# BL-7900S - No. 1 Shape Stickless Fan



# Features:

Only choose the best for the best. This mini stickless hand fan is shaped like the number one and is printed on 16-point coated board stock. Makes the perfect promotional giveaway for rallies, sports games and more. Just customize to your needs with an offset lithography imprint on one side of the fan. No charge for exact PMS color matching! Your next promotion is sure to be a winner with this item on hand!

# Colors:

Imprint covers face of white coated board stock.

## **Production:**

Normal production - 8 working days. For rush service - (click for details).

# Packaging:

50 pieces per poly bag. For individual poly bags and \$0.10(v)each.

# Size/Weight:

8 1/4"x 5 1/4" / 1 lbs. per thousand

Options: N/A

Item / Quantity	250	500	1000	2500	5000	10M	
Stock	0.533	0.417	0.317	0.267	0.250	0.233	
Add'I Color/Second S	Side 0.117	0.075	0.058	0.040	0.038	0.037	
							6C

## Imprint:

Method: Offset Lithography.

Colors: PMS colors and full-color printing. No charge for PMS spot colors!

Size: 8" x 5" Imprint covers face of fan.

**Multi-color:** Multi-color and full color printing is available. Add 1 additional color running charge and 1 plate charge for each additional color. For full color add 3 additional color running charges and 3 additional plate charges.

#### Set-up Charges(v):

Artwork:		ready artwork (email, disk or upload) is supplied. Art preparation charges twork is not supplied, (see general information for details).	
Plates:	imprints add 1 plate charge of \$	e first printing plate and printing one color on white. For multi-color G30.00(v) per additional color, for full color (four color process) add 3 n. No plate charges on exact reorders.	
Proofs:	Color email proofs are provided at no charge. Pre-production product samples are \$30.00(v) per color, allow 3-5 working days. Upon approval of product samples, no other set-up charges will apply.		
Itoms Por Box	Box Weight	Box Size	

Items Per Box	Box Weight	Box Size
1000	16lbs	15" x 12" x 10"