

#### **4.12. Security Deposit**

The applicant will be required to provide a certified cheque or letter of credit as deemed necessary by the Film Liaison commensurate with the scale and scope of the production. The deposit shall be returned when all conditions, including location restoration and payments as applicable, have been met. Should the scale and scope of the production change mid-production, the security deposit may be increased.

#### **4.13. Local Sourcing**

The production company will make every effort to utilize certified local businesses and services throughout the course of production activity, including pre- and post-production work. Visit [www.filminsudbury.ca](http://www.filminsudbury.ca) for information on industry resources in Sudbury.

#### **4.14. Acknowledgement**

The City of Greater Sudbury wishes to enhance its ability to attract commercial, video and film production. To promote our City we ask for:

- Mention in the credits in the form of a City of Greater Sudbury logo if municipal support was accessed, or “Filmed on location in the City of Greater Sudbury” otherwise
- A letter confirming that the City of Greater Sudbury will receive a screen credit on the final film/video
- Any stills/clips/etc. filmed in Greater Sudbury to be utilized by the City of Greater Sudbury for promotional activities
- Permission to use the film title, film reference, actors/directors/producers/writers names or similar identification of the production in any promotional information used by the City of Greater Sudbury

The Economic Development section respectfully requests copies of any media releases, casting calls or public advertising related to the project while filming in the City of Greater Sudbury.

#### **4.15. Disclaimer**

The City of Greater Sudbury reserves the right to refuse to allow filming or issuance of a Permit to an applicant that does not comply with and/or satisfy the criteria outlined in these guidelines, or to terminate the Permit. Decisions will be made on an individual basis.