

# Top items disallowed at the HARO competition.

v.2 2024

A little common sense...

Teams are asked to read the program guide carefully and be aware of items allowed or restricted at tournaments or in specific venues. We list here some top items that need to be explicitly reviewed before you come to the tournament, however this should not preclude other items implicitly or explicitly disallowed in the program guide or your full long-term problem. In addition, some items are restricted by the host site; we need to be good guests and respect the local rules.

GLITTER IS ABSOLUTELY FORBIDDEN by our hosting site. As well as helium balloons.

Rental clause: **NO GLITTER TO BE USED under ANY circumstances at any time in the facility. This includes on faces, posters, hair, props, costumes or otherwise. This includes any guests and audience members that may bring glitter into the building. Any observation of the use of glitter will incur the custodial rate for removal of glitter throughout the building as glitter is extremely hard to remove and tracks quickly.**

Feb 2024 note: As a workaround this year, new teams who were not aware of the restrictions can address pre-existing glitter **on backdrop only** in the following manner: Get the team to take pictures of their backdrop. Then cover the glitter with saran wrap using clear tape on the edges, especially the bottom side. After you offload from your vehicle, go to a bush and shake the backdrop to check if more patching is necessary. Glitter on costumes or body is not allowed. We reserve the right to refuse acceptance of any items that shed glitter. Please control glitter yourself as our volunteers are not in a position to control every single team. Any related fees received after the fact will have to be passed on.

- *Anyone may help the team move props there and to the Staging Area” Program Guide p.27. This does NOT extend to the performance stage. The team must move ALL of their props by themselves into the performance area after the Timekeeper Judge says “Team Begin”.*
- *When the competition has ended others may help the team remove items and clear the site. Parents and others should remember that if they carry an item for the team and it breaks, only the team may repair the item. Program Guide p.27.*
- *Teams are welcome to look at the competition site before this but are not allowed to rehearse on site on competition day. Program Guide. p.27.*
- *Weapons are prohibited from the competition site and tournament venue. If an actual weapon is discovered, it must be removed from the site immediately or it will be confiscated. There is no point deduction. Team-created replicas of weapons that are easily mistaken for real weapons are also prohibited. They must either be changed to look less realistic or be removed from the competition site or they will be confiscated. There is no point deduction.*

*Props that appear and/or are used as a weapon in the performance are allowed provided, they are obviously not real and pose no threat. These include team-made props and toys that do not look like real weapons, such as water pistols, plastic swords, etc. If a team uses a fake weapon in its performance, it must confirm with the Staging Area Judge that it is allowed. It can only be used for practice and during the performance; it must be put away at all other times. Program Guide p.p. 36-37.*

- *Team members must be present to perform during the live performance. Remote performances are not permitted. Program Guide p.37.*
- *Unsafe chemicals and unsafe reactions are not allowed. For example: Combining Mentos candy with soda is not allowed. Program Guide p.38.*
- *The following items are not allowed to be used in the team's presentation of its solution: Program Guide p.38:*
  - ❖ *Lighter-than-air balloons (e.g., helium) that are not sufficiently tethered and/or weighed down. That is, those that will float uncontrollably upward are not allowed.*
  - ❖ *Items that are excessively hot or cold (including dry ice)*
  - ❖ *Items that leave a residue (some types of fire extinguishers, some types of fog machines, etc.)*
  - ❖ *Internal combustion engines*
  - ❖ *Flammable fuels*
  - ❖ *Smoke bombs or similar items*
  - ❖ *Fires in any form, including lighted candles and sparklers*
  - ❖ *Liquids that can stain or cause other floor damage*
  - ❖ *Emergency response alerts, i.e. fire/smoke alarm*
  - ❖ *Hoverboards*
  - ❖ *E-cigarettes/Vape Pens*
  - ❖ *Capacitors for Batteries*
- *Teams may use strobe lights in their performance, but they must first inform the Staging Area Judge and/or Timekeeper. The Timekeeper will announce this to the audience and give anyone who would have a problem with them an opportunity to leave the room. Program Guide p.39. Talk to your team members and explain what strobe lights are, because they will be asked at Staging whether they use them or not.*
- *Damage to the floor: Teams must be careful not to cause damage to a competition site at any time. Remember, floor damage can occur when moving props as well as during the performance. Program Guide p.39.*
- *Use of batteries: Unless a problem states otherwise, only unmodified, commercially produced sealed batteries may be used. Program Guide p.39.*
- *Foot coverings: Due to health and safety regulations at many competition facilities, the bottom of the feet must be covered by a material that is generally non-penetrable. Program Guide p.39.*

In addition, problem 2 is hosted in a dance rehearsal room with special flooring with NO HARD SOLED-SHOES restriction. Team members, coaches are ALL asked to wear soft soled shoes, preferably white soled. Sneakers are OK. NO dress shoes, boots, etc. Team members who have missed the notice will be asked to remove their shoes before they enter.