

RULES FOR MIX 'N MATCH

1. Before the match each team selects an agreed number of random images (e.g 20) of their choice. The selection cannot be changed once the event has commenced.
2. A limit per author should be agreed (eg:3)
3. By the tossing of a coin a team can decide whether to go first or second.
4. Team 1 reveals an image which is marked on quality by the judge (e.g. out of 10).
5. Team 2 selects an image from their choices to match the Team 1 image. This “match” is marked (e.g. out of 10) first for the quality of the image and then again (e.g. out of 10) for the match with the original image. A good match is the decision of the judge but subject, colour and content would be taken into account.
6. The process is then repeated alternately until all the images have been displayed.
7. Images can only be shown once.
8. The winning team is that with the highest overall score.