

JUNK PILE WARS: THE RULES

RULE #1: Who Can Play

JUNK PILE WARS is limited to 10 (ten) participants. An advance sign-up sheet will be posted in Ops on Saturday morning. Participants must be registered with the con to sign-up and provide their badge number to prove it. Participants must be 15 years or older. The Moderator reserves the right to remove participants from the workshop for any reason including Not Playing Well With Others, Not Sharing the Toys, or Behaving Like a Bad Child.

RULE #2: Statement on Fair Play

JUNK PILE WARS assumes and attempts to provide a level playing field for all participants, all of whom are potential Lightning Round competitors. Warriors can use their own clothing as the base or a part of the costume (in fact, we assume so), where “own clothing” is interpreted as clothing reasonably worn under ordinary circumstances on the street or at the convention AND it is worn into the panel in a reasonable and ordinary manner (i.e., no extra clothing to be carried in). Warriors can use anything they normally and reasonably carry with them as a tool or part of a costume, subject to usual convention and Masquerade rules (we don't care if you have a permit to carry a handgun, you can't use it in the Masquerade). The Moderator reserves the right to rule personal items out-of-play for being “unreasonable” or “extraordinary.”

RULE #3: The Larch (otherwise known as “The Junk”)

Junk is solicited from any and all interested providers. Junk is provided to the competitors all at once, at the same time, in the workshop. Competitors are expected to exercise common sense and courtesy in choosing junk to work with (i.e. no fist fights). Disagreements over junk will be settled by the Moderator. The Moderator reserves the right to remove specific junk pieces from the workshop. There is no opportunity to reserve junk in advance.

RULE #4: The More Poufters the Merrier

RULE #5: Sharing the Toys

Basic tools (scissors, glue guns, duct tape, safety pins, etc.) are provided by the workshop and are to be shared by the participants.

RULE #6: There is No Rule #6

RULE #7: Time Limit

Participants have approximately 1 hour (55 minutes if the Programming people are watching closely) to construct a costume from the available junk using the available tools.

RULE #8: Competing in the Lightning Round

Warriors who choose to compete in the Lightning Round of the Masquerade will complete a Lightning Round Registration form and proceed to the Muster at the end of JUNK PILE WARS. “Tweaking” the costume after the end of the workshop should be limited to minor adjustments required to keep the costume together/on. Lightning Round entries are subject to Masquerade rules 17 (nudity) and 18 (standard restrictions).

RULE #9 (#9, #9, #9): It's Not Our Fault

The workshop provides scissors, hot glue, and largely unvetted junk in the understanding that all participants are reasonable, aware individuals who will handle the scissors, hot glue, and junk with reasonable care. The workshop is not responsible for injury or for really bad costumes.