READY TO WEAR -TECH



INTRODUCTION

Last updated: January 2024

This cookie policy explains what types of cookies and similar technologies are placed on your device when you visit Ready to Wear Body armor website or mobile site (the "Site") and, where relevant, any Ready to Wear Body armor application ("Applications") and how Ready to Wear Body armor uses these cookies and similar technologies. Our Privacy Policy can provide you with further details about how we use your personal information, although not all information captured through the use of cookies and similar technologies will identify you.

We are continually striving to develop improved ways of managing your cookie preferences. As new technologies and solutions emerge, this cookie policy will be updated to reflect any advances in technology and preference management tools that we implement.

WHAT ARE COOKIES?

Cookies are small text files that are sent to or accessed from your web browser or your device's memory. A cookie typically contains the name of the domain (internet location) from which the cookie originated, the "lifetime" of the cookie (i.e. when it expires) and a randomly generated unique number or another identifier. A cookie will also contain information about your device, such as user settings, browsing history and activities conducted while using the Site and Applications.

DOES DOO AQUINO LLC USE OTHER SIMILAR TECHNOLOGIES?

We use other similar technologies (which are also called cookies for the purposes of this policy) such as web beacons (also called pixel tags or clear gifs), tracking URLs, software development kits (SDKs) and local storage on the Site and Applications.

- Web beacons are tiny graphics files that contain a unique identifier that enable us
 to recognize when someone has visited the Site and/or Application, opened an email that Ready to Wear Body Armor has sent them and verify any clicks through
 to links within the email. We use this information for certain purposes including
 determining which of our emails are relevant to you and reviewing engagement
 with our emails.
- Tracking URLs are custom generated links that help us understand where the traffic to the Site and/or Application comes from.
- SDKs are small pieces of code within apps (including any Application), which function like cookies and web beacons.
- Local storage is technology which allows a website to store and retrieve data from your browser. We use local storage to more efficiently manage the temporary storage of information relating to our Site. You can control the use of local storage using your browser settings.

WHO CAN DROP COOKIES ON MY DEVICE?

First-party cookies

First-party cookies are placed on your device directly by our Site. Ready to Wear Body Armor uses first-party cookies to, for example, adapt the Site to your browser's language preferences and to better understand your use of the Site.

Third-party Cookies

Third-party cookies are placed on your device by our selected partners and service providers. Ready to Wear Body Armor uses third-party cookies to, for example, measure user numbers on the Site, to allow you to chat to a customer service representative and to enable you to share content with others across social media platforms.

WHAT DOES READY TO WEAR BODY ARMOR USE COOKIES FOR?

Like most providers of online services, we use cookies to provide, secure and improve our Site and Applications, including by remembering your preferences, recognizing you when you visit and log-in to the Site and personalizing advertisements to your interests. To accomplish these purposes, Ready to Wear Body Armor will, in certain cases, also link information from cookies with other personal information Ready to Wear Body Armor holds about you. This means that in these cases we will know that the cookie information relates to you.

When you visit the Site, essential cookies will be set on your device. Other cookie types (as listed below) will also be set on your device if you choose to accept them.

COOKIES AND LOCAL STORAGE

"Cookies" and local storage are pieces of information (data files) transferred to an individual's browser on their device when the device is used to visit a Channel. These technologies can store a unique identifier for a device to allow a certain Internet site to recognize the device whenever the device is used to visit the site. These technologies may be used for many purposes by us and our third-party service providers, such as automatically collecting Device ID/Interaction Information, enabling features, remembering your preferences, and providing you with targeted advertising elsewhere online. If you do not want to accept cookies, you can block them by

adjusting the settings on your Internet browser. You can find more information about cookies and how they work at www.allaboutcookies.org

- Certain Browsers or Browser Add-Ons
- Certain browsers or bowser add-ons may provide additional local data storage mechanisms that are used in a manner similar to cookies, and some of the content included on our Channels may make use of this local storage
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- Certain browsers or bowser add-ons may provide additional local data storage mechanisms that are used in a manner similar to cookies, and some of the content included on our Channels may make use of this local storage.
- Web Beacons
- Small graphic images or other web programming code called web beacons (also known as "pixel tags," "1x1 GIFs," or "clear GIFs") may be included in our web pages and email messages. Web beacons may be invisible to you, but any electronic image or other web programming code inserted into a web page or email can act as a web beacon. Web beacons or similar technologies may be used for several purposes, including, without limitation, to count visitors to a Channel, to monitor how users navigate the Channel, to count how many emails that were sent were opened or to count how many particular links were actually viewed.
- · Embedded Scripts.
- An embedded script is programming code that is designed to collect data about your interactions with the Channels, such as the links you click on. The code is temporarily downloaded onto your device from our server or a third party service provider, is active only when you are connected to a Channel and is deactivated or deleted thereafter.
- Data Collection from Mobile Devices
- We use embedded scripts and similar tools to collect data from mobile devices such as the hardware model, operating system and version, identification numbers assigned to your mobile device, such as the ID for Advertising (IDFA) on Apple devices, and the Advertising ID on Android devices, mobile network information, and website usage behavior. In addition, we may use a variety of other technologies that collect similar device and device interaction information for security, fraud detection, and maintenance purposes.
- Session Replay Technology
- Ready to Wear Body Armor may record through session replay technology your
 interactions with the Channels, such as what pages you visit on the Channels, how
 long you visit those pages, and any links you click or information you provide. We
 use this data for our internal business purposes, such as for website analytics, to
 improve the Channels and our products and services, and to address functionality
 issues.
- We may also use a variety of other technologies that collect similar data for security, fraud detection, site functionality and operational purposes.