

# RULES FOR THE MATCH-A-DIGITAL IMAGE COMPETITION

- There will be 3 competing Clubs/Societies and an independent Judge.
- Each Club/Society will bring One Digital Projector and Lap Top and 36 Images of which 24 will be used. Each image may only be used once.
- Each Club/Society is asked to use as many images from as many members' as possible. The more unusual your selection of images, the more difficult it makes it for the other teams to match them!
- Each Club/Society will take it in turns to show the first image while the other Clubs will attempt to match within 60 seconds.
- The Judge will award points as follows:-
  - The first image is marked up to 5 points for Photographic merit.
  - The other matching images are then marked: -
    - Out of 5 for Photographic merit, plus
    - Out of 5 for Quality (originality of the match).
- The Judge's decisions are open to challenge on the rule "The other matching images are marked out of 5 for Quality (Originality of the match)."
- Each Club/Society must supply a Projectionist, one or more Selectors and a Scorer.
- There will be a 20-minute interval after round 15.