

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, **JUICE 5-Day Program**.
3. Select the appropriate uniform style. Disregard the multiple design templates shown. You will select a design in *Step 6*.
 - a. *Baseball* (Unisex cut) – **JBST8** (Crew neck) or **JMSV1** (V-Neck)
 - b. *Fastpitch* (Ladies cut) – **JBST8W** (Crew neck) or **JSBJ2** (V-Neck)
 - c. All other uniform styles will require an upgrade charge to the Head Coach and will delay the production/delivery of the uniforms by up to 3 additional weeks.

4. Select **Z-Cloth**.

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"-8" tall.
- 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 or .PDF.

a. The CHAMPRO Builder will analyze the file and will let you know if it was a successful upload.



