

DELIVERING TO BEAM IN **THREE EASY STEPS**:

1) Contact our traffic team via [international@beam.tv](mailto:international@beam.tv) for full details of delivery to your destinations.

2) Make your master in line with the generic details listed on this page,

- or -

Please vary from the generic spec in those instances where the destination is listed as having regional requirements, such as specific clock build or audio levels, as detailed from page two onwards in this document.

3) Create your transmission copy using one of the file choices below (ProRes or MPEG-2 for SD, ProRes for HD) and upload to your secure FTP details provided by beam.

GENERIC DETAILS

<b>NAMING:</b>	The file must be named in the following way with the correct clock number: AAA-BBBB000-000 or recognised national variation.
<b>LEAD IN / OUT:</b>	The commercial should be preceded by a countdown clock of 7 seconds and 3 seconds black and silence unless otherwise stated. The last frame of the file must be the last frame of the active commercial. No end handles are permitted.
<b>GENERIC:</b>	<ul style="list-style-type: none"> <li>The clock should identify the product and agency copy number, title, commercial duration, the correct audio state (stereo / mono / 5.1) and the aspect ratio.</li> <li>If your audio is intentionally low for creative reasons please note this on the clock.</li> <li>Any other relevant information should also be indicated on the clock i.e. 4 channels of audio, commercial starts on black etc.</li> <li>All signals should conform to broadcast regulations, including regional Loudness specifications, and be free of artefacts.</li> <li>Rec 601 / 709 levels and EBU tolerances are required for all broadcast material. Illegal Luminance or sub-black signals will be rejected.</li> <li>RGB, YPbPr signals should be within EBU tolerances and legal in all domains. Standard RGB tolerance is within -35mv / +735mv.</li> <li>It is recommended that any compression and gain levels are the same as those provided by the sound house especially when loudness compliance is required.</li> <li>Our generic audio level is 6PPM type II. All dBFS values use type II ballistics.</li> </ul>
<b>DELIVERY TO BEAM:</b>	You require a secure and personalised username and password for our secure servers in order to deliver to us, please contact <a href="mailto:international@beam.tv">international@beam.tv</a> to set this up for you.

FILE SUBMISSION

PAL / 50I:

MPEG-2 SD PAL		QUICKTIME SD PAL		QUICKTIME HD 50I	
CODEC:	D10 MPEG-2	CODEC:	Apple ProRes 4:2:2 (HQ)	CODEC:	Apple ProRes 4:2:2 (HQ)
CONTAINER:	PS MPEG-2	CONTAINER:	Quicktime	CONTAINER:	Quicktime
PROFILE / LEVEL	4:2:2 / main	AUDIO:	Linear PCM, Little Endian, 16 bit, 48Khz	AUDIO:	Linear PCM, Little Endian, 24 bit, 48Khz
VIDEO:	50Mb/s	INTERLACED:	Interlaced UFF	INTERLACED:	Interlaced TFF
AUDIO:	MPEG1 Layer 2 384 Kb/s 48kHz 16 bit	CHROMA:	4:2:2	CHROMA:	4:2:2
GOP STRUCTURE:	I Frame only	ASPECT RATIO:	4:3 or 16:9FHA	ASPECT RATIO:	16:9
CBR / VBR:	CBR	FRAMERATE:	25 exactly	FRAMERATE:	50i
INTERLACED:	Upper Field First	FRAMESIZE:	720 x 576	FRAMESIZE:	1920 x 1080
CHROMA:	4:2:2	AUDIO CH 1:	Stereo Left / Mono	AUDIO CH 1:	Stereo Left / Mono
LINE STANDARD:	625/50 PAL I	AUDIO CH 2:	Stereo Right / Mono	AUDIO CH 2:	Stereo Right / Mono
FRAMERATE:	25 fps	FILE EXTENSION:	.mov	FILE EXTENSION:	.mov
FRAMESIZE:	720 x 576				
ASPECT RATIO:	4:3 or 16:9FHA				
AUDIO CH 1:	Stereo Left / Mono				
AUDIO CH 2:	Stereo Right / Mono				
FILE EXTENSION:	.mpg				

NTSC / 59.94:

QUICKTIME SD NTSC		QUICKTIME HD 59.94	
CODEC:	Apple ProRes 4:2:2 (HQ)	CODEC:	Apple ProRes 4:2:2 (HQ)
CONTAINER:	Quicktime	CONTAINER:	Quicktime
AUDIO:	Linear PCM, Little Endian, 16 bit, 48Khz	AUDIO:	Linear PCM, Little Endian, 24 bit, 48Khz
INTERLACED:	Interlaced LFF	INTERLACED:	Interlaced TFF
CHROMA:	4:2:2	CHROMA:	4:2:2
ASPECT RATIO:	4:3 or 16:9FHA	ASPECT RATIO:	16:9
FRAMERATE:	29.97 exactly	FRAMERATE:	29.97 / 59.94
FRAMESIZE:	720 x 486	FRAMESIZE:	1920 x 1080
AUDIO CH 1:	Stereo Left / Mono	AUDIO CH 1:	Stereo Left / Mono
AUDIO CH 2:	Stereo Right / Mono	AUDIO CH 2:	Stereo Right / Mono
FILE EXTENSION:	.mov	FILE EXTENSION:	.mov

**AUSTRALIA**

LOUDNESS REQUIREMENTS:	OP-59
SHORT TERM:	n/a
MOMENTARY:	n/a
INTEGRATED:	-24LKFS
dBTP:	-2 max
dBFS:	n/a

**NOTES:**

The first and last 12frames must be completely mute.  
 Must use the term 'Key Number' for unique clock code on the clock.  
 The key number should be limited to a maximum of 13 alphanumeric characters, and must not contain spaces.  
 Must state OP-48 COMPLIANT on clock.

**ROMANIA**

LOUDNESS REQUIREMENTS:	R128
SHORT TERM:	-20 max
MOMENTARY:	-15 max
INTEGRATED:	-23 LUFS
dBTP:	-3 max
LOUDNESS RANGE:	20LU
dBFS:	n/a

These stations accept R128 but have the following dBTP restriction in their R128 mix:  
 AXN (Animax, Black, Crime, Sci Fi, White), Boomerang, History & TCM

dBTP:	-10 max
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**JAPAN**

LOUDNESS REQUIREMENTS:	A/85
SHORT TERM:	n/a
MOMENTARY:	n/a
INTEGRATED:	-24 LKFS
dBTP:	-1 max

The first and last 15frames must be completely mute  
 The commercial must be preceded by a countdown clock of 27 seconds and then 3 seconds freeze of the first frame.  
 The commercial must be followed by a 3 second freeze of the last frame.  
 The clock/slate must include a CM Number. This is a 10-digit number obtained by the advertising or media agency handling the campaign.  
 Must have a valid PSE test certificate which has been produced in accordance with ITU-R BT.1702, and using a recognised PSE algorithm (such as Harding FPA V3.4 or equivalent).

**UNITED STATES OF AMERICA, PUERTO RICO & CANADA**

LOUDNESS REQUIREMENTS:	A/85
SHORT TERM:	n/a
MOMENTARY:	n/a
INTEGRATED:	-24 LKFS (+/- 2 LKFS)
dBTP:	-2 max

**NOTE:**

The commercial should be preceded by a countdown clock of 5 seconds and 2 seconds black and silence and should be followed by 2 frames of black and silence. Ad-IDs cannot be longer than 11 alphanumeric characters in length, 12 alphanumeric characters for HD to accommodate the "H" at the end. Ad-IDs must not include ANY special characters, e.g. "-", "/", etc. Other unique alphanumeric codes cannot be longer than 12 alphanumeric characters in length, 13 alphanumeric characters for HD to accommodate the "H" at the end. Unique alphanumeric Codes must not include ANY special characters, e.g. "-", "/", etc. HD & SD versions of the same material should have the same AD-ID/ unique alphanumeric code, with the only difference being a "H" at the end of the HD version.

**ITALY**

LOUDNESS REQUIREMENTS:	AGCOM 219/09/CSP
SHORT TERM:	-15 LUFS max
MOMENTARY:	n/a
INTEGRATED:	-24LUFS ± 0.5LU
dBTP:	-2dBTP max
dBFS:	-9dBFS (QPPM IEC 60268-10)

**NOTE:**

Specification: AGCOM 219/09/CSP - 05/01/2010 plus: The loudness is measured following ITU-R BS 1770 recommendation. The measure Instrumentals is defined on ITU-R BS.1771 recommendation. The measure will be defined using a sampling time between 300 – 1000 ms. Absolute silence Gate: -70LUFS. Fixed Gating: -8LU referred to relative value.

**NEW ZEALAND**

LOUDNESS REQUIREMENTS:	OP-59
SHORT TERM:	n/a
MOMENTARY:	n/a
INTEGRATED:	-24LKFS
dBTP:	-2 max
dBFS:	n/a

**NOTES:**

A key number should include no more than 12 alphanumeric characters. Dashes, slashes and hyphens are treated as spaces and are ignored.  
 All key numbers must follow the advertiser/duration/unique reference format (e.g. ABC 030 0001 and ABC 015 0002).

**SOUTH AFRICA**

LOUDNESS REQUIREMENTS:	R128
SHORT TERM:	n/a
MOMENTARY:	n/a
INTEGRATED:	-23 LUFS
dBTP:	-2 max
LOUDNESS RANGE:	n/a
dBFS:	n/a

**NOTE:**

The commercial should be preceded by a countdown clock of 3 seconds and 2 seconds black and silence. Must have a 5 second freeze of the last frame.  
 For the Flight Code ABCD/015/001/E/H:  
 · ABCD = 4 Digit Alphabetical Prefix: specific to advertiser/agency, usually a combination of letters relating to Agency/Advertiser/Product · 015 = 3 digit Duration in seconds (i.e. this would be a 15 sec ad) · 001 = Numerical Sequence of ad series/campaign · E = Language (E = English, F = French, etc.) · H = Aspect Ratio (H = HD, T = 4:3 SD, F = 16:9 FHA)

**HUNGARY, SPAIN**

dBFS:	-9 dBFS
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**UAE**

dBFS:	-10 dBFS
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**NOTE:**

Dubai Channels Network & Al Rai TV have zero tolerance with regards to blanking. Letterboxing, even creative in nature, will not be accepted.

**NORWAY, FINLAND, DENMARK, ICELAND, SWEDEN**

LOUDNESS REQUIREMENTS:	R128
SHORT TERM:	- 20 max
MOMENTARY:	-15 max
INTEGRATED:	-23 LUFS
dBTP:	-3 max
LOUDNESS RANGE:	20 LUFS
dBFS:	n/a

**NOTE:**

The Disney sales code (DTV, STV or NTVxxxx) is required  
 Norway - AC Nielsen is required, this can be requested from your Media agency or AC Nielsen, this will replace the clock number.  
 Denmark - 10 digit AdCode is required and will replace the clock number.  
 Hungary - The Film code is generated by the Media Agency and will replace the clock number.  
 Finland - An Adcode is required and will replace the clock number.

**MALTA**

LOUDNESS REQUIREMENTS:	R128
SHORT TERM:	n/a
MOMENTARY:	-15 max
INTEGRATED:	-23 LUFS
dBTP:	-12

**RUSSIAN FEDERATION**

LOUDNESS REQUIREMENTS: R128

SHORT TERM: -20 max

MOMENTARY: -15 max

INTEGRATED: -23 LUFS

dBTP: -12 max

**BRAZIL**

The audio levels must meet both loudness and maximum dBFS peak values within the same audio mix.

LOUDNESS REQUIREMENTS: R128

SHORT TERM: n/a

MOMENTARY: n/a

INTEGRATED: -23 LUFS

dBTP: n/a

dBFS: -12dBFS max

**FRANCE**

AUDIO (UNDER 2MIN DUR)

LOUDNESS REQUIREMENTS: R128

SHORT TERM: -20 max

MOMENTARY: -15 max

INTEGRATED: -23 LUFS

dBTP: -3 max

dBFS: n/a

**NOTE:**

The first line of picture must be full line (line 24) The last line of picture must be full line (line 310)  
RGB Gamut tolerance for France is within the range -7mv / +721mv

**LATAM**

COUNTRIES: Bolivia, Chile, Colombia, Costa Rica, Dominican Republic, Ecuador, El Salvador, Mexico, Nicaragua, Paraguay, Uruguay, Argentina, Guatemala, Honduras, Panama, Peru, Venezuela, Jamaica, Guyana, Suriname, Trinidad and Tobago.

dBFS: -12 dBFS

**NOTE:**

The commercial must be preceded by a countdown clock of 27 seconds and then 3 seconds black. Please note that clock ID numbers (ISCI) cannot be longer than 18 characters in length -with the exception of Chile where the clock number cannot exceed 12 characters.  
HD & SD versions of the same material should have the same clock ID numbers (ISCI), but with a "H" suffix at the end of the HD version.

**BELGIUM, NETHERLANDS, LUXEMBOURG, ESTONIA, POLAND & THE CZECH REPUBLIC**

LOUDNESS REQUIREMENTS: R128

SHORT TERM: n/a

MOMENTARY: -15 max

INTEGRATED: -23 LUFS

dBTP: -1 max

LOUDNESS RANGE: n/a

**NOTES:**

For Czech Republic - A unique AKA code must be provided as the Clock number for each commercial. Please request AKA code from your Media agency.

**HONG KONG**

dBFS: -10

**NOTES:**

For detailed information on technical compliance it is highly recommend that the code of practice be referenced when providing content to this territory:  
[http://www.coms-auth.hk/filemanager/common/policies\\_regulations/cop/code\\_tvtech\\_e.pdf](http://www.coms-auth.hk/filemanager/common/policies_regulations/cop/code_tvtech_e.pdf)  
TVB has very strict audio specifications. Please ensure that the audio dynamic range is maintained between levels -16dBFS and -12dBFS.

**ANGOLA, BURKINA FASO, BOTSWANA, CAMEROON, COTE D'IVOIRE, DROC, ETHIOPIA, GHANA, KENYA, MALAWI, MAURITIUS, MOZAMBIQUE, NIGERIA, UGANDA, ZAMBIA & ZIMBABWE.**

dBFS: -10 dBFS

**NOTE:**

The commercial should be preceded by a countdown clock of 3 seconds and 2 seconds black and silence.  
Must have a 5 second freeze of the last frame.

**CHINA**

dBFS: -10 dBFS

NOTE: Must have a 5 second freeze of the last frame.

Chinese regulations require that all TV commercials must display a watermark of a specific Chinese character in top right corner.

1. The characters should be there from the beginning to the end of the commercial.
2. Black body/White text on a black border/size 16\*16
3. Should be at the upper right corner within the 4:3 safe box.

For further information please refer to <http://www.saic.gov.cn/>

**GERMANY, AUSTRIA & SWITZERLAND**

LOUDNESS REQUIREMENTS: R128

SHORT TERM: -20 max

MOMENTARY: -15 max

INTEGRATED: -23 LUFS

dBTP: -3 max

LOUDNESS RANGE: 20 LU max

dBFS: n/a

**LITHUANIA & LATVIA**

LOUDNESS REQUIREMENTS: R128

SHORT TERM: -20 max

MOMENTARY: -15 max

INTEGRATED: -23 LUFS

dBTP: -3 max

LOUDNESS RANGE: 20LU

dBFS: n/a

**SLOVAKIA**

LOUDNESS REQUIREMENTS: R128

SHORT TERM: -20 max

MOMENTARY: -15 max

INTEGRATED: -23 LUFS

dBTP: -1 max

LOUDNESS RANGE: 15LU

dBFS: n/a

**PORTUGAL**

LOUDNESS REQUIREMENTS: R128

SHORT TERM: -18 max

MOMENTARY: n/a

INTEGRATED: -23 LUFS

dBTP: -1 max

dBFS: n/a