

Books for Blokes Short Story Competition

Conditions of Entry:

Entries must be submitted by Friday 31st July 2009

The competition is open to anyone over the age of 13 years.

Entries must be in English and between 300 and 1500 words.

Each entry must be the original work of the person submitting it.

Entries must not have been previously published, broadcast or have won another competition or award.

Entrants may submit more than one entry, but each entry must be accompanied by a separate entry form.

The entrant's name should be written on the entry form only and not on the story itself.

Entries are to be submitted in hard copy format but an electronic version should be retained for submission should the entry be successful.

An independent judge will select the 1st, 2nd and 3rd prize winners

The judges' decision will be final and no correspondence will be entered into.

Every care will be taken with entries but the organizers do not assume responsibility for loss or damage to entries.

Adult Learning Support Nelson Inc. reserves the right to retain, duplicate, display or publish any entry.

All entries received will be considered for publication in the anthology.

All entries accepted for publication may, in consultation with the author, be edited by Adult Learning Support Nelson Inc or their designated representative.

To Submit Entries:

Please post to

'Books for Blokes' Competition
Adult Learning Support Nelson Inc.
P.O. Box 1263
Nelson 7040

Or submit to the Adult Learning Support Nelson office at 43 Montgomery Sq,
Nelson.

B4B ENTRY FORM

(Attach a copy of this form to your entry)

Story Title:

Name:

Address:

Postcode:

Phone:

Email:

For office use only

Date Received:

Story Number:

I have read and agree to the conditions of entry and declare that this is an original work

Signed
(Entrant)

Signed
(Parent/guardian if entrant 18 years or under)

Entries must be received by Friday 31st July 2009

'Books for Blokes' Competition
Adult Learning Support Nelson Inc.
P.O. Box 1263
Nelson 7040