A Flag for Denny & Dunipace Competition & Vote

Flags are an ancient art form that developed especially to clearly display allegiance and identity. They have subsequently become the premier medium for expressing social pride, indeed it is difficult to imagine events as diverse as sports matches, military parades or musical festivals without a wide range of flags being flown.

A flag for Denny & Dunipace will be a free, public symbol for all to use that will:
- Raise recognition and awareness of the town nation-wide
- Express the pride in our local community
- Celebrate the heritage and culture of our corner of the country

The Competition
Individuals, schools and other groups are invited to create proposals in-line with the competition terms and conditions (below) and bearing in mind the Flag Institute design guidelines. The deadline for submissions is **17th February 2016**

An assessment panel, including representatives from the Community Council will then choose a final set of designs to be put to a public vote. The designs will all be drawn to the same standard.

The vote will be held via e-mail and post beginning in March 2016 and we hope the result will be announced at the 2016 Denny & Dunipace Gala Day on 28 May.

The winner will be registered in the Flag Institute's UK Flag Registry and will then be used to represent the town of Denny & Dunipace.

Useful Links
In addition to the information provided in this pack these links will be helpful:

- Facebook Denny and Dunipace Flag: www.facebook.com/ddflag

- The Flag Institute: http://www.flaginstitute.org

- Flag Institute Guiding Principles of Flag Design:
- http://www.flaginstitute.org/wp/product/guiding-principles-flag-design/

- The UK Flag Registry: http://www.flaginstitute.org/wp/flag-registry

- "Flying Flags in the United Kingdom": http://www.flaginstitute.org/wp/british-flags/flying-flags-in-the-united-kingdom/british-flag-protocol/

- Roman Mars (Ted Talk) https://www.youtube.com/watch?v=pnv5iKB2hl4

Brief History of Denny & Dunipace.

Denny & Dunipace lie in the middle reaches of the River Carron – the foothills of the Kilsyth Hills. The history and nature of the area has been heavily influenced by the River Carron. It provided a barrier to N/S movement and so crossing points were quite important. Fords occurred at the Hills of Dunipace and Denny. The latter was converted into a bridge by the 16th century and so naturally a settlement grew up at this point.

The river also provided motive power for corn mills, and in the 18th century this was extended to paper mills, calico fields, chemical works, dye mills, and so on. In the mile and a half of the river at Denny there were some eleven mills in the mid eighteenth century.

It is perhaps the paper mills that are most closely identified with Denny and the names Carrongrove, Herbertshire, Stoneywood, Headswood, Vale and Anchor are synonymous with industry along the river.

Water power began to be replaced by steam in the 19th century and coal was worked extensively in the area. It was also used to produce house bricks and refractory bricks for the ironworks. Several iron foundries were set up to produce cast iron solid fuel stoves and fireplaces. Some of them later specialised in niche markets, such as naval equipment or agricultural machinery. The works tended to be known by their owners, so the Denny Ironworks was always Cruikshanks, the Anchor or Dunipace Foundry was Couper's, Duncarron was Paul's, and so on. Iron ore was also mined in the area.

And all the while the population grew in size. By the early 20th century the thriving town centre was full of shops and there were two cinemas. Large schools, many churches, a post office, parks, a football ground, public fountains all added to the civic pride. A magnificent town house was built and there was a great pride in the place.

There are loads of historical sites in the neighbourhood recording the troublesome times of the past – Herbertshire Castle, Castle Rankine and the Castlerankine Prisoner of War camp to name just a few. The tranquil setting of the picturesque war memorial in the cemetery belies the horror of the events that it commemorates.

But it is the people that give the place its special character… the shopkeepers, the sportsmen, the miners and all.

Flag Design Guidelines

Below are some basic principles of flag design. Further information can be found in the Flag Institute Guiding Principles of Flag Design, available as a free download at: http://www.flaginstitute.org/wp/product/guiding-principles-flag-design/

Keep it Simple
The flag should be simple enough that a child can draw it from memory; else it will be too hard for people to remember and reproduce.

Not like this

Use Meaningful Symbolism
The flag's elements, colours, or patterns should relate to what it will represent. The flag should symbolise the area as a whole rather than any other entities which are better served by having their own flags (i.e. try not to symbolise specific towns or the country)

Try to Use Two to Three Basic Colours
Limit the number of colours on the flag to three, which contrast well and come from the standard colour set: red, orange, yellow, green, light blue, dark blue, purple, black and white. Dark and light colours will contrast well against each other, in particular yellow or white will work well on any of the other colours and vice versa.

No Lettering or Seals
Avoid the use of writing of any kind or an organisation's badge, seal or coat of arms. Writing and other intricate detail is difficult to see at a distance and will likely be unrecognisable when the flag is flying in the wind. It is better to use elements from an appropriate coat of arms as symbols on the flag.

Be Distinctive
Avoid duplicating other flags. If designs look too similar then the flags could be misidentified.

How Will it Fly in the Wind?
Remember, the design must be distinctive when flying on a high pole in a strong wind, and when hanging in windless conditions too. Also remember that it will almost always have ripples caused by the wind.

Helpful Tips for Flag Design

Flag design expert, Philip Tibbetts, has much experience and working with local schools and communities. Here are his tips to help inspire budding designers.

Getting Started
When looking to design a flag for a town or area begin by looking at a number of sources for inspiration to find something that is important and unique. Such elements include:
- Meaning of the area's name
- Legends and folklore
- Traditional emblems and colours
- Local people, achievements and industries

Examples of Best Practice
New symbols or adaptations of old symbols can be very powerful. For example:


Orkney
The Orcadian flag draws on the Nordic cross as a symbol of the county's proud heritage. It uses the red and gold colours that appear in both the Norwegian and Scottish royal arms along with the saltire blue of the national flag. Together the cross and the colours are both bold and also indicate the history of the islands

Black Country
The flag features a chain to represent the manufacturing heritage of the area whilst the upright triangular shape in the background recalls the iconic glass cones and iron furnaces that featured in the architectural landscape of the area. The red and black colours recall the famous description of the Black Country by Elihu Burrit that it was "black by day and red by night" owing to the smoke and fires of industry.
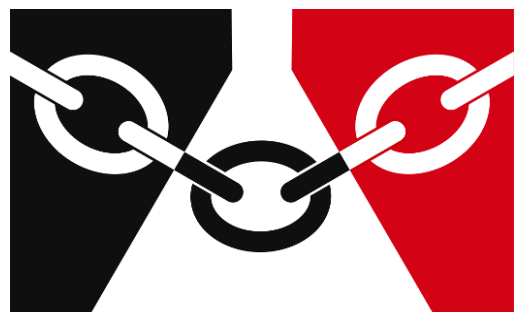
Terms & Conditions

Eligibility
- This is a community competition. It is open to individuals and groups
- For all entrants under the age of 16 an adult will be required to approve the entry and agree to these Terms and Conditions. The adult may be the entrant's parent, guardian or teacher. The adult must provide their own contact details (not the child's).

Requirements
- Entries may be constructed in any medium and submitted in A4 size landscape
- All entries must be the original work of the entrant(s) and must not infringe the rights of any other party.
- By entering the competition, you release your design into the public domain in order for it to become a freely useable symbol for all.
- You agree to allow your design to undergo professional manipulation to make it suitable for production.
- The competition organisers accept no responsibility if entrants ignore these Terms and Conditions and entrants agree to indemnify the organisers from any breach of these Terms and Conditions.

Submission
- Address for entry: **5 Milton Close, Dunipace, Denny, Stirlingshire FK6 6HR**
- Entries must be accompanied by a fully completed and signed entry form.
- Further copies of the entry form are available from **Denny Library, the Flag Institute website or by request from: ddflag@mail.com.**
- Please ensure your name and contact telephone number are clearly marked on the reverse of your entry.
- Entries cannot be returned, and may be archived or destroyed. Please remember to retain a copy of your designs.
- The personal data provided will only be used for the purposes of administering the competition and will be destroyed after its conclusion.
- Unsuccessful entrants will not be contacted in respect of their entry and no feedback on any entry will be provided.
- The decision of the assessment panel and the result of the public vote are final

Disclaimer
- The organisers reserve the right to disqualify any entry which breaches any of the Terms and Conditions.

Denny & Dunipace Flag Competition Entry Form

Instructions:
Write your name clearly on the back of your design
Complete this form and post both to the following address: **Denny & Dunipace Flag Competition, 5 Milton Close, Dunipace, Denny, Stirlingshire FK6 6HR**

Name:

Organisation (if applicable):

Address: (please provide contact details of a guardian or teacher if under 16)

Telephone:	Email:

Rationale for your design:

Declaration:
I hereby confirm [a] that I have read and agreed to the terms and conditions of the competition [b] that I am the originator and owner of the design/images submitted and that, to my knowledge, I am not infringing any copyright [c] that release these designs/images into the public domain, as set out in the terms and conditions.

Signature:

Name _____ Date