



HALLOWEENERS

The Halloween Guide

Getting one evening a year right —
the costume, the street, the house, the night itself

A FREE GUIDE · 2026 EDITION

The Halloween Guide

BEFORE WE START

One evening, and no second try



Almost everything about Halloween is forgiving. The one thing that is not is the date. A costume that arrives on 1 November is not a late costume — it is no costume at all.

That single constraint explains most of what follows. It is why this guide spends more time on measurements, deadlines and lighting than on inspiration: the ideas are the easy part, and they are not where evenings go wrong.

The rest of it comes down to four questions, and they are the four chapters of this guide. What am I actually buying when I buy a costume. What matters when children are out on a street after dark. How does a house read as decorated rather than cluttered. And what makes people stay at a party past the first hour.

Where the figures come from

Every number in these pages carries its source, and they are all public. The fire figures are the National Fire Protection Association's. The road figures come from a 2018 study in JAMA Pediatrics built on forty-two years of United States national traffic data, and from Safe Kids Worldwide. The flammability rules are the Consumer Product Safety Commission's, and the warning about decorative contact lenses is the Food and Drug Administration's.

None of it is frightening for the sake of it. The figures are here because each one changes a decision — which costume, which hour, which kind of light — and because a recommendation without its reason is a recommendation nobody follows.

2026 falls on a Saturday. It sounds like a detail and it reorganises the whole week: two party evenings rather than one, a longer trick-or-treating window, and a deadline that lands on Friday 30 October rather than the 31st. Chapter five works through what that changes.

Nothing here is sold to you. Where a category of product genuinely solves a problem, it is named as a category — a lit object, a full mask, a body-length cape — and not as a reference to buy.

What you are actually buying



"Costume" is one of the most misleading words in online retail. Two listings at the same price can contain very different things, and the gap only becomes visible when the parcel is opened.

What is usually in the box

For most adult costumes, the listing covers the main garment and little else. A vampire costume is typically a cape and perhaps a jacket. A witch costume is usually the dress. A skeleton costume is the printed suit.

That is not dishonest in itself — it is the convention. The problem is that the photograph shows the complete look: the model has the wig, the make-up, the teeth, the boots, the prop. None of those is in the box unless the listing says so.

What is almost never included

- **Shoes and boots.** Essentially never.
- **Wigs.** Occasionally, and it is always stated when they are. Assume not.
- **Make-up.** Rarely, and when included it is usually a single crayon rather than the palette in the photograph.
- **Tights, stockings, gloves.** Sometimes, sometimes not. This is the most common gap.
- **Props and weapons.** Usually separate, and often restricted for shipping.
- **Teeth, lenses, prosthetics.** Almost always separate.

The thirty-second exercise that prevents most of it

Find the line that begins "Includes" or "Package contains". If there is no such line, the photograph is doing the work of the description, and you should assume the minimum.

Then do the subtraction. Look at the image, list everything visible, and strike out everything named in the contents. What remains is what you will be buying elsewhere — and it is frequently three or four items.

The pieces that make a character legible

Not all missing items matter equally. A silhouette is recognisable because of two or three specific elements, and those are the ones worth attention.

- A **vampire** reads on the collar, the teeth and the paleness. The cape alone reads as "person in a cape".
- A **witch** reads on the hat. Everything else is negotiable.
- A **zombie** reads on the face and the state of the clothes — the make-up and the distressing do more than the garment.
- A **skeleton** reads on the hands and the face, which is why gloves and make-up matter more than the printed suit.

If the defining element is not in the box, the costume will not work, whatever else is.

Sizing: ignore the letter, read the table

A costume labelled M is not cut like a shirt labelled M. Costumes are made to a small number of size bands rather than a full size run, they frequently follow Asian rather than European or North American measurements, and they are often generous in one dimension and not at all in another — roomy in the body, tight at the shoulder, short in the sleeve.

Take three measurements with a soft tape: chest or bust at the fullest point, waist at the natural waist rather than the belt line, and height — the one that is routinely forgotten and the most common cause of a costume that fits but sits wrong. For a child, add shoulder-to-floor length.

Between two sizes, take the larger — with one exception. A costume is worn over clothes, and on a cold night in late October that means a layer underneath that the size table never accounts for. The exception is anything fitted whose effect depends on the fit: a bodysuit, a printed skeleton suit, a second skin. There, one size up reads as creases rather than anatomy.

Reviews are unreliable about material and reliable about fit. "Runs small", "very short", "the sleeves are tight" are consistent observations across many buyers, and when they contradict the table, believe them.

Two lines on the label that matter more than the contents list

"Flame resistant". In the United States, clothing textiles — costumes included — fall under 16 CFR Part 1610, the Standard for the Flammability of Clothing Textiles. Fabrics are sorted into three classes by how fast they burn: Class 1 is normal flammability and acceptable for clothing, Class 2 is intermediate and applies only to raised-surface fabrics,

and Class 3 is dangerously flammable and may not legally be used in wearing apparel at all.

A costume labelled flame resistant will resist ignition and should self-extinguish once taken away from the flame. It does not mean fireproof, and the distinction is not academic on an evening where lit pumpkins sit on doorsteps.

What this means in practice is less about reading labels than about knowing which shapes cause trouble. Loose, trailing and raised-surface materials — capes, long sleeves, fake fur, anything with a nap — are the ones the standard treats with most caution, and they are also the ones that pass nearest to a candle on a doorstep. A cape that stops above the ankle is not a compromise on the costume; it is the difference between brushing a flame and catching it.

Mask or make-up. The Consumer Product Safety Commission's long-standing advice is to prefer make-up and a hat over a mask, because a mask obscures vision — and on Halloween evening the person wearing it is frequently crossing a road. Where a mask is used, the eye openings should allow full peripheral vision and the fit should be secure enough that it does not rotate.

Where make-up is used, the CPSC recommends testing it in advance: a small amount on the inner arm of the person who will wear it, a day ahead. A rash, redness or swelling is a sign of a possible allergy, and the evening itself is the worst moment to discover one.

Decorative contact lenses are not an accessory. The Food and Drug Administration treats them as medical devices, not cosmetics: in the United States they cannot lawfully

be sold without a prescription, and lenses bought outside that channel are a documented cause of corneal abrasion and infection. No costume needs them.

Why a set beats three separate orders

Three orders means three delivery dates, and your outfit is ready when the slowest of them lands. Three parcels each quoted "five to ten days" do not average out to seven: the probability that at least one takes the long end of its range is much higher than the probability that any single one does.

There is a second reason, and it is less obvious. Two blacks that look identical in daylight can separate badly under a single warm bulb, because the fabrics reflect different parts of the spectrum. Polyester satin throws back a cool highlight; cotton velvet absorbs. The effect has a name in lighting — metamerism — and it is why professional costume departments buy a whole look from one supplier where they can. You cannot check for it on a screen. You can only avoid exposing yourself to it.

And a single order returns as a single order. Sizes bought online are wrong often enough that the return path matters; three suppliers means three policies, three windows, and in practice the wrong-sized piece simply gets kept.

Sources: U.S. Consumer Product Safety Commission, 16 CFR Part 1610 and Halloween costume guidance; U.S. Food and Drug Administration, decorative contact lenses.

CHAPTER TWO

Children, and the street



On the 31st the risk is not ghosts. It is a child in a dark costume crossing between parked cars at dusk, in a group, excited. This is the one chapter of this guide where the stakes are not comfort.

The figure that should decide your evening

A study published in JAMA Pediatrics in 2018 examined forty-two years of United States national traffic data — every pedestrian fatality recorded between 1975 and 2016 — and compared Halloween evening with control evenings one week before and one week after.

The risk of pedestrian death was **43 % higher** on Halloween. For children aged four to eight, the relative risk was **ten times higher**. The dangerous window was **between 5 and 8 p.m.** On an average Halloween, the study found four additional pedestrian deaths.

Safe Kids Worldwide reaches the same conclusion from a different angle: children under eighteen are **3.5 times more likely** to be fatally injured by a car on Halloween than on any other day — an average of 2.6 child pedestrian deaths a day across the year, and 5.5 on 31 October.

Two details that change what you actually do

The first is the hour. The risk is not spread across the evening: it concentrates between five and nine, and peaks between six and seven — the hour when dusk falls and the street fills at the same time. An hour of attention, not a night of it.

The second is the age, and it is the one that surprises people. According to Safe Kids, the group most often involved is **12 to 15** — not the small children everyone is watching. The teenagers who have just been allowed out alone are the ones at risk, and they are the ones nobody is holding by the hand.

The conversation worth having is with the thirteen-year-old. Not only with the six-year-old holding your hand. Where they are going, when they are coming back, and that a street which looks empty at seven in the evening on 31 October is not empty.

Light beats reflection

A reflective strip only works when a headlight is pointed at it. A lit lantern, a glowing accessory or a light clipped to a bag works from every angle and at every moment — including when the child is between two parked cars and no headlight is aimed anywhere useful.

A black costume is the classic choice and the worst one for a road at dusk. If it is the costume the child wants, the answer is to add light rather than to argue: a lit bag, a glow stick at the wrist, a torch carried rather than pocketed.

The costume has to survive two hours of walking

Three things end a child's evening early, and all three are avoidable.

- **A mask that restricts breathing or vision.** Masks fog within ten minutes of walking and then get pushed onto the top of the head, where they do nothing. Face paint does the same job for a whole evening — and it photographs better, because the child's expression is visible.
- **A hood that blocks peripheral vision.** The same problem as the mask, with the added difficulty that nobody notices it.

- **A hem that drags.** It gets stepped on, and the fall happens in the dark. Measure shoulder-to-floor, and if the garment is long, hem it or pin it rather than hoping.

Shoes are the other silent failure. A costume that requires specific footwear will be worn with trainers anyway, so it is better to choose something that looks right with the shoes the child already owns. The evening involves more walking than anyone plans for, usually on pavements, in the cold.

The bag

A bag with a handle that goes over the shoulder leaves both hands free — for gates, for doorbells, for holding someone's hand. A bucket held in one hand is full within an hour and then gets carried badly. If the bag is lit, it doubles as the visibility solution and one item covers both problems.

Rules that hold on the night

- Agree the route before leaving, not during.
- Set an end time and say it out loud at the start.
- Carry a small torch, because at some point someone drops something.
- Eat before going out — a child who is hungry at half past six will eat unsorted sweets at seven.
- Cross at proper points, even when the street looks empty.
- An adult with any group under about twelve.

The cold, which decides when you turn back

Most rounds end early because someone is cold, not because the bag is full. A costume that fits over a coat, or a coat that reads as part of the costume, adds an hour to the evening. Gloves in a pocket cost nothing and are the difference between finishing the street and turning back at number twelve.

Sorting the haul without ruining the evening

The sorting happens at home, in the light, and it takes five minutes. Anything unwrapped or opened goes. Anything homemade from a house you do not know goes. Everything else is fine.

Turning the check into a ceremony rather than an inspection keeps the evening intact — and setting an amount for the night before leaving avoids the negotiation on the doorstep. The rest goes in a tin, and the tin is not in the child's room.

Make-up, tested the day before

If you are going the make-up route — and for a child it is the better route — the Consumer Product Safety Commission recommends a patch test: a small amount on the inner arm of the person who will wear it, a day ahead. Redness,

swelling or a rash is a sign of a possible allergy. Finding out at seven on Halloween evening is the version to avoid.

Removal is where skin gets damaged. Oil-based remover first, then a normal wash. Scrubbing dry grease paint off with soap spreads it around the face and irritates, and the irritation lasts longer than the evening did.

Sources: JAMA Pediatrics, 2018, "Pedestrian Fatalities Associated With Halloween in the United States" (42 years of NHTSA data); Safe Kids Worldwide, Halloween pedestrian safety research; U.S. Consumer Product Safety Commission, costume and make-up guidance.

Decorating without clutter



Most Halloween decorating goes wrong the same way: you buy twelve things you like, put them all out on the same evening, and the house ends up looking like a storage unit with a fog machine.

The principle, in one sentence

Decorations look like clutter when several objects compete for attention at the same eye level. A room reads as decorated when one object dominates and the rest support it. It reads as cluttered when four objects are equally loud.

The number of items matters far less than how many of them are asking to be looked at. Everything below is how to apply that, room by room.

One anchor per room, not one per surface

An anchor is the object a visitor notices before anything else. It should be the tallest, the brightest, or the only thing that moves — ideally one of those, not all three.

For a living room, a light source works better than a large prop, because it changes the whole room instead of occupying a corner. For an entryway, movement beats light: something that moves when someone walks past does the work of five static props, because the eye goes to motion first and stays there.

Pick one. Then stop decorating that room's focal wall.

Three levels: floor, table, wall

Clutter happens when everything sits at table height. Spread decorations across three levels instead, and put roughly two thirds of your pieces below or above eye line.

LEVEL	WHAT BELONGS THERE	HOW MANY
Floor	Statues, lanterns, larger lamps	1-2 per room
Table	Candle holders, bowls, small lamps	2-3, grouped, never spread evenly
Wall & ceiling	Stickers, spiders, hanging pieces	as many as you like — they read as texture

Wall and ceiling pieces are the exception to the whole rule. Fifty plastic spiders scattered across a ceiling corner do not read as fifty objects; they read as one effect. The same goes for bat stickers in four sizes — the variation in size is what makes them look like a swarm rather than a sticker sheet.

Outdoors the rule inverts: fewer pieces, bigger scale

From the pavement, a passer-by sees your house for about three seconds. At that distance small decorations disappear. Two or three large pieces read better than fifteen small ones, and cost less to light.

Group your smaller outdoor pieces at the door rather than spreading them across the lawn: a cluster reads as intentional, a scatter reads as leftover.

Eye level, then above, then never below

Decorations placed below knee height are seen by nobody and knocked over by everybody. The usable band is between one metre and two metres twenty. Within it, vary the height: three objects on the same line read as a shop display, three objects at different heights read as a room.

One register, not three

The most common mistake is mixing the comic, the gothic and the gory in one room. Each works; together they cancel out. Decide which evening you are running before buying anything, and let the register decide the palette: warm orange and black for the classic, cold white and grey for the unsettling.

Across a whole house you can change register from room to room. Within one room you cannot.

Lighting decides whether any of it reads after dark

Halloween is looked at in the evening. A decoration that works in daylight and disappears at seven has done half its job — and this is the single most common reason a house that looked good from the living-room floor looks like nothing from the street.

Three kinds of light do three different things, and mixing them is what gives a room depth rather than a flat orange glow.

- **Glow** — a lit object that is itself the decoration. One per room, at or below eye level.
- **Wash** — light thrown onto a surface. This is what makes a wall look coloured rather than lit. A single low lamp aimed at a wall does more than three placed centrally.

- **Flicker** — anything that moves or pulses. It reads as movement even when nobody is watching, which is what you want in a hallway or on a shelf people pass.

The mistake is using all three in one room at full strength. Pick the anchor's light type, then let the other two stay dim.

What actually catches fire

Halloween decorations start a measurable number of house fires, and the pattern is consistent enough to act on. Between 2019 and 2023, United States fire departments recorded an annual average of **832 home structure fires that began with decorations**, causing 3 deaths, 28 injuries and 17 million dollars of direct property damage each year, according to the National Fire Protection Association.

The two causes behind them are not exotic. Nearly half — **47 %** — happened because a decoration was too close to a heat source. Roughly a third — **33 %** — started with a candle.

The NFPA's wider figures put that in proportion: an annual average of **5 894 home structure fires** whose heat source was a candle, with 63 deaths and 532 injuries. More than half of them began when something flammable — furniture, bedding, curtains, paper, decorations — sat too close to the flame. Not a knocked-over candle: a stationary one with something near it.

Clear 30 cm around every flame and the category largely disappears. The light does not change. For the rest of the room, battery-lit pieces give the same low, moving light

without the clearance problem — which matters most in the places you will not be watching once guests arrive.

Batteries, and the thing nobody checks

Almost every lit decoration arrives without batteries, and the sizes are rarely the ones already in the drawer. Discovering that on the 30th is how an evening ends with three unlit objects.

A lit piece stored from last year should be tested the week before, not on the night: cells left inside a device for a year leak and corrode the contacts, and a corroded contact does not clean up in five minutes.

What to skip

Fake cobweb stretched over anything that is not a corner reads as fake cobweb. Anything that requires a ladder to install will still be up in December. And a fog machine in a flat sets off the smoke alarm, every time, usually at the worst moment.

Take it down in the same order

Texture comes down last, anchors first. Stickers and spiders keep a house looking seasonal for a week after 31 October without any effort, while a moving broom in the hallway on 3 November just looks like you forgot.

The practical test before buying anything for the outside of a house: can one person take it down in under a minute, in the dark, in the rain.

Source: National Fire Protection Association — home structure fires beginning with decorations, 2019-2023; candle fires, annual averages.

CHAPTER FOUR

A party people stay at



A party empties early for three reasons: nobody can see anyone, there is nowhere to put a drink down, and the music is either too loud to talk over or too quiet to dance to. Costumes are what people remember; lighting and layout are what make them stay.

Light decides the mood before anyone speaks

Overhead lighting flattens a room and makes everyone look tired. The fix is not darkness — a dark room empties faster than a bright one — but several small sources at different heights: a lamp on a side table, candle holders on the mantelpiece, something lit at floor level.

Three to five points of light in a normal living room is about right. Warm tones read as welcoming; cold blue reads as clinical, which is useful for exactly one kind of party and wrong for the rest.

The two-minute rule for costumes

A costume that takes more than two minutes to get into will not be worn again, and a costume that cannot be sat down in will come off before the food arrives. Full-body inflatables are the clearest example: brilliant for photographs, impossible for a three-hour evening at a table.

The same test applies to anything you are asking guests to wear. If it cannot survive sitting, eating and a doorway, it is a photograph, not a costume.

Make-up is the part people get wrong

Grease paint sets in about ten minutes and then stops transferring. Applied five minutes before guests arrive, it ends up on collars, cushions and glasses. Applied forty minutes before, it behaves. Setting powder is not optional on anything that will touch fabric.

Fake scars and wounds fail in one of two ways: they lift at the edges, or they transfer onto everything. Both are solved the same way — thin layers, ten minutes of setting time, and powder over anything that touches cloth. A wound applied five minutes before guests arrive will be on someone's shoulder by nine.

Removal matters as much. Oil-based remover, then a normal wash — soap alone on grease paint spreads it around

the face and irritates the skin. A flannel that you do not mind losing is worth setting aside in advance.

What actually makes people stay

Three things, and none of them is a decoration.

- **Somewhere to put a glass down** within arm's reach of wherever people naturally stand. This is the single most underrated piece of party furniture.
- **A second room**, even a small one, quieter than the first. Conversations that cannot happen in the main room happen there, and people who would otherwise leave stay instead.
- **Food that can be eaten standing up**, with one hand, without cutlery. Anything requiring a plate and a fork moves the party to wherever the plates are, and it does not come back.

Candles, and the figure worth knowing before lighting one

Candlelight does more for an evening than any other single decision about a room. It is also, measurably, the thing most likely to end it badly.

The National Fire Protection Association records an annual average of **5 894 home structure fires** in which the

heat source was a candle, causing **63 deaths**, 532 injuries and 286 million dollars in property damage.

The mechanism is almost always the same: more than half of those fires began when something flammable was too close to the flame — furniture, curtains, paper, bedding or decorations. Not a knocked-over candle, but a stationary one with something near it.

That is worth knowing precisely because the fix keeps the atmosphere. Clear 30 cm around every flame and the category largely disappears; the light does not change. For the rest of the room, battery-lit pieces give the same low, moving light without the clearance problem.

The hour the evening actually turns on

Parties do not build gradually. There is a point, usually forty minutes to an hour after the first arrival, where either the room has found its conversations or it has not. Everything you can do to help happens before that point: the light, the surfaces, the food within reach, and a host who is not still in the kitchen.

The practical consequence is that the last thirty minutes before guests arrive should be spent on nothing. If you are still lighting candles when the bell rings, the first forty minutes are spent watching you work.

Music, in one paragraph

Loud enough that a silence is not awkward, quiet enough that a person two metres away can be heard without raising their voice. That is a narrower band than it sounds, and it changes as the room fills — a playlist that was right at eight is too quiet at ten, because twenty people absorb sound.

Two evenings, in 2026

Because Halloween falls on a Saturday, the adult evening splits: Friday the 30th and Saturday the 31st. If you are hosting one and attending the other, choose the costume for the one you are hosting — you will be standing, moving, and wearing it longer.

Source: National Fire Protection Association, candle fires — annual averages.

The 2026 calendar



Halloween 2026 falls on a Saturday. It sounds like a detail and it reorganises the week: two party evenings instead of one, a longer trick-or-treating window, and a deadline that lands a day earlier than instinct suggests.

Why a Saturday is different

A weekday Halloween is compressed. People come home from work, children go out for an hour or two, and it is over by nine. A Saturday removes every one of those constraints.

The adult parties move to Friday evening and Saturday evening, because nobody has to work the next morning. Trick-or-treating starts earlier, because children are not coming home from school. Streets are busier for longer. And the whole thing runs later — a Saturday night crowd does not disperse at nine.

Your deadline is Friday 30 October, not the 31st

If you are going out on the Friday as well, the costume has to exist by then. That is one fewer day of margin than people instinctively allow, and it falls on the last working day before the event — so a parcel that slips becomes a parcel that arrives on Monday.

What actually determines the ordering deadline

Not the shipping estimate on its own. Three things stack.

- **Dispatch time** — how long before the parcel leaves. Rarely the same day, often one to three working days in the peak.
- **Transit** — the number everyone looks at.
- **Peak-season slippage** — the fortnight before Halloween is the busiest period of the year for costume retail. Estimates that hold in August do not hold on 25 October.

And for a cross-border parcel there is a fourth, the least predictable: customs clearance. It is not a queue you can pay to skip, and express shipping buys you a faster flight rather than a faster inspection. An express upgrade bought on the 27th does not reliably recover a deadline.

The dates, counted backwards

ORDER BY	WHAT IT BUYS YOU
10 October	Comfortable. Time to receive, try on, exchange if needed, and still be ready.
17 October	Reasonable. One exchange is still possible if you act the day the parcel lands.
22 October	The last sensible date for a standard delivery. No margin for an exchange.
after 24 October	Express only, and you are accepting the size you receive.

The other clock: stock

Delivery is not the only deadline. Popular sizes go first, and earlier than people expect — women's S and M, children's middle sizes, and anything attached to whatever was culturally dominant that year. By mid-October the catalogue you are browsing is not the catalogue that existed in September.

This is the real argument for ordering early, and it is separate from shipping. You are not buying time. You are buying choice.

What the extra week is actually for

Ordering three weeks out is not about anxiety. It is about having a week you can spend:

- **Try the whole thing on** — not the garment, the whole outfit, shoes included, in the light you will wear it in.
- **Check the length.** Anything that trails is a trip hazard on a dark street, and hemming takes an evening you will not have on the 30th.
- **Patch-test the make-up**, a day in advance. Impossible to run on the day.
- **Exchange the size** — the only genuinely irreversible mistake, and the only one a week of margin actually fixes.

When to put the decorations up

A Saturday makes the display last longer, which changes the calculation. Put everything out on the 31st and half of it is seen by nobody; put it out on 1 October and a month of weather has been through it before the evening that matters.

Stage it. Anything weatherproof and unlit — gravestones, cobwebs, door wreaths, window silhouettes — goes up in the middle of the month and does the work of signalling the house. Anything lit, fragile or inflatable goes out on the

Thursday or Friday before, so it is fresh for the two evenings that count and does not spend three weeks in the rain.

That split also keeps the fire exposure short. The NFPA figures are annual averages across all decoration fires; the risk is proportional to how many nights something stays lit near something combustible.

One thing to decide in advance

Whether you are opening the door. A Saturday brings more callers, over a longer window, and the household that has not decided ends up answering inconsistently — lights on, nobody in, disappointed children.

Either commit to it, with enough to hand out for a busier evening than a weekday and a lit doorway from about five o'clock. Or do not, and leave the front dark: an unlit house is the universally understood signal, and it is a kinder answer than a decorated house that does not open.

The week-before checklist

Three things, and all three fail silently.

- That the costume actually fastens on the child, rather than on the hanger.
- That whatever is lit still lights — batteries stored in a device for a year corrode.

- That the route you plan to walk is one you would walk without a costume, in the dark, with a child who is tired.

Getting ready, in the right order

The evening runs better if the child is dressed last, not first. A costume put on an hour early has already been spilled on, sat on and complained about. Adults first, house second, child ten minutes before leaving — in that order, every time.

Face paint is the exception: it needs ten minutes to set before anything touches it, so it goes on before the costume, not after. Applied over a collar, it ends up on the collar.

The short version of the whole guide. Order by 17 October. Count what makes the character legible before buying the garment. Light the children rather than arguing about the black costume. One anchor per room. Thirty centimetres around every flame. And dress the child ten minutes before leaving.



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Written by the Halloweeners team · 2026 edition

Every figure in these pages carries its source, and all of them are public. Nothing in this guide is a medical, legal or safety certification: it is a reading of published data, offered so that a few decisions are easier to make.

No product is promoted inside these pages. Where a category genuinely solves a problem it is named as a category, never as a reference to buy.

Sources: U.S. Consumer Product Safety Commission (16 CFR Part 1610; costume, mask and make-up guidance) · U.S. Food and Drug Administration (decorative contact lenses) · National Fire Protection Association (home structure fires beginning with decorations, 2019-2023; candle fires) · JAMA Pediatrics, 2018, "Pedestrian Fatalities Associated With Halloween in the United States" · Safe Kids Worldwide.

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