







- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!









- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

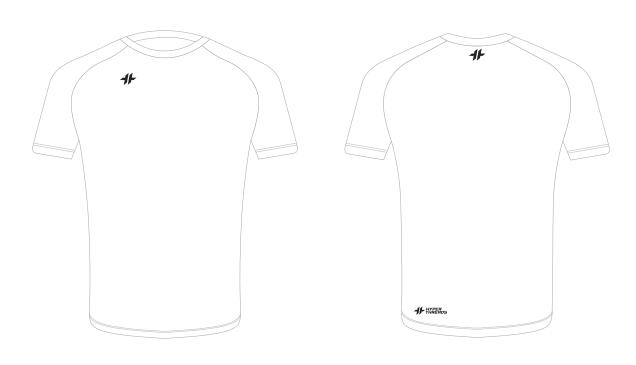
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!

MEN





4F DESIGN INSTRUCTIONS

- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

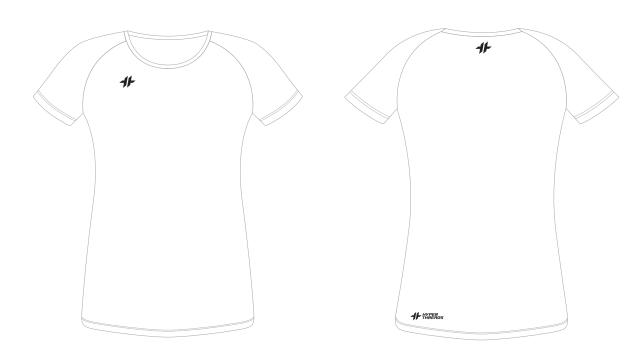
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!







- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

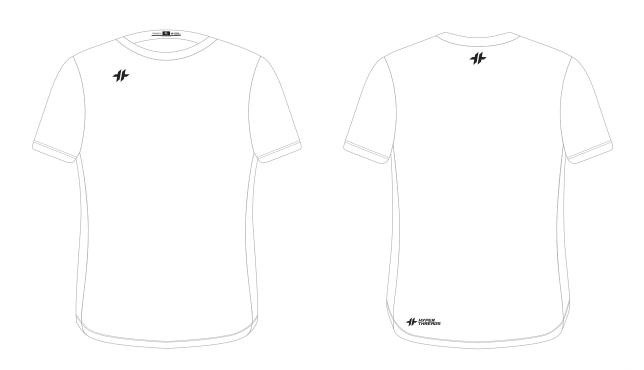
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!

MEN





DESIGN INSTRUCTIONS

- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- \bullet Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!









- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- \bullet Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!

MEN





#DESIGN INSTRUCTIONS

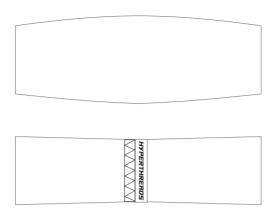
- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

©Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!





55.5.52
INSIDE

DITTEINE

AF DESIGN INSTRUCTIONS

- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

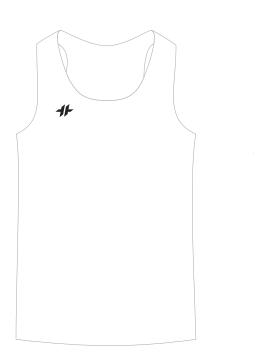
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

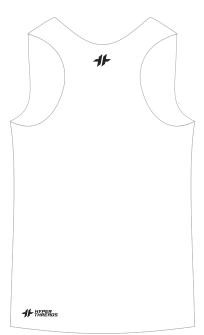
©Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!









- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

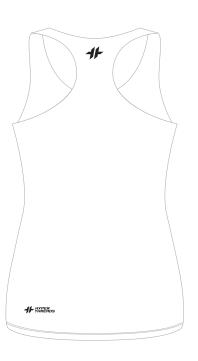
© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!

WOMEN







4F DESIGN INSTRUCTIONS

- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

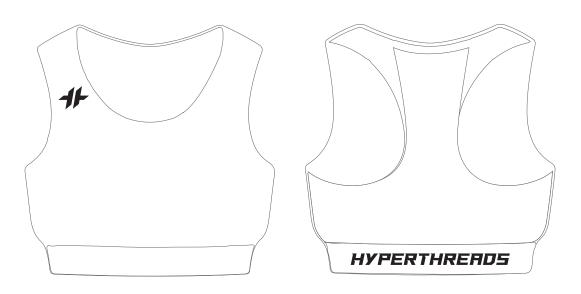
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!







- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!





- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!





- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- \bullet Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!





- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

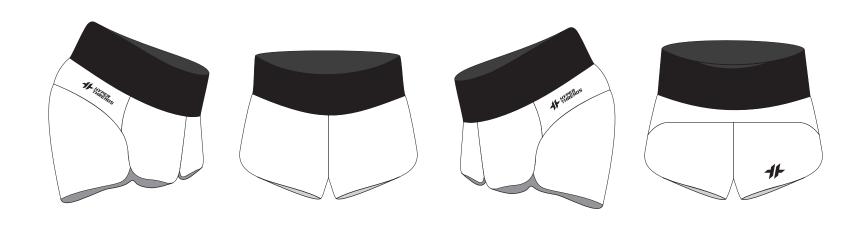
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

©Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!







- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

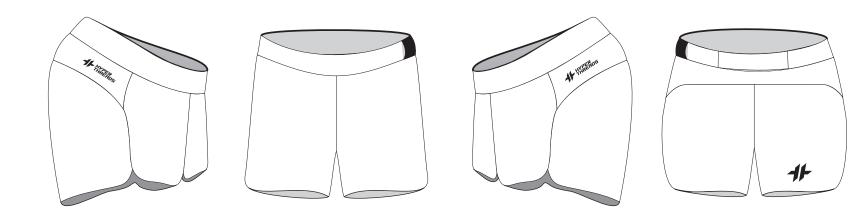
- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!







- Position all artwork/graphics in the Design layer
- Outline all type objects
- Embed all raster objects and ensure they are 200dpi minimum
- Do not flatten or rasterize layers

- Group all artwork within a specific panel
- Convert all colors to CMYK
- Do not use rich black. Black should be (0, 0, 0, 100) only
- Graphics are only registered across the front zipper of jerseys and tops
- Colors represented on screen may vary from those in production

© Copyright 2020 Hyperthreads 1418 Wall Ave., Ogden, UT 84404

- Ride hard
- Be awesome
- Show your colors
- Customize you!