

- Events Services, including:
  - Event Person Directory (9.1.7)
  - Event Selection
  - Accommodation
  - Travel
- Brand and Digital Assets, including:
  - Brand Assets (9.1.8)
  - Digital Library (9.1.9)
- UEFA Hive on-demand (9.1.10)
- Broadcast Sponsorship (applicable to UNL Finals only)

Access to these modules will be granted in accordance with the answers provided in the general information questionnaire.

Relevant user manuals for the above modules are available in the NTF Information Centre under “Guidelines & Publications”.

These documents provide guidance on booking procedures and FAME functionality. The manuals are updated throughout the cycle to include the latest booking procedures.

## 9.1.2 NTF INFORMATION CENTRE

The **NTF Information Centre** is one of the main sources for TV production related information for all broadcast partners. All relevant information will be published in the NTF Information Centre as soon as it becomes available.

The **NTF Information Centre** features the following dedicated sections:

- Additional Programming
- Calendar
- Digital Media
- Guidelines & Publications
- Host Broadcast
- Match & Venue Info
- Multilateral (MROs)
- Satellite
- Site Visits

The structure may be adapted during the course of the cycle and content is constantly updated. Broadcast partners are recommended to consult the NTF Information Centre on a regular basis. The most recent updates will be displayed on the general landing page.

### THE SEARCH FUNCTION

A search bar can be found to the right on any page of the NTF Information Centre. Broadcast partners looking for specific information can at any moment type what they are looking for and browse through documents, events, news and pages corresponding to the search.

### THE UEFA NATIONAL TEAM FOOTBALL CALENDAR

Broadcast partners looking for important dates in regard to the UNL cycle can find these in the 'Calendar' page of the NTF Information Centre.

The UEFA National Team Football Calendar will showcase all important dates for



updated

new

new