MEMBERSHIP APPLICATION

We hereby apply for membership in the association Open Industry 4.0 Alliance (OI4):



CONTACT DETAILS		
Company name		
Street, number		
ZIP code, city	ſn	untry
Contact person		<u>-</u>
Phone	_	mail
Filone	L.	iliali
	ease complete and sign). We hereby revocably authorise e. Any costs for chargeback fees are to be borne by us.	Open Industry 4.0 Alliance to debit the fee due
PAYMENT INFORMATIO	N.	
Account holder	"	
Name of the credit instituti	on	
IBAN:		
BIC:		
Confirmation of boank details Signature 1	Place, date	Signature Member
Membership application		Name in blockletters
Open Industry 4.0 Alliance and user each fiscal year and can be do each year as part of the valid SEI to the board of Open Industry 4.0 year. During the fiscal year of ad ance must be notified in writing coolicies of the association Open I from it. Further, we actively and servicely and servicel	hip in the association Open Industry 4.0 Alliance. By sign indertake to pay the membership fee on time. The memb ownloaded from the website. The membership fee is deb PA procedure (creditor identification number: CH	ership fees are set out in table determined by the Boa ited from the above-mentioned account in February of). Withdrawal can only take place with written notiber, at the latest on 30th September of the respective nly with Board approval. The Open Industry 4.0 Allidaccount details. We acknowledge the legal frameword understand and accept all rights and obligations ariseover, by becoming a member we agree that our compared.
	by Open Industry 4.0 Alliance and, if applicable, by Open Industry 4.0 Allian	
ne 101 Imerial club purposes in compliance	with the privacy. Further information on the handling of your personal data	з сан ве тоини он our website: nttps://openindustry4.com/privacy/.
Confirmation of Application Signature 2	Place, date	Signature Member
		Name in blockletters
THE OPEN INDUSTRY 4.0 ALLIAN	NCE (014) CONFIRMS THE ACCEPTANCE OF THE ABOVE N	MEMBERSHIP APPLICATION
Place, date	OI4 Representative Signature	Name in blockletters