

Technicon

Masquerade Rules and Information

The Technicon Masquerade rules are adapted from rules used by the Costumer's Guild. The Costume Programming Coordinator gratefully thanks the Costumer's Guild for the original rules these are based on.

The Technicon Masquerade will be run according to the "Division System" as defined by the Costumer's Guild, with appropriate adjustments for a small convention. Contestants will be registered according to the following divisions:

Young Fan

Any contestant under 13 years of age by the convention.

Novice

An individual who has never won a major prize in a costume competition with over 20 masquerade entrants, other than as a Young Fan.

Journeyman

Has won at least one major prize at any convention with over 20 masquerade entrants, but does not qualify as a Craftsman, Master, or Re-Creation as defined herein.

Craftsman

An individual who has won three or more major prizes above the Novice level at previous Technicons or any convention with over 20 masquerade entrants, or who has won a major prize at a Worldcon. (Major prize is defined as: "Best ---", "Most ---", "Judge's Choice", or "First Place ---")

Master

An individual who has won Master Status at the Worldcon or Costumecon level. Master is a division reserved for Worldcon or Costumecon winners, and only if two or more Worldcon Masters are entered in a Technicon Masquerade will a Master Division be used.

Re-Creation

A costume copied directly or with minor modifications from a live action or animated motion picture or television production, a stage production, a stage presentation, a comic book or strip, or a graphic novel. In short, from anything in which more than one view of the particular costume is shown. Note: if the dominant theme or a major portion or prop is Re-Creation, the costume or group must enter the Re-Creation Division.

Non-Competing

An individual that wishes to show a costume for everyone's enjoyment that otherwise is disqualified under the rules, or that wishes to participate, but for personal reasons will not compete against others.

The Rules

- No costume may compete if it has won a prize at a Worldcon or similar major convention (DragonCon, Anthrocon, etc.. You are, however, cordially invited to display your costume as a non-competing entry.
- Similarly, rented and/or purchased costumes made by professional costume makers are not eligible for competition unless worn by the maker, or in a group in which the maker appears. Ineligible costumes of the above type may be shown "non-competing." (See above rule on "non-competing.")
- Within the Divisions the judges will be free to award as many or as few prizes as they wish.
- We will have reserved seating for the contestants within the hall used for the Masquerade. Contestants will go off stage and into the audience and to their seating area.
- The staff reserves the right to change the order of appearance of any contestant.
- Fill out introductions or special material for reading by the emcee clearly in the correct area on the Masquerade Registration form. Anything other than a simple straightforward introduction needs to be discussed with the Masquerade Coordinator/Emcee. A cassette tape of your introduction or audio special effects should be cued to immediately begin where you want it to. If you want a space of silence for your tape, record for it. Turn cassettes into the hands of the Masquerade Coordinator. Have your name or costume on the tape with indications as to which side you wish played. CDs should be appropriately labelled as to the track which should be played.
- There will be no live microphones for the contestants.
- The Weapons policy for Technicon will be strictly adhered to. Unless the staging for the Masquerade is set far enough away from the audience for safety, there will be a peace-bonding rule for the Masquerade. Peace-bonding rules will be in effect everywhere off-stage. The final ruling on this will be made by Saturday afternoon walkthrough. If you wish to appeal the ruling you may do so to the Costuming Coordinator.
- No fire, open flame, flash paper/powder may be used without prior clearance. Electronic sealed flashes are permissible for use.
- Technicon has a reputation of drawing family and younger fan attendance. Therefore, nudity as a part of a costume is discouraged.
- No Costume is no costume and won't win any prizes. There will be children, parents, and hotel staff present, and the judges will be judging costumes, not bodies.
- If you feel that a minimal costume is what you wish to compete in, please limit the showing of the costume to the Masquerade and keep it covered outside the Masquerade Auditorium.
- No flash pictures will be permitted during the Masquerade Competition.
- Each contestant may appear competitively only once in the competition.
- Please try to be on time for your call. Your consideration to the other contestants, the Emcee, and the Stage Manager will be very much appreciated. If you must leave early or enter late, please arrange it promptly during the Pre-Masquerade Assembly. We will accommodate you as much as we can.
- The backstage staff will have full authority to eliminate anyone from the competition on the basis of taste, danger to the audience or other contestants, or for any other reason deemed sufficient. There will be no appeal.
- We plan to award prize certificates with the winners' names lettered on them. Should you win any prize other than Best of Show, it may be mailed to you.

Time Limits:

- If your entry presentation is going to exceed one minute in length, please discuss it in detail with the Costume Call Coordinator. Within reason, an attempt will be made to accommodate all entrants.
- Short is better. Let your costume speak for itself; however, we encourage short presentations and/or music where appropriate to the costume.
- The time for the Pre-Masquerade Assembly and the Masquerade will be in the Program Book
- All entries must be turned in to Registration or the Costume Call Coordinator by 4:00 p.m. Saturday.
- The Costume Program Coordinator, Guests, and Staff would like you to respond or comment on the using of these particular rules and the way the Costuming program and the Masquerade was put together. Your opinions and suggestions will help Technicon and us bring you better and better programs in the future. We look forward to seeing you on stage for the Masquerade next year! Questions and inquiries after Sunday of the convention can be directed as usual to the Technicon address,

Technicon
P.O. Box 256
Blacksburg, VA 24063-0256

Entry # _____ (Staff Use Only)

Technicon Masquerade Application

Be sure you have read the Masquerade Rules thoroughly before filling out this form.

Young Fan Novice Journeyman Craftsman
Master Re-Creation Non-Competing
Choose ONE of the above -- See rules.

Do you want to be judged on workmanship? Yes No

Costume Title: _____

General Category: Circle one, explain if "other"
SF Fantasy Humorous Historic Other _____

Costume Source: _____

Name(s) of Entrant(s): _____

Mailing Address: _____

City: _____ State: _____ Zip: _____

Phone: (optional) _____

Designer and/or Maker: (if different from entrant): _____

Other Information: _____

Special Instructions to the EmCee or Technician: _____

Do you have a tape and/or written info? _____

Release Form: 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 also agree to permit the use and/or dissemination of said photographs and/or video tapes for non-commercial purposes, excluding reasonable fees charged by the convention to cover copying costs. Further, I/We do agree to hold the Convention, its organizers, and the facility, both severally and individually blameless for any accident and/or injury by me/us during the course of this Masquerade.

Full Legal Signature of Entrant(s): _____

Entry # _____
(Staff Use Only)

Judges' Scoring Sheet

Copy information below from previous pages-
incomplete forms will be disqualified

Costume Title: _____

Source: _____

Category: _____

Name(s) of Entrant(s): _____

Entrant(s) Class: _____

Designer or maker (if different from entrant): _____

(Below reserved for judge's use ONLY)

Comments:

Judge 1: 10 9 8 7 6 5 4 3 2 1 - Presentation 10 9 8 7 6 5 4 3 2 1 - Appearance

Judge 2: 10 9 8 7 6 5 4 3 2 1 - Presentation 10 9 8 7 6 5 4 3 2 1 - Appearance

Judge 3: 10 9 8 7 6 5 4 3 2 1 - Presentation 10 9 8 7 6 5 4 3 2 1 - Appearance

Judge 4: 10 9 8 7 6 5 4 3 2 1 - Presentation 10 9 8 7 6 5 4 3 2 1 - Appearance

Total Score: _____ Award: _____