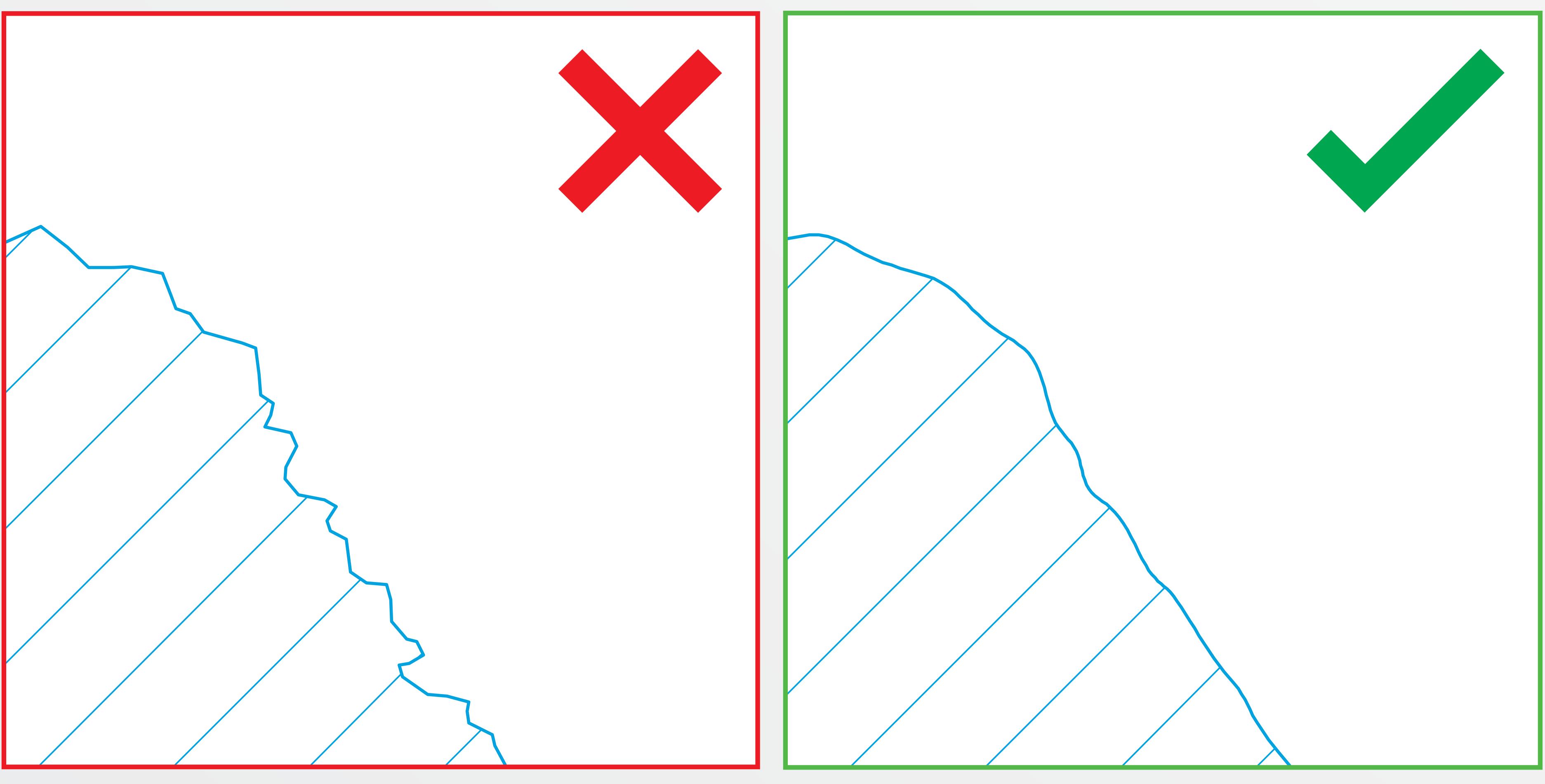
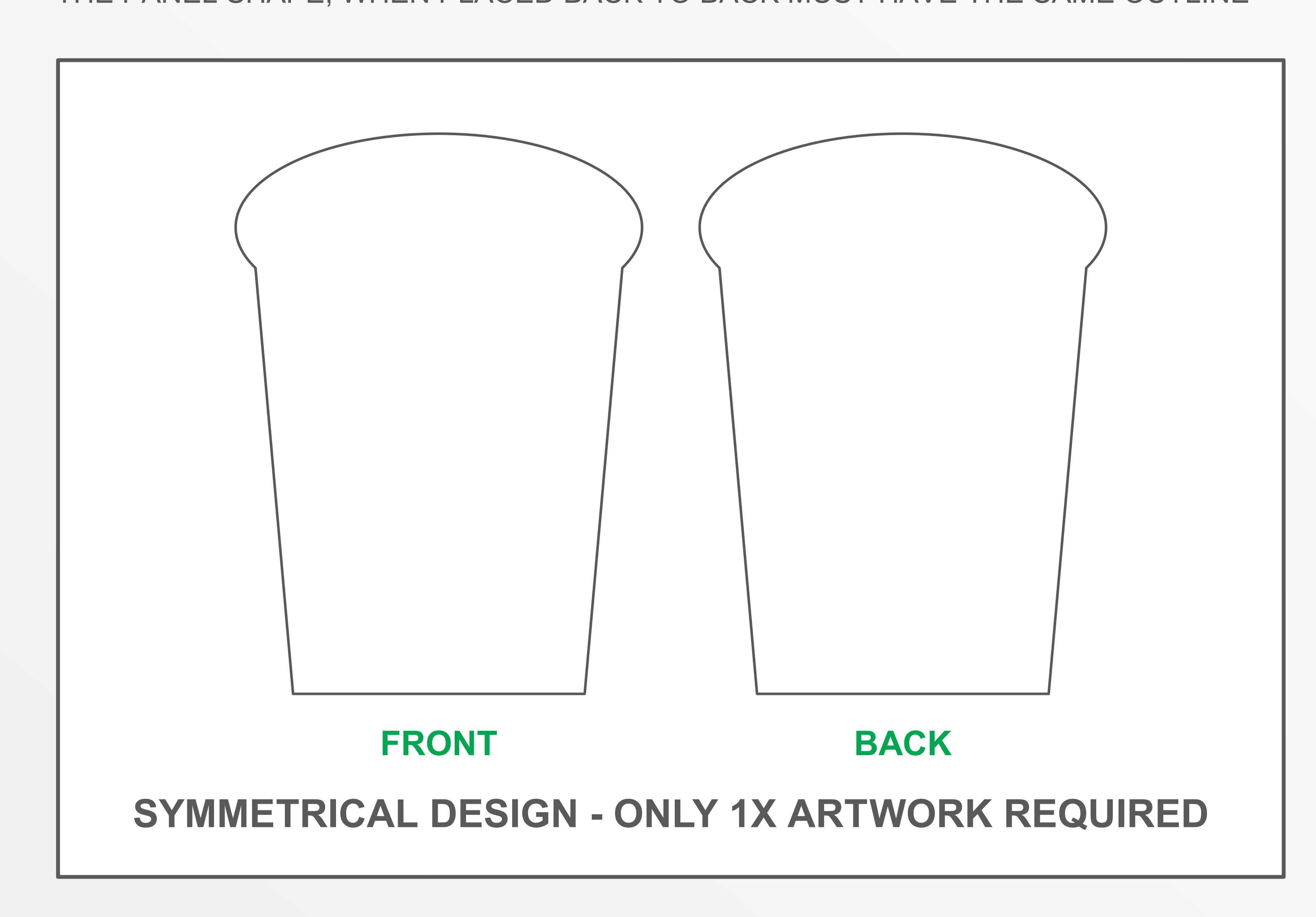
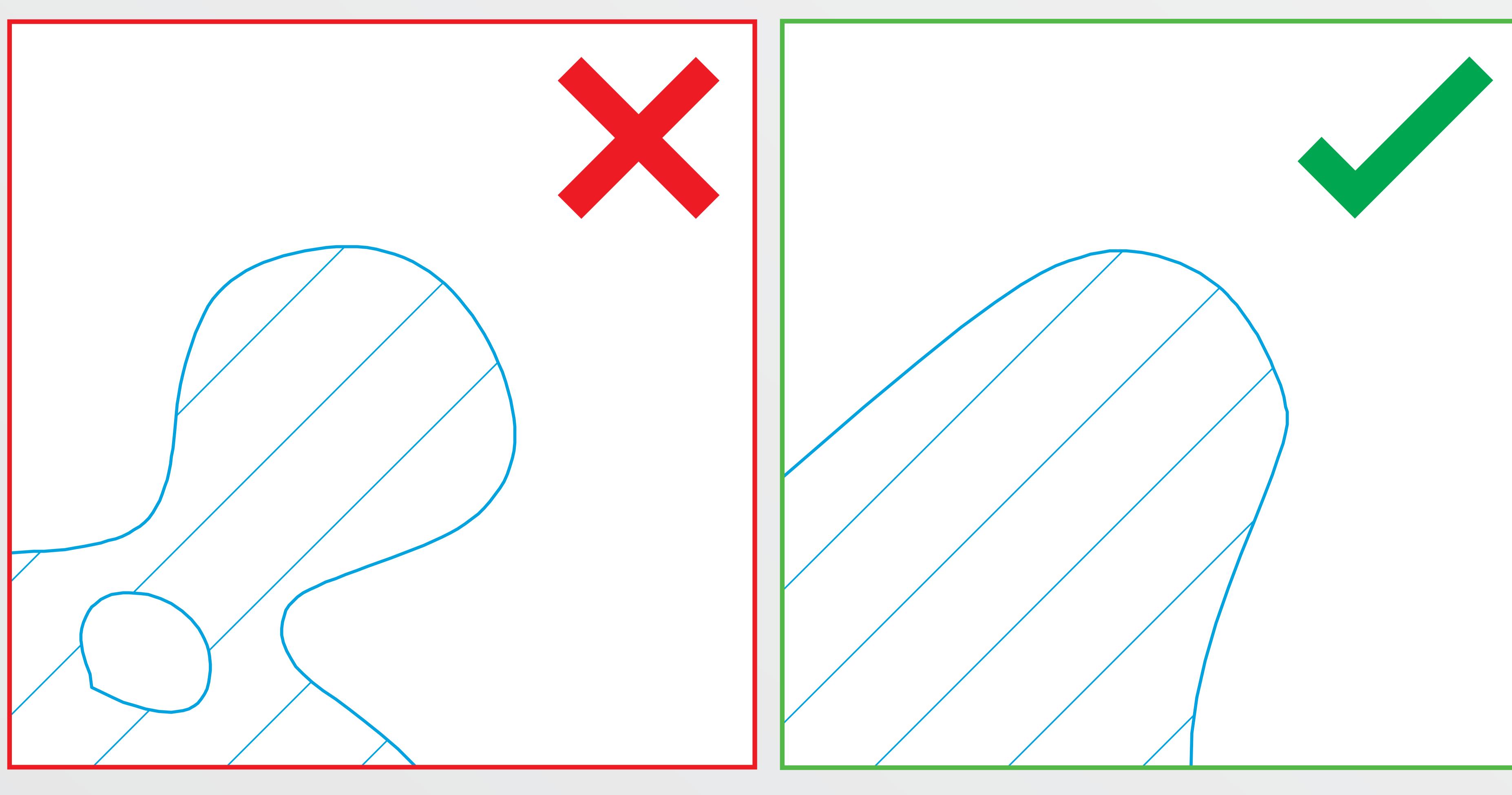
WOW! Design Guidelines

NOTE: IF ARTWORK IS SYMMETRICAL, ONLY ONE ARTWORK WILL BE REQUIRED IF ARTWORK IS NON-SYMMETRICAL FRONT AND BACK ARTWORK WILL BE REQUIRED THE PANEL SHAPE, WHEN PLACED BACK TO BACK MUST HAVE THE SAME OUTLINE



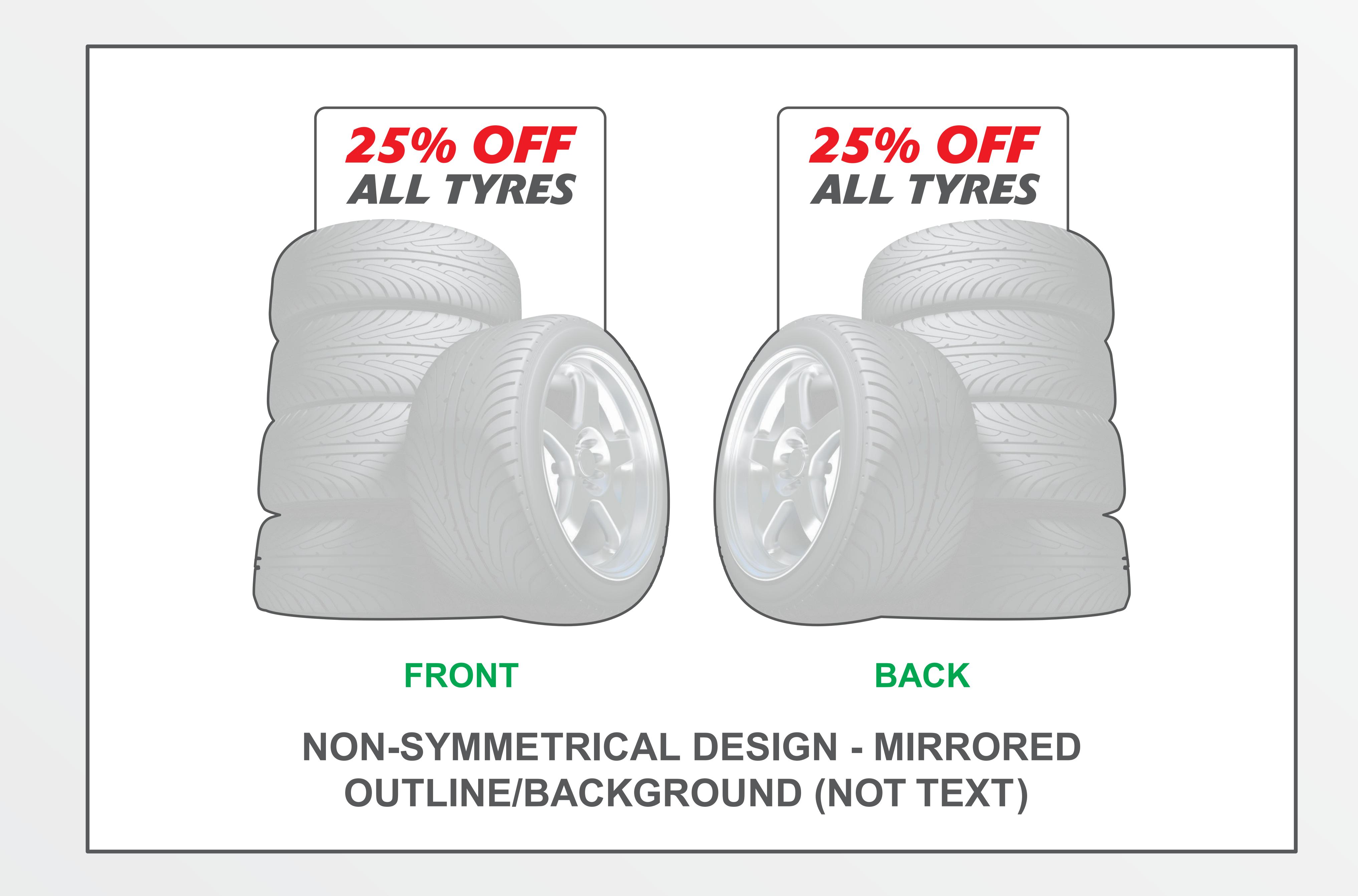
AVOID: COMPLEX AND JAGGED LINES, THESE CAN CREATE SHARP EDGES AIM FOR: SMOOTH FLOWING LINES, AS SIMPLE AS POSSIBLE

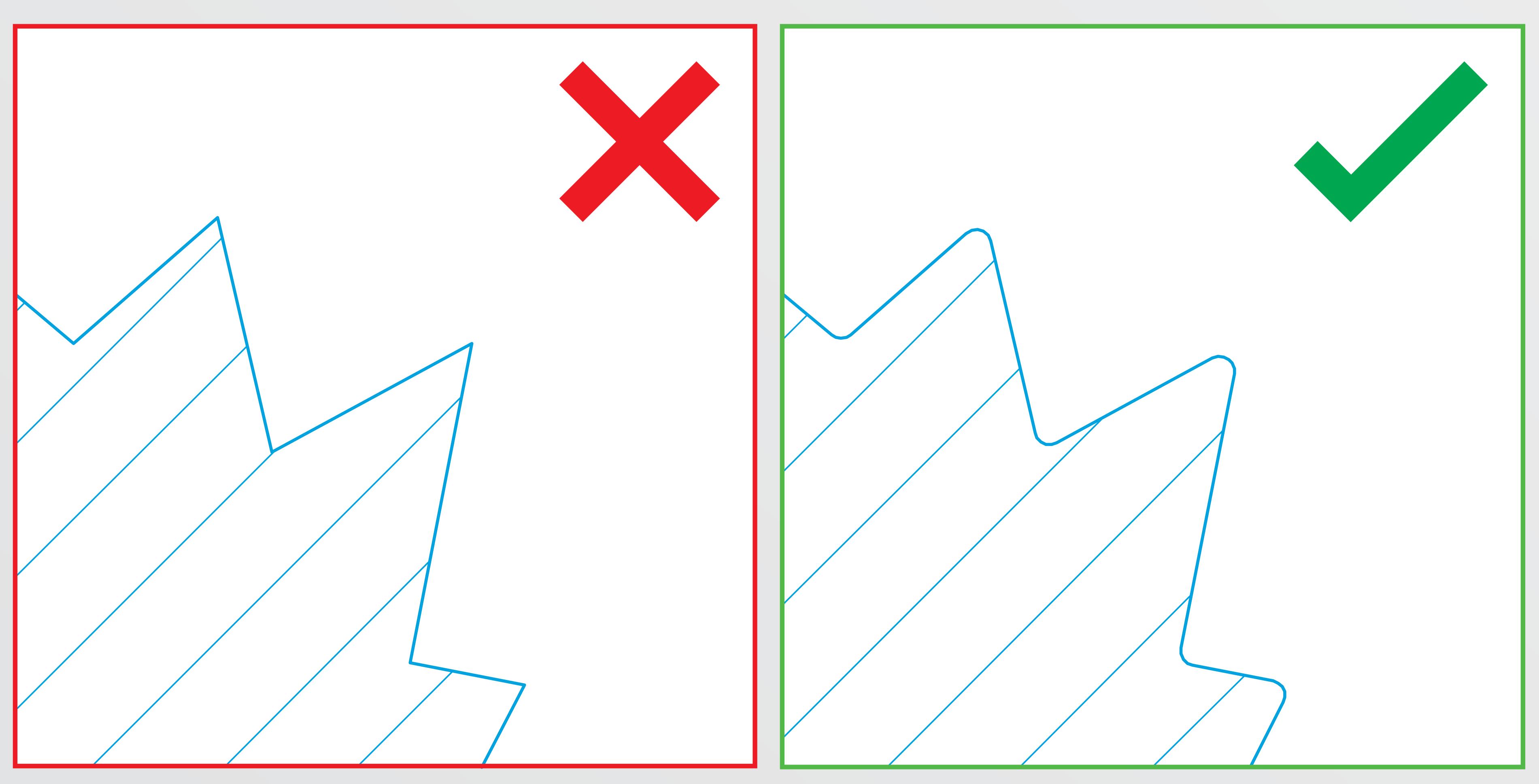




AVOID: NECKING, IT WILL MAKE THE SLEEVE WEAK ACROSS THE NARROWEST POINT AVOID: HOLES IN THE ARTWORK AS IT WILL MAKE THE SLEEVE WEAK

AIM FOR: SHAPES THAT AREN'T WIDER AT THE EXTREMITIES





AVOID: SHARP CHANGES OF DIRECTION AS THEY CAN CAUSE INJURY AIM FOR: MIN. RADIUS OF 10MM ON INTERNAL AND EXTERNAL POINTS

