

Below are step-by-step instructions to help you design your uniforms using the CHAMPRO Custom Builder.

Print these instructions out to have handy while you navigate the Builder.

1. Browse to <https://champrosports.com/topic/custom-builder>
2. Scroll down and select the appropriate sport.
3. Select the appropriate uniform style. Disregard the multiple design templates shown. You will select a design in *Step 6*.
4. Select preferred cloth type. The base price includes the top listed fabric. All others will require upgrade charges.
5. Select **Customize** (lower right corner)
6. Browse the available templates and choose one that fits the design idea you have for your team.

*Note: Some of the elements can be removed or disguised by changing the color to a surrounding color. So, the exact design elements you see can be modified some if you prefer.*

7. Customize your uniform
  - a. Using the **COLORS/PATTERNS** tab, adjust the colors of the different design elements.
    - i. Select **Fill** colors to make a particular element a solid color.
    - ii. Select **Gradient** to give an element a gradient of 2 colors.
    - iii. Select **Pattern** to use one of the 11 available background patterns and color combos.
    - iv. **When selecting colors, hover over the color squares and pay special attention to color names.** Colors can look different on different monitors and you want to ensure you are selecting the correct color by name, not by look.
  - b. Using the **NAMES/NUMBERS** tab, you can apply Team Names, Player Numbers and Player Names to the uniform.
    - i. Player Numbers on the front/sleeve should be 3" tall.
    - ii. Player Numbers on the back should be 6"-10" tall, depending on the general size of the jerseys.
    - iii. **Use 24 as a placeholder for player number.** You will populate actual Player Numbers on the *Sublimation Roster File.xls* which will be uploaded to the Webstore when ordering your uniforms.
    - iv. If you choose to print names, we suggest using LAST NAMES only.
      1. **Use PLAYER as a placeholder for player names.** You will populate actual Player Names on the *Sublimation Roster File.xls* which will be uploaded to the Webstore when ordering your uniforms.
  - c. Use **LOGOS/FLAGS** to apply any Team Logos or Stock Logos to your design.
    - i. Team Logos **MUST** be uploaded to the Builder and **MUST** be in vector format.
      1. File types are typically .AI. Sometimes .PDF will be created in vector format.
        - a. You will be required to also upload this file to the Webstore when ordering your uniforms.
      2. .JPG and .PNG will show up on the screen but will NOT print on the uniform.
      3. When adding a logo to a sleeve or back, the logo will initially be placed on the front of the uniform. Use the mouse to reposition the logo to the desired location.
      4. Select **Watermarks** to place lighter images in the background of the design.

| JBST8             |                 |
|-------------------|-----------------|
| COLORS / PATTERNS | NAMES / NUMBERS |
| LOGOS / FLAGS     |                 |
| CHECKOUT / ROSTER |                 |
| LOCATION 1        |                 |
| FILL              | +               |
| GRADIENT          | +               |
| PATTERN           | +               |
| LOCATION 2        |                 |
| FILL              | +               |
| GRADIENT          | +               |
| PATTERN           | +               |

- a. You cannot upload custom images to use as a watermark.
  - b. **Pay special attention to order in which you add watermarks.** If added after an item such as logo, team name or player number, it will appear on TOP of that item. If added before an item, it will appear BELOW that item. You cannot move a logo/watermark to the front/back without deleting one and reapplying.
8. Once your design is complete, select **CHECKOUT/ROSTER**.
  9. **You do NOT need to select sizes or upload Team Roster.** You will provide Team Roster details (Sizes/Names/Numbers) on the *Sublimation Roster File.xls* which will be uploaded to the Webstore when ordering your uniforms.
  10. Select **DOWNLOAD** at the bottom of the page.
    - a. This will take a few minutes to process. Once complete, it will create a document titled *Champro.pdf*.
  11. **Open and Review** the *Champro.pdf* file
    - a. Does the design replicate what you created during the build process?
    - b. Are the colors correct on each element?
    - c. Is the spelling correct for any text on the uniform?
  12. If the design is correct and ready to submit, **Save** the *Champro.pdf* file to your computer.
    - a. You will be required to upload this file to the Webstore when ordering your uniforms.

