



SKETCH RULES AND REGULATIONS



1 EACH SHOULD HAVE THERE OWN MATERIAL(LIKE - PENCIL,ERASER,SHARPNER ETC.)

2. ELIGIBILITY: COMPETITIONS WILL TYPICALLY HAVE ELIGIBILITY CRITERIA SUCH AS AGE, LOCATION, OR LEVEL OF EXPERIENCE, AND PARTICIPANTS SHOULD MAKE SURE THEY MEET THESE CRITERIA BEFORE SUBMITTING THEIR ENTRIES.

3. SUBMISSION GUIDELINES: PARTICIPANTS SHOULD FOLLOW THE SUBMISSION GUIDELINES SET OUT BY THE COMPETITION ORGANIZERS, INCLUDING THE SIZE AND FORMAT OF THE SKETCH, FILE NAME CONVENTIONS, AND ANY OTHER SPECIFIC REQUIREMENTS.

4. ORIGINALITY: PARTICIPANTS SHOULD ENSURE THAT THEIR SKETCHES ARE ORIGINAL AND NOT COPIED FROM EXISTING WORK OR COPYRIGHTED MATERIAL.

5. CREATIVITY: SKETCH COMPETITIONS ENCOURAGE CREATIVITY AND ORIGINALITY. PARTICIPANTS SHOULD USE THEIR IMAGINATION TO CREATE SKETCHES THAT ARE VISUALLY APPEALING AND EFFECTIVE AT CONVEYING THE INTENDED MESSAGE.

6. TECHNICAL QUALITY: TECHNICAL QUALITY IS IMPORTANT IN SKETCHING. PARTICIPANTS SHOULD ENSURE THAT THEIR SKETCHES ARE WELL-DRAWN, PROPERLY COMPOSED, AND FREE OF ERRORS.

7. MEDIUM: SKETCH COMPETITIONS MAY SPECIFY THE MEDIUM USED FOR CREATING THE SKETCH, SUCH AS PENCIL, PEN, OR DIGITAL. PARTICIPANTS SHOULD USE THE SPECIFIED MEDIUM AND FOLLOW ANY GUIDELINES OR RESTRICTIONS RELATED TO IT.

8. RIGHTS: PARTICIPANTS SHOULD ENSURE THAT THEY OWN THE RIGHTS TO THE SKETCHES THEY SUBMIT OR HAVE OBTAINED PERMISSION FROM THE COPYRIGHT OWNER IF NECESSARY.

9. DEADLINE: THERE IS USUALLY A DEADLINE FOR SUBMITTING ENTRIES. PARTICIPANTS SHOULD ENSURE THAT THEY SUBMIT THEIR SKETCHES BEFORE THE DEADLINE TO BE CONSIDERED FOR THE COMPETITION.

10. JUDGING CRITERIA: THE COMPETITION ORGANIZERS WILL EVALUATE ENTRIES BASED ON SPECIFIC CRITERIA, WHICH MAY INCLUDE CREATIVITY, ORIGINALITY, TECHNICAL QUALITY, AND EFFECTIVENESS AT CONVEYING THE INTENDED MESSAGE.

