

Match an image competition

This event is intended to remedy a feature often lacking in photographic society programmes and unlike most club competitions is intended to encourage full audience participation.

1. The competition is one between three teams, using three projectors and three screens. Each team will normally consist of three members.
2. Each team shall appoint (a) a person competent in the use of a computer, so as to be able to display the chosen image at speed, (b) a captain, whose decision for the team will be final.
3. Each team shall provide a panel of photographs consisting of twenty images of any subject or subjects, supplied by the members of their club.
4. As the clubs may not have the same size of screen, the teams shall either draw lots to decide which of the three screens they will use, or choose to zoom the projected images to the same size.
5. The images on the computer screen should not be visible to opposing teams.
6. The teams shall draw lots for who starts with the first image (team A), who is going to be second (team B) and third (team C). Each team takes it in turn to show the first image of a round which shall be ready for projection immediately the result of the previous round has been declared. The other two teams then have 30 seconds in which to produce a match for that image from those remaining of their panel.
7. No image may be used more than once and no addition may be made to the panel once the competition has started or the team will be disqualified.
8. The judge will first consider and decide which of the images may be declared to match the first image. Each of the teams producing a match will be awarded one point.
9. The judge will then determine which of the original and any matching images is the best as a photograph, for which a further one point will be awarded. An image, which is not judged to be a match, however good a photograph, receives no points.
10. The first image scores 2 points if the other two teams are unable to match it.
11. This procedure will be repeated, teams A, B & C taking it in turn to project the first image, until 18 rounds have been completed.
12. Each team should therefore finish with two unused images, which should be projected in two further rounds (with no matching required) for the judge to decide the best image thereof and award that team two bonus points. For these two rounds all the images

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must be shown simultaneously with no changes allowed once they have been displayed.

13. The judge should be briefed to be tolerant and indulgent in accepting what is a match; e.g. a motor car clearly showing a number plate and a nude could both be regarded as a figure study, but whether a pillar-box and a newspaper could both be regarded as, "read" would be entirely at the Judge's discretion. Teams may if they so wish say why they consider an image to be a match and if unable to do so the audience may do so for them. Opposing teams may protest or barrack. In any case, the judge's decision is final.
14. Barracking by the teams must be limited to the other teams and the audience but, if directed at a judge, may be treated as a foul and incur a penalty by the deduction of a point.
15. The judge may, at his or her complete discretion, award up to three consolation points during the evening, one at a time, for any reason thought fit, including the encouragement of a team which may appear to be without a clue.
16. The judge should be warned that they might be liable to verbal abuse but that they have the right of reply and an assurance that such reputation as they may have will not be affected. The judge should be given a copy of these rules before being asked to act.
17. An impartial member of one of the clubs should be appointed to assist the judge in interpreting the rules and to make sure the teams have recorded the marks correctly.
18. At the end of the competition the team with the highest number of points will be declared the winner.
19. The images used in this competition cannot be used again in any other 'Match an Image' against the same clubs.