



MASQUERADE

Contestant Information & Rules

Costuming plays a vital role in nearly all the popular arts, from the latest fantasy movies to comic books, from fine art paintings to Lady Gaga's concerts, from Broadway shows to collectible toys, its an art form with a rich history and yet still always fresh and new. To celebrate this imaginative and fun art form, WonderCon's **on-stage costume competition** returns for an 8th year, with a Saturday evening sure to have fun, surprises, and great costumes crafted by our attendees.

Costumes of all genres are welcome, from designs re-created from movies, TV, comic books, Japanese anime, to never-before-seen original designs from the imaginations of our contestants. Some will be solo entries, others will be groups with a shared theme. Each entry will have a minute or two on the stage, a judging intermission will follow, and then winners will return to the stage to receive awards. The show will run about two hours, and participating, or just being in the audience, is **free** to anyone with a WonderCon badge valid for Saturday. Four large projection screens will give close-up views for everyone, and intermission will include special films and movie previews.

Time & Place: 8:30 p.m. Saturday, March 17, in the Ballroom in the Anaheim Convention Center. Doors will open for audience seating at 8:00 PM, but the line for seating will begin much earlier. Note this is not a dance or party as the name might imply, but a talent show upon a stage.

No flash photography is allowed in the ballroom, and any photos or video taken must be for non-profit personal use, only. There will be a flash-friendly posing area in a nearby area where the contestants will go after their stage presentations, and photographers who wish access to the Photo Area must reserve a spot in advance through the Coordinator, as spaces are limited.

Awards & Prizes: WonderCon trophies will be bestowed in categories of **Best In Show, Judges' Choice, Best Re-Creation, Best Original Design, Best Workmanship, and Best Presentation**. Also, the following companies will be awarding generous cash and collectible prizes of their own:

- **Frank & Son Collectible Show** of the City of Industry, California, "the first & last stop for all your collectible needs", will present a **\$500** cash prize for what they deem the audience favorite.
- **DC Comics** will bestow a very special **DC Direct** Collectible item to what they deem as the best costume re-creation of a **DC Comics** character or characters.
- **Lucasfilm Ltd.** will present a special **Star Wars** prize selected from the Lucasfilm Licensing Archives, bestowed to what they choose as the best costume entry from the *Star Wars* universe.
- **Things From Another World** "the world's premier retailer of comics, toys, collectibles, and pop-culture geek goodness", will present a **\$250** gift certificate for their website, TFAW.com, to what they deem the Best Comic Book-Related Costume.
- **Anime Social Scene** will award **\$100** cash plus prizes to the best single or group anime presentation in the Masquerade. Also, TME That's My Entertainment will award **\$100** to the best Movie Representation, plus **\$100** for the People's Favorite. Courtesy of their parent company, The Testmarket Evolution (thetestmarketevolution.com).

How To Enter: Contestants may submit an advance entry form until **March 2, 2012**. After that, sign-ups will be accepted at the **Masquerade Desk** at the convention from **10:00 AM to 6:00 PM** Friday and until **1:00 PM** on Saturday, or until the show is filled, whichever occurs first. A photo of your costume will be required to confirm your entry, which can be sent with your entry form, or sent later as a follow-up, but must be received by March 2. If you sign-up at the convention, bring a photo with you. Costumes need not be fully finished in the photo, but should provide a good idea what it looks like. Group entries should provide images of all costumes in their group.

What costumes are allowed? Your costume can **not** have been purchased or otherwise obtained from a professional source. You need not have made it yourself, perhaps a friend made it for you, but it must be of original construction or show significant modification of pre-existing materials. A few minor purchased items are acceptable, but most of what you bring onto the stage must have been crafted. If it can pass for street wear, it's not a costume. The audience will contain some young fans, so your presentation should not contain anything that would get a movie an "R" rating.

When you arrive at the convention, come sign-in at the Masquerade Desk, you'll be given some brief show forms to fill out where you can indicate how you'd like the M.C. to introduce you, when you play your music, and judging information. These must be completed and turned in at the Desk no later than 2:00 PM Saturday, or bring them to the Orientation. If you reserve a contestant spot in advance and we don't hear from you by 1:00 PM Saturday we will have to assume you have dropped out and give your spot to another, so please let us know you've arrived!

We suggest attending the optional Masquerade Orientation from 11:00 AM to Noon in our Rehearsal Room. There we'll discuss your technical needs to assure that your presentation runs as smoothly as possible. There will be a duplicate of the stage to rehearse on, and you may, if you wish, sign up for specific practice times (usually 10-15 minute segments). The main stage in the ballroom will be in use during the day, but the practice stage will have similar dimensions.

Contestants will NOT be given microphones on stage, so any needed speech must be on your recording, or supplied as text for the Master of Ceremonies to read. If you are using music or narration with your presentation, it must be on compact disk (CD). Please label the disk and box with your real name and costume name. Please submit it when you sign-in or no later than 2:00 PM Saturday. It will be returned to you afterwards. If you record/burn your own CD, make sure it is playable on standard CD players, and avoid computer-only files. Bring a back-up CD, too, just in case. If you would like to make our job easier, send your CD ahead of time!

When arriving for the show that evening, all contestants must check-in backstage by 7:00 p.m. with the Masquerade staff. You may check-in as early as **6:00 pm**, but **NO LATER than 7:00**, and you must be **stage-ready by 7:30 p.m.** to allow for judging photos to be taken. If you do not check-in by 7:00, we will have to assume you have dropped out and remove you from the show.

There will be dressing areas backstage (one large room for men, one for women). Or, you may dress elsewhere if you like, and then report backstage already in costume. If you'll need many hours to get ready, you can use space in the Rehearsal Room. If you need personal helpers to assist you, you may bring along up to two helpers per costume. Do you have a large costume or props you need to bring earlier in the day? You'll be able to store them in the Rehearsal Room. We'll also have a costume repair kit on hand with various supplies for emergency repairs.

If your costume is a **re-creation**, we suggest you provide the judges with a reference image of what it is based on, since not all the judges may be familiar with it. A photo or artwork will do. Some contestants provide elaborate booklets showing the details and making of their costumes.

WonderCon Masquerade Rules

- (1) All costumes must be of **original construction** or show **significant modification** to pre-existing materials. No costumes that are purchased or otherwise obtained from a professional source are allowed. It is expected that some costumes may include as minor elements some purchased items. If you have many of these, check with the Masquerade staff for approval. If it looks like regular clothing, it's not a costume. As a guideline, at least 75% of what you bring onto the stage should be non-purchased items. This is a fun contest of craftsmanship and creativity, not shopping ability.
 - (2) It is permitted for you to wear your costume entry around the convention prior to the Masquerade. In convention jargon these are often called "Hall Costumes". However, we strongly suggest keeping your costume out of sight until Saturday night, so that it is a "surprise" to the audience and judges.
 - (3) Maximum time allowed on stage: 1-3 people: 1 minute 30 seconds. 4-6 people: 2 minutes. 7 or more people: 2 minutes 30 seconds. If you feel you need more time, check with the Coordinator for approval. It is often best to take less time than the full amount, but don't speed across the stage too quickly, either. Take enough time to show off your costume well, but don't overstay.
 - (4) Contestants agree to report to the ballroom no later than the specified time for the show (7:00 P.M.) and to allow video recording and photography for non-profit and promotional purposes.
 - (5) No messy substances, fire, or anything that may pose a danger is allowed on stage. Unsheathing of bladed weapons is not permitted without clearance from the staff. Nothing is allowed in your presentation that would be earn a movie an "R" rating, as there will be some young fans present. No throwing items into the audience, and please no touching of the Master of Ceremonies.
-
- (6) Category definitions: **Re-Creation**: A costume copied from an existing design, such as from a movie, comic book, anime, famous artwork, and so on. **Original**: A design original to the maker/wearer. It may be *inspired* from some published work of fantasy, science fiction, mythology, or other source, but is not a copy of someone else's work. **Novice**: A contestant who has been in no more than two masquerades at a medium-sized or larger convention.
 - (7) The Coordinator may reject a costume entry on the basis of inappropriate or unsafe behavior or content, if the entry does not meet the criteria of the rules, or if the show is deemed at capacity. Nothing in your presentation should advertise an actual product, service, business or website.
 - (8) You may enter as many costumes as you like, but they must be worn by different people - you may not present one costume, and then change into another as a separate entry. While this contest is intended for non-professional costumers, some minor professional experience is acceptable, and the judges will weigh that factor when selecting winners. Please note it on your judges' form.
 - (9) Minimum allowable age for contestants is 7 years, and all contestants under the age of 15 must be accompanied backstage by a parent or guardian. Please do not bring a child under age 7 backstage, as with the many contestants and staff hurrying about, some in masks, some with large props, and cables crossing the floor, it can be an unsafe environment for the small in stature.
 - (10) Costumes entered in previous WonderCon Masquerades are ineligible to return. Costumes that have appeared in our sister convention, San Diego Comic-Con International, are allowed to also enter the WonderCon Masquerade. Costumes that have entered at other convention costume contests are allowed, but any that have won "Best In Show" or "Best In Master Class" at a WorldCon or Costume-Con should be entered non-competitively, but they may still be presented.

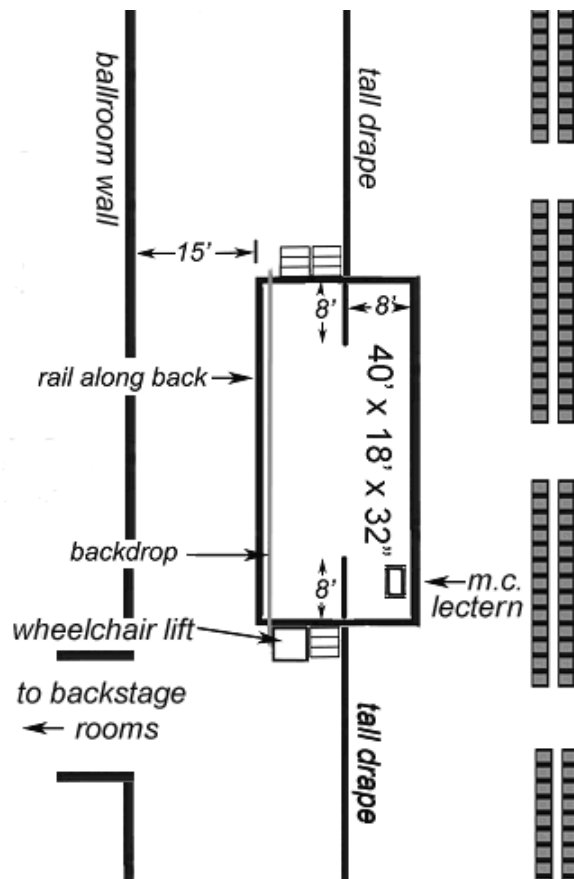
2012 WonderCon Masquerade - Stage Plan

The performance area of the stage will be 24' wide by 18' deep, elevated 32" from the floor. Going up to stage level will require climbing a few steps. Normal entry will be stage-left (when you are on stage facing the audience, your left is stage-left), with exit on stage-right. Groups may enter and exit from both sides. There will be a powered wheelchair lift available for costumes that would find it difficult to climb the stairs, and there will be curtained-off areas on stage left and right to conceal the stair entry areas.

The Master of Ceremonies will be located at stage-right, and the judges seated at the center-front of the audience. The room's seating capacity for the audience is more than 3,000.

The stage will have theater-style colored lighting and enhanced sound. The event will utilize at least two video cameras, one with a full view of the stage, and another for close-ups of the costumes to project on the four large overhead screens suspended in the room. The stage will "go dark" briefly between each presentation. A light rope will trim the front of the stage for safety. The backdrop will be a WonderCon logo curtain, which is mostly white with a pattern. Some Masquerade costumers feel that theatrical make-up can enhance your costume in the bright lighting of the stage, so you may wish to consider it.

It helps the staff to prepare the show if we know what to expect, so in addition to photos please provide us with any information about unusual aspects of your costume, props, or set pieces (for example "my costume is nine feet tall and glows with lighting"). It will help us to assure your presentation goes exactly as you want it to, and we'll keep all photos confidential, so you'll still be a surprise for the judges and audience on stage.



A Final Note: It's called a Masquerade and not just a costume contest because it's not only about costumes, but about characters too, and drama, humor, song and dance, and more. The purpose of the show is for fun, so please don't be so concerned about winning that you forget to enjoy that you're bringing smiles to 3,000 people. All of the Masquerade staff are volunteers, and we donate our time because we love costuming as much as you do. So our thanks to you for being a part of the show! – Martin Jaquish, Coordinator.



WonderCon 2012 **Masquerade Advance Entry Form**

Contestant name (or representative of group) _____

Street Address _____

City _____ State _____ Zip code _____ Country _____

Costume title _____

Original Design____ or Re-Creation ____ If re-creation, list source: _____

Number appearing in group _____ Please mark age(s) if Young Fan(s) (age 7-14) _____

Telephone number _____

E-mail _____ Today's date _____

To request a contestant spot in the show, send the form above to:

**WonderCon Masquerade Coordinator
c/o Comic-Con International
P.O. Box 128458
San Diego, CA 92112-8458
USA**

Or e-mail this to: wcmasquerade@sbcglobal.net, or FAX this form to **(619) 414-1022**.

All personal information you supply will be held confidential. Closing date for advance entry is March 2, after that, entries are accepted at the convention if spaces are still available.

Please include a photo of your costume(s) with your entry form, or send it later as a follow-up, or bring it with you to the convention. The costume need not be fully finished in the photo.

If you send in an entry form and do not receive confirmation of its receipt within two weeks, feel free to contact the Masquerade Coordinator via one of the addresses above. If you have any questions, feel free to e-mail or write them to the coordinator, or contact us through our website: www.comic-con.org, where you can get all the latest information on the convention. Please do not contact the convention center directly with questions. And thanks for entering!