

The Brief 2010

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.

1. **Ruby Juice Mug** Use or show the mug in an interesting place i.e. On the Great Wall of China.
2. **Bill Collings, renowned cowboy and artist, his sculpture is in front of the Wyoming Arts Council offices (2320 Capitol Ave.)** The WAC is a big supporter of the arts in Downtown Cheyenne.
3. **"Live The Legend"** on the poster, grab bag or any where else you see it.
4. **Visual evidence of the wind!** Be creative with ways to show the wind without howls on your sound track!
5. **Molesworth desk inside the Plains Hotel in the NE corner by the Capitol Grille doors.** Thomas C. Molesworth is one of the most famous western furniture designers originally based in Cody, Wyoming.
6. **The "Iron Horse" sculpture by Lyle Nichols in front the the Depot on the Depot Plaza** The sculpture is made from scrap metal retrieved from a dumpster near the trail depot as an homage to Cheyenne's railroad history.
7. **Pulling on a cowboy boot.** Plenty of boots at The Wrangler.
8. **Chief Little Shield painting over the elevator doors in the lobby of the Historic Plains Hotel (1600 Central Avenue).**
9. **The cowboy riding a horse on the Wrangler sign at the corner of 16th and Capitol Avenue.**
10. **Outside foyer of Phoenix Books and Music (1612 Capitol Avenue)** The windows will be well lit for night time shooting.
11. **"If you want to call me that, smile".** Phrase by Gary Cooper in "The Virginia" produced in 1929 inspired by the Virginian Hotel in Medicine Bow, Wyoming

The Shoot Out Cheyenne will accept serialized tapes beginning at 4 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 15 October to 6pm Saturday 16 October 2010.**
- **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 16 October 2010.**
- **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 15 October.**

- **Film video MUST not be edited**
- **Each film must be dubbed onto the serialized miniDV or DVD provided at the start.**
- **Someone on the crew must be wearing the team's ID bandanna i.e. the producer**
- **On Movie Return form, list where chosen items appear in your film.**

Thanks for participating!

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 **15 October 2010**.

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.