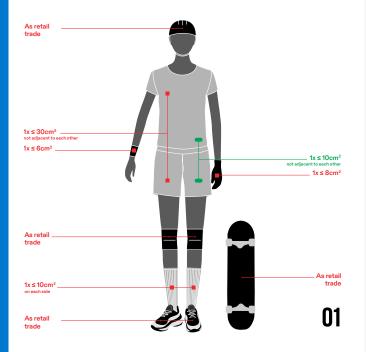
WS — SKATE





All General Principles apply unless expressly mentioned otherwise hereafter (in particular in relation to size, frequency or location). Please refer to the "Identifications on NOC Team Apparel Practical Guidelines", and General Guidelines (released Summer 2023) to obtain the general principles of Authorised Identifications on NOC uniforms at the Olympic Games. This section provides visual illustrations regarding the placement and size of Sport Specific Implementation for any items.

SUBMISSION PROCESS

The IOC has set up a new tool for items to be reviewed and offer assistance. The new Uniform Submission tool is now live on RELAY, where uniforms can be submitted to the IOC for review.

If you are an NOC who does not have access to RELAY and needs access to submit the uniforms, please email <u>nocnet@olympic.org</u>

As in previous Games, while the process is not mandatory for this sport, it is still highly encouraged to submit uniform for review to minimise any possible Games-time issues. Once a submission has ben made through the IOC's online submission tool, NOCs will be notified of the "reviewed" or "noncompliant" status of their submitted items.

No additional obligatory submission process required by the IF, **section 14** of the General Guidelines applies.

01 ATHLETE FRONT

Identification of the Manufacturer

Clothing

 Shirts | Pants | Shorts | Sweatshirts | Jackets One Identification of the Manufacturer [] per clothing item will be permitted, to a maximum size of 30cm².

Sport Equipment

 Skateboard | Helmet | Elbow pads | Knee pads | Wrist Guard May carry the Identification of the Manufacturer as generally used on products sold through the retail trade during the period of 6 months or more prior to the Games.

Accessories

- Gloves
 One Identification of the Manufacturer [] will be permitted per item, to a maximum size of 8cm².
- Socks

One *Identification of the Manufacturer* [] will be permitted per item, to a maximum size of 10cm².

Armband

One *Identification of the Manufacturer* [] will be permitted per item, to a maximum size of 6cm².

Eyewear

May carry the *Identification of the Manufacturer* as generally used on products sold through the retail trade during the period of 6 months or more prior to the Games, with the Identifications permitted on the lenses so long as such identifications are tone-ontone, engraved into the lens, and is not deemed as conspicuous by the IOC.

Headgear

One *Identification of the Manufacturer* will be permitted, to a maximum size of 10cm² or two *Identifications of the Manufacturer*, to a maximum size of 5cm² each, placed above each ear.

Bag

One *Identification of the Manufacturer* per item will be permitted, not greater than 10% of the surface area of the item, to a maximum size of 60cm².

Shoes/Footwear

Shoes

May carry the *Identification of the Manufacturer* as generally used on products sold through the retail trade during the period of 6 months or more prior to the Games.

Product Technology Identification

- Clothing
- Shirts | Pants | Shorts | Sweatshirts | Jackets One Product Technology Identification [] will be permitted per clothing item, to a maximum size of 10cm².

NOC Emblem and National Identity

Additional IF Specifications

Section 05

Third Party Identifications (athlete names)

The manufacturer and athletes name may appear on items as technical identifiers, as long as it is not deemed conspicuous by the IOC, not in contradiction with the Olympic Charter or with Section 05 of the General Guidelines.

Section 07

NOC Emblems and National Identity

No IF specific regulations with regard to National Identifications apply. Refer to section 07 of the General Guidelines.rs will be 38mm). Only Roman characters are allowed.

Homologation Marks

Section 09 Homologation Marks No homologation marks required by the IF.

Precise identificationFloating identification