## LOGO SLICK BALTIMORE RAVENS

#### **COLOR GUIDE**

#### **Primary Mark**



#### **Primary Logotype**



#### **Primary Mark with Logotype**



# **GUIDE FOR A DARK BACKGROUND** The white outline must never be removed from the logo, even when it is not visible on a light background. **Primary Mark** When the primary mark is used on the black helmet, the white outline $% \left\{ 1,2,\ldots ,n\right\}$ does not print (see inset). On all other occasions, use the keyline art as appropriate to create a white outline around the marks. **Primary Logotype** RAVENS **Primary Mark with Logotype**

#### **UNIFORM GUIDE**















Pants can be interchange

#### Helmets







### **BALTIMORE RAVENS LOGO SLICK**

The color and grayscale guides shown here are for reference only. When printing with process colors, use only the process color specifications listed on this slick.

Note: The one-color art is for limited use only; prior approval is required from NFL Properties.

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	COLORS File usage	PANTONE Spot printing	C/M/Y/K 4c printing	R/G/B Video	GRAYSCALE B/W printing	HTML (HEX) Web	TEXTILE Garments	COATS Embroidery	MADEIRA Embroidery	A&E/RA Embroidery
	Purple for marks, logotypes, helmet decal and for all printed materials	PMS 273 C	100/100/0/5	26/25/95	60%	241773	PMS 19-3731 TC	N/A	N/A	Purple 273- 59766
-	Purple for uniform fabric only	PMS 275 C	100/100/0/25	30/22/86	N/A	1E1656	PMS 19-3731 TC	073SA	1343	New Orchid- 59735
	Black	PMS Process Black C (Note: helmet is metallic; there is no PANTONE equivalent ink)	70/50/50/100	0/0/0	100%	000000	PMS 19-4005 TC	900	1000/1800	Black- 58954
ı	Gold	PMS 8660 C Metallic (or use PMS 126 C)	0/20/80/20	187/147/52	30%	9E7C0C	PMS 18-0835 TC	374SA	1192	Burnished- 59675
	White	no ink (or use PMS 126 C)	0/0/0/0	255/255/255	0%	FFFFFF	PMS 11-0601 TC	0001	1005	Ultra Bright White- 58263
	Red	PMS 186 C	10/100/100/0	213/10/10	Always 186	C60C30	PMS 19-1763 TC	L1577	1147	Front Door Red- 59776
	Yellow for flag art only	PMS 116 C	0/15/100/0	255/210/0	0%	FECB00	PMS 13-0758 TC	B1261	1971	Official Yellow- 59447

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#### PAGE 2

## **BALTIMORE RAVENS**

#### **GRAYSCALE GUIDE**

Grayscale versions of the logo should be printed using screens of black.

**Primary Mark** 



**Primary Logotype** 

RAVENS



**Primary Mark with Logotype** 





Helmets



#### **BLACK & WHITE AND ONE-COLOR GUIDES**

The versions below are different from the grayscale versions or the color mechanical art, and should ONLY be employed for NFLP-approved one-color uses, such as etching, embossing, and tonal applications.

TWO-COLOR BLACK & WHITE TWO-COLOR TONAL

RAVENS

RAVENS

RAVENS

ONE-COLOR (for light backgrounds)











ONE-COLOR (for dark backgrounds)





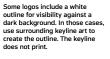




TRANVIENS

#### **MECHANICAL ART MECHANICAL ART**

For use as reproduction art. For replicating jersey numerals. The keyline does not print. The keyline does not print.























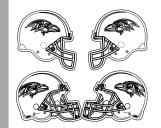


RAVENS









### LOGO SLICK **BALTIMORE RAVENS**

### **COLOR GUIDE**

#### **GUIDE FOR A DARK BACKGROUND**

The white outline must never be removed from the logo, even when it is not visible on a light background.

#### **GRAYSCALE GUIDE**

Grayscale versions of the logo should be printed using screens of black.

#### **ONE-COLOR GUIDES**

The versions below are different from the grayscale versions or the color mechanical art, and should ONLY be employed for NFLP-approved one-color uses, such as etching, embossing, and tonal applications.

#### **MECHANICAL ART**

For use as reproduction art. The keyline does not print.

Some logos include a white outline for visibility against a dark background. In those cases, use surrounding keyline art to create the outline. The keyline does not print.

#### **Secondary Marks**







Secondary Marks w/Logotype



























































