

## COUTURE SILK™ PERMANENT - VEGAN GEL/CREME

SERIES/ RATIO	DEVELOPER	PROCESSING TIME
<b>1-10 SERIES</b>		
1 : 1.5	3%, 6%, 9% or 12%	30 minutes no heat 15 - 20 mins with gentle heat
<b>12 SERIES</b>		
1 : 2	3%, 6%, 9% or 12%	35 - 55 minutes no heat 20 - 30 mins with gentle heat
<b>TONING</b>		
1 : 2	1.5% (Jewlz Developer)	Visual up to 20 mins NO HEAT

## GREY COVERAGE

Use 3% LH Developer unless hair is resistant

% of GREY	COLOUR SELECTION
0% - 70%	Select + apply target colour
70% - 100%	3 parts target colour + 1 part Natural, Natural Ash or Extra Natural

## GREY COVERAGE NATURALLY

### NATURAL SERIES 1.0/1N - 10.0/10N

Naturals (.0/.N) gives 100% blended grey coverage

### EXTRA NATURAL SERIES 44.0/44N - 99.0/99N

Contain extra pigment (ideal for coarse hair)  
Create 100% block coverage resulting in a natural depth

### NATURAL ASH SERIES 5.01-5NA - 9.01/9NA

Cooler results. Natural ash gives 100% blended coverage or will enhance cooler

### ASH BLUE VIOLET SERIES 6.18/6ABV - 10.18/10ABV

Cool grey coverage or intense cool results add 25% - 75% to naturals, extra natural or natural ash series

### PLUS+ SERIES - RESISTANT COOL NATURALS

44+/44N+ - 88+/88N+  
Counteract underlying warm tones when covering grey

## RESISTANT GREY HAIR

- Mix 1:1 with 6% LH Developer
- Increase processing up to 10 mins (no heat)
- Pre-pigment/Pre-soften (1 part colour (1 level lighter) + 1 part water) 100% block coverage add to extra natural

**NOTE:** Colouring a high percentage of grey with a cool reflect colour, (.1, .2, .11, .21, .18 or .221), add 25% - 50%

Natural or Extra Natural in the mix to avoid over toning and guarantee coverage

When covering grey hair with the resistant naturals, warm undertones may appear. To counter act this add a quarter of .1, .11, .021 or .18.

The PLUS+ series is a cooler option designed to reduce the warm tones or to give a cooler effect.

## DEVELOPER SELECTION

DEVELOPER & LEVELS OF LIFT	USAGE
1.5% (5 vol)	Tone on Tone Colour Balancing (porous hair), Toning (max deposit)
3% (10 vol)	Tone on Tone Optimum Grey Coverage & Toning
6% (20 vol)	Up to 1 - 2 Fashion Colour, Resistant Grey Coverage, Increased Tonal Intensity
9% (30 vol)	Up to 2 - 3
12% (40 vol)	Up to 3 - 4

## COUTURE SILK™ ROUGE

RATIO	MIX COLOUR & DEVELOPER	PROCESS
1 + 1	20g/0.7oz Rouge + 20g/0.7oz LH Developer	30-35 mins No Heat 15 mins Gentle Heat

Note: 12% Developer may result in a lighter, less reflective colour

DEVELOPER	LEVELS OF LIFT	
3%	1/2 - 1 Level	1. Best underlying pigment for vibrant red = depth 5 (red/orange)
6%	1 - 2 Levels	2. .526 Magenta - Best used on depths 6 and above
9%	3 Levels	3. Rouge can be used on coloured hair. The amount of vibrancy depends on the amount of existing colour build
12%	4 Levels	

### INTENSIFY WITH .4 & .6

Add UP TO 25% to your desired Couture Silk™ Permanent colour

**NOTE :** Using 12% developer can result in a lighter, less reflective colour

## COUTURE SILK™ ILLUMINATE

TARGET	COUTURE SILK BASE	PLUS	ILLUMINATE	RATIO
8.003	95% 8.0	+	5% .3 Gold Illuminate	1:1.5
8.03	90% 8.0	+	10% .3 Gold Illuminate	1:1.5
8.3	85% 8.0	+	15% .3 Gold Illuminate	1:1.5

**NOTE:** If using more than 25% Illuminate, this will have an effect on grey coverage

## GOING DARKER/COLOURING BACK

When going 2 or more shades darker a FILLER is required to replace the pigment that was removed when hair was lightened.

1. Spray RHASSOUL 6 in 1 Treatment
2. Apply filler to lightened areas + blowdry into hair
3. Mix and apply target colour
4. Process for full development time

COUTURE SILK™ PERMANENT	TARGET DEPTH	POROUS HAIR TYPES
	10	2 pts 10.0 + 1 pt 10.3 + 1.5% (1:2)
1 pt 10.3 + 1 pt H2o	9	Equal pts 10.0 + 10.3 + 1.5% (1:2)
1 pt 9.3 + 1 pt H2o	8	2 pts 10.3 + 1 pt 10.2 + 1.5% (1:2)
1 pt 8.3 + 1 pt H2o	7	3 pts 9.3 + 1 pt 8.43 + 1.5% (1:2)
1 pt 7.43 + 1 pt H2o	6	1 pt 8.43 + 1 pt 8.3 + 1.5% (1:2)
1 pt 6.4 + 1 pt H2o	5	1 pt 7.4 + 1.5% (1:2)
1 pt 5.4 + 1 pt H2o	4	6.4 + 1.5% (1:2)
1 pt 4.6 + 1 pt H2o	3	
1 pt 4.6 + 1 pt H2o	2	Equal pts 5.4 + 5.5 + 1.5% (1:2)
1 pt 4.6 + 1 pt H2o	1	

## COLOUR CORRECTION VELVETS, COCOA & LIQUEUR

.021, .023, .035 & .036 Series - Cocoa, Liqueur & Velvets permanent colours contain a built-in filler. Create low-lights or colour back in **1 APPLICATION**

MIX	DEVELOPER	PROCESS
1 : 1.5	Natural Hair - 3% LH Developer Porous Hair - 1.5% LH Developer	30 No Heat or 15 mins Gentle Heat

## LIGHTENING

### ALPINE BLONDA 7 & 9 - MIX 1 : 2

DO NOT USE HEAT • ON SCALP NOT RECOMMENDED • DO NOT MIX 1 : 1

DEVELOPER	APPLICATION	PROCESS
3%, 6%, 9% & 12%	Apply to dry hair only *Do not apply to pre-shampooed hair	10 - 50 mins Visually check frequently

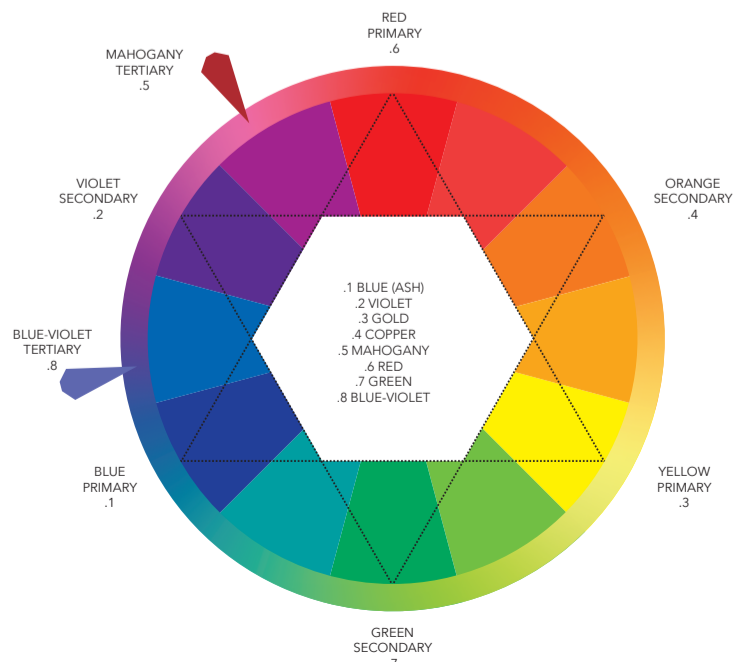
\*12% LH Developer is recommended on Levels 1 - 3 only

### ALPINE & CHARCOAL BLONDING CREAM

Ideal for foils, highlights, balayage and freehand. Up to 7 levels of lift.

On Scalp	1:2 + 3% or 4.5% Alpine Developer ONLY
Freehand	1:11 + 3%, 4.5%, 6%, 7.5% or 9%
Foiling	1:1.5 or 1:2 + 3%, 4.5%, 6%, 7.5% or 9%

Visual processing up to 50 minutes & NO HEAT \* Above ratios are a guide



## HIGH LIFT ALPINE BLONDE 12 SERIES

High Lift 12 Series with built-in tone. Capable of lifting up to 4 levels. On scalp blonding designed to lighten and neutralise. High Lifts contain 3 times more toning capability than a level 10 colour

NATURAL DEPTH 7 to 9	
RATIO 1:2	20g/0.7oz High Lift Blonde 40g/1.4oz + 3% upto 9% LH Developer
PROCESSING TIME	35 - 55 minutes no heat 20 - 30 mins with gentle heat

**NOTE:** Levels 7 and above DOES NOT contain copper underlying-pigment. Can be lifted globally to create smooth blended blonde results.

NATURAL DEPTH 4 to 6	
RATIO 1:2	20g/0.7oz High Lift Blonde 40g/2.1oz + 6% upto 12% LH Developer (depending on desire lift)
PROCESSING TIME	35 - 55 minutes no heat 20 - 30 mins with gentle heat

## 12.S SUPER BOOST BLONDE

USE 12.S to boost a level for extra lift with no interference to reflect Add 25% = 1 extra level of lift

1. Ensure sufficient product is applied in fine sections
2. Lift and deposit achieved will depend on the hairs' texture and porosity
3. Mix 1:2 for maximum toning plus lift
4. Couture Silk Illuminate may be added into mix by 10% for increased tonal value

