

These Rules supersede all other Rules heretofore published by the Association and shall remain in effect until they are amended or rescinded by the executive committee. The First Vice-President of the association shall oversee, and have final say over, Competition and interpretation of the Judging Criteria and Competition Guidelines.

General Rules

Conduct and Discipline

The promotion and advancement of Shrine Clowning is the primary reason for competition participation. For this reason, conduct of all individuals and units must be consistent with the Shrine Code of Conduct.

While each individual must govern himself, it remains necessary that each unit head assist by governing the conduct of his members. Any conduct that would be likely to bring unfavorable criticism upon the Shrine, a Shrine Clown Unit, or clowning in general, may result in the disqualification of an individual or an entire unit from competition.

1. In accordance with AAONMS rules participating clowns, acts, or stunts, shall observe the following:
2. Not use any operating flashing emergency type lights, or sirens.
3. Not drink any intoxicating beverages before, during or after any parades, performance or public event while in costume.
4. Not wear a costume or use any equipment that's offensive to this Association or to the general Public.
5. Not touch any women while in costume in public.
6. Not throw items of any kind, including candy, gum, novelties and/ or balloons.
7. Not use any obscene gestures or language while appearing in costume, makeup or uniform.
8. Not impersonate a woman, race or minority group which might reflect unfavorably upon the Association and Imperial Shrine.
9. Not smoke in costume in public (the use of dead cigar butts will be allowed for happy hobo and tramp costumes).
10. Not use any live animals, domestic or wild, whether fowl, reptile etc.
11. Not use full or partial face mask of any kind.
12. Strive to look their best as a true clown.

Not abuse any spectators by subjecting him/her to practical or humiliating jokes or by squirting or shocking them.

NOTE: The competition Director shall have full authority to impose sanctions, up to and including ejection from the functions of this Association, any member who fails to abide by the Code of Conduct enumerated above.

B: Eligibility

All Units or individuals must be in good standing of their member Temple (which likewise, must be a member in good standing of the Great Lakes Shrine Association), and the Great Lakes Shrine Clown Units Association.

Host Temple Clown Units will provide judges as well as locations for individual competition. In matters of competition judging, judge's decisions shall be considered final.

Incumbent officers of the GLSCUA shall not compete in individual competition. But may participate in Unit Competition.

The GLSCUA Patch shall be attached to the left sleeve approximately three (3) inches below the shoulder seam of the clown costume to qualify a competitor for competition.

An individual clown or clown unit wishing to parade when his/their Temple's Unit (s) and or divan are not present, must obtain permission and position assignment from the GLSA Parade Marshall.

C: Drawing for Positions

Drawing for positions of individual competition (costume & makeup) and one man and unit skits will be accomplished at the competition site before the start each competition category. Those competitors arriving after their category is being judged will be deem late and ineligible for that competition.

D: Presentation of Awards

Trophies and awards will be presented at the awards affair following competition or at such time and place as the President may direct. Winners will be announced at that time.

II-JUDGING

The GLSCUA 1st Vice President shall have the final determination in the selection of judges.

Judges will not be selected from units, which are participating in competition. Judges should not be vendors at the convention.

A minimum of three (3) judges will be utilized, and six (6) is preferable. It is preferable that all three

or six have extensive clowning experience and/or a substantial background in make-up experience.

Each judge will complete the appropriate score sheets as directed by the Competition Director for final tallying at the end of competition.

NO ONE is permitted to speak to judges during competition unless answering a direct question from a judge. EXCEPTION: The Director of Competition or his personal delegate at the Director's direction.

Judging at the GLSCUA Ceremonial Convention will consist of (a) Individual Clown Make-up and Costume Competition, (b) One man Paradability, and (c) Parade Unit Competition.

- Judging at the Mid-Year Convention will consist of (a) Individual Make-up & Costume, (b) One Man Skit, (c) Unit Skit, (d) Balloons, (E) Face Painting, Full & Cheek, and (F) Clown Lite.

III-CATEGORIES FOR COMPETITION AND SPECIFIC RULES

Parade Units

Judging for parade units will be done at the GLSA Parade during the convention session.

A minimum of three (3) GLSCUA Clowns participating in costume is required for a unit to compete in parade competition.

First, Second, and Third place awards will be made for the BEST PARADE UNIT/ APPEARANCE and BEST PARADE UNIT/ EXECUTION.

BEST PARADE UNIT/APPEARANCE will be judged on the basis of appearance of the unit, the individuals, and any mobile equipment used.

BEST PARADE/EXECUTION will be judged on the basis of how the Unit is working the crowd with gimmicks, walking stunts, mobile equipment, stunts, etc.

Motorized vehicles shall maintain a sufficient distance from the sidelines in order to assure proper safety measures are observed for protection of parade spectators.

Unit Skits

Unit skits will consist of two or more members of the same Temple Unit.

First, Second, and Third Place Awards will be awarded.

Each Unit participating in this event shall be allowed only ONE SKIT, with no minimum time limit and a maximum time limit of Five (5) minutes. Each Unit will be allowed One (1) minute to set up their props and One (1) minute to remove the same from the designated competition area. These times are in addition to the Five (5) minute skit presentation time.

Units not using props will be allowed only five (5) minute presentation time. Unit Skits will be penalized One (1) point per each judge per second over the Five (5) minute time limit with disqualification if the presentation runs to Six (6) minutes. Time begins at commencement of any introduction or the beginning of any taped sound effects or music.

Each Unit will confine their skit or stunt to an area not to exceed 40 feet square. (This area will be marked out before the event starts and may be reduced in size depending on available space in the competition facility). Each participating member of the Unit may enter or leave the designated competition area at any time during the Five (5) minute presentation allotted. HOWEVER, once having left the designated area a clown MAY NOT return. If any member of the Unit leaves and returns, the Unit will be PENALIZED 10 POINTS. Reentering the designated competition area during the One (1) minute setup/or cleanup period is allowed and will not result in penalty.

- Use of explosive devices (where not restricted by local regulations), pies, water, props and slapstick comedy, are helpful tools for good skits. Each skit or stunt must always be in good taste as children are our audience at every performance. Consider that crowd appeal and laughter influences judges: govern yourself accordingly.

The participating Unit must restore the skit area to its original condition as soon as the skit is complete (within the One (1) minute time limit).

Confetti may be used, and may be tossed into the crowd if appropriate. The area where the confetti lands need not be cleaned up immediately. It must, however, be swept up by the unit using the same at the conclusion of the skit competition.

Any presentation that causes injury to a spectator will automatically result in disqualification of the competitor (s).

Individual Clown Makeup & Costume Competition

As stated in the following rules, a clown may enter competition in only one category. The individual must decide which category clown he is portraying and declare himself accordingly. There are few absolute rules regarding the various categories. One clown will look upon himself as a Whiteface while another clown might consider him an Auguste. Certainly the costume and makeup must go hand-in-hand, but the particular performance also plays an important part as to the type of character being portrayed.

The Whiteface Clown is the classic Pierrot, harlequin, grotesque, or comedic clown face defined by a base of all white with features (eyebrows, nose, mouth) painted on in black and red. Other decorations may be added using other colors. There should be no exposed skin anywhere in this category of clown. His costume maybe one-piece or some variation of a suit. It may also have sequins, mylars, or other flashy materials. The Whiteface is pleasant to look at; he has a decent manners and his performance is generally artistic in nature. He usually appears to be in command of any situation in which he finds himself.

The Auguste Clown is the character clown. His is the most comic face. Base colors are a variation of flesh colored pink, red or tan instead of white. Features (red and black) are exaggerated in size. The mouth is usually thickly outlined with white (the muzzle) as are the eyes. The Auguste may be impeccably garbed or wear a costume that does not fit (oversized or too small) bold colors, large prints and patterns often characterize Auguste Costumes. The Auguste is the most slapstick of all clowns; his actions are wilder and broader than other category clowns. The Auguste gets away with more and bigger pranks.

The Tramp or Hobo Clown uses a base of flesh colored pink or tan. Makeup designs often includes a beard and highlights of white around the eyes and mouth. The costume is often a dark colored suit that can be excessively patched and or tattered. The character and makeup design portrayed can either be a sad, weebegone tramp, or a happy-go-lucky Hobo. The overall effect of makeup, costuming and performance must complement the character being portrayed.

The Character Clown A clown competing in this category may use a Whiteface, Auguste or Tramp/Hobo makeup design. He must depict a specific type of person or occupation e.g. baseball player, doctor, sailor, keystone kop. The character must clearly be recognized as a clown. Full or partial mask are prohibited.

First Timers and Seniors To qualify for the First Timers Category, the clown must not have competed in clown competition before and will be pared with all First Timers regardless of their clown character. First Timers competition is held at the GLSCUA Mid-Winter Convention. The Senior Category the Clown must have reached the age of Sixty (60) in order to compete and will also be

pared with Seniors regardless of their clown character. The Senior competition is held at the GLSA Fall Ceremonial.

Constants shall be allowed to compete in only One (1) of the above categories and each must declare the category in which he chooses to compete before competition begins.

1 Any individual clown who meets the eligibility requirements may enter competition.

2.

(a) First, Second, and Third place awards in each of the following Eight (8) categories will be awarded:

- (1) Whiteface (Costumes and Makeup only)
- (2) Auguste (Costumes and Makeup only)
- (3) Tramp (Costumes and Makeup only)
- (4) Happy Hobo (Costumes and Makeup only)
- (5) Clown Lite (Costumes and Makeup only)
- (6) First Timers (Costumes and Makeup only)
- (7) Seniors (Costumes and Makeup only)

(b) In addition, "Top Ten Patches" will be presented to the top ten clowns in each category upon conclusion of the judging.

3. Clowns will be grouped and presented for judging according to the category they wish to enter. A clown may enter only one category. A clown is eligible to enter (a) Makeup and Costume, (b) One man skit, and (c) one man Parodability category. Before each clown enters the competition judging area, dues cards and shoulder patches will be examined, and his name and Unit will be recorded. Judges will know competitors by competition identification number only.

4. Clowns will walk onto the prescribed platform or Dias, measuring a minimum of 3' x 3', at the direction of the 'Ring Boss' or Master of Ceremonies. Each clown will make four one quarter (1/4) turns to the right, then strike a pose. When the judges are satisfied, the competitor will be dismissed from the judging area. The next contestant will not enter the judging area until the previous contestant has been cleared.

5. Costume and Makeup: In the four (4) categories, judging will be done from the aforementioned Dias. The judges may leave their seats and examine each competitor closely if they choose. However, no judge may touch a competitor's makeup, wig, or costume. During the judging there will be no objects in a competitor's hand (except for the Character category). Character clowns may carry objects that compliment their character's appearance. They may not, however, 'work' the prop during judging. No movement will be allowed by any competitor other than as detailed in Rule 4 above. No electrical, mechanical, or flashing light(s) may be used.

6. Judging will be based on costume, makeup, facial expression, etc. Talking is not allowed by

contestants unless answering a direct question of a judge.

7. Clowns shall observe the Code of Conduct.

8. Makeup must be complete. Exposed areas of flesh around the ears and the back of the neck are as important to the clown image as his face and throat areas, and must be covered.

9. Makeup must powdered-down as appropriate.

10. Makeup should complement the character being portrayed, and should not detract from the overall effect.

11. Gloves are required of all Whiteface and Auguste clowns. Tramp, Hobo or Clown Lite clowns may wear gloves as an option.

12. Competition Identification Number: Each member participating in competition will be issued a competition identification which shall be worn on the outside of the costume on front and above the waist, for all competition except balloon competition. For balloon competition, the competition identification number shall be placed with the participant's entry.

One man Paradability

Basically a sight gag. An object or prop using signs or vocal expression, which can evoke laughter. It can be anything which can be carried, pushed, pulled, or driven, and does not require setup or teardown time. It should be an object which can be 'reloaded' as the competition is moving, and must be done twice within a one (1) minute time limit. Judging of the One Man Paradability will be done immediately following the Makeup and Costume Competition.

E. One man skit

The use of any magic, illusion, puppet, juggling, equipment, gimmick, etc., which may require a setup or clean-up time. This could include any signs or props which themselves could evoke laughter, but the sight of them is only necessary to complete the skit. Each clown will confine his skit or stunt to an area approximately 40 feet square (see skit area discussion under Unit Skit). This area will be delineated prior to the start of competition. The clown may enter or leave the ring at any time during the three (3) minutes presentation allotment. However, once having left the 'ring', a clown **MAY NOT RETURN---** The Skit will be penalized One (1) point per each judge per second over the Three (3) minute time limit with disqualification if the presentation runs to Four (4) minutes. Time begins when the clown steps into the designated competition area. His skit is determined to have ended when he leaves the competition area. Re-entering the area during the one minute setup and/or cleanup periods is permitted, and will **NOT** result in penalty.

A stage crew will be provided to assist with the placement and removal of props prior to and after the skit ends. No assistance during the skit will be permitted. Clowns will be allowed one (1) minute to setup, three (3) minutes to perform the skit, and one (1) minute to tear it down and cleanup.

All Eight categories of clowns will compete **TOGETHER** for the 1st, 2nd, and 3rd place trophies that will be awarded in One man skit and One Man Paradability. "Top Ten Patches" will be awarded to the top ten places in both categories.

Face Painting

Face Painting competition will be held during the Mid-Year GLSCUA meeting.

Two categories of Face Painting:

- a. Full Face
- b. Face Cheek Art

Rules:

- a. Contestants must furnish their own model
- b. Contestant must furnish their own supplies
- c. Only FDA approved face paints for skin will be allowed
- d. All painting must be free hand; no stamps, no stencils
- e. All painting will be done with brushes and sponges only, no air brushing
- f. Trademark designs will be disqualified
- g. Glitter, Jewels and glue are permitted

Full Face:

- a. Full Face must cover at least 75% of the face
- b. There is a 10 minute time limit for this category

Face Cheek Art:

- a. Can be applied to a hand, arm or face
- b. There is a 5 minute time limit for this category

Balloon Competition.

1. Single: Any single unit/sculpture made from one (1) single balloon.
2. Multiple: Any unit/sculpture made by using (1) or more balloons consisting of Pencil, Apple, Birds, and Bee. 3" Happy faces, or any balloon that works in making the sculpture.
3. Anything Goes: May use any object or device to construct the sculpture

The following rules apply to both single and multiple balloon categories:

- a) Glue and/or devices designed to hold the sculpture together is/are prohibited.
- b) A member may enter only Single or Multiple Balloon Competition, however contestants will be allowed to enter Anything Goes Balloon Category in addition to their single or multiple balloon entry.
- c) A member need not be in makeup to compete.
- d) A member will have Ten (10) minutes to make his Single Balloon Sculpture. Fifteen (15) Minutes to make his Multiply Balloon Sculpture and Thirty (30) minutes to complete the Anything Goes Balloon Sculpture. The finish Balloon (s) will then be placed on a table with the competitor's competition identification number. The competitors will then leave the room while judges select winners in each class. Once judging has been completed, the room will be re-opened for public viewing.
- e) There will be First; Second, and Third Place Awards for Balloon the Categories. Contestants must declare the category before competition begins.

G. Best All Around Clown

Best all-around Clown (lifetime award to be awarded one time only), will be judged on the basis of competition points earned in all individual competition at the GLSCUA Mid-Winter Convention, and the GLSA Fall Convention. The award will be present at the GLSA Convention and shall be awarded to only one Clown each calendar year.

ADOPTED:

Date: 7-31-2010 by vote of the Great Lakes Shrine Clown Units Association Executive Board, City: Indianapolis State: Indiana, Upon recommendation and approval of the membership at the: Mid-Winter Meeting in City: Evansville, State: Indiana