

FenCon 2011 Masquerade Rules

FENCON 2011 MASQUERADE GENERAL RULES

Any questions about the Masquerade or the Masquerade rules should be directed to the Masquerade Director. Until midnight on September 22, 2011, the Masquerade Director can be contacted through masquerade@fencon.org. On-site, if you cannot find the Director yourself, ask Operations to contact the Director by phone.

DEFINITIONS

Model	The person presenting or wearing the costume across the stage during the presentation portion of the masquerade.
Creator / Designer	The person or persons responsible for constructing, assembling or designing the costume.
Streams	Source of entry, either original (completely designed by the creator) or re-created from some other source (e.g., anime, comics, media, art, book cover, etc.)
Categories	Science Fiction, Fantasy, Historical, Horror, Humor, Anime, Other
Division	Level of experience of the costume creator/designer. 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.
Junior	Contestant 13 years of age or under. Entries are further classified by who performed the bulk of the construction (the child or an adult).
Adult	Contestants 14 years of age or older.
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). The number of awards is what counts, not which costume they were for.
Master	Entrant who has won three or more awards.

FenCon 2011 Masquerade Rules

GENERAL RULES

These rules apply to ALL costumes entered in the Masquerade, regardless of competition type.

1. **You 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 required to be worn on stage.
2. **Entrants under 18** must have a parent or legal guardian review and sign the registration form on their behalf. This is not optional.
3. **Costumes must be registered in the Masquerade.** To register, complete the registration form available at Operations or from the FenCon.org website.
You have three options to register:
 - **Pre-convention (Advanced) Registration:** Send a completed registration form to masquerade@fencon.org before midnight, the Wednesday before the convention.
 - **At Convention Registration:** Download the form from the website or pick up a copy from Operations. Complete and sign the form and drop it off at Operations **NO LATER THAN 4:00 PM SATURDAY OF THE CONVENTION.**
 - **Late Registration:** Bring your completed and signed form with you to the Masquerade Muster. Check the FenCon Program Guide for Room and Time.
NOTE: If you have sound for your entry, you **MUST** register by 4:00 pm Saturday. We will **NOT** offer sound for entries registering at the Muster.

We accept registrations at the Muster, but it is MUCH easier to set up the Masquerade if people register in advance.

4. Contestants aged 13 and under are considered Juniors.
5. If there are sufficient numbers of competitors, Adult contestants (aged 14 and over) will compete in **Experience Divisions: Novice, Journeyman, Master.**

All adult Divisions are *open divisions*. This mean you can choose to enter any Division above your 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.

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

6. The Show & Masquerade begins at 8:00 pm, and the pre-Masquerade Muster starts at 7:00 pm. **Entrants are to check in for the Muster starting at 7:00 PM in the Red Oak ballroom.** You MUST be in the Muster room with completed paperwork and fully checked in at 7:00 pm. Early check-in is appreciated!

The Masquerade includes costumes entered in competition as well as 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 (see below;

FenCon 2011 Masquerade Rules

7. FenCon 2011 Masquerade Competition Rules start on page 5). The judges reserve the right to present presentation awards, even to “presentation only” entrants.
8. **The designer/creator of the costume and the model do not need to be the same person.** In most cases the creator (the person who designed and/or built the costume) is considered the contestant. The model is person who presents the costume on stage. Models must be members of FenCon. When filling out the registration form, “designer” and “creator” refer to the person(s) 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.
9. There is **no pre-set limit** to the number of *costumes* a person can enter, but one person can *only model one costume*. In other words, if you created 10 costumes and all are entered in the competition, you will need 9 other models to wear/present the other costumes. The Masquerade Director reserves the right to impose reasonable limits on the number of costumes entered by an individual.
10. Unless otherwise indicated between now and the convention, **presentations are 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. Remember, this is a masquerade presentation, not a full act from a play.
11. 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 title and division 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.
12. **No microphone** will be available to participants. In preparing a presentation, bear in mind that the masquerade will take place in the Main Programming ballroom, which is a fairly large room. If you wish to include dialogue, be prepared to project or consider lip-synching to a recording.
13. **We hope to offer sound support for Masquerade entries.** If you have **pre-recorded music and/or dialogue** you would like played for your presentation, note your sound requirement and cues on your registration form. No cassette tapes, floppy disks or thumb drives. 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 4:00 pm on Saturday, June 26.

To submit your sound:

- Drop off your CD audio file or MP3 on CD or CD-R with your registration form at Operations by 4:00 pm, Saturday June 26. Clearly label the CD with your name and your Entry Title (must match the registration form).
- **OR** by midnight June 22, 2010, send MP3 files to masquerade@FenCon.org.

FenCon 2011 Masquerade Rules

Please do not provide a disk that must be returned to you. Accidents do occur.

14. 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. Some costumes acceptable for the Masquerade may be advised to use a cover-up in public areas of the hotel. If unsure, consult the Masquerade Director.
15. The following **standard costume competition restrictions** apply:
 - The Masquerade operates under the general FenCon Weapons Policy. Consult FenCon documents if you are unsure what that is. If your Masquerade costume involves a weapon of any sort, please speak to the Director in advance of Muster for an exception. If still unsure, then ask. If you violate this rule, you may be banned from future FenCon Masquerades.
 - No real firearms on stage under any circumstances.
 - No edged weapons are to be drawn on stage.
 - 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.
 - No messy substances on stage. "Messy substances 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.
 - No projectiles.
 - The Masquerade Director reserves the option to remove anyone from the Masquerade on the basis of danger to the audience or other contestants or other reasonable consideration.
16. The proposed path for the Masquerade involves gathering in a function room, walking to the main room, lining up in a corridor, entering the main room through a standard door, 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 will have visibility or mobility issues in moving from the muster room to the stage for any reason, be sure to indicate this on the Registration form (page 2, under Technical Support/Special Needs) to make **special arrangements**. You should also contact the [Masquerade Director](#) in advance.

FENCON 2011 MASQUERADE COMPETITION RULES

COMPETITION RULES apply to all costumes entered in the Masquerade for judging and awards.

- 17. 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 assembled by the contestant. If you are unsure, check with the Masquerade director. Some display costumes may be eligible for presentation-only awards at the discretion of the judges & the Director.
- 18.** For evaluation purposes, the Masquerade uses **two streams** (original or re-creation). An entry will have one stream. If unsure of the appropriate stream or category, consult the Masquerade Director.
- 19. Costumes and presentations will be judged** during the Masquerade by a panel of judges.
- 20. Workmanship Judging.** If workmanship judging is offered, it will be judged during the Muster. You must indicate on your Masquerade Registration 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.
- 21. The final rule.** Any Harry Dresden entries will be placed last in the presentation list, due to previous bad interactions between the costume and modern technology. No exceptions.