

SOUTH CENTRAL SHRINE CLOWN ASSOCIATION

ARK. - LA. - OKLA. - MISS.

ARTICLE I.

SECTION 1. The name of this organization shall be South Central Shrine Clown Association, and shall be known as SCSCA for convenience.

ARTICLE II.

MEETING OF THE ORGANIZATION

SECTION 1. A meeting of SCSCA shall be held each year during and where South Central Shrine Association holds it's Ceremonial, and Mid-Winter Meetings. The meetings shall be called by the President of SCSCA and held at a place arranged for previous to the meeting by the Officers of SCSCA.

(A.) Special meetings between any or all the Officers may be called at any time by the President of SCSCA. Expenses of such meeting or meetings shall be borne by the individual officers who attend said meetings.

(B.) Should no meeting be held as provided for in the foregoing paragraphs, the President of SCSCA shall notify all units in good standing in SCSCA of a time and place where a meeting shall be held for the purpose of election of officers and other business as may be properly brought before it. Such meetings shall be held not later than at the annual business meeting of South Central Shrine Association following the time when that body holds it's Ceremonial Session.

SECTION 2.

(A.) The President shall have the authority to suspend the meeting at any time and re-convene on the same date at such time and same place as he deems necessary.

(B.) Admission to the annual meeting shall be by current years SCSCA dues card only, unless properly vouched for by the President and/or Secretary of his respective Unit, or by proper identification of the Noble through SCSCA records as holding a current SCSCA dues card.

(C.) Visiting Nobles holding current dues cards from recognized Shrine Clown Association, as vouched for by the SCSCA President, will be admitted to SCSCA functions and such other individuals as vouched for by the SCSCA

SECTION 3. In the event the President is unable to be present for any reason, the next officer in line shall have the same powers and act in the President's place.

SECTION 4. In the event none of the officers are present, any Past President shall have the authority to call the business meeting and shall have the powers to act in the President's place.

(A.) Such action taken by Past Presidents shall rank with the most recently made Past President present assuming such authority as stated above.

(B.) A quorum shall be declared present where a majority of representatives of the Clown Units of SCSCA are in attendance at any meeting.

(C.) In the event a quorum is not present, the presiding officer shall declare all Past Presidents and Past Secretary-Treasurers present as Representatives-At-Large and each shall vote as such.

ARTICLE III.

OFFICERS OF SCSCA

SECTION 1. The Officers of SCSCA shall consist of a President (to be elected from Host Temple), one representative from each Temple in good standing, to be known as the Board of Directors and who shall hold the title of Vice Presidents working in rotation, a Secretary-Treasurer, (to be elected). The Chaplain and Sergeant-At-Arms to be appointed by the incoming President.

(A.) The Officers of SCSCA shall be elected a the Mid-Winter business meeting to serve for the following year. If an office is contested, a secret ballot shall be called for.

(B.) Their term of office shall be from the end of the Ceremonial at which they are installed until the end of the Ceremonial at which their successors are installed.

ARTICLE IV.

NOMINATION AND ELECTION OF OFFICERS

SECTION 1. Nomination and election of officers, of SCSCA, shall be held at South Central Shrine Clown Association's Mid-Winter meeting each year. All nominations shall be made from the floor.

(A.) No Noble shall be eligible to become an officer of SCSCA unless his unit has been a member of SCSCA in good standing for the two years immediately preceding the business meeting at which he is nominated for office.

(B.) No Noble shall be eligible for office in SCSCA unless he has been an active member of his clown unit for at least one year previous to his nomination for office.

(C.) In the event a host temple does not have a recognized unit of SCSCA, the Board of Directors will assume all responsibilities.

SECTION 2. A plurality of votes cast at the business meeting shall elect any nominee for any office in SCSCA.

SECTION 3. Officers shall be installed at the Ceremonial Session, but shall not be given any duties or authority to act directly until after the end of the Ceremonial at which they are elected.

SECTION 4. The President and Secretary/Treasurer shall be elected from the same Temple unless otherwise requested by the President-Elect for good and sufficient reasons which shall be expressed at the time nominations for the office of Secretary/Treasurer are opened. Such reasons shall be judged by the members present as to whether they are sufficient to change this rule and elect a Noble from another Temple. Such reasons shall be voted on and a plurality shall govern.

SECTION 5. The President of the Clown Unit of the Host Temple shall be Director of Work.

ARTICLE V.

OFFICIAL PUBLICATIONS

SECTION 1. A newsletter, bulletin or newspaper shall be published by SCSCA for the membership relating any news or other interesting events occurring in the various units since the publications last issue.

(A.) Publication of the bulletin shall be not less than four times each year. Shall be the responsibility of the Host Temple.

(B.) Each Unit Head is entitled to a copy of the bulletin and shall not be charged anything in excess of his annual dues in SCSCA for his copy.

(C.) The editor shall be reimbursed for the cost of production, (publication), and mailing of the bulletin by the Treasurer of SCSCA.

ARTICLE VI.

DUTIES OF THE OFFICERS

SECTION 1. The President shall conduct all meetings. He shall be in charge of the overall operation of SCSCA during his tenure of office. It shall be his duty to see that the officers under him and any committees appointed perform according to their various duties and assignments.

SECTION 2. The First Vice-President shall assist the President and shall take the President's place if for any reason the President is unable to perform his duties.

SECTION 3. The Second Vice-President shall have the same powers as the President or First Vice-President in the event they are both unable to attend.

SECTION 4. The Secretary/Treasurer shall have the same powers to act as the above named officers in their absence.

(A.) The Secretary/Treasurer shall keep a record of all meetings and the Minutes thereof. He shall keep all records on file for future use of SCSCA. He shall turn over to his successor a complete and accurate record of all activities and expenditures of SCSCA during his term of office. It shall be his duty to keep a supply of official shoulder patches for membership.

(B.) Secretary/Treasurer shall have responsibility of publishing news as per Article 5.

SECTION 5. The President and Secretary/Treasurer shall open a joint bank account for SCSCA for the handling and disbursement of all monies of this organization. Signature of both shall be required on all checks.

SECTION 6. The President of SCSCA shall be Chairman of the Board of Directors. The remainder of the Board of Directors shall consist of Secretary/Treasurer, elected Vice Presidents from Clown Units in good standing.

(A.) The Board of Directors shall be the governing body of SCSCA.

(B.) The Board of Directors shall take responsibility of conventions if Host Temple is unable or not in good standing with SCSCA.

(C.) In the event of an emergency, a special meeting of the Board of Directors can be called by a quorum, (three (3) members), and all members of the Board shall have immediate notice of the meeting.

SECTION 7. The Sergeant-At-Arms shall serve as Tiler at the meetings.

ARTICLE VII.

DUES

SECTION 1. All Units shall be members of SCSCA, but shall not be admitted to any of its functions until payment of ten dollars, (\$10.00), annual dues for the unit and three dollars, (\$3.00), individual dues for each member has been paid to the Secretary/Treasurer of SCSCA. Dues are to be paid on or before March 1st. of each year.

ARTICLE VIII.

SUSPENSIONS AND EXPULSIONS

SECTION 1. An Official SCSCA patch shall be worn on the left sleeve of the costume or uniform by each member of SCSCA at any official function, parade or meeting.

SECTION 2. Policing of the Clowns shall be controlled by the offices, assisted by all members.

(A.) In event of misconduct of a member, he shall be suspended immediately by any elected officer of SCSCA and brought to trial at a closed meeting.

(B.) The suspension shall be affirmed or denied, and if affirmed, he shall be suspended immediately from any activity of SCSCA for a period of one year.

ARTICLE IX

MISCELLANEOUS RULES

SECTION 1. The Constitution and By-Laws of SCSCA may be amended by a majority of those present and voting at a regular meeting of the Association but only after been read at two regular meetings. If each member Unit shall have been notified in writing with a verbatim copy of the proposed amendment not less than sixty (60) days prior to the regular meeting, amendment may be voted upon after only one (1) reading at the meeting.

(A.) Any amendment made in accordance with this section shall not be effective except provisionally, until it is approved by the South Central Shrine Association President and by the Imperial Potentate of the Ancient Arabic Order Nobles of the Mystic Shrine.

SECTION 2. Realizing the necessity for the President being from the host Temple and the fact that almost all units in South Central Shrine Association are members of SCSCA, the Second Vice-President shall be elected from the unit which will be the host unit two years from the time he is elected. This would make him advance in rank to the office of First Vice-President the year previous to election of President and to the office of President the year he would serve with his unit as host to SCSCA.

SECTION 3. The President of SCSCA shall, upon completion of his term as head of the organization, or as soon thereafter as practicable by the succeeding officers, be awarded a jacket and a plaque by SCSCA, suitable engraved and stating the year or years the Noble served, his title, name, and the name of his Temple and attesting to the fact that he did serve as stated in this section.

(A.) Every past Secretary/Treasurer shall be awarded a jacket and a plaque stating the Nobles name, year he served as Secretary/Treasurer of SCSCA and the Temple he comes from. Such plaque shall be ordered as soon as practicable after the new Secretary/Treasurer assumes the duties of office.

SECTION 4. The President and Secretary/Treasurer shall be issued a life time membership card. This card shall entitle them to all the rights, privileges and benefits of an active member of SCSCA.

SECTION 5. Any issue coming before the membership of SCSCA at it's business meetings requiring a vote shall be voted on by Temple Clown Organizations in good standing with one (1), vote to be cast by each Temple regardless of the number of Clown Units it may have. Each Temple is to appoint a representative to cast the ballot for his Temple. A maximum of five, (5), Minutes time to cast it's vote shall be given for the caucus of members of the Units.

SECTION 6. Every member present including Host Temple shall pay a \$15.00 registration fee if not competing and a \$10.00 additional fee if competing in competition. No Clown may compete or participate without being registered.

SECTION 7. Records and minutes and all monies must be kept properly by Host Temple and must be turned over to the next Temple in line within 60 days after the convention.

(A.) A complete financial statement must be given at the Mid-Winter Meeting.

SECTION 8. All proceeds from registration, dances, etc., with the exception of sale of novelties, etc., shall go into the Clown Association Treasury.

SECTION 9. The Host Temple shall provide Judges from their own Unit or other organizations, except vendors or dealers shall not be used. If Judges are used from outside the Host Temple, the Host Temple can compete in all Clown competition; except the Association President, Secretary/Treasurer, or others actually working at putting on the convention, competition, or hospitality functions. Those so working to put on the convention shall be stipulated at the time of registration.

ARTICLE X.

RULING IN QUESTION

SECTION 1. Should any question arise pertaining to the method of conduction any meeting ROBERTS RULES OF ORDER shall govern.

The MAKEUP for ALL clowns should include:

1. Well defined lines wide enough and dark enough to be seen at whatever distance the clown is from the audience. The lines should follow or mesh with the natural lines of the face; not just painted on.
2. Colors must be well PATTED IN, SMOOTH, COMPLETE, and BLENDED smoothly together, except where separated into distinct areas, i.e., mouth and cheek, or by outline.
3. All exposed areas of the face, ears, neck, (except TRAMP and CHARACTER CLOWNS), must be covered. All Makeup must be WELL POWERED AND DRY.
4. The NOSE may be painted on or a false nose may be worn. The size, shape and color of the nose should coordinate with the face, wig, and costume to emphasize and add to the character the individual is portraying.
5. The ancients believed the EYES are the windows to the soul. Certainly they are a focal point and eyebrows, eyelashes, and/or other lines should be used to draw attention to the eyes.
6. The MOUTH should NOT be too large, (spread from ear to ear like a slice of watermelon), but should exaggerate and/or caricaturize the individual's mouth. It may turn up at the corners into a perpetual smile, or turn down to depict sadness. The upper lip may be very thin or nonexistent. The face color - white, flesh, pink, etc., applied down to the top of the upper lip will add considerable flexibility to expressions. The mouth may be outlined by a large white muzzle area (AUGUSTE), or by none, (WHITE FACE or TRAMP). It and the muzzle may be outlined in black or some other color or not outlined at all. However, it is treated, it should coordinate with and emphasize the impact of the other features to create a clown character.

COMMON CRITERIA

There are certain criteria common to one or more events, and we will attempt to define more precisely what is to be evaluated by suggesting the kind of questions to ask, (yourself), in each.

- A. **GOOD TASTE:** The clown(s) does/do not violate any part of the code of conduct. (See I-A. Conduct and Discipline.) The Clown does not pick on any one in the audience. He does not make anyone besides or instead of himself or other clowns the butt of the joke. He does not use any language, action (s), and/or props that are in any way suggestive or vulgar.

His presentation should be funny and safe. Was it scary? did it include explosives that may scare a child? Did any part of the skit endanger anyone in the audience, e. g., anything thrown into the audience that could cause harm to a person?

- B. **MAKE-UP (Design).** The design should be clear, clean (uncluttered), distinctive, nature, (it should follow the natural lines and contours of the face). It should be visible, (does the wig hide part of the face?). Is it too busy, (too many designs or colors?). Are some of the features, (mouth, eyebrows, etc.), too large or too small for the face? Is the clown nose too large or too small? Is it the best shape for the character portrayed? Would a different nose improve the face design? Does the design adequately mask facial hair? Or is the hair worked into the design? Is the design appropriate for the character portrayed? Does the mouth, (smile), design cover upper lip?
- C. **MAKE-UP (Application)** Is the make-up complete? Applied to the back of the neck, (except Tramp and Character Clowns), and ears? Thick enough so that the skin does not show through? Dry? Powdered? Smooth? Does it show signs of cracking or colors bleeding through? Is it blended well where appropriate? Are there sharp distinctions between colors where needed? Does the application appear sloppy? Are mouth, eyebrows, etc. contrasting colors? Or outlined with a contrasting color? Can the outlines be seen at the distance the clown is working, (3-40 feet)? Are the features even, (same size/height)? Is facial hair adequately covered?
- D. **HEAD COVERINGS** include wigs, natural hair, skull caps, hats, and greasepaint; in fact, almost anything. Does the style go with the make-up? The character? Does it add to the effect or is it just there? Is it coordinated with the rest of the costume? Is the wig well brushed out? Is it trimmed away from the eyes so that the eyebrows are visible? Is the hat, (or no hat), appropriate for the wig?
- E. **COSTUMES.** Is the costume appropriate for the character portrayed? Does the shirt/tie area, (front), look complete? If bow, (or no), tie, does front seem empty, appear to need something? Are the jacket/coat, vest, shirt, trousers, tie, cummerbund, shoes, and socks coordinated? Is costume clean? Is it neat, pressed except for TRAMP/HOBO? Is BACK of costume clean and neat? Is there a design or accessory, (e.g., buttons), that make it more interesting than a plain back?
- F. **SHOES.** Do the shoes contribute to the character? Are they neat, clean, polished and in good repair EXCEPT for TRAMP/HOBO? TRAMP/HOBO shoes should be dark, (black, dark brown), and worn out. Holes in either the tops or soles are appropriate. AUGUSTE's shoes are colored - often bright. multi-colored, and

with designs. The colors should be picked up elsewhere in the costume. WHITE FACE clown shoes are often white or a combination of white and some other color. They are rarely black. Tennis shoes, (no matter how painted), and street shoes, (EXCEPT aged/worn shoes for TRAMPS/HOBO clowns do not contribute much to the illusion of a clown.

- G. PROPS includes props, gags, gimmicks, and /or vehicles. The application of this entire section depends on whether a parade or skit is being judged. Was/were the prop(s) and stage furniture (back drops, etc.) new, freshly painted, clean and in good working order? Were they appropriate for the skit? Vehicles are not limited to motorized vehicles; they also include bicycles, unicycles, and rollerskates, etc. Are they decorated, painted, or configured so as to cause laughter? Are they too large or too small? Are they unusual vehicles, e.g., a fire engine, a model T, a car or bicycle that splits in the middle or falls apart, very large or very small bicycle, etc.? In a parade, is something being done with or in the vehicles to entertain, or are they just being driven or ridden down the street? Are they being operated safely? Are they too close to the crowd at times? Consider the possibility of a small child running into the street. Is there a possibility of the child being hit? Or are the clowns moving slowly enough or keep enough space to turn to avoid the child?
- H. PRESENTATION means skit, stunt, act, performance, use of prop, etc. Were PROPS(effectively used)? Could the prop be seen? Could the action be seen and the lines heard? If music was a part of his act, was it effective? Was the timing of the action(s), the delivery of the lines, and the blow-off(s) good? Did it add emphasis and/or suspense to the story? Did the act or prop provide the surprise of a good "blow-off"? Did the surprise lead to laughter? Was it completely unexpected? If a series of little "blow-offs" were used instead of one big one, were they relevant to each other and to the story? Consider the clown character he portrayed. Did the prop(s) and story line fit the role he assumed? Did his talent, his skill/act (musician, juggler, rollerskater, magician, unicycle rider, etc.) fit his character? did his clown make-up and costume (white face, auguste, tramp, or character) contribute to the role he played in the presentation? Or did it detract? Or was it just what he happened to be wearing? A pair of cowboy chaps is usually not the best costume for a magic act - but if the clown produces a horse and saddle out of his ten gallon hat, it could be great.
- I. CROWD APPEAL means audience reaction. During the individual competition, observe the audience's reaction. Watch the children watching the clowns. Their laughter and applause is good indication of crowd appeal.
- J. ORIGINALITY. We are not so much concerned with whether or not the act or gimmick is original, but with how it is handled. Even though we have seen the gimmick before, does the presentation have a new twist? Or is it the same old gag used in the same old way? Look for slight differences as well a large one that make the presentation unique.

JUDGING/SCORING

MECHANICS

It really doesn't make any difference how high or how low you score an individual clown - so long as you are **CONSISTENT** in your ratings. Your task is to rank the clowns from top to bottom. Your highest score might be 50 while another Judge's lowest score might be higher; but it makes no difference mathematically, so long as the scores reflect your ranking of each clown.

When judging clowns in a group, it is often better to select the clown(s) you consider the best from an initial inspection, and compare the other clowns to the best for an informal ranking. When you actually judge the clowns individually, you reserve a score of 90-95 for the best clown. If on closer inspection you find a better clown, you have room to score him higher than your first choice. Thus, you have room to rank the clowns in the order you actually view them.

If you are required to judge the clowns (or skits) sequentially, (as in the Parade), do not score the first clown/skit/unit high than 75-80. This leaves room to give a higher score to better acts, and of course, you can always give a lower score for the lesser ones. You should keep a note of how high you scored your top three so that you can accurately insert the score of a subsequent unit you judged to be one of the top three, but not inadvertently change the placement of them.

The score sheets are in ten parts; each part has a value of zero to ten points, maximum total points is 100. The point value is as follows:

10-9 Excellent 8-6 Good 5-3 Fair 2-1 Poor

MAKE-UP AND COSTUME

The total character should be well coordinated. Each element should have a strong positive influence on the whole character. Each item should be a necessary part, the absence of which would leave the character incomplete.

CRITERIA FOR JUDGING

CLOWN CHARACTERISTICS

WHITEFACE:

The CLASSIC or PIERROT has all white face with eyebrows, mouth, and nose painted on in red and black. A skull cap is worn; some glitter may occur to accent the facial features; the costume is generally roomy, made of a two piece satiny material. The collar is of the same material as the costume, and has accents of color to coordinate with the pompons, buttons, piping and ruffles around the ankles, wrists, and neck. The overall appearance is one of elegance from the cone hat down to the slippers of the feet.

The PLAIN whiteface has all white face with eyebrows and mouth painted on with a red clown false nose. Very little other color is added to the face, as this clown is the lead clown. Here again, a one piece or a two piece costume is appropriate. It should be formal looking similar to a tuxedo style, with sparkle and shine. A skull cap can be worn or wig to pick up a bit of color elsewhere in the costume. A general uniformity and class should direct the style and color of the outfit. Shoes can be large but should be simple and elegant. Sequins, glitter, and shiny trim accent this look well.

The COMIC whiteface is the more common American kind. This clown may have a larger mouth, false eyelashes, and a bit more color accents on the face and in the design. A wig is always worn and is accented by a humorous hat. Sparkle, glitter, and shine still appear in the coordinated costume of two or three colors. Long up-turned tails on the coat, a belly hoop, shorter pants, may appear; but, caution should be taken to not cross into the impish land of the "fool" or Auguste. The whiteface is still the floor leader of skits and pranks; the image is one of dignity. There may be outlines of the mouth, but not any facial accents added for color. The face colors added should be subtle and not garish. White or colored gloves can be worn.

AUGUSTE:

The Auguste is the fool. The face will have white areas of the eye and mouth muzzle. The lips will be red or black. The eyebrows will be colored so as to accent facial movements. Outlining will appear. The other portions of the face will have a tanish-red to pink color. The cheeks will have a reddish accent. The "fool" is one of mismatch, contrast, and bold color. Plaids dots, and prints abound. A comic nose, wig, and hat are at home on this comic fool. This clown is where blacks and a bounty of colors can be coordinated in the "uncoordinated" look. A wide variety of shirts, collars ties, hats, accents, flowers, materials, and patterns display this clown, though not a tramp, to be a terrible self-dresser. His coordination is terrible, while each part in itself may be quite nice. The length of the pants may be too, too long or short; if too long he still wears clown socks to the knee. The coat may be too short or too long, or just too big or too small appearing. The knit shirt will have a bib over it; but, a regular button shirt may have a too large collar. The pants may just be overlarge in the waist, but should not be so large as to present an embarrassing situation. Suspenders should be well planned. The Auguste should never have material in the base costume that has sequins or glitter. Remember this clown is the prankster; several pockets and useful storage areas are appropriate. Shoes are gaudy and colorful as the rest of the character.

CHARACTER:

The Character clown is one that represents an identifiable character; like, a policeman, fireman cowboy, sailor, doctor, bullfighter, chef, ball-player, or a storybook character. Remember, the idea is to be a clown for children to enjoy; we are not just dressing up for "Halloween". If an attempt is made to portray a personality like W. C. Fields, Charlie Chaplin, or Stan Laurel; it should be done with the remembrance that we are trying to clown, and the portrayal should be clowny. The faces should be designed to accentuate the character being portrayed. The costume should be accented in clowny ways. For instance, a ball-player's outfit always fits; however, overstuffed shoulders, legs, or arms may give the "clowny" look or impression that is trying to be portrayed. Make-up can only be judged as to quality and design. Some characters could be better whiteface than Auguste; the appropriateness of the face design can only be judged on an individual basis.

HOBO/TRAMP

HOBO:

The Hobo is a vagabond; he is content with where he is in life. He could be the bank president, the doctor, the eccentric who finally got fed up with the rat race of life and bounded out to live off the land and whatever comes his way. He is out to travel and see the world. He is generally happy and carefree. He will work for food, but not much. He has clothes that are of a more cheery nature; some bright colors and spiffy ties. His shoes may be not as torn or worn as his counterpart, the TRAMP. The HOBO may have colored patches and bright ties and shirts. The nose is a "whoochie" and could be a small red tip or round ball nose. The black/grey beard is blended with the road dirt of the highways and byways. Some red may accent the sunburn of many days exposed to God's great sunshine. The mouth is interesting; it should be able to smile AND frown. It is more non-emotional when looking at it; it can sadden or brighten as the mood changes.

TRAMP:

The TRAMP is a fellow down on his luck and trying to be NOT seen. He does not want to draw attention to himself; he tries to hide from view, especially the railroad police who constantly chase him away from the railcars he rides under. The drab dull look of his costume is clean, but looks dirty. His apparel is torn, worn, tattered, and split. No skin should show, ever. The eye area and mouth are white or light gray; this is from the back of the hand wiping away the train soot from those areas. The mouth is generally in a sad posture. The nose is a "whoochie" or blended rubber. There should not be a red round clown nose, but a more shapely nose. The grayish-black of the beard displays an unshaven state with road soot, like the Hobo. Reddish accents on the face show areas where the sunburn of life on the road has fastened itself.

NEITHER the Hobo, nor the Tramp, would wear expensive jewelry. The accessories, pins, clips, and metal parts would be worn and maybe rusty. The hat would be worn from grabbing and falling off. The torn fabric would be frayed and not neatly trimmed. An Auguste face on this character and he would become an Auguste representation of a Hobo and be a character clown. Great care is needed in displaying a "good" face and not a scary face. We want to add to children's enjoyment, not frighten them. The eye treatment is critical in both of these clowns.

SENIORS: Simple; any clown over 55. Each character or clown will be judged based on his completeness of the clown he is trying to display. Tramps could face-off against whiteface, against Auguste, or against a character; whichever has the quality make-up and costume to blend with the face would be the best in that category.

NOVICE: Simple; any clown who has not competed in any form before; and he is still in his first term as a clown. Here we rely on the individual to be honest with himself, his unit, and the other clowns. It may also have any of the four major categories competing against one another.

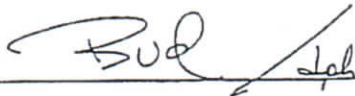
AMENDMENT: ARTICLE IX, SECTION 9

SHALL READ AS FOLLOWS:

"THE HOST TEMPLE SHALL PROVIDE JUDGES FROM THEIR OWN UNIT OR OTHER ORGANIZATIONS, EXCEPT VENDORS OR DEALERS SHALL NOT BE USED. IF JUDGES ARE USED FROM OUTSIDE THE HOST TEMPLE, THE HOST TEMPLE CAN COMPETE IN ALL CLOWN COMPETITION; EXCEPT THE ASSOCIATION PRESIDENT, SECRETARY-TREASURER, OR OTHERS ACTUALLY WORKING AT PUTTING ON THE CONVENTION, COMPETITION, OR HOSPITALITY FUNCTIONS. THOSE SO WORKING TO PUT ON THE CONVENTION SHALL BE STIPULATED AT THE TIME OF REGISTRATION ."

VOTED ON 18 FEBRUARY 1995

ATTESTED



H. C. "DOODLE BUD" GARRISON, PRESIDENT



DORIAN P. "BRUSHES" HEROMAN, SEC/TREAS

