

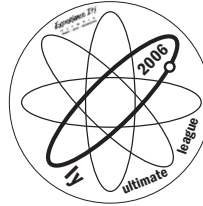
2004



2005



2006



2007



2008



2009 Olympia Spring Ultimate League Disc Design Contest

What: Create a design to be put on the official 2009 league disc (look around and see where previous years' artists are today- they are all totally famous!)

When: Design must be completed and brought on the third Sunday of the league, **April 26** to be voted on (along with the other entries) by league participants.

How: Provide a black ink or computer generated design that meet the criteria (set by Discraft on reverse, but don't stress on these- just be creative for now!). Andy will work with the winner to get the design finalized so that Discraft will print it.

What the disc design must have on it:

1. "2009"
2. "Olympia Ultimate League"
3. The city parks and recreation ("*Experience It!*") logo (see above; does not have to be huge, just readable; we will place it in your graphic later)



Guidelines for artwork:

1. The word "frisbee" (which is trademarked by *the man* at Wham-o) and other trademarked names **may not** be on it – Discraft will not print it!
2. Keep in mind the basic ground rules as far as printing goes (see last year's example above, see back of page for more specific details, and the website for picture examples – but don't get hung up on the details...):
 - i. Draw thick lines, not thin
 - ii. If computer-generating your art, make sure text is sans-serif and at least 12 pts in size
 - iii. No colored areas larger than ½ inch in width (roughly about the size of a nickel)
 - iv. Design does not have to be circular, but will be printed on a 6.75 inch circular space

BOTTOM LINE:

- ✓ **Create something FUN to commemorate a great 2009 ultimate season!**
- ✓ **Please take the time to submit one or more design ideas for us to choose from!**

Don't be intimidated by your amateur art skills- to hell with it!

Give us a good idea- we'll turn it into gold!

Questions? Call Andy @ 280-4441

From the Discraft website for complete design specs (if you are even *vaguely* interested):

<http://www.discraft.com/art.html>

ALL DESIGNS

FOR STARTERS:

Set your art creation software to 300 dots per inch (dpi), then view an actual size image of our [design sample](#)

LINE THICKNESS:

Thin lines will not print well... please keep all lines at least 1/32" (1mm) thick, which is about 2 points in a computer drawing program. Super fine details are generally not suggested for hot stamp designs (FIG 2). When lines are reversed (i.e., the underlying disc color "showing through" a solid printed area), they need to be a little thicker so they don't fill in... at least 3 points. [More about line size and fill.](#)

POINTED LINES AND SHAPES:

Very fine points are not recommended since the hot stamp foil may start to peel from that point, or may become rounded or torn. To prevent this, slightly round off all fine points at the ends of lines and in other small shapes. [More about fine points.](#)

TEXT:

Text should be sans-serif (that's flat or rounded edges, as opposed to 'serif' fonts, which tend to have pointed edges) and at least 12 points in size (FIG 3). Serif fonts do not print well since the serifs are so fine... if you choose a serif font, it must be bold and at least 28 points. If a text style is especially funky, with extra flourishes or unorthodox letter shapes, it may need to be a little larger than stated above.

Reverse text (the underlying disc color "showing through" a solid printed area) should be a little larger than 20 points and **bold** so it doesn't fill in. With reverse text, the bigger the better.

It is best to avoid outlining text on two color designs. If your design includes a significant amount of outlining on text or other elements, you will be required to sign a line-up waiver before we will be able to process your order.

AVOID LARGE SOLID AREAS:

Hot stamp printing is sort of like placing a sticker on the disc surface (albeit much more permanent!): if an air bubble were to get under your sticker, it would create a flaw. Same for hot stamping.

To get around this problem, the largest solid areas in your design cannot exceed one-half inch (12mm) square, or about the size of a nickel (FIG 4). This is probably the most significant limitation in hot stamp printing.

Keep solid areas away from the center if possible, otherwise we may ask you to sign a center waiver before processing your order. If your design depends on large solid areas, you can break them up using fill patterns such as lines, dots, waves, etc. Please make sure the dots or lines are not too small; a minimum of 25 dots per inch is recommended for fill patterns, and lines should comply with the line thickness specs above. Fill patterns should have a 50/50 break up.

CREATING YOUR DESIGN AT THE CORRECT SIZE (OR LARGER) IS IMPORTANT. Feel free to make your design slightly larger, as we can always shrink it down with no loss of picture quality (whereas enlarging a design that is smaller than the sizes in the above table will result in significant loss of quality). Remember to create it in high resolution, at least 300 dpi. [More about high vs. low resolution.](#)

ACCEPTABLE CONTENT:

Almost anything goes... feel free to put any wacky thing you would like in your design, but please avoid sexually explicit, obscene, or vulgar language and images.

ABOUT COPYRIGHTS:

Discraft Inc. cannot print any copyrighted material without the written consent of the author, artist, or designer. If you use any copyrighted material in your design, you'll need to obtain a copyright release from the owner and submit it with your artwork. Examples of copyrighted material include cartoon characters, corporate logos, and school mascots. We also need a release from your school if you use its name in your design (for example "University of Michigan"). **Remember that you can't use the term "frisbee" in your design either**, as it is a registered trademark of another company.