





## Q: How much material do I need to send you?

### RAW MATERIAL/NON-EXTRACTED MATERIAL

- ID/Content Only (POWDERS) = 5 grams
- ID/Content Only (LIQUIDS) = 28ml / 1oz
- **ID / Biological / Metals (FULL PANEL – POWDERS) = 28 grams (Most common testing requested)**
- ID / Bio / Metals (FULL PANEL – LIQUIDS) = 84ml / 3oz

### EXTRACTED/COSTLY MATERIAL

- ID/Content Only (POWDERS) = 3 grams
- ID/Content Only (LIQUIDS) = 14ml
- ID / Biological / Metals (FULL PANEL – POWDERS) = 14 grams\*
- ID / Biological / Metals (FULL PANEL – LIQUIDS) = 56ml / 2oz\*

We request just enough sample material to run our testing, and use most if not all of the material sent to us. For that reason as well as sterility and chain of custody concerns, all samples become the property of Wonderland-Labs. Also, please note that any samples sent without the **Sample Submission Form** will be quarantined and then disposed of.

We cannot return any material for any reason, with two exceptions:

1. We can return the material if we are not capable of testing it, AND the material was accompanied by a **Sample Submission Form**.
2. If an extract is particularly expensive, we can return any untested portion to you, as long as the material was accompanied by a **Sample Submission Form**.

\* Requires approval in advance from Wonderland-Labs

## Q: How do I need to package the material?

Really just use common sense: A clean work area, sprayed with a disinfectant is a good place to start. You want to be sure you're not introducing any external pathogens. When packaging, use a different scoop or spoon for each sample if providing multiple samples. Place each sample inside a plastic bag (such as a Ziplok), and then place that inside a second bag of the same size or slightly larger.

Please LABEL YOUR SAMPLES. If they're not clearly labeled with labels that won't come off during shipping, you'll have to send us new samples. And please be 1000% sure you send enough material for the requested testing. This is the #1 holdup for incoming samples.