

Paper Document Holders

473

(Vehicle Paper Wallets)



Product Description

What a great way to show your customer you care. These paper wallets are available as a stock item or can be imprinted. Paper Documents are 65# white textured stock.

Product Specifications

- 10-1/2" x 11-1/2" (unfolded)- Inside Pouch 9.75" x 5, Inside Flap 10.5" x 5.5"
- Prints one unfolded side standard, second unfolded side at additional charge
- 1-4 color digital printing
- Quantities: Minimum 500 / Incremental 500

Additional Information

Non-Standard Ink Colors: Any - (Addl Charge)

Proof Charge: Up to 3 Free

Plate Charge: No

Screens and Gradients: Yes (Addl Charge)

PMS Matching: Yes (This is a digital representation within an acceptable color range)

Bleed: No (1/4" holdback from all edges, including fold)

Art Requirements

- High resolution (300dpi) or fully editable vector artwork is required.
- Preferred file formats are InDesign (.indd), Illustrator (.ai or .eps), or Photoshop (.psd).
- If unavailable, artwork can be recreated if one of the following is provided:
 1. Photo/scan of existing artwork
 2. Description of copy and desired layout.

Standard Stock Colors

White

Standard Ink Colors

Black

Blue

Red

Green

Non-Standard Ink Colors

Yellow

Brown

Process Blue

Orange

Purple

Production Notes (For Internal Use)

Production: 010

- Standard color imprint fulfillment.
- InDesign file created using pre-set templates.
- Convert imprint to black prior to production.

Production: 190

- PDF exported with all fonts outlined.
- Outline all fonts in Illustrator prior to production.

OUTSIDE - FLAP - 10.5" x 5.5"

OUTSIDE - POUCH - 10.5" x 6"

NO-INK AREA

↓ FOLDS ALONG THIS LINE ↓

NO-INK AREA

NO-INK AREA

NO-INK AREA

#473 - PAPER DOCUMENT HOLDERS (VEHICLE PAPER WALLETS) - 10.5" x 11.5" - OUTSIDE

INSIDE - FLAP - 10.5" x 5.5"

INSIDE - POUCH - 10.5" x 6"

NO-INK AREA

↑ FOLDS ALONG THIS LINE ↑

NO-INK AREA

NO-INK AREA

NO-INK AREA

#473 - PAPER DOCUMENT HOLDERS (VEHICLE PAPER WALLETS) - 10.5" x 11.5" - INSIDE