



NEW ACCOUNT APPLICATION

*** USE OF NETWORK RESOURCES ***

To quickly register within our SWITCH-IT community and initiate transmission services:

- 1) Complete the New Account Application details below.
- 2) Read the terms and conditions found at www.theswitch.tv/legal and indicate your acceptance by signing below.
- 3) E-mail the completed form to contracts@theswitch.tv
- 4) Call the NOC for pricing and to place your order direct: 212.227.9131

We keep things simple -

- If you order the transmission, you pay for the transmission.
- Only the actual time used, not the time reserved, is charged.
- Payment is due upon receipt of the invoice.
- Current standard rates apply.
- Repeat, prompt paying customers may request credit terms by completing a [Credit Application](#).
- Slow paying customers will lose access privileges and will need to provide a [Credit Card Purchase Authorization](#) to restore active status.
- If your transmission order requires the use of another Customer’s source ports, the other Customer must grant you permission. The Switch is neither responsible nor liable for the consequences of source port access denials.

Legal Entity Name

Address

City/State/Zip Billing

Purchaser Contact Name & Phone

Purchaser Contact Email

On-site Technician Contact Name & Phone (Optional)

On-site Technician Contact Email (Optional)

Bill to Entity Name

Billing Address

City/State/Zip

Accounts Payable Contact Name & Phone

Accounts Payable Email

Legal Contact Name & Phone

Legal Contact Email

The undersigned, as duly authorized agent of the entity noted above, has read and agrees to the terms and conditions above and at www.theswitch.tv/legal.

Signature

Title

Printed Name

Date

Welcome and thank you for choosing The Switch for your video transmission needs

For Internal Use: _____ Booking: SA Cust ID: _____ Date: _____ By: _____ /Fax to Corp 508-420-3779 by: _____ on: _____ Accounting: PT Cust ID Date: _____ By: _____ /Netsuite Verify: _____ by: _____ /Load to T:& Netsuite by: _____ on _____