



Technical Specifications for Competition Deliveries (For External Production Companies)

Unless approved otherwise by the Channel 5 Interactive Solutions team, competitions are delivered as a **separate entity** to the programme. By delivering separately, we can control when and where the competition sits, ensuring it's never scheduled outside of competition live dates. The team will provide the information required to produce the competition spots, including scripts, footage and music. Should you have any questions, please contact the team directly on the details found at the end of this document.

Competition Durations:

The durations of each competition are decided by Channel 5 Interactive Solutions (with prior approval from Commissioning Editor) and will be included in the on-air request that is sent to you. The competition durations are usually a 60 second competition and a 30 second re-cap. The competition durations should not exceed 60 and 30 seconds, unless agreed with Interactive Solutions. The final duration must match the required duration to the frame in order to avoid any clipping when the competition transmits.

Episode durations:

The duration of the programme should be reduced in order to accommodate the insertion of the competition(s) e.g. remove 60 seconds from part 2 and 30 seconds from part 3*.

*Occasionally the competition may be reduced to 50" with a 30" re-cap e.g. for a cash competition – The C5 Interactive Solutions team will confirm competition duration prior to production.

Audio:

All competition audio should be mixed to the below audio levels.

Material Type	Audio Peak	Loudness Metering	Tolerance
Competition / PCP	- 3 dBTP	-23 LKFS	-22 to -24 LKFS

EBU R128 -23 LUFS

The Audio should start **6 frames** into the vision and end **6 frames** early in order to avoid audio clipping in transmission. **Audio for HD competitions should only be in Stereo**, not Surround.

More info on 'holds' on page 2.

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Holds:

Please include a 6 frame hold at the start of the event (this should eat into the 3" black and start at 09:59:59:15 and end on 09:59:59:24) and also include a 6" hold at the end of the event. Clocks and (if necessary) line-up will be added in-house by Channel 5 Post-Production.

File Start 09:59:55:00		Competition start 10:00:00:00		Competition End	
Clock 2"	Black 3"	Competition Video (Duration as requested)		HOLD 5"	
Silence	Mute	Competition Audio (Mute for 10 Frames beginning and 10 Frames end)		Mute	Silence

Required Audio Stems

Audio files must be in either .wav or audio-only QuickTime .mov format

- Bit Rate: 24-bit
- Sample Rate: 48 kHz
- Stereo Full Mix – UNCENSORED
- Mono Full Mix – UNCENSORED
- Stereo Mix Minus (EVERYTHING EXCEPT VO/NARRATION) – UNCENSORED
- Stereo V.O. – UNCENSORED
- Stereo Dialogue – UNCENSORED
- Stereo Music
- Stereo SFX
- Stereo Music & Effects



Graphics Font

You are responsible for any necessary licensing of fonts for use in competitions. If you have a series font that you are using for the titles, please use it for the competition entry details and on screen graphics as long as it is easily legible over the background footage.

If not, we would prefer that the font used for entry details is the Channel 5 font, **Replica** – you will need a separate license to use this font. A zip file containing the font family will be emailed to you separately. Alternatively, if you would prefer not to license the Replica font please use **Helvetica** (a free system font) which we can also send in a zip file. Please make sure that the on screen terms and conditions are a minimum size of 26 Lines and easy to read for the entire duration they are on screen. The close date should be **bold** and in a **contrasting colour** to make it stand out.

You can view live competitions at www.channel5.com/win

Please make sure that all on screen graphics stay within the safety margins.

Follow ASA guidance if unsure: <https://www.asa.org.uk/uploads/assets/uploaded/c658b5c6-d6a3-47f0-a2b878416e141216.pdf>

Space needs to be left at the top of the screen to allow for a mobile outage strap – See example below:

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There's planned maintenance on the Vodafone mobile network between 10pm 18 March – 10am 19 March. This may affect Vodafone mobile users, who shouldn't submit entries to the competition over this time.

WIN AN ALL-INCLUSIVE CARIBBEAN CRUISE

Text **CRUISE** to **65555**
 Texts cost £2.00 + 1 message at standard network rate for a single entry.

Text **GO** to **65555**
 Texts cost £5.00 + 1 message at standard network rate for five entries.

Post your name and phone number to:
CRUISE, PO Box 7557, Derby DE1 0NP

Entries pooled across Cruising with Susan Calman & Susan Calman's Cruise of a Lifetime episodes.
 Lines close **Midday 14th March 2025** and 3 working days later for postal entries. To refuse marketing texts, end SMS with STOP. Entries received after the competition closes will not count but may be charged.
 Rules, departure dates, winners, privacy policy and customer care: channel5.com/win

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Graphics

An example of a common graphics issue is stepping, which can be caused by using different scan rates across your workflow.

Stepping:



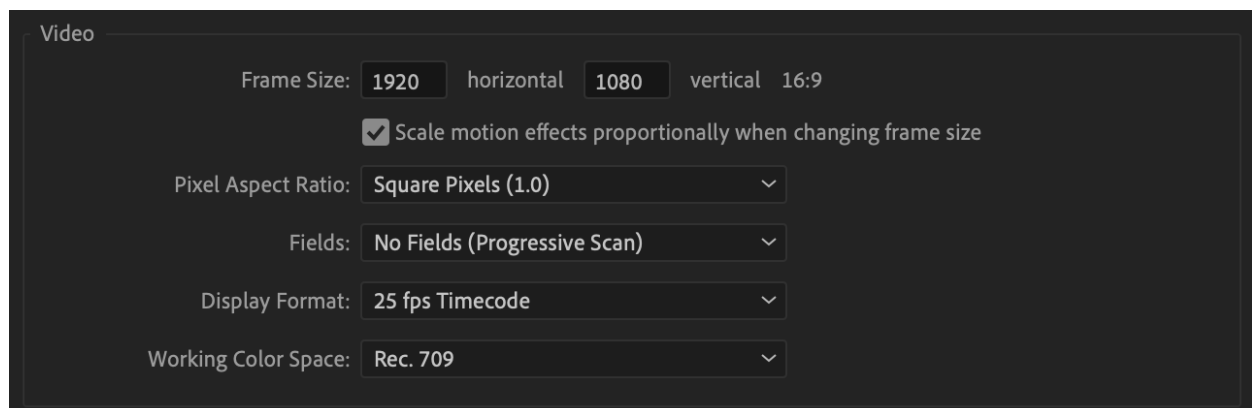
No stepping:



Blurry T&Cs due to interlaced footage:



A good practise is to edit using a progressive sequences and source material.
Here are the sequence settings we use:



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Suggested Premiere export pre-set

Preset Settings "ProRes 422 Submaster"

Export Settings

Preset Name: ProRes 422 Submaster

Format: QuickTime

Based on Preset: Custom

Comments:

☒ Export Video ☒ Export Audio

Summary

Output: 1920x1080 (1.0), 25 fps, Progressive, 100 (63% HLG, 51% PQ), Quality 100, Apple ProRes 422 HQ
Uncompressed, 48000 Hz, Stereo, 16 bit

Effects Video Audio Captions Publish

Video Codec

Video Codec: Apple ProRes 422 HQ

Basic Video Settings

Quality: 100

Width: 1,920 Height: 1,080 ☒

Frame Rate: 25 ☐

Field Order: Progressive ☐

Aspect: Square Pixels (1.0) ☐

HDR Graphics White (Nits): 100 (63% HLG, 51% PQ) ☐

☒ Render at Maximum Depth

Export Color Space: Rec. 709

Depth: ☒ 8-bpc ☐ 16-bpc

Advanced Settings

☐ Key frame every 1 frames

☒ Use Maximum Render Quality ☐ Use Previews

☐ Use Proxies

☐ Set Start Timecode 00:00:00:00 ☐ Render Alpha Channel Only

Time Interpolation: Frame Sampling

Cancel OK



Please make sure all graphic overlay are introduced on clean cuts and don't transition over edits.

Editing your programme for competition insertion

Competitions are inserted into programmes by the presentation team and then played out by TX. Usually, the competition is inserted into the programme before the end of part bumper on parts 2 and 3. We effectively cut out of the programme before the bumper to go to the competition and return from the competition to the bumper making it look as though the competition is contained as part of the show.

To ensure the inserted competition looks seamless when going to air the following specifications must be met.

- **There must be no audio leading from the programme into the bumper.**
- **We would prefer no audio on the bumper but if there is any it must be fully contained within the bumper itself.**
- **There must not be a mix between the programme and the bumper, V Fades should be used. A 12 frame V Fade is preferable as this will allow the competition to be inserted when the programme goes to black and we can return to the EOP bumper from the black of the transition.**
- **Any dialogue within the body of the show must have ended at least 25 frames before the bumper to ensure it is not clipped when we transition from the show into the competition.**
- **Please do not include a black hole where the competition will be inserted, this is not required.**

Formats for competition delivery:

1) Completed Competitions (i.e. when the closing date is known on delivery): The final file format that is delivered should be in HD with a progressive field order (not interlaced). Graphics should be in the Channel 5 font, Replica or Helvetica, all text should be clearly legible in front of footage backgrounds. All company logos, graphics and text should be full resolution. There should be no distortion, stepping or 'softness' in any graphics or text in the final delivery file. If the supplied file does contain any of the above errors, **it will fail our QC** and will need to be fixed and resupplied, this delay may affect delivery deadlines so please ensure your file is exported correctly.



Deliverables

Video File Delivery Spec:

Wrapper: QuickTime

Frame Size: 1920x1080 (HD) Progressive, not interlaced

Aspect: Square Pixels (1.0)

Field Order: Progressive

Codec: Apple ProRes 422 HQ

Frame Rate: 25fps

Aspect Ratio: 16:9

Standard: PAL

The Video needs to pass a PSE test.

When delivering as complete please also deliver a separate mixed stereo WAV file for the audio (incl. 6 frames of silence at top and tail).

2) Incomplete Competitions (i.e. when the closing date in the text is left blank): Ideally these should come in as packaged After Effects projects (with all media – background, text and audio). If this is not possible, sending them over as Adobe Premiere projects will also work, as long as the project is media managed so we can edit it.

3) If neither of these is available, each element can be dropped individually: The background could be as a hi-res Quicktime file, the text can be in any editable format (i.e. photoshop) with no background, and the audio as a mixed WAV file.

Please supply the following files:

- **A clean export of the submaster and all graphic elements**
- **2 x 60 texted/textless**
- **2 x 30 texted/textless**
- **1 x layered PSD (Entry info/terms)**
- **2 x stereo mixed 60/30 WAVs (incl. silence at top and tail)**
- **Separate unmixed stems**
- **Placed .pngs or similar format which includes an alpha channel**
- **Working AE project template if possible**
- **If you are using a different or bespoke font please provide it along with RGB colour**

Please note: It is helpful to deliver your working files/ share the project in case of any adjustments that may be needed prior to TX.



For incomplete competitions please remember to use the Channel 5 font, Replica or Helvetica. The details of a competition (the small print – minimum 24pt) should be in Replica or Helvetica also.

Music:

Please report competition music in the cue sheet attached and email to musicandmediaservices@paramount.com - please do not log this in the programme cue sheet.

Delivery:

All competition files should be delivered via our FTP site which is set up for competitions only.

Link to FTP site: <https://competitions.mediashuttle.com/>

Upload your files to the folder that is named as your series title e.g. THE YORKSHIRE VET

Please be aware that this FTP is for FINAL versions only and all competition graphics must be signed off by Zoë Mee and Rebecca Duffield before being uploaded.

The file naming convention for delivery should be:

'Series Title' Competition_Duration_Production Company name_Date of delivery

IMPORTANT: Please email Catherine.Sophocli@paramount.com and Zoe.mee@paramount.com for your media shuttle account set up. **It is important to state in your email that you are uploading a competition so that your log in is directed to the correct media shuttle.** Once your account is created, you will receive a link to the media shuttle portal and will be prompted to activate your account and create your password. You will then be able to upload your files.

Deadline for delivery – All competition assets must be delivered promptly and following the specifications outlined in this document, no later than midday (12:00) at least two working days prior to TX of first episode. Failure to deliver to this timescale will result in the competition being pulled from the schedule. Please note that competition files may not be QC'd until Finishing package up for TX – this can be some time after delivery of your files, so please keep the competition files in archive until the series TXs in case of any issues that need to be addressed prior to TX.

Please email Zoë Mee and Cathy Sophocli to confirm that the competition files including separate mixed stereo wavs have been successfully uploaded.

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