

# REGISTRATION FORM

## Artists Paint OC – A Plein Air Event August 11-15, 2021

Applicants must complete the following entry form and enclose a check payable to the Art League of Ocean City. The completed application and check can be mailed to the ALOC, P.O. Box 3503, Ocean City, MD 21843.

Registration may also be completed by signing up online at [www.artleagueofoceancity.org](http://www.artleagueofoceancity.org) with a credit card. Registration opens on March 15, 2021. All applications must be received by June 1, 2021.

Registration fee is non-refundable.

\$50 for Art League members/ \$65 for non-members (includes the main event and two Quick Draw competitions)  
\$25 members/ \$30 non-members for each Quick Draw only.

**Total Amount Enclosed: \$** \_\_\_\_\_

\_\_\_\_\_ \$50 Plein Air (member)    \_\_\_\_\_ \$65 Plein Air (non-member)

\_\_\_\_\_ \$25 Quick Draw Only – Boardwalk (member)    \_\_\_\_\_ \$30 Quick Draw Only – Boardwalk (non-member)

\_\_\_\_\_ \$25 Quick Draw Only – ArtX (member)    \_\_\_\_\_ \$30 Quick Draw Only – Art X (non-member)

**Payment by Credit Card:** \_\_\_ VISA, \_\_\_ MASTER CARD, \_\_\_ DISCOVER \_\_\_ AMEX

**Card Number:** \_\_\_\_\_ **Expiration Date:** \_\_\_\_\_ **Security Code** \_\_\_\_\_

**Name on Card:** \_\_\_\_\_

**Address** (if different than artist's address below)

\_\_\_\_\_

**Artist's Name:**

\_\_\_\_\_

**Address:**

\_\_\_\_\_

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_

**Website:** \_\_\_\_\_

By entering the Art League of Ocean City (ALOC) Plein Air event, I affirm that I understand the terms and conditions outlined in the prospectus. I understand the ALOC will not be responsible for bodily injury or loss or damage to artwork regardless of the cause. I also agree that images of work that I enter into the competition may be used by the ALOC for publicity purposes.  If this box is checked, I do not give the ALOC permission to list me as a participating artist, including listing my email address.

**Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_