

Glom

- The objective of Glom is to capture as much candid footage of the other participants as possible whilst avoiding being filmed yourself.
- There is no fixed time frame to Glom nor is there a fixed location.
- Once entered into the agreement of Glom participants are subject to being filmed at any time, in any place, engaged in any activity. The players must discover their own boundaries as to what constitutes acceptable conduct.
- Only candid footage is permitted. When a player becomes aware of the fact that they are being filmed and acknowledges this by pointing at the camera, filming must stop.
- Players are forbidden from filming non-players.
- Hidden cameras and cameras unattended by a player are forbidden.
- Participants will decide on a code word that can be voiced should anyone wish to leave the game. Players can opt out at any time. Once a player has opted out they cannot re-enter the game.
- New players will be permitted to join the game by way of a majority vote by the existing players.
- There is no fixed end point to Glom. There is also no winner.
- Players will meet up at regular intervals to review each other's footage. There is no formal point scoring. The players must decide for themselves what constitutes good footage.

By signing this form you enter into the agreement of Glom and agree to abide by the aforementioned rules.

Name.....

Signed.....

Date.....