

ColourCraft Easifix Dyes – Instructions for Use

Soak your yarn/fibre in water with a drop of washing up liquid for at least 30 minutes.

Prepare the dye by dissolving the dye powder in boiling water. Ensure all the granules have dissolved. ColourCraft Easifix Dyes already contain the mordant required to 'fix' the dye – so no additional citric acid is required. Stronger colours will need longer heating time, and may benefit from extra citric acid or vinegar added to the dye solution to ensure the dye is fully set.

Method 1: Heat a pan with sufficient water to cover the yarn. When near boiling point, add the dye solution and then the yarn and gently stir to ensure all the yarn comes into contact with the dye. Cover and maintain a gentle simmer until all the dye has been exhausted and the water is clear.

Method 2: Lay your yarn/fibre on a table (protected with a plastic sheet or similar). Paint the dye solution onto the yarn/fibre. Wrap in cling film and then microwave on a medium-high heat for around 10-15 minutes at 2 minute intervals, waiting 5 minutes in between each heating burst. When the water from the yarn runs clear, the dye is set.

Leave the yarn/fibre to cool, then rinse well. Hang to dry.

ColourCraft Easifix Dyes – Health and Safety Considerations

WARNING KEEP OUT OF THE REACH OF CHILDREN!

ColourCraft Easifix Dyes are of industrial strength, and contain fine powder. They must be handled with caution, and use of rubber/vinyl gloves whilst using the dyes is recommended. Ensure your dyeing area is well ventilated – it is recommended that you also use a facemask. Avoid contact with skin and eyes.

FIRST AID:

- In eyes: immediately flush with lukewarm water for 15 minutes or until dye is removed. If irritation persists, seek immediate medical attention.
- On skin: wash immediately with soap and water
- Inhalation: move to a well ventilated area; seek medical advice if irritation occurs
- Ingestion: do not induce vomiting. Seek medical advice.

For more information, see www.colourcraftltd.com