



WHAT YOU NEED TO KNOW ABOUT THE BAY AREA MODELS' GUILD (BAMG)

(Please *read all 4 sections before auditioning.*)

1. To Become a Model with the Bay Area Models' Guild
2. What the Bay Area Models Guild is and What We're About
3. Requirements of Being a Guild Model
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To Become a Model with the Bay Area Models' Guild

We are looking for models of all genders who have a great stage presence & excellent communication skills, who are energetic, creative, responsible, personable & very **reliable**. We especially need models who have cars & who are willing to travel to outlying areas. Models should be available during the daytime (typical weekday business hours). Prior experience working as an art model is a huge plus. People of color are encouraged to apply.

Step 1: Before the Audition

1. Are you **18 years of age or older**? Guild models must be legal adults.
2. You must have:
 - a social security number & a state issued identification (such as a driver's license).
 - verifiable references.
 - home address in the San Francisco Bay Area.
 - working phone with voice mail.
 - email address that you check frequently.
3. Read all sections of this document & complete the [Model Application](#).

STEP 2: Attending the Audition

1. Be on time & sign in right away. We will audition you individually in that order. Punctuality counts. After the group introduction, we will direct you to a changing & waiting area from which you will be called into the audition space.
2. At the audition, you must bring:
 - a non-refundable audition fee of **\$20 cash**
 - (No checks, debit or credit cards accepted; receipt available upon request).
 - your completed application form (with references).
 - your resume or bio.
 - at least **two** photos recognizably of yourself (on paper) of good quality
 - headshot photo.
 - a full body photo that shows your physique.
 - photos of you in any costumes or props you may have are very useful.
 - **Photos will not be returned.**
 - a robe or garment you can easily slip on & off
 - a cloth to cover the surface of the stand.
 - something to read (recommended). Auditions can take several hours. Please be patient.
 - Please **do not** bring any props or costumes. (But having your own costumes is an asset. Be sure to indicate on the Application Form if you have costumes.)
3. Applicants will audition individually (and privately) in the nude before a panel consisting of 3-5 working Guild models for a period of 7-12 minutes. You must demonstrate modeling ability by showing examples of gestures, e.g., 5-minute, 10-minute & 20-minute poses.

4. Applicants are evaluated on:
 - modeling ability, creativity & experience.
 - appearance & body type.
 - attitude & stage presence.
 - professionalism (this includes punctuality & properly completed application).
 - availability (times you can usually work each week).
 - client requests & overall potential value to the Guild.
5. Most modeling work requires nudity, although there is some clothed or costumed work. It is unusual (although possible) for us to accept someone who won't or can't pose nude. Please contact our Audition Coordinator (BAMG_audition_info@yahoo.com) well in advance of the audition if this is a concern for you.
6. Following your individual audition, you may leave. You will be notified later by phone whether or not you are accepted.

Step 3: Orientation

1. If you pass the audition, you **must attend a two to three-hour Orientation**. This will occur soon after the audition (we want you to be available for bookings as soon as possible). There's a lot information to know about modeling protocols, Guild policies & procedures, and the financial aspects of this type of self-employment through the Guild. Without this information, time & money could easily be lost - for you, the Guild and our clients.
2. There will be a few forms (paperwork) to read over, complete & sign at your Orientation (required of all new members).
3. At the Orientation, **you must bring**:
 - At least \$150 & preferably the full-\$300. (**Checks are accepted**; Debit or credit cards are **not accepted**). Of this \$150, \$75 is a non-refundable initiation fee; the rest goes toward your \$225 refundable security deposit. Both charges are required of all new members.
 - your **state issued identification** (such as a driver's license) and **your Social Security Card** (and associated federally issued documentation permitting you to work In the U.S., for non-U.S. citizens). We need to see these items to verify what you put on your application and paperwork.
 - any questions you may have about your pending membership in the Guild or modeling. If you **pay at least \$150 in cash** at the Orientation, you can **be booked immediately**. If paying by check, your check will have to clear before being offered bookings.

Step 4: Probation

1. Upon successful completion of your Orientation, your first four months will be a probationary period. You need to comport yourself professionally & avoid Infractions, such as no-shows and tardiness.
2. If you can manage all the above, then congratulations: You are now a Guild model!

What the Bay Area Models' Guild Is and What We're About

The Bay Area Models' Guild (a.k.a. BAMG or the Guild) was established in 1946 to provide a central booking organization for professional art models in the Bay Area. As far as we know it's the largest, oldest & most successful organization of its kind in the world. Our members are committed to developing & maintaining the **highest standards of professionalism, skill, and reliability** in art modeling and model booking services. The Bay Area has a rich & vibrant arts culture and we are proud to be an important part of it.

A guild is an association of independent contractors who work together to give help & advice to its members and to set policies & standards for the betterment of their trade or profession and their individual, yet mutual circumstances within that trade or profession. BAMG is a democratically member-operated not-for-profit, non-equity-based workers' cooperative, mutual benefit corporation where the regular active models are members. Models' membership dues pay most of our operating costs. The Guild's administrative structure includes a Board of Directors, Booking Coordinator, Treasurer, Secretary, other department coordinators and the General Membership (that could include you). To be a model (independent contractor) with the Guild, you must also be a member of the Guild.

In addition to screening our models (the audition and orientation process you are considering), we screen our clients (universities, colleges, animation companies, drawing groups, individual artists, etc.) as well. Clients must be cleared through this process before they can request bookings. There are required guidelines to observe for both clients and models. The screenings and guidelines help ensure that both client and model know they will be working with legitimate professionals. We also **guarantee our bookings** for both client and model.

We are looking for **professionals** who will uphold the highest standards in art modeling, who will commit to the membership requirements, and who will participate in the decision-making process at general membership meetings (GMM's) held three times a year. Yes, these are steep requirements, but we also have some of the highest pay rates for art models in the Bay Area (and most other areas, too).

The BAMG is not an employer and therefore does not provide workers' comp. Guild models work as independent contractors and are responsible for their own insurance liabilities and taxes. Also, we can't guarantee that any specific model will get a specific number of hours of work - the booking of jobs and what happens in the studio or classroom between the model and client are very organic and subjective processes. If you fit the requests of our clients, you may be offered bookings, but you are not required to take any specific booking. However, once you accept a booking, we will expect you to fulfill that commitment.

Requirements of Being a Guild Model

1. Acceptance and Initiation - Pass the audition, complete a one-time New Members' Orientation and pass your probationary period.
2. Financial - Each new member must pay a \$75 non-refundable initiation fee and a \$225 refundable security deposit. Of this \$300, you must **pay at least \$150** at the Orientation. We would prefer you pay as much as you can - ideally the entire \$300 - at this meeting, but we understand this might be a hardship for some and we are willing to have you pay the remaining amount spread out over the next 2 months (or earlier as circumstances permit) if need be. The deposit is used to cover any possible dues and fees you might incur and still owe when your membership with the Guild comes to an end. Dues need to be paid to the Guild in a timely fashion. Failure to do so will affect future bookings. Not paying your initiation fee, security deposit, membership dues and fees in a timely manner will get you expelled from the Guild. This is especially true for new probationary members.
3. CS Hours - You will be expected to perform 12 Community Service (CS) hours **per calendar year**. Community Service hours (or "volunteer" time) are fulfilled primarily by modeling at Guild-sponsored drawing marathons held quarterly, or by performing other occasional administrative services. Models will be charged for each unfilled CS hour at the end of the year.
4. Participation - You must attend at least two of the three General Membership Meetings per calendar year. If you don't attend at least two of the meetings, you will be charged a not-in-attendance fee. Active members who are vital to the democratic health of the organization. If accepted, be an active member and help make this your organization too.

5. **Professionalism** - When you accept a booking, you must be at that booking on time, and behave in a productive and professional manner - you are a visitor in a client's studio, classroom, place of business or home. There are significant financial penalties if you no-show or are considerably late to a booking. **The Guild takes punctuality very seriously.** No shows, excessive tardiness, and other unprofessional behaviors can result in your expulsion from the Guild. How you perform on the job reflects on the Guild as a whole and therefore on your fellow members as well.
6. **Physicality** – While this is not a strict requirement as such, please be aware that modeling is often a physically demanding task. Some modeling sessions (often 3 – 6 hours) can be nothing but very short active & dramatic poses, while sessions can be one long still pose for up to 6 hours (which can be repeated for several sessions, each on a different day). Two very different types of physical stress on your body.

Unless you can meet these requirements, please do not come to the audition.

Make way for models who are ready to make these commitments. We have a limited number of model vacancies to fill.

Benefits of Being a Guild Model

1. **Pay** - Again, we have some of the highest pay rates for art models in the Bay Area.
2. **Safety & Respect** - We look out for your safety to the best of our ability. You will be working for known, legitimate clients, not strangers with dubious intentions. It's just more fun (and productive) working in a worry-free environment knowing you are respected.
3. **Guarantee** - We guarantee our bookings to our models. If a client doesn't pay you for your work or doesn't show up (both are very rare) you will still get paid (you kept your commitment). Since you are working as an independent contractor, you must make every good faith effort to get the client to pay you (this could take several months), but if still unpaid, the Guild will pay you for that booking. Occasionally the Guild can lend a hand in helping you get paid. (This guarantee **does not cover** cancellations made with proper advanced notice.)
4. **Access** - Being a Guild model will open up doors to clients you may not have had access to or never knew existed.
5. **Enrichment** - By choosing to be a Guild member and model you will be part of a cooperative community of a worker-run organization. You will be your own boss and get to help us set and improve the policies (including the rates we charge) that make the Guild a great asset here in the Bay Area arts scene. Not too many other jobs give you that kind of influence over your own work environment. Many have found this, along with simply working as a nude art model, to be self-empowering. Those who experience this, tend to see themselves in a much more positive light and therefore tend to be much more professional (and happy) about their job or task at hand.

Note: Want to stay informed about future auditions? Join via our mailing list at the bottom of Auditions & Membership page <https://www.bayareamodelsguild.org/auditions-membership>

Any questions not answered here about these matters should be directed to our Audition Coordinator BAMG_audition_info@yahoo.com

Thank you.