

DFX Halloween Costume Contest Rules and information:

1. General Information

Date and Time: Tuesday, October 31, 2023, at 6:30pm.

Location: ENB 110 and ENB 109.

Registration: All participants must register in-person by 7:00 on the day of the event.

2. Eligibility

Open to: This contest is open to all current students, faculty, and staff of the University of South Florida. Alumni and other guests may participate but are not eligible for prizes.

Teams: Participants may enter individually or as a team of up to five members.

Costume Restrictions: Costumes must be appropriate for a university setting and conform to the university's policies on dress and conduct.

3. Categories and Prizes

A. Creme de la Creep (Best Costume):

1st - 3D Printer + Raspberry pi.

2nd - Large Arduino kit.

3rd - Small Arduino kit.

B. Epic Ensemble Award (Best Group Costume):

1st - 3D Printer + Large Arduino kit.

2nd/3rd – Certificate.

C. Master of Masquerade (Most creative):

1st - Large Arduino kit.

2nd/3rd – Certificate.

D. Top Ghoul (Scariest Costume):

1st - Small Arduino kit.

2nd/3rd – Certificate.

E. Crown of the Craft (Best Self-Made Costume)

1st - Small Arduino kit.

2nd/3rd – Certificate.

4. Judging Criteria

The final score of each contestant will be a combination of audience and judges scores, each composing 50%. Both groups will grade contestants in the categories below:

1. Creme de la Creep: How good was this costume overall? (Best Costume Category)
2. Epic Ensemble Award (Groups Only): Theme / How well does the group work together?
3. Master of Masquerade: How unique is the costume? (Creative Category)
4. Top Ghoul Award: How scary is the costume? (Scary Category)
5. Crown of the Craft: Did you make your costume? Did you use any DFX equipment? (Maker Category)

Tiebreaker: In the case of a tie, a quick additional round of voting will take place among the tied costumes, with only the judges casting their votes.

Transparency: The results of the audience vote will be made available upon request after the event, ensuring a transparent and fair process.

6. Audience Vote

Eligibility: All attendees of the Halloween Costume Contest are eligible to participate in the audience vote, except for the judges and the event organizers.

Voting Method: Attendees can vote electronically via a special event app or website. The link and QR code for voting will be displayed prominently throughout the event space.

Voting Period: The audience can cast their votes from start of the contest until 10mins after the end of the contest. No votes will be accepted after the voting period closes.

Tallying Votes: Votes will be tallied immediately after the voting period ends, and the winners of all categories will be announced.

7. Rules

Safety: All costumes and props must adhere to DFX and USF safety guidelines.

Materials: Use of maker space resources (3D printers, laser cutters, etc.) is encouraged but not mandatory.

Time Limit: All costumes must be completed and worn by the time of judging.

Pre-Made Costumes: Store-bought costumes are allowed but may receive lower scores for craftsmanship and creativity.

Performance: No pyrotechnics, live animals, or hazardous materials are permitted.

Photo Permission: By participating, you agree to have your photo taken and potentially used in future promotional materials for the maker space.

7.1 Weapon Rules

No Real Weapons: Absolutely no real weapons are allowed. This includes, but is not limited to, firearms, knives, swords, crossbows, and other projectile weapons.

No Simulated Use: Even with a prop weapon, participants must not engage in aggressive or threatening actions towards others. This includes mock fights, pointing the prop at others, or any other potentially harmful actions.

Immediate Disqualification: Any participant found violating the weapons policy, whether in intent or possession of a restricted item, will be immediately disqualified from the contest and may be asked to leave the premises.

Prop Weapons: Prop weapons are allowed, but they **must be non-functional and clearly identifiable as props**. For example, swords must be made of plastic, foam, or other non-metallic and non-sharp materials and be absent of any edges, points, or tips that could cause injury. Similarly, Props that can shoot projectiles, even harmless ones like Nerf darts, are not allowed.

Safety Inspection: All prop weapons must be checked at the entrance by event designated staff. Approved props may be tagged or marked to indicate they have been checked.

Size Restrictions: Prop weapons must not exceed 6 feet in length. Oversized props can be a hazard in crowded areas.

Event organizers and security reserve the right to refuse any prop or accessory they deem unsafe or inappropriate, even if it does not explicitly violate the listed rules. The decision of the event organizers is final.