

## Welcome to the Norwescon Masquerade

We would like to invite you to participate in the Norwescon masquerade. The Norwescon masquerade is open to all convention members of all costuming skill levels and is held on Saturday night of the con. It will be following the International Costumer's Guild guidelines for rules and skill levels.

### Norwescon Masquerade Rules

Please review these rules carefully. Violation of any rule will disqualify an entry. Please help us make the masquerade safe and enjoyable. There are **no** hidden rules but keep in mind that rule #13 can be used when needed, so ask in advance if you have any doubts or concerns with any of the rules.

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 and the other is 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. Rehearsals are no more than 5-15 minutes usually.
5. No live microphones are provided for contestants
6. Sound tapes/CDs must be complete prior to Saturday morning of the masquerade. Bring two copies of your sound accompaniment to the meeting of your choice (see rule #3).
7. No live firearms, no live explosions or fire unless approved by the Masquerade Director and the Special Events Executive. 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 contestant's costume 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. It is recommended that you not wear your costume prior to competing.
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.

### Norwescon Masquerade Skill Divisions

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.

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 no more than 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's masquerade such as Norwescon or Westercon.

Journeyman is for any contestant who has won a maximum of three awards for different costumes in the Novice 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.

### 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 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 know if you want your costume and/or props and accessories judged for workmanship.

# Norwescon Fantasy and Science Fiction Masquerade

Registration Forms: Page 1 of 2

Entry No \_\_\_\_\_

\_\_\_ **Rising Star (13 years and younger made by self)**  
\_\_\_ **Novice** \_\_\_ **Journeyman** \_\_\_ **Master** \_\_\_ **Non-Competition**

**Costume Title:** \_\_\_\_\_

**Costume Source:** \_\_\_\_\_

**Name(s) of Entrants:** \_\_\_\_\_

**Mailing Address:** \_\_\_\_\_

(If for a group, Print name with address) **City:** \_\_\_\_\_ **State:** \_\_\_\_\_

**Phone Number:** \_\_\_\_\_ **Zip Code:** \_\_\_\_\_

**E-mail Address:** \_\_\_\_\_

**Designed and/or Made By:** \_\_\_\_\_

(If different than entrant) \_\_\_\_\_

**Audio Tape/CD:** Yes \_\_\_\_\_ No \_\_\_\_\_

**Printed Text for MC to read:** Yes \_\_\_\_\_ No \_\_\_\_\_

**Default Tech** (\*\*see next page for definition): Yes \_\_\_\_\_ No \_\_\_\_\_

**Entrance:** **Behind MC** \_\_\_ **Opposite Side** \_\_\_ **Both** \_\_\_

**Other** (Must be approved): \_\_\_\_\_ **Runway** \_\_\_\_\_

**Exit:** **Standard** (down runway) \_\_\_ **Other** \_\_\_\_\_  
(Must be approved)

## **Liability Release:**

I/We have read and understood the rules of this Masquerade as set forth in the instructions and agree to abide by them. Further I/We agree to permit photography and/or video taping and agree to permit the use and/or dissemination of said photographs and/or DVDs. Further, I/We do agree to hold the convention, its organizers, and the facility both Collectively and individually blameless for any accident and/or injury suffered by Me/us during the course of the Masquerade.

**Full Legal Signature of Contestant(s)\*** : (MANDATORY FOR PARTICIPATION)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**\*IF Minors, parent or guardian MUST sign.**

## **Norwescon Masquerade**

### **Costume Particulars**

(For use in determining entry order only)

### **Costume Color:**

(Circle predominate ones)

Black

Brown

Red

Orange

Yellow

Green

Blue

Purple

White

Gold

Silver

Flesh

Other:

### **Costume category:**

(Circle predominate ones)

S-F

Fantasy

Gaming

Horror

Myth

Humor

Beautiful

Comics

Star Trek

Star Wars

Vampire

Anime

Other:

# Norwescon Fantasy and Science Fiction Masquerade

Registration Forms: Page 2 of 2

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\_\_\_ **Rising Star (13 years and younger made by self)**

\_\_\_ **Novice** \_\_\_ **Journeyman** \_\_\_ **Master** \_\_\_ **Non-Competition**

**Costume Title:** \_\_\_\_\_

**Phonetic Pronunciation:** \_\_\_\_\_

**Designed By:** \_\_\_\_\_

**Constructed By:** \_\_\_\_\_

**MC Text to Read:**

**Audio Tape or CD:** Yes \_\_\_\_\_ No \_\_\_\_\_

**MC Instructions:** **Default Tech\*\*** \_\_\_\_\_ **Other** \_\_\_\_\_

**Ninjas:** **No Help Needed** \_\_\_\_\_

**Help Needed** (please explain) \_\_\_\_\_

## **\*\*Default Tech**

1. Lights black with spot light on MC, ninjas set any props.

2. MC introduces the contestant.

3. Lights and sound up on the contestant's entrance; MC reads dialogue if not on tape/CD.

4. Sound and lights fade as contestants exits; MC announces contestant info and ninjas strike props.

5. Repeat.

## **When and where to turn in these forms**

Both pages of the registration form and any tape/ CD are due in the Masquerade Director's hands by Saturday at the end of the Saturday morning masquerade meeting. You must attend one of two meetings- see pocket program for times.