

# Long Beach Comic Con 2012

## Masquerade Contestant Information & Rules

### October 29<sup>th</sup>, Long Beach Convention Center

**What it is:** Our 2<sup>nd</sup> annual **Costume Competition**, showcasing costumes inspired by movies, comic books, TV, fantasy, Japanese animation, video games, and the imagination of our attendees. Note this is **not** a dance or party, but a show on a stage. It is free for Con attendees to participate in or be in the audience. Most contestants provide recorded music and choreograph dramatic or humorous action for their presentations. Some entries will be individuals, others will be groups with a shared theme. Comic Con merit awards will be given, as well as cash and other awards will be given in various categories.

**When & Where:** 8:00 p.m. Saturday, November 3<sup>rd</sup> in the South Ballroom of the Convention Center. The event will run roughly two hours, and doors will open at 7:30 p.m. for audience seating. No flash photography of the show is allowed. Any photos or video taken must be for personal, non-profit use only! Photographers who wish access to the flash-friendly **Photo Area** where contestants will pose before and after the competition should write to the Coordinator ahead of time to request a reserved spot.

**How To Enter:** Send in an **Entry Form** no later than November 1st, 2012 via mail or e-mail. Last minute entries will be acceptable if you check in at the Masquerade desk before noon on the day of the show.

All entries will require a photo of the costume you will be wearing (digital copy OK), and until received your entry is only tentatively accepted. It may be any size of photo, and may be sent via e-mail or regular mail. A "work in progress" photo is acceptable if there is only a small amount of work remaining. Send it with your Entry Form, or as a follow-up afterwards. If a group entry, please provide photos of all in the group. This is to assure costumes meet all the Rules criteria and to assist us in helping your presentation be the most effective by letting us know what to plan for. Photos will be kept confidential so that you will still be a "surprise" for the audience and judges. Confirmation of receiving your entry form should arrive within 48 hours, and if you don't get a reply, you may write to the Coordinator to check.

There will be a **Waiting List** to fill spots arising from cancellations (there are always a few costumes that don't get finished in time, or a mishap occurs, or their travel plans change), and entry forms arriving after we have filled up will be put on the waiting list. Those on the list will be notified if a spot opens for them. You may also sign up on the Waiting List at the Masquerade Desk. If you reserve a spot and later find you must cancel, please tell us so the space can be given to another.

#### Judging Divisions:

**YOUNG FAN:** Any contestant under 13 years of age at the time of the con, unless he or she is part of a group of adult competitors. (Parents used as "props" for small children do not bump children into an adult class.)

**NOVICE:** A costumer who has never won a major award (Best of, Most etc.) for a costume they have made in costume competitions (other than as a Young Fan) at any convention. (General S/F, Media, Cosplay, etc.) Honorable Mention does not count as a "major award". (Note: a "novice" may choose to compete at a higher level if he so chooses.)

**JOURNEYMAN:** Has won at a convention Masquerade competition previously, but does not qualify as Young Fan, Novice, or Master as defined herein. In other words, a Journeyman has won a major award as a Novice but less than two additional awards as a Journeyman. Winning "Best-in-Class" as a "Journeyman" should automatically boost one into "Master" status. (Note: a "journeyman" may choose to compete at a higher level if he so chooses but may not compete as a novice.)

**MASTER:** An individual who has achieved "Master" status at a Worldcon or CostumeCon. Currently a World Class Master is someone who has won three or more major awards at Worldcons and/or CostumeCons or has won a major award in the Master division at these conventions. A person who earns a significant portion of their livelihood making clothing or costumes must compete as a Master.

The staff reserves the right to question the division chosen by a contestant.

Groups will be given a single entrant number, and will be judged as a single costume at the division level of the most skilled member making the costume or costumes. (A Master could be entered as a "body" in a Novice level group costume provided that he or she had no part in the actual design and construction of the costumes.)

#### Awards

One Workmanship Award for each class.

Best in Show – Workmanship  
One Presentation Award for each class  
Best in Show – Presentation

Within each division awards may be categorized based on such things as original design, recreation, humor, beauty, or a specific costuming technique, at the judges' discretion.

In addition to the Long Beach Comic Con Masquerade awards, representatives of the following companies & organizations will be generously donating cash and collectibles prizes, and selecting winners:

- Costumer's Guild West, inc will give a Costume College® membership to the Best in Show winner for workmanship.
- More companies will join this list as the convention approaches.

### **How to Enter**

#### **Masquerade Desk hours are 10:00 AM to 5:00 PM Saturday.**

All contestants must enter either in advance by sending this form to the addresses noted or by filling it out in person no later than noon on Saturday at the Masquerade Desk. Sending in your paperwork ahead of time is recommended. The masquerade is limited to 50 entries. When 50 entries are received, we will no longer accept entries.

All contestants must sign-in at the **Masquerade Desk** to fill out show forms. **If you don't sign in by One PM on Saturday, we will have to assume you have canceled and will release your spot to someone from the Waiting List!**

If you wish a special introduction read by the emcee, please have it typed, double spaced, and printed in at least 18-point type on a single piece of white 8-1/2" x 11" paper. Please turn this in when you register.

If you are using **MUSIC** with your presentation, it should be on compact disc. If you are "burning" your own CD, test it on various CD players to assure it has wide compatibility! CD-R's are fine as long as they are audio format. Avoid computer-only formats (such as MP3's). Bring at least two copies, one to give to us, and one to keep for rehearsing and as a back-up. Label them with your name and costume name. Submit your music when you sign-in or at the Orientation (no later!). There will be **NO MICROPHONES** for contestants, so any speech must be on your recording, or written as text for the Master of Ceremonies to read.

### **Workmanship Judging**

Not every contestant will wish to enter the Workmanship contest. Workmanship is judged in every division, but it is reserved for costumes that were made, rather than assembled. Groups that enter the presentation awards together will enter the Workmanship judging as individuals. Workmanship Awards are given only to the maker of the costume or portion presented for Workmanship judging.

Contestants who wish to be judged for workmanship awards should show up at the Masquerade desk promptly at 5pm to facilitate judging quickly.

Please bring any documentation for your costume with you. We suggest providing the judges with one or more reference images of what it is based on. Additionally, be prepared to point out any special techniques that were used in design or creation. Depending on the number of entries, time may be limited, so give the judges your favorite parts first.

All Workmanship judging will be complete before the stage presentations. All contestants in the Workmanship competition are eligible for the **Catwalk Showcase**, where the audience gets to appreciate the costumes entered into Workmanship judging. You do not have to enter the stage presentation, if you are entering workmanship.

### **Check-In**

When arriving for the show that evening, all contestants must check-in with the staff in the green room area. Once you have checked in, you are expected to remain in the backstage/green room area. **You may check-in as early as 5:00 p.m., but NO LATER than 7:00 p.m.** and you must be **stage-ready by 7:15 p.m.** We're sorry, but if you are late, you will probably be pulled from the show. The staff reserves the right to change the appearance order of any contestant.

### **Presentation Judging**

Presentation is judged separately from Workmanship. You do not have to enter Workmanship judging to enter a presentation.

Contestants entering presentation judging should remember that entertainment is key. If you enter presentation, you want to add showmanship for your already-great costumes. If you aren't prepared to dazzle the audience with a great presentation, please enter the catwalk showcase.

### **Introduction by Emcee**

Presentation contestants will be announced by the emcee. Presentations (groups of two or more) will be given a maximum of two minutes to perform. If you feel you need more time, the Masquerade Coordinator may provide this on a discretionary basis. After all the presentations have been seen, the presentation judges will withdraw to deliberate.

All workmanship and single costume entries will then be presented in the Catwalk Showcase.

### **Catwalk Showcase**

The Catwalk Showcase allows each single entry to walk the catwalk to show off their creations without a formal presentation. The emcee will read your information as you walk the catwalk; you may stop for one quick pose at the very end of the catwalk before returning to the main stage. Please pay attention to stage ninjas' directions.

There is no individual music played during the Catwalk Showcase. The masquerade director will choose suitable music to be played for the entire showcase.

Each contestant will have the opportunity to walk the catwalk once. If there is time, the masquerade director may call for a second walk, which may be interrupted to begin prize awarding. In other words, some people may walk more than once, but this will not effect judging.

### **Presentation of Awards**

At the conclusion of the Catwalk Showcase, the Workmanship judge(s) will take the stage to present their awards. The Presentation judges will present the next awards. Industry awards will be presented last.

Please remember that the judges' decisions are final, and awards are decided based on the overall quality of entrants. If you are used to winning awards at smaller competitions, that doesn't necessarily mean that you will win an award at this competition; entrants should participate out of their desire to show their creations and skill, not solely for the accumulation of awards.

### **Photography**

There will be a flash photography area located in the Masquerade Green Room; further details will be available at the Masquerade Desk or Orientation.

**General rules and Reminders** Violating these rules will disqualify you, and possibly result in escort off the premises.

- Entries should be of original construction, or show significant modification of pre-existing materials.
- No liquids, messy substances, or anything that may pose a danger is allowed on stage.
- Unsheathing of bladed weapons is not allowed without clearance from the Coordinator. The weapons policy of the convention will be strictly adhered to.
- Nothing is allowed that would be prohibited in a "PG"- rated movie. **No costume is still no costume!!!**
- No fire, open flame, flash paper/powder will be permitted. Sealed electronic flashes are permitted for use by the contestants.
- The Masquerade Staff will have the full authority to eliminate anyone from the competition on the basis of taste, danger to the audience, yourself, other contestants, or us, and for any other reason deemed sufficient.
- You must be able to enter and leave the stage without help in order to appear. We will have people available to steady you but not to lift or support you.
- If your presentation requires you to leave a prop or costume part on the stage after you exit, you must tell us in advance so that we can be prepared to remove it before the next entrant. If it is a large prop this may affect when you are scheduled.