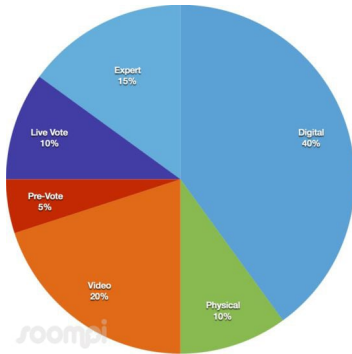


Why is it important to get a win you ask? Well. I think it's quite useless too. But Korea pays attention to groups if they have the status symbol "*got wins*" and CLC specifically could really use some more Korean eyes on them. So let's try to enjoy doing those silly stuff while we're homeshut because of Corona :)

<https://www.soompi.com/article/1220849wpp/guide-music-show-wins-need-know>



TLDR: The Show is the easiest. Please read about each factor and what should we do for it. (stream, purchase, etc). And check my pinned tweets at @eyaloged on twitter and I'll update in case we'll have a good chance at another show.

I think the onllys shows relevant to us are the first three.

Factors: (read)

Youtube views:

The Show	20%
Show Champion	0%
M countdown	20%
Music Bank	0%
Music Core	10%
Inkigayo	? ~ 10%

CLC's strength in it: HIGH

Youtube views is one of the most relevant ways to affect the scores because unlike digital streaming it counts worldwide views and not just Korean. (CLC would have probably won so much if intl digital sales would've counted).

To increase it we should stream the MV as much as possible when it comes out.

It's one of the biggest parts of the score.

Here is a 1.5 minutes guide on how to stream (cus youtube doesn't count if you just replay):
https://www.youtube.com/watch?v=VoS7y_B26qM EXCEPT playlists are bad unlike mentioned in the vid.

Voting:

Voting has 2 types:

Live Voting is how many people logged in to vote live when they say vootee noww at the hour it airs

and Pre Voting is what an amount of points we gathered beforehand (we should start gathering asap)

	Pre Vote	Live Vote
The Show	5%	10%
Show Champion	20% (other 20% is K only)	
M countdown	9%	9%
Music Bank		
Music Core		15%
Inkigayo	5%	

Live voting is pretty huge. Which means we should all go on twitter and get updated on when are the live votings for CLC, make it our timezone, and set an alarm. I will pin a tweet with the exact hours on @eyaloged so please log in to check it. (+ vote from family cellphones and ask kpop fans or friends. it can double our votes by 2 3 or 4 times if every one does that)

Pre voting is pretty easy too. Basically download StarPlay, tap the shop, free token, and collect silver stars by playing 5 ads every hour. (Blue button). I use a timer for 1 hour every time I collect and I'm gonna have over a thousand votes in time.

When you download it change to English by tapping the South Korean flag on the first screen

(make sure to convert the silver stars to votes as they may disappear)

Guide if you need it: https://twitter.com/CLC_Intl/status/1205706510271168512

Even though the stack up for pre voting is only 5%, that 5% may determine the win if they're tied. + it's easy why not.

(For M countdown you vote on their site every day on the week if CLC are nominated.
For Show Champion you log in every day to vote on the app idolchamp.)

Expert:

Cheer up point! That's a judges' score we can't affect. CLC tends to do really good there, and that's not a given! yay

The Show	15%
Show Champion	10%
M countdown	
Music Bank	
Music Core	
Inkigayo	

Digital sales and streaming:

The Show	40%
Show Champion	30%
M countdown	41%
Music Bank	65%
Music Core	50%
Inkigayo	50%

So this is the part that sucks cause worldwide don't count only Korean, and it's a huge part of the score. BUT we can get Korean streaming accounts that are being handed out for this purpose and help stream there! I will also update on where to get those on my pinned tweet. As you can see this is really important, so let's do our best.

(This is a great cycle. Korea don't listen to CLC -> CLC low digital -> no CLC wins -> Korea don't listen to CLC. Stoopid.)

Physical:

The sales of physical albums

The Show	10%
Show Champion	10%
M countdown	14%
Music Bank	5%
Music Core	10%
Inkigayo	5%

So I guess none of us would be against getting a beautiful album of CLC, especially as kpop albums are both cheap, and packed with fun things (about 10\$), problem is we need to get it in time to count for the shows, and the delivery tends to cost like 5\$. If you have a friend in Korea Japan or anywhere they sell CLC's albums you can ask them to order it for you and bring it.

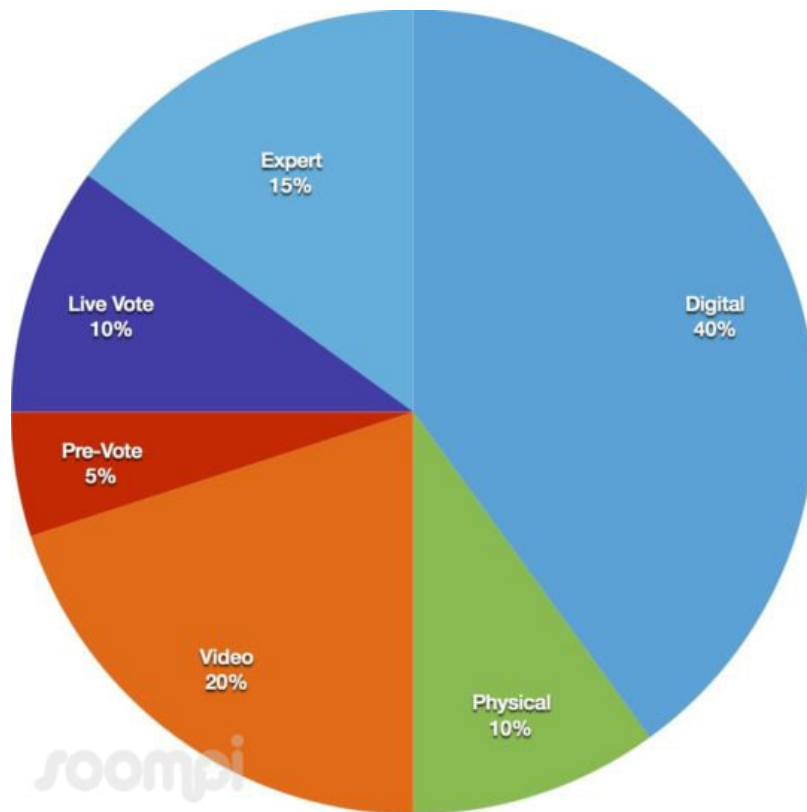
PLEASE order the albums! It's important not just for wins, but also for CLC's promotions to grow, for us to get merch, a world tour. If you are interested in these things, and in CLC getting comebacks, please make sure you are financially supporting them. Their sales are not profitable at the moment. Albums are a very good way to support as spotify and apple music pay their artists like shit.

+ kpop albums and CLC's in particular, freaking rock, so big recommend. You can get No.1 and Black Dress as well.

Great, now that we covered all the important stuff, I'll go through the music shows and say a bit about what their percentages say about our chance there.

1# The Show

The Show is our best chance, we can rock about 60% of its factors



These are all just my thoughts and when it comes to this I'm actually not an expert lol

15% of that Expert (judges score), we got in our pocket,

Live vote? I believe our fandom is quite big already. We should be 1# or close to tied. If we all commit to it really hard + vote from family member's phones + ask friends and other fandoms... we could be pretty safe I think.

Pre vote : something like that ^.

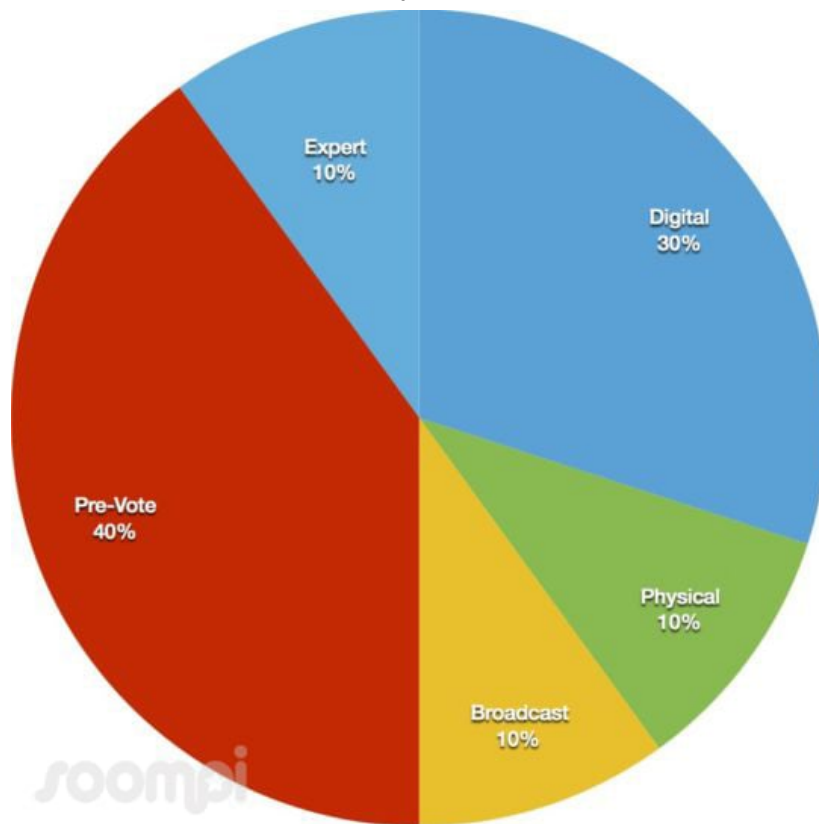
Video? Heck yes. Let's stream that shit like crazy and share those charismatic girls all over the place. As long as it's not against a pretty big group we should be about 1#

Physical? *puppy eyes* please..

Digital: Ye nah I don't think Korea will pick up on the song too soon but maybe they'll listen to it a bit if the album is pre promoted like No was.

*** The digital flopping also means we have to excel in the other areas to make up for it. Not all fans vote, only tighter ones do. If we really get that moral going and comment a lot on the teasers calling everyone to be updated and do their best, we'll have that advantage over other fandoms. I really think we can have that effect if we get the word around enough.

Idolchamp: We can rock about 40% of this. We'd need weak contestants and good Korean reception for this, which usually doesn't happen.



Pre vote: 20% in our control, 20% Korea only (low numbers)

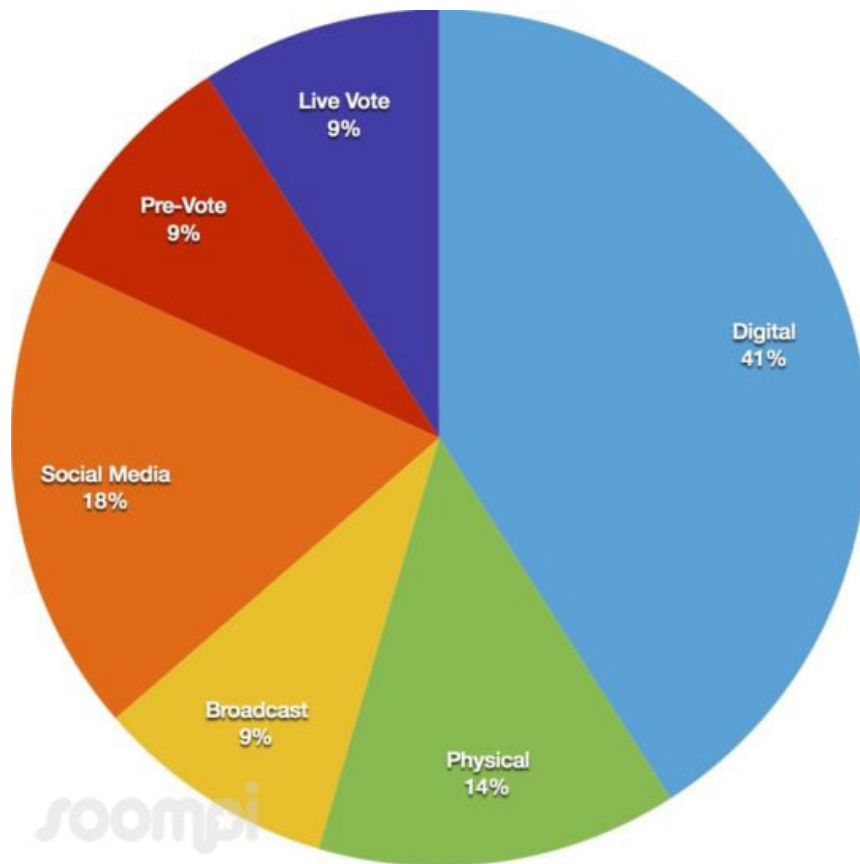
Expert: 10% (yay)

Physical: 10%

Digital: 30%

Broadcast: 10% That's how much the song has played on MBC music programs. Out of our control, I can suppose it will be low.

M!Countdown: We can rock about 50% of this



Youtube: 18% (wohoo! important for us!)

Pre voting: 9% easy click on their site

Live voting: 9%. This is tougher because you need to text the show, and in Korean. It doesn't allow copy paste. Sucks I know. I will update on my twitter if we will have a fair chance at this and if we do we'll make easy guides for it.

So voting: 18%. More than in The Show! On this and idolchamp the voting is limited times a day, so it's about the number of people doing it every day, not how hard you go at it. We need high participation for this, like I said on the last paragraph on The Show

Broadcast: Broadcast times on Mnet shows, no control.

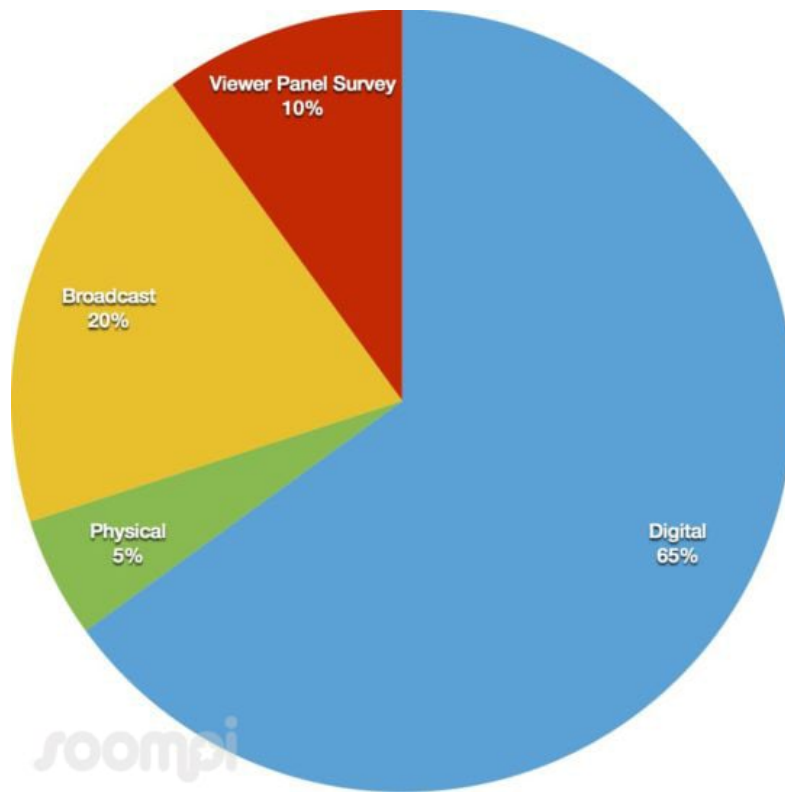
Physical: 14%. That's a lot. I hope we sell well.

Digital: 41%. Our weak point.

Overall except for The Show, this is the music program we have the most chance winning in. I really hope one day we can get it, and if we get lucky (four clover concept heh) we may get it this time. Koreans will appreciate it and so will CLC.

Now the other ones are complete shayte for CLC I'll talk about them just cause it's kinda interesting

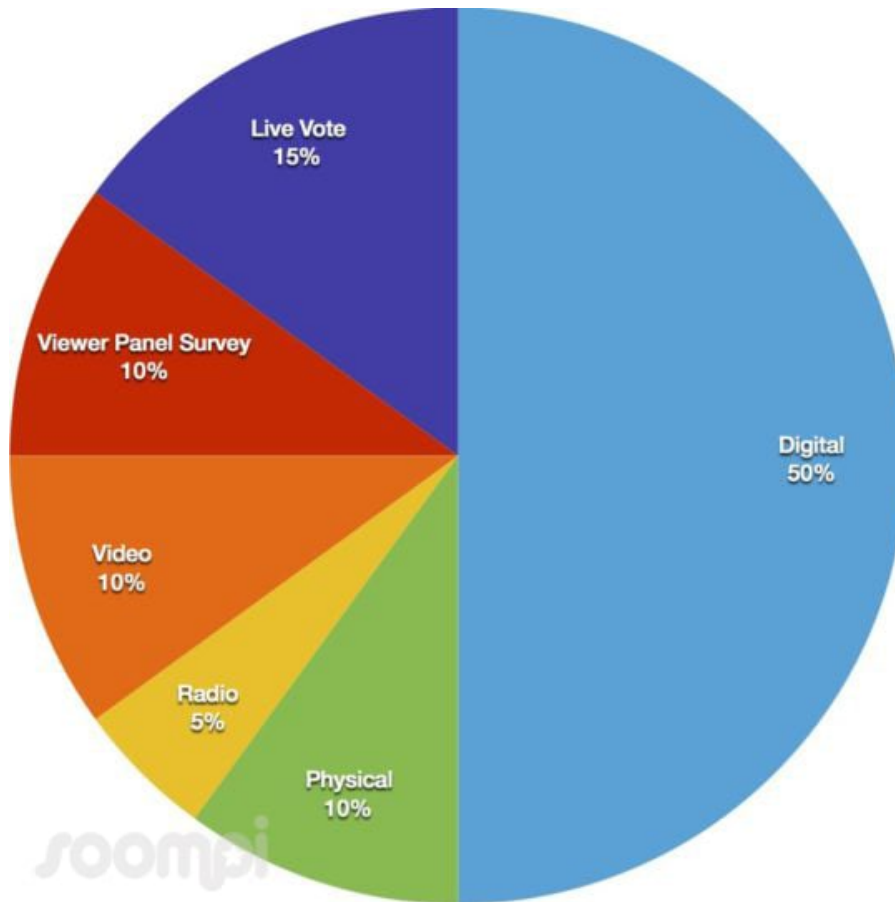
Music Bank:



Music Bank wins are pretty much a reflection of what Korea has been listening to the most this week. It's likely a very mainstream wins kinda program.

With a huge number of 65% Digital, 5% Physical, 20% Broadcast, and 10% random users survey. It 100% aims to see what has swept the general public the most.

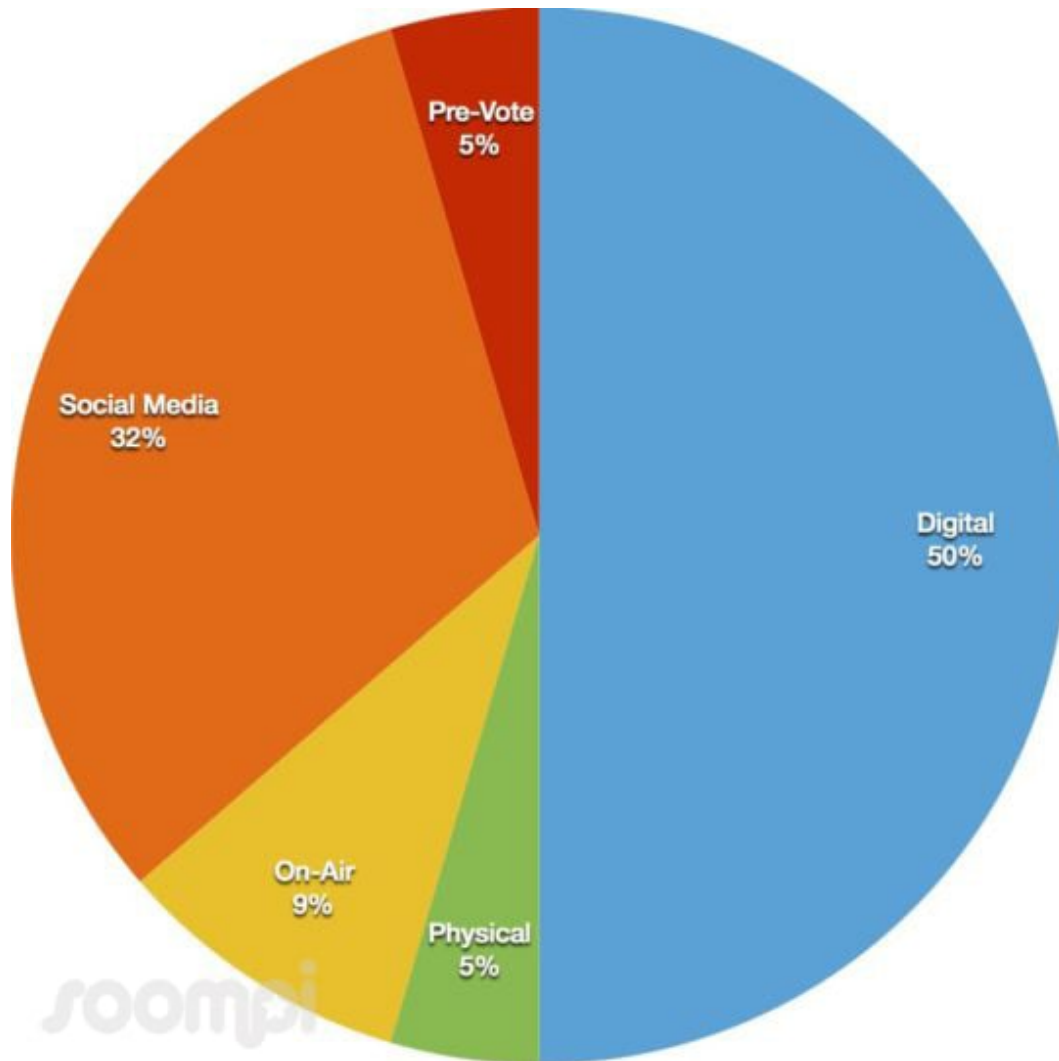
Music Core: We can rock about 35% of it



Live vote, Physical, and Video.

The rest are mainly Korea based. Digital, Viewer panel, and Radio.

Inkigayo: (want a sandwich?)



The details are good technically, but I'm not sure how they count social media. They check Youtube, Twitter, Weibo, and YinYueTai.

+ 5% and 5% for voting and physical. The rest is pretty much out of our hands.

This too shows more of what has swept Korea generally. Tho it also has a strong focus on social media and a part for fandom.