

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 **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. **JBST8** – Unisex Crew Neck
  - b. **JBST8\_SOCCER** – Unisex Crew Neck. Has many design templates that will work for flag football.
  - c. **JBST8V** – Unisex Sleeveless Crew Neck
  - d. **JMSV1** – Unisex V-Neck

4. Select **Z-Cloth** for fabric type.

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 in Step 10.

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 in *Step 10*.

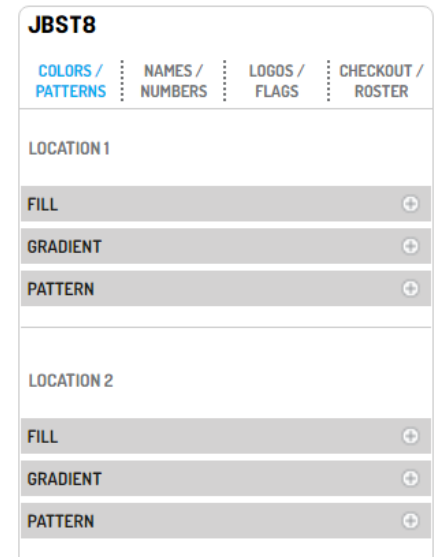
c. Use **LOGOS/FLAGS** to apply any Team Logos or Stock Logos to your design.

i. Team Logos **MUST** be uploaded to the Builder and **MUST** be in vector format.

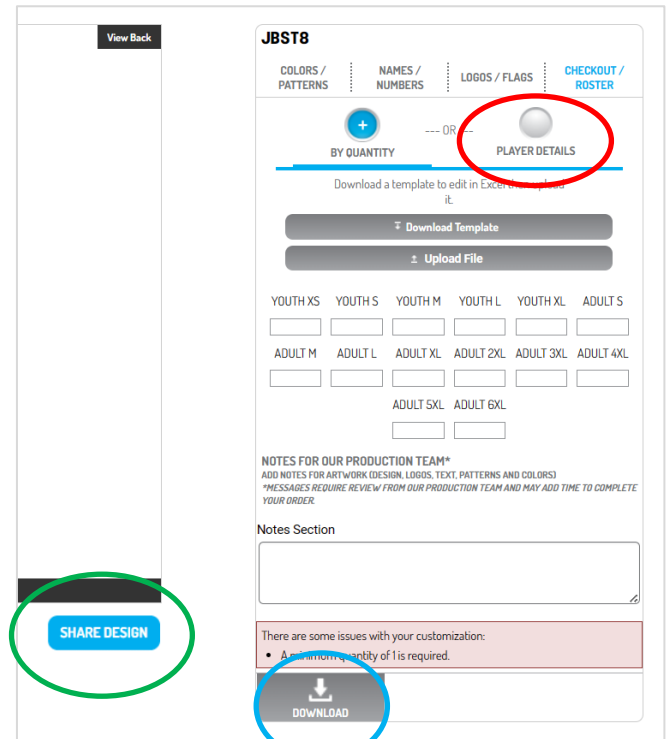
1. File types AI, .EPS and sometimes .PDF, depending on how it was created.

a. If you upload a logo, you will be required to also upload this file to the Webstore when actually 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.
  - 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. Select **PLAYER DETAILS.**
10. Enter the appropriate Names/Numbers/Sizes into the Team Roster.
11. 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*.
12. **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?
  - d. Are the Player Names / Numbers / Sizes correct?
13. If everything is correct in *Step 12*, proceed to *Step 14*.
  - a. If not correct, return to your *Steps 7-11* to correct.
14. Selected **SHARE DESIGN.**
  - a. Design Name – enter your Team Name, including any applicable age-group
  - b. Dealer Email – *uniforms@hometeamprints.net*
  - c. Enter all other pertinent information in the appropriate fields.
  - d. You have to enter something in the Notes field.
  - e. Hit **SUBMIT**
  - f. You will receive a message stating the design was successfully shared with [uniforms@hometeamprints.net](mailto:uniforms@hometeamprints.net)
  - g. **If you need to share a revised design, please note that in your NOTES field.**
  - h. Save the Champro.pdf file to your computer in case it is needed during the ordering/production process.
15. Return to the McKinney Sports Connection Webstore to purchase your jerseys.
  - a. [www.HomeTeamPrints.net/MSC](http://www.HomeTeamPrints.net/MSC)



The screenshot shows the 'JBST8' customization interface. At the top, there are tabs for 'COLORS / PATTERNS', 'NAMES / NUMBERS', 'LOGOS / FLAGS', and 'CHECKOUT / ROSTER'. Below these, there are two main options: 'BY QUANTITY' (selected) and 'PLAYER DETAILS' (circled in red). A 'Download Template' button is visible. Below that is a table for selecting sizes for different age groups: YOUTH XS, YOUTH S, YOUTH M, YOUTH L, YOUTH XL, ADULT S, ADULT M, ADULT L, ADULT XL, ADULT 2XL, ADULT 3XL, ADULT 4XL, ADULT 5XL, and ADULT 6XL. There is a 'NOTES FOR OUR PRODUCTION TEAM\*' section with a text area. At the bottom, there is a 'Notes Section' and a 'There are some issues with your customization:' warning box. The 'SHARE DESIGN' button is circled in green, and the 'DOWNLOAD' button is circled in blue.