

## Detaily k novému znění pravidel ohledně publikování úloh z MS a WPF GP

[Current rule] The rights of WPF membership include:

The right to publish WPF puzzles (beginning in 2000) in the member's home country, including puzzles from WPC's, WSC's and the WPF Grand Prix (beginning in 2015).

Issue #1: The WPF is, arguably, in the best position to sell print rights to puzzles from WPF events, but currently it does not have the power to do so. If it did, it could earn money for the puzzle creators and/or event hosts as well as all WPF members.

### Schválená první část návrhu

*Proposal: Limit the exclusive rights that members currently have to republish WPF puzzles in their own country to one year, with nonexclusive rights continuing thereafter. After one year the WPF can sell reprint rights to third parties, with the events' organizers (or the puzzle creators, if agreed) and the WPF sharing the proceeds 50/50.*

Issue #2: It would be helpful for a few puzzles from WPF events to be available online for publicity purposes. Currently there is no provision in our bylaws for this.

### Schválená druhá část návrhu

*Proposal: The WPF and its members may freely use up to 5% of the puzzles from a WSC or WPC within the first year after an event in order to publicize and promote the WPF online. The entity reprinting the puzzles may decide, with the approval of the WPF and with the event host's consultation where possible, which of the puzzles are to be used.*

### Vysvětlující poznámky:

- As the puzzles from WPF GPs are already online and open to everyone, they are free for WPF members to use.
- For any republication of puzzles from WPF events, including GPs, the source of the puzzles must be given, including the names of the puzzle authors, if known. The WPF will ensure that Members are involved in any agreement within their own country.
- Puzzles from events that the WPF sanctions, but does not itself organize (such as the Asian Sudoku Championship), are not covered by these rules. WPF members do not have reprint rights to these puzzles without the hosts' permission.
- Members can sell their rights to third parties within their own countries.
- If a single publishing market spans multiple countries -- such as Germany/Austria/Switzerland or the U.S./Canada -- the WPF members in these countries are urged to cooperate and share proceeds fairly.