

# 24 HOUR COMICS DAY

One of the rules of the 24 Hour Comic has always been that you have to send a copy of the result to Scott McCloud, inventor of the 24 Hour Comic. So fill out this form and use this as the cover sheet when sending it in.

**You can fill this out before or after doing your comic. You do not have to fill it out during the 24 hours!**

Name:

Address:

City:

State/Province:

Zip/postal code:

Interesting facts about you – are you young? Old? A professional cartoonist? An acrobat? A student? This information will be used when discussing what sort of folks got involved in 24 Hour Comics Day. You can leave it blank, if you want.

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24 Hour Comic start time:

24 Hour Comic end time:

Send this form with a clean photocopy of your comic to:

**About Comics**  
**217 Red Oak Ln.**  
**Thousand Oaks, CA 91320**

We'll pass the copy on to Scott McCloud, fulfilling the requirement of the 24 Hour Comics challenge.

About Comics will be publishing a book of 20 or so interesting comics created on 24 Hour Comics Day. If you would like your comic to be considered for inclusion in this event, please read and sign the following. **Signing this is not required to do a 24 Hour Comic.** It's only required if you want a chance of it being in the book.

I hereby submit my comic to be considered for inclusion in an upcoming book of 24 hour comics, and give About Comics permission to include this comic in such a book. I understand that if my work is selected, I will receive 5 copies of the book and the same royalty payment deal given to the cartoonists of the book "24 Hour Comics" (this involves a payment for every copy of the book sold). If my work is selected, I give About Comics the right to use my name and brief excerpts from my comic to publicize the book. I realize that this is not an exclusive contract, and that I am free to print my work myself or have it published by others even if my story is accepted for publication by About Comics.

signature

date

phone number

email

## Take care of yourself

Creating a 24 hour comic is not only a feat of creativity, it is a feat of endurance. If your health is delicate, don't do it. By the end of the effort, you are apt to be fatigued. Even if you feel fine, avoid driving, operating dangerous machinery, walking tightropes, proposing marriage, or doing anything elsewhere diminished reaction times or judgment can cause you to endanger yourself or others. Once you get a reasonable amount of sleep, you can resume your madcap activities.