needed for every energy-dependent process in the body and controls energy production in the cells. It influences the interaction of nerves and muscles. Magnesium can be used especially for sport and breeding horses, but also in stressful situations such as the change of coat, during transport or at competitions.

Fütterungsempfehlung: Due to the higher content of trace elements compared to complete feeds, this supplementary feed may only be fed with max. 13 g / 100 kg body weight / day. For a large horse (600 kg) we recommend an administration of approx. 60 - 80 g / animal / day. Feeding should take place during athletic exertion. Our feeding recommendation refers to a roughage intake (hay) of 1.5 kg per 100 kg body weight and day. One measuring spoon corresponds to approx. 25 g.

Composition: Lucerne meal, glucose, magnesium oxide, sugar, magnesium phosphate, calcium magnesium carbonate, vegetable fat (palm fat)

Analytical components and contents: 4.5% crude protein, 2.0% crude fat, 7.0% crude fibre, 31.3% crude ash, 2.1% calcium, 1.05% phosphorus, 0.01% sodium, 8.6% magnesium

Additives (per kg): Nutritional additives:

Vitamins, provitamins and substances with a similar effect, which are chemically described: Vitamin E: 45.000 mg, Vitamin B12: 60.000 mg

Trace elements: Copper: 250 mg, Selenium: 14 mg

Packing: 3,3 kg bucket