# FOOTBALL US

## MARK III

## FEATURES

Shoulder pads for the very committed players into confrontation.

• Recommended for some positions : HB-FB-LB-TE-OL-DL. This shoulder pads confers a protection against shock's repetitions.

• Provided with a bi-density foam, very robust and resistant. This shoulder pads confers an upper-body protection against shocks' repetitions.

• Combination of nylon and pvc guaranteeing a good shock's cushioning.

Pleasant carried by his big breathability and its 4 adjustable elastic handles which provide an excellent adjustment on the body.
Color available : Black



BLACK

http://www.barnett.fr/mark-iii-epauliere-de-football-americain-pro-noir.html

## MEASUREMENTS

	MARK III	SHOULDERS WIDTH ( <b>cm</b> / inch) A	CHEST CIRCUMFERENCE MAX ( <b>cm</b> / <i>inch</i> ) B	WEIGHT ( <b>kg</b> - <i>lb</i> )	HEIGHT ( <b>cm</b> / inch)
A	S	<b>42,5</b> / 16,7	<b>113</b> / <i>44</i> ,5	<b>54-65</b> / 119-143	<b>160-175</b> / 63-69
	М	<b>43,5</b> / 17,1	<b>114</b> / <i>44</i> ,9	<b>60-72</b> / 132-159	<b>160-185</b> / 63-73
	L	<b>46</b> / 18,1	<b>116</b> / <i>45,</i> 7	<b>70-81</b> / 154-179	1 <b>65-190</b> / 65-75
	XL	<b>47,5</b> / 18,7	<b>120</b> / 47,3	<b>78-90</b> / 172-198	<b>170-190</b> / 67-75
	2XL	<b>48</b> / 18,9	<b>124</b> / 48,8	+ 88 / + 194	<b>+ 175</b> / + 69

REFERENCE

#### Find your size :

You need to save your morphological characteristics. For that, stand up against a wall, and measure your shoulders width (A) with the help of tape measure. Make also a measure of bust size (B). You will find the size which suits corresponds to you.

### Advice how to use :

Insure you that should pads recover the totality of upper body and there are tight/adjusted to insure a maximum protection. Once equipped with the shoulder pads, raised your arms in order to see if shoulder pads cover the chest and scapula.

Don't use shoulder pads if there is a crack.

Care instruction : only wash your shoulder pads with a wet rag without detergent. Then, leave them in a dry place if they are wet.

