

Boozin' Brushstrokes™ Instructor

Do you have the passion and creativity to be a Boozin' Brushstrokes™ instructor?

Boozin' Brushstrokes™ primary goal is to make art accessible to everyone by creating an atmosphere where people who may not consider themselves artists can enjoy a fun and low-stress environment where they will not be judged while enjoying an evening designed to bring out the Picasso in everyone.

Are you the one?

- 1. Are you capable of instruction in a fun and light-hearted environment?
- 2. Are you passionate about art?
- 3. Do you like to have fun?

If you are the one:

- We ask that our artists remain positive and encouraging throughout the painting process even when some of your clients will be extremely critical of their work.
- You must be at least 21 years old.
- We will provide the first art project and instructions to get you started, thereafter you must be able to create an original piece of teachable and simple art projects which can be followed through step-by-step instructions.
- You are required to have your own transportation.
- Boozin' and Brushstrokes will provide the materials but you are responsible for having the items on-site the day of the event.
- You may be required to move table and chairs into place for the event.
- You must be social Facebook and Twitter are required to promote the event but you may also use Instagram, Google+ and Meetup. We don't discriminate, the more publicity the better.
- Remember it is not a library setting so participants may be loud which may require you to project your voice during the instruction.
- Are you ready to be a motivator and inspire the non-artist to be their best?

Pay:

- A typical event runs about 2.5 hours with set-up will bring the entire night's work to 4.5 hours.
- Teaching Artists are paid \$75/event. You are allowed to accept tips which may equal to around an additional \$30 per event.
- In case of large parties (over 30) we will hire an assistant for the evening. The assistant will be paid \$45.00 for the evening.