

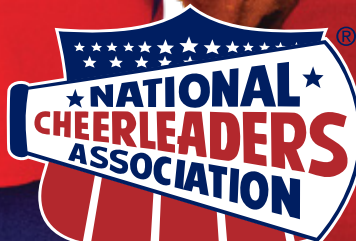
JOIN US FOR THE

**STATE OF TEXAS MASCOT COMPETITION**

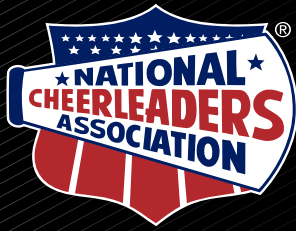
**DECEMBER 2ND, 2017**

AT THE DR. PEPPER ARENA

FRISCO, TEXAS



**THE WORK IS WORTH IT.®**



# STATE OF TEXAS MASCOT COMPETITION

Dr. Pepper Arena | Frisco, TX | December 2, 2017

## RULES

THE WORK IS WORTH IT.®

### STATE OF TEXAS MASCOT COMPETITION

1. Competition is open to all Middle School and High School mascots (Schools may have more than one mascot compete if each character maintains their own identity- Ex. Mr. Wuf & Ms. Wuf)
2. Only ONE costumed mascot is allowed to perform. NO other live props are allowed.
3. Each mascot will perform a routine lasting a maximum of 1 minute and 30 seconds (90 seconds) not including set-up and tear-down time.

The following overtime penalties will occur:

- 1 - 5 seconds over time will result in a .5 deduction
  - 6 or more seconds over time will result in a 1.0 deduction
4. Other people may assist with the set-up, support and tear-down. These assistants may not participate in any activity within the skit, others than to support props.
  5. Mascots are allowed a total maximum set-up/tear-down time of 1 minute and 30 seconds (90 seconds).

The following overtime penalties will occur:

- 1 - 5 seconds over time will result in a .5 deduction
- 6 or more seconds over time will result in a 1.0 deduction

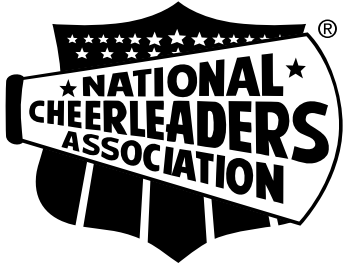
NOTE: This penalty is separate from the routine time penalty. For example, if your set-up time is 1 minute, your routine is 1 minute 33 seconds and your tear-down time is 40 seconds you would be assessed a .5 penalty for going 3 seconds overtime for your performance and a 1.0 penalty for going 10 seconds overtime on your set-up/tear-down time.

6. The routine should contain a theme and should be well organized and understandable.
7. Music may be used and is encouraged as long as it is compliant with copy right laws. Music must be on CD or mp3 player.

The routine should include the following elements:

- a. 20 consecutive seconds minimum of dance with music
- b. 20 consecutive seconds minimum of prop utilization
- c. 20 consecutive seconds minimum of crowd interaction/response material

8. Mascots should enter the performance area in a timely fashion.
9. Timing will begin with the first organized word, movement, or note of music after they are officially announced.
10. Timing will end with the last organized word, movement, or note of music by the mascot.
11. Any size props may be used. Props that may cause damage to the matted surface may not be used. Confetti, water, paints or other such props that may delay Competition are prohibited. Violations will result in a 2.0 deduction or disqualification.
12. Mascots may not utilize any type of height increasing apparatus (mini tramps, spring boards, etc.).
13. Participants must be dressed in the school's official mascot costume at all times including set-up. The costume must be the school's official mascot.
14. Routines must be appropriate for family viewing. Any vulgar or suggestive movements, words or music will result in a 2.0 score deduction or possible disqualification.
15. Mascots should utilize all areas of technical strengths including actions/reactions, motions/emotions, character traits and habits, pantomime, crowd interaction, crowd appeal, prop utilization, and overall impression.
16. Mascots will be judged on the following categories with each valued at 10 points:
  - a. Characterization
  - b. Creativity
  - c. Crowd Leading
  - d. Dance
  - e. Prop Design/Effectiveness
  - f. Overall Impression
17. Must follow the 2017-2018 School Cheer Rule Book



OFFICIAL

JUDGE \_\_\_\_\_

# SCORE ★ SHEET

MASCOT

COMMENTS		MAXIMUM VALUE	TEAM SCORE
		CHARACTERIZATION	<b>10</b>
	CREATIVITY	<b>10</b>	
	CROWD LEADING	<b>10</b>	
	DANCE	<b>10</b>	
	PROP DESIGN/ EFFECTIVENESS	<b>10</b>	
	OVERALL IMPRESSION	<b>10</b>	
	<b>TOTAL</b>		