

Welcome to the Norwescon Masquerade

We would like to invite you to participate in the Norwescon masquerade. The Norwescon masquerade is open to all convention members of all costuming skill levels and is held on Saturday night of the con. It will be following the International Costumer's Guild guidelines for rules and skill levels.

Norwescon Masquerade Skill Divisions

Anyone may choose to compete in a higher skill division. Group presentations will be judged based on the highest skill division of the individual members. The Masquerade director reserves the right to change your skill division as needed.

Rising Star is for any contestant 13 years of age or younger who is not part of an adult group. Rising Star costumes must be made by the entrant with no more than a minimum amount of supervisory help. An adult-made costume may not be entered in this category and should instead be entered in the appropriate skill division of the adult.

Novice is for any contestant who has not previously won an award for a costume in any masquerade, or who has won a maximum of two awards in the Novice division for different costumes at a world-class convention masquerade such as World Con or Costume Con, or at a regional convention masquerade such as Norwescon or Westercon.

Journeyman is for any contestant who has won a maximum of three awards for different costumes in the Journeyman division at a world-class or regional convention masquerade.

Master is for any contestant who has won four or more awards for different costumes in the Journeyman or Master division, or who has won one or more Best in Show awards, at a regional or world-class convention masquerade. Professional costumers must enter the Master division

Masquerade Judging

Presentation judging is mandatory. It consists of your presentation on stage. It judges everything from your costume's appearance from stage, to how you act and move, to your music and voiceovers, etc. The Judges will give awards divided by skill levels and excellence of performance within those different skill levels.

Workmanship judging is optional. It takes place in the masquerade backstage area before the show begins. It allows the workmanship judges to consider exceptional accomplishment in crafting costumes, props, and accessories. This is the place where exquisite attention to detail may be recognized. Re-Creation costumes (a costume whose design is copied from a film, television show, theatrical presentation, book illustration, comic, work of art, or other medium) must provide a color picture of the original for the workmanship judges. Let your Den Parent know if you want your costume and/or props and accessories judged for workmanship

Awards:

Best in Show

Best in Class (Rising Star, Novice, Journeyman, Master)

Best Workmanship (Rising Star, Novice, Journeyman, Master)

Director's Choice

Judge's Choice

Best Use of Con Theme: Distant Horizons, Epic Adventures

Best Theme: Aces or Jokers

Best Theme: Winter is Coming

These are some of the awards that will be given out.

Contestant Schedule

Friday at 6-7pm	Pre-Masquerade Meeting in Cascade 2 Contestants are required to go to one of the two Pre-Masquerade Meetings to turn in paperwork and music.
Saturday at 10-11am	Pre-Masquerade Meeting in Cascade 2 Contestants are required to go to one of the two Pre-Masquerade Meetings to turn in paperwork and music.
Saturday at 12pm-1pm	Check in with tech staff, sign up for rehearsal slot
Saturday at 1:30-4:30pm	<p>Tech Rehearsal:</p> <p>Contestants must show up for the slot they signed up for 10 minutes in advance. Contestants should enter the room <u>silently</u> and wait for the Masquerade Director to call them up.</p> <p>Come to your rehearsal prepared. There will only be time during your rehearsal to set lighting and sound cues. <u>Do not expect stage time for development of choreography or blocking.</u></p> <p>Each entry will be limited to a maximum of 60 seconds of presentation time. The Masquerade Director may grant an exception for groups of five or more people on a case-by-case basis. Time-limit exceptions must be requested prior to rehearsal.</p> <p>Attendance at the Saturday afternoon rehearsal is <u>mandatory</u>. Contestants who fail to show up on time for their slot will be unable to compete.</p>
Saturday at 6:00pm	Contestants will arrive in Grand 3 to get ready for the show and workmanship judging, if desired.
Saturday at 7:00pm	Grand 3 House Doors open for seating. Contestants must be backstage at this point, and for the remainder of the show.
Saturday at 7:30pm	Curtain goes up. The show begins.
Sunday at 10:00am	Sunday showing of the Masquerade and post masquerade review

During the Half Time Show contestants are requested to head out to the Lobby to get their photos taken.

Norwescon Masquerade Rules

Please review these rules carefully. Violation of any rule will disqualify an entry. Please help us make the masquerade safe and enjoyable.

1. Never surprise the Masquerade Director.
2. No jumping off or throwing things off the stage.
3. No live firearms, no live explosions or fire. All weapons must be peace bonded except as needed for stage presentation.
4. Contestants must go to one of the two Pre-Masquerade meetings. Either Friday night or Saturday morning.
5. The masquerade is PG-13. Lack of costume is not a costume.
6. Purchased or rented costumes may not be entered in competition. Credit must be given for all makeup and costume construction.
7. Costumes can be no longer than twelve feet, no taller than ten feet, and no wider than six feet.
8. No live microphones are provided for contestants
9. Sound CDs/Jump drives/MP3s must be turned in at one of the two Pre-Masquerade meetings. Bring two copies of your sound accompaniment to the meeting of your choice (see rule #4).
10. No messy substances – wet, dry, or oily – that might ruin another's contestant or make the stage dangerous are permitted.
11. No flash photography is permitted while contestants are on stage, or in the backstage area. A designated photo area will be provided for contestant photos after the masquerade.
12. Last but not least, the Masquerade Director has the final say.

- Default Tech

1. Lights black with spotlight on MC, ninjas set any props.
2. MC introduces the contestant.
3. Lights & Sound up on the contestant's entrance: MC reads dialogue if not on jump drive / CD.
4. Sound & Lights fade as contestants exits; MC announces contestant info & ninjas strike props.
5. Contestant goes down the front runway and down the stairs to be lead down the walk way to the lobby for photos.

Repeat

