

Rain is a Resource Graphic Design Competition Submission Guidelines

ACAP Cape Breton is accepting submissions for our Rain is a Resource graphic design competition. This contest, sponsored by CBRM Wastewater Operations, is open to community members across the municipality. It is a great opportunity for a chance to *win \$250* and to get your designs out there. Submissions are due by May 28, 2021.

Participants are asked to create a design that illustrates how Rain is a Resource by drawing upon information in the Homeowner's Guide to Flood Prevention and Recovery which can be found as a PDF at www.acapcb.ns.ca/stormwater or hardcopies can be picked up at ACAP (90 Esplanade, Sydney).

The winning design will be printed as decals and affixed to refurbished rain barrels for our summer rain barrel giveaway. This program diverts used barrels from the landfill while also providing the community with a way to capture rain water and use it as the valuable resource it is.

Considerations for designers:

- the refurbished rain barrels are bright blue so please choose colours that will stand out on a vibrant background
- CBRM Wastewater and ACAP logos must be included to the bottom or side of your design and can be downloaded from our website www.acapcb.ns.ca/graphicdesigncontest2021
- keeping your design simple will translate well when printed onto a decal
- use the Homeowner's Guide to Flood Prevention and Recovery for information and inspiration (www.acapcb.ns.ca/stormwater)
- save your file as a JPG or PNG in high definition (i.e. at least 300 dpi)
- please keep your design less than 28cm (11inches) tall and 45cm (18inches) wide.
- keep it within a simple shape such as a square, triangle or circle for printing purposes. If it has a clear background please keep the shapes simple.



Send in your submission via email to jcooper@acapcb.ns.ca as an attachment by May 28, 2021.



This green rain barrel has an example of the decal used in the past. Note that the barrels will be blue and shaped differently this year.