



SOCIETY OF NAVAL ARCHITECTS AND MARINE ENGINEERS CORPORATE AFFILIATE APPLICATION & CONTRACT

STEP 1:

Complete the following information **exactly as you wish it to appear in all promotional materials.**
All correspondence will be sent to the contact person indicated below.

Company Name _____
Address _____ City _____
State _____ Zip/Postal Code _____ Country _____ Website _____
Parent Company Name (if different from above) _____
Contact Name _____ Title _____
Email _____ Phone _____

STEP 2: CORPORATE AFFILIATE LEVEL

Please select your desired Level of Engagement:

PLATINUM LEVEL \$15,000 annually

GOLD LEVEL \$10,000 annually

BLUE LEVEL \$ 7,000 annually

Please note any partnership customizations agreed upon
with SNAME:

STEP 3: PAYMENT INSTRUCTIONS

CREDIT CARD PAYMENT

If you wish to make payment by credit card, please complete
and sign. ALL SECTIONS MUST BE COMPLETED TO PROCESS
CREDIT CARD PAYMENT.

Check one

MasterCard Visa AMEX Discover

Credit Card Number _____

Exp. Date ____/____/____ Sec Code # _____

Authorized Signature _____

Print name as it appears on card _____

Billing Address: _____

City/State _____ Zip/Postal Code _____

Amount Authorized \$ _____

CHECK PAYMENT

Payable/Mail to:

Society of Naval Architects and Marine Engineers (SNAME)
99 Canal Center Plaza, Suite 310
Alexandria, VA 22314

**Please be sure to reference Invoice Number on all payments.
Checks must be drawn on a U.S. bank in U.S. dollars.**

STEP 4: ACCEPTANCE

This application will become a contract upon acceptance with authorized signature

Authorized Signature: _____ Date: _____

Printed Name: _____ Job Title: _____

Signatures on contract dictate that the person signing the contract on behalf of the Company shall be deemed to have full authority to do so and the Company shall have no right to claim against SNAME that such person did not have such authority. All contracts are final and no refunds will be given in the case of cancellation.

SHOW MANAGEMENT USE ONLY:

Authorized SNAME Signature _____ Date _____