

FENCON IV MASQUERADE GENERAL RULES

GENERAL RULES apply to ALL costumes entered in the Masquerade.

1. **Must be a member of FenCon to enter the Masquerade**, whether as model or creator. Contestants will be asked to show badges at the Muster. Badges are not to be worn on stage.
2. **Costumes must be registered.** To register, complete the registration form available at Ops or from the website. You can advance register before the con, pre-register at the con by 3pm Saturday afternoon, or late register at the muster on Saturday night.
 - a. **Advance Registration:** Contact cabaret@fencon.org before midnight September 19, 2007.
 - b. **Pre-Registration:** Download the form from the website or pick one up at the con from Ops. Complete the form and drop it off at Ops **NO LATER THAN 3PM SATURDAY, SEPTEMBER 22.**
 - c. **Late Registration:** Bringing your completed form with you to the Muster at 8pm. We will accept registrations at the Muster, but it is **MUCH** easier to set up the Masquerade if people register in advance. Please, help us out and register by 3pm Saturday if at all possible.
[**NOTE:** If you have sound for your entry, you **MUST** register by 3pm. We will **NOT** provide sound for entries registering at the Muster.]
3. The Masquerade is the second segment of the Cabaret. The Cabaret begins at 9pm, and the Masquerade is expected to start at about 9:45. **Entrants are to check in for the Muster starting at 8pm the Dogwood Room. You MUST be in the Muster room with completed paperwork at 9pm.** Early check-in is appreciated!
4. **The Masquerade includes costumes entered in competition and those entered for display or presentation only.** You can enter a costume just to show it off, or to do a presentation, or to compete. If you enter to compete, you are subject to the competition rules (see below; competition rules start on page 3). All costumes may be eligible for presentation and/or skit awards at the judges' discretion.
5. **The designer/creator of the costume and the model need not be the same person.** In most cases the creator is considered the contestant. Models must be members of FenCon. When filling out the registration form, "designer" and "creator" refer to the people who designed and/or constructed and/or assembled *the costume being entered in this Masquerade*. If your costume is a movie recreation, and you figured out how to make the costume look like the one from the movie, then you are the creator. If you rented the costume or purchased it in its entirety, please note "rented" or "purchased" in the creator field.
6. There is **no pre-set limit** to the number of *costumes* a person can enter, but they can *only model one*. The Masquerade Director reserves the right to impose reasonable limits on the number of costumes entered by an individual.

7. Unless otherwise indicated between now and the convention, **presentations will be limited to 1 minute**. If your entry is a large group (four people or more) and you feel you need more time, contact the Masquerade Director. [Note: 60 seconds is a lot longer than most people think it is, especially if your main purpose is to display your costume. It is always better to leave people wanting more than to overstay your welcome.]
8. Entrants will be **introduced by the MC**. If you have a special introduction for the MC to read, please have it typed or printed clearly and provide it as part of your registration. Without an introduction, the MC will announce only your entry number, division and title at the beginning of your turn and your credits at the end. If you intend to *involve* the MC in your presentation, you must clear it with the Masquerade Director and consult with the MC in the Muster.
9. **No microphone** will be available to participants. In preparing a presentation, bear in mind that the masquerade will take place in the full Oak Ballroom, which is a fairly large room. If you wish to include dialogue, be prepared to project, or consider lipsynching to a recording.
10. If you have **pre-recorded music and/or dialogue** you would like played for your presentation it must be provided on a standard cassette, cued to start at the correct point, on a CD or CD-R (MP3 or WAV files only) with the starting track and time noted, or as an MP3. Sound should be clearly labeled with your name and the title of your Masquerade entry. Note your sound requirement and cues on your registration form.
To submit your sound:
 1. MP3 files can be mailed to Gerry Tyra at gerry@sa-tech.com before the con, but must be sent no later than Midnight, Wednesday September 19.
 2. All other sound formats (including MP3 on CD or CD-R) is to be turned in to Gerry Tyra by 5pm on Saturday (look for him in the Ballroom). See registration form and website for more information.[NOTE: All technical systems are subject to failure. Be prepared to present without sound. We cannot provide sound for entries registering after 3pm on Saturday, September 22.]
11. **The Masquerade operates under the general FenCon Weapons Policy**. If your Masquerade costume involves a weapon of any sort, please speak to the Director in advance of Muster for an exception. **NOTE:** 1. **No** real firearms are permitted on stage under any circumstances. 2. According to FenCon policy, **no** edged weapons are to be drawn on stage. If unsure, consult the Director.
12. The Masquerade's view on **nudity** follows the laws of the state and the mores of the convention: if you wouldn't wear it in the hallways of the convention, don't wear it for competition. If unsure, consult the Masquerade Director. Some costumes acceptable for the Masquerade may be advised to use a cover-up in public areas of the hotel.
13. The following **standard costume competition restrictions** apply:

1. No open flame, fire, explosives, flash powder, or flash paper allowed. Sealed electronic flashes are permitted. Please advise if you are using a strobe effect.
 2. No messy substances on stage. "Messy substance" is a catch-all that includes (but is not restricted to) liquids, peanut butter, powders, gels, slimes, Styrofoam peanuts, chocolate pudding, ketchup and anything that may damage another entrant's costume or create a hazard on the stage.
 3. No real firearms.
 4. No projectiles.
 5. The Masquerade Director reserves the option to eliminate anyone from the Masquerade on the basis of danger to the audience or other contestants or other reasonable consideration.
- 14.** The proposed path for the Masquerade involves gathering in a function room, lining up in a hallway, entering the main room through a standard door, waiting in a curtained-off area of the main room, climbing stairs to reach the stage, crossing the stage, walking down stairs to leave the stage, and exiting the room or taking one of the seats reserved for contestants. If you need **special arrangements** because of mobility or vision restrictions or because the size or structure of your costume restricts mobility or vision please contact the Masquerade Director in advance and note on your registration form.

FENCON IV MASQUERADE COMPETITION RULES

COMPETITION RULES apply to all costumes entered in the Masquerade for judging and awards (competition stream).

- 15. Purchased or rented costumes are not allowed in competition.** You can use purchased pieces to build your costume, but the costume as a whole should be made by the contestant. If you put a Wonder Woman costume together from bits and pieces you bought, you may compete it. If you got most or all of it from a package labeled "Wonder Woman" you shouldn't compete it. If you rented it, you really shouldn't compete it. But come out on stage and show it off for sure!! Some display costumes may be eligible for presentation only awards at the discretion of the judges & the Director.
- 16. The designer/creator of the costume and the model need not be the same person.** In most cases the creator is considered the contestant. Models must be members of FenCon.
- 17. For evaluation purposes, the Masquerade will use two streams and six categories.** An entry will have one stream and one category.

STREAMS: Re-creation from visual source (anime, comics, media, art, book cover, etc.).
Original (any costumer other than a re-creation i.e. one completely designed by the creator).

CATEGORIES: Science Fiction, Fantasy, Historical, Horror, Humor, Other

If unsure of the appropriate stream or category, consult the Masquerade Director.

18. Contestants aged 13 and under are considered Juniors.
19. If there are sufficient numbers of competitors, Adult contestants (aged 14 and over) will compete in experience **divisions**:

Novice: entrant who has never won an award in a costume competition or similar costume competition

Journeyman: entrant who has won at least one award (but fewer than three awards)

Master: entrant who has won three or more awards

All adult Divisions are *open divisions*: entrants can choose to enter any Division above their current division (this is a one-way trip). If you are a professional costumer, fashion designer, or textile artist, you should consider entering in the Master division.

Competing in Divisions groups entrants by experience and provides more consistent playing fields for all contestants. If unsure which division is appropriate, consult the Masquerade Director.

Depending on the number of entries, the divisions may be adjusted to novice and veteran.

20. **Costumes and presentations will be judged** during the Masquerade by a panel of judges. Judging will be based on the following criteria (in no particular order):

- Creativity and originality (for original designs)
- Faithfulness to the source (for re-creations)
- Theme/concept
- Quality of execution
- Presentation/audience impact
- Overall look and consistency
- Experience level of the entrant

21. **Workmanship will be judged separately during the Muster and is optional.** You must indicate on your form if you would like to be judged on workmanship. Rented and purchased costumes or components are not eligible for workmanship judging. Modifications made to purchased components may be eligible.

Any questions about the Masquerade or the Masquerade rules should be directed to the Masquerade Director. Until midnight on September 19, the Director can be contacted through cabaret@fencon.org. On-site, if you cannot find the Director yourself, ask Ops to contact her by phone.