

# YOUTH JERSEY



## *H*-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

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



## YOUTH BIB



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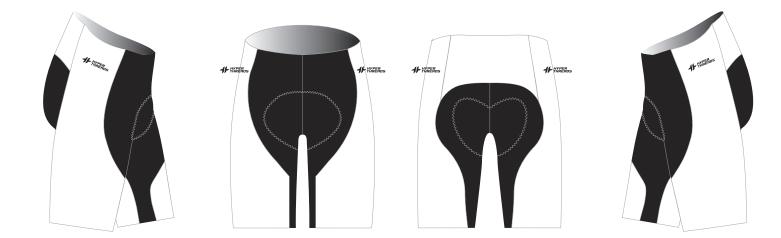
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# YOUTH SHORT



## **H**DESIGN INSTRUCTIONS

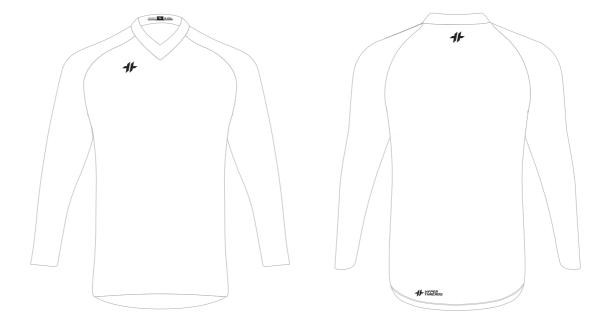
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# JUNIOR/YOUTH DH



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-

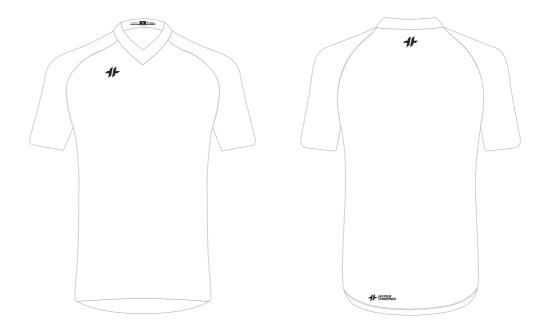
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