

CUSTOMIZATION

- INTERACTIVE Real-Time Design
- ADD YOUR LOGO Most File Types Accepted
- EASY ORDERING with No Added Fees

HEAD PROTECTION

Print Capabilities:

- Up to 4 unique locations
- Unlimited colors

Minimum Orders: 24

- Can mix class, brim style, suspension and colors in increments of 6.
- Helmets and hard hats can not be mixed within minimum order guantities.







Left Side



Right Side

SAFETY VEST

Print Capabilities:

- Up to 2 unique locations
- Up to 8 colors

Minimum Orders: 24

- Can mix sizes in increments of 12.
- Safety vest styles and colors can not be mixed within minimum order quantities.







Lower Back

HOW TO SUBMIT AN ORDER

- Place an order through a sales representative, MILWAUKEE® Connect or create a configurator id on https://www.Milwaukeetool.Com/
- If you have a configurator id you can place an order by providing this id to a Milwaukee Tool distributor.
- Once an order is placed a final proof will be sent to the email associated with the order within 24 hours of when the order was placed.

DESIGN CAPABILITIES

• Upload your logo • Add text • Add from available stock image library Graphic support available to recreate or convert uploaded files to high resolution vectors for printing.

LEAD TIME

Estimated turnaround time for most orders is 2-3 weeks after final artwork has been approved.*

MORE INFORMATION

Please send an email to CXCustomSafety@milwaukeetool.com or call 1-800-SAWDUST (1-800-729-3878) for more information or questions related to customization.

An order can be canceled prior to the artwork proof being approved. If the proof is approved the order cannot be canceled or returned as all customized products are made just for you.

*If you have multiple customized products on an order it will move to production once all artwork has been approved. For any orders over 2,000 additional production time will be needed. If there is a problem with your order you will be contacted with further information.

CUSTOMIZE YOUR PPE





or visit https://gr.mke.tl/2d76v