



MASCOT DIVISION RULES AND REGULATIONS

1. The competition is open to all mascots.
2. Each mascot will perform a **1 minute and 30 second** skit to music.
3. Mascots will have 1 minute to set up and 1 minute to take down their set.
4. Mascots may have two assistants to set up and take down props, but you may NOT use live assistance in your skit.
5. Specific rules for props:
 - a. Mascots are limited to no more than 5 props.
 - b. Each prop may not exceed 36" in height, width or depth and must be able to fit through a standard size (72") double door. No attachments will be allowed.
 - c. Wheels can be used on the bottom of props for ease of movement and will not be considered an attachment; however, they will count in the overall height of the prop.
 - d. Props can be stacked but cannot be attached or bound together.
 - e. Hinges can be used but when expanded must be part of the original prop measurement and cannot exceed the maximum prop measurements (36" in height, width or depth)
 - f. Props must follow all the size and attachments guidelines and will be limited to any combination of the following:
 1. Signs (max of 3)
 2. Poms (poms are considered one prop)
 3. Megaphone
 4. Traditional Sideline Flag
 5. Standard Size Chair (max of 1)
 6. Standard Size Sports Ball – Football, basketball, etc.
 7. Clapping hands (considered one prop)
 8. Poster Board/Cardboard – can be arranged as a box with multiple sides if within the size guidelines
 9. "Wild Card" prop (max of 1)
 - g. The bottom of all props, flats and scenery made of wood, metal or PVC type plastic must be padded or taped.
 - h. Props should be constructed so that they may easily be carried or moved to the performance area.
 - i. The use of mini-tramps and/or springboards is prohibited.
 - j. All equipment tips on batons, prop rifles, flagpoles, and prop sabers must be padded or taped.
 - k. If any part of the uniform/costume is taken off, it must be immediately put down. If used in the skit, it becomes a prop.
 - l. Tumbling or flipping skills will NOT be allowed off a prop or over a prop.



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- m. No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids, or animals will be permitted in or around the performance area.
 - n. Electrical (plug-in or battery operated) or compressed air apparatuses, including lights, lasers, and flashcubes (electrical or chemical) will not be allowed.
 - o. Smoke machines will not be allowed.
 - p. The use of powder, dirt or any other airborne substance that lingers in the competition area shall be strictly prohibited.
 - q. Balloons, confetti, dry ice, water guns, motorized devices, fire extinguishers or noise making devices will not be allowed.
6. Skits should represent good sportsmanship with competing mascots. The use of suggestive, offensive, or vulgar themes that are inappropriate for family audiences is prohibited.
7. Mascots are responsible for transporting props to and from the competition venue.
8. Mascots will be required to bring any necessary tools to properly disassemble and discard all props after the final competition.
9. Any violation of the Rules and Regulations will result in a three 3.0 point per judge deduction.

MASCOT DIVISION SCORE SHEET

CATEGORY	Points
Music Integration (Use of Music)	10
Crowd Appeal & Crowd Interaction	15
Creativity of Skit	15
Animation / Enthusiasm	15
Prop Usage	15
Overall Impression	30
Total Possible	100