

Below are the guidelines for the Freelancer Assist program for the Grind Session. You must Provide your full name as it appears on your driver's license or government ID. You need to provide all your handles for your social media accounts and a portfolio of your most recent work and contact information. Your game day assignments will be given to you no less then 72 hours before the start of the event. A total of 5 hours of your time will be required to participate in a Grind Session event.

- Once approved your credential will be available 45 minutes prior to the first game of the event.
- It is a requirement to wear your credential at all times during the event.
- All assistants are required to stay in the designated media locations.
- It is mandatory that the correct Grind Session and Tanager Sports logos appear on all social media posts. All logos must appear in the bottom center of videos and photos.
- All video footage and photographs must be transferred to the Grind Session after the event.
  All video footage and photographs will be used across the Grind Session platforms,
  Tanager Productions, LLC Tanager Sports, and NetMax, Inc.

Freelancers may post content after the event on their social media platforms with credit to:

- @therealgrindsession (Instagram)
- @tanagersports (Instagram)
- @thegrindsession (X)
- The Grind Session (Facebook)

## Specific Video Guideline:

- Continuous recording of the game is NOT allowed.
- Credit to the Grind Session and Tanager Sports must be given using the attached logos.
- Total length of published game footage can be no longer than (5) five ninutes.
- Every effort prior to the event must be made to publicize the full event schedule on your social media platforms, web site, etc.

Failure to abide by the above rules will result in disciplinary actions which would include exclusion from all future Grind Session events and possible legal action.

By signing below, you acknowledge that you have completely read and understand the above rules and guidelines.

Signature	Date