Python Logo Usage Guidelines

✔️ Permitted uses

- Original with drop shadow
- Original without drop shadow
- Logo device only
- Logo device with changed colors
- Logo device separated with outset outline from other graphics
- Logo device separated with inset outline from other graphics
- Logo device rotated
- Logo device with other graphics entirely inside the snakes (not touching the outline)

This document is intended to help and guide designers who want to use the Python logo as basis for new logos or graphics on which uses are permitted and which are not. Please always get approval from the PSF Trademark Committee before starting to use such variants.

Please also have a look at our PSF Trademark FAQs for more details:

[PSF Trademark Frequently Asked Questions](#)
Uses, which are **not permitted**

- Covering parts of the logo with other graphics
- Moving the two snakes apart
- Removing one of the snakes
- Changing the proportions of the logo
- Removing one or both snake eyes
- Placing the logo on other graphics without proper separation
- Using a border line which modifies the shape’s outline (not inset/outset)
- Logo mirrored vertically
- Logo mirrored horizontally
- Adding graphics directly to the logo snakes
- Logo device with other graphics inside the snakes touching/crossing the outline
Logo variants in the wild, which are **not permitted**

- This variant uses thick outlines and distorts the shape
- This variant increases the gap between the snakes
- This variant turns the snakes into squarish shapes and omits the eyes
- This variant was an older unofficial more squarish version of the logo
- This variant rearranges and modifies the logo elements
- In this variant, the text covers the logo