

## ***FENCON 2013 COSTUME CONTEST GENERAL RULES***

Any questions about the Costume Contest or the Costume Contest rules should be directed to the Costume Contest Director. Until midnight on October 1, 2013, the Costume Contest Director can be contacted through [masquerade@fencon.org](mailto: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 Costume Contest.
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 Costume Contest 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 are what are counted, not which costume they were for.
Master	Entrant who has won three or more awards.

## FenCon 2013 Costume Contest Rules

### GENERAL RULES

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

1. **You must be a member of FenCon to enter the Costume Contest**, 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 Costume Contest.** 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](mailto: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 2:00 PM SATURDAY OF THE CONVENTION.**
  - **Late Registration:** Bring your completed and signed form with you to the Costume Contest Muster. Check the FenCon Program Guide for Room and Time.  
**NOTE:** If you have sound for your entry, you **MUST** register by 2:00 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 Costume Contest 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 means 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 & Costume Contest begins at 8:00 pm, and the pre-Costume Contest Muster starts at 7:30 pm. **Entrants are to check in for the Muster starting at 7:30 PM in the Red Oak ballroom.** You MUST be in the Muster room with completed paperwork and fully checked in at 7:30 pm. Early check-in is appreciated!

**The Costume Contest 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 below);

## *FenCon 2013 Costume Contest Rules*

7. FenCon 2013 Costume Contest 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 Costume Contest*. 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 Costume Contest 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 Costume Contest Director. Remember, this is a Costume Contest 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 Costume Contest 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 Costume Contest 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 Costume Contest 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 2:00 pm on Saturday, October 5.

### **To submit your sound:**

- Drop off your CD audio file or MP3 on CD ROM or thumb drive with your registration form at Operations by 2:00 pm, Saturday October 5. Clearly label the CD or thumb drive with your name and your Entry Title (must match the registration form).
- **OR** by midnight October 1, send MP3 or CD audio files to [masquerade@FenCon.org](mailto:masquerade@FenCon.org).

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

## *FenCon 2013 Costume Contest Rules*

- 14.** The Costume Contest's view on **nudity** follows the laws of the state and the morés 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 Costume Contest may be advised to use a cover-up in public areas of the hotel. If unsure, consult the Costume Contest Director.
- 15.** The following **standard costume competition restrictions** apply:
- The Costume Contest operates under the general FenCon Weapons Policy. Consult FenCon documents if you are unsure what that is. If your Costume Contest 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 Costume Contests.
    - 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 Costume Contest Director reserves the option to remove anyone from the Costume Contest on the basis of danger to the audience or other contestants or other reasonable consideration.
- 16.** The proposed path for the Costume Contest 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 [Costume Contest Director](#) in advance.

***FENCON 2013 COSTUME CONTEST COMPETITION RULES***

**COMPETITION RULES apply to all costumes entered in the Costume Contest 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 Costume Contest director. Some display costumes may be eligible for presentation-only awards at the discretion of the judges & the Director.
- 18.** For evaluation purposes, the Costume Contest uses **two streams** (original or re-creation). An entry will have one stream. If unsure of the appropriate stream or category, consult the Costume Contest Director.
- 19. Costumes and presentations will be judged** during the Costume Contest 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 Costume Contest 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 bad interactions between the costume and modern technology. No exceptions.