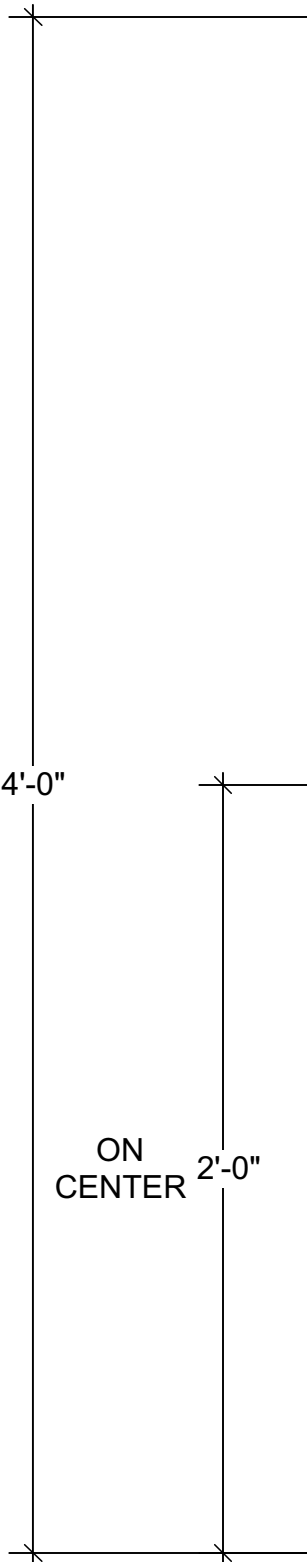




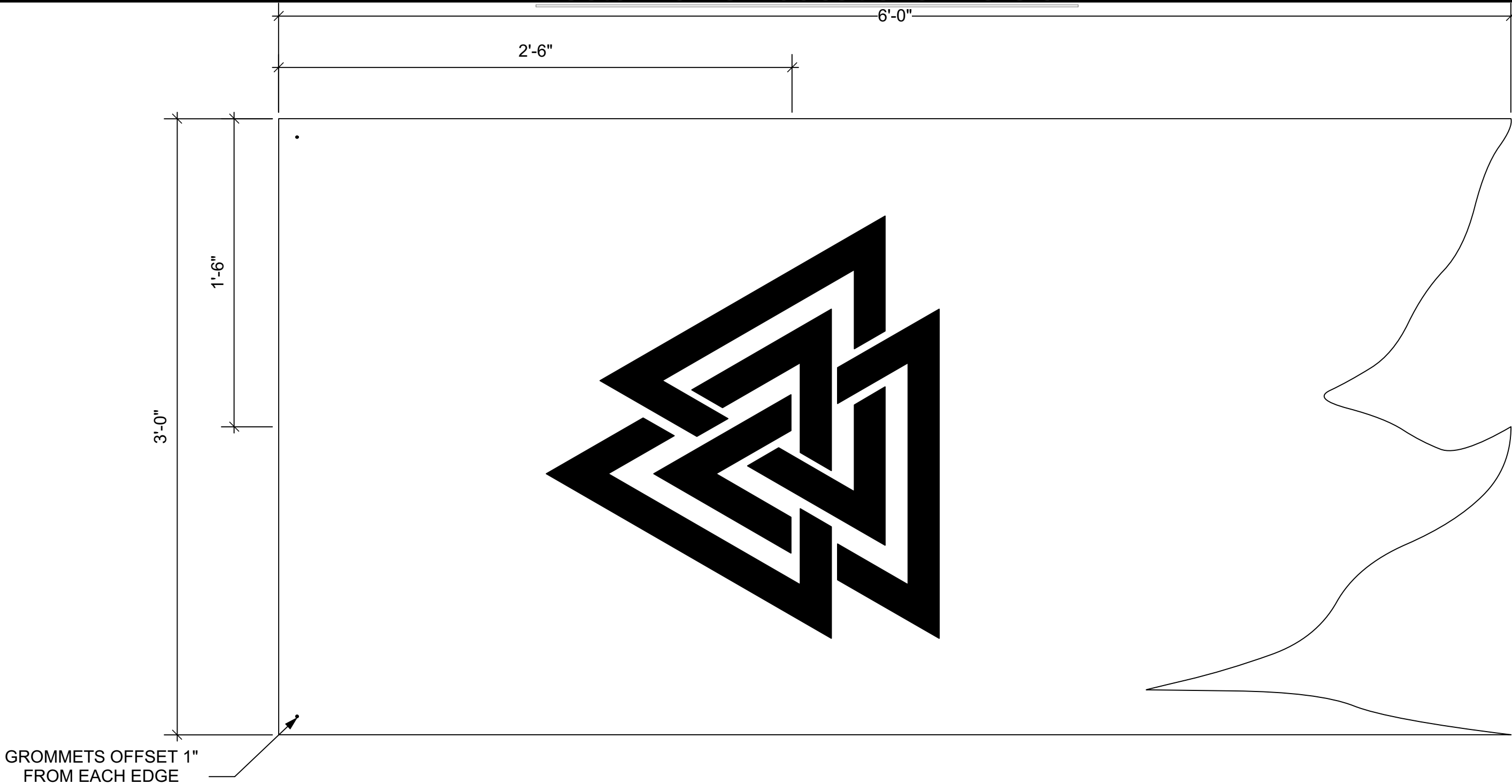
CASTLE PENNANTS

- CONSTRUCT 4
- ATTACH GROMMETS BEFORE PAINTING, ONE IN EACH TOP CORNER
- WILL BE HUNG IN NARTHEX
- CREATE TREE/RUNE/VALKNUT STENCIL FROM STENCIL PACKET
- PAINT TO MATCH RENDERING
- VALKNUT PAINTED WITH UV TREATMENT



GROMMETS
OFFSET 1" FROM
EACH EDGE



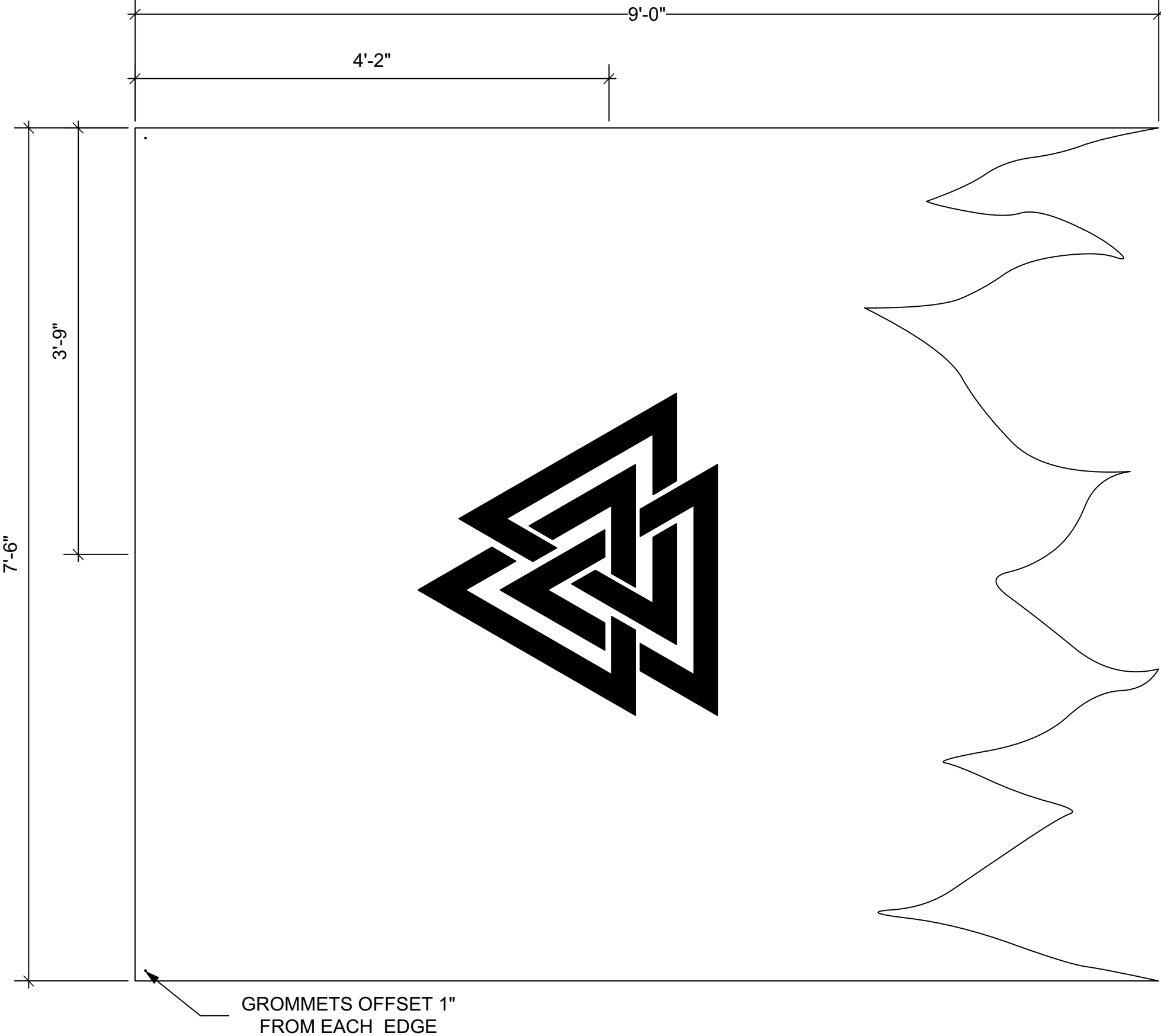


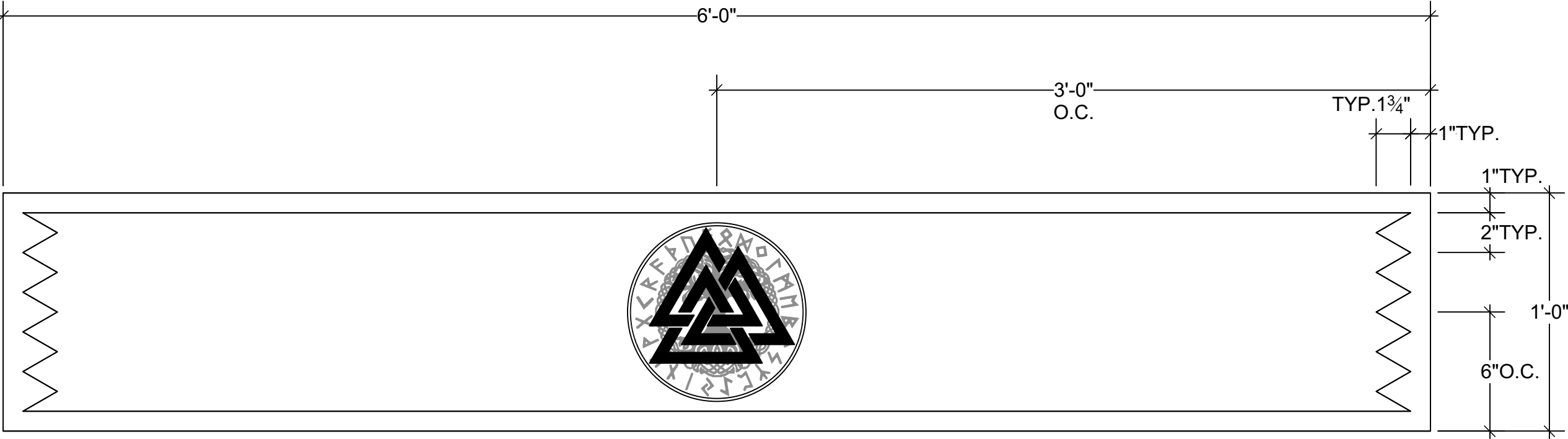
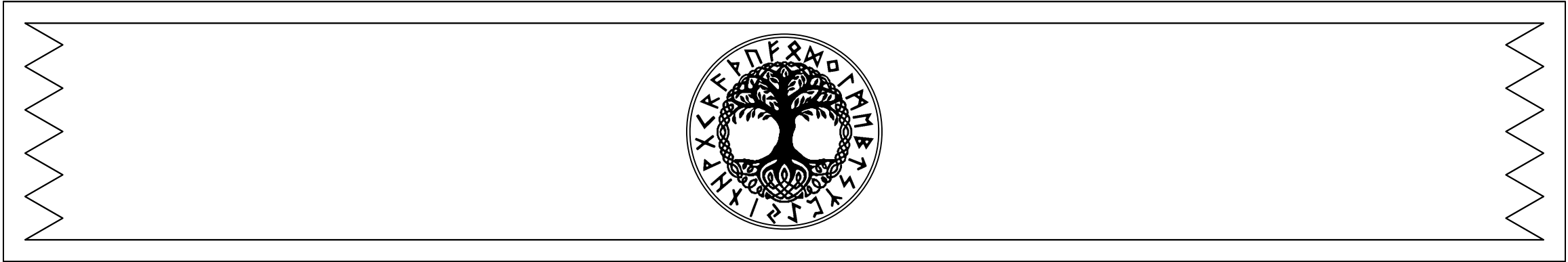
SANCTUARY PENNANTS

- CONSTRUCT 2
- ATTACH GROMMETS BEFORE PAINTING, ONE IN EACH TOP CORNER
- WILL BE HUNG IN SANCTUARY WHERE THE LARGE BANNERS ARE HUNG (HANG ON THE HARDWARE THAT HOLDS THE RODS)
- PAINT TO MATCH RENDERING
- VALKNUT PAINTED WITH UV TREATMENT

CURTAINS

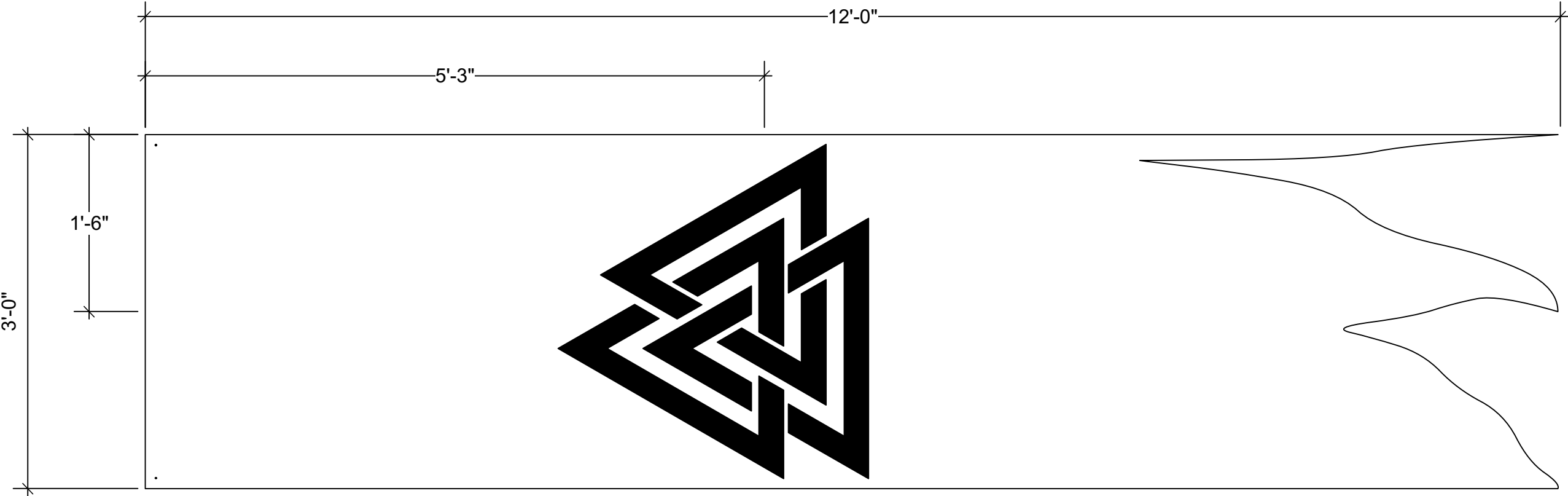
- CONSTRUCT 7
- ATTACH GROMMETS BEFORE PAINTING,
ONE IN EACH TOP CORNER
- WILL BE HUNG IN PARLOR, LOUNGE, AND CHAPEL
- CREATE TREE/RUNE/VALKNUT STENCIL FROM
STENCIL PACKET
- PAINT TO MATCH RENDERING
- VALKNUT PAINTED WITH UV TREATMENT





TABEL RUNNER

- CONSTRUCT 1
- WILL BE PLACED IN NARTHEX ON TABLE
- CREATE TREE/RUNE/VALKNUT STENCIL FROM STENCIL PACKET
- PAINT TO MATCH RENDERING
- VALKNUT PAINTED WITH UV TREATMENT



ARRAS & TAPESTRIES

- CONSTRUCT 3
- ATTACH GROMMETS BEFORE PAINTING, ONE IN EACH TOP CORNER
- WILL BE HUNG IN PARLOR
- CREATE VALKNUT STENCIL FROM STENCIL PACKET
- PAINT TO MATCH RENDERING
- VALKNUT PAINTED WITH UV TREATMENT ONLY ON THE ARRAS