

## MWHSHL Team & Player Photos

**PLEASE READ CAREFULLY.**

**Deadline:** will be provided at the first League meeting. Will coincide with the start of the season.

### **INSTRUCTIONS:**

#### **1. Stafford Studios -- Tel: (204) 452-8326**

Please contact Stafford Studios to book your on-ice team and player photos before the deadline above. Stafford produces professional photographs in all the formats that we need – and – sends them directly to the League.

\*\*Please download corresponding forms (2) - for Coaches and Parents.

#### **2. Out of Town**

If Stafford is unable to come to your location, then you may use your own photographer. Photos must be supplied before the deadline above as per the format below. Photos not received by the deadline or in the correct format will need to be re-done / re-supplied – and teams fined.

#### **Required Photos & Formats:**

- 1 Team Photo and 2 individual player photos required.
- All must be on ice; full gear (less helmets), with player photos in front of the net.
- Player photos must be **head shots**; with the lowest point being just below the V neckline or above the team crest on jersey front. Head and shoulders with uniform visible, but not full body. [Sample Here](#).
- **1 Player Headshot supplied as high res 300 w x 375 pixels at 300 dpi, jpg (Large)**
- **1 Player Headshot supplied as 120 w x 150 pixels, jpg (Small)**
- **Player shots must be labelled with player last name only.** If two players have the same last name, then use their first initials (Example: JonesS.jpg or JonesS-2).
- Team shot must also be jpg format, not greater than 1 MB – and labelled with the name of your team only (Example: CJS).
- Photos must be sent to [admin@mwshsl.ca](mailto:admin@mwshsl.ca) via WeTransfer.
  - Go to WeTransfer.com
  - You don't need an account. On the page bottom, it should say, "I just want to send files".
  - Click on that and drag and drop you files or a folder. Either add a title or message so I know what is being sent.



Thank you for your cooperation.