

#15022 Stroke Play Rope Cap



Regular Pricing

	48	96	144	288	576	1008	
Blank	-	-	\$18.24	\$15.86	\$13.79	\$11.99	4C
Transfer	-	-	\$21.28	\$18.50	\$16.09	\$13.99	4C
Embroidered	\$32.17	\$27.97	\$24.32	\$21.15	\$18.39	\$15.99	6C

Highlights

- 92% Performance Polyester, 8% Spandex
- 5 Panel, Mid Profile
- Adjustable Plastic Snap Tab Back Closure
- Structured Crown & Pre-Curved Visor

Packaging Details

Quantity per Box	Box Weight	Box Length	Box Width	Box Height
48	14 lbs.	19"	15"	12"
72	21 lbs.	25"	17"	13"
144	40 lbs.	23"	21"	15"

Dimensions are in inches. Weight is in pounds.

Description

- COLORS AVAILABLE: Black with Black or White. Navy with Navy or Red. White with Black, Navy, Red or White.
- IMPRINT COLORS: Standard Transfer Colors
- IMPRINT AREA AND METHOD: 4" W x 2 ¼" H
- SET UP CHARGE: Transfer: \$50.00(G) per color. \$25.00(G) on re-orders.
- MULTI-COLOR IMPRINT: Transfer: Add .50(G) per extra color, per piece. *4 Color Process: Total Set Up Charge: \$200.00(G). One Color included in price, 3 additional colors at .50(G) per color, per piece. Set Up Charges also apply to re-orders. Additional production time required.
- EMBROIDERY INFORMATION: Price includes up to 7 thread colors and 7,000 stitches.
- THREAD COLORS: All standard Madeira thread colors. Add .35(G) per cap for Metallic Gold & Silver, per 1,000 stitches.
- TAPE CHARGE: \$100.00(G) for all new orders. For designs exceeding 7,000 stitches, add \$35.00(G) per each additional 1,000 stitches to the embroidery tape charge and .35(G) running charge for every additional 1,000 stitches to the price of the cap. Additional stitch charges also apply to all free tape orders.
- PACKAGING: Bulk
- OPTIONAL PATCHES: Visit patch page for pricing & information. Dye Sub [0PATCH14](#) Embroidered Emblem Small: [0PATCH15](#) Large: [0PATCH16](#) Flex Patch [0PATCH18](#) Leatherette Patch [0PATCH1](#) Puff Patch [0PATCH20](#) Tackle Twill Patch Large: [0PATCH19](#) Small: [0PATCH22](#) Woven Patch 2 ¼" [0PATCH4](#) Woven Patch 3" W X 2 ½" H [0PATCH5](#)