

# TEXAS HAUNTERS CONVENTION

## Costume Ball Costume Contest Rules

1. Entry into the costume contest does not have an additional cost, but all entrants must be registered attendees to the Costume Ball.
2. One entry per person. No groups will be judged together. Entrants may have an assistant to help with last minute preparations and adjustments but must not be within the judging area when the judging is occurring.
3. Entrant must be present at the Costume Ball/Costume Contest to participate.
4. Contestants for the contest must be at least 18 years of age to participate.
5. Only the first 30 entrants will be accepted. On-the-spot registration will take place at the entrance to the Costume Ball on a first-come, first-served basis.
6. JUDGING –
  - a. Judging will take place between 7:30 and 8:30 pm inside the judging booth at the Texas Haunters Convention™ Costume Ball. All contestants are required to report to the contest table at this time.
  - b. Late contestants will be disqualified.
  - c. This is exclusively a costume contest. Feel free to pose, act within character, and interact with the judges and/or audience, but please no presentations or skits.
  - d. Only contestants and judges will be allowed in the judging area (except for assistants or designers as spelled out in other parts of this document). Contestants will be available for public viewing during the 9:00 pm Showcase Awards. If judging runs late, then the awards will be moved back accordingly.
7. CATEGORIES –
  - a. Best Of Show: A costume oozing with character and personality, this costume is immaculately detailed and accurate to its original vision. It is the most impressive costume/character at the show.
  - b. Scariest Costume: A costume so scary even the judges have to watch a comedy before going to bed. A nightmarish vision that haunts everyone who sets their unfortunate eyes upon it.
  - c. Most Innovative/Creative: No one expected this costume to work, and many still don't understand how it came to be so well. This costume resets the standard for how costumes are created in both theory and practice.

- d. First Time's A Charm: Fresh talent that is so remarkable that it must be recognized. This costume comes from a person who is new to costuming and has never participated in a costume contest of this caliber. Someone get this new pair of scissors and makeup quick!
- e. Best Makeup: The Face-On Award, because someone knows how... to put... their face on. This costume's entire impact comes from its amazing application of makeup using both high skill and solid technique.
- f. Fan Favorite: This character receives the most adulation and cheers from the audience. Regardless of skill level or applied techniques, this costume gets the people on their feet.

#### 8. ELIGIBLE COSTUMES-

- a. Costumes may be of the artist's original creation or a character found in movies, comics, video games, or any other media. Please be aware that not every judge may know obscure characters, so choose those characters with caution if a backstory is necessary to understand the costume build.
- b. Costumes do not have to be horror related or scary.
- c. Costume contest judges will do their best to accommodate contestants who need extra time due to emergencies and malfunctions, but in the interest of fairness **we cannot guarantee** that any extra time will be allotted.

#### 9. INELIGIBLE COSTUMES –

- a. Costumes that have won any major awards at any other convention may not be entered in the costume contest. Award winning costumes that have been substantially changed may be entered.
- b. Professionals, or any individual who makes a living designing and building costumes, are welcome to participate in the contest but may be limited in the awards they may win.
- c. No glitter, confetti, pyrotechnics, live flame, slim, or smoke generators of any kind are allowed in the Texas Haunters Convention™ without prior approval. Any costume that “makes a mess” or is overly odorous will be disqualified.
- d. Costumes and props must be worn and carried with no risk to injury to people or property.
- e. Costumes purchased for the sake of entering into the contest and rented costumes are not eligible.
- f. Excessive sexual, nude, or inappropriate costumes will be ineligible for entry and may be asked to leave the Costume Ball.
- g. Texas Haunters Convention™ staff and/or judges retain the final say in decisions concerning participation in the costume contest.

#### 10. WEAPONS POLICY –

- a. Weapons are naturally a part of many costumes. The comfort and safety of all attendees is our most important goal, and these rules are designed to provide the best

possible experience for everyone involved. Texas Haunters Convention™ staff and/or judges have the right to remove inappropriate weapons from the building, and will contact local authorities, should the need arise.

- b. Plenty of props and prop weapons are unsafe when used inappropriately. Any prop may be removed from the premises if used in a careless, dangerous, or otherwise irresponsible manner.
  - c. Any item capable of firing projectiles will not be allowed. This includes but is not limited to: airsoft guns, Nerf guns, BB, and pellet guns.
  - d. Costume guns may include NO MOVING PIECES. Any costume pieces made from real gun parts, even parts rendered inoperable, are not acceptable.
  - e. No weapons designed to appear identical to real guns are allowed, whether they are made of appropriate materials or not. A Fallout cosplayer, for example, can bring a self-built plasma rifle. Leave the Chinese assault rifle at home, please!
  - f. Although some costume weapons may include screws and small nails, absolutely no steel weapons will be permitted. A steel sword, even blunt or secured within a scabbard, will not be allowed.
  - g. No chains, nets, or other materials that could become hazardous through tripping are allowed.
  - h. No explosives or chemicals, including anything capable of “making a mess”.
  - i. No noise crackers or sound effects that sound similar to a real gunshot are allowed, even if not being used.
  - j. ABSOLUTELY NO FIREWORKS.
  - k. Costume or prop weapons, made of papier-mâché, plaster of Paris, balsa wood, resin, foam, or other prop-grade materials are okay to include in your costume.
  - l. Bows and crossbows, provided they are not strung with weapons-grade string, are allowed. Arrows and darts must be dull.
11. Photographs will be taken during judging of all participants. These pictures will be used for record, promotions, and judging purposes. By entering the costume contest, you are agreeing to allow your image to be used in future advertising efforts.
12. COSTUME DESIGNERS – In rare cases, some costume designers may prefer to design and build a costume for other individuals. In this event, the designer MUST be present with the costume model at time of judging. Prizes will be awarded to the DESIGNER of the costume. Sharing the prize is exclusively at the discretion of the designer.
13. *All decisions made by Texas Haunters Convention™ staff and/or contest judges are final.*
14. Prizes will be chosen by the Texas Haunters Convention™ staff. Texas Haunters Convention™ staff may change the prizes at any time.

15. CHANGES TO THE RULES – While no changes to these rules are foreseen, certain circumstances may require that the rules be changed. Any changes will be up to Texas Haunters Convention™ staff discretion. This list of rules will be posted at the judges table during the contest.