

Norwescon 31 Masquerade Rules

(Current as of January 1st, 2008)

Please review these rules carefully. Violation of any rule will disqualify an entry. Please help us make the masquerade safe and enjoyable.

1. Never surprise the Masquerade Director. No jumping off or throwing things off the stage.
2. Backstage space is limited, so the overall size of costumes and number of helpers is limited. Costumes can be no longer than twelve feet, no taller than ten feet, and no wider than six feet.
3. Attendance at one of the two pre-masquerade meetings during the convention is mandatory. One is usually Friday night, the other, Saturday morning.
4. Attendance at the Saturday afternoon rehearsal is mandatory. Come to your rehearsal prepared. There will only be time during your rehearsal to set lighting and sound cues. Do not expect stage time for development of choreography or blocking.
5. No live microphones are provided for contestants
6. Sound CD's or tapes must be completed and submitted prior to the morning of the Masquerade. Bring two copies of your sound accompaniment to the Friday night meeting or give them to the masquerade director by 9pm Friday night. Contact Keith Johnson (tourdemondo@yahoo.com) if you have any sound questions.
7. No live firearms, no live explosions or fire and all weapons must be peace bonded except as needed for stage presentation.
8. The masquerade is PG-13. Lack of costume is not a costume.
9. No messy substances – wet, dry, or oily – that might ruin another's contestant or make the stage dangerous are permitted.
10. Each entry will be limited to a maximum of 60 seconds of presentation time. The Masquerade Director may grant an exception for groups of five or more people on a case-by-case basis. Time-limit exceptions must be requested prior to rehearsal.
11. Purchased or rented costumes may not be entered in competition. Credit must be given for all makeup and costume construction.
12. No flash photography is permitted while contestants are on stage, or in the backstage area. A designated photo area will be provided for contestant photos after the masquerade.
13. Last but not least, the Masquerade Director has the final say.

Note that there are no dressing rooms backstage. If you need a private dressing area close by, there are bathrooms across the hall from the Grand Ballroom. Plan on there not being any food or beverages provided by Norwescon backstage during masquerade rehearsals or the show. You will want to bring any food or drink that you need with you.

Norwescon Masquerade Skill Divisions

Masquerade skill divisions are based on the guidelines of the International Costumers Guild (www.costume.org). The divisions are:

Rising Star is for any contestant 13 years of age or younger who is not part of an adult group. Rising Star costumes must be made by the entrant with no more than a minimum amount of supervisory help. An adult-made costume may not be entered in this category and should instead be entered in the appropriate skill division of the adult.

Novice is for any contestant who has not previously won an award for a costume in any masquerade, or who has won a maximum of two awards in the Novice division for different costumes at a world-class convention masquerade such as World Con or Costume Con, or at a regional convention masquerade such as Norwescon or Westercon.

Journeyman is for any contestant who has won a maximum of three awards for different costumes in the Journeyman division at a world-class or regional convention masquerade.

Master is for any contestant who has won four or more awards for different costumes in the Journeyman or Master division, or who has won one or more Best in Show awards, at a regional or world-class convention masquerade. Professional costumers must enter the Master division.

Anyone may choose to compete in a higher skill division. Group presentations will be judged based on the highest skill division of the individual members. Past awards won as a member of a group of a higher skill division do not mean that you must compete at that skill division in all subsequent masquerades. For example, if a Journeyman who has won one prior Journeyman award competes with a group of Masters, and the group wins Best in Show Presentation, this does not automatically move the Journeyman up to Master. This award can be counted as a second Journeyman award. However, if this same Journeyman wins the Best in Show Workmanship award based solely on their own costume, then that win would qualify as a requirement to move up to Master. If you have any doubt in which division to compete, the Masquerade Director will advise you.

MASQUERADE JUDGING

Presentation judging is mandatory. It consists of your presentation on stage. It judges everything from your costume's appearance from stage, to how you act and move, to your music and voiceovers, etc. The Judges will give awards divided by skill levels and excellence of performance within those different skill levels.

WORKMANSHIP JUDGING

Workmanship judging is optional. It takes place in the masquerade backstage area before the show begins. It allows the workmanship judges to consider exceptional accomplishment in crafting costumes, props, and accessories. This is the place where exquisite attention to detail may be recognized. Re-Creation costumes (a costume whose design is copied from a film,

television show, theatrical presentation, book illustration, comic, work of art, or other medium) must provide a color picture of the original for the workmanship judges. Let your Den Mom/Dad know if you want your costume and/or props and accessories judged for workmanship.

PRESENTATION CASSETTE TAPES

Keith Johnson, our resident sound techie, makes the following suggestions for your presentation tapes. Note that some items contradict the "conventional wisdom."

- We highly recommend music for every presentation! We can take CD, CD-R and cassette, subject to the conditions below. We also encourage the use of Stereo music. We plan to have a stereo sound feed to the video.

- If you are recording from a CD, please bring that original CD to the Con as well (in addition to your CD-R or tape), we may want to use it. Please write the track number legibly on the original CD.

- We will have limited capability to make custom tapes on-site. We can only cue a CD to the beginning of a particular track (there is not enough time during the Masquerade to cue within a track). If this is the case for your music, please record it on a separate CD-R or tape ahead of time.

- For presentations on CD-R's:

- * If you record your material on a CD please make sure it is a standard audio CD. Please burn only one track and make two copies of your material.

- For presentations on cassettes:

- * Please use as high quality tape as possible (Chrome or Metal tape are encouraged). Use a fresh clean tape, and make two copies in case one is unusable for whatever reason.

- * Please use noise reduction. We are Dolby B and C compatible, be sure to write on the cassette label which it is. (If you only have a "Dolby" or "NR" switch on your cassette deck, you have Dolby B.)

- * Please do not record at the very beginning of the tape. A 30-45 second gap is enough to get past front-of-tape dropouts. We will cue the tape in your presence to make sure it starts where you want.

Keith is also offering a FREE MUSIC PRESENTATION SERVICE for anyone who would like help creating a high-quality presentation tape for that high-quality costume. Give him a call at (253) 839-7033 (till 9pm Pacific time) or e-mail him at tourdemondo@yahoo.com.