

The Brief 2005

Please read carefully. As failure to follow this brief may result in your film being disqualified.

You **MUST** Include **FIVE** of the following items in your film

ONE of which **MUST** be in the first 30 secs of the film.

- **The Boulder County Clock Tower**

At the Court House on the 1300 block Pearl Street, Boulder. What time is it?

- **Columbia (Pioneer) Cemetery GATEWAY ONLY**

Located at the corner of 9th and Pleasant Street. While the cemetery is closed dusk to dawn so the immortals can wander about, the gateway entrance is not.

- **The Solstice Institute Sign**

At the far west end of Pearl Street on the corner of 3rd and Pearl at 302 Pearl Street Studios is a round Solstice sign.

- **The War is Over! Printers Plaque on the sidewalk just west of the Daily Camera**

There is a walkway off Pearl Street that runs north-south just west of the Daily Camera building between 9th and 11th street.

- **An Orange Pumpkin**

Found in any field or your local grocery store.

- **Sphere Marble Fountain**

At the Southwest corner of the CU Campus. Colorado Ave and Regent Drive in the Engineering Quad there is the *John F. Dresher Fountain*. Public parking is available just north or across Regent Drive. (No filming on campus 11pm-6am)

- **Sculpture mosaic bench at corner of 28th Street and Arapahoe Ave.**

Located at the southwest corner of the 28th Street and Arapahoe Ave. Park in the Safeway parking lot.

- **Iron Gate at 1225 College Ave,**

Located just to the west of the patio area of Espresso Roma Café on College Ave.

- **Inner courtyard at the Parenting Place, 1235 Pine Street**

Besides the required shot of the court yard area, interior spaces are also available.

- **A Shoot Out Poster**

Hey! We think it looks cool.

- **A Rubber Ducky**

Be Creative!

- **The Phrase 'You're a good man, Charlie Brown'**

THE RULES

- **Films must be made within a 24 hour period from 9pm approximately Friday 14 October to 9pm Saturday 15 October 2005.**
- **Films will not be accepted after official clock ends on Saturday 15 October 2005.**
- **Each film MAY NOT be no longer than seven (7) minutes including titles and credits. Films will be disqualified if they are longer than seven (7) minutes.**
- **Each film MUST contain a selection of five items as outlined in the brief overleaf**
- **The Producer of each film MUST hold copyright of all music, images and performances included in the film**
- **Film MUST not be edited**
- **Each film must be dubbed onto the serialized miniDV provided at the start.**
- **Someone on the crew must be wearing the team's ID badge i.e. the producer**

Definition of Editing

Teams may not edit i.e. use an editing suite, any method that views it through monitor or by connecting several cameras or VCRs together, or use of a computer or any other technology other than the one camera used to shoot the video/film. This also means you cannot use camera's internal memory sticks nor can you reorder your scenes using any memory or DVDR functions that the camera may have. Films must be shot in sequence, i.e. produced in a linear manner (NO EDITING). This means that teams may rewind tape, preview and tape over what was last shot

The Dubbing Process

You are NOT allowed to edit your vision. This means your vision must go directly from your camera tape to the VHS tape you hand in. It can not go via a computer, or via some other piece of equipment.

You are allowed to dub onto your vision any sound you like. This means you can add music, voice over or live sound. You may edit this sound as much as you wish. If you want, you can take your live sound and put it on a computer, edit it, add sound to it, but it MUST come off the computer as a Music CD. Then you can dub the CD onto your camera vision. This will be a hit or miss exercise to get it in sync. But this is the fun of the game!

You CAN NOT output your sound and vision from any kind of computer or edit machine. The vision must come directly from the camera tape to the tape you hand in.

If you wish to use our dubbing facility, there are limits to what you can do. Please check details

The purpose of the competition is to foster and encourage creativity, i.e. the idea of the film and its execution, rather than the technology used to make it slick.

These copyrights are the Producer's responsibility and may need to be obtained prior to the event. The Shoot Out takes no responsibility for any breaches of copyright.

The items are to appear in the film as proof that the film was shot in 24hrs. They do not have to be prominently featured or shown in full. The judges will look for the items "Where's Wally" style.

Boulder's Noise Ordinances

(Or suggestions on how NOT to get your shot shut down because of noise complaints)

Night Shots:

It gets dark by 9pm, so plan your night shots.

Any night shots in a residential zone, try to get done by 11pm.

5-9-5 Disrupting the Quiet Enjoyment of the Home:

It is unlawful to engage in loud behavior in a residential zone that bothers someone else in their own home. When law enforcement officers receive a complaint, they can shut down your operation immediately. So, in residential zones, try to do things quietly and quickly, at a reasonable time