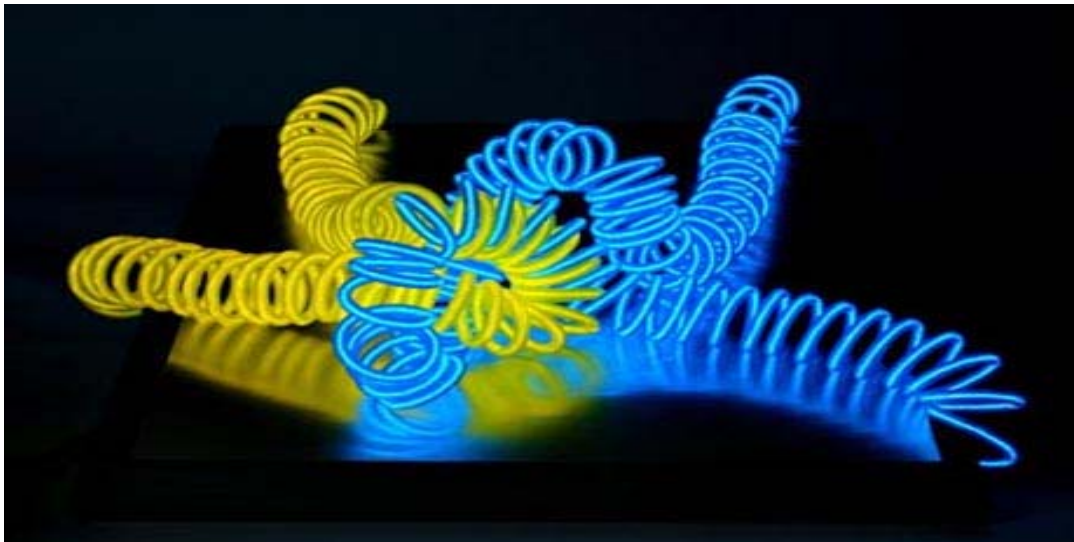


Washington Township Recreation Center
Woodland Lights Light Sculpture Contest



A new contest offered this year for Woodland Lights will allow skilled artisans or budding young artists to design a holiday sculpture that will creatively integrate sculpture and lighting design into a piece that will be showcased nightly during the month long event. In this first year, the intent is for artists to create pieces that blend with nature and utilize LED or low voltage lighting techniques to make their sculpture light up the night!

This year's visitors will be actively involved in deciding the "Public's Choice Award" by viewing all the entries and voting nightly on their favorite pieces. A panel of judges will select awards for the Most Creative Design, Best Use of Light and Design and Best of Show.

Businesses, Churches, Youth Groups, Schools and Colleges are encouraged to enter this contest in the Group Division. What better way to team build than creating a festive holiday atmosphere designing a creative art form for thousands of visitors to enjoy. The winning light sculptures will become permanent display pieces for visitors to enjoy for years to come.

Free to Enter

Entry Forms:

Available Online at www.washingtontwp.org or at the Rec West Reception Center and Main Building Front Desk

Entries Due:

Monday, November 9, 2009

Judging:

Monday, November 30, 2010

People's Choice Winner Announced January 5, 2010

Display Dates:

December 4- December 30, 2009

Prizes for Each Division:

Grand Prize- Recreation Center Complete Pass

Division Winners- Five Daily Passes

Divisions:

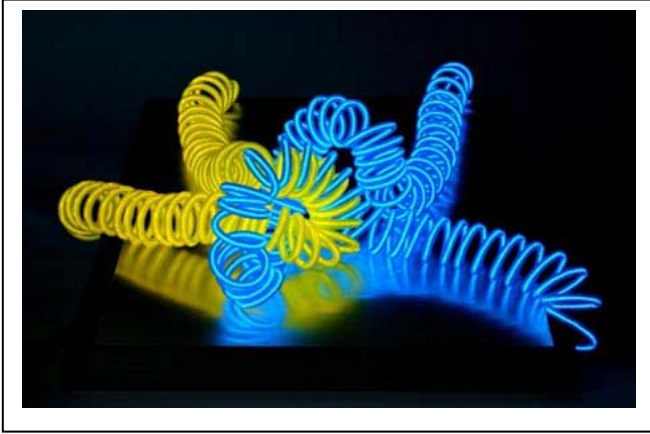
- Youth 12 and Under
- Youth 13-19 Years
- Adult Over 19 years

General Information: 433-0130 or 438-7985

Specific Questions: Linda Madden

Phone: 438- 7985 ext 133

Email: lmadden@washingtontwp.org



Woodland Lights Light Sculpture Contest

Rules and Information

1. Entries can be no larger than 8' by 8'. Maximum wattage allowed is 500 watts.
2. All entries must be original and utilize creative use of lights, preferably LED lights, as the main emphasis of the design. All work must be original.
3. Entries will be displayed outdoors during the Woodland Lights event. Materials used must be able to withstand harsh weather conditions.
4. Entries will need to be prepared for hanging if the design calls for mid-air suspension. Those entries that are standing must be able to be secured to the ground to withstand winter winds.
5. All entries must be submitted to the Recreation Center's Front Desk no later than 6:00 PM, Monday, November 9, 2009. Judging will be held on Monday, November 30, 2009. Entries will be displayed December 4- December 30, 2009 during all open hours of the Washington Township Recreation Center's Woodland Lights hours. The People's choice Award will be announced January 5, 2010.
6. Winners can learn the results of the judging by visiting Woodland Lights or by waiting to be notified by mail.
7. All pieces should include an entry form with Name, Address, Phone, Age of Artist, Title of Entry and Permission Statements signed. Only the name of the artist and title will be displayed during the show.
8. There must be five entries in a category to be considered a contest. Should there be an insufficient number of entries in a category to justify a contest, each participant will receive two daily passes to show appreciation for participation.
9. The winning sculptures become the permanent property of the Washington Township Recreation Center. All other entries should be picked up by Wednesday, January 6, 2010 at 9:00 am and no later than Friday, January 8, 2010. After that date and time pieces will become the property of the Rec Center to use as desired. No reminder calls will be made.

Judging Standards

Each entry will be judged on the following five standards:

Criteria/ Correctness
Craftsmanship
Composition
Creativity
Completeness

Followed Direction / Guidelines
Neatness / Detail of Design
Originality / Uniqueness of Design
Imaginative Development of Design
Overall Presentation of completed Work