

PRODUCTION SPEC SHEET

One page per design. Every page lists recommended finished sizes by placement, estimated stitch counts and laser path length at those sizes, and material guidance for embroidery, laser, and print.

Estimates are derived from the actual vector artwork: covered area drives fill-stitch counts, boundary length drives laser run time. Treat them as sourcing/quoting numbers, not digitizer output. Final stitch counts come from the DST after digitizing and typically land within 15% of these figures.

FILES IN THE PACK

design.svg — true vector outlines, no live text. Send to digitizers, laser software, and screen printers.

design.pdf — print-ready vector PDF, artwork trimmed to bounds.

design@4000.png — 4000px transparent raster for mockups and DTF gang sheets.

embroidery/*-1color.svg — simplified single-color art for stitch digitizing.

PUT ME DOWN FOR BOGEY

SAYINGS / put-me-down-for-bogey / SHEET 01 OF 40



ARTWORK

Aspect ratio	3.02 : 1 (wide)
Ink coverage	36% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.16 in	2,439	Embroidery
Full front	11.00 in	3.65 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.41 in	3,596	Embroidery
Cap back / side	2.25 in	0.75 in	1,008	Embroidery
Left sleeve	2.50 in	0.83 in	1,244	Embroidery
Drinkware wrap	3.00 in	0.99 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.33 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 17.8 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

RIM JOB

SAYINGS / rim-job / SHEET 02 OF 40



ARTWORK

Aspect ratio	4.00 : 1 (wide)
Ink coverage	49% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.88 in	2,510	Embroidery
Full front	11.00 in	2.75 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.06 in	3,702	Embroidery
Cap back / side	2.25 in	0.56 in	1,037	Embroidery
Left sleeve	2.50 in	0.63 in	1,281	Embroidery
Drinkware wrap	3.00 in	0.75 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.25 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.6 in of travel. Stitch model: 2.6 stitches per mm² of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

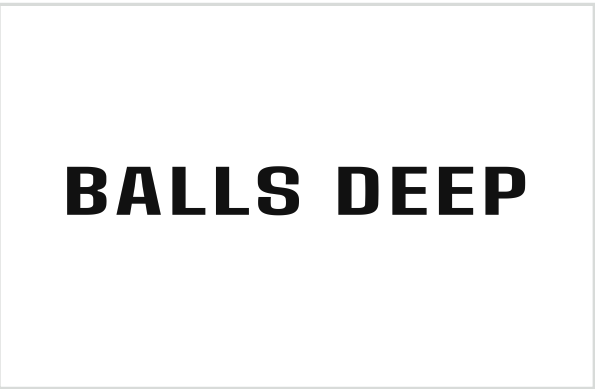
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

BALLS DEEP

SAYINGS / balls-deep / SHEET 03 OF 40



ARTWORK

Aspect ratio	5.46 : 1 (wide)
Ink coverage	45% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.64 in	1,707	Embroidery
Full front	11.00 in	2.01 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.78 in	2,517	Embroidery
Cap back / side	2.25 in	0.41 in	705	Embroidery
Left sleeve	2.50 in	0.46 in	871	Embroidery
Drinkware wrap	3.00 in	0.55 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.18 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.0 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

STROKE GAME STRONG

SAYINGS / stroke-game-strong / SHEET 04 OF 40



ARTWORK

Aspect ratio	2.91 : 1 (wide)
Ink coverage	33% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.20 in	2,358	Embroidery
Full front	11.00 in	3.77 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.46 in	3,477	Embroidery
Cap back / side	2.25 in	0.77 in	974	Embroidery
Left sleeve	2.50 in	0.86 in	1,203	Embroidery
Drinkware wrap	3.00 in	1.03 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.34 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 17.4 in of travel. Stitch model: 2.6 stitches per mm² of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

HOLE HUNTER

SAYINGS / hole-hunter / SHEET 05 OF 40



ARTWORK

Aspect ratio	6.31 : 1 (wide)
Ink coverage	47% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.55 in	1,517	Embroidery
Full front	11.00 in	1.74 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.67 in	2,237	Embroidery
Cap back / side	2.25 in	0.36 in	627	Embroidery
Left sleeve	2.50 in	0.40 in	774	Embroidery
Drinkware wrap	3.00 in	0.48 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.16 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.2 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

GRIP IT & SIP IT

SAYINGS / grip-it-sip-it / SHEET 06 OF 40



ARTWORK

Aspect ratio	1.91 : 1 (wide)
Ink coverage	29% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.83 in	3,120	Embroidery
Full front	11.00 in	5.76 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	2.23 in	4,600	Embroidery
Cap back / side	2.25 in	1.18 in	1,289	Embroidery
Left sleeve	2.50 in	1.31 in	1,591	Embroidery
Drinkware wrap	3.00 in	1.57 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.52 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 15.0 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

GRIP IT & RIP IT

SAYINGS / grip-it-rip-it / SHEET 07 OF 40



ARTWORK

Aspect ratio	1.92 : 1 (wide)
Ink coverage	29% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.83 in	3,146	Embroidery
Full front	11.00 in	5.74 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	2.22 in	4,639	Embroidery
Cap back / side	2.25 in	1.17 in	1,300	Embroidery
Left sleeve	2.50 in	1.30 in	1,605	Embroidery
Drinkware wrap	3.00 in	1.56 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.52 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 14.2 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

FORE PLAY

SAYINGS / fore-play / SHEET 08 OF 40



ARTWORK

Aspect ratio	4.91 : 1 (wide)
Ink coverage	44% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.71 in	1,833	Embroidery
Full front	11.00 in	2.24 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.87 in	2,703	Embroidery
Cap back / side	2.25 in	0.46 in	757	Embroidery
Left sleeve	2.50 in	0.51 in	935	Embroidery
Drinkware wrap	3.00 in	0.61 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.20 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 9.8 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

NICE PUTT

SAYINGS / nice-putt / SHEET 09 OF 40



ARTWORK

Aspect ratio	4.83 : 1 (wide)
Ink coverage	44% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.72 in	1,853	Embroidery
Full front	11.00 in	2.28 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.88 in	2,733	Embroidery
Cap back / side	2.25 in	0.47 in	766	Embroidery
Left sleeve	2.50 in	0.52 in	945	Embroidery
Drinkware wrap	3.00 in	0.62 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.21 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 9.8 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

TWO BALLS, ONE HOLE

SAYINGS / two-balls-one-hole / SHEET 10 OF 40



ARTWORK

Aspect ratio	2.50 : 1 (wide)
Ink coverage	35% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.40 in	2,891	Embroidery
Full front	11.00 in	4.40 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.70 in	4,263	Embroidery
Cap back / side	2.25 in	0.90 in	1,194	Embroidery
Left sleeve	2.50 in	1.00 in	1,475	Embroidery
Drinkware wrap	3.00 in	1.20 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.40 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 18.1 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

HIT IT HARD, FIND IT LATER

SAYINGS / hit-it-hard-find-it-later / SHEET 11 OF 40



ARTWORK

Aspect ratio	2.88 : 1 (wide)
Ink coverage	35% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.22 in	2,503	Embroidery
Full front	11.00 in	3.82 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.48 in	3,691	Embroidery
Cap back / side	2.25 in	0.78 in	1,034	Embroidery
Left sleeve	2.50 in	0.87 in	1,277	Embroidery
Drinkware wrap	3.00 in	1.04 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.35 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 16.1 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

PLAY IT AS IT LIES

SAYINGS / play-it-as-it-lies / SHEET 12 OF 40



ARTWORK

Aspect ratio	2.17 : 1 (wide)
Ink coverage	29% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.61 in	2,721	Embroidery
Full front	11.00 in	5.07 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.96 in	4,013	Embroidery
Cap back / side	2.25 in	1.04 in	1,124	Embroidery
Left sleeve	2.50 in	1.15 in	1,388	Embroidery
Drinkware wrap	3.00 in	1.38 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.46 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 14.9 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

IN THE ROUGH AGAIN

SAYINGS / in-the-rough-again / SHEET 13 OF 40



ARTWORK

Aspect ratio	2.79 : 1 (wide)
Ink coverage	31% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.25 in	2,280	Embroidery
Full front	11.00 in	3.94 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.52 in	3,361	Embroidery
Cap back / side	2.25 in	0.81 in	942	Embroidery
Left sleeve	2.50 in	0.90 in	1,163	Embroidery
Drinkware wrap	3.00 in	1.07 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.36 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 15.3 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

CART GIRL'S FAVORITE

SAYINGS / cart-girl-s-favorite / SHEET 14 OF 40



ARTWORK

Aspect ratio	2.48 : 1 (wide)
Ink coverage	35% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.41 in	2,926	Embroidery
Full front	11.00 in	4.44 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.72 in	4,314	Embroidery
Cap back / side	2.25 in	0.91 in	1,209	Embroidery
Left sleeve	2.50 in	1.01 in	1,493	Embroidery
Drinkware wrap	3.00 in	1.21 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.40 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 18.3 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

DRINK BETTER, PLAY WORSE

SAYINGS / drink-better-play-worse / SHEET 15 OF 40



ARTWORK

Aspect ratio	3.06 : 1 (wide)
Ink coverage	38% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.14 in	2,548	Embroidery
Full front	11.00 in	3.59 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.39 in	3,757	Embroidery
Cap back / side	2.25 in	0.73 in	1,053	Embroidery
Left sleeve	2.50 in	0.82 in	1,300	Embroidery
Drinkware wrap	3.00 in	0.98 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.33 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 19.4 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

SANDBAGGER

SAYINGS / sandbagger / SHEET 16 OF 40



ARTWORK

Aspect ratio	6.25 : 1 (wide)
Ink coverage	52% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.56 in	1,703	Embroidery
Full front	11.00 in	1.76 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.68 in	2,512	Embroidery
Cap back / side	2.25 in	0.36 in	704	Embroidery
Left sleeve	2.50 in	0.40 in	869	Embroidery
Drinkware wrap	3.00 in	0.48 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.16 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 11.8 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

SWING OIL

SAYINGS / swing-oil / SHEET 17 OF 40



ARTWORK

Aspect ratio	5.09 : 1 (wide)
Ink coverage	47% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.69 in	1,917	Embroidery
Full front	11.00 in	2.16 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.84 in	2,826	Embroidery
Cap back / side	2.25 in	0.44 in	792	Embroidery
Left sleeve	2.50 in	0.49 in	978	Embroidery
Drinkware wrap	3.00 in	0.59 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.20 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 11.1 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

FRONT NINE FUEL

SAYINGS / front-nine-fuel / SHEET 18 OF 40



ARTWORK

Aspect ratio	2.49 : 1 (wide)
Ink coverage	29% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.40 in	2,356	Embroidery
Full front	11.00 in	4.41 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.71 in	3,474	Embroidery
Cap back / side	2.25 in	0.90 in	973	Embroidery
Left sleeve	2.50 in	1.00 in	1,202	Embroidery
Drinkware wrap	3.00 in	1.20 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.40 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 14.6 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

BACK NINE DAMAGE

SAYINGS / back-nine-damage / SHEET 19 OF 40



ARTWORK

Aspect ratio	2.23 : 1 (wide)
Ink coverage	40% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.57 in	3,635	Embroidery
Full front	11.00 in	4.92 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.90 in	5,360	Embroidery
Cap back / side	2.25 in	1.01 in	1,502	Embroidery
Left sleeve	2.50 in	1.12 in	1,854	Embroidery
Drinkware wrap	3.00 in	1.34 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.45 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 20.5 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

MULLIGAN JUICE

SAYINGS / mulligan-juice / SHEET 20 OF 40



ARTWORK

Aspect ratio	7.97 : 1 (wide)
Ink coverage	46% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.44 in	1,185	Embroidery
Full front	11.00 in	1.38 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.53 in	1,747	Embroidery
Cap back / side	2.25 in	0.28 in	489	Embroidery
Left sleeve	2.50 in	0.31 in	604	Embroidery
Drinkware wrap	3.00 in	0.38 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.13 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.5 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

HYDRATE OR DIE-SLICE

SAYINGS / hydrate-or-die-slice / SHEET 21 OF 40



ARTWORK

Aspect ratio	2.48 : 1 (wide)
Ink coverage	36% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.41 in	2,974	Embroidery
Full front	11.00 in	4.43 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.71 in	4,385	Embroidery
Cap back / side	2.25 in	0.91 in	1,229	Embroidery
Left sleeve	2.50 in	1.01 in	1,517	Embroidery
Drinkware wrap	3.00 in	1.21 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.40 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 18.3 in of travel. Stitch model: 2.6 stitches per mm² of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

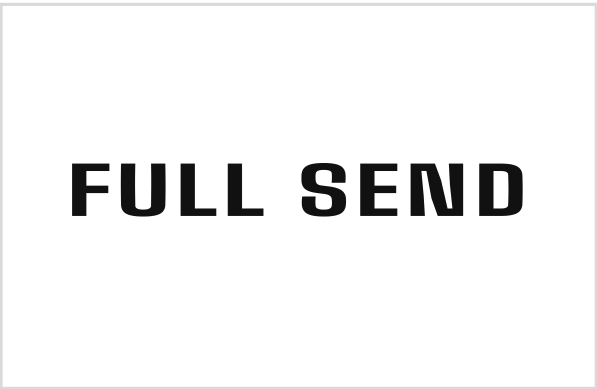
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

FULL SEND

SAYINGS / full-send / SHEET 22 OF 40



ARTWORK

Aspect ratio	4.95 : 1 (wide)
Ink coverage	45% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.71 in	1,867	Embroidery
Full front	11.00 in	2.22 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.86 in	2,754	Embroidery
Cap back / side	2.25 in	0.45 in	771	Embroidery
Left sleeve	2.50 in	0.50 in	952	Embroidery
Drinkware wrap	3.00 in	0.61 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.20 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.2 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

DIRTY LIE



ARTWORK

Aspect ratio	4.40 : 1 (wide)
Ink coverage	44% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.80 in	2,054	Embroidery
Full front	11.00 in	2.50 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.97 in	3,028	Embroidery
Cap back / side	2.25 in	0.51 in	848	Embroidery
Left sleeve	2.50 in	0.57 in	1,048	Embroidery
Drinkware wrap	3.00 in	0.68 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.23 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 9.6 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

MONEY SHOT

SAYINGS / money-shot / SHEET 24 OF 40



ARTWORK

Aspect ratio	6.20 : 1 (wide)
Ink coverage	48% of bounding box
Colour count	1 (spot black)
Art type	Outlined type
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	0.56 in	1,583	Embroidery
Full front	11.00 in	1.77 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	0.68 in	2,335	Embroidery
Cap back / side	2.25 in	0.36 in	654	Embroidery
Left sleeve	2.50 in	0.40 in	807	Embroidery
Drinkware wrap	3.00 in	0.48 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.16 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.9 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. 0.22 in (5.5 mm) cap height minimum.
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

RAW EMBROIDERED WORDMARK

LOGOS / raw-embroidered-wordmark / SHEET 25 OF 40



ARTWORK

Aspect ratio	1.64 : 1 (wide)
Ink coverage	46% of bounding box
Colour count	1 (spot black) + optional green accent
Art type	Wordmark / badge
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	2.13 in	5,777	Embroidery
Full front	11.00 in	6.69 in	n/a	Screen / DTF
Cap front (structured)	3.70 in	2.25 in	6,453	Embroidery
Cap back / side	2.05 in	1.25 in	1,991	Embroidery
Left sleeve	2.50 in	1.52 in	2,947	Embroidery
Drinkware wrap	3.00 in	1.82 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.61 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 13.2 in of travel. Stitch model: 2.6 stitches per mm² of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. Keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

RNR FULL LOCKUP

LOGOS / rnr-full-lockup / SHEET 26 OF 40



ARTWORK

Aspect ratio	2.56 : 1 (wide)
Ink coverage	23% of bounding box
Colour count	1 (spot black) + optional green accent
Art type	Wordmark / badge
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.36 in	1,814	Embroidery
Full front	11.00 in	4.29 in	n/a	Screen / DTF
Cap front (structured)	4.25 in	1.66 in	2,675	Embroidery
Cap back / side	2.25 in	0.88 in	750	Embroidery
Left sleeve	2.50 in	0.97 in	925	Embroidery
Drinkware wrap	3.00 in	1.17 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.39 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 19.7 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

RNR CLEAN MONOGRAM

LOGOS / rnr-clean-monogram / SHEET 27 OF 40



ARTWORK

Aspect ratio	1.00 : 1 (square-ish)
Ink coverage	30% of bounding box
Colour count	1 (spot black) + optional green accent
Art type	Wordmark / badge
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	3.50 in	6,171	Embroidery
Full front	11.00 in	11.00 in	n/a	Screen / DTF
Cap front (structured)	2.25 in	2.25 in	2,550	Embroidery
Cap back / side	1.25 in	1.25 in	787	Embroidery
Left sleeve	2.50 in	2.50 in	3,148	Embroidery
Drinkware wrap	3.00 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 24.4 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

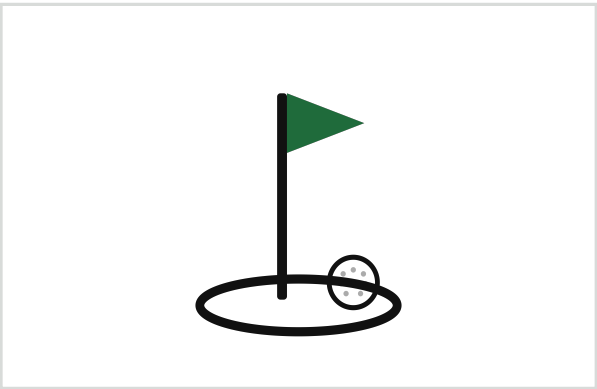
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

FLAGSTICK ICON

LOGOS / flagstick-icon / SHEET 28 OF 40



ARTWORK

Aspect ratio	0.89 : 1 (square-ish)
Ink coverage	18% of bounding box
Colour count	1 (spot black) + optional green accent
Art type	Wordmark / badge
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.11 in	3.50 in	3,204	Embroidery
Full front	11.00 in	12.40 in	n/a	Screen / DTF
Cap front (structured)	2.00 in	2.25 in	1,324	Embroidery
Cap back / side	1.11 in	1.25 in	408	Embroidery
Left sleeve	2.22 in	2.50 in	1,634	Embroidery
Drinkware wrap	2.66 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	0.89 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 12.8 in of travel. Stitch model: 2.6 stitches per mm2 of covered area (satin-dominant).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

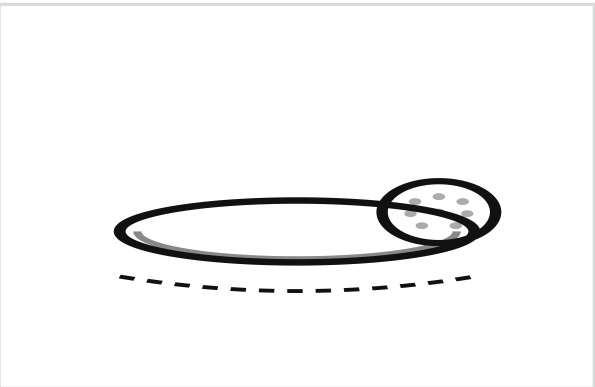
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

BALL ON THE RIM

GRAPHICS / ball-on-the-rim / SHEET 29 OF 40



ARTWORK

Aspect ratio	1.84 : 1 (wide)
Ink coverage	17% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	1.90 in	1,202	Embroidery
Full front	11.00 in	5.99 in	n/a	Screen / DTF
Cap front (structured)	4.13 in	2.25 in	1,677	Embroidery
Cap back / side	2.25 in	1.22 in	497	Embroidery
Left sleeve	2.50 in	1.36 in	613	Embroidery
Drinkware wrap	3.00 in	1.63 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.54 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 12.4 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

CART GIRL SILHOUETTE

GRAPHICS / cart-girl-silhouette / SHEET 30 OF 40



ARTWORK

Aspect ratio	1.10 : 1 (square-ish)
Ink coverage	32% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	3.19 in	3,743	Embroidery
Full front	11.00 in	10.02 in	n/a	Screen / DTF
Cap front (structured)	2.47 in	2.25 in	1,863	Embroidery
Cap back / side	1.37 in	1.25 in	575	Embroidery
Left sleeve	2.50 in	2.28 in	1,910	Embroidery
Drinkware wrap	3.00 in	2.73 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.91 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 10.4 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

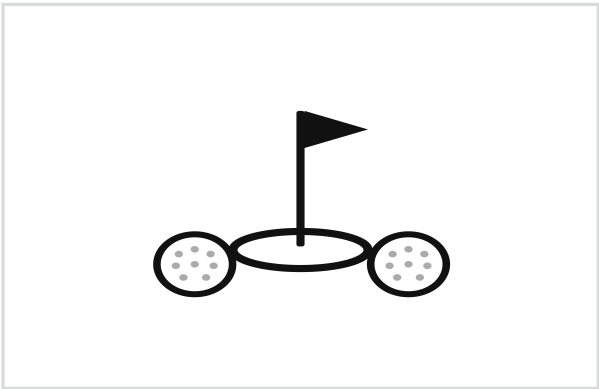
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

TWO BALLS ONE HOLE

GRAPHICS / two-balls-one-hole / SHEET 31 OF 40



ARTWORK

Aspect ratio	1.26 : 1 (square-ish)
Ink coverage	13% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	2.77 in	1,290	Embroidery
Full front	11.00 in	8.71 in	n/a	Screen / DTF
Cap front (structured)	2.84 in	2.25 in	850	Embroidery
Cap back / side	1.58 in	1.25 in	262	Embroidery
Left sleeve	2.50 in	1.98 in	658	Embroidery
Drinkware wrap	3.00 in	2.38 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.79 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 11.4 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

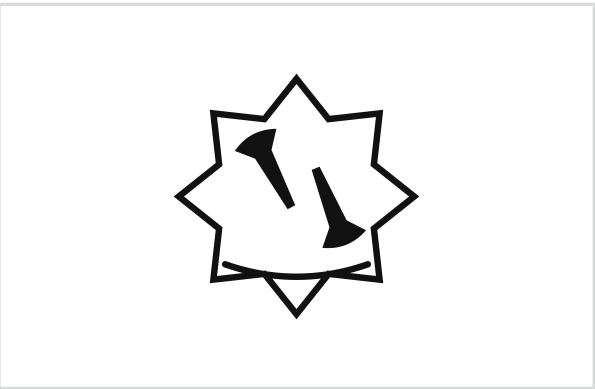
PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

BROKEN TEE



ARTWORK

Aspect ratio	1.00 : 1 (square-ish)
Ink coverage	15% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	3.50 in	1,904	Embroidery
Full front	11.00 in	11.00 in	n/a	Screen / DTF
Cap front (structured)	2.25 in	2.25 in	786	Embroidery
Cap back / side	1.25 in	1.25 in	242	Embroidery
Left sleeve	2.50 in	2.50 in	971	Embroidery
Drinkware wrap	3.00 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 17.3 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

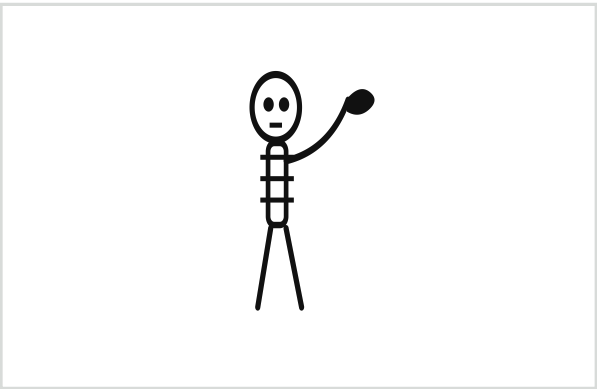
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

SKELETON SWINGER

GRAPHICS / skeleton-swinger / SHEET 33 OF 40



ARTWORK

Aspect ratio	0.72 : 1 (tall)
Ink coverage	15% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	2.53 in	3.50 in	1,378	Embroidery
Full front	9.38 in	13.00 in	n/a	Screen / DTF
Cap front (structured)	1.62 in	2.25 in	569	Embroidery
Cap back / side	0.90 in	1.25 in	175	Embroidery
Left sleeve	1.80 in	2.50 in	703	Embroidery
Drinkware wrap	2.16 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	0.72 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 17.4 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

BEER CAN FLAGSTICK

GRAPHICS / beer-can-flagstick / SHEET 34 OF 40



ARTWORK

Aspect ratio	0.78 : 1 (tall)
Ink coverage	24% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	2.71 in	3.50 in	2,338	Embroidery
Full front	10.08 in	13.00 in	n/a	Screen / DTF
Cap front (structured)	1.74 in	2.25 in	966	Embroidery
Cap back / side	0.97 in	1.25 in	298	Embroidery
Left sleeve	1.94 in	2.50 in	1,193	Embroidery
Drinkware wrap	2.33 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	0.78 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 17.9 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

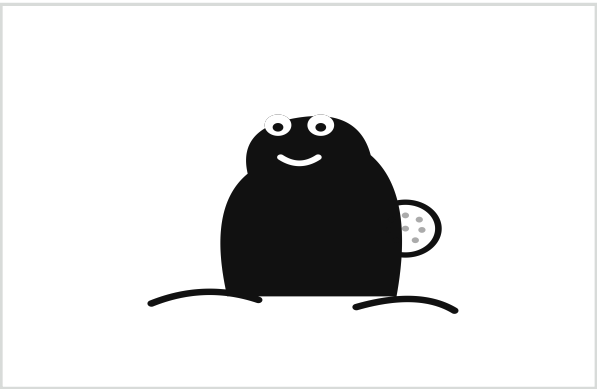
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

SASQUATCH IN THE ROUGH

GRAPHICS / sasquatch-in-the-rough / SHEET 35 OF 40



ARTWORK

Aspect ratio	1.25 : 1 (square-ish)
Ink coverage	47% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	1.25 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	2.80 in	4,809	Embroidery
Full front	11.00 in	8.81 in	n/a	Screen / DTF
Cap front (structured)	2.81 in	2.25 in	3,096	Embroidery
Cap back / side	1.56 in	1.25 in	955	Embroidery
Left sleeve	2.50 in	2.00 in	2,454	Embroidery
Drinkware wrap	3.00 in	2.40 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.80 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 7.6 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

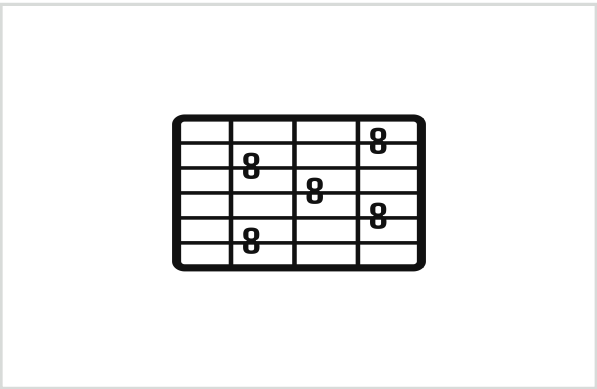
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

SCORECARD CHAOS

GRAPHICS / scorecard-chaos / SHEET 36 OF 40



ARTWORK

Aspect ratio	1.27 : 1 (square-ish)
Ink coverage	33% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	2.75 in	3,298	Embroidery
Full front	11.00 in	8.65 in	n/a	Screen / DTF
Cap front (structured)	2.86 in	2.25 in	2,206	Embroidery
Cap back / side	1.59 in	1.25 in	681	Embroidery
Left sleeve	2.50 in	1.96 in	1,682	Embroidery
Drinkware wrap	3.00 in	2.36 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.79 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 30.2 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

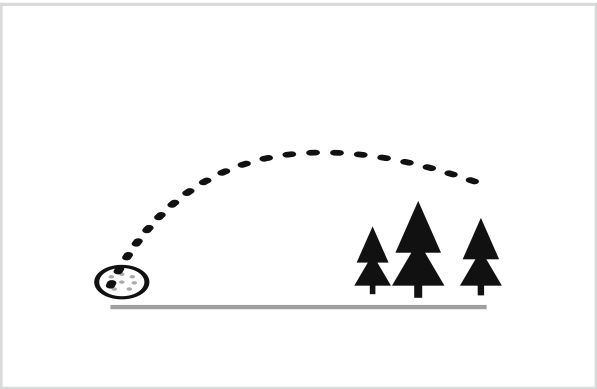
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

SLICE TRAJECTORY

GRAPHICS / slice-trajectory / SHEET 37 OF 40



ARTWORK

Aspect ratio	1.60 : 1 (square-ish)
Ink coverage	11% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	2.19 in	842	Embroidery
Full front	11.00 in	6.88 in	n/a	Screen / DTF
Cap front (structured)	3.60 in	2.25 in	889	Embroidery
Cap back / side	2.00 in	1.25 in	274	Embroidery
Left sleeve	2.50 in	1.56 in	429	Embroidery
Drinkware wrap	3.00 in	1.88 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	0.63 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 9.5 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

MULLIGAN STAMP

GRAPHICS / mulligan-stamp / SHEET 38 OF 40



ARTWORK

Aspect ratio	1.00 : 1 (square-ish)
Ink coverage	26% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.50 in	3.50 in	3,252	Embroidery
Full front	11.00 in	11.00 in	n/a	Screen / DTF
Cap front (structured)	2.25 in	2.25 in	1,344	Embroidery
Cap back / side	1.25 in	1.25 in	414	Embroidery
Left sleeve	2.50 in	2.50 in	1,659	Embroidery
Drinkware wrap	3.00 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	1.00 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 35.2 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 8–14 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

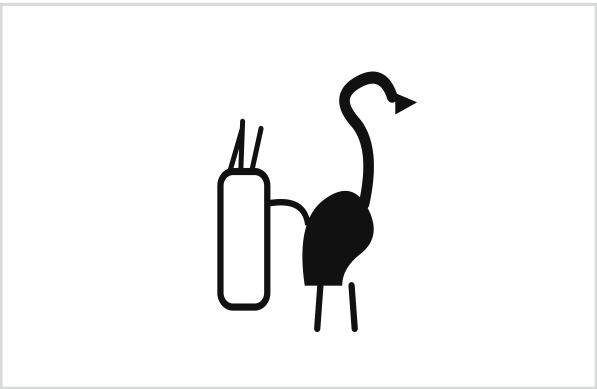
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

FLAMINGO CADDIE

GRAPHICS / flamingo-caddie / SHEET 39 OF 40



ARTWORK

Aspect ratio	0.88 : 1 (square-ish)
Ink coverage	21% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	3.07 in	3.50 in	2,315	Embroidery
Full front	11.00 in	12.55 in	n/a	Screen / DTF
Cap front (structured)	1.97 in	2.25 in	956	Embroidery
Cap back / side	1.10 in	1.25 in	295	Embroidery
Left sleeve	2.19 in	2.50 in	1,181	Embroidery
Drinkware wrap	2.63 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	0.88 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 14.6 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin).
Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

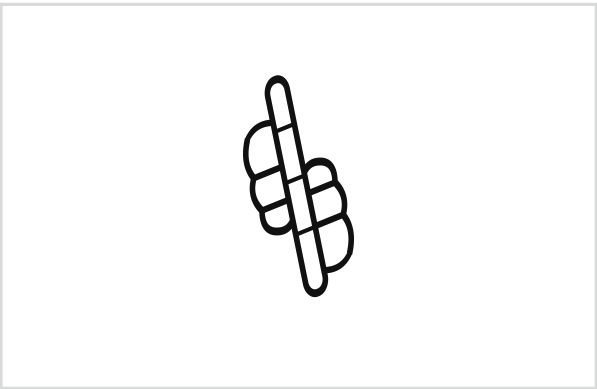
Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.

GRIP IT HANDS

GRAPHICS / grip-it-hands / SHEET 40 OF 40



ARTWORK

Aspect ratio	0.71 : 1 (tall)
Ink coverage	21% of bounding box
Colour count	1 (spot black)
Art type	Line + solid illustration
Scales cleanly to	0.75 in wide

RECOMMENDED SIZES BY PLACEMENT

PLACEMENT	WIDTH	HEIGHT	EST. STITCHES	METHOD
Left chest	2.48 in	3.50 in	1,910	Embroidery
Full front	9.19 in	13.00 in	n/a	Screen / DTF
Cap front (structured)	1.59 in	2.25 in	789	Embroidery
Cap back / side	0.88 in	1.25 in	243	Embroidery
Left sleeve	1.77 in	2.50 in	974	Embroidery
Drinkware wrap	2.12 in	3.00 in	n/a	Laser / UV print
Ball marker / tee	0.71 in	1.00 in	n/a	Laser

Laser / score path at 3.00 in wide: approx. 22.7 in of travel. Stitch model: 1.6 stitches per mm2 of covered area (mixed fill and satin). Rows flagged in red exceed the stitch cap for that placement — scale down to the stated max width.

EMBROIDERY

Digitize from the 1-colour SVG. keep smallest detail above 0.05 in (1.2 mm).
Satin columns 1.2–4.0 mm wide; anything under 1.2 mm becomes a running stitch and will look thin.
Fill density 0.40 mm spacing, 3.8–4.2 mm stitch length. Underlay: edge-run plus zigzag on knits.
Trims: keep jump length under 6 mm; expect 4–9 colour-free trims on this design.
Backing: 2.0 oz cutaway on knits, tear-away on caps, water-soluble topper on pique and fleece.
Thread: poly (Isacord/Madeira Polyneon) for wash durability. Black #111111, white, accent green #1F6B3B — match to the physical thread card, never to screen.
Pull compensation 0.2 mm; sew a strike-off on the actual garment before a production run.

LASER

Cut/score from design.svg with all strokes expanded to outlines — no live strokes.
Minimum engraved positive line 0.25 mm; minimum negative gap 0.35 mm at 1 in wide.
Leather / faux leather patches: 20–35% power, 400–600 mm/s raster, 500 DPI.
Mask with transfer tape to avoid smoke halo.
Wood tees and ball markers: 15–25% power, 2 passes on hardwood; expect 0.1 mm kerf, offset paths accordingly.
Anodized aluminium / powder coat: fibre laser, 30 kHz, 2 passes for full white-out.
Below 1 in wide use the 1-colour art — fine interior detail will fill in with char.
Always run a scrap tile first; settings shift with material batch and lens.

PRINT

Screen print: 1 spot colour, 156 mesh for flat black, 110 mesh on fleece. 55 lpi halftones if shading is added.
Minimum printed line 0.5 pt (0.18 mm).
Flash and cool between hits on dark garments.
DTF / DTG: use design@4000.png, 300 DPI at final size, transparent background. Press 305°F / 12 s / medium pressure, cold peel.
UV print on drinkware and hard goods: white underbase first on dark substrates, 2 gloss passes for scratch resistance.
Vinyl / HTV: single-colour cut works at 2 in wide and up; below that switch to printed transfer.
Ink colours: black #111111 (PMS Black 6 C equivalent), accent green #1F6B3B (near PMS 348 C).
Bleed: none needed — artwork is trimmed to its own bounds. Keep 0.5 in clear of seams, plackets, and zips.

PRE-PRODUCTION CHECKLIST

- [] Confirm final width with the decorator — every number here is a starting point, not a locked size.
- [] Embroidery: approve a sew-out on the actual blank (pique, mesh cap, fleece all behave differently).
- [] Laser: run one scrap tile per material batch and re-check kerf before cutting patches or markers.
- [] Print: proof on the darkest garment in the run, then archive the approved file with this SVG.