

SKIN PREPARATION

Depending on whether you are using the lamination system on its own, with a tint or with a stain, your preparation will be different.

Preparing the client's skin and hair immediately prior to their treatment is so crucial for successful results. Poor preparation can lead to poor product development, and poor longevity of results.

Step 1

Decant Buff Browz Purify directly onto the brows and work it into the skin and hair using a shampoo brush. Remove using a damp cotton pad.

Step 2

If you are using a tint or a stain after laminating the eyebrows, you will need to prep the skin as well as the hair. This involves using the Buff Browz Polish. We would recommend working this into the skin with a silicone brush to avoid causing any grazes in the skin which can cause irritation. Rinse the hairs using a squeeze bottle.

Step 3

Drench cotton pads in Buff Browz Detox and thoroughly clean the brows to completely remove any residue of oils.



LAMINATION

WITH TINT

Step 1: Apply Step One: Apply the bulk of the product as quickly as possible to the eyebrow and start your timer once this is complete. A separate timer for each eyebrow is required. The product can be worked into the brow hairs further if necessary, but the timer needs to start as soon as the product has saturated the hairs. Remove any excess product around the eyebrow shape.

Step 2: Assess: You need to assess the hairs every 1-2 minutes to ensure that they are not over-processing. During each assessment, you can brush the hairs into the desired shape and structure. The hair should never be brushed directly up towards the scalp. The root should be brushed upwardly and continue to be curved around towards the arch and temples.

Step 3: Removal: As soon as the eyebrow hairs are relaxed and are lying flat on the skin and move freely, it is time to remove the product. Sometimes you need to remove the product before your timer is up... every client is different and our advised timings are a guideline. Remove Step One with a DRY cotton pad. Please ensure that you have thoroughly removed all residue of the product and that the hair and the skin are completely dry prior to applying the next step.

Step 4: Apply Step Two: Apply the bulk of my product as quickly as possible to the eyebrow and start your timer once this is complete. You need a separate timer for each eyebrow. The product can be worked into the brow hairs further if necessary, but the timer needs to start as soon as the product has saturated the hairs. Brush the hairs the hairs into the desired shape and structure. Remove any excess product around the eyebrow shape.

Step 5: Removal: Remove Step 2 with a DRY cotton pad and continue to dry the hairs with a clean dry cotton pad.

Step 6: Apply Tint: Mix and apply your tint as per the instructions in The Buff Browz Tinting Manual. Try to maintain the hair's shape and structure throughout.

Step 7: Tint Removal: Use a damp cotton pad with tint remover on it to prevent the tint from developing further.

Step 8: Restore Masque: Apply a generous amount of the Buff Browz Restore Masque to the eyebrows. This will ensure that the hairs are lying in the correct acidic region, the cuticles are sealed and that the structure of the hair is restored. This treatment is protein-based, as opposed to Step 3 which focuses on protein, but also heavily on hydration. It is particularly crucial for clients with fine hair, or hair that has been over-processed.

Step 9: Mapping: Carry out your preferred mapping method using the Golden Ratio method.

Step 10: Wax and Reshape: Wax the hairs and remove coarse and/or stray hairs using tweezers.
Please note that we DO NOT TRIM THE HAIRS.

Step 11: Apply Step Three: Apply a small amount of Step 3 NOURISH and add more product when and if necessary. Ensure that the hairs are brushed into the desired structure and shape. This step is not to be removed from the hairs, but please ensure that the skin is not saturated along the bottom of the brows.

Step 12: Highlight: Highlight the skin along the bottom of the brow.

