

GAMEDAY BRANDING PACKAGES

CHOOSE FROM: GOLD - SILVER - BRONZE



WALL MURAL

Self Installed Scherprint EZ Up Wallscapes

Each Wallscape is made from super durable, easy to install 3mm Sintra. This paneled product comes in sheets up to 8' x 4'. So be creative. Your choice, we will design. For heights below 8', we will custom cut to size.

GOLD: 8' X 32' - SILVER: 8' X 16' - BRONZE: 8' X 8'



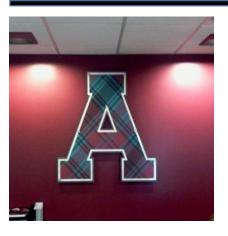
SCHERPRINT ATTITUDES

Self Installed Re-positionable Vinyl.

We've all seen this product. Can be applied (moved and re applied) to any flat surface. Give us your logo(s) or photos and we will create your attitudes. They can be routed to the outline of your logo or to the shape of your picture. Each one up to 52" x 60".



GOLD: 10 pcs. – SILVER: 5 pcs. – BRONZE: 3 pcs.



ROUTED LOGOS

3mm Sintra Routed Logos

Logos that can be self installed onto multiple surfaces, works well on cinder, brick and flat wall applications. Up to 48" x 48" each piece.

GOLD: 6 pcs. – SILVER: 4 pcs. – BRONZE: 2 pcs.

www.gamedayvision.com



GAMEDAY BRANDING PACKAGES

CHOOSE FROM: GOLD - SILVER - BRONZE

WINDOWPERF



Scherprint 65/35 Window Perf (Max 46"w)

A great way to add color and privacy to your windows. Give us the measurements and let us handle the design. Easy peel and stick application. Creates a privacy barrier on outside windows.

GOLD: 120 ft² - SILVER: 60 ft² - BRONZE: 30 ft²

DOOR CLINGS



Door Clings up to 84"h x 36"w

Created from the same material as the Scherprint attitude. Have confidence in your installation abilities as this material is made to apply and then re apply over and over again.

GOLD: 4 pcs. – SILVER: 2 pcs. – BRONZE: 1 pcs.

BREAKAWAY BANNER



Breakaway Banner 96"h x 120"w

Custom designed breakaway banner. Double panel seamed in the middle with Velcro tabs for easy "burst through" by your team. Sides constructed with pole pockets so you can choose to add poles on site for greater stability.

GOLD: 1 pc. - SILVER: 1 pc. - BRONZE: 1 pc.

Custom Designed Artwork

www.gamedayvision.com