



HOW TO MAKE A BUN

Making a Bun

You will need: brush or comb, hair elastic, bobby pins, hairnet, hair spray or gel.
For optimal hold, it is best to put up hair that is not freshly washed.

Ballet Bun

- Use a comb or brush to pull hair into a ponytail at the crown of the head (no part) and secure with an elastic. You should be able to see the top of the bun when you're facing the mirror straight on.
- Twist the ponytail (either way is fine) into a rope and begin pinning around the elastic until you reach the end of your ponytail. Tuck loose ends under the bun and use a pin to secure. The bun should be flat and round as opposed to pointed like a door knob.
- Finish off with a hair net and firm hold hairspray. Be sure to firmly secure bangs and wisps.

Low Bun

- Use a comb or brush to pull hair into a low ponytail just above the nape of the neck. Secure with an elastic.
- Twist the ponytail (either way is fine) into a rope and begin pinning around the elastic until you reach the end of your ponytail. Tuck loose ends under the bun and use a pin to secure.
- Finish off with a hair net and firm hold hairspray. Be sure to firmly secure bangs and wisps.

High Bun

- Use a comb or brush to pull hair into a high ponytail on top of the head. Secure with an elastic.
- Twist the ponytail (either way is fine) into a rope and begin pinning around the elastic until you reach the end of your ponytail. Tuck loose ends under the bun and use a pin to secure.
- Finish off with a hair net and firm hold hairspray. Be sure to firmly secure bangs and wisps.

Thick hair tips: If you have very thick hair, try dividing the ponytail into two sections. Start the twisting and pinning process with one section and leave the other section hanging down. Once you twist and pin half way around the elastic, start the process with the other section, continuing the twisting and pinning pattern until loose ends have been tucked under and secured. Also, U-shaped pins tend to hold more hair and are easier to use than traditional bobby pins.