

Graphics will be provided at all venues by MST. EV will deliver on Chyron-based character generators, with the backing of a competition-wide IT infrastructure, enabling each production to access historical statistics and live scores from concurrent games. Furthermore, MST will implement the graphic design for the season that will focus on increasing the personalisation of the teams and players with new graphics.

#### **4.2. International Feed Enhanced Production**

The international feed production will have special video and graphic elements, as well as other production elements included. To achieve this goal of excellence it is necessary to add to the IFPCs two special members: a EuroLeague editorial producer and a EuroLeague floor manager.

The EuroLeague floor manager:

- a) will require courtside seating
- b) will be the point of communication for all international feed on-court activities
- c) will require radio production talkback and will be the spotter on the floor.

Before each game the EuroLeague floor manager will help the on-site EuroLeague editorial producer organise a pre-game presentation meeting. The meeting will be attended by the media directors from both clubs, the game director, the lighting director, the audio manager and the EuroLeague editorial producer.

During the pre-game team presentations on the playing court, the EuroLeague floor manager will help with timings and make sure all pre-meeting agreements are adhered to. Starting Five line-ups will be provided to the EuroLeague floor manager a minimum of 15 minutes before tip-off time, thereby allowing the international feed time to generate the graphic.

Arranging the international feed half-time and post-game interviews will also be the responsibility of the EuroLeague floor manager, along with any pre- and post-game Game of the Week stand-ups.

Furthermore, any team news throughout the evening should be immediately communicated to the EuroLeague floor manager.

The IFPC will have access to all clubs and their members to produce special content of each game of the competition. The media directors of the clubs will agree with the EuroLeague floor manager on the best timing and place for conducting some of the shooting sessions below: