

TEXAS HAUNTERS CONVENTION

ADULT COSTUME CONTEST RULES

1. Entry into the costume contest does not have an additional cost, but all entrants must be registered to attend the Saturday night Costume Ball.
2. 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. Entrants must be present at the Saturday night Costume Ball to participate in the Costume Contest.
4. Entrants for the contest must be at least 18 years of age to participate.
5. Only the first 30 entrants will be accepted. Groups count as one entrant. On-the-spot registration will take place at the entrance to the Costume Ball on a first-come, first-served basis.
6. Entrants must be available for public viewing during the awards showcase when the winners are announced.
7. JUDGING
 - a. Judging will take place on Saturday between 7:00 pm and 9:30 pm in a designated area.
 - b. Judges may elect to extend the time if they choose.
 - c. Late contestants will not be considered.
 - d. All contestants will be provided with verbal instructions at the time of checking in on how the judging process will take place.
 - e. This is exclusively a costume/character contest. Feel free to pose, act within character, and interact with the judges and/or audience, but please no presentations or skits.
 - f. Only contestants, judges, and staff will be allowed in the judging area (except for assistants as mentioned above). If judging runs late, then the showcase will be moved back accordingly.
8. 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. Best Cosplay: An accurate representation of characters from various media, including anime, manga, video games, movies, and TV shows.
 - d. Funniest Character/Costume: This category is all about fun, creativity, and making people smile through clever concepts, unique twists on familiar characters, and funny visual puns.

- e. Best Movie Monster: Celebrate iconic and terrifying creatures from the world of cinema. Participants are judged on their ability to recreate famous movie monsters with accuracy, creativity, and attention to detail.
- f. Best Group: Sometimes one isn't enough. Each member of the group must be designed to look like one unit. Details throughout all of the costumes must show unity in the design. Judges will judge the group as one with the group winning a single award. By choosing to be judged as a group, each member will no longer be judged as an individual and cannot win any individual awards.
- g. Most Creative: This category highlights exceptional originality and innovation in costume design. Participants are judged on their ability to think outside the box and create unique, imaginative costumes that stand out from the rest.
- h. Judge's Award: This award goes to the entrant who wins the hearts of the judges. They choose this award. Winners of this award made an impact on the judges.

9. ELIGIBLE COSTUMES

- a. Costumes may be of the artist's original creation or a character found in movies, comics, video games, or 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. However, in the interest of fairness, we cannot guarantee that extra time will be allotted.

10. 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(s) they may win.
- c. No glitter, confetti, pyrotechnics, live flame, slime, 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 of injury to people or property. Costumes that are unsafe to the entrant, judges, or attendees will be disqualified. This includes if the entrant is not able to safely walk while wearing the costume, is unbalanced, or requires an assistant to maintain an upright stance. The judges will make this determination at the time of judging. Entrants on stilts are asked to practice to the point of ease and familiarity before attempting to use stilts in the contest.
- e. Costumes purchased for the sake of entering 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 Hunters Convention staff and/or judges retain the final say in decisions concerning participation in the costume contest.

11. 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 Hunters 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 airsoft guns, Nerf guns, BB and pellet guns, and others as we deem appropriate.
- d. Costume guns may not include 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 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 like a real gunshot are allowed, even if it is not being used.
- j. No fireworks.
- k. Costume or prop weapons, made of papier Mache, 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.

12. Photographs will be taken during the judging of all participants. These pictures will be used for recording, promotions, and/or judging purposes. By entering the costume contest, you are agreeing to allow your image to be used in future advertising efforts.

13. COSTUME DESIGNERS

- a. In rare cases, some costume designers may prefer to design and build a costume to be worn by a costume model. In this event, the designer must be present with the costume model at the time of judging.
- b. Prizes will be awarded to the designer of the costume. Sharing the prize is exclusively at the discretion of the designer.

14. All decisions made by Texas Hunters Convention staff and/or contest judges are final.

15. Prizes will be chosen by the Texas Haunters Convention staff. Texas Haunters Convention staff may change the prizes at any time.

16. CHANGES TO THE RULES

- a. While no changes to these rules are foreseen, certain circumstances may require that the rules be changed.
 - b. Any changes will be up to the Texas Haunters Convention staff discretion.
17. This list of rules will be available before judging.