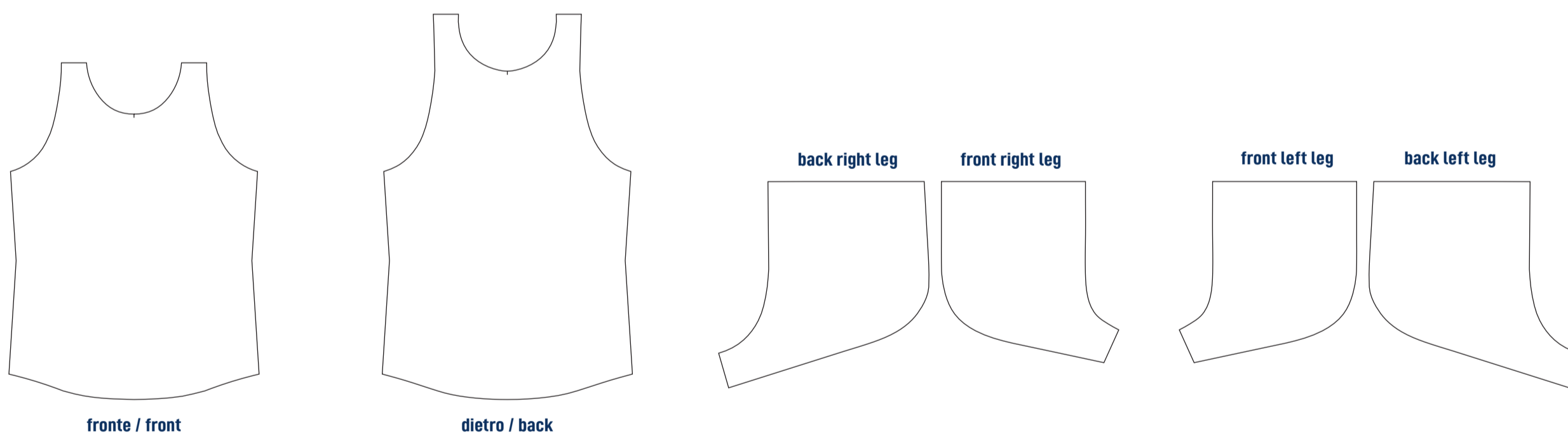


- 1 USE THE COLOURS CARD BELOW, IF YOU USE DIFFERENT COLORS THE RESPONSIBILITY IS YOURS.
- 2 THE GRAPHICS MUST BE WORKABLE IN VECTOR FORMAT, SAVE YOUR FILE IN PDF.
- 3 DON'T SAVE NAME AND NUMBER IN CURVES, ATTACH THE FONTS TO YOUR ORDER.

- 1 USA LA TIRELLA COLORI CHE TROVI IN BASSO, SE USI COLORI DIVERSI LA RESPONSABILITÀ È TUA
- 2 LA GRAFICA DEVE ESSERE LAVORABILE IN FORMATO VETTORIALE, SALVA IL TUO FILE IN FORMATO PDF
- 3 NON SALVARE NOME E NUMERO IN CURVE, ALLEGA I FONT AL TUO ORDINE

# RUNNING PRO MAN 2024 SCALE 1:10

M



PIPING:  
 WHITE  
 BLACK  
 DARK BLUE

DARK BURGUNDY	BURGUNDY	DARK RED	RED	LIGHT RED	KINDER ORANGE	ORANGE	LIGHT ORANGE	DARK YELLOW	SUN YELLOW	LEMON YELLOW	OLIVE GREEN	DARK GREEN	FLAG GREEN	LIGHT GREEN	NIGHT BLUE	NAVY BLUE	LIGHT NAVY BLUE	DARK ROYAL	ROYAL	LIGHT ROYAL				
C 70 M 100 Y 85 K 22	C 60 M 100 Y 85 K 0	C 0 M 100 Y 100 K 30	C 0 M 100 Y 100 K 0	C 0 M 90 Y 90 K 0	C 0 M 77 Y 100 K 0	C 0 M 70 Y 100 K 0	C 0 M 55 Y 100 K 0	C 0 M 40 Y 100 K 10	C 0 M 30 Y 100 K 0	C 0 M 0 Y 100 K 0	C 22 M 12 Y 98 K 48	C 100 M 20 Y 60 K 65	C 95 M 10 Y 95 K 24	C 70 M 0 Y 95 K 2	C 100 M 85 Y 10 K 69	C 100 M 90 Y 0 K 50	C 100 M 90 Y 0 K 35	C 100 M 95 Y 0 K 0	C 100 M 87 Y 0 K 0	C 100 M 70 Y 0 K 0				
TURQUOISE	CYAN	SKY BLUE	VIOLET BLUE	VIOLET	LILLA	WINE VIOLET	FUXIA	MAGENTA	CANDY PINK	PINK	LIGHT PINK	DARK BROWN	BROWN	GOLD	BLACK	ANTRAX	BLACK 70%	BLACK 50%	BLACK 30%	BLACK 15%				
C 100 M 25 Y 0 K 0	C 100 M 0 Y 0 K 0	C 62 M 0 Y 0 K 0	C 87 M 100 Y 0 K 2	C 75 M 90 Y 0 K 0	C 60 M 55 Y 5 K 0	C 48 M 100 Y 25 K 15	C 25 M 100 Y 10 K 0	C 0 M 100 Y 0 K 0	C 4 M 55 Y 5 K 0	C 0 M 32 Y 20 K 0	C 2 M 20 Y 3 K 0	C 18 M 68 Y 100 K 70	C 23 M 64 Y 90 K 50	C 25 M 45 Y 80 K 2	C 0 M 0 Y 0 K 100	C 0 M 0 Y 0 K 90	C 0 M 0 Y 0 K 70	C 0 M 0 Y 0 K 50	C 0 M 0 Y 0 K 30	C 0 M 0 Y 0 K 15				
FRESH	LIME	POWER BLUE	SUBLIMATION COLOUR CARD 2024																	YELLOW FLUO	GREEN FLUO	MAGENTA FLUO	ORANGE FLUO	
C 85 M 0 Y 25 K 0	C 40 M 0 Y 100 K 0	C 100 M 82 Y 25 K 35																						
		FLUO COLOURS																						