Quick Tip #3

Add Images to a Competition from Your Image Library:

- Click on "Competitions" on the main menu toolbar
- Click on "Submit Images to a Competition"
- Competitions open to you to submit to are listed, be careful to select the one you want
- Click on "Select" button for the competition you want
- Read the competition and upload instructions
- Further down the page, see the "Images you have entered into this Competition" section. It will tell you what you can upload (number of images permitted)
- Select "Add Images from my Image Library"
 - You will be presented with the "Image Search" box to use to find the image you wish to enter
 - You can use the various fields to find the image, however it is generally quicker to use the "Display Recent Uploads" at the bottom of the Image Search box
 - "Display Recent Uploads" just above this button is a "Use Catalog Age value" and default of "30". This will search your Image Library for all uploads completed in the last 30 days. You can change this number from 1 and up.
 - o OR
 - To see all your images in the library, uncheck the "Use Catalog Age value" then click on "Search for Images"
 - You will see the images you have search for presented in a table of boxes with their information
 - Click on "Selected" in the top left corner of all the images you want to enter. Remember, the competition may restrict the number of entries
 - o Click on "Finished Marking Desired Images" at the bottom of the page
 - You will be returned to the "Submit Images to a Competition" page and your selected image(s) will be there.
 - You can edit the image(s) you have put in the competition if required
 - When you are done submitting your image(s), click on "Return to Competition List" at the bottom of the page to finish

You can return to the competition after you have uploaded your images and do the following:

- Edit the image data
- Replace the image with a new version or different image
- Delete it from the competition AND your Image Library
- Delete it from the competition, but keep it in your Image Library