

ISCA Competition Rules

Revised and Approved

October 31, 2013



I. GENERAL RULES

A. CODE OF CONDUCT and DISCIPLINE.

1. The promotion and advancement of Shrine clowning is the uppermost reason for participation in competition. For this reason, conduct of all individuals and units must be consistent with specified Shrine Code of Conduct.

2. While each individual must govern himself, it becomes necessary that each Unit Head assist by governing the conduct of his members. Any conduct that would bring unfavorable criticism upon the Shrine, a Shrine Unit, or clowning in general could result in an entire unit being disqualified from competition.

3. Participating clowns, acts, or stunts per SHRINERS INTERNATIONAL SHALL:

- a. Not use any operating flashing emergency type lights or sirens.
- b. Not drink any intoxicating beverages before, during or after any parade, performance, or public event while in costume.
- c. Not wear a costume or use any equipment that may be offensive to this association or to the general public.
- d. Not touch women while in costume in public.
- e. Not throw items of any kind. This includes candy, gum, novelties, and balloons. These items may be handed out if other rules and regulations do not specifically prohibit.
- f. Not use any obscene gestures or language while appearing in costume, make-up, or uniform.
- g. Not impersonate a woman, race, or other minority group which might reflect unfavorably upon the association and Shriners International.
- h. Not smoke in costume in public.
- i. Not use any live animals or fowl, domestic or wild, nor any reptiles.
- j. Not use full or partial face masks or any type.
- k. Strive to look his best as a true clown.
- l. Not abuse spectators by subjecting them to practical humiliating jokes or by squirting or shocking them.
- m. Not have any demeaning displays that may be considered in poor taste.

Note: The Competition Director or his emissary shall, at his discretion, have full authority to discipline, including ejection from functions of this association, any member who does not abide by the Code of Conduct as listed above. Additionally, the Competition Director, acting in coordination with the authority of the Imperial Parades Marshal, may eject from Imperial Parades or any ISCA competition any Shrine clown not adhering to the Code of Conduct as herein stated.

B. ELIGIBILITY

1. All clowns and units in good standing in this association are eligible to register to participate in the competition (regardless of whether your temple is present at the Shriners Imperial Session or I.S.C.A. Mid-Winter Convention) except elected association officers.
2. All members participating in competition must have a current Shrine dues card and a current association dues card readily available for examination at the time of participation and be wearing this association patch tastefully displayed above the waist.
3. Competing for unit awards requires membership in the association which is defined as 5 or more individual members belonging to I.S.C.A. All participants in the event SHALL be I.S.C.A. members.

C. DRAWING FOR POSITIONS

1. The drawing for position of skits and other competitions as directed by the I.S.C.A. Competition Director will be accomplished at the competition site immediately preceding the competition.
2. Any clown entering the competition after positions are drawn or after the clowns are in position to start the competition (if positions are not drawn) will be placed at the beginning of the group and will be the next clown to compete.
3. A representative of each unit must be present to draw for position. If a delegate is not present for the drawing, that unit will be ineligible to participate.

D. PRESENTATION OF AWARDS

1. Trophies and awards will be presented at an awards affair following the competition or such other time and place as the President of this association may direct. Winners will not be announced until this time.
2. Score sheets for all competitions will be available at the conclusion of the awards presentation.

II - JUDGING

- A. The I.S.C.A. Competition Director is the chairman of the clown competition and shall have the final say in the selection of judges. The Competition Director will also have the responsibility for final interpretation of the judging rules.
- B. Judges will not be selected from units which are participating in the competition.
- C. A minimum of three (3) judges will be utilized. Preferably, all three will have had extensive clowning experience, attended a judging training seminar, and/or an extensive background of make-up and performing experience.
- D. Each judge will complete score sheets as appropriate and directed by the I.S.C.A. Competition Director. Score sheets will be turned into the I.S.C.A. for final tallying at the end of competition.
- E. NO ONE may speak to the judges before or during the competition unless answering a direct question. Exception: The I.S.C.A. Competition Director and his personal delegates.
- F. All judging shall be done at the clown competition site, excepting parade competition which shall be done during the Imperial Session Day Parade.

III - CATEGORIES FOR COMPETITION and SPECIFIC RULES

A. PARADEABILITY

1. BEST CLOWN PARADE UNIT (PRESIDENT'S TROPHY)

- a. Judging of the parade units for the President's Trophy will be done only at the Imperial Session Daytime Parade.
- b. A minimum of five (5) I.S.C.A. clowns participating in costume is required for a unit to compete.
- c. Only a First place award will be made.
- d. Units will observe only forward marching movements. While the main movement must be forward, this does not preclude individual clowns or equipment from moving in various directions.
- e. Motorized vehicles shall maintain a sufficient clearance from spectators so as to assure proper safety standards.
- f. The 'Parade-Competition Judges Score Sheet' will be used in judging the clown parade unit competition.
- g. The judging on the parade route will be done approximately one (1) or two (2) blocks before the Official Imperial Reviewing Stand.

2. ONE MAN PARADEABILITY

- a. Paradeability is basically a sight gag. An object or prop using signs or vocal expression which can bring laughter. It can be anything which can be worn, carried, pulled, pushed, or driven which does not require a set-up time or a tear down time.
- b. Along with the One Man Paradeability competition, a clown may also compete in Make-up & Costume AND the One Man Skit, if he chooses.
- c. Rules:
 - i. The clown shall repeat the gag at least twice in one minute or the gag shall be considered a continuous gag. Failure to repeat the gag, (if gag is not continuous) will disqualify competitor from One Man Paradeability competition.
 - ii. The clown shall not leave the competition area and go behind the judges to interact with the audience. If the clown LEAVES the "competition area" and RETURNS, the parade gag will be PENALIZED 10 points.

iii. First, second and third place awards will be made.

iv. In addition to the first, second, and third place awards, patches will be presented to the 'Top Five' clowns upon conclusion of the judging.

v. The 'One Man Parodability Judges Score Sheet' will be used in judging this competition.

vi. The clowns will not be separated into individual categories, all clowns will compete against each other in this category.

B. SKITS

GENERAL RULES

1. If space permits, the skit area (or 'ring') will be up to 400 square feet. This area will be marked out before the event starts and may be reduced in size pending available space in the competition facility. A participating clown may enter or leave the 'ring' any time during the presentation time; HOWEVER, once having left the 'ring', a clown may NOT return. If any clown LEAVES the 'ring' and RETURNS, the skit will be PENALIZED 10 points. Reentering the 'ring' during the one (1) minute 'SET-UP' and/or 'CLEAN-UP' periods is allowed and will not result in a penalty. Clowns may remain in the 'ring' as part of the Set-up.
2. The use of water, pies, props, and slapstick comedy are helpful criteria for good skits. Each skit or Stunt must always be in good taste as children are our audience at every performance. Crowd appeal and laughter sway judges so govern yourselves accordingly.
3. The competitor(s) must restore the skit area to its original condition as soon as skit is completed and within the one (1) minute time limit.
4. Confetti may be used, and it may be tossed into the crowd, if appropriate. The area where confetti lands need not be cleaned up immediately; however, the area must be swept by the competitor(s) after all skits in the category are completed.
5. Any presentation that causes an injury to any spectator will automatically disqualify the competitor(s).
6. Each competitor must provide their own sound system and an attendant to turn on a tape AS THE FIRST CLOWN ENTERS THE STAGE. It will be the clown's responsibility to have the tape with the correct side marked and properly queued when it is handed to the attendant. No assistance during the skit is allowed.

1. GROUP SKITS

a. The Group Skit has the same rules as the General Skit Rules with the following exceptions:

- i. Group skit competition consists of three (3) or more Clowns. Clowns may be from different Units. No clown may participate in more than one Group Skit. Clowns must be in appropriate costume to participate.
- ii. First, second, and third place awards will be made.
- iii. Each group participating in this event will have no minimum time limit and a maximum time limit of five (5) minutes. Each group will be allowed one (1) minute to set up their props and one minute to remove props from 'ring'. Set-up and Clean-up times are in addition to the five (5) minute presentation time. Group skits will be penalized one (1) point per second over the five (5) minute time limit with disqualification one (1) minute in the excess of the five (5) minutes for presentation. Time starts from the commencement of any introduction or the beginning of taped sound effects or music.

iv. Each participating member of the Group may enter or leave the 'ring' any time during the five (5) minute presentation time; HOWEVER, once having left the 'ring', a clown may NOT return. If any member of the group LEAVES the 'ring' and RETURNS, the group will be PENALIZED 10 points. Re-entering the 'ring' during the one (1) minute 'SET-UP' and/or 'CLEAN-UP' periods is allowed and will not result in a penalty. Clowns may remain in the 'ring' as part of the Set-up.

v. In addition to the first, second and third place awards, patches will be presented to each clown in the 'Top Five' clowns skits upon conclusion of the judging.

vi. The 'Group Skit Score sheet' will be used in judging the group skit event.

2. TWO MAN SKITS

a. The Two Man Skit has the same rules as the General Skit Rules with the following exceptions:

i. A Two Man Skit does not require the two Clowns to be from the same Unit.

ii. In addition to the first, second and third place awards, patches will be presented to each clown in the 'Top Five' clowns skits upon conclusion of the judging.

iii. The two clowns will be allowed one (1) minute to SET-UP, three (3) minutes to PERFORM SKIT, and one (1) minute to CLEAN-UP.

3. ONE MAN SKIT

a. The One Man Skit has the same rules as the General Skit Rules with the following exceptions:

i. A One Man skit may involve the use of any magic, illusion, puppet, juggling, equipment, gimmick, etc. It may require a set-up and/or clean-up time. This could include any signs or props which in themselves could bring laughter, or the sight of them is necessary to complete the skit.

ii. Along with the One Man Skit competition, a clown may also compete in Make-up & Costume AND the One Man Paradeability, if he chooses.

iii. A stage crew will be provided to assist with the placement and removal of props prior to and after the skit ends.

iv. No assistance during the skit will be allowed.

b. Rules:

i. The clowns will not be separated into individual makeup categories, all clowns will compete against each other in this category.

ii. First, second, and third place awards will be made.

iii. In addition to the first, second, and third place awards, patches will be presented to the 'Top Five' clowns in each category upon conclusion of the judging.

iv. The clown will be allowed one (1) minute to SET-UP, three (3) minutes to PERFORM SKIT, and one (1) minute to CLEAN-UP.

v. The clown may enter or leave the 'ring' at any time during the three (3) minute presentation time, HOWEVER, once having left the 'ring', a clown may NOT return. His skit is determined to be ended when he leaves the 'ring'. Reentering the 'ring' during the one (1) minute SET-UP and/or CLEAN-UP period is permitted and will NOT result in a penalty.

vi. Each skit or Stunt must always be in good taste as children are our audience at every performance. Crowd appeal and laughter sway judges so govern yourselves accordingly.

vii. The 'Skit Competition Judges Score Sheet' will be used in judging this competition.

C. INDIVIDUAL CLOWN MAKE-UP & COSTUME COMPETITION

1. There has been much discussion as to the various classes for individual clown competition. As stated in the following rules, a clown may enter only one category. An individual must decide what type 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' where another clown might consider him an 'Auguste' type. Certainly, the costume and make-up must go hand-in-hand, but the particular performance also plays an important part as the type of character being portrayed. Make-up must be complete. The exposed area of flesh around the ears and the back of the neck are as important to the clown image as his face and throat area and must be covered. Judging will be based on costume, make-up, facial expressions, etc.

2. The Whiteface Clown is the classic pierrot, harlequin, grotesque, or neat clown face. The Whiteface has 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 on this type of clown. His costume may be one piece or some variation of a suit. It also may make use of sequins, rhinestones, mylars, or other flash material. The whiteface is not unpleasant to look at. He has decent manners, and his performance is generally artistic in nature. He usually appears to be in command of any situation he finds himself in. Gloves are required on all Whiteface Clowns.

3. The Auguste Clown is the character clown. This is the most comic face. Base color is a variation of 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 (oversize or too small). Bold colors, large prints, and patterns often characterize Auguste costumes. The Auguste is the most slapstick of all clowns; his actions wilder, broader than the other types. The Auguste gets away with more and bigger pranks. Gloves are required on all Auguste Clowns.

4. The Tramp Clown uses a base of flesh colored pink or tan. Make-up designs often include 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 make-up design portrayed is a sad, woebegone tramp. The overall effect of make-up, costuming, and performance must complement the character being portrayed. Gloves should be worn, if appropriate, on all Tramp clowns.

5. The Happy Hobo Clown, similar to the Tramp, uses a base of flesh colored pink or tan. Make-up designs often include a beard and highlights of white around the eyes and mouth. This happy-go-lucky 'king of travel' clown has had enough of his life and would rather settle for a simple life on the street. The Happy Hobo Clown is care-free and does not expect much and is mostly happy with what he has. The costume may be a little cleaner or more colorful than the Tramp Clown. The overall effect of make-up, costuming, and performance must complement the character being portrayed. Gloves should be worn, if appropriate, on all Hobo clowns.

6. The Character Clown is the fifth category open for competition. A clown competing in this category may use a 'Whiteface', 'Auguste', 'Tramp', or 'Happy Hobo' make-up design. He must depict a specific type of person or occupation (i.e. baseball player, doctor, sailor, Keystone Kop, etc.) The character MUST clearly be recognized as a clown. No mask will be allowed. Make-up should complement the character being portrayed and should not detract from the overall effect. Gloves are required, if the design of the clown is 'Whiteface' or 'Auguste'. Gloves should be worn, if appropriate, when the design of the clown is a 'Tramp' or 'Happy Hobo' clown.

7. The senior division is the sixth category open for competition. It consists of the same 5 categories all together. The age requirement for this division is 60 years of age or older.

8. Contestants can enter only one (1) of these categories and must declare it before competition starts.

9. Rules:

a. Any individual clown who meets the eligibility requirements may participate. It is again emphasized that your unit or temple does not have to be present at the Shriners Imperial Session or I.S.C.A. Mid-Winter Convention.

b. First, Second and Third place awards in each of the following six categories will be made:

i. Whiteface

ii. Auguste

iii. Tramp

iv. Happy Hobo

v. Character

vi. Senior

c. In addition to the first, second and third place awards, patches will be presented to the 'Top Five' clowns in each category upon conclusion of the judging.

d. Clowns will be grouped and presented for judging according to the category they enter. All clowns will be hidden from judges until they are presented by the Ring Boss. If the clowns cannot be hidden due to space requirements, the judges will be sequestered until the actual competition begins. Along with the Make-up & Costume Competition, a clown may also compete in the One Man Skit AND the One Man Paradeability Competition, if he chooses. The judges will know the individual by number only.

e. Upon being directed by the 'Ring Boss', clowns will walk onto the prescribed platform or dais, measuring a minimum of 3' x 3'. At the direction of the 'Ring Boss' or MC, the clown will make 4 quarter turns to the right and then strike a pose. As soon as the judges are satisfied, they will dismiss the clown. The next contestant will not enter the judging area until the previous contestant has cleared the area.

f. No judge may touch a competitor's make-up, wig, or costume. During this judging there will be no objects in contestants hands except for the character, tramp, or hobo categories unless it specifically enhances the clowns costume. The item may be used for posing, however, it will not be worked at any time. No movement will be allowed by any competitor.

g. Clowns shall observe all items listed under 'Code of Conduct'.

h. The I.S.C.A. patch shall be displayed above the waist and will be visible to the judges. Other patches (name patch, unit patch, or local association patch) may be worn. Patches will be judged how well it accents or detracts from the Costume.

i. The 'Make-up & Costume Judges Score Sheet' will be used in judging the individual clown competition event.

D. CLOWN EXTRAORDINAIRE:

1. This competition will be at the discretion of the I.S.C.A. Officer Board and will be announced in advance. A minimum of Five (5) competitors must be available to hold the competition.
2. Any individual clown who meets the eligibility requirements may participate. It is again emphasized that your unit or temple does not have to be present at the Imperial Council Session.
3. Any individual clown that has placed in the top 3 of their makeup category the previous convention will be required to compete in this category. Any clown that wants to join this group may do so.
4. First, Second and Third place will be awarded with the First place clown being named Clown Extraordinaire for one year.
5. In addition to the first, second and third place awards, patches will be presented to the 'Top Five' clowns in this category upon conclusion of the judging.
6. Clowns will be grouped and presented for judging. There will be six (6) judges in this category. One judge will be from each makeup category of clowning (excluding Senior) with extensive knowledge in that category. The sixth judge will be picked at random by the Competition Director. The scores from all six judges will be utilized. The judges will know the individual by number only.
7. Competitors in the Clown Extraordinaire category will also be required to perform a one man paradeability routine with a prop that has been provided by the Competition Chairman. This prop will be presented prior to the competition. Although other props may be used, the provided prop must be identifiable to all judges. All judges will be informed ahead of time as to what the prop(s) are. A second score sheet will be utilized for this. The contestants can then compete in the regular paradeability category as well.
8. The 'Make-up & Costume Judges Score Sheet' and "Paradeability Score Sheet" will be used in judging the individual clown competition event.
9. Each clown that is required to attend this category is only required to do so the year following the year they placed in the top 3 of their makeup category the year previous. After competing in this category, the clown may go back to their regular category, change categories, or compete in this category as long as they desire.
10. Competition rules for the regular Make-up & Costume Competition and the One Man Paradeability Competition will apply.
11. Competitors may also compete in the One Man Skit AND the One Man Paradeability in regular Competitions, if he chooses.

E. BALLOON COMPETITION

1. Balloon Competition will be judged in the Mid-Winter Convention only. Contestants can enter either or both the Pencil OR the Multiple Category. He may compete in both of these categories. All contestants will be placed in an appropriate area of the room according to the category they desire to enter. Contestants will also be separated from any non-contestants. Non-contestants will be allowed to watch the competitors make their creations. The director will be responsible for maintaining quiet and decorum during the competition. The judge will NOT be allowed in the room during this time. The contestants and the public will be asked to leave the room during the judging. The room will then be reopened for public viewing. The contestant need not be in make-up to compete. No one will be allowed to touch the creations (except the Director) until after it has been judge by all the judges.

2. The Two Categories for balloon competition are:

- a. Pencil: Any single unit made from one (1) Single 130, 245, 260, or 280 pencil balloon.
- b. Multiple: Any creation made using one (1) or more balloons of any type.

3. For both Categories the following rules apply:

- a. Contestants may participate in both categories.
- b. No glue or device other than the balloon will be allowed to hold the creation together.
- c. Contestants will be given fifteen (15) minutes to make his creation(s). He may make more than one creation during this time period but only one balloon will be allowed per category, single balloon sculpture and multiple balloon sculpture.
- d. When the contestant is finished or at the end of the time period (whichever comes first), that contestant will clean up his area and present the creation in the area the way the contestants want it presented. He must place his number on the table (or in a noticeable place alongside the creation) and leave the room without disturbing any of the other creations.
- e. The 'Balloon Competition Judges Score Sheet' will be used to score the creations.
- f. There will be first, second, and third place trophies awarded in both categories.
- g. In addition to the first, second and third place awards, patches will be presented to the 'Top Five' clowns in each category upon conclusion of the judging.

F. FACE PAINTING COMPETITION

1. Face Painting Competition will be judged in the Mid-Winter Convention only. Contestants can enter either the Cheek Art OR the Full Face Category. All contestants will be placed in an appropriate area of the room according to the category they desire to enter. Contestants will also be separated from any non-contestants. Non-contestants will be allowed to watch the competitors make their creations. The director will be responsible for maintaining quiet and decorum during the competition. The judge will NOT be allowed in the room during this time. The contestants and the public will be asked to leave the room during the judging. The room will then be reopened for public viewing. The contestant need not be in make-up to compete. No one will be allowed to talk to the models or view the face painting (except the Director) until after it has been judged by all the judges.

2. The Two Categories for face painting competition are:

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

b. Full Face: Any painting that covers at least 75 % of the face. There is a 10 minute time limit for this category.

3. For both Categories the following rules apply:

a. Contestants may participate in both categories.

b. Contestants must furnish their own model.

c. Contestants must furnish their own supplies.

d. Only FDA approved face paints for skin will be allowed.

e. All painting must be free-hand; no stamps, no stencils.

f. All painting will be done with brushes and sponges only, no air brushing.

g. Trademark designs will be disqualified.

h. Glitter, Jewels and glue are permitted.

i. When the contestant is finished or at the end of the time period (whichever comes first), that contestant will clean up his area and present the model in the area, the way the director wants them presented. He must place his number on the table (or in a noticeable place alongside the model) and leave the room without disturbing any of the other models.

j. The 'Face Painting Competition Judges Score Sheet' will be used to score the paintings.

k. There will be first, second, and third place trophies awarded in both categories.

l. In addition to the first, second and third place awards, patches will be presented to the 'Top Five' clowns in each category upon conclusion of the judging.

Mid Winter Competitions

ONE MAN PARADEABILITY - 1st, 2nd, 3rd Place; Top 5 patches

GROUP SKITS - 1st, 2nd, 3rd Place; Top 5 patches

TWO MAN SKITS - 1st, 2nd, 3rd Place (2 trophies each place); Top 5 patches

ONE MAN SKIT - 1st, 2nd, 3rd Place; Top 5 patches

MAKE-UP & COSTUME

i. Whiteface - 1st, 2nd, 3rd Place; Top 5 patches

ii. Auguste - 1st, 2nd, 3rd Place; Top 5 patches

iii. Tramp - 1st, 2nd, 3rd Place; Top 5 patches

iv. Happy Hobo - 1st, 2nd, 3rd Place; Top 5 patches

v. Character - 1st, 2nd, 3rd Place; Top 5 patches

vi. Senior - 1st, 2nd, 3rd Place; Top 5 patches

CLOWN EXTRAORDINAIRE (discretion of the I.S.C.A. Officer Board) - 1st, 2nd, 3rd Place; Top 5 patches

BALLOON COMPETITION

i. Pencil - 1st, 2nd, 3rd Place; Top 5 patches

ii. Multiple - 1st, 2nd, 3rd Place; Top 5 patches

FACE PAINTING

i. Cheek Art - 1st, 2nd, 3rd Place; Top 5 patches

ii. Full Face - 1st, 2nd, 3rd Place; Top 5 patches

Imperial Competitions

BEST CLOWN PARADE UNIT - 1st Place Only

ONE MAN PARADEABILITY - 1st, 2nd, 3rd Place; Top 5 patches

GROUP SKITS - 1st, 2nd, 3rd Place; Top 5 patches

TWO MAN SKITS - 1st, 2nd, 3rd Place (2 trophies each place); Top 5 patches

ONE MAN SKIT - 1st, 2nd, 3rd Place; Top 5 patches

MAKE-UP & COSTUME

i. Whiteface - 1st, 2nd, 3rd Place; Top 5 patches

ii. Auguste - 1st, 2nd, 3rd Place; Top 5 patches

iii. Tramp - 1st, 2nd, 3rd Place; Top 5 patches

iv. Happy Hobo - 1st, 2nd, 3rd Place; Top 5 patches

v. Character - 1st, 2nd, 3rd Place; Top 5 patches

vi. Senior - 1st, 2nd, 3rd Place; Top 5 patches