



COAI Competition Rules



I. GENERAL

A. COAI Competition Chairman

1. The President shall appoint, subject to the approval of the Board.
2. The Competition Chairman will be responsible for maintaining current competition rules, criteria for selection of judges, and criteria for judging of categories by means of a standing competition committee. He/she will conduct a judges' seminar no later than 6 weeks prior to the start of competition.
3. The Competition Chairman is the chief advisor to the convention host alley regarding requirements and procedures for conducting the competition. The Competition Chairman will also coordinate procuring competition awards.
4. If the Competition Chairman is unable to attend the convention, the President will appoint a qualified COAI member to act as the Competition Chairman/Chief Judge for that convention.

B. Awards

1. First, second and third Place awards for categories listed in these rules will be presented by COAI. In the event of a tie for any award, a duplicate award will be mailed to the winner(s), not receiving an award at the awards ceremony, as soon as possible by COAI.
2. In the event of a tie there will two awards given for that placement. If there is a tie the awards will continue in series order with a maximum of 10 given out per that category.
3. Each person entering competition will receive a Certificate of Participation from COAI by email if requested.
4. Each person placing in the TOP TEN, within a competition category, will receive a Top Ten Certificate by email if requested. First time Top Ten winners will receive a Top Ten patch and current year date strip if requested. Subsequent Top Ten winners will receive a date strip only if requested. Winners of multiple categories, within the same convention, will receive only one date strip.
5. A minimum of one (1) clown must be registered to allow competition in any category.
6. When there are six (6) or more competitors in a category, placement is determined by high score. Top Ten placements will be awarded.
7. When there are five (5) or less competitors in a category, the first place winner must earn a minimum of 90, percent on their average score. The second place winner must have earned a minimum of 83, percent on their average score. The third place winner must have a minimum of 75 percent, on their average score. Only three awards will be given based on points.

II. JUDGING

A. Selection of Judges

1. The COAI Competition Chairman will select all judges no later than 5 weeks prior to the scheduled convention.
2. A minimum of (3) judges and a maximum of five (5) judges will be utilized for all competitive events.
3. One (1) judge will be a qualified COAI officer and remainder selected from qualified members at large.

4. All judges must be COAI members in good standing and must have been certified as a COAI judge by the COAI Competition Chairman. To qualify as a COAI judge, a member must:
 - a. Have been a clown for at least five (5) consecutive years prior to the convention.
 - b. Have extensive experience in clowning through public performances, education, teaching the art of clowning or competition. Competition experience should include placing within the top three (3) in regional and/or international competitions, not necessarily COAI competitions. Or has attended a COAI judge's seminar on line. (via COAI online program)
 - c. Have judging experience in local and/or regional conventions/seminars.
 - d. The Director of Competition has the option to run a seminar at the convention if needed.
5. Unless excused by the COAI Competition Chairman, all judges must attend a meeting each year to judge prior to the start of the competition.

B. Judging Procedures

1. Judging will be in designated areas, which will be announced by the hosting alley at the convention.
2. Each judge will print his/her full name at the top of every score sheet. Score sheets will be available after the banquet.
3. The decision of the judges will be final.
4. Competition Chair has the right to disqualify participants in any category for infractions of any competition rule or the Clown Code of Ethics. The panel of judges can disqualify a contestant(s) if they do not meet the established criteria for a specific category.
5. Each panel of judges will appoint a head judge. Contestants may not speak to any judge unless in response to a question from a head judge.
6. Judges may not talk to other judges except for issues regarding clarification of rules but not individual scoring during the competition.
7. Unresolved questions regarding rules and procedures will be directed to the Competition Chair.

III. COMPETITION CATEGORIES AND SPECIFIC RULES

A. Professional Conduct

1. At all times before, during and after competition and during awards ceremony each clown is expected to conduct him/herself according to the COAI Code of Ethics and The Clown Commandments.
2. It is the responsibility of each contestant to read, understand and adhere to the competition rules and procedures.
3. Any clown, in competition, whose conduct is deemed inappropriate or unprofessional may be disqualified by the panel of judges with the approval of the Competition Chair.

B. Eligibility

1. All clowns in good standing [paid up membership] with COAI are eligible to participate in the competition, except for members of the host alley. Unless approved by the COAI Board prior to the convention.
2. All contestants must pay full convention registration cost, applicable at the time of the convention in order to compete.

C. Competition Registration

1. Contestants must show their current COAI membership card at competition registration. For membership verification purposes, a current membership list will be at the competition registration desk. If a contestant joins COAI for the first time at the convention, he/she must have a certificate from the COAI Business Office Manager indicating he/she is a new member.

2. Contestants may only register for competition at the times posted. Registration for all categories will be open twice prior to the date/time of the first competition category of the convention. In case of an emergency this must be handled immediately through the Competition Chair.
3. The host alley will assign convention registration numbers; which will also be used as the competitor's contestant number. Contestants must list their full name, COAI number, and contestant number on the competition signup sheet.
4. If a contestant cannot arrive at the convention by the first competition registration, and wishes to compete the next day, they must e-mail or call in their name, convention registration number, COAI number, and each competition category to the COAI Competition Chairman and/or Assistant Competition Chairman no later than 24 hours prior to the start of competition.
5. Prior to midnight, the day registration closes for specific categories; a computer-generated number will be assigned to each contestant/group, which will be their order of performance. This list will be posted at or near the competition registration area.
6. At the time of competition registration, contestant(s) will be given written information regarding the stage facilities, sound and lighting facilities and available props. The host alley may decide to hold a meeting to provide this information.

D. Makeup/Costume Competition

1. Seven (7) types categories of clowns will be judged in makeup/costume competition: Classic Whiteface, Comedy Whiteface, Auguste, Lite Auguste, Tramp/Hobo/Bag Lady, Character and Seniors Division.
 - a. Members who are 65 years and older may compete separately in the Seniors Division. Seniors may compete as Classic Whiteface, Comedy Whiteface, Auguste, Lite Auguste, Tramp/Hobo/Bag Lady or Character and will be judged accordingly.
 - b. Clowns classed as Novelty clowns cannot compete in makeup/costume competition. A Novelty clown is one whose costume is primarily designed for a parade or as a sight gag.
2. Registration
 - a. A contestant may enter only one makeup category.
 - b. Contestants must register for their appropriate category during the competition registration times as posted. (See III. COMPETITION CATEGORIES AND SPECIFIC RULES, B. Eligibility, 3. Competition Registration)
 - c. A First Place winner is prohibited from entering that category for three (3) consecutive years but, using a different make up and costume, may enter any other makeup category. For example, a person winning in Auguste, cannot enter Seniors with the same make up and costume.
3. Contestants must apply their own makeup. Assistance with application is grounds for disqualification.
4. Competition procedures:
 - a. A contestant may carry a prop only in Character, Hobo/Tramp/Bag Lady or in Seniors (when competing as a character, hobo/tramp, bag lady) if it is part of his/her character. The prop may not be demonstrated in any manner except during the pose. Failure to comply will result in a five (5) point penalty per judge, with a maximum 25 point penalty.
 - b. At a time and location designated by the host alley, contestants must assemble and line up in assigned order. Any contestant that arrives after the designated time will be disqualified from competing but may be allowed to be critiqued.
 - c. All contestants in a makeup category will be paraded in front of the judges and then judged individually.

- d. Each contestant will be called from the holding area, where they must remain until escorted, to a judging area in front of the judges. They will be instructed to turn slowly (quarter turn) and then asked to strike a pose.
 - e. At no time will a judge touch a contestant, but the contestant may be asked questions.
 - f. After judging, the contestant will be excused from the judging area.
 - g. If a contestant leaves the holding area after the parade and does not return when his/her number is called for the individual judging, that contestant will be disqualified.
 - h. During the time contestants are in the holding area, individual judging area, or in the audience, they must conduct themselves in an orderly manner or risk disqualification. Performing in these areas is prohibited.
 - i. Only competitors and competition staff helpers are allowed in the holding area. No judges are to enter the holding area.
5. Contestants will be judged on the following (maximum score 100 points per judge):
1. **Makeup Design** - Appropriate to clown category, Design features, Use of color to enhance design.
 2. **Makeup Application** - Texture/coverage, Lining/Lines, Design execution, Powdering.
 3. **Costume** - Design, Appearance, Appropriate to clown category, Clean and neat.
 4. **Accessories** - Gloves, Collar, Tie, Vest, Buttons, Shoes, Head covering, etc. All should be appropriate to clown category.
 5. **Wig or Hair Style** - Trimmed, Styled, Groomed, Color, Appropriate to clown category.
- *To view the actual score sheet visit; www.COAI.org under Competition.

E. Skit Competition/Performance

1. This competition is divided into four (4) categories: Single Skit or Single Performance (limited to one person on stage) Group Skit or Group Performance (two or more persons on stage). If a member or members of the audience are needed for the skit or performance, it will be considered a group skit or performance. If members of the audience are used during single skits and single performance, the skit will be disqualified.
2. Contestants must register during the competition registration times as posted. Contestants may register in both Single and Group categories but can only register for one skit or performance per category. (See III. COMPETITION CATEGORIES AND SPECIFIC RULES, B. Eligibility, 3. Competition Registration)
3. Skits/Performances must be suitable for all ages and in keeping with the spirit of clowning. They must be kept appropriate for children in word and suggestion. Skits/performances should not cause injury to any person, performer, or member of the audience. Violation of these principles will result in disqualification by the chief judge.
4. Any use of smoke and/or pyrotechnics and live animals will not be permitted and will result in disqualification.
5. Competition Procedures
 - a. Time
 1. Contestants will have up to one (1) minute to set up props/scenery on stage, and one (1) minute to remove all props/scenery from the stage after their performance. It is the contestant's responsibility to set up the stage however stagehands will be available to assist. Any set-up time or breakdown time, exceeding this limit, will automatically be penalized five (5) points for every 15 seconds over the time limit.
 2. Contestants in single competition will have a maximum of four (4) minutes to perform. Contestants in group competition will have a maximum of five (5) minutes to perform.
 3. Official Time will start when the Contestants steps on stage or the sound starts. A yellow light on stage will flash as a warning when you have 1 minute remaining. A red light will turn on when your time is up. Any skit/performance that exceeds the time limit will automatically be

penalized one (1) point per judge per second. Official timing ends when all contestant(s) leave the stage.

4. Contestants using pies, water, confetti, etc., must clean up the stage during the one (1) minute break down time. If something falls or is thrown from the stage and lands on the floor and/or into the audience, it is the contestant's responsibility to clean it up within the one (1) minute time period (nothing should ever be thrown from the stage purposely). The time will continue to run until cleanup is completed to the Competition Chairman's or Assistant Competition Chairman's satisfaction. Failure to do so will result in a ten (10) point penalty, plus the time penalty and disqualification from next year's Skit Competition.
5. A member of the Competition Committee will serve as the official time keeper.

b. Facilities

1. If the competition cannot be held in a theater setting, a portable stage 12'x18'x3' should be made available by the host alley. Specific sizes may vary based on local facilities.
2. Contestants must supply their music and/or sound effects on compact disk, jump drive or Mp3, Mp4 mobile device, or cassette. These devices must be preset and properly cued. The host alley will provide an adequate sound system and operator.
3. The Sound Operator will not be allowed to stop or restart the device once the skit/performance has begun. Once the tape or compact disk is started, no other cuing will be allowed.
4. The host alley must provide a sound system of at least 150 watts output with compact disk and cassette and other remote capabilities. The compact disk player must be able to play all formats (CR, R+, RW- and RW+) compact disks, as well as MP3 and MP4 players.
5. Stagehands will be available to help contestants with props and scenery. However, it is the responsibility of the contestant to ensure it is done within the allotted time. While it is the responsibility of the contestant to provide all necessary props and equipment, the host alley may provide tables and chairs for use by contestants.

c. Performance Procedures

1. Skits/performance will be in the sequential order established after close of registration. Contestants and all members of groups are responsible to be in the holding area at least 15 minutes before their performance. Contestants will be disqualified if not in the holding area when prior contestant(s) take the stage.
2. A Master of Ceremonies will introduce the skit/performance in accordance with directions given by the contestant/group. The emcee should not make any remarks, during the competition, which may influence the judges.
3. A contestant in single skit/performance competition may not have any assistance from anyone off stage during the skit, other than a sound technician starting music/sound effects.
4. A member or members of a group skit/performance may leave and reenter the stage as long as there is at least one (1) clown on stage at all times.
5. A contestant(s), having won First Place with a particular skit/performance, may not reuse that skit/performance or part of that skit/performance for three (3) consecutive years but may enter a new performance the next year.

- d. Contestants/groups will be judged on the following (maximum score of 100 points per judge): 1. **Definite Parts** - Is it a skit [Beginning Middle and End] or a

Performance; Good Pace & Timing. 2. **Characterization** - Clowns fits category, Actions appropriate for the type of clown, Performers stayed in character, All clowns were involved. 3. **Quality and Use of Props** - Music/sound effects, Size and quality of props, Effective use of props. 4. **Costume/Makeup Facial & Body Movements** - Costumes and makeup appropriate to clowns category, Costumes work well, Facial expressions, Vocal expressions (if any), Body movements. 5. **Overall Presentation/Audience Reaction** - Originality, New twist on an old idea, Professional performance, Appropriate for children. *To view the actual score sheet visit; www.COAI.org under Competition.

F. Paradeability

1. Paradeability competition is designed to judge a clown's or a group's ability to perform, entertain or bring laughter during a parade. Contestants may use a sight gag, an object or prop, using signs or vocal expression. Parade gimmicks may be carried, pushed, pulled or driven, and do not require a setup or teardown time. Objects used are those that can be "reloaded" on the move.
2. Clowns wearing novelty type costumes (sight gags) are only allowed to participate in paradeability competition.
3. Competition Procedures:
 - a. Registration
 1. Contestant(s) must register for paradeability competition at the times posted. (See III. COMPETITION CATEGORIES AND SPECIFIC RULES, B. Eligibility, 3. Competition Registration)
 2. Two (2) separate categories, individual and group, will be judged. A contestant can register in both categories, but no special consideration will be given for timing. Placement will be by random drawing.
 3. A contestant that wins First Place, with a particular parade sight gag, may not reuse that gag or any part of it for the next three (3) consecutive years but may use a new gag the next year.
 - b. Parade Procedures:
 1. A simulated, designated parade route will be provided inside the hotel, space permitting, approximately 117 feet. The option remains to hold it outside. Appropriate parade music may play.
 2. At a time designated by the host alley, contestants must assemble and line up in numerical order in designated assembly area.
 3. A member of the Competition Committee will serve as the official time keeper.
 4. One by one, each contestant/group will travel down the "parade route" and must demonstrate their parade prop or entertain the spectators at least three (3) times within a 90 second time frame. A one (1) point penalty per second per judge will be given for failure to cross the finish line within the 90 seconds.
 - c. Judges will be placed along the "parade route" and will judge on the following (maximum score of 100 points per judge): 1. **Bit/Gag and or Prop Appropriate for family entertainment.** 2. **Prop(s) or Bit/Gag** – Is the prop or bit/gag funny and understandable, Is it an original or a new twist for an old prop or bit/gag. 3. **Quality of Parade Prop(s) and Practicality** - Construction, Easy to reset, Large enough to be seen, Colorful, Able to be performed and repeated for the entire parade. 4. **Costume/Makeup** – Clown costume, Makeup, Appropriate for bit/gag. 5. **Audience/Crowd Appeal** - Audience reaction, If vocal, can it be heard, Body and/or facial expressions, Was it repeated a minimum of 3 times. * To view the actual score sheet visit; www.COAI.org under Competition.

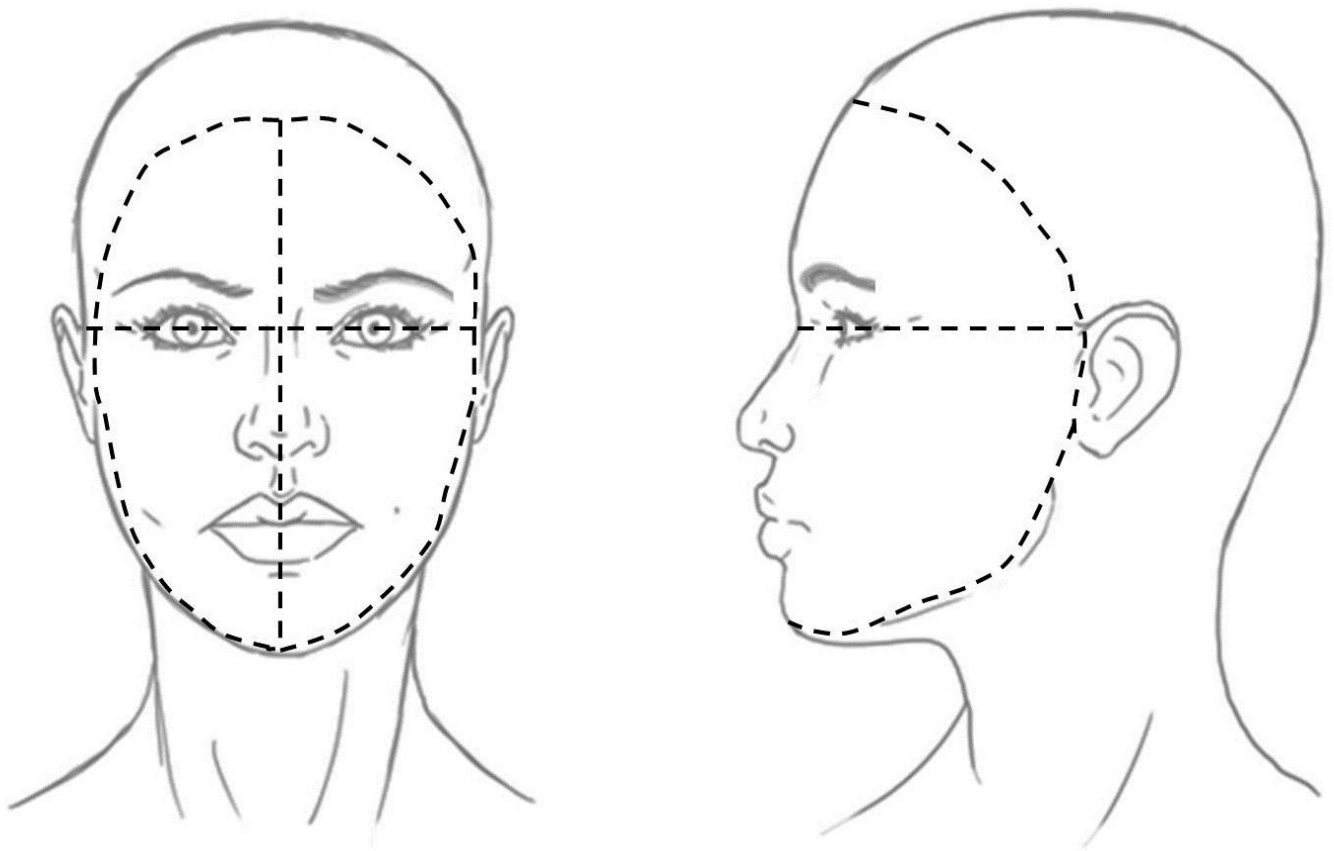
G. Balloon Sculpture Competition

1. There are three (3) categories in the Balloon Sculpture Competition: Single, Multiple, and Arrangement.
 - a. Single Balloon Sculpture: A sculpture using only one (1) 160, 260, 350, 360 or single shape balloon or similar balloon, without the use of an adhesive. The sculpture shall be one (1) continuous balloon with the exception of pop twist. Details may be added using a marker(s). No stickers or other embellishments are allowed.
 - b. Multiple Balloon Sculpture: A sculpture using any combination of balloons, the same or varying sizes or shape, without the aid of an adhesive. Details may be added using a marker(s). No stickers or other embellishments are allowed.
 - c. Balloon Arrangement: A sculpture and/or arrangement using a combination of balloons, the same or varying sizes or shapes, with any other non-balloon object(s). A non-balloon object(s) must be incorporated into the Balloon Arrangement. Adhesives may be used. Details may be added using a marker(s). Stickers and other embellishments are allowed. Arrangements must be transportable. Bases, such as trays, may be used. During the transfer to the judging area, if a component falls off, it cannot be reattached.
 - d. Registration:
 1. Contestant(s) must register for balloon competition at the times posted. (See III. COMPETITION CATEGORIES AND SPECIFIC RULES, B. Eligibility, 3. Competition Registration)
 2. Contestants may enter all three (3) categories but must register for each category.
2. Competition procedures:
 - a. Contestants must be in the competition area when competition begins. Contestants entering after the posted time will be disqualified.
 - b. Contestants must furnish their own supplies.
 - c. Balloons may not be inflated, cut or marked before competition begins. Prior to each competition, a person designated by the Competition Director, will inspect the competition area to ensure each contestant is in compliance with this rule.
 - d. No photographs, diagrams or written instructions, printed or electronic, may be used during competition. *All electronic devices must be turned off prior to entering the competition area.*
 - e. Contestants may use inflating devices, hand or battery power.
 - f. No pump, using an 110AC power motor, can be used in any balloon competition (i.e.: no electricity will be supplied).
 - g. Only one (1) entry may be submitted for judging per category.
 - h. Contestants will be allotted ten (10) minutes in the Single, 15 minutes in the Multiple and 20 minutes in the Arrangement categories.
 - i. A member of the Competition Committee will serve as the official time keeper.
 - j. Sculptures that win First Place may not be reentered by that contestant for three (3) consecutive years but the contestant may use a different sculpture(s) the next year.
3. Judges will not enter the competition area until all contestants have completed their sculptures and have departed the area or began working in another category. Depending on space availability, COAI members may watch the contestants build their sculptures. There will be no interaction between the audience and the competitors.
4. Sculptures will be judged on the following criteria (maximum score of 100 points per judge):
 1. **Appearance** - Resembles the object intended, Quality of work.
 2. **Uniformity** – Front, Middle and back in proportion, Bubbles in proportion and even in size.
 3. **Originality** – New twist for an old design, New design.
 4. **Use of Type of Balloon** – Balloon size appropriate to sculpture.
 5. **Use of Color** – Color complements the sculpture.*To view the actual score sheet visit; www.COAI.org under Competition.

H. Face Painting Competition

1. There are two (2) categories in the Face Painting Competition: Cheek Art and Full Face Art.
 - a. Cheek Art: The design should be small enough to fit on the cheek. The design must fit into either face quadrant three (3) or four (4) but not both; the design cannot extend beyond the selected quadrant.*
 - b. Cheek Art will have a five (5) minute time limit.
 - c. Full Face Art: The design needs to have paint in at least three (3) of the four (4) quadrants, but may use all four (4); the design cannot extend beyond the selected quadrants.*
 - d. Full Face will have a 15-minute time limit.
 - e. A member of the Competition Committee will serve as the official time keeper.
 - f. Registration:
 1. Contestants must register for face painting competition at the times posted. (See III. COMPETITION CATEGORIES AND SPECIFIC RULES, B. Eligibility, 3. Competition Registration)
 2. Contestants may enter both categories but must register for each category.
2. Competition Procedures:
 - a. Contestants must be in the competition area when competition begins. Contestants entering late (after the posted time) will be disqualified.
 - b. Contestants must furnish their own supplies and must use paints and supporting products that are manufactured using only ingredients fully compliant with Food and Drug Administration (FDA) cosmetic regulations and are non-toxic.
 - c. Competitors must provide their own live (human canvas) model(s). They must provide a separate model for each category in which they are competing. Both models must be there at the beginning of the first competition if the contestant is going to compete in both categories.
 - d. Only one (1) design may be submitted for judging per category.
 - e. No photographs, diagrams or written instructions, printed or electronic, may be use during competition. *All electronic devices must be turned off prior to entering the competition area.*
 - f. Metallic, neon, Lumiere and Interfernz paint will be allowed.
3. Prior to the competition, a person designated by the Competition Director, will inspect the painting materials to ensure the products are manufactured in accordance with FDA guidelines. This person will not be a judge at the face painting competition.
4. Contestants using trademarked designs will result in disqualification.
5. Painting will be by paintbrush and /or sponge only. All painting will be free hand. The use of stamps, stencils and airbrush is prohibited.
6. Designs cannot include jewels, glitter, gold leaf, feathers, ribbons or any other non-paint form of embellishment. Models hair, clothing, or theatrical contact lens may not be used to enhance design(s).
7. Depending on space availability, face painting may be done in front of a live audience. There will be no interaction between the audience and the competitors.
8. Judges will not enter the competition area.
9. Once a category has ended, the models will leave the competition area, parade in front of the judging panel and then must remain in the holding area until they have been judged. Models are allowed a personal care break if escorted both to and from the holding area by a member of the competition committee.

10. A contestant having won First Place with a design may not compete with the winning design for three (3) consecutive years but may use a new design(s) the next year.
11. Designs will be judged on the following criteria (maximum score of 100 points per judge):
 1. **Application** – Is the blending smooth and consistent, Are brush strokes, blending and line work used to enhance the design.
 - 2 **Use of Color** – Are the colors clear, Are the colors even, Do the colors complement each other and the design.
 3. **Technique** – Are the lines well defined, Is the overall design clean and crisp, Are the details accents, highlights if any, used effectively to accent the design.
 4. **Design** – Degree of difficult, Overall impressions, Pleasing to the eye, Does the design flow and have symmetry, Does the design fit the area.
 5. **Originality** – Is this a new design or a twist on an old design.*To view the actual score sheet visit www.COAI.org under Competition.



The face is divided into four (4) quadrants, using one (1) line vertically down the center of the face and another line horizontally across the face going from the middle of the ear across the corner of the eye, across the bridge of the nose to the other side. The imaginary lines create four (4) separate quadrants.

Quadrants 1 and 2 start from the bridge of the nose, corner of the eye up to the forehead hairline. Quadrants 3 and 4 will be from the bridge, center of the nose, corner of the eye middle of the ear and follow the jawbone line to the tip of the chin. Exceeding any of the quadrants will result in automatic disqualification.

I. **Convention Best in Clown Award**

1. Contestants are required to indicate, on the competition registration form, their intent to compete in the Convention Best in Clown.
2. Contestants must compete in: Makeup (any category), Single Skit and Single Paradeability. In addition, a contestant must compete in two (2) of the following five (5) competitions: Face Painting Cheek Art, Face Painting Full Face Art, Single Balloon, Multiple Balloon, Balloon Arrangement.
3. If a contestant enters more than two (2) of the five competitions (Face Painting Cheek Art, Face Painting Full Face Art, Single Balloon, Multiple Balloon, or Balloon Arrangement), the highest two (2) scores of those five (5) competitions will be used.
4. If less than five (5) contestants enter the Convention Best in Clown competition, the winner must earn a minimum of 85 percent on their average scores. In the event of a tie, the tie breaker will be the highest score in the makeup competition. In the event that no one scores a high enough score during that convention then on one will be awarded this award.
5. The winner of the Convention Best in Clown Award will receive an engraved medallion, certificate, and a feature to include picture(s) and interview in The New Calliope and bragging rights for one (1) year.
6. Beginning in 2016, a competitor who has previously won the award, and competes again and wins will be awarded *The Convention Clown of Excellence Award*. A competitor cannot enter Convention Best in Clown a third time.
7. Board members are not allowed to enter Convention Best in Clown while serving on the board.

IV. COMPETITION JUDGING CRITERIA

The following are the criteria COAI judges will use when judging makeup and costumes in COAI competition. The makeup and costume competition categories are: Classic Whiteface, Comedy Whiteface, Auguste, Lite Auguste, Tramp/Hobo, Character, and Seniors Division. The overall appearance of the clown, not just the color of the face alone, establishes the appropriate classification.

A. Classic Whiteface

1. Character: Commonly called the Pierrot Clown, an elegant clown, artistic, colorful, bright and cheery. Its performance is highly artistic and skillful, but done with a comedic or dramatic flair.
2. Makeup: All exposed flesh will be covered with white makeup. Minimal use of colors, blush and/or glitter will be used to express the features of the eyes, nose, ears and mouth. The European Classic Whiteface does not wear a prosthetic nose but may put a small red circle on their nose and red paint on their earlobes. A white skullcap can be worn as a head covering in place of a wig.
3. Costume: Considered the "most beautiful" of all clowns, it would be outfitted with the traditional one or two-piece jumpsuit of white or colored material to fit the character of the Classic Pierrot. The costume styles may vary and may have a detachable collar. The tunic or blouse can be straight, flared, short, medium or long with long sleeves. Buttons, pompons, piping and ruffles should be of a contrasting color. The pants can be straight, flared, ruffled or pantaloons. A clown head dressing should fit the clown's character/personality. Gloves should cover the hands and wrists and should be white or colored to fit the wardrobe. Ballet or dancing slippers should be worn in lieu of large comedy shoes.

B. Comedy Whiteface

1. Character: The Comedy Whiteface Clown is today's most common Whiteface clown. When performing with the Auguste and/or Tramp, this clown will usually take charge, setting up the routine, throwing rather than taking the pie, slap, or kick. Although more comical than the Classic Whiteface, this clown is usually a bit more reserved than the impish and gregarious Auguste.
2. Makeup: All exposed flesh of the face, neck and ears will be covered in white makeup. The coloring and design of the facial features are what differentiate it from the Classic Whiteface design. The Comedy whiteface design may include large false eyelashes, a larger mouth design, a clown nose and other features on the face. Some of these features may be outlined in black; glitter and sparkles are also common. Varying styles and colors of clown wigs are used in lieu of only the skullcap. The color of the wig is generally chosen to accent another color in the costume.
3. Although the traditional jump suit can be worn, the Comedy Whiteface is equally acceptable in brightly colored shirts and pants, suits and large comedy shoes that complement the costume. Costumes will be glitzier and more color coordinated than the Auguste costume. White or colored gloves should be worn. The clown costuming does not vary much between the Auguste and the Whiteface except for the addition of the traditional color coordination, sparkles, glitter, ruffles and ribbon when added. Even when using cotton fabrics, the total look will be pretty and elegant.

C. **Auguste**

1. Character: The most comical of all clowns. He/she is impish, gregarious and thrives on slapstick. His/her actions are big, clumsy and awkward. He/she does not have much in common with the Whiteface except for the makeup and costume. His/her personality is that of a rabble-rouser. When appearing with a Whiteface, the Auguste is the brunt of the joke. However, with the Tramp he becomes the instigator in control of the situation.
2. Makeup: The Auguste has a highly colorful makeup with a base color of flesh tone (pink, tan, reddish brown) on the face and neck. The eye and muzzle areas are usually covered in white to produce a wide-eyed expression and to accentuate the mouth design. Designs in and around the eye area and mouth design are generally black or red, but other lining colors, in moderation, are acceptable. A red shadowing around the muzzle area is generally outlined in black or red. This clown will normally wear a large comedy nose appropriate to the size of the clown's face. The Auguste will always wear a wig, but can choose from the many varied styles and colors that will accentuate the costume and flesh tones of the Auguste.
3. Costume: The Auguste clown has the widest variety of costume designs to choose from, except they should not wear the "traditional jumpsuit" of the Whiteface clown. The Auguste clown could wear a jacket or coat, short, medium or long, with or without tails, or go without. The pants could be short, long or oversize. They can choose from a wide selection of colorful plaids, stripes, polka dots, and checks, as well as solid colors for pants, jackets or dresses. Commonly called "the tailor's nightmare," the colors and patterns should complement the overall clown's appearance, whether or not they are coordinated or matched. Theatrical fabrics imbedded with glitter or sparkle of any kind, satin fabrics and any additional sequins are discouraged and traditionally not used on the Auguste costume. He/she is usually a notorious prankster and may need a lot of pockets to carry gags and tricks. The costume can be complemented with outlandish accessories like large or small ties, vests, colorful socks, large or comical collars, suspenders and many styles and colors of comedy clown shoes. Hats are

allowed in various bright colors, to enhance the Auguste clown character. White or colored gloves are also worn during competition.

D. **Lite Auguste**

1. Many clowns from around the world have altered the look of the traditional Auguste clown. COAI has embraced the new look and defined it as Lite Auguste. This category isn't just a lite face design in a traditional clown costume; it is a new category with a friendlier, softer, less intimidating and approachable look.
2. **Make-up:** The design of Lite Auguste makeup is much smaller and not designed for working in an arena or in front of a large audience. It is designed for working in a more intimate setting such as one-on-one at a birthday party, in a hospital, on the street, etc. The design incorporates an eye accent, mouth, eyebrow, nose (artificial or painted on) and lite cheek accent. Makeup does not need to cover entire face, ears and/or neck. The use of a base makeup is optional. A muzzle is optional, but, if used, should be small in size. Colored wigs are typically not used in this category. Natural hair or lack thereof is preferred. If a wig is used, because of lack of hair, it should look like natural hair. The design/style of your human hair, or lack thereof, will be judged in support of the overall makeup design. No glitter or highlights of any type shall be incorporated in the lite clown makeup design during competition.
3. **Costume:** The supporting costume may be handmade or off the rack and should be a "clowned down" character. Costume designs should incorporate and emphasize more secondary colors and pastels; the use of primary colors (red, yellow, blue), as well as dreary colors, should be minimized. (A secondary color is a color made by mixing two or more of the primary colors. For example, mixing red and blue produces purple.) Ties and/or accent pieces should be comical and smaller in size. Pants, dresses, shirts, skirts, jackets and vests can be baggy or form fitting. No large embellishments are necessary for this category. Gloves are optional. Washable fabrics should be used. Costume pattern can be plaid, checks, and/or solid color. Neither shiny satin fabric nor glitter would be incorporated in the costume, such as sequin ties, vests or hats. Clown shoes are optional. Shoe design would have to work with and support the costume. Hats are also optional. If a hat is worn, it should be comical in appearance and compliment the costume. Socks should match the design of the costume.
4. **Posing:** The pose should reflect your character's personality.

E. **Tramp/Hobo/Bag Lady**

Character: The Tramp makeup goes back to vaudeville and minstrel shows of the 1800's and early 1900's. Regardless of the type of Tramp/Hobo/Bag Lady, he/she is the one who is the brunt of the joke and will be on the receiving end of the pie, slap or kick from the Whiteface or Auguste. There are variations in the Tramp/Hobo/Bag Lady characters.

1. **The Classic Tramp:** epitomized by Emmett Kelly and Otto Griebling of circus fame is the forlorn and downtrodden character who has nothing and knows they will never have anything. By nature, they probably will be a loner, who is reflected in their determination to be silent, generally not talking to anyone but their peers. Their downcast mannerisms and shuffling, burdensome movements reflect their hard life.
 - a. **Tramp Makeup:** Male Character is black or a shade of dark gray to reflect the soot and beard, feathered into the upper cheeks and down under the chin. A ruddy nose is used. A little red shading in the cheeks can help create the sunburned look. The eyebrows and mouth should be turned down to reflect sadness tones.
 - b. **Tramp Costume:** These should be well tattered and held together with rags or other materials, with uneven stitching or held together with whatever is available. A dark, battered hat, tattered shoes and socks, worn shirt and tie should exaggerate the character. Gloves are generally old and worn. In

keeping with the unemployed status of the Tramp, this character would not wear expensive watches, rings, or new belt, shoes or socks.

2. **Hobo:** The vagabond, elegant or happy Hobo is the businessman, scholar or playboy who, being fed up with life, walked out of society for the wanderlust of travel. The hobo will work when he must. He is happy with what he has, and does not expect much. His character may take on some of the characteristics of the Auguste.
 - a. **Hobo Makeup:** This character wears black or a shade of dark gray to reflect the beard, feathered into the upper cheeks and down under the chin. A beige or worn ruddy nose is used. A little red shading in the cheeks can help create the sunburned look. The shape of the eyebrows and mouth should turn up to reflect a carefree attitude.
 - b. **Hobo Costume:** Usually a dark suit, tuxedo, tails or just shirt and pants made to look old and worn. Should be well patched with rags or other materials, with uneven stitching or held together with whatever is available. A dark, battered hat, tattered shoes and socks, worn shirt and tie will exaggerate the character. Gloves are generally old and worn. In keeping with the unemployed status of this character he/she would not wear expensive watches, rings, or new belt, shoes or socks.
3. **Bag Lady:** A poor woman, often homeless, who uses bags or shopping carts to transport her possessions and collects things that might be of use or traded. She can be either happy or sad in her simple world.
 - a. **Bag Lady Makeup:** Makeup should be a base color of flesh tone. A flesh colored nose would be worn. A little red shading on the cheeks can help create the sunburned look. Adding some brown or gray makeup highlights to reflect the image of living on the streets with a little soft white above the eyes.
 - b. **Bag Lady Costume:** This character usually wears layers of clothing – a frumpy dress or skirt and blouse, perhaps a sweater and jacket over top. Add a scarf around the neck and some type of headwear. Bag ladies often wear worn sneakers or boots with droopy socks, perhaps a piece of cheap costume jewelry and may carry a tattered bag.

F. **Character Clowns**

1. A Character clown is one who portrays an identifiable character and/or occupation (i.e.: fireman, nurse, doctor, cowboy, hockey player, policeman, sailor, small child, etc.). Contestants must remember that this is a clown competition; therefore, realistic impersonations or clown impersonations of famous personalities (i.e.: Charlie Chaplin, W.C. Fields, Lucille Ball, etc.), are not considered "clowns." Representations of animals or cartoon characters (i.e.: dogs, cats, Smurfs, etc.), are also not considered Character clowns. Rules regarding costumes mentioned above would not necessarily be used in judging this category. The judges will grade the contestant on how well the costume helps to identify the character. When judging this category, judges will evaluate the contestant's makeup according to the appropriate makeup guidelines.

G. **Seniors Division**

1. Contestants who are 65 years of age or older may elect to be judged in the Seniors Division rather than other makeup and costume categories. All types of clowns will be judged in this category, using the criteria set for the various types of clowns. A senior may enter only one category.

H. **Novelty Clown**

1. A Novelty clown is one whose costume is primarily designed for a parade as a sight gag. (A comic effect produced by visual means rather than by spoken lines)

Members who want to compete with these types of costumes must enter the Paradeability competition.

Rules revised 10/21/2017 JV