

The Brief 2009

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

You **MUST** Include **FIVE** of the following **ELEVEN** items in your film. **FIVE** of the items must include at least **1** **LOCATION**, **PROP** and **PHRASE**.

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

- **"Play-Doh"**

Do something creative with Play-Doh!

- **Girl reading to younger child on park bench sculpture** (Walnut and 13th Street)
Metal sculpture on the north-east corner of Walnut and 13th among the shrub walkway.
- **Metal Dress sculpture near north wing of the Boulder Public Library**
Located to the east and in a small garden is a rusty metal dress sculpture.

- **"A Paint Brush"**

Brighten up the world with a few strokes of paint!

- **Gold Fish Chasing Gold Fish Mosaic table at Snarfs on Pearl** (2128 Pearl Street)
Mosaic table has a blue background with two gold fish chasing each other tails on the west patio of Snarfs, closest to the entrance of the sandwich shop.
 - **Mario Bros. inspired raining pills painted on the store windows** (9th and Pearl Street). Located at 902 Pearl Street on the corner of the Atmosphere Building.
 - **Chief Niwot Sculpture (Canyon and 9th)**
Located west of 9th Street between Boulder Creek and Canyon Blvd along the bike path is the Charles A. Haertling Sculpture Garden. The sculpture sits on a rock to south.
 - **"Butterfly Garden Flagstone Sign (Canyon and 6th)**
Located east of 6th Street between Boulder Creek and Canyon Blvd along the bike path is a small butterfly garden with a flagstone marker. Show east face of marker.
 - **Wash your hands with soap and water.**
Use the little sample in your grab bag to lather up your hands.
 - **Show the Renoir quote on the Westside of the Rembrandt Yards Building**
"One must from time to time attempt things that are beyond one's capacity."
 - **Phrase by Julia Child "Bon Appetite!"**
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Thanks for participating!

The Shoot Out Boulder will accept serialized tapes beginning at 3 PM on Saturday at the same place where you picked up your tape.

THE RULES

- **Films must be made within a 24 hour period from 6pm approximately Friday 24 September to 6pm Saturday 24 September 2009.**
- **You must use 5 of the 11 possible mandatory locations or props. One of the items must be in the first 30 seconds.**
- **Five of the items must include at least 1 LOCATION, PROP and PHRASE. You may use whatever location or prop from the list for the remaining two items.**
- **Films will not be accepted for judging after official clock ends on Saturday 24 September 2009.**
- **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.**
- **The Producer of each film MUST hold copyright of all music, images and performances included in the film and turned these form in before official clock ends on 24 September**
- **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**
- **On Tape Turn In form, list where chosen items appear in your film.**

Definition of Editing

Teams may not edit i.e. without using 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

You are NOT allowed to edit your vision. This means your vision must go directly from your camera tape to the final MiniDV 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 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 the dubbing facility, there are limits to what you can do. Please check details and make sure you bring your camera with power cords and the cords to connect it to the TV.

Other Considerations

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.

The producer of the entered film must hold copyright for music, voice over, images and performances so that the video can be shown internationally for an indefinite period from **25 September 2009**.

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.

We recommend you shoot 16:9 anamorphic but make it 4:3 safe. Your film will be timed starting at the first sound or image on the tape so please leave a good 30 secs of black at the front of the tape before you begin. Blacken (record for 10 minutes with the cap on) your tape before you begin shooting to avoid the ugly blues later.