



SABOFLEX SOFTBAIT

Quick Dip

SABOFLEX SOFTBAIT QUICK DIP FOR COLOR CUSTOMIZING SOFTBAITS

INTRODUCTION:

SaBoFlex Sofbait Quick Dip is designed to customily color your softbait by dipping the tail/head in to the bottle or by putting it on the softbait surface with a brush or cotton swab.

Many times a simple color adjustment on your softbait can be enough on a hard fishing day to seduce the predator fish to bite into it.

Just a simple dot, stripes or a color modification of the tail/head can be enough to change the fishing game.

SaBoFlex Sofbait Quick Dip is just the product you are looking for then!!!!

USE INSTRUCTIONS FOR COLOR CUSTOMIZING YOUR SOFTBAITS:

*Before applying the Quick Dip to your softbait make sure you have cleaned the softbait well with a degreaser, a standard kitchen degreaser will do fine. All softbaits will get a "fatty" surface after a while and it has to be removed for ensuring a good adhesion of the Quick Dip

*Shake the bottle very well, the pigments are sagged to the bottom and have to be mixed in to the medium by shaking the bottle.

* Open the bottle and dip your cleaned softbait tail or head in it for 3 seconds and slowly pull it back out. Let it rest for a few minutes so the paint can dry.....,

Voilla...., your color modification is done!!

* Use a brush or cotton swab and just paint any desired color changes your desire on the softbait surface; stripes, dots, eyes, gills, fins, ect.....,

Infinite color changing possibilities!!!

Safety:

* Always use the material in a well ventilated area, make sure for a good ventilation

* Never ever use the product by any source of heat because it is highly flammable.

So, do not smoke or light a fire when using it.

* Be carefull with your clothes and furniture when using it, as with any paint it can ruin it.

* Your sales point can hand over the MSDS when you require it.



SaBoFlex is a brand of HaBaFlex
Oostermaat 28, 8281 RB Genemuiden
The Netherlands

E-mail habaflex@outlook.com / Phone +31 643 2722 62



SABOFLEX SOFTBAIT