



# Application for membership

The Art Workers' Guild

Name: ..... (Letters after name):.....

Discipline: .....

Address: .....

.....

Telephone: ..... E-mail: .....

Website: .....

D.O.B: .....

## DECLARATION OF CANDIDATE

I wish to become a member/associate member of the Art Workers' Guild, and I undertake to furnish any information required by the Committee as to my qualifications and suitability for membership, and to abide by the rules of the Guild.

To agree to these terms please tick here.

## SPONSORS

We, the following members of the Art Workers' Guild, from personal knowledge of the above candidate and of their work, propose him/her for membership of the Guild.

Proposer: .....

Seconder: .....

Sponsors are required to supply letters of recommendation in support of their Candidate, which will be made available at the Election Meeting.

Personal data collected on this form will be held by the Guild for administrative purposes and will only be distributed to the Guild membership.

Please return this form and supporting letters of recommendation to Leigh Milsom Fowler [leigh@artworkersguild.org](mailto:leigh@artworkersguild.org) or by post to the Guild at the address below.

**Please submit all paperwork and portfolio two weeks before the Committee Meetings.**

The Guild's Committee consider applications four times a year, in January, April. Candidates must supply a CV and a portfolio of work - 3D work is preferable if applicable. This should consist of original work (up to 6 pieces), and if possible a sketchbook or an idea of the process or research carried out for a finished work. Candidates who work on a large scale should show their work in photographs or links on their websites.

New members' portfolios are laid out for the Guild to see the day after election. It is hoped that, if elected, the new member will be able to attend an ordinary meeting with his or her proposer as soon as possible so that they can be officially welcomed to the Guild and sign the "book".

Candidates are advised to arrange their own insurance cover for this period. The Guild will not accept responsibility for loss or damage however caused.