



red = bleed (.125" past trim)

red = bleed (.125" past trim)

yellow = trim

yellow = trim

yellow = trim

yellow = trim

yellow = trim

2.11 in

hole punch safe area  
1.25"  
hole punch safe area

red = bleed (.125" past trim)

green = live art area (.125" prior to trim)

green = live art area (.125" prior to trim)

red = bleed (.125" past trim)

yellow = trim

yellow = trim

yellow = trim

yellow = trim

yellow = trim

red = bleed (.125" past trim)

red = bleed (.125" past trim)

green = live art area (.125" prior to trim)

red = bleed (.125" past trim)

red = bleed (.125" past trim)

yellow = trim

yellow = trim

yellow = trim

yellow = trim

yellow = trim



green = live art area (.125" prior to trim)

green = live art area (.125" prior to trim)

red = bleed (.125" past trim)

red = bleed (.125" past trim)

green = live art area (.125" prior to trim)

yellow = trim

yellow = trim

yellow = trim

yellow = trim

yellow = trim

red = bleed (.125" past trim)

red = bleed (.125" past trim)