

□□□□□ □□ □□ □□□□ □□□ □□ □□□ □□□ □□

□□□ □□ □□□ □□ □□□ □□:

1. □ □□ □□□ □□ □.
2. □□□ □□ □□ □□□ : □□□□ □□ □□ □□□ □□ □□□ □□ □□, □□□□ □ □□ □□□.
3. □□□ □□□□ : □□□ □□□□ □□□□ □□ □□ □□□□□.
4. □ □□ □□ : □□□ □ □□□ □□, □□ □□ □ □.
5. □□□ PC □.
6. □□ EPS □□□ □□□□ □□□□.
7. □□□ □□□□ : □□ □□□ □□ □□ □□□; □□□ □□□ □□.
8. □□□ : EN1078 □□ □□□ □□ certfciated.

□□ □□

- PC □□□ □□□ □□□ □□ □□ □ □□□.
2. □□□ □□ EPS □□, □□, □□ □□□ □□□ □□□ □□□□.
 3. □□□□ □□, □□□□ PA, □ □□.
 4. □□□ □□□ □ □□□ □□□ □□□ □□□□.
 5. [□□□ □□□□ □ R & A □□ □□ □□ □□□□; A; D □□□□ □□□□□.](#)

□□ □□

Display From Different Perspectives





AU-BD02



produ□□□□□ □□ □□

□	□□	□□ □□
1. □□ □□	□□ □□□ □□	□□□ □□, □□□ □□, □□ □□ □□□, □□ □□□ □□, □□□ □□ □□, □□□ □□□ □□ □□ □□□ manufacturer, □□□ □□ □□ □□□, □□□□ □□ □□ □□ □□
□□ 2. □□	BD02	
3. □□	PC + EPS	□□ EPS □□ EPS + PC-□□ □□, □ □□□ □□ □□ □□□; □□ □□ □□; □□ □□ □□
4. Visor	□□□ □□□	□□□ □□□□ □□ □□□ □□ □□
5. □□	□□ PANTONE □□	□□ PANTONE □□

6. 尺寸	M / L 56-62CM	尺寸 颜色 款式 数量 备注
7. 款式	款式	款式 颜色 款式 备注
8. MOQ	300 件	
9. 包装尺寸	73 * 58 * 35cm	
10. 包装	12PCS / CTN	10PCS 包装 CTN
11 吊牌 唛头	唛头 唛头	
唛头 12唛头	唛头 唛头	唛头
13 唛头 唛头	唛头	T / T, 唛头 唛头, L / C
14.Time 唛头	4~7天	唛头 唛头 唛头 唛头
(15) 唛头 唛头	20-30天 唛头	唛头 唛头 唛头 唛头, 唛头 唛头 唛头

MANUFACTURING PROCESS SHOW



Shenzhen Aurora Sports Goods Co., LTD established in the year of 2012, more than 22 years experience. Expert in production of all kinds of helmets for different sports. Excellent quality, reasonable price, fast delivery makes us get very good reputation among our customers. Expert in OEM and ODM orders. Our skilled R&D team offers one stop service for throughout customers. 99% export and our main market is North America, European, Australia, Japan etc. Your enquiry is very welcomed and we will try our utmost to help you establish solid market. We are looking for long term relationship and get win win situation.



1. Helmet house



2. printing



3. PC blister tooling



4. In-Mold producing process

5. EPS In-mold tool



6. raw EPS material with different density



7. Inner padding Production



8. Packaging



9. finished helmet

