

Black Mountain Art Show & Sale

November 17 – 24 2025

Artist Application & Entry Form

Artist Contact Information - Please Print	
Name:	
Address:	
City, State & Zip:	
Phone:	
E-Mail:	

SHOW FEES

Any RVAG Member who obtains \$100 worth of show sponsorships will have their Entry Fee waived.

- | | |
|--|--|
| <input type="checkbox"/> RVAG Member | <input type="checkbox"/> \$45.00 (3 - 8 entries) OR |
| | <input type="checkbox"/> \$12.00 (sgl entry) OR <input type="checkbox"/> \$24.00 (two entries) |
| <input type="checkbox"/> Non-Member | <input type="checkbox"/> \$65.00 (3 - 8 entries) OR |
| | <input type="checkbox"/> \$15.00 (sgl entry) OR <input type="checkbox"/> \$30.00 (two entries) |
| <input type="checkbox"/> High School Student | \$10.00 (max 3 entries) |

<u>Office Use Only</u>	
Amount Received \$	_____
Cash / Check / MO /Credit Card	
Date: _____	Initial: _____

- Venue: Mohave College, Bullhead City, AZ. Artwork drop-off 11/17, 9a – 1p or by appt.
- To qualify as a “RVAG Member” applicant’s membership must be paid, current, and in good standing.
- All fees due by application deadline: **Monday, November 3, 2025.**
 - Make checks or money order payable to: **River Valley Artists Guild, Inc.**
 - Credit Card: please fill information on bottom of page or use online payment method at <https://artguildrvag.com/workshops>. Mail all fees & artist application to: **RVAG, 1812 Hwy 95, Suite 14236, BHC, AZ 86442** or drop at **MCC Bldg 600 office 602H**
- **No refunds** after application deadline.

CREDIT CARD INFORMATION

Name on Card:					
Exp Date (mm/yy):		CVV: (###)		Billing Zip Code:	
Amount Authorized (\$)				THIS INFORMATION WILL BE DESTROYED WHEN PAYMENT PROCESSING IS COMPLETE.	

SHOW SCHEDULE

Art Drop Off	Mon, 11/17	9a – 1p (or by appointment)
Show Judging	Tues, 11/18	3p – 6p
Show/Sales Open	Wed, 11/19 – Sat 11/22 (Closed Sun 11/23)	10a – 7p
Artist Reception & Awards	Friday, 11/21	5p – 7p
Pick up artwork	Monday, 11/24	9a – 1p

CATEGORIES AND DESCRIPTIONS (NEW!!)

CATEGORIES		DESCRIPTION
AC/O	Acrylic Painting Oil Painting	Applying acrylic and/or oil paint (including water-soluble), pigment, color, or color stick to a solid surface or substrate. The medium is commonly applied to the base with a brush, but other implements, such as knives, sponges, and airbrushes, can be used.
ALT	Alternative Painting	Material that doesn't fall into the current painting categories, or uses a combination of liquid mediums. Examples: Alcohol Ink Painting, Polymer Clay Paintings, Dirt Paintings, Sand Paintings, etc.
CER	Ceramics – Traditional and Alternative Firing	Clay – Hand Thrown, Hand built – functional or decorative. Alternative Example: Raku, Horsehair, Pit Fire etc.
DIGI	Digital Arts/ Digitally-Manipulated Photography	(Digital Arts) Artistic practice that uses digital technology as part of the creative or presentation process; AI is NOT ALLOWED in this show. Original art using software/digital TOOLS ONLY as a primary process; overall image represents a significant use of computer processing; photos made to look like a different medium. (Digitally-Manipulated Photography) Original photography only. Digital manipulation refers to the alteration, enhancement, or modification of digital images using software tools or techniques. It involves manipulating various elements such as colors, shapes, textures, or structure of an image to create a desired visual effect. No liquid or other medium is affixed to the artwork.
DR	Drawing/ Printmaking	(Drawing) Using instruments to mark paper or other two-dimensional surfaces. Instruments include graphite, inked brushes, colored pencils, crayons, charcoal, chalk, pastels, erasers, markers, styluses, and metals (such as silverpoint). (Printmaking) The process of creating artwork by printing, mostly on paper, but also on fabric, wood, metal, and other surfaces. Printmaking processes can produce identical multiples of the same work and are created using a hand-processed technique.
FBR	Fiber Art	Batik, Cloth, Basketry, Weaving, Handmade Paper, Silk Painting, Cloth Textile, and Book Making (using at least 75% fiber). Material consists mainly of natural or synthetic fiber and other components such as fabric, leather, or yarn.

GLS	Glasswork	Original fused, cast, stained glass, blown, etched, lamp work glass (non-jewelry items)
J/M	Jewelry/Metalsmithing	<p>(Jewelry/Beadwork) Creative designs using purchased beads stitched, woven and strung; Hot connections, bezel settings, prong setting and casting; Blown glass, polymer clay, fused glass, beads and focal pieces components hand made from other materials; Chain maille, handmade chains, wire wrapped focal pieces. Decorative items worn for personal adornment, such as brooches, rings, necklaces, earrings, pendants, bracelets, and cufflinks. Jewelry may be attached to the body or the clothes.</p> <p>(Metalsmithing) The process of creating jewelry involving the manipulation of various metals. These manipulations include forming and shaping, sawing, doming, fold forming, drilling, soldering, texturing, stamping, and more.</p>
MM2	Mixed Media 2D	Two-dimensional artwork using two or more mediums on a substrate. Must specify mediums used. Examples: grout, acrylics, wax, paint. A mixed media piece stands out due to its unique combination of dry and/or wet materials.
MM3	Mixed Media 3D	Three-dimensional with multiple materials and or parts. Pieces of media joined or changed. Example: gourds, tools, steampunk etc. Assemblages, collages (3D), decoupage, and certain sculptures are three examples. Artwork often includes “found objects” to tell a story.
PHT	Photography	Original film or digital color photography. Photographs altered with filters or effects not to distract from the original image; Original film or digital photography where the image produced has a single hue. This includes black and white, sepia, cyanotype, emulsions, etc.
PSTL	Pastel Painting	Soft Pastels, Hard Pastels, Chalks, Oil Pastels, Conte Crayons, Pastel Pencils, Pan Pastels on a substrate.
SCLP	Sculpture (3D)	<p>sculpture three-dimensional using materials such as Stone Clay Wood plastic paper metal or Fiber</p> <p>(Sculpture) Three-dimensional art. Sculpture processes include but are not limited to carving, assembling, welding, modeling, molding, and casting. (Ceramics) Various hard, Fine Arts Exhibition brittle, heat-resistant, and corrosion-resistant materials are made by shaping and then firing an inorganic, nonmetallic material, such as clay, at a high temperature. Common examples are earthenware, porcelain, and brick.</p>
WC	Watercolor Painting	Watercolor, Gouache, Tempera, Watercolor Pencil, Ink Wash, Ink added as an accent up to 10% on a solid surface or substrate.
Student	High School Student	Special category for High School student entries only; all types of artwork/media will be judged in single category. HS students are not eligible for cash awards.

ARTIST ENTRIES *(Return with Application)*

Category Code	Medium(s)	Title	Price (or NFS*)

* Not For Sale

ARTIST CERTIFICATION: I, _____, affirm my entries are Original Works of Fine Art and have not been previously entered in the Black Mountain Art Show or Spring Art Show. I have read and will comply with all show information provided to me. I understand the River Valley Artists Guild, Inc., and Mohave Community College, respectively, are not responsible for any loss or damage to property or entries associated with, or resulting from, entry in the Black Mountain Art Show.

ARTIST SIGNATURE: _____ DATE: _____

PICKUP AUTHORIZATION:

I, _____, am unable to pick up my art and

I authorize _____ to pick up my art on my behalf.

Artist Signature: _____ Date: _____

GENERAL RULES

1. All work will be on display at the Mohave Community College, 3400 Hwy 95, Bullhead City Campus, Building 600.
2. ***Entries must be on display for the entire show.*** Entries not picked up by deadline will not be the responsibility of RVAG. No Exceptions! No entries will be received or returned by mail.
3. All work must be **original** which has not been copied or duplicated from another's drawing, painting, photograph, or design and which the entire composition and presentation is the result of the inventive creativity of the artist presenting the work. ***No pornographic, lewd, or violent content will be accepted.***
4. Entries must not have been exhibited previously in the RVAG Black Mountain Art Show or RVAG/Needles Spring Art Show.
5. All 2D artwork (Paintings, Mixed Media, Pastels, Drawings, Photographs, Digital Art, etc) must be of FINISHED QUALITY – dry, framed, and ready for hanging with screws and wire with sufficient slack for hanging. Wire attached to cardboard backing of frames is not acceptable. Artwork framed in wood (under glass or canvas) must have a dust cover on the back. The committee may refuse works not adequately secured. **NO SAWTOOTH HANGARS ALLOWED. Maximum size: 52" x 52"** including frame. See hanging instructions at end of application.
6. Fiber Art / Textiles – FINISHED QUALITY – must be ready for hanging with attached sleeve and maximum ½ Inch dowel rod. **Maximum size: 40" x 60"**.
7. Jewelry must be mounted on a board or displayed in a case.
8. Artwork cannot have any visible label/markings. All signatures will be temporarily covered for judging by RVAG staff (non-damaging).
9. A minimum of five pieces of artwork entered from at least three different artists in any judged category is necessary to be eligible for cash awards (excluding People's Choice and Best of Show which includes all categories and artwork).
10. The River Valley Artists Guild, Inc. will retain **30% (non-members)/20% (members)** commission of the purchase price, applied as a donation under your name, of any entry sold during the show. **Prices cannot be changed** after submission of application. Entries will be marked **SOLD** and **must remain on display until the end of the show**. Entries not for sale must be indicated **NFS** on the application.
11. Artists and their guests are encouraged to attend the Artist Reception.

2D HANGING ARTWORK INSTRUCTIONS

It's important you properly prepare your artwork for hanging in RVAG upcoming judged art show. Please read and follow the instructions carefully. If not done correctly, your artwork could be rejected.

- Frames must not have chips or scratches, must not be separated at corners, and art must be securely fastened in the frame.
- If used, mats and glass must be clean and free of marks. It is recommended that glass be clear; matte glass can distort the image.
- The back of artwork must have a professional appearance. All framed artwork will have a dustcover on the back unless the frame does not accommodate a cover (e.g., metal section frames).

For framed paintings, picture wire must be securely attached and strong enough to hold the work. We recommend D-rings be used for securing wire to the frame. Eye screws should not extend out from the frame. No sawtooth hardware is permitted. See instructions below.

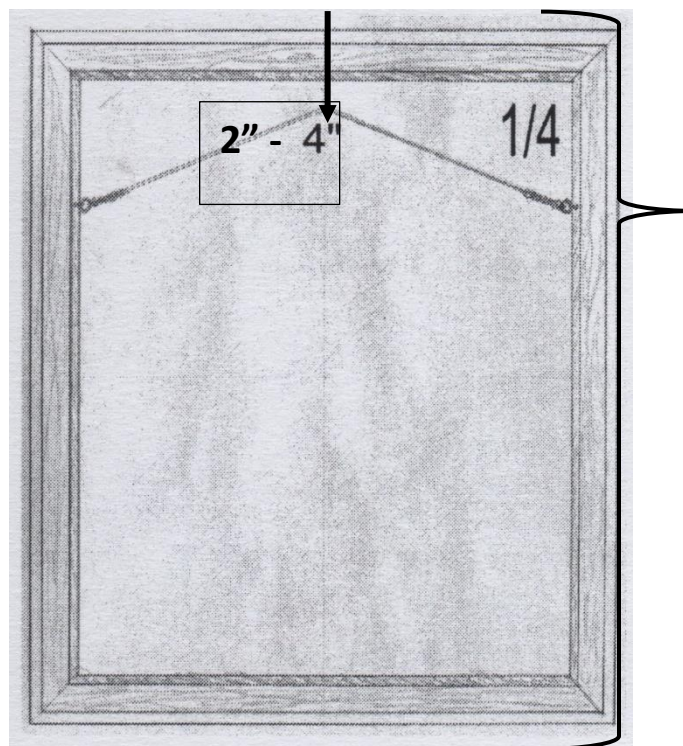
How to Attach Wire to Your Artwork



D-Ring



Eye Screw



1. Measure the distance down the side of the work and divide by four. Mark $\frac{1}{4}$ of the distance from the top.
2. Push a nail into the mark to start the hole for the "D" ring/eye screw. If using eye screws, put the screws on the inside of the frame to prevent damage when artwork is stacked. Wax the threads of the screw so it will screw in easily. Do this on both sides of the frame.
3. Thread the wire through the "D" ring/eye about 2 inches and twist the end around the main wire until it is secure.
4. Measure 2 to 4 inches from the top center of the frame, and mark where the wire will hang on the hook or nail. Place the loose end of the wire through the other "D" ring/eye screw and pull the wire to the hanging mark. Cut the remaining wire to about 2 inches and twist securely around the main wire until secure.
5. If desired, place tape around the twisted wire for extra security and to prevent injury.