Design Contract

This Contract is between:

Company X (the "Client")

and

Fidler's Design, a sole proprietorship (the "Designer").

The Contract is dated _____.

_____   _____

Client and Designer initials respectively

1. PROJECT AND PAYMENT

1.1 Project. The Client is hiring the Designer to do the following: The Designer will assist the Client in the Visual Communications Design of their identity and branding package and application thereof. This will include a logo and identity design creation, providing identity files, and applications of (insert applications i.e. poster design, t-shirt design, web banner design etc.). (Include file expectations i.e. PDF, EPS, working files etc.)

1.2 Schedule. The Designer will begin work on DATE and must finish the work by DATE.

1.3 Payment. The Designer will invoice an estimate to the Client for work to be completed at the beginning of the project. The Client agrees to pay 30% of the estimate upon accepted request for work, 30% at the designated Client approval time, and the remainder upon receiving final files and designs.

1.4 Expenses. The Client will reimburse the Designer's expenses. Expenses must be preapproved by the Client. Reimbursement is subject to the following: The Designer will be reimbursed to reasonable, pre-approved expenses, including but not limited to travel, materials costs, and research costs.

1.5 Invoices. The Client agrees to pay the amount owed within 30 days of receiving the invoice. Payment after that date will incur a late fee of 5% per month on the outstanding amount.

2. OWNERSHIP AND LICENSES.

2.1 Designer Owns All Product. As part of this job, the Designer is creating a "fixed form of expression" for the Client. To avoid confusion, a fixed form of expression is the finished product(s)—any tangible medium that can be perceived by humans, including traditional forms (such as paintings, sculptures, writings) and new forms that require a machine to perceive (e.g., GIF files, CDs, websites)—as part of this project, whether before the date of this Contract or after. This means the Designer is the sole owner of the rights, titles, and interests in the product (including intellectual property rights) and the Client can use the products without modifying, destroying, or selling it. The Client can however, decide to discontinue use of the product once full payment is made.

2.2 Designer's Use Of Product. Once the Designer gives the product to the Client, the Designer continues to own rights to it. The Client understand that the Designer can use the product as part of the Designer's portfolio and websites, in galleries, and in other media, so long as it is to showcase the Designer's work and not for any other purpose. The Designer is not allowed to sell or otherwise use the work product to make money or for any other commercial use. The Client is not allowed to take back this license, even after the Contract ends.

2.3 Credit For The Product. The Company is under no obligation to give credit to the Designer each time it publishes the work product.

2.4 Designer's Help Securing Ownership. Down the road, the Client may need the Designer's help to add to or change the design. The Designer agrees to help with that. For example, the Designer may have to sign a patent application. The Client will pay any required expenses for this. If the Client can't find the Designer, the Designer agrees that the Client can act on the Designer's behalf to accomplish the same thing. The following language gives the Client that right: if the Client can't find the Designer after spending reasonable effort trying to do so, the Designer hereby irrevocably designates and appoints the Client as the Designer's agent and attorney-in-fact, which appointment is coupled with an interest, to act for the Designer and on the Designer's behalf to execute, verify, and file the required documents and to take any other legal action to accomplish the purposes of paragraph 2.1 (Designer Owns All Product). At that point, an amendment, invoice and/or estimate may be created to agree upon new work.

3. COMPETITIVE ENGAGEMENTS.

The Designer may work for a competitor of the Client during this Contract. To avoid confusion, a competitor is any third party that develops, manufacturers, promotes, sells, licenses, distributes, or provides products or services that are substantially similar to the Client's products or services. It is also a third party that plans to do any of those things. The Client may request an exception to this beforehand in writing at an additional cost. If the Designer uses employees or subcontractors, the Designer must make sure they follow the obligations in this paragraph, as well.

4. NON-SOLICITATION.

Until this Contract ends, the Designer won't: (a) encourage Client employees or service providers to stop working for the Client; (b) encourage Client customers or clients to stop doing business with the Client; or (c) hire anyone who worked for the Client over the 12-month period before the Contract ended. The one exception is if the Designer puts out a general ad and someone who happened to work for the Client responds. In that case, the Designer may hire that candidate. The Designer promises that it won't do anything in this paragraph on behalf of itself or a third party.

5. REPRESENTATIONS.

5.1 Overview. This section contains important promises between the parties.

5.2 Authority To Sign. Each party promises to the other party that it has the authority to enter into this Contract and to perform all of its obligations under this Contract.

5.3 Designer Has Right To Give Client Product. The Designer promises that it owns the product, that the Designer is able to give the product to the Client, and that no other party will claim that it owns the work product. If the Designer uses employees or subcontractors, the Designer also promises that these employees and subcontractors have signed contracts with the Designer giving the Designer any rights that the employees or subcontractors have related to the Designer's product.

5.4 Designer Will Comply With Laws. The Designer promises that the manner it does this job and its product it creates comply with applicable Canadian and foreign laws and regulations.

5.5 Product Does Not Infringe. The Designer promises that its work product does not and will not infringe on someone else's intellectual property rights, that the Designer has the right to let the Client use the product as described in Section 2.1 (Designer Owns All Product), and that this Contract does not and will not violate any contract that the Designer has entered into or will enter into with someone else.

5.6 Client Will Review Work. The Client promises to review the work product, to be reasonably available to the Designer if the Designer has questions regarding this project, and to provide timely feedback and decisions.

5.7 Client-Supplied Material Does Not Infringe. If the Client provides the Designer with material to incorporate into the work product, the Client promises that this material does not infringe on someone else's intellectual property rights.

6. TERM AND TERMINATION.

This Contract ends on DATE, unless the Client or the Designer ends the contract before that time. Either party may end this Contract for any reason by sending an email or letter to the other party, informing the recipient that the sender is ending the Contract and that the Contract will end in 7 days. The Contract officially ends once that time has passed. The party that is ending the Contract must provide notice by taking the steps explained in Section 11.4. The Designer must immediately stop working as soon as it receives this notice, unless the notice says otherwise. The Client will pay the Designer for the work done up until when the Contract ends and will reimburse the Designer for any agreed-upon, non-cancellable expenses. The following sections don't end even after the Contract ends: 2 (Ownership and Licenses); 3 (Competitive Engagements); 4 (Non-Solicitation); 5 (Representations); 8 (Confidential Information); 9 (Limitation of Liability); 10 (Indemnity); and 11 (General).

7. INDEPENDENT CONTRACTOR.

The Client is hiring the Designer as an independent contractor. The following statements accurately reflect their relationship:

- The Designer will use its own equipment, tools, and material to do the work.

- The Client will not control how the job is performed on a day-to-day basis. Rather, the Designer is responsible for determining when, where, and how it will carry out the work.

- The Client will not provide the Designer with any training.

- The Client and the Designer do not have a partnership or employer-employee relationship.

- The Designer cannot enter into contracts, make promises, or act on behalf of the Client.

- The Designer is not entitled to the Client's benefits (e.g., group insurance, retirement benefits, retirement plans, vacation days).

- The Designer is responsible for its own taxes.

- The Client will not withhold social security and medical taxes or make payments for disability insurance, unemployment insurance, or workers compensation for the Designer or any of the Designer's employees or subcontractors.

8. CONFIDENTIAL INFORMATION.

8.1 Overview. This Contract imposes special restrictions on how the Client and the Designer must handle confidential information. These obligations are explained in this section.

8.2 The Client's Confidential Information. While working for the Client, the Designer may come across, or be given, Client information that is confidential. This is information like customer lists, business strategies, research & development notes, statistics about a company, and other information that is private. The Designer promises to treat this information as if it is the Designer's own confidential information. The Designer may use this information to do its job under this Contract, but not for anything else. For example, if the Client lets the Designer use a customer list to send out a newsletter, the Designer cannot use those email addresses for any other purpose. The one exception to this is if the Client gives the Designer written permission to use the information for another purpose, the Designer may use the information for that purpose, as well. When this Contract ends, the Designer must give back or destroy all confidential information, and confirm that it has done so. The Designer promises that it will not share confidential information with a third party, unless the Client gives the Designer written permission first. The Designer must continue to follow these obligations, even after the Contract ends. The Designer's responsibilities only stop if the Designer can show any of the following: (i) that the information was already public when the Designer came across it; (ii) the information became public after the Designer came across it, but not because of anything the Designer did or didn't do; (iii) the Designer already knew the information when the Designer came across it and the Designer didn't have any obligation to keep it secret; (iv) a third party provided the Designer with the information without requiring that the Designer keep it a secret; or (v) the Designer created the information on its own, without using anything belonging to the Client.

8.3 Third-Party Confidential Information. It's possible the Client and the Designer each have access to confidential information that belongs to third parties. The Client and the Designer each promise that it will not share with the other party confidential information that belongs to third parties, unless it is allowed to do so. If the Client or the Designer is allowed to share confidential information with the other party and does so, the sharing party promises to tell the other party in writing of any special restrictions regarding that information.

9. LIMITATION OF LIABILITY.

Neither party is liable for breach-of-contract damages that the breaching party could not reasonably have foreseen when it entered this Contract.

10. INDEMNITY.

In this Contract, the Client agrees to indemnify the Designer (and its affiliates and its and their directors, officers, employees, and agents) from and against liabilities, losses, damages, and expenses (including reasonable attorneys' fees) related to a third-party claim or proceeding arising out: a breach by the Client of its obligations under this Contract.

11. GENERAL.

11.1 Assignment. This Contract applies only to the Client and the Designer. The Designer cannot assign its rights or delegate its obligations under this Contract to a third-party (other than by will or intestate), without first receiving the Client's written permission. In contrast, the Client may assign its rights and delegate its obligations under this Contract without the Designer's permission. This is necessary in case, for example, another Client buys out the Client or if the Client decides to sell the work product that results from this Contract.

11.2 Arbitration. As the exclusive means of initiating adversarial proceedings to resolve any dispute arising under this Contract, a party may demand that the dispute be resolved by arbitration administered by the American Arbitration Association in accordance with its commercial arbitration rules.

11.3 Modification; Waiver. To change anything in this Contract, the Client and the Designer must agree to that change in writing and sign a document showing their contract. Neither party can waive its rights under this Contract or release the other party from its obligations under this Contract, unless the waiving party acknowledges it is doing so in writing and signs a document that says so.

11.4 Notices.

(a) Over the course of this Contract, one party may need to send a notice to the other party. For the notice to be valid, it must be in writing and delivered in one of the following ways: personal delivery, email, or certified or registered mail (postage prepaid, return receipt requested). The notice must be delivered to the party's address listed at the end of this Contract or to another address that the party has provided in writing as an appropriate address to receive notice.

(b) The timing of when a notice is received can be very important. To avoid confusion, a valid notice is considered received as follows: (i) if delivered personally, it is considered received immediately; (ii) if delivered by email, it is considered received upon acknowledgment of receipt; (iii) if delivered by registered or certified mail (postage prepaid, return receipt requested), it is considered received upon receipt as indicated by the date on the signed receipt. If a party refuses to accept notice or if notice cannot be delivered because of a change in address for which no notice was given, then it is considered received when the notice is rejected or unable to be delivered. If the notice is received after 5:00pm on a business day at the location specified in the address for that party, or on a day that is not a business day, then the notice is considered received at 9:00am on the next business day.

11.5 Severability. This section deals with what happens if a portion of the Contract is found to be unenforceable. If that's the case, the unenforceable portion will be changed to the minimum extent necessary to make it enforceable, unless that change is not permitted by law, in which case the portion will be disregarded. If any portion of the Contract is changed or disregarded because it is unenforceable, the rest of the Contract is still enforceable.

11.6 Signatures. The Client and the Designer must sign this document.

11.7 Governing Law. The laws of the state of Alberta govern the rights and obligations of the Client and the Designer under this Contract, without regard to conflict of law principles of that province.

11.8 Entire Contract. This Contract represents the parties' final and complete understanding of this job and the subject matter discussed in this Contract. This Contract supersedes all other contracts (both written and oral) between the parties.

THE PARTIES HERETO AGREE TO THE FOREGOING
AS EVIDENCED BY THEIR SIGNATURES BELOW.

Fidler's Design	Company X
Shannon Fidler, Designer	First Last, Client
shannon@fidlersdesign.com	email@companyx.com
14316-56 Avenue Edmonton	ADDRESS
AB, Canada T6H 0Y5	PROV, COUNTRY, POSTAL CODE