



CWU 48-Hour Film Slam

Slamin' Rules

The Premise: Participating teams have just one weekend to make a short film. All creative work—writing, rehearsals, costume, set design, shooting, editing and adding a musical soundtrack—must occur in a 48-hour window beginning Friday evening at 5:15 PM and ending Sunday at 5:15 PM. At 7 PM Sunday, the completed films are screened to a panel of judges and an eager audience!

Running Time: Films submitted to the Central Washington University (CWU) 48-Hour Film Slam (48HFS) should be a minimum of 4 minutes and a maximum of 7 minutes (plus no more than 1 minute for credits). Short is good. Shorter films are usually tighter and generally more interesting... Before the film begins, it should have 5-seconds of black, a title card containing the film title, genre, required elements, team name, director & scriptwriter(s). A second title card must state, "This film made for the CWU 48-Hour Film Slam" and the date. This should be followed by 2-seconds of black and then your film can begin (this is when the clock starts on your program). Other footage &/or out-takes are not allowed with your closing credits (which should not exceed 1 minute).

Teams: No fewer than four (4) and no more than five (5) people on a team. Must have one CWU Film & Video Studies major (equipment certified if you wish to use university equipment) and one CWU Theatre major. The rest of the team can be made up of any other students or community members.

Equipment: If you have your own equipment, or can acquire your own equipment, go for it! If you require use of CWU production &/or post-production equipment, at least one member of your team must be equipment certified! Production equipment can be checked out initially for 4 consecutive hours. Equipment will be available for an additional 2-hours, for a maximum of 6-hours total, on an "as available" basis. Production and post-production equipment must be reserved by no later than Saturday noon. Editing bays can be reserved initially for 4 consecutive hours. Editing bays will be available for an additional 2-hours, for a maximum of 6-hours total, on an "as available" basis.

Genre: Each team will draw a genre out of a hat. If the drawn genre is not desired, they may trade with another team (if the other team agrees). Once the rules meeting is concluded, genres are locked!

Required Elements: At the mandatory rules meeting, a character and a prop will be drawn from a hat. The theme for each year's 48HFS must be incorporated into each film as a line of dialogue. These elements must appear in each film in some way. All teams will have the same required elements.

General Dos & Don'ts: All footage must be captured within the 48-hour time period of the Slam. The only work allowed prior to the 48HFS is organizing crew and cast, securing equipment &/or scouting/securing locations. All cast and crew must be volunteers. Teams are encouraged to work with a local composer &/or musicians to write and record original music for their film/video. It is permissible for a team to use pre-recorded music. However, the team must have the rights to any music used in its film and must provide a release for all music used. Use of sampled musical loops (e.g., Apple's *Sound Track* or *Garage Band*) in original compositions is allowed if composed during the 48-hours of the competition. Pre-recorded sound effects are allowed, but teams must have rights to use them.

Keep it Legal, Keep it PG: Entries must be the original work of the team; must not infringe third-party's rights; must be suitable for public screening (*i.e.*, keep it "PG," cannot be obscene or indecent or include drug use; see, http://www.mpa.org/FilmRat_Ratings.asp for more details);

must not contain obscene or pornographic material; may not contain defamatory statements about any person, company, organization or entity; may not invade privacy or other rights of any person, company or entity; may not in any other way violate applicable laws and regulations; and may not contain any copyrighted elements (other than as owned by the team, CWU &/or 48HFS). Entries containing prohibited or inappropriate content as determined by the judging panel, in its sole discretion, will be disqualified.

Materials to be Submitted: Each team must submit a Certification Statement with their completed entry, certifying adherence to all Official Rules outlined in this document. Each team must also secure and submit talent, crew, and music releases as well as location permits or releases (as appropriate), which must be turned in with a clean copy of the script and the finished film/video. All teams will submit one (1) DVD (encoded for all regions) for screening purposes and one (1) QuickTime™ file (self-contained, 30 fps data DVD). Submitted media must be in SDTV 4:3 aspect ratio (if in another format it must be letterboxed). No entries (media or documents) will be returned.

Judging: A panel of individuals drawn from the faculty of Film & Video Studies, Theatre and English, as well as at least one member from the community will be judging the submissions. Judges will base their decisions on the following criteria—creativity (40%), technical merit (30%), and adherence to the assigned Genre, Required Elements & Official Rules (30%). Awards will be given for the following categories—Best Screenplay, Best Directing, and Best Technical (cinematography & editing). Audience awards will be given for Best Actor and Best Picture as determined by an audience ballot at the time of screening.

Hold Harmless: By submitting an entry, participating teams agree to the Official Rules, and further agree to indemnify and hold the 48HFS, CWU, and their respective affiliates, officers, directors, agents, co-branders or other partners, and any of their employees (collectively, the "CWU 48HFS Indemnitees"), harmless from any and all claims, damages, expenses, costs (including reasonable attorneys' fees) and liabilities (including settlements), brought or asserted by any third party against any of the CWU 48HFS Indemnitees due to or arising out of a participating team's submitted materials in this competition, or the individual team member's conduct during and in connection with the 48HFS, including but not limited to trademark, copyright, or other intellectual property rights, right of publicity, right of privacy or defamation. Team members agree to release, indemnify and hold harmless 48HFS and CWU from any and all claims that any advertising, presentation, web content or any other material subsequently produced, presented, &/or prepared by or on behalf of 48HFS or CWU infringes on the rights of a participating team's work as contained in any submission. Furthermore, by participating in the 48HFS, participating team members agree to release, indemnify and hold 48HFS and CWU harmless from any and all claims, damages or liabilities arising from or relating to such team's participation in the 48HFS competition.

Final Comments: All costs associated with the production of the 48HFS entry are solely the responsibility of each respective team. The team leader (or their designee) must be present at the mandatory rules meeting to be eligible to participate; a representative of the team should also be present at the film-screening event. By participating, team members agree to the Official Rules, which are final and binding in all respects. The CWU 48-Hour Film Slam Organizers may add to or amend these rules at any time prior to the beginning of the 48-hour time period.