

05 April 2008

GDPU Image Final Proposed League Rules 2008

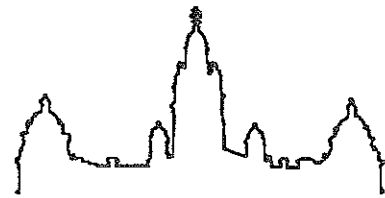
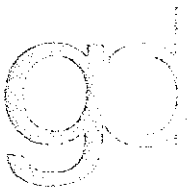
1.0 Slide League Objectives:

The intent of this competition is to allow clubs to enter a regular competition that not only promotes digital projected images, but encourages clubs and their members to meet with other clubs they would not normally come in contact with.

The responsible GDPU person for this competition is the League Secretary whose details can be found at the back of this booklet.

2.0 General

- 2.1 The competition shall be run on a league basis where the club with the highest points after all competitions will gain entry to the grand final. Each league shall normally comprise of 4 clubs where each club plays the others only once. If a club drops out after the leagues are drawn, the other clubs shall arrange their matches accordingly.
- 2.2 League groups shall be drawn for the following season at the December delegates meeting. Only clubs who have agreed to compete shall be entered into the league.
- 2.3 All league competitions shall take place between the start of September and the end of February each season.
- 2.4 Each league competition is an "open" competition with no set theme and shall comprise of 20 images from each club.
- 2.5 Entries shall be passed to the judge a minimum of 10 days before the competition is due. The visiting club shall contact the host club to arrange delivery of their entries which should be at least 7 days before submission to the judge or by mutual arrangement between the clubs.
- 2.6 There are no restrictions to the number of times an image can be entered into the league competitions in a single season. Images that have been used in previous season cannot be used.
- 2.7 Image selection will be in accordance with each clubs own procedures.
- 2.8 The host club is responsible for advising the League Secretary of the dates of their competitions and also the final scores.
- 2.9 The competing clubs in each league shall be decided by mutual agreement who will be the host club.
- 2.10 The host club shall ensure that all entries are suitably mixed, assigned a reference number and provide an appropriate listing for the judge and visiting club. (There is no requirement to specifically include any Metadata)
- 2.11 Any dispute between clubs shall be brought to the attention of the League Secretary for resolution.
- 2.12 All images submitted to the judge shall be identified by reference number and title only.



2.13 Digitally manipulated images are acceptable.

2.14 After each league competition, the home club shall ensure that the away clubs images are removed from any hard drives and any CD's images exchanged between clubs destroyed or returned. It is incumbent on all clubs to ensure that all possible precautions are taken to prevent any misuse of digital files

3.0 Image requirements

3.1 All images should be in the JPEG format with a standard landscape image / canvas size of 1024 wide x 768 high pixels. Where an image is different to this size, (Panoramics, square format, portraits, etc.) then the image should fit within this size and the "blank" area made black.

3.2 Away club should submit their images to the home club on CD or other agreed media.

3.3 All images should be in the sRGB colour space.

3.4 Home club should submit images to the judge on a CD or other agreed medium along with a copy of these rules.

4.0 Projection requirements:

4.1 No specific requirements for digital projectors are given other than projectors should be capable of XGA projection and be set for sRGB colour space with a resolution of 1024 x 768.

4.2 Projectors should be set up with regards to brightness, contrast and colour temperature with such set ensuring that an image of known quality is faithfully reproduced with no obvious colour casts, softness or poor contrast. (Test images available from various sources may be used to establish the standard of projection and familiarise the audience on the night of the competition.

4.3 Projection computer should be set to the same resolution and colour space as the projector.

4.4 Screens should be of good quality, high contrast suitable for front projection. Poorly painted walls should be avoided.

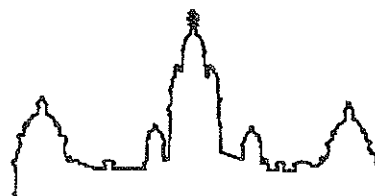
4.5 Screen fabrics can also affect the quality of the projected image and for most clubs the following screen types would be suitable:-

Diffuse (Type D) fabric screens: These are primarily used for large audiences that are going to be quite spread out and where you can black out or dim the light in the room. These screens reflect a diffuse image over a wide angle. The disadvantage is that the resulting image is relatively dim and your room therefore needs to be blacked out or at least have subdued light

Specular (Type S) fabric screens. These are used for small audiences that can sit more closely together and where you cannot dim the lights. These screens reflect a sharper image over a narrower angle.

4.6 Image should be correctly projected such that no noticeable keystone errors are intrusive.

4.7 Clubs may use any projection software they choose provided it allows the images to be projected in the correct sequence and at the speed required by the judge.



- 4.8 There is no requirement to use special software as the all images will be assessed and judged by the judge using their own monitor and computer system. On the night of the competition the images require only projection and not assessing. *(For Salon Style Projected Image Competitions it is necessary to use special competition software and calibrated projectors.)*

5.0 Judging / Scoring

- 5.1 The host club is responsible for arranging the judge who shall be a mutually agreeable GDPU listed judge. Where agreement cannot be reached between the clubs, the host club shall advise the League Secretary who shall then appoint a judge.
- 5.2 The host club is responsible for advising the GDPU League secretary of the scores for each league match within 7 days of the competition.
- 5.3 The league Secretary shall keep an account of all scores and the club that gains the highest score in each league shall go forward to the final. Where clubs have an equal score at the end of all matches, each of the tying clubs shall submit 5 slides to the League Secretary who shall arrange for a judge to score and decide which of the clubs gains a place in the final.
- 5.4 The host club shall ensure that the judge for each competition is asked to provide a mark out of 20 for each image. The club with the highest score will be judged to have won that round.
- 5.5 Scoring for each league competition shall be as follows:-
- 3 Points for a win
 - 1 point to each club for a draw

6.0 League Final

- 6.1 The final shall normally take place in April each year at a venue and date decided by the League Secretary. This will be advised at the December and March delegates meeting.
- 6.2 The final is an "open" competition with no set theme where each finalist club shall submit 15 digital images on a CD / DVD along with an appropriate listing of entries to the League Secretary no later than the 14th March.
- 6.3 The judge for the final will be selected by the League Secretary.
- 6.4 The judge will score each entry out of 20 and the club with the highest score shall be declared the overall winner. In the event that 2 or more clubs end with the same score, the top 5 scoring images from the clubs shall be totalled and the club with the highest score becomes the overall winner. If this still results in a draw, the next highest image from each club will be added to the total and so on until an outright winner is produced.
- 6.5 CD / DVD's from the finalist clubs shall be destroyed after the final and all images removed from the GDPU projection computer.
(Note; the finalist images may be used by the GDPU for publicity purposes only.)

7.0 Awards

- 7.1 The winning club shall be awarded the *Lizars Trophy* to keep for 1 year.
- 7.2 The winning clubs name shall be inscribed on the trophy by the GDPU and an award given to the club for their permanent keeping.
- 7.3 Trophy shall be returned to the GDPU at the March delegates meeting.