

#3438 Revive Hydration Backpack



Regular Pricing

	50	100	250	500	1000	
Blank	\$38.46	\$33.44	\$29.08	\$25.29	\$21.99	5C
Embroidered	\$54.21	\$47.14	\$40.99	\$35.64	\$30.99	5C
Transfer	\$41.08	\$35.72	\$31.06	\$27.01	\$23.49	5C

Highlights

- Made Of 420D Nylon Ripstop And Mesh
- Adjustable Shoulder Straps
- Adjustable Waist And Sternum Straps For Extra Stability
- Front Zippered Pocket
- Inside Zippered Pocket
- Back Zippered Pocket Holds Refillable Reservoir
- Reservoir Features Wide Mouth Opening And Flow Tube With Drinking Valve
- 1 Liter
- Spot Clean/Air Dry

Packaging Details

Quantity per Box	Box Weight	Box Length	Box Width	Box Height
10	9 lbs.	19"	15"	12"
20	17 lbs.	25"	17"	13"

Dimensions are in inches. Weight is in pounds.

Description

- COLORS AVAILABLE: Silver with Black or Lime Green.
- IMPRINT COLORS: Standard Transfer Colors
- APPROXIMATE SIZE: 9" W x 16" H
- IMPRINT AREA AND METHOD: Transfer: 3" W x 5" H • Embroidered: 3 1/2" Diameter
- SET UP CHARGE: Transfer: \$50.00(G) per color. \$25.00(G) on re-orders.
- MULTI-COLOR IMPRINT: Add .50(G) per extra color, per piece. *4-Color Process: Total Set Up Charge: \$200.00(G). One Color included in price, 3 additional colors at .50(G) per color, per piece. Set Up Charges also apply to re-orders. Additional production time required.
- EMBROIDERY INFORMATION: Price includes up to 7 thread colors and 5,000 stitches.
- THREAD COLORS: All standard Madeira thread colors. Add .35(G) per bag for Metallic Gold & Silver, per 1,000 stitches.
- TAPE CHARGE: \$100.00(G) for all new orders. For designs exceeding 5,000 stitches, add \$35.00(G) per each additional 1,000 stitches to the embroidery tape charge and .35(G) running charge for every additional 1,000 stitches to the price of the bag. Additional stitch charges also apply to all free tape orders.
- PACKAGING: Bulk
- LIFESTYLE IMAGE: The #3438 - Revive Hydration Backpack is available in our lifestyle library [Click here](#) to see and share the lifestyle image of the #3438 - Revive Hydration Backpack.