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Each part of the WORK is separated into three definitions each with their own usage agreements.

#### **“Sample” Definition:**

A sample is a single sound played anywhere from 0 to 15 seconds. These also may be referred to as a “One Shot”, “Hit” or “Instrument”.

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**“Instrumental” Definition:**

An instrumental is made up of multiple sounds played together to form a musical structure including but not limited to intro, verse, chorus and outro elements usually lasting between 2 to 6 minutes in length. These also may be referred to as a “Beat” and “Track”.

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### **“Loop” Definition:**

A loop can be made up of one or more sounds played together to form a repeating pattern of sound(s). Loops are used as the basis to build instrumentals. These can be any length required for the desired sound effect.

### **“Loop” Usage Agreement:**

Loops are royalty free up until the Music Production created using the Loop gains a significant amount of revenue and/or plays online and offline. This means when a Music Production reaches over 10,000 sales and/or 1,000,000 plays online and offline using various methods including but not limited to iTunes, Spotify, Tidal, Deezer, Amazon, eBay, CD, mp3, record sales, YouTube, Facebook, Vine, Soundcloud and radio play a copyright claim can be made by the LICENSOR. The LICENSOR reserves the right to request a onetime fee and/or royalties for the WORK. In such a case the LICENSOR will contact the LICENSEE with a copyright claim and fair payment proposal. If a suitable agreement is not made the LICENSOR reserves the right to stop the distribution of the Music Production. In addition the LICENSOR and original composer reserves the right to be credited for the WORK by name and a web link to the original WORK. The LICENSOR reserves the right to request figures of earnings and of statistics for plays online and offline. The LICENSEE can't compile Loop(s) to create other loop packs or compilations of any kind commercially or non-commercially. The LICENSEE is also prohibited to sell, rent, loan, lease and share the Loop without prior consent from the LICENSOR.

### **Further Definitions**

#### **Music Productions:**

Music Productions are considered to be the final outcome of the LICENSEES use of the WORK. This means that the LICENSEE has taken WORK and modified it in some way.

## **Disclaimer**

The LICENSEE agrees that the LICENSOR is not liable for any damages to hardware, software, equipment or health resulting from the download and use of the WORK. Continuous listening to loud music through ear buds and headphones can cause hearing loss.

**If you have any doubt or complaint about the license agreement, please contact me here: [sambothemaker@gmail.com](mailto:sambothemaker@gmail.com)**

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*Sambo  
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