

9931

EVOLUX FLEECE JACKET

SIZES XS-3XL



COMFORT & CONVENIENCE

- » Modern, stylish design combined with technical details makes this a best-seller style
- » Reinforced with wind/water-resistant Taslan Nylon accents to eliminate wear at friction points
- » Coil style zippers for a smooth pull
- » Made of anti-pill fleece for long-lasting wearability
- » Weight allows for use as a layering piece, or wear alone as an indoor or outdoor jacket
- » Wind flap provides enhanced protection
- » ESA System (Embroidery Stow-Away) for decorating access
- » Side pockets zipper upward to close, protecting contents from inadvertently falling out
- » Suitable as corporate wear, fall & winter wear, every day wear, team wear
- » Crossover style for men & women
- » Youth companion style 8931
- » Women's companion style 5031

FABRIC

» Anti-pill Evolux™ Filament Fleece (14.75 oz/lyd/300 gsm) with Taslan Nylon

SIZES

» Sizes XS-3XL

COLORS

» 010 Black/Black, 061 Red/Black, 047 Navy/Black, 031 Maroon/Black, 078 Royal/Black, 024 Forest/Black, 112 Charcoal Heather/Black

NOTES FOR DECORATORS

» Recommendations: Coming soon.

GARMENT CARE

» Machine Wash Cold Gentle Cycle With Like Colors. Line Dry. Do Not Bleach. Do Not Iron.

	STYLE 9931 EVOLUX FLEECE JACKET	xs	s	М	L	XL	2XL	3XL
	BODY LENGTH -CB	26 1/4	27 1/4	28 1/4	29	29 1/2	30	30 1/2
	SHOULDER TO SHOULDER	17	18	19	20	21	22	23 1/2
	BODY WIDTH -CHEST 1" DWN 1/2	21	22	23	24	25	26 1/2	28
	BOTTOM WIDTH -RELAXED 1/2	20 1/2	21 1/2	22 1/2	23 1/2	24 1/2	26	27 1/2
	SLEEVE LENGTH FROM CB	32 1/4	33	34 1/2	36	36 1/2	37	37 1/2

Key to Commonly Abbreviated Spec. Information (all measurements are in inches CB. Center Back

Chest 1 down means you measure the front of the garment down from the armhole

1/2 Measure only the front of the garment, then double that measurement to get the total circumference

Relaxed Do not stretch the garment if it has elastic to measure simply leave the elastic relaxed and measure

Stretched Stretch the garment fit has elastic to measure measure stretched

