

## Match an Image Rules

1. Each club is to select a set of 36 untitled photographic images and may use only those images in the competition.
2. The copyright of all images must be held by members of the competing club. There is no restriction on the number of images from each member.
3. Images must be supplied in JPG format, sRGB colour space. Optimum image size is 1600 pixels wide or 1200 pixels high or both. Bicubic resizing will be used to show images. Images must use file names numbered 1.jpg to 36.jpg inclusive. If possible, black borders should be removed.
4. A club's team may contain up to 3 members.
5. Order of play will be determined randomly by the computer.
6. The first club chosen will select an image that it hopes the other teams cannot match. They announce its number to the scorer who will then show the image on the screen at reduced size.
7. The other two teams then have 30 seconds to each choose an image which they believe matches the starting club's image. The number of each image must be announced to the scorer. Images will be shown together with the start image.
8. If no image is selected then the club misses the round and loses one point.
9. A match can be by subject, shape, colour or whatever criteria the judge chooses.
10. Images will be shown individually and at full-size for judging. The judge will then choose the best image from the starting and matched images only. If there are no matched images then starting image is the best.
11. The judge's decision is final.
12. The process is repeated in rounds until all rounds are completed. Clubs take it in turns to start.
13. Each image can be used only once.
14. Scoring for each round:
  - The start image scores 1 point.
  - Any matched image scores 1 point.
  - The best image scores an additional 1 point.
  - The judge may also award 1 bonus point per club, per round.
  - If no image is selected within 30 seconds 1 point is lost.
15. The winner of the competition is the club that has scored the most points. In the event of a tie the tying club with the highest number of best images will win.

### Additional information

Images numbered 1 to 36 should be brought to the venue on the evening

Alton CC uses PC equipment.

It is the competing club's responsibility to ensure that the media can be read. They must also provide a paper copy of the images, light-box or computer in order to facilitate the image selection during the competition. ( A large contact sheet is generally preferable)

It pays to select images covering a wide range of subjects. For instance Team A may lead with an image of a green train, a match could be a train, some form of transport or possibly something green, as the evening progresses matches get harder. The decision if it's a match is down to the judge some can be more sympathetic than others. Teams may attempt to persuade the judge of the reason why their image is a match or of higher quality.

Although there is a main scorer, each club should note the scores to ensure fair play.

A break will occur after 18 rounds or thereabouts.

**This is a light-hearted event and should not be taken seriously!**