## Native Ad Unit – Basic Native Booking Native Ad Unit – Advertiser Website

The Native Ad Unit is placed into content list, appears similar to editorial assets.

The "Sponsored" flag is added to denote that it is an ad.



Locations can vary based on site configuration and block placement. Please contact the Ad Ops team if you have questions about where your slot is located.

The most common location is in the grid block in the 2<sup>nd</sup> to last position.

1. Book in the 3x1 ad slot (3x1 ad size will only be used for native ads)

	· ·
Inventory sizes	3x1 x
	Enter one or more sizes separated by a comma
	Target creatives and help forecast available inventory.

- 2. Choose impressions-based (standard).
- 3. Insert dates the ad is will run.
- 4. Add inventory domainname.com

- 5. Add any targeting requirements: section, frequency capping, etc.
- 6. Add Key-Value position Flex native Grid: pos=native\_ad\_grid **AND** add Key-Value position Above the Fold: pos = atf

Selected criteria	Rese	et
Inventory		^
Ad units > billingsgazette.com >		
homepage	×	
Key-values and Audience		
Position (pos) is Flex - Native - Grid (native_ad_grid)	×	
and		
Position (pos) is Web - Above the Fold (atf)	×	

7. Save Order

BEST PRACTICE: Always do an inventory search before booking the order.

8. Add your Creative(s) by using the Flex - Native - Grid template



- 9. Image must be 800x450 (16:9 ratio)
- 10. Attribution a short text element, normally the advertiser name or categorization
- 11. Headline primary text, it is clickable
- 12. URL advertiser's click thru URL

Name	Creative name goes here
Target ad unit size 📱	3x1
User-defined variables	
Headline	Click worthy headline expand
Click URL	URL to Content or Site
Image	Choose File No file chosen
Attribution	Advertiser Name expand
Labels ?	Add a label
SSL compatible	Not yet scanned override
Orientation (mobile- only) optional	Any -
Custom fields	Type to find items
Unlink from creative Etemplate	

## Example Native Ad:



Flex - Native - Grid

PILLSBURY Taco Crescent Ring