

The following development times are suggested for use only with small tanks where solution replenishment is not possible. The bleach, fixer, and stabilizer solutions have twice the capacities shown, and normal processing times are used for these solutions and for the washes.

Developer Time in Minutes and Seconds

Film Size	*Rolls	Processes						†Capacity	
		1st	2nd	3rd	4th	5th	6th		
KODACOLOR II and KODAK VERICOLOR II Professional Films	110-12	3	3'15"	3'17"	3'19"	3'22"	3'25"	3'29"	18
	110-20	3	3'15"	3'18"	3'22"	3'27"	3'33"	NR	15
	110-24	3	3'15"	3'22"	3'27"	3'34"	NR	NR	12
	126-12	2	3'15"	3'17"	3'19"	3'22"	3'26"	3'30"	12
	126-20	2	3'15"	3'19"	3'24"	3'30"	NR	NR	8
	126-24	2	3'15"	3'20"	3'27"	3'34"	NR	NR	8
	135-12	2	3'15"	3'18"	3'21"	3'25"	3'28"	3'34"	12
	135-20	2	3'15"	3'18"	3'22"	3'28"	3'34"	NR	10
	135-24	2	3'15"	3'19"	3'24"	3'30"	3'36"	NR	10
	135-36	2	3'15"	3'23"	3'28"	3'33"	NR	NR	8
	828	2	3'15"	3'16"	3'17"	3'19"	3'21"	3'26"	12
	127	2	3'15"	3'18"	3'23"	3'29"	3'27"	NR	10
	120, 620	1	3'15"	3'18"	3'23"	3'28"	3'35"	NR	5
116, 616	1	3'15"	3'21"	3'28"	3'37"	NR	NR	4	
220	1	3'15"	3'25"	3'38"	NR	NR	NR	3	
KODACOLOR 400 Film	110-12	3	3'15"	3'17"	3'19"	3'23"	3'27"	3'34"	18
	110-20	2	3'15"	3'18"	3'23"	3'31"	3'41"	NR	15
	110-24	3	3'15"	3'20"	3'26"	3'36"	NR	NR	12
	135-12	2	3'15"	3'19"	3'26"	3'32"	3'41"	NR	10
	135-20	2	3'15"	3'18"	3'23"	3'32"	3'42"	NR	10
	135-24	2	3'15"	3'20"	3'28"	3'37"	NR	NR	8
	135-36	2	3'15"	3'24"	3'42"	NR	NR	NR	6
	120	1	3'15"	3'20"	3'28"	3'37"	NR	NR	4

NR = Not Recommended
 *Rolls of film processed per pint before each time increase.
 †Discard solution after developing this number of rolls per pint.

Although these compensated development times give satisfactory results for many applications, they are not recommended where optimum results are required. Not all emulsions may respond to time compensation the same way, and some

negatives may be produced with color contrast mismatches that cannot be satisfactorily corrected in printing. Best results will be obtained in larger, replenished systems where both the development time and the developer activity remain constant.

Enlarging
Dial

Transparency
Dial