

FENCON III COSTUME COMPETITION & SHOW GENERAL RULES

GENERAL RULES apply to ALL costumes entered in the costume competition.

- 1. Must be a member of FenCon to enter the Costume Competition & Show**, whether as model or creator. Contestants will be asked to show badges at the Muster. Badges are not to be worn on stage.
- 2. Costumes must be registered.** Deadline for competition AND show pre-registration is 3pm Saturday. To pre-register, complete the registration form (available at Ops) and drop at Ops **NO LATER THAN 3PM SATURDAY**. If you can't drop off the form by 3pm, you can register at Muster by bringing your completed form with you. The more people who register in advance, the easier it is to set up the Costume Competition & Show.
- 3.** The Costume Competition & Show is the third segment of the Cabaret. The Cabaret begins at 9pm, and the Costume Competition & Show is expected to start at about 9:45. **Entrants are to check in for the Muster starting at 8pm the Pecos room.** You MUST be in the Muster room with completed paperwork at 9pm. Early check-in is appreciated!
- 4. The Costume Competition & Show includes costumes entered in competition and those entered for display or presentation only.** You can enter a costume just to show it off, or to do a presentation, or to compete. If you enter to compete, you are subject to the competition rules (see below). All costumes may be eligible for presentation and/or skit awards at the judges' discretion.
- 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. Models must be members of FenCon. The designer/creator is the person who made the costume entered in the show, regardless of whether it is based on an existing design (such a movie re-creation) or an original design.
- 6.** There is **no pre-set limit** to the number of *costumes* a person can enter, but they can *only model one*. The Costume Competition & Show Director reserves the right to impose reasonable limits on the number of costumes entered by an individual.
- 7.** 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 Costume Competition & Show 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.]
- 8.** 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. Without an introduction, the MC will announce only your entry number, division and title at the beginning of your turn and your credits at the end. If you intend to *involve* the MC in your presentation, you must clear it with the Costume Competition & Show Director and consult with the MC in the Muster.

9. **No microphone** will be available to participants.
10. If you have **pre-recorded music and/or dialogue** you would like played for your presentation it must be provided on a standard cassette, cued to start at the correct point, on a CD or CD-R (MP3 or WAV files only) with the starting track and time noted, or as an MP3. Sound should be clearly labeled with your name and the title of your Costume Competition & Show entry. Note your sound requirement and cues on your registration form. MP3 files can be mailed to Gerry Tyra at gerry@sa-tech.com before the con, but must be sent no later than Midnight, Wednesday September 20. All other sound is to be turned in to Gerry by 5pm on Saturday (look for him in the Ballroom). See registration form and website for more information.
[**NOTE:** All technical systems are subject to failure. Be prepared to present without sound.]
11. **The Costume Competition & Show operates under the general FenCon Weapons Policy.** If your Costume Competition & Show costume involves a weapon of any sort, please speak to the Director in advance of Muster for an exception. NOTE: 1. **No** real firearms are permitted on stage under any circumstances. 2. According to FenCon policy, **no** edged weapons are to be drawn on stage. If unsure, consult the Director.
12. The Costume Competition & Show'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 Costume Competition & Show Director.
13. The following **standard costume competition 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 Costume Competition & Show Director reserves the option to eliminate anyone from the Costume Competition & Show on the basis of danger to the audience or other contestants or other reasonable consideration.
14. The proposed path for the Costume Competition & Show involves gathering in a function room, lining up in a service corridor, entering the hall through a service door, climbing stairs to reach the stage, crossing the stage, walking down stairs to leave the stage, and exiting the hall or taking one of the seats reserved for contestants. 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 Costume Competition & Show Director in advance and note on your registration form.

FENCON 2006 COSTUME COMPETITION & SHOW COMPETITION RULES

COMPETITION RULES apply to all costumes entered in the Costume Competition for judging and awards.

15. **Purchased or rented costumes are not allowed in competition.** You can use purchased pieces to build your costume, but the costume as a whole should be made by the contestant. If you put a Wonder Woman costume together from bits and pieces you bought, you may compete it. If you got most or all of it from a package labeled "Wonder Woman" you shouldn't compete it. If you rented it, you really shouldn't compete it. But come out on stage and show it off for sure!! Some display costumes may be eligible for presentation only awards at the discretion of the judges & the Director.
16. **The designer/creator of the costume and the model need not be the same person.** In most cases the creator is considered the contestant. Models must be members of FenCon.
17. For evaluation purposes, the Costume Competition will use **two streams and six categories.** An entry will have one stream and one category.

STREAMS: Re-creation from visual source (anime, comics, media, art, book cover, etc.), Original (any costumer other than a re-creation i.e. one completely designed by the creator).

CATEGORIES: Science Fiction, Fantasy, Historical, Horror, Humor, Other

If unsure of the appropriate stream or category, consult the Costume Competition & Show Director.

18. Contestants aged 13 and under are considered Juniors.
19. If there are sufficient numbers of competitors, Adult contestants (aged 14 and over) will compete in experience **divisions:**

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

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

Master: entrant who has won three or more awards

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 Costume Competition & Show Director.

Depending on the number of entries, the divisions may be adjusted to novice and veteran.

20. Costumes and presentations will be judged during the Costume Competition & Show 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

Any questions about the Costume Competition & Show or the Costume Competition & Show rules should be directed to the Costume Competition & Show Director.