ÅRETS GULDKORN 2019

Entry form



Fill out this form on your computer and **save it as a document with a new name**. Send the document together with your complete sketch no later than the 7 th of April 2019 to guldkorn@aurumforum.se or post it to: Aurumforum.se - BOX 38164 - 100 64 Stockholm.

NAME		
SOCIAL	SECURITY NR	
E-MAIL		
TELEPH	ONE NR	
TODAYS	S DATE	
TODAY '	S OCCUPATION	
Your information will only be used for this competition and will not be shared by a third part.		
MOTIVATE: HOW DOES YOUR CONTRIBUTION MATCH THE THEME "LIMITLESS"?		
WRITE A SHORT DESCRIPTION: HOW WILL YOU MAKE YOUR PIECE? (MATERIAL, DETAILS, METHODS)?		
INFO:		
1.	How did you hear	about the contest?
2.		d for the finals, how are you planning to solve the use of material? Choose the alternative that r today's circumstances:
	☐ I have my owr	I want to borrow from NSG* ☐ I want to by material from NSG
3.	If you are selected	for the finals you are aware of that Aurumforum will publicly display your piece.
	☐ Yes, I will allo	w Aurumforum to store and display my piece until the $1^{ m st}$ of September 2019.
4.		ie finalist to attend the Precious Gala Dinner together with a friend on the $31^{\rm st}$ of August in alist must keep the winner a secret until it's announced at the dinner.
	☐ Yes, I agree t	o not disclose the winner until the result is made public by Aurumforum.

*NSG will lend precious metal to facilitate the finalists who are unable to finance their submission, or who would like to try a new material. If you have chosen to borrow precious metal, you will send back the left over material when you send in your entry. If there is a difference in the borrowed weight of the metal vs the metal you send back you will be billed for that remaining weight. For example: If you borrow 50 g silver to manufacture your design but only send back 40 g, NSG will bill you 10 g silver. If you choose to borrow material from NSG you accept these terms and conditions and understand that there may be additional costs for you as a participant.