

**GEL  
EXTENSIONS  
DONE  
RIGHT**



**BUILD • EXTEND • SCULPT**

Beautiful, crystal clear finish!  
No Heatspikes  
Build & extend nails with ease!

FOR QUICK & EASY GEL  
EXTENSIONS!  
—◆—  
FLAWLESS RESULTS EVERY TIME!



WANT MORE STEP-BY-STEP TUTORIALS  
ON OUR **SPEED BUILDER GEL**?

WATCH OUR VIDEO TUTORIALS AT  
[WWW.YOUTUBE.COM/CHRISTRIONAILS](http://WWW.YOUTUBE.COM/CHRISTRIONAILS)



**CHRISTRIO**

MANUFACTURER OF BEAUTY PRODUCTS

2420 RAILROAD ST • CORONA, CA 92880  
PH: 800.574.4252 • 951.808.4730 • FAX: 951.808.4734  
EMAIL: [INFO@CHRISTRIO.COM](mailto:INFO@CHRISTRIO.COM)  
[WWW.CHRISTRIO.COM](http://WWW.CHRISTRIO.COM)



**SPEED  
BUILDER GEL**



Beautiful GEL extensions  
are minutes away with our  
**Speed Builder Gel!**

—◆—  
Long-lasting  
LED|UV Cure  
Easy Soak-Off

**CHRISTRIO**

## STEP BY STEP



**Beautiful gel nail enhancements  
have never been easier to create!**

**Step 1:** Thoroughly prep nails. Make sure nails are free from any oil residues or debris.

**Step 2:** Apply a thin layer of Speed Builder Gel onto the nail.

**Step 3:** Next, apply a larger bead of Speed Builder Gel onto the nail bed. Move the gel close to the cuticle and bring the gel down towards the bottom of the form. Cure for 1-2 minutes in an LED/UV Lamp.

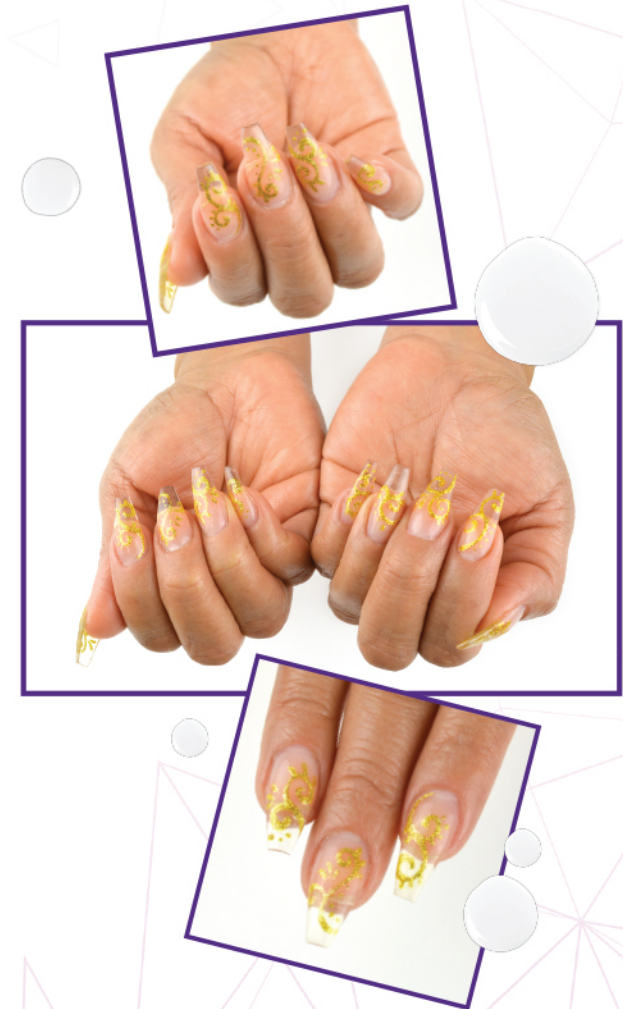
**Step 4:** Apply another bead of Speed Builder Gel onto the nail, focusing on the apex. Once again, work the gel up towards the cuticle, and down towards the bottom of the form. Cure for 1-2 minutes in an LED/UV Lamp. Repeat this step.

**Step 5-6:** Once you have repeated Step 4 and cured the nail, remove the nail form. Carefully file, shape, and buff the nail. Be sure to cleanse the nail thoroughly before proceeding to Step 7.

**Step 7-8:** Once finished, apply your favorite top gel. We recommend using our Q.Gloss No Cleanse Top Gel for a beautiful shiny finish!

# SPEED BUILDER GEL

Long-lasting  
LED|UV Cure  
Easy Soak-Off



WATCH OUR VIDEO TUTORIALS AT  
[WWW.YOUTUBE.COM/CHRISTRIONAILS](http://WWW.YOUTUBE.COM/CHRISTRIONAILS)