Goldsboro, NC Logo Usage

The following guidelines illustrate the proper use of the Goldsboro North Carolina logo.

Full Color Logo

The logo may be represented in full color using either spot color or 4 color process printing techniques.



One Color Logo

The logo may be represented in a single PMS color, using either Process Blue U (darker blue) or 368 U (green).





Black and White Logo

The logo may be represented in a single color using Black in either spot color or 4 color process printing techniques.



Goldsboro, NC Logo Usage

Reversed Logo

The logo may be reversed out of a dark background but should be printed on white whenever possible.



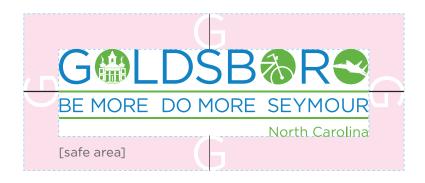




Recommended Goldsboro, NC Spacing

No other object should be placed within the safe area around the logo as specified below. The safe area is an area identified by the height of the "G" in the logo.

(see example)



Unacceptable Logo Applications

The following are examples of improper modifications of the Goldsboro, North Carolina logo that may violate the integrity of the Goldsboro, North Carolina brand.

DO NOT use any unofficial colors or any combination of colors different than the official logo colors.



DO NOT delete, add or adjust any element of the logo.



DO NOT add unofficial copy or graphics covering any part of the logo.



DO NOT change the proportions of the logo.



Unacceptable Logo Applications

DO NOT rotate or flip the logo.



DO NOT try to recreate this logo. Use only the artwork provided. Elements of the font have been adjusted and should not be typeset or replaced.



DO NOT screen the logo or use the logo behind text.

Lorem ipsum dolor sit amet, consectetar adipisicing elit, sed do cinsmod tempor incididunt ur labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.

DO NOT print the logo on a background or image that makes it difficult to read.

