HAPPY BABY® ORGANIC INFANT FORMULA CONCENTRATION CHARTS



For Healthcare Professionals Only

Select the right concentration for your patient below. Then, using the How to Mix instruction sheet, fill in the desired concentration and provide the How to Mix sheet to your patient's caregiver. Always follow the standard mixing instructions as directed on label unless otherwise directed by your healthcare professional. Adding too much powder or too much water can be very dangerous for your baby and should only be done so under medical guidance.

Concentration	Volume of Water‡		Amount of Happy Baby® Infant Formula Powder			Approximate Final Volume‡	
	Floz	mL	Scoops*	Grams†	Kcal	Floz	mL
standard concentration							
20 kcal/fl oz	4	120	2	18	89.3	4.5	133
0.67 kcal/mL	8	240	4	36	178.6	9	267
22 kcal/fl oz	3.5	105	2	18	89.3	4.1	121
0.74 kcal/mL	7.5	215	4	36	178.6	8.2	241
24 kcal/fl oz	3.5	95	2	18	89.3	3.7	110
0.81 kcal/mL	6.5	195	4	36	178.6	7.5	220
26 kcal/fl oz	3	90	2	18	89.3	3.4	102
0.88 kcal/mL	6	175	4	36	178.6	6.9	203
27 kcal/fl oz	3	85	2	18	89.3	3.4	99
0.90 kcal/mL	6	170	4	36	178.6	6.7	198
28 kcal/fl oz	3	80	2	18	89.3	3.2	94
0.95 kcal/mL	5.5	160	4	36	178.6	6.4	189
30 kcal/fl oz	2.5	75	2	18	89.3	3	88
1 kcal/mL	5	150	4	36	178.6	6	177

[§] For patient safety, Happy Family Organics directs caregivers requesting mixing instructions at non-standard dilutions to their healthcare teams.

* All measures are level and unpacked. These values are approximations only. The scoops Happy Family provides are validated for use with Happy Baby formulas. Happy Family Organics recommends using a scale for greatest accuracy.

† Dilutions are more accurate using weighed powder vs. scoops. Scoops should be level and unpacked. Hevel, unpacked scoop yields 9 grams powder and provides 44.6 kcal. 1 gram provides 4.96 kcal and displaces -0.74 mL water.

† This chart assumes 1 fl oz = 29.57 mL. Values for water to add are rounded to the closest 0.5 fluid ounce and 5 mL.

Milliliter volumes are more accurate. Final volume of prepared formula may vary slightly.

