

# Fantasy & Science Fiction Masquerade Rules

## FenCon

### I. Competition Categories

All costumes entered must be either Original or Recreation.

Original costumes are designed by the contestant, although they may be inspired by a fantasy, science fiction, or other source.

Recreation costumes are those whose design is copied from a media or other source, be it TV, film, art, illustration, comics, theatre. They may also be recreated from a print description. Documentation of the original source, showing at least one good view of the costume, or a print/prose description by the designer/author, must be provided for judging. (Bring paper copies only, no books or other media.)

Genre: You must also declare if the costume is-- Fantasy, Sci-Fi, Horror, Myth, Other.

### II. Divisions

This masquerade will use the following skill division system:

Young Fan: Any youth who made or designed and helped make their own costume, who is not part of an adult group. All entries in a Young Fan group entry must be 13 or younger.

Adult: Anyone 14 and up who makes or designs and has made a costume for competition.

Group: Any number of 5 or more people who appear on stage at the same time.

### III. Rules

These are the things you MUST pay attention to, as violating one of the rules can and will make you ineligible for awards.

Remember, when in doubt, ask me! Don't guess. I'd rather answer questions now, because it sure beats tears and recriminations later.

1. All contestants must be registered attending members of Fen Con.
2. No purchased or rented whole costumes may be entered in this competition. It is understood parts will be purchased.
3. A costume may not be entered in this competition if it has won a "Best in Show".

4. This competition is rated PG-13, so no nudity, please. “No costume is no costume” still applies.
5. No contestant may appear on stage more than once. Costumers may enter more than one costume, but each must appear on a different model. No “cameos” allowed, either.
6. Each entry of 1-4 people will have no more than 2 minutes on stage, groups of 5 and up will have up to 4 minutes, You may certainly use less time, but no more than that without prior approval.
7. No fire or open flame will be allowed on stage.
8. The “no peanut butter” rule applies: No messy substances – wet, dry, sparkly, or oily – that might ruin another costume are allowed on stage or in the Green Room.
9. No smoking in any Masquerade area.
10. No weapons will be allowed on stage that might endanger anybody. This means NO LIVE STEEL! Entrants may not display weapons without prior approval by the Masq Director FIRST. Weapons display may be approved after proof of safe display at rehearsal.
11. No special effects (flash bulbs, strobes, sparklers, etc.) will be allowed on stage that might endanger anybody. Special effects may be approved after safe display to the Masquerade director, provided they are legal. In no case will a special effect be approved that leaves a mess on the stage.
12. You should try to pre-record your dialogue (if any) as will be no mikes on stage.. You may also submit text for the MC to read before, during, or after your entry. All of this background content may be vetted before approval to ensure we stick to our PG-13 rating.
13. All music should be submitted with your entry form
14. We will try to provide an area for you to rehearse at some point during the day this will be posted outside Con Op's and at Registration.
15. Entry numbers will be given out in the Green Room. You must be in line and ready to go on stage when your entry number is called.
16. Entries must be able to go on and off stage with only minimal help from stage ninjas and within a reasonable amount of time.
17. The Masquerade Director requires real names to be supplied on entry forms. These real names must match the ones you used to register for the convention. State-issued picture IDs may be checked at random. Remember, you can always ask the MC to announce nicknames.
18. No exceptions will be made to these rules without advance approval by the Masquerade Director.
19. Do **NOT** surprise the Masquerade Director or crew! Let us in on what you have planned, and trust us to keep the surprise from the audience until you're ready to unveil it.
20. The decision of the Masquerade director is FINAL!!!!

#### IV. Other Stuff and Pointers

*Sound:* We plan on accepting both CDs and MP3s. If you use CDs, be sure that they are CD-R type, that your dialogue/music is recorded on track #1, and that it is the ONLY track on the CD. When in doubt, bring extras, including extra blank media.

*Stage access:* Plan on using stairs to enter/exit the stage. Do NOT plan on using a ramp, as one will probably not

be available.

## **V. Workmanship Judging**

Workmanship judging is strictly optional, but encouraged. Your entire costume need not be judged; you can (and many do!) submit just one part of it for judging. For example, you may present just one prop, or a headdress, or all the beading.

If you think you may want workmanship judging, please check the YES box on your entry form. If you're sure you won't, please check NO. This will help us schedule our judges' time better, to ensure everybody's work gets a fair viewing.

## **VI. Entry Forms**

This year, we're providing e-mail pre-registration, just download the form and e-mail it to the Masquerade Director. The exact same online entry form will be available at the Con for on site registration.

We will also accept entry forms at Muster in the green room, but we will be unable to allow for music or sound of any kind if you enter at that point. This is one hour window after the Green room opens.

