

2020 Student Safety Video Contest

Not all injuries are visible — Entry form

Not all injuries are visible

Please include all of the following information. By submitting this entry form, you agree that you have read and understood the 2020 Student Safety Video Contest Rules.

Title of production

Please create a unique title to identify your video. This should also be the title of your YouTube post.

Production credits

Name 1:	Grade:	Email:
Name 2:	Grade:	Email:
Name 3:	Grade:	Email:
Name 4:	Grade:	Email:
Name 5:	Grade:	Email:
Name 6:	Grade:	Email:

Note: WorkSafeBC will only use email addresses to contact students and teachers/youth organizations regarding this contest. If the video associated with this entry form wins, only the names listed on this form will be awarded prizes. All monies will be distributed evenly amongst students on teams that submit a winning entry.



Contact information – teacher/youth organization representative:

Email:

Address:

City:

Province:

Postal code:

YouTube entry link

Copyright clearances and information

Important: List all audio and visual sources and permissions to use copyrighted materials. You don't need permission to use WorkSafeBC videos or your own original footage.

Key points to remember

Deadline

WorkSafeBC must receive all entries by 5 p.m. on Friday, February 7th, 2020.

Submission information

All entries must be submitted by the teacher or organization sponsor.

To enter online, post your video to YouTube and include the link in this fillable PDF entry form. Be sure to fill in all of the relevant fields in the PDF and have your teacher/youth organization sponsor email your completed entry form to yworker@worksafebc.com.

Once we receive your entry, we'll post it online so viewers can watch and rate their favourites. You can also post your video on Instagram to share with your friends and family. Don't forget to follow @WorkSafeBC and use the hashtag #SVCWorkSafeBC.

Questions?

Call Robin Schooley at 604.232.7715 or email yworker@worksafebc.com.

