

MASCOT CARE KIT





5505 S. RILEY LANE MURRAY UT, 84107 800-845-2272 WWW.ALINCOCOSTUMES.COM

MASCOT CARE

Thank you for purchasing your performance mascot from Alinco Costumes. Please take a moment to examine the mascot. If any parts are missing or incorrect, please notify us as soon as possible.

Get to Know Your Mascot

Before a full performance, take the time to get to know your mascot. Try on the head and shoes first. Get a feel for movement and breathing. Then try on the body. Become familiar with your range of movement. You can also use a full-length mirror to provide feedback.

Getting Into Costume

Each costume varies to some degree, but most follow the same basic dressing sequence (Remember, it's always good to have an assistant nearby to help with those tricky zippers and snaps): 1. Put on the inner padding. 2. Pull on the body suit. 3. Put on any costume clothing, such as shirts or shorts. 4. Put on the character feet. 5. Put on the head. 6. Pull on the gloves.

Costume Care

Proper care and cleaning will extend the life of your mascot and make it more comfortable to wear.

Storage

1. Always remember to hang your costume body on a hanger and brush it after each use.
2. Keep the head suspended on a stand to allow it to "air-out" properly following each use.
3. Store your costume in a well-ventilated area, away from excessive temperatures. Car trunks and back are not a good place for prolonged storage.
4. Do not store your costume in a box, bag, or case for long periods.

Cleaning the Body

1. The costume body should be washed after every third or fourth wearing. Most costume bodies are machine-washable using a cold, delicate cycle with mild detergent and fabric softener.
2. Allow the costume to drip dry. Do not use a dryer.
3. Brush the costume while it is still damp, using a vented brush.
4. Do not store the costume while it is still damp.
5. Do not have the costume dry cleaned. It will cause the fur to mat.

Cleaning the Head

1. The costume head should be brushed regularly, if it is covered in faux fur.
2. The fur on the head should be hand cleaned using a mild detergent, such as Woolite.
3. Store the head in its natural shape. A simple stand can be constructed using PVD pipe. Instructions are included with the costume.
4. Clean latex and plastic with a sponge and mild detergent.
5. Spray disinfectant on the inside of the head to eliminate odor. A good mixture is 50% water and 50% Listerine.
6. Leather/vinyl conditioners, such as Armor All, can be used on the latex portions. Use it lightly and avoid spraying the fabric.

Cleaning the Feet

Feet should be hand cleaned with a mild detergent.

Minor Repairs

Minor repairs, using hot glue, contact adhesive, or a needle and thread, can keep little problems from becoming big ones.

Shipping

If you need to ship your costume, it should be packed carefully in a way that allows any latex features to remain in their natural shape.

Staying Healthy

1. Drink lots of water. Begin drinking a little extra water the day before an appearance. Don't wait until right before you get into costume.
2. Take frequent breaks. It's easy to overheat while performing. You may want to sit in front of a fan and use a towel to help you dry off.
3. Exercise. At Alinco, we believe that mascots are athletes too. The more fit you are, the better you can perform and the longer you can stay in costume.



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Costume Care

Thank you for purchasing an Alinco mascot costume. Our costumes have a reputation for durability and character, but they still need regular upkeep. Proper care will help ensure that your costume has a long life and always looks its best.

Please read the following instructions carefully. Non-adherence to these care instructions may void the costume's warranty.

Storage

1. Always remember to hang your costume body on a hanger and brush it after each use.
2. Keep the head suspended on a stand to allow it to "air-out" properly following each use.
3. Store your costume in a well-ventilated area, away from excessive temperatures. Car trunks and back seats are not good places for prolonged storage.
4. Do not store your costume in a box, bag, or case for long periods.

Cleaning the Body

1. The costume body should be washed after every third or fourth wearing. Most costume bodies are machine-washable using a cold, delicate cycle with mild detergent and fabric softener.
2. Allow the costume to drip dry. A dryer may be used, if set to air fluff with no heat.
3. Brush the costume while it is still damp, using a vented brush.
4. Do not store the costume while it is still damp.
5. Do not have the costume dry cleaned. It will cause the fur to mat.

Cleaning the Head

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Cleaning the Feet

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Minor Repairs

1. Minor repairs, using hot glue, contact adhesive, or a needle and thread, can keep little problems from becoming big ones.

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Mascot Head Stand

Materials Needed:

-1 inch #200 PVC Pipe in the following lengths and quantities:

6 inches X 6

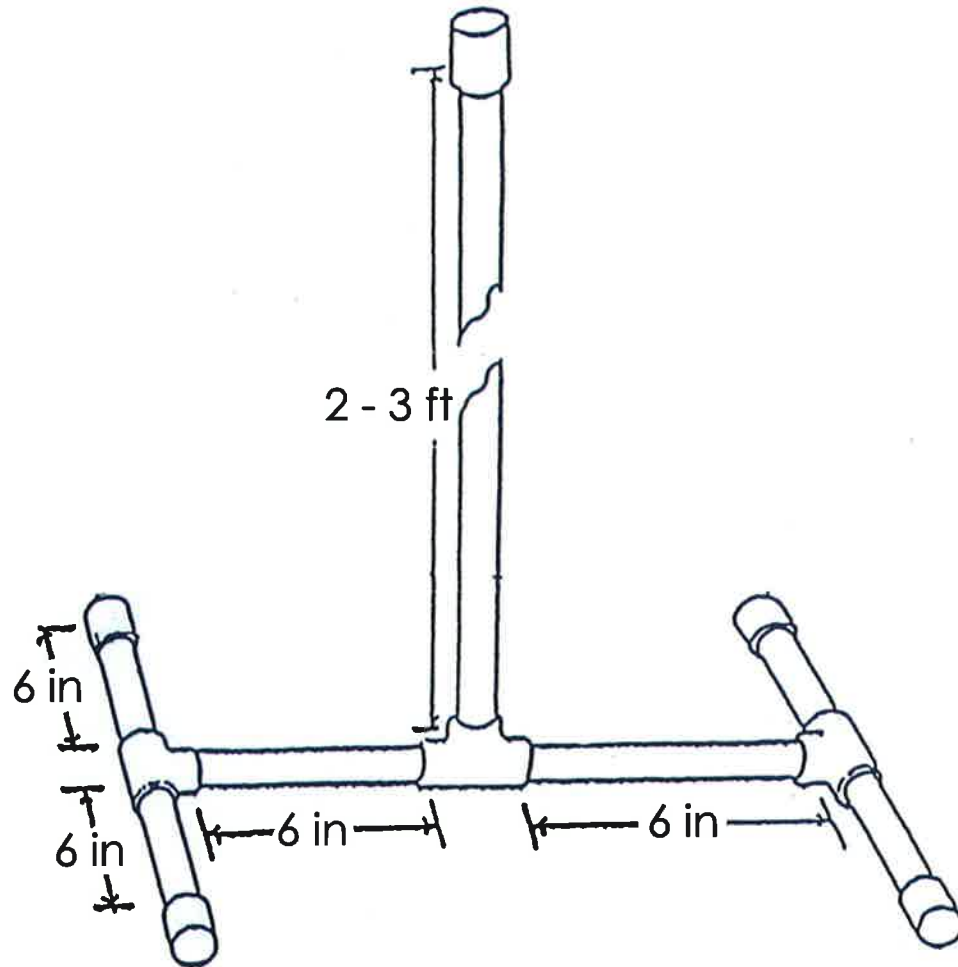
2 - 3 feet X 1

(length is based on the size and depth of the mascot head)

-PVC 1 inch "T" X 3

-PVC 1 inch caps X 5

-1 can of PVC Adhesive



LICENSE

License number **LA1004597**
This number matches the number on the tag that is inside the Mascot Characters' head.
Any discrepancy should be reported immediately

The purchase of this Mascot Character is subject to the following license terms.

RECITALS

1. Alinco is in the business of, among other things, originating, designing, creating, developing, manufacturing, selling, licensing and distributing mascot characters for use in promoting products, services, schools, institutions, communities, and organizations ("Mascot Characters").
2. Alinco creates, manufactures, and produces its Mascot Characters using, among other things, proprietary trade dress, unique sculpture and construction techniques, and holds copyrights for its Mascot Characters.
3. Alinco has marketed itself, its name, its Mascot Characters, and its mark nationally, and internationally, continuously since 1966.

DEFINITIONS

1. Defined Terms. In order to promote understanding and clarity, the terms listed below are defined as follows for the purposes of this license:
2. "License" means this License including any attachments or other documents specifically referred to.
3. "Alinco" means the seller and licensor, Alinco, Inc.
4. "Purchaser" means the buyer, end user and licensee.
5. "Alinco Technology" means the artwork, drawings, designs, sculptures, patterns, molds, construction methodology, techniques and manufacturing processes embodied in Alinco's Mascot Characters that are distinctive and unique to Alinco.

Rights, Restrictions and Limitations

1. Restrictions and limitations. Purchaser acknowledges that the Mascot Character that is the subject of this License, is a licensed product of Alinco and that Purchaser's use of the Mascot Character is subject to the following restrictions, limitations, and obligations, in addition to those referred to in other provisions of this License.
2. Grants of Non-exclusive License. Alinco grants to the Purchaser of this Mascot Character the non-exclusive right and license to use the Mascot Character for the purpose of promoting Purchaser's product(s), service(s), school, institution, community, or organization, including the right to reproduce the likenesses of the Mascot Character in such promotions, but only in printed materials, provided that the printed likenesses are not sold for commercial gain.
3. Copyrights. Purchaser shall cause any printed likeness of the Mascot Character to contain the disclosure that Alinco is the holder of copyrights for the Mascot Character and shall cause the copyright mark © to be shown on the likeness followed by "Alinco, Inc"
4. Reproduction/Duplication. Purchaser may not reproduce, duplicate, or authorize the reproduction or duplication of any Alinco Mascot Character, including any derivative thereof, for commercial gain; provided, however, that this limitation on reproduction does not restrict Purchaser from photographing the Mascot Character with another subject, person, or child and selling the photograph for commercial gain.
5. Assignment/Sublicensing. Purchaser may resale this Mascot Character as long as the terms and conditions of the license are included in the sale.

ALINCO TECHNOLOGY AND INTRLLECTUAL PROPERTY

1. Acknowledgement. Purchaser acknowledges Alinco's proprietary rights to the Alinco Technology and its intellectual property rights and interest in such technology.
2. Enforcement of Intellectual Property/Copyrights. Purchaser will use due diligence in the market where the Mascot Character will be used to ensure that Alinco's intellectual property rights are not infringed, unlawfully imitated, or otherwise unlawfully diluted in value. If purchaser discovers such infringement, imitation, or dilution, it will, at sole expense, vigorously enforce, and otherwise protect Alinco's intellectual property rights and will fully cooperate with Alinco in its efforts to protect such rights. In addition, purchaser will use reasonable practices that are calculated to prevent infringement, imitation, or dilution of such intellectual property rights consistent with industry standards.

TERMINATION OF LICENSE

1. Rights to Terminate. Alinco may terminate this license pursuant to the noncompliance to any provision of this License, and the failure to exercise such right in the event of an occurrence shall not constitute a waiver of the right. Alinco reserves the right to pursue legal action in the event of such noncompliance.
2. Attorney Fees. The prevailing party in any legal or arbitration proceeding to enforce or interpret the provisions to this License shall be entitled to recover its reasonable attorney's fees and cost incurred both before and after judgment or award, and in connection with any appeal.

CONFIDENTIALITY

1. Proprietary Information. Purchaser acknowledges that in the performance of this Sale by Alinco, Purchaser may acquire information that is proprietary to Alinco, such proprietary information being included in and generally related to the Alinco Technology and intellectual property referred to in above, and shall not disclose that information to any third persons, entitles, or their agents, employees, or representatives, without first obtaining Alinco's written permission, which permission may be withheld for any reason.

GENERAL PROVISIONS

1. No Partnership. Alinco shall perform its work under this License as an independent contractor and nothing in this License shall be interpreted or construed as creating any form of partnership, agency, joint venture, or other business arrangement or relationship. Neither party is authorized to represent, bind, or act for the other party.
2. Notices. Any notice required or permitted to be given under this License shall be in writing and shall be deemed sufficiently given, if sent by certified mail, return receipt requested, or by personal delivery. Notice by personal delivery shall be deemed to have been delivered on the date of its receipt by an employee, agent, or representative of the receiving party. Certified mail shall be deemed to have been received as of the date the recipient, the recipient's employee, agent, or representative receives the mail, and signs a receipt for the mail.
3. Governing Law. This license shall be governed, interpreted, and construed in accordance with the laws of the State of Utah, without respect to its conflict of laws provisions.
4. Waiver. The failure of either party to enforce, at any time, any provision of this License shall not be construed as a waiver of such provision, nor affect the validity of this License or the right of either party to enforce each and every provision of it.
5. No Rights. Other than the granting of the non-exclusive license as specified in this License, this License shall not give Customer any title, interest, or any other rights in the Alinco Technology, or in the intellectual property, proprietary information, trade dress, trademarks, or other secrets owned or controlled by Alinco.
6. Partial Invalidity. If any provisions of this License are found to be invalid by a judicial, quasi-judicial, or administrative body, the invalidity or partial invalidity of such provision shall not affect the remainder of the License.
7. Heading. The headings in this Agreement are for convenience only and shall not be used in the interpretation of any of the provisions of this Agreement.



The Alinco 100

The Industry's Best Guarantee

At Alinco, we build the best, most durable costumes available, and we're willing to back it with the best guarantee in the industry: the "Alinco 100."

Alinco Costumes warrants this costume to the first retail customer for a period of 100 days after the date of purchase for the following:

- A. Separation of materials at the seams or joints including defective ties, snaps, zippers, and glues.
- B. Original defect in material, such as fabrics, latex, and paints.

This Limited Warranty is subject to the following qualifications.

- A. The costume must be properly cared for, maintained, and stored in accordance with the manufacturer's written care instructions.
- B. The costume must be used normally and for its intended purpose. The manufacturer has no responsibility for damage done by abusive wear, negligence, or accident.

The manufacturer reserves the right, at its option, to repair or replace the costume or any part thereof, covered by this warranty, at no charge for labor and materials.

The "Alinco 100" also means, we guarantee you will be 100% satisfied with your costume, or you can return it, unused, within 10 days of purchase, for a full refund.

Should you need to return your costume, please follow these policies:

- A. Full credit will be issued if merchandise is returned unused within ten (10) days.
- B. After ten days, a 15% restocking fee will be charged. No costume will be accepted for return if it has been used, except for reasons of defect in workmanship or materials.
- C. After 30 days, no refund will be given other than for reasons of defect in workmanship or materials, at which time Alinco reserves the right to replace the merchandise, repair it, or refund payment.

At Alinco, we set the industry's highest standards for our products. It's what you deserve.

THE ALINCO COLD UNIT

Vest Adjustment

The Alinco Cold Unit vest is easy to wear and adjusts to a wide range of sizes. Please review the following instructions to ensure a comfortable and effective fit.

1. Detach the two Velcro straps across the front of the vest.
2. Place the PCM inserts into the pockets on the inside of the vest. The pocket openings are located along the upper seam of the Cold Unit.
3. Put on the vest, with the adjustable shoulder straps over your shoulders.
4. Adjust the length of the shoulder straps to raise or lower the vest. The vest should sit comfortably at mid-chest level, as shown.
5. Once the shoulder straps have been adjusted, pull the vest snug around your abdomen, and reattach the Velcro straps to hold it in place.



Cold Unit PCM Inserts

The Alinco Cold Unit uses Phase Change Material (PCM) inserts to provide cooling comfort and heat stress protection in high temperature environments. PCM releases long-lasting, temperature-specific (58 degrees F, 14 degrees C) cooling relief. PCM is non-toxic, non-flammable, durable and reusable, lighter than water, and does not produce condensation

For best results, please follow these instructions when preparing your PCM inserts.

1. Submerge PCM inserts in ice water for up to 45 minutes, or place in a freezer, until solid.
2. Return inserts to garment pockets
3. Wear; repeat steps as needed (or use additional inserts for continuous relief)

Health and Safety Tips for Mascot Performers

1. Always drink plenty of water before and after a performance.
2. Schedule regular breaks, perhaps every 15 or 20 minutes, where you can remove the costume head and rest.

