

Competition Rules 2018

Forward

If a clown wants to compete, he/she must conform to some sort of rules. The rules must be applied equally to all, and be capable of being met. In addition to rules, guidelines are provided to allow all the opportunity to participate.

The purpose of competition is threefold: First, it provides a means through which a clown or group of clowns can present their skills and talents to their peers. Second, it provides a challenge for individual clowns to improve their appearance and performance. Third, it improves the level of clowning throughout the region.

General Rules

1. All competitors must be current S.E.C.A. members and fully registered at the convention to compete. This includes juniors fifteen (15) years of age and younger.
2. No mime or other person not in complete clown make-up and wardrobe will be permitted to compete.
3. Competition registration will close at the beginning of the scheduled "Competition Meeting." See Item 12.
4. A clown having won a first place award may compete the following year.
5. A clown may enter one individual skit, one group skit, and one clown ministry skit. A Junior clown (15) years of age or younger may enter the Sassy Variety Show, one group skit, and one clown ministry skit.
6. Awards for all categories:(with exception of the Sassy Variety Show).
 - A. There will be awards only if the following criteria are met. The highest scored clown(s) in the competition will have the following criteria measured against their score.
 - (1). To receive a first place award, they must receive eighty-five percent (85%) or better of the available points.
 - (2). To receive a second place award, they must receive seventy to eighty four percent (70%-84%) of the available points.
 - (3). To receive a third place award, they must receive fifty-five to sixty-nine percent (55%-69%) of the available points.
 - B. Where two or more competitors receive over eighty-five percent (85%) of available points, the highest will receive first place, the next highest second place and the next third place. The same would apply if the top clowns receive seventy to eighty-four percent (70%-84%) of the available points. The highest would receive a second place award and the next would receive third place. Competitors will receive a Certificate of Participation and score sheets.
7. Only self applied make-up will be acceptable. Vendor applied make-up is not acceptable. A contestant may use an attached or painted nose.
8. Host alley members may compete but not judge.

9. No objects can be thrown into the audience, including water, perfume, or any substance.
10. S.E.C.A. Board members, lecturers and dealers are eligible to compete in the Sassy Variety Show.
11. Duplicate awards will be made in case of a tie.
12. All competitors must attend the mandatory "Competition Meeting" at the convention and sign in for each category. Competitors must be on time to avoid disqualification. Late attendees will be allowed to participate in the Sassy Variety Show.
13. Clowns must adhere to the following S.E.C.A. "Code of Ethics":
 - No member shall consume alcoholic beverages or show evidence of the use of alcohol while in make-up and wardrobe.
 - No member shall use profanity, obscenity or behave in a suggestive or offensive manner, which may be interpreted as such, while in make-up or wardrobe.
 - No member shall remove any part of his/her wardrobe while in public.
 - No member shall hold, light or smoke cigarettes, cigars or pipe while in make-up or wardrobe.
14. No political or controversial themes will be allowed.
15. No live animals will be permitted in any category with the exception of service animals for the handicapped, according to Federal law.

*** Failure to observe these rules will result in disqualification. ***

The Competition Director will check the eligibility status of all competitors prior to the competition events. Eligibility will not be an issue for disqualification once the clown has competed on stage.

Competition Categories

1. Skit Competition
 - A. Individual Skit
 - B. Group Skit (including Juniors)
2. Clown Ministry (Individual or Group Skit)
3. Paradeability
4. Balloon Sculpturing (Novice and Advanced)
5. Face Painting (Novice and Advanced).
6. Walk-Around
7. Sassy Variety Show

Clown Category Guidelines

A clown's makeup and wardrobe will be judged in skit competition, walk-around and in paradeability. The scores in the skit competition will reflect the clown's makeup and wardrobe. The following guidelines should be followed when portraying a character in a skit or a parade and walk-around.

Classic White Face

I. Make-up

All exposed flesh of the face, neck, and earlobes will be covered with white greasepaint. Minimal color make-up or glitter will be used to express the features of the eyes, nose, and mouth. Decorative designs not consistent with facial lines are not acceptable and will lower your score. Make-up must be free of blemishes, high and low spots, well covered without cakiness, well powdered, brushed and set.

II. Wardrobe

The most elegant of all clowns is outfitted with two or more pieces of bright colorful material to fit the character of the Classic Pierrott, Harlequin, or Jester. Large floral patterns detract from the beauty of a suit. Styles vary but are generally roomy, well fitted with detachable collars. Pants may be straight, flared, ruffled or pantalooned. Tunics or blouses can be straight, medium or long. Short sleeves will be cause for disqualification, or lower scores. Buttons, pom poms, piping and ruffles should be of a contrasting bright color. A skullcap may be worn. A clown hat should fit your personality. A short or tall cone hat, short cup or flat hats or the typical Piagliacco hat would be appropriate. Gloves should cover your wrists, be full fingered and could be white or colored to fit your wardrobe. The Classic White Face Clown does not wear false eyelashes, nose, ears, wigs, large comedy shoes, or suits normally worn by Auguste Clowns.

III. Character

This is the clown that most people think of as *the* clown. He is gentle, artistic, colorful, bright, cheery, lovable, and is the clown that most children will come to first most frequently. Performance is highly artistic and skillful in such areas as balloons, juggling, puppets, magic, acrobatics, music, dance, etc., and is all done with a comedic flair. This clown is most effective in meet and greet situations.

Comedy White Face

I. Make-up

As in the Classic White Face, all exposed flesh of the face, neck and ears will be completely covered with white make-up. It must be free of blemishes, high and low spots, well covered without cakiness, well powdered, brushed and set. The colors and character line development have varied. Wigs of all types, eyelashes, bulbous noses, more garish facial features, facial decorations, and deviations from the standard red or black liners for reflecting character lines have been used.

II. Wardrobe

Other than the typical pierrot, harlequin, or jesters' wardrobes, the Comedy White Face wears a variety of wardrobes, even Auguste type suits.

III. Character

The Comedy White Face clown is whimsical and might be more slapstick in nature.

Auguste Clown

I. Make-up

All exposed flesh of the face, neck, and ears will be completely covered with make-up. Highly colorful with base colors of fleshtones in pink, tans, and reddish browns. Shades of fleshtones are blended with red to produce a ruddy complexion without being masklike. Eye sockets are usually covered with white to produce a wide-eyed expression. Staying within the confines of lines in the face, the smile could be as small as a tight-lipped grin to the proverbial ear to ear smile, covered generally with white make-up. Features of the eyes and mouth are generally outlined in black or red. The face is completed by the attachment of a clown nose, governed by the size and shape of the head. Red, orange, or yellow wigs, curly or cropped are generally used to enhance the Auguste character.

II. Wardrobe

There is a wide range of wardrobe possibilities in the selection of wardrobe for the Auguste clown. They can be with or without jackets or coats. Short, medium, or long coats can be worn, with or without tails. Full length, three quarter or knee length pants, tailored or oversized, with a wide selection of colorful materials in plaids, checks, stripes as well as solids can adorn the Auguste clown. From colorful socks and decorated regular shoes or sneakers to the many patterns and colors of comedy clown shoes, the Auguste clown is topped off with one of the many hat possibilities like skimmers, derbies, bolers, top hats, stovepipes, madhatters, and crushables in bright colors. Vests, suspenders, and ties like long floor length, or short ones, or bow ties of all sizes, are just a few of the outlandish accessories that will enhance the appearance of the Auguste clown character. The Auguste clown is a tailor's nightmare.

III. Character

Auguste clowns are slapstick, impish, and gregarious. Their actions are big, clumsy, and awkward. They often present unmagic, balloon comedy, bumbling juggling and other types of comedy with outlandish props. They are the most comic of all clowns.

Tramp (Hobo)

I. Make-up

All exposed flesh of the face, neck and ears will be completely covered with make-up. The make-up represents the soot deposited on the face and not

necessarily a beard as some people think. The face is ruddy from being out in all kinds of weather. The eye sockets and mouth tend to be white from being wiped clean in order to see and eat. White make-up is used around the eyes and mouth to exaggerate this cleaning

process. The sad mouth represents the down trodden outlook on life. The upper face is a blend of flesh tones, red, and black to reflect the outdoor look. An upturned nose, dark hair or even gray hair to reflect aging could be used. As with other clown make-up application procedures, the face should be well powdered and set.

II. Wardrobe

Usually a dark coat, dark suit or one to be made to look dirty, tuxedo, tails, possibly mixed jacket and pants, or dress, well patched with uneven stitching, since the Tramp was not considered to be a tailor. Some torn area without patches would be appropriate, held together with whatever device was available. A dark, battered hat, dark socks, and shoes, a scruffy tie and dirty looking shirt may complete the Tramp outfit. Although the appearance “looks” dirty, like any clown’s wardrobe, it should be clean.

III. Character

The Tramp is representative of the vagabond, king of the road of the early thirties. A businessman, scholar, or playboy, who being fed up with life, walked out of society for the wanderlust of travel by rail. By nature, the Tramp is a loner, which is reflected in his determination to be silent, not talking to anyone except his peers. The bag lady would fit this character. Due to the downcast mannerisms and shuffling movements, the Tramp is often misunderstood as being dumb and therefore the brunt of many jokes and pranks. It takes a great performer to truly portray the Tramp character with its pathos, mime comedy.

SECA Lite Look

I. Make-up

All exposed flesh of the face will be completely covered with make-up. Base make-up colors should enhance overall look. Eyes, cheek, and mouth area should be neat and reflect the reactions of the clown. No wig is required but hair or head accessory should be colorful and decorative. Eye lashes, glitter are permitted.

II. Wardrobe

This has a wide range of possibilities. Short sleeve shirts and coats are permitted. For additional ideas and suggestions refer to the Auguste wardrobe.

III. Character

The clown is whimsical and slapstick in nature, colorful, bright, and artistic. This clown has several skills and effective in meet and greet.

Skit Competition Guidelines

Individual Skits

I. Description

I. Individual skits consist of one clown who is responsible for the entire performance. No audience participation on stage is allowed, and the skit must not be based primarily on elicited responses or participation from the audience. The clown may be a White Face (Classic or Comedy), Auguste, Tramp, or Character.

II. Rules

- A. A drawing for the performing order will take place before the competition begins and contestants must perform in order according to the number drawn.
- B. All contestants will have a one-minute set up time and a one-minute clean up time. Failure to adhere to these times will result in disqualification. Each contestant will be responsible for his/her own clean up. All objects, including confetti and water must be removed from the stage. A stage crew will be provided for clean up.
- C. Performance time is limited to three minutes. Exceeding this time limit will result in disqualification. Fifteen seconds before the time limit expires, a signal will be given to inform the performer that 15 seconds remain.
- D. All skits will be in good taste and in no way be offensive to the general audience. Any act that causes injury to a spectator will result in disqualification.
- E. All contestants must provide their own equipment (except chairs).
- F. The host alley will provide a cassette player and operator during the performance to play any cd or cassette tape the contestant provides. The cd or tape must be queued and ready for the operator to play.
- G. Prop cannot exceed 50 pounds and be able for one person to pick up.
- H. Contestants will be provided with the judges' score sheets after the awards have been presented.

III. Awards

Awards will be presented to the first, second, and third place winners as outlined in General Rule # 6.

*** See the "Skit Score Sheet" for judging criteria. ***

Group Skits

I. Description

Group skits consist of 2 to unlimited number of clowns. The clowns may be White Face, Auguste, Tramp or Character. The type of clown should fit the character portrayed in the skit. No audience participation on stage is allowed and the skit must not be based primarily on elicited responses or participation from the audience.

I. Rules

- A. A drawing for the performing order will take place before the competition begins, and contestants must perform in order according to the number drawn.

- B. All contestants will have a one-minute set up time and a one-minute clean up time. Failure to adhere to these times will result in disqualification. Each contestant will be responsible for his/her own clean up. All objects, including confetti and water must be removed from the stage. Only group members can be involved in the set up and clean up.
- C. Performance time is limited to five minutes. Exceeding this time limit will result in disqualification. One minute before the time will expire, a light will flash or a whistle will blow to inform the performer that 60 seconds remain.
- D. All contestants must be in wardrobe and make-up.
- E. All skits will be in good taste and in no way be offensive to the general audience. Any act that causes injury to a spectator will result in disqualification.
- F. All contestants must provide their own equipment (except chairs).
- G. The host alley will provide a cassette player and operator during the performance to play any cd or cassette tape the contestant provides. The cd or tape must be queued and ready for the operator to play.
- H. Prop cannot exceed 50 pounds and able for one person to pick up.
- I. One member of the group will be provided with the judges' score sheets after the awards have been presented.
- J. Members of a group skit may be asked to return to the stage after performing.

II. Awards

Awards will be presented to the first, second and third place winners as outlined in General Rule # 6.

- **See the “Skit Score Sheet” for judging criteria. ***

Clown Ministry Skit Competition Guidelines

I. Description

Clown ministry skits can be done by an individual clown or a group of unlimited clowns, and the clown type should fit the role played in the skit.

II. Rules

- A. The same rules for the regular skit competition will apply for the clown ministry skits.
- B. The five-minute time limit will apply.
- C. The message being conveyed through the skit must be obvious to the audience.

III. Awards

Awards will be presented to the first, second and third place winners as outlined in General Rule # 6.

- **See the “Skit Score Sheet” for judging criteria. ***

Paradeability Guidelines

i. Description

Paradeability is open to all clowns: White Face, Auguste, Tramp, and Character and SECA Lite Look.. Contestants performing as a group must notify the Competition Director so one

competition number can be assigned to the group. A Parade prop is one that is large enough to be seen by spectators on the back row, small props must enter the Walk-Around category.

II. Rules

- A. Make-up, wardrobe, props and behavior will be consistent with the Code of Ethics.
- B. No objects of any kind will be thrown into the audience.
- C. No water, perfume or any substance will be squirted into the audience.
- D. No vehicle of any type will be ridden or driven along the sidelines of the parade route. Vehicles (including unicycles and bicycles) will be restricted to the center of the roadway. Parade vehicles including skateboards and inline skates are restricted in malls.
- E. Large props or gimmicks may be used.
- F. Parade gags must be repeatable.
- G. Any performance that results in an injury to a spectator will result in disqualification.
- H. No political or controversial themes will be allowed.
- I. No live animals except service animals will be allowed.
- J. No "blue material" will be used.

III. Awards

Awards will be presented to the first, second and third place winners as outlined in General Rule # 6.

*** See the "Paradeability Score Sheet" for judging criteria. ***

Walk-Around Guidelines

I. Description

Walk-Around is open to all clowns in make-up and wardrobe. A walk-around prop is small compared to a parade prop and can be used to entertain spectators or clients of all ages.

II. Rules

- A. Make-up, wardrobe, props, and behavior will be consistent with the Code of Ethics.
- B. Character clowns must be in clown make-up.
- C. No objects of any kind will be thrown into the audience.
- D. No water, perfume or any substance will be squirted into the audience.
- E. No live animals

- F. No Blue material.
- G. No political or controversial themes.
- H. No vehicles, bicycles, skateboards, are allowed in a Mall. Vehicles for the handicapped are approved.
- I. Prop or gimmick must be repeatable.
- J. Any performance that results in an injury to spectator will result in disqualification.

III. Awards

Awards will be presented to the first, second, and third place winners as outlined in the General Rule #6.

Balloon Sculpting Guidelines

I. Description

This competition requires the contestant to submit one entry in each of the following categories:

1. Single balloon
2. Multiple balloon

The single balloon can be a # 100 type, # 200 type, or # 300 type. The multiple balloons are a mixture of any kind or the same kind of balloons with no other material being used.

II. Eligibility

Novice Eligibility: Contestants who have not won a first place award in balloon sculpture competition, those who have not written a book on balloon sculpture techniques, and those who do not earn a substantial portion of their income from balloon sculpturing are eligible to compete in this competition.

Advanced Eligibility: Contestants who have won a first place award in balloon sculpture competition, those who have written a book on balloon sculpture techniques, and those who earn a substantial portion of their income from balloon sculpturing are eligible to compete in this competition.

III. Rules

A. Contestants must submit one and only one entry in each of the following categories:

1. Single balloon
2. Multiple balloon

B. Contestants must furnish his/her own balloons.

C. The time limit for this competition will be one-half hour.

D. Balloons may not be inflated before the starting time.

E. Balloons will be inflated by mouth, manual pump, or battery operated pump.

F. No decorations on balloons will be allowed. The use of color pens and whiteout will be allowed for artwork.

G. Numbers will be assigned to each contestant.

H. If any balloon(s) leak or break before judging, that (those) balloon(s) will be judged as is.

I. Judges will not be present during the sculpting, only after all entries have been completed.

J. No contestant may be present during judging.

K. Judges will judge each of the contestant's two categories as follows:

1. Uniformity 1-10 points
2. Appearance 1-10 points
3. Degree of difficulty 1-10 points
4. Overall opinion of the sculpture 1-10 points

L. The winner will be the contestant who amassed the greatest number of points for the two categories.

M. Each contestant's score sheets will be available to him/her at the conclusion of the awards banquet.

N. No spectators may be present during competition. (This has an exception if room permits).

O. At no time will anyone other than a judge or the contestant touch any balloon.

P. Balloon contestants do not have to be in makeup and wardrobe.

Q. Adhesive material or glue will not be allowed.

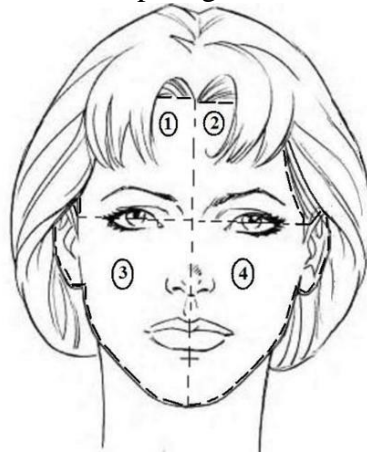
- III. Awards
Awards will be presented to the first, second and third place winners as outlined in General Rule # 6.

- See the “Balloon Sculpturing Score Sheet” for judging criteria. *

Face Painting Guideline

- I. Description:
This competition requires the contestant to submit one entry in one or both category.
A. Hand Art: can be placed on back of hand.
B. Full Face Art: needs to cover at least 3/4 of face (sketch will be provided).
- II. Eligibility:
A. Novice: One who does not earn a substantial portion of their income from face painting. One who has not a first place award in face painting competition, this includes organizations such as WCA, COAI, FABAI, and other Regional Associations are eligible to compete in this contest.
B. Advance: One who has won a first place award in face painting, one who has written a book on face painting and earns a substantial portion of their income from face painting are eligible to compete in this contest.
- III. Rules:
- A. Contestant will submit one entry in one or both categories.
 - 1. Hand Art: can be placed on the back of the hand.
 - 2. Full Face Art: needs to cover 3/4 of face.
 - B. Contestant will supply their own FDA approved paints and equipment
 - C. Contestant will provide their own live model (one model can do both).
 - D. Time limit:
 - 1. Hand art 5 minutes.
 - 2. Full face art 10 minutes.
 - E. Novice contestant can Not use glitter, jewels, feathers, and other accessories.
 - F. Advance contestant Can use glitter and jewels, no feather and other accessories.
 - G. All painting will be done by brush or sponge.
 - H. No stencils, stamps, or air brushes are to be used.
 - I. Numbers will be assigned to each contestant.
 - J. Judges will judge each contestant as follows.
 - 1. Use of colors.
 - 2. Application
 - 3. Technique
 - 4. Over all eye appeal.
 - K. Competition Director will appoint 5 judges.
 - L. Winner will be the contestant receiving the greatest number of points in each category.
 - M. Each contestants score sheets will be available to them following the Awards Banquet.
 - N. Contestants will be asked not to talk with anyone during the competition.
 - O. Contestants can have their paints set-up as they like prior to start time.

- P. Contestants must be on time you will be disqualified if late this includes model. Check schedule for dates, time, and location of event.
- Q. Each contestant must attend the Mandatory Meeting. Each must sign the appropriate signup sheet failure to do so will prevent you from competing this includes the live models.



IV. Awards:

Awards will be presented as outlined in General Rule #6

****See the Face Painting Score Sheet"" for judging criteria**

"Sassy Variety Show"

The Sassy Variety Show replaces the Master's , Junior Skit, and Open Mike categories.

I. Description:

This category is open to all fully registered attendees, plus Board members, vendors, and lecturers.

II. Make-up and wardrobe are not necessary to participate.

III. Participants will have up to 5 minutes to present program (program can be comedy, singing, skits, storytelling, etc.

iv. Awards:

All participants will receive a certificate of participation, One Award will be presented "The Sassy Award"

NOTICE OF IMPORTANCE"

All competitors must be present for the competition meeting and the drawing of positions for performance, time and place will be announced and posted in registration area. Failure to observe this rule will result in disqualification, however the competitor can perform for critique.

