

PROJECT ENTRY PAYMENT FORM

Plea	ase provide the following informat	ion (* Bold asteriske	d fields are required):
*	Company		
*	Contact First Name		
*	Contact Last Name		
*	Position		
*	Street Address 1		
	Suite or Unit #		
*	City		
*	State Zip Code		
*	Primary Phone		
*	E-mail		
*	Website		
	PRO	JECT ENTRY	SUBMISSIONS
	mple – 0100EntryForm).		on number assigned the entry followed by the original file name
	Hotel	_	High Limit Gaming
	Lobby Registration A	Area _	Buffet
	Casino Space: Main	Gaming Floor _	Hospitality Retail Space
	Ballroom/Convention	on Space	Typical Guestroom
	Nightclub	_	Cuito
	Lounge/Bar		Suite
		_	Suite Resort Pool Experience
	Spa	_	
		_ _ ant	Resort Pool Experience
	Spa	_	Resort Pool Experience Landscape/Interiorscape/Porte Cocheres
	Spa Fine Dining Restaura	urant _	Resort Pool Experience Landscape/Interiorscape/Porte Cocheres Stand-Alone Restaurant (not in hotel/casino)



BEST VENDOR REPRESENTATIVE OF THE YEAR

This year we have added one more HOSPY award... one to honor the amazing vendors and their companies that support our industry! We desire this award to represent those people that exhibit the top-notch qualities of a professional. Those that go the extra mile to make your projects a success, and are truly a trusted resource and expert in their field. Please nominate 3 INDIVIDUALS and their company.

Name	Company
1	
2	
3	
PAYMENT	For PROJECT ENTRY
To be invoiced: To be invoiced or to pay via ACH, p	lease email this form to: <u>hospylasvegas@gmail.com</u>
To send payment by mail:	
Please print out this form and mail check to:	
(check payable to NEWH/Las Vegas)	
Stratiq, LLC c/o Tina Anaya	
2018 HOSPY Awards	
10336 Ashlar Point Way Las Vegas, NV 89135	
	heck or wire transfer. We prefer to not accept a credit card, k or ACH is not feasible, please contact us to make arrangement: @gmail.com
· · · · · · · · · · · · · · · · · · ·	will then receive access to submittal forms. Deadline for 24, 2020. Once payment has been received, directions will be
Select Payment Type: Check	l Invoice