PAGE 1

INDIANAPOLIS COLTS

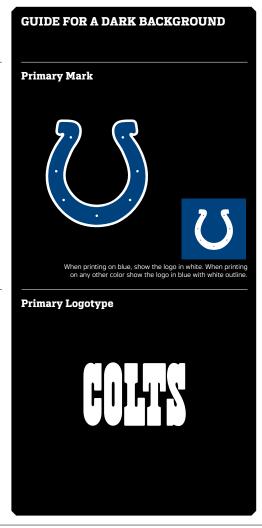
COLOR GUIDE

Primary Mark

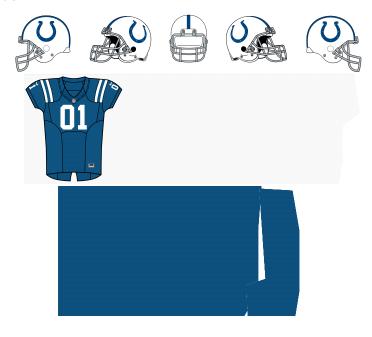


Primary Logotype





UNIFORM GUIDE



Pants can be interchangeable with jerseys.

Helmets





INDIANAPOLIS COLTS 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.

These pages contain graphic representations of the teams official colors, trademarked helmet, marks (logos), logotypes, and uniforms. They are not meant for reproduction, but as a guide for NFL Properties' licensees to use for color and grayscale reference. For assistance in correct usage of the NFL trademarks, contact:

Quality Control, NFL Properties LLC, 345 Park Avenue, New York, NY 10154, 212.450.2771

All commercial applications of these materials are subject to written approval from NFL Properties' Consumer Products Quality Control Department prior to marketing.

NOTICE

The designs depicted herein are registered trademarks of the National Football League and its Member Clubs. Reproduction is limited strictly to usages authorized to license from NFL Properties. No reproduction may deviate in any manner whatsoever from specifications set forth herein.

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
Royal	PMS 654 C	100/65/0/35	1/51/105	100%	002C5F	PMS 19-4044 TC	199TB	1742	Songbird Blue- 59817
White	no ink (or use Opaque White)	0/0/0/0	255/255/255	0%	FFFFF	PMS 11-0601 TC	0001	1005	Ultra Bright White- 58263
Gray for facemask only	PMS 429 C	5/0/0/30	155/161/162	35%	A5ACAF	PMS 14-4206 TC	70CBC	1087	Silver 429- 59761

The colors shown on this page are not intended to match the PANTONE' Color Standards. For the PANTONE Color Standards, refer to current editions of the PANTONE Color Publications. PANTONE' is a registered trademark of Pantone, Inc. ©2012 NFL Properties, Inc. All rights reserved.

PAGE 2

INDIANAPOLIS COLTS

GRAYSCALE GUIDE

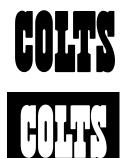
Grayscale versions of the logo should be printed using screens of black.

Primary Mark





Primary 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

ONE-COLOR (for light backgrounds)







ONE-COLOR (for dark backgrounds)





MECHANICAL ART

For use as reproduction art.

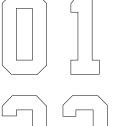
use surrounding keyline art to create the outline. The keyline does not print.

The keyline does not print. Some logos include a white outline for visibility against a dark background. In those cases,

For use on blue background only.



MECHANICAL ART For replicating jersey numerals. The keyline does not print.











INDIANAPOLIS COLTS CLASSIC

COLOR GUIDE

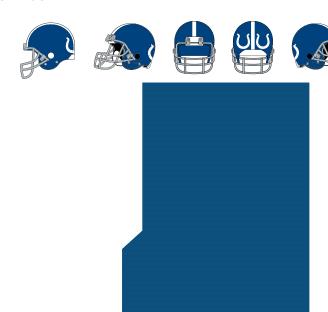
Classic Mark



Classic mark should always appear on blue background

GUIDE FOR A DARK BACKGROUND Classic Mark Classic mark should always appear on blue background

UNIFORM GUIDE



Helmets





INDIANAPOLIS COLTS CLASSIC 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.

These pages contain graphic representations of the teams official colors, trademarked helmet, marks (logos), logotypes, and uniforms. They are not meant for reproduction, but as a guide for NFL Properties' licensees to use for color and grayscale reference. For assistance in correct usage of the NFL trademarks, contact:

Quality Control, NFL Properties LLC, 345 Park Avenue, New York, NY 10154, 212.450.2771

All commercial applications of these materials are subject to written approval from NFL Properties' Consumer Products Quality Control Department prior to marketing.

NOTICE

The designs depicted herein are registered trademarks of the National Football League and its Member Clubs. Reproduction is limited strictly to usages authorized to license from NFL Properties. No reproduction may deviate in any manner whatsoever from specifications set forth herein.

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
Royal	PMS 654 C	100/65/0/35	1/51/105	100%	002C5F	PMS 19-4044 TC	199ТВ	1742	Songbird Blue- 59817
White	no ink (or use Opaque White)	0/0/0/0	255/255/255	0%	FFFFF	PMS 11-0601 TC	0001	1005	Ultra Bright White- 58263
Gray for facemask only	PMS 429 C	5/0/0/30	155/161/162	35%	A5ACAF	PMS 14-4206 TC	70CBC	1087	Silver 429- 59761

The colors shown on this page are not intended to match the PANTONE' Color Standards. For the PANTONE Color Standards, refer to current editions of the PANTONE Color Publications. PANTONE' is a registered trademark of Pantone, Inc. ©2012 NFL Properties, Inc. All rights reserved.

PAGE 4

INDIANAPOLIS COLTS CLASSIC

GRAYSCALE GUIDE

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

Classic Mark



Classic mark should always appear on blue background

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

ONE-COLOR (for light backgrounds)

ONE-COLOR (for dark backgrounds)



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.



MECHANICAL ART

For replicating jersey numerals. The keyline does not print.





