

# S350LS - The Authentic T-Shirt Company® Pro Team Long Sleeve Tee

## GARMENT MEASUREMENTS

Finished Measurements in Inches

Size	XS	S	M	L	XL	2XL	3XL	4XL
Chest	19	20	22	23	24 1/2	26	28	30
CB Length	26	27	28	29	30	31	31 1/2	32

\* Chest is measured 1" down from the armhole (1/2 measurement). CB length is measured from the center of the back neck seam to the hem.

## ADULT SIZING CHART

	XS	S	M	L	XL	2XL	3XL	4XL
Neck	13 1/2 -14	14-14 1/2	15-15 1/2	16-16 1/2	17-17 1/2	17 1/2 -18	18-18 1/2	18 1/2 -19
Chest	30-32	34-36	38-40	42-44	46-48	50-52	54-55	56-57
Sleeve	30 1/2 -31 1/2	32-33	34-35	35-36	36 1/2 -37 1/2	37 1/2 -38 1/2	38.5-39 1/2	39 1/2 -40 1/2

Neck: Measure around at the base of your neck. Chest: Measure just under the arms at the fullest part of your chest. Sleeve: Measure from the center back of the neck, over the shoulder and down to the wrist bone.



## PRINTING INSTRUCTIONS FOR POLYESTER WICKING FABRICS

Due to the nature of 100% polyester performance fabrics, special care must be taken throughout the printing process. Here are some tips to effectively decorate our performance products.

- Garment temperature must not exceed 320°F or 160°C. Exceeding this temperature will cause the fabric to shrink, become wavy or cause dye migration.
- Dryer temperature and belt speeds must be changed accordingly for polyester fabric.
- If flashing these garments, do not exceed 1-2 seconds. Anything longer may damage the fabric as stated above.
- **Screen Printing:** These garments require the use of poly inks that cures at a lower temperature. A Dyno Grey base blocker on all colours and a second white base blocker on all dark colours are recommended. Please consult your ink supplier for more information.
- Polyester requires a longer cooling time than cotton. Avoid overlap of garments and screen-print/heat transfer until the garments are cooled. Failure to cool the fabric prior to stacking into a printer's fold may cause the fabric and applied ink to stick together.
- **Heat Transfers:** Poly mark heat transfers need to be created with an anti-migration layer in the design. This process can only be done on white or very light colour shirts. Inks used in printing paper design needs to be darker than the base fabric or colour will migrate with the fabric colour resulting in a bleeding effect.
- **Sublimation Printing:** As noted for the poly mark heat transfers, this process can only be done on white or very light colour shirts. Inks used in printing paper design needs to be darker than the base fabric or colour will migrate with the fabric colour resulting in a bleeding effect.
- If you heat press these garments, you must adjust the time, temperature and pressure. Failure to do so may damage the fabric as stated above.
- A test sample run is recommended, especially if you have a large order or if your printer does not specialize in printing on performance fabrics.

**THE AUTHENTIC T-SHIRT COMPANY®**  
**Pro Team Long Sleeve Tee - S350LS**

**Product Features:**

- 6-oz, 100% polyester jersey knit
- Easy care fabric
- Moisture wicking
- Tagless label
- Long sleeves for additional coverage & protection
- Full length body for active or casual wear

**Adult sizes XS-4XL**

Corresponding styles:

- Pro Team Long Sleeve Youth Tee - Y350LS
- Pro Team Tee - S350
- Pro Team Ladies' Tee - L350
- Pro Team Youth Tee - Y350
- Pro Team Youth Short - Y355
- Pro Team Short - S355

**Fabric Detail:**









Topstitching detail at neck, sleeve and bottom hem

Active performance jersey



**Available Colours and PMS Colours**

Textile fabric colours are subject to dye lot variation and will not be exact match to print pantone reference

Black	True Navy	True Red	True Royal	White	Forest Green
					
Black 6C	539C	200C	Between 7686C & 7687C	N/A	7736C



**Smart Uses:**

When sleeve length matters, get the pro team long sleeve tee!

- Schools/camps
- Running clubs
- Sports teams & events
- Coaches/athletes
- Donations/door prizes
- And much more!