

CONFUSION 2004 MASQUERADE RULES

- 1. Must be a member of ConFusion to enter the Masquerade.** Contestants will be asked to show badges at the Muster. Badges are not to be worn on stage.
- 2. Costumes must be pre-registered.** Deadline for masquerade registration is 3pm Saturday. Registration in advance of the convention is encouraged. To register, complete the registration form (enclosed or see website) and return by postal mail to ConFusion, PO Box 8284, Ann Arbor MI, 48017, by email to confusion-masquerade@stilyagi.org, or drop off in the Masquerade registration box at Ops at the convention **NO LATER THAN 3PM SATURDAY.**
- 3. The Masquerade begins at 8pm. Entrants are to gather for the Muster at 7pm.** The muster location will be announced later.
- 4. Purchased or rented costumes are not allowed in competition.** You can use purchased pieces in your costume, but the costume as a whole should be made by the contestant.
- 5. The designer/creator of the costume and the model need not be the same person.** In most cases the creator is considered the contestant.
- 6. There is no pre-set limit** to the number of *costumes* a person can enter, but they can *only model one*. The Masquerade Director reserves the right to impose reasonable limits on the number of costumes entered by an individual.
- 7. For evaluation purposes, the masquerade will use two streams and six categories.** An entry will have one stream and one category.

The streams will be: Re-creation from visual source (anime, comics, media, art, book cover, etc.), Original (any costumer other than a re-creation). Entrants in the re-creation stream are advised to provide a clear copy of visual documentation since judges may not be familiar with your source.

The categories will be: Science Fiction, Fantasy, Historical, Horror, Humor, Other

If unsure of the appropriate stream or category, consult the Masquerade Director.

- 8. Contestants aged 13 and under are considered Juniors, and will compete in one of the following divisions:**

Juniors (adult creator): entrants aged 13 and under modeling costumes largely or wholly made by an adult

Juniors (child creator): entrants aged 13 and under modeling costumes largely or wholly self-made or made by another junior

9. If there are sufficient numbers of competitors, Adult contestants (aged 14 and over) will compete in one of the following **divisions**:

Novice: entrant who has never won an award in a masquerade or similar costume competition

Journeyman: entrant who has won at least one award (but fewer than three awards)

Artisan: entrant who has won three or more awards

Master: entrant who has won three or more awards in the Artisan division (Depending on numbers, the Artisan and Master divisions may be combined.)

All adult Divisions are *open divisions*: entrants can choose to enter any Division above their 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.

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.

10. **Costumes and presentations will be judged** during the Masquerade by a panel of judges.

Judging will be based on the following criteria (in no particular order):

- Creativity and originality (for original designs)
- Faithfulness to the source (for re-creations)
- Theme/concept
- Quality of execution
- Presentation/audience impact
- Overall look and consistency
- Experience level of the entrant

11. **Workmanship** will be judged separately during the muster and is optional. You must indicate on your form if you would like to be judged on workmanship.

12. Unless otherwise indicated between now and the convention, **presentations will be 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. [Note: 60 seconds is a lot longer than most people think it is, especially if your main purpose is to display your costume. It is always better to leave people wanting more than to overstay your welcome.]

13. 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 or to the Masquerade Director by 3pm Saturday. Without an introduction, the MC will announce only your entry number, division and title at the beginning of your presentation 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.

14. **No microphone** will be available to contestants. In preparing your presentation, bear in mind that the masquerade will take place in the Salon, which is a fairly large room. If you wish to include dialogue, consider lipsynching to a tape. [NOTE: At this time we cannot guarantee sound facilities will be available. Be prepared to present without sound.]
15. If you have **pre-recorded music and/or dialogue** you would like played for your presentation it must be provided to the Masquerade Director no later than 3pm Saturday on a standard cassette, cued to start at the correct point. The tape should be clearly labeled with your name and the title of your masquerade entry. For best results, tape your material onto an otherwise blank cassette, starting immediately after the leader. It is a good idea to bring two copies of the tape. [NOTE: At this time we cannot guarantee sound facilities will be available. Be prepared to present without sound.]
16. **Weapons** in the masquerade are subject to the ConFusion weapons policy and must be peace bonded. If you feel peace bonding detracts from your visual for judging and/or your presentation involves a drawn weapon, speak to the Masquerade Director for permission.
17. 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. If unsure, consult the Masquerade Director.
18. The following **standard masquerade restrictions** apply:
 1. 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.
 2. No messy substances on stage. "Messy substance" is a catch-all that 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.
 3. No real firearms.
 4. No projectiles.
 5. The Masquerade Director reserves the option to eliminate anyone from competition on the basis of danger to the audience or other contestants or other reasonable consideration.
19. The proposed path for the masquerade involves entering the Salon, climbing stairs to reach the stage, crossing the stage, walking down stairs to leave the stage, and exiting the Salon. If you need **special arrangements** because of mobility or vision restrictions or because the size or structure of your costume restricts mobility or vision please contact the Masquerade Director in advance and note on your registration form.

Any questions about the Masquerade or the Masquerade rules should be directed to the Masquerade Director at confusion-masquerade@stilyagi.org.