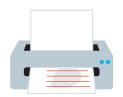
PAPER MEASURING GAUGE

STEP-BY-STEP GUIDE

Our paper gauge is perfect for mini explorers who can stand on their own and the instructions below make measuring their wriggly little feet a doddle, so please read through them carefully.

As measuring is only a guide it's important to check the fit of the shoes once they arrive. Different styles and types of footwear can fit differently to one another so be sure to take a look at our fitting guides and videos at paulbyronshoes.com/measure-my-foot-at-home



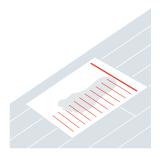
1. PRINTING THE GAUGE

When printing double check that your printer is set to 100% or 'do not scale' to ensure an accurate result. Once printed use a ruler to check the millimetre markings match up.



2. REMOVE THE WIDTH MEASURE

Cut along the dotted line to the left of the gauge to separate the width tape.



3. PLACE THE CHART ON A HARD FLOOR

You may find it helpful to place the heel line against a wall to make measuring easier.



4. GETTING STARTED

Ask your child to pop one foot onto the paper gauge and make sure the back of their heel lines up with the thick line as shown. Double check they are standing normally, with their weight on both feet.



5. MEASURING THE LENGTH

Jot down the millimetre measurement from their longest toe – no need to add any extra as we've already calculated growing room into all our shoes. Repeat for their other foot.



6. USINGTHE WIDTH TAPE

Wrap the cut-off width tape around the circumference of their foot at the widest point. The widest point is usually diagonally across from the big toe joint to the little toe joint. If you run your finger along either side of the foot, you'll feel a bump where the joints are.



7. MEASURING THE WIDTH

Pull the tape so it's snug around the foot and take a note of the millimetre measurement. Repeat again for their other foot.



8. GETTING YOUR START-RITE SIZE

Use the largest length measurement and largest width measurement with our online size guide at paulbyronshoes.com/measure-my-foot-at-home



