

UNIFORM POLICY 2026-2027

TABLE OF CONTENTS

SCOPE OF APPLICATION	3
DEFINITIONS.....	3
GENERAL RULES – COLOUR & DESIGN	5
PLAYING UNIFORM.....	5
TEAM OFFICIAL UNIFORM	5
TROUSERS	6
ASSOCIATION JACKET	6
HEADGEAR	6
SHOES & GLOVES.....	6
OTHER ACCESSORIES.....	6
APPROVAL PROCESS	7
ITEMS SUBJECT TO APPROVAL:	7
DESIGN APPROVAL	7
CRESTING APPROVAL.....	7
CRESTING	8
MANUFACTURER IDENTIFICATION	8
THIRD PARTY IDENTIFICATION	9
PRODUCT TECHNOLOGY IDENTIFICATION.....	9
TEAM SPONSOR IDENTIFICATION/ EVENT IDENTIFICATION.....	9
EVENT IDENTIFICATION.....	9
TEAM SPONSOR IDENTIFICATION	10
PERSONAL AND NATIONAL IDENTITY	11
SPORT EQUIPMENT/MOBILITY EQUIPMENT.....	13
BRUSHES/BROOMS/DELIVERY STICKS.....	13
WHEELCHAIRS.....	13
OTHER EQUIPMENT.....	14
BAGS & BACKPACKS.....	14
WATER BOTTLES	14
NON-BRANDED ITEMS	14
BRANDING GUIDELINES SUMMARY	15
MEASURING AUTHORISED IDENTIFICATIONS AND SPONSORS	17
UNIFORM VIOLATIONS PENALTIES.....	18
PENALTIES APPLIED	19
APPENDIX: UNIFORM COLOUR SPECIFICATION	20
LIGHT VERSION.....	20
DARK VERSION.....	20
TOOLS TO DEFINE COLOUR SHADES.....	21
CONCLUSION	21

SCOPE OF APPLICATION

The rules contained in this document are binding for World Curling Competitions. For competitions organized by other entities, such as the International Olympic Committee, the International Paralympic Committee, FISU, and similar organisations, the rules issued for those events apply.

DEFINITIONS

Name	Definition
Accessory	Any article that is worn or used by a team member which is not essential to the participation in the event. e.g., bags, backpacks, wristbands, headgear, scarves, compression sleeves, undergarment, gloves.
Association Jacket	Is typically a warm, outer jacket worn over the playing /team official uniform
Athlete Name	Surname of the player (team member) on the back of the uniform. The surname must be the same as Original Team Line-up Form
Clothing	Any piece of competition clothing worn by a team member, excluding accessories and footwear.
Event Identification Mark	The official identification mark of the event.
Event Sponsor Identification Mark	The World Curling or Local Organising Committee event sponsor or partner identification mark.
Field of Play	The combined area of the Athlete Field of Play and the Team Official Field of Play.
Athlete Field of Play	The area between the scoreboards at each end and extending to the outside edge of each walkway beside the outermost sheets. The area may be specified based on the type of the venue.
Team Official Field of Play	The area behind the scoreboards as well as a coach bench where available.
Footwear	Shoes, sliders, and grippers.
Headgear	Any item worn on the head by any team member such as hats, baseball caps, scarfs, headbands, helmets, or any other form of head protection.
Item	Any piece of clothing, accessory or any other item used or worn by any person participating in the World Curling event, appearing on the field of play or within the media mixed zone and/or medal ceremony podiums.

Manufacturer Identification Mark	The normal display of the name, designation, trademark, or logo or any other distinctive sign of the manufacturer of an item (excluding encrypted or encoded supports, such as barcodes or QR codes, as well as URLs, social media accounts and hashtags).
Member Association Identification	The institutional or the commercial emblem of the Member Association and/or the official name of the Member Association.
Mobility Equipment	Any equipment used by a participant for mobility purposes (e.g., wheelchair, prosthetics).
National Emblem	An emblem or seal that is reserved for use by a nation state or multi-national state as a symbol of that nation.
National Flag	National flag that represents and symbolizes a given nation.
Playing Uniform	Jackets, sweaters, shirts, vests/gilets/body warmers, worn by players in the Athlete Field of Play
Product Technology Identification	The technical identification (which shall not include any Identification of the Manufacturer, or any part thereof) used on clothing to identify any fabric technology.
Sports Equipment	Any sport-specific and necessary equipment used during a World Curling event which is essential to the participation in the event (e.g., brooms and brushes, delivery sticks, and delivery aids).
Team Member	All players and team officials with Field of Play accreditation.
Team Official Uniform	Jackets, sweaters, shirts, vests/gilets, worn by team officials in the Athlete Field of Play
Team Sponsor Identification Mark	The display of the name, designation, trademark, or logo or any other distinctive sign of the sponsor of a team or Member Association (excluding encrypted or encoded supports, such as barcodes or QR codes, as well as URLs, social media accounts and hashtags).
Technical Gear	Technical equipment used by team members such as timing equipment, computers, tablets, cameras, tactical boards, and speed traps used in the field of play.
Three Letter Country Code	The ISO 3166 three letter code (alpha-3)

GENERAL RULES – COLOUR & DESIGN

Only clothing, footwear, sport and mobility equipment, and accessories in compliance with the Uniform Policy are permitted at any time in the field of play, in the media mixed zone, during any official photo session, Media/TV interviews, and during the medal ceremony. No personal accessories, including but not limited to; mobile phones, water bottles, national flags, and camera devices, are permitted on podiums. World Curling may, at its sole discretion, forbid the use of any clothing or equipment that it feels is unacceptable or unsuitable for use at World Curling competitions. Any team member with an improper uniform shall be denied access to the Field of Play or medal ceremony. No item falling under the scope of this policy may offend common decency or transmit political, religious, or racial messages or create barriers to inclusion.

Playing Uniform

For all Playing uniforms, the 70/30 rule applies. Light-coloured uniforms must be a minimum of 70% of white or yellow on both the front and the back of the uniform. Any other colours are considered as dark colours. Dark-coloured uniforms must have 70% of the dark colour/colours on both the front and the back of the uniform. The exact colour specification for the manufacturer is provided in the appendix Uniform Colour Specification.

Base layers and compression sleeves must be compliant with the 70/30 rule.

- a. White or the same dominant colour or design as the light colour uniform when playing light coloured stones.
- b. Black or the same dominant colour or design as the dark colour uniform when playing dark coloured stones.

Upper playing garments of all team members must comply with the approved colour variant. Each team member can have a playing uniform of a different cut but the approved uniform design must be maintained. Hoods are not permitted on playing and team official uniforms.

Note: The use of only one colour of the uniform is allowed for WSCC, WMxCC and WCPQs. In this case, the 70/30 rule does not apply. If a team decides to have light and dark coloured uniforms, then the light uniform must be worn when delivering stones with the light-coloured handles and the dark uniform when delivering the stones with the dark-coloured handles.

Team Official Uniform

Team officials must wear either the playing uniform, or a team official uniform. The team official uniform may have a different design from the playing uniform (for example, a design provided by the National Olympic Committee for various sports). The team official's uniform may also be a single-color version of the player's uniform. In such cases, the coach is not required to have both colour variants. It must be the same for all team officials working with the team. Team official uniforms must be submitted for approval and must adhere to the cresting rules.

Trousers

Trousers, and skirts must be the same colour for all team members but can be different brands. Teams can wear a mixture of skirts, and trousers. Shorts are not allowed. Wheelchair curling: One or more athletes can use leg cover. The leg covers must be a continuation of the uniform design or neutral colour. If there is more than one leg cover, they must all be the same.

Association Jacket

Association jacket can be used in the Team Official Field of Play and also on the carpeted areas, before or after the game and during the mid game break. They cannot be used on the ice (except during evening practice). They cannot be used during time outs or ceremonies. They must be the same colour/design for all team members or must be part of the official national uniform collection. The Association jacket does not need to have national identification, names or cresting. It can have a hood.

Headgear

Team members can wear different styles of headgear. If a team has multiple items of the same type, such as two caps, two beanies, or two headbands, those items must be identical. The headgear must be a continuation of the uniform design or neutral colour and must be submitted for approval. Headgear worn for religious or cultural reasons (such as hijabs, turbans, or yarmulkes), is permitted, and is excluded from the uniform colour/design regulations but must follow this policy regarding identification marks.

Shoes & Gloves

Personal preference.

Other Accessories

For any item not specified above the general rules apply: If visible, it must be the same for all team members.

APPROVAL PROCESS

Items subject to approval:

- Playing Uniform (all parts deemed to be part of the playing uniform (i.e. jacket, t-shirt, gilet, vest, body warmer)
- Team Official Uniform
- Headgear
- Association Jacket

All customized designs or custom-made items used in the Athlete Field of Play must also be submitted for approval

Design Approval

All items that require approval must be submitted for approval at least 14 (fourteen) days prior to the start of any event.

Design may also be submitted at the start of a season for multiple events (a design update can be submitted before individual events).

All items that require approval must be submitted for each season, even if the design is the same as in previous seasons.

Each design should be submitted once per season; additional submissions are only required if they are for new designs.

We recommend submitting items for approval well in advance of the competition to allow sufficient time for production. The Member Association is fully responsible for ensuring that the uniforms are approved for the competition.

Cresting Approval

The uniform colour/design approval does not include sponsor identification mark approval. These must be applied for separately even if the sponsor identification marks are shown on the uniform picture that was submitted.

Member Associations must register sponsor names, business category and position on uniforms with the World Curling no later than 7 (seven) days before the start of any event. A photograph or diagram in actual size must be included. World Curling will confirm the approval in writing. Sponsor names registered later, or not registered, will not be approved by World Curling.

- Approval of team sponsor identification marks must be sought and / or renewed for every event.
- There is no on-site team sponsor identification mark approval at any World Curling event.
- Team Sponsor identification marks that are not approved or are non-compliant must be removed or covered.
- No previous event identification marks and/or event sponsor identification marks are allowed.

CRESTING

Manufacturer Identification

Playing uniform may carry three clothing manufacturer's identification marks to a maximum size of 30 cm² each.

Compression sleeves may carry two manufacturer's identification marks to a maximum size 10 cm² each. For the 2XU branded sleeve, the X is considered a manufacturer identification mark.

The below listed items may carry the identification of the manufacturer as generally used on products sold through the retail trade.

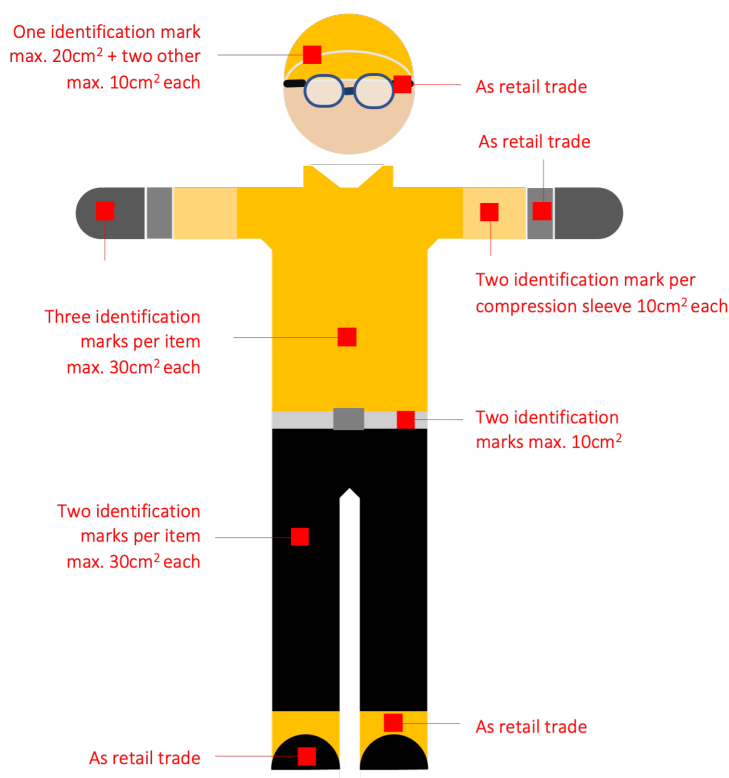
- Association jacket
- Gloves
- Socks
- Footwear
- Glasses
- Wristband

Headgear may carry one identification of the manufacturer with a maximum size of 20 cm² and two identifications with a maximum size of 10cm² each.

Belt (including the buckle) or **Trousers braces** may carry two identifications of the manufacturer with a maximum size of 10 cm² each is permitted.

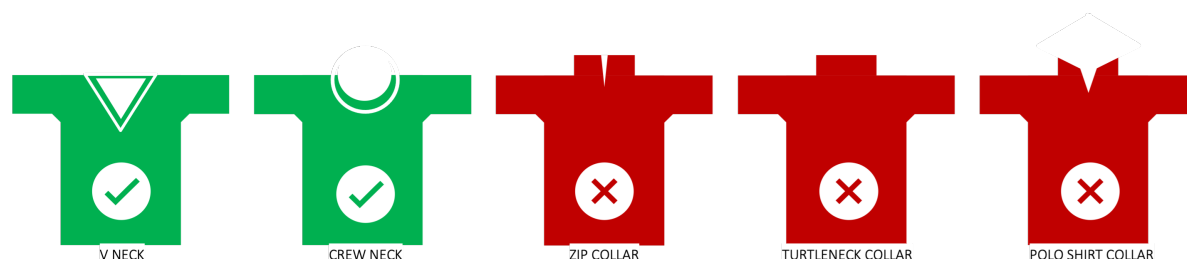
No Identification of the manufacturer may appear in combination with any other authorised identification. Identifications of the manufacturer may not appear close or adjacent to other authorised identifications, to avoid a composite logo effect or a repetitive effect. This applies also in case of several layers of items worn by the same person.

Any identification of the manufacturer must be displayed as generally used on products sold through the retail trade.



No identification of the manufacturer is permitted on collars, i.e., zip collar, turtleneck collar, or polo-shirt collar.

Manufacturer identification on collars.



Third party identification

No reference is permitted including nicknames of the participants or any other persons, URL, social media accounts, hashtags, or any other distinctive sign (whether direct or indirect, such as QR codes or barcode) may appear on clothing, equipment, accessory, or any other item used or worn by any player or a team official in the Field of Play. **No team or club identification marks are permitted on any item.**

Product technology identification

One additional product technology identification is permitted per clothing item.

Team Sponsor Identification/ Event Identification

Team sponsor & Event Identification mark placement must be the same for all team members on all garments of the playing uniform. No identification marks are permitted in any other position other than those detailed in this policy, or on other items of clothing or curling equipment without prior application to, and approval of, World Curling. Identification marks cannot be changed during the course of an event.

Team Officials working with more than one team must have the matching playing uniform with each team or approved Team official uniform when accessing the Athlete FOP for practice or time out. The uniform must either include all or have no team sponsor identification marks.

Event Identification

One position on the right chest and one on the upper left arm are reserved for the event identification mark or an event sponsor identification mark. No event or sponsor identification marks from other or previous events are permitted and must be removed. **If the event logo is not present, the space must remain empty.**

If a Member Association prints the event identification marks on to the uniforms, the size, colour, and style must precisely adhere the "Event Crest Manual" provided for each event by World Curling.

Team Sponsor Identification

Team sponsor identification marks are permitted only if they advertise companies or organisations which carry out business which does not conflict with any World Curling sponsor or event partners or are not prohibited by World Curling such as Tobacco, unlicensed gambling, and Pornography. Alcohol sponsors are only allowed in certain circumstances and are not allowed in any junior event.

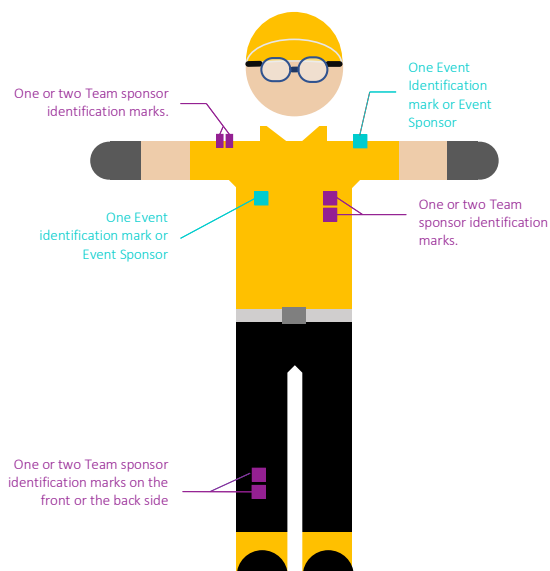
Positions where Team sponsor identification marks can be placed:

1. left chest (3 options)
 - a. 1 Team sponsor identification mark covering a total area of not more than 10cm in width and 10cm in height.
 - b. up to 2 Team sponsor identification marks covering a total area of not more than 10cm in width and 20cm in height, none may exceed a height of 10cm, there should be a minimum of 1cm between them.
 - c. up to 3 Team sponsor identification marks covering a total area of not more than 10cm in width and 20 cm in height, no one may exceed a height of 5cm. There should be a minimum of 1cm between them.
2. upper right arm (1 option)
 - a. up to 2 Team sponsor identification marks covering a total area of not more than 10cm in width and 10cm in height, there should be a minimum of 1cm between them. In case space only used for one single Team sponsor identification mark, it may not exceed a height of 10cm.
3. leg (1 option)
 - a. up to 2 Team sponsor identification marks covering a total area of not more than 10cm in width and 20cm in height, no one may exceed a height of 10cm, there should be a minimum of 1cm between them.
Placement: Two in the front or one in the front and one in the back. All team members do not have to wear the Team sponsor identification marks on the same leg, but they must be at the same height and location on the trousers.

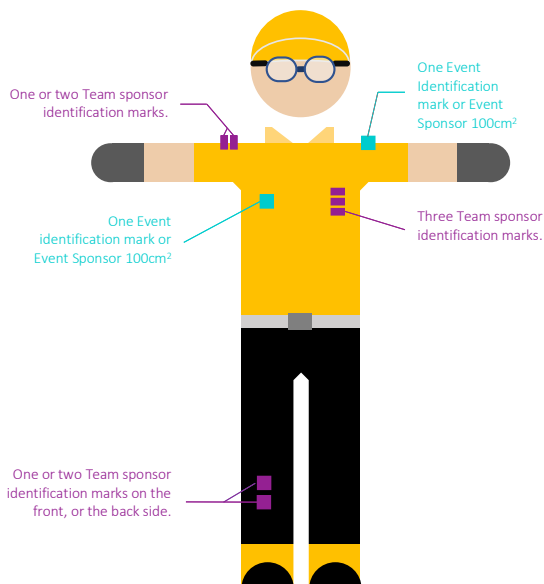
Team sponsor identification marks are not permitted on trousers, or leg covers of wheelchair users.

World Curling reserves the right to have team sponsor identification marks removed or covered if they are not applied according to this policy. Body art is not permitted as advertising.

Team sponsor identification mark Options a & b.



Team sponsor identification mark Option c.



Personal and National Identity

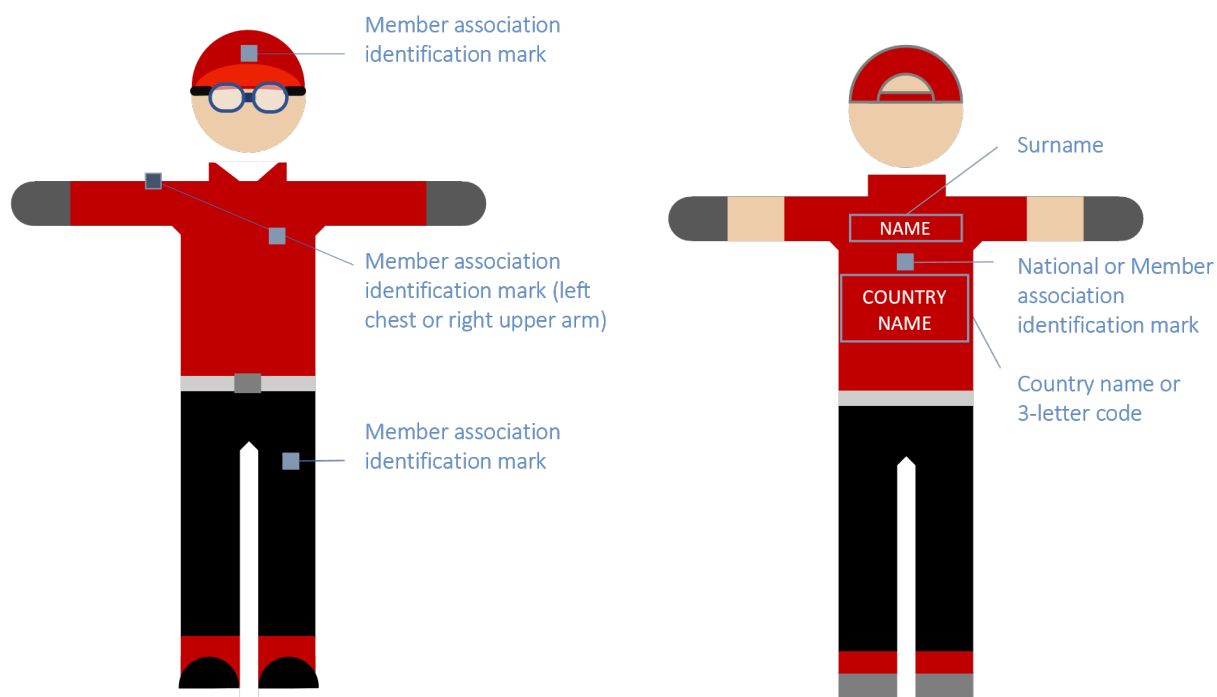
Each visible upper garment of the playing uniform must have the team member's surname in size from 4 to 6 cm letters across the upper back of the garment, and the country name (or three letter country code) in 4.5 cm or larger letters, across the back above the waist. Writing can be in the language of that country but must be written using Latin script. A National or Member Association identification mark may also be displayed on the back, but only in addition to the country name and must be placed between the player's name and the country name/code.

For newly produced uniforms: if there is no National Identification mark the space between the name and the country name must not exceed 15 cm.

All team official uniforms must adhere to the above-mentioned, except that the name position can be left blank, or a team position can be used as an alternative to the name e.g., Coach, National Coach, Physiotherapist, Translator, Team Leader.

When team members share the same surname, additional given-name letters must be used. The names must be clearly distinguishable. Where appropriate, spelling out one first name must be used for identification of the team member.

The surname on the uniform has to be the same as listed on the Original Team Line-up Form.



Two Member Association identification marks are permitted per upper garment. One can be on the left chest or the upper right arm in place of one of the team sponsor identification marks but must remain within the size restrictions of the sponsor identification mark option chosen, the other can be on the back of the uniform (between the name and country name) with unlimited size.

One Member Association identification mark is permitted on any other clothing item, up to a maximum size of 100 cm² per item.

National emblems, and national flags are allowed and are not limited by size or number. Country name (or three letter country code) can be displayed on other places. National Olympic/Paralympic Committee identification can be displayed with the consent of the respective Olympic/Paralympic Committee.

None of the above-mentioned may be placed on any position reserved for event identification or event sponsors marks.

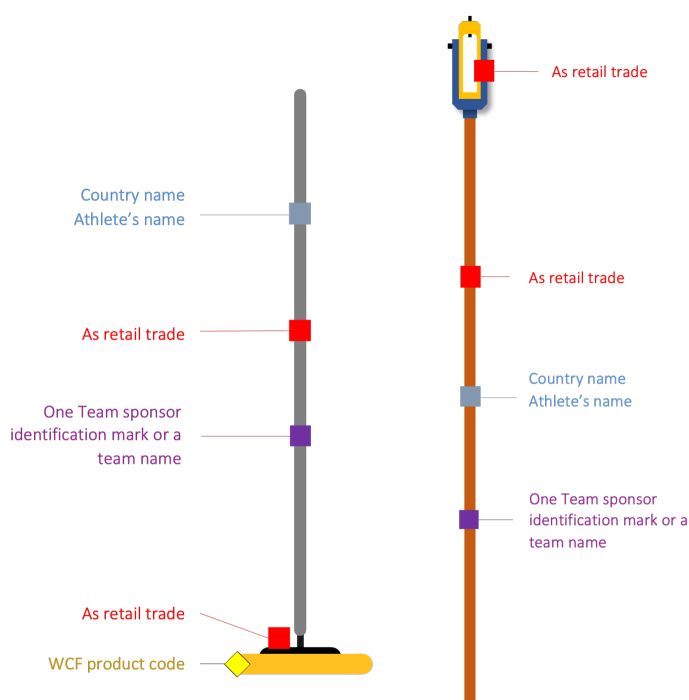
SPORT EQUIPMENT/MOBILITY EQUIPMENT

Brushes/Brooms/Delivery Sticks

Each brush/broom/delivery stick may carry the Identification of the Manufacturer as generally used on products sold through the retail trade.

Each brush/broom/delivery stick handle (tube) may also carry:

- Country name/three letter country code and/or country flag
- Player's full name or the name as on the back of their upper garments.
- One Team sponsor identification mark or the Team name is permitted on each handle with a maximum size of 100 cm².



Note:

- Third Party Identification rules apply for the sport equipment.
- No markings are allowed on the part of the brush which touches the ice.
- Each brush/broom pad must carry a World Curling product code.

No Team name/ Team sponsor or any third-party identification is permitted on the brush heads, pads and covers (sleeves).

Wheelchairs

Team member's surname in size from 4.5 to 6 cm letters may be displayed on the back of the seat, and the country name (or three letter country code) in 4.5 cm or larger letters. A national or Member Association identification mark may also be



displayed, but only in addition to the country name and must be placed between the surname and the country name.

A National or Member Association identification mark and/or country name (or three letter country code) may be displayed on each wheel and may be in addition to a Team sponsor's identification mark. There are no size restrictions for the Member Association name or Country/Member Association identification marks on wheels.

One Team sponsor's identification mark may be displayed on each wheel (may be different sponsors), with the total size per wheel not greater than 200 cm².

Each wheelchair may carry the identification of the manufacturer as generally used on products sold through the retail trade.

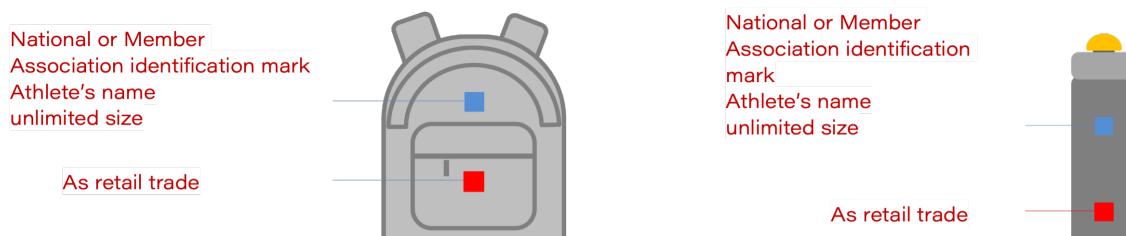
OTHER EQUIPMENT

Bags & Backpacks

Any bag or backpack in the in the Field of Play, may carry an identification of the manufacturer of the backpack as generally used on products sold through retail trade. All team bags or backpacks positioned on the back of the wheelchairs in the Athlete Field of Play must be the same colour/design.

Water Bottles

Water bottle in the Field of Play, may carry an identification of the manufacturer of the bottle, or a sports drink, as generally used on products sold through retail trade.



A bottle may also carry a National or Member Association identity mark, country name or three letter code, and the player's name as is on the playing uniform.

Unspecified Items

Items and technical equipment not specified in this policy document but used in the Field of Play, may carry an identification of the manufacturer of the item, as generally used on products sold through retail trade. All items used in the Field of Play must adhere to the third-party identification rule.

Non-branded Items

Certain items must not feature any identification of the manufacturer if brought to the Athlete Field of Play: towels, bandages, face masks, face shields and kinesiology/sports tape.

National identity is not considered a brand.

BRANDING GUIDELINES SUMMARY

ITEM	Submit for Approval	Manufacturer Identification	Product Technology Identification	Member Association Identification	National emblem or flag	Athlete's Name	Country Name or Country Code	Team Sponsor	Event Sponsor	Event Identification Mark	World Curling Product Code
Submission Approval Deadline		14 Days	14 Days	14 Days	14 Days	14 Days	14 Days	7 Days	No	No	No
Playing Uniform /Team Official Uniform	Yes	3 x 30cm ²	1 x 10 cm ²	Max 2x Optional	Unlimited Optional	1x	1x Optional more	1x 100cm ² or 2x 100cm ² or 3x 50cm ² Upper arm: 1x 100cm ² or 2x 50cm ²	Per Guidelines	Per Guidelines	x
Other top layer of the uniform (Body warmer, Vest, Gilet)	Yes	3 x 30cm ²	1 x 10 cm ²	Max 2x Optional	Unlimited Optional	1x	1x Optional more	1x 100cm ² or 2x 100cm ² or 3x 50cm ²	Per Guidelines	Per Guidelines	x
Headgear	Yes / 14 days before competition	2 x 10cm ² and 1 x 20 cm ²	x	1x Optional	Unlimited Optional	x	1x Optional	x	x	x	x
Association Jacket	Yes / 14 days before competition	Retail	retail	optional	optional	optional	optional	optional	x	x	
Trousers/Skirt	Recommended	2 x 30cm ²	1 x 10 cm ²	1x Optional	Unlimited Optional	x	1x Optional	2 x 100cm ² x for wheelchair athletes and wheelchair team officials	x	x	x
Brush/Broom/Delivery Stick	Recommended for customised items	Retail	x	1x Optional	Unlimited Optional	1x Optional	1x Optional	1x 100cm ²	x	x	1x Brush-pad
Gloves	Optional	Retail	Retail	1x Optional	Unlimited Optional	x	1x Optional	x	x	x	x
Base layer	Optional	1 x 10cm ²	x	1x Optional	Unlimited Optional	x	1x Optional	x	x	x	x

Footwear	Optional	Retail	Retail	1x Optional	Unlimited Optional	x	1x Optional	x	x	x	x
Wheelchair	Optional	Retail	x	1x Optional	Unlimited Optional	1x Optional	1x Optional	2 x 200cm ² one per wheel	x	x	xx
Other Non-listed Equipment/Accessories	Optional	Retail See specifications	x	1x Optional	Unlimited Optional	x	1x Optional	x	x	x	x

MEASURING AUTHORISED IDENTIFICATIONS AND SPONSORS

Regular Shapes

Where the Identification of the Manufacturer or Sponsor appears as a rectangle or square, the mathematical rules used to calculate the surface area of the shape will be applied.

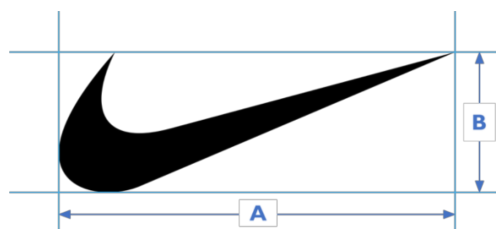
$$\text{Area} = A \times B$$



Irregular Shapes

Where the Identification of the Manufacturer or Sponsor is an irregular shape, a rectangle or square will be traced around the identification and the mathematical rules used to calculate the surface area of the rectangle or square shall be applied.

$$\text{Area} = A \times B$$



Combined Shapes

Where the Identification of the Manufacturer or Sponsor combines the manufacturer/sponsor's name with the manufacturer/sponsor identification mark, a rectangle or square will

$$\text{Area} = A \times B$$



be traced around the combined identification and the surface area of the rectangle or square shall be calculated in its entirety.

Note: In all instances where the Item contains elastic material (such as LYCRA®), the Authorised Identification size shall be measured stretched (e.g., as worn by the athlete).

UNIFORM VIOLATIONS PENALTIES

All fines will be issued to the concerned Member Association. The penalties apply for all World Curling events.

The financial fines apply for every violation by one or more team members during an event. Repeated violations may result in additional sanctions.

Along with the above fine, any identification marks on clothing or shoes that violate this uniform policy need to be covered or removed for the entire event. Taping of accessories is not permitted. Any accessories that violate the Uniform policy will not be allowed in the field of play.

Example fine

One or more player(s) or team official(s) present with event identification mark missing + unapproved team sponsor. (One team is violating two rules).

The total financial fine for Tier one classified event is 200 (event identification mark missing) + 750 (unapproved team sponsor)) = 950 USD.

Not meeting submission deadlines

- Member Association submits uniforms design approval after deadline.
- Member Association submits sponsor identification mark approval after deadline.

Major violations during events

- **Team shows up in an unapproved uniform.**
- Unapproved Team sponsor (a fine for each unapproved sponsor crest)
- Missing country or player name

Minor violations during events (including but not limited to)

- Team sponsor identification mark wrong position, number, or size over limit
- Event identification mark or Event sponsor identification mark missing, wrong size, wrong position.
- Previous event identification mark or Event sponsor identification mark visible
- Manufacturer identification mark wrong position, number, or size over limit
- Country name or player name wrong position, or outside limits.
- Wrong colour of the upper garment
- Wrong colour of the base layer or (compression) sleeves

Note: If a team commits any further uniform violations during an event, each violation will incur a fine (financial penalty) as above.

PENALTIES APPLIED

Competition Tier	Competition		Not Meeting Deadlines	Major Violations	Minor Violations
Tier 1	WMCC WWCC WMDCC	ECC OWG PWG	300	750	200
Tier 2	WJCC WWhCC WWhMDC C	YOG WUG	300	300	150
Tier 3	WCQ WJBCC WWhBCC	WMDQE WJMDCC WJMDBCC	300	200	100
Tier 4	WMxCC WSCC	WCPQ	300	150	50

APPENDIX: UNIFORM COLOUR SPECIFICATION

PREAMBLE

Several companies are proposing uniform designs with various colour shades that overlap or blend into each other. I have tried to develop a clear definition of light and dark colour shades. The easy and clear method turned out to be the worldwide known **HSL colour model**.

WHAT IS HSL?

HSL (Hue, Saturation, Lightness) is a colour model designed to align with human perception of colour:

Hue	(0-360°)	The base colour on the colour wheel
Saturation	(0-100%)	The intensity or purity of the colour
Lightness	(0-100%)	How light or dark the colour appears

To meet the criteria for the light and dark playing uniforms, the following values have been defined:

LIGHT VERSION

YELLOW definition

HUE (H): 50-60
SATURATION (S): 90-100
LIGHTNESS (L): 50-95

GREY considered as light colour

HUE (H): 0
SATURATION (S): 0
LIGHTNESS (L): minimum 90

Other light colours

SATURATION (S): maximum 60
LIGHTNESS (L): minimum 95

DARK VERSION

All colours except for Yellow (yellow is reserved for the light version)

HUE (H): 0-49 and 61-360
SATURATION (S): 0-100
LIGHTNESS (L): maximum 70

Lightness (L value) of any colour must be maximal 70% in the HSL model to be considered as a dark shade of the colour.

TOOLS TO DEFINE COLOUR SHADES

The HSL model and defined value limits should be used for finding the closest Pantone colours.

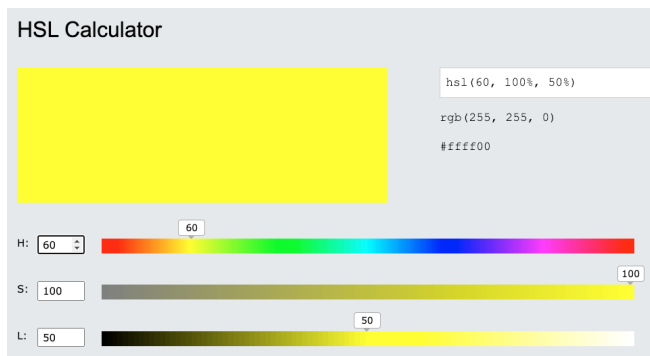
HSL Definition: https://www.w3schools.com/colors/colors_hsl.asp

Converting the HSL to PANTONE

HSL – PANTONE converter: <https://www.terrific.tools/color/hsl-to-pantone>

The tool converts HSL values through multiple steps:

1. Converts HSL to RGB colour space
2. Transforms RGB to comparable values
3. Matches against Pantone database
4. Ranks results by similarity



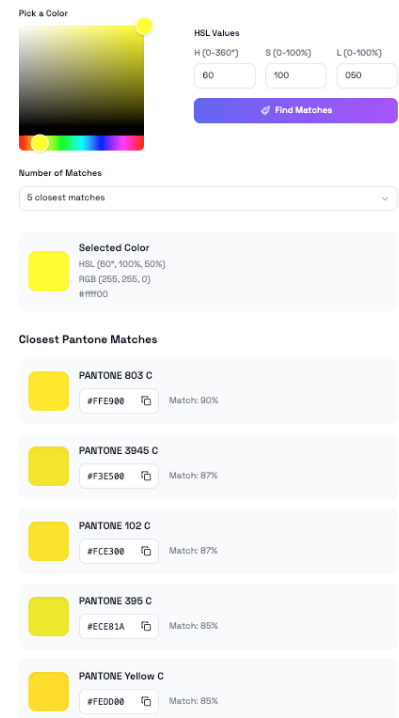
HSL Calculator

hsl(60, 100%, 50%)

rgb(255, 255, 0)

#ffff00

H: 60 S: 100 L: 50



Pick a Color

HSL Values
H (0-360°) S (0-100%) L (0-100%)
60 100 50

Find Matches

Number of Matches
5 closest matches

Selected Color
HSL (60°, 100%, 50%)
RGB (255, 255, 0)
#ffff00

Closest Pantone Matches

Pantone Color	Hex Code	Match Percentage
PANTONE 803 C	#FFD900	Match: 90%
PANTONE 3945 C	#F3E500	Match: 87%
PANTONE 102 C	#FCE300	Match: 87%
PANTONE 395 C	#ECE81A	Match: 85%
PANTONE Yellow C	#FEDD00	Match: 85%

CONCLUSION

- MAS/Manufacturers who create unique uniform designs can define colours within the scope and still be creative.
- We can see if the colour is compliant with the rules by inserting the colour shade numbers into the online tool.
- Any colour defined by HSL values can be transferred to a PANTONE palette which is used in the industry.
- The definition above can be attached to the Uniform Policy as Manufacturer Guidelines.