ARTWORK APPROVAL

Your Ref: Our Ref: Version: 1 Pantone: EMBROIDERY Quantity: Position:

DATE:

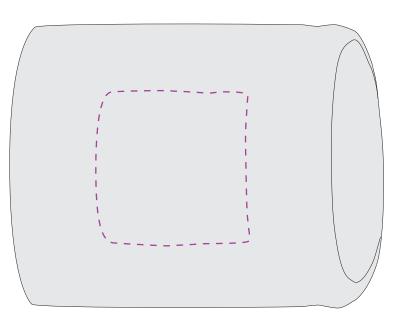
Product Code: ZF0050 **Product Colour:** Max Print Area: 40mm x 40mm

PRINTING CONCERNS:

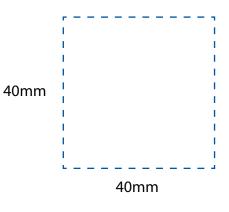
Any special print requirements must be advised at approval stage (However a new visual may have to be done and approved which may affect the lead time) We may at times advise you of our concerns with regards to the print or print colour on the PDF proof, if approval is given this is unfortunately at your own risk. If a photograph is required of the item this may be chargeable and this is quite often done on day of despatch and could delay your order if approval isn't received immediately.

PLEASE CHECK THE FOLLOWING INFORMATION IS CORRECT AND TICK ALL THE APPROPRIATE BOXES:

	YES	NO
Quantity		
Correct product and product colour		
Print size and position		
Print colour		
Spelling, phone numbers, emails and websites		



ARTWORK SCALE 100%



PLEASE CHECK THE FOLLOWING INFORMATION IS CORRECT AND SIGN BELOW:

By signing this proof I accept responsibility for errors which have not been corrected after proof approval

Print Name:

APPROVED :)

NOT APPROVED :(

Signed: _____ Date: _____

We cannot accept liability for errors, however caused, which are evident in the proof and not indicated by you at this stage. You are liable for all relevant costs incurred in correcting such mistakes once the proof has been approved. Please note: Your order will not go into production until this proof is approved in writing. This product may have more than one print area, please check to ensure the print position is correct as mistakes cannot be rectified once the goods have been printed. Due to the restrictions and constraints of printing, we can only use 'coated' ink, therefore your pantone reference will need to be a 'C' code. Please double check the pantone colour against a coated pantone book before approving the artwork. Also the colour and texure of a product can have an effect on the final print colour.