2019 WonderCon Anaheim Masquerade Contestant Rules & Information: UPDATE

The March 11 deadline for advance entry has now passed and all contestant slots are filled. However, sometimes there are a few cancellations which can allow for new entries to be considered. Please write to Masquerade@comic-con.net for the latest information on the 2019 Masquerade Waiting List.

Trophy Categories:

The costumed entries deemed most outstanding by the panel of guest judges will receive WonderCon 2019 Masquerade trophies, given in categories of:

- Best In Show
- Judges' Choice
- Best Re-Creation
- Best Original Design
- Best Workmanship
- Most Humorous
- Most Beautiful
- Best Presentation
- Best Young Fan

AND! If you win in one the above trophy categories you’ll also receive a complimentary 3-day attendee badge for WonderCon 2020, our extra thank-you! If the category winner is a group entry, up to four badges will be bestowed to that group.

More Prizes and Awards:

In addition to the WonderCon awards, there will be participating companies and organizations presenting their own cash, collectibles, and other prizes. Check the WonderCon website periodically in the coming months for additions to the list of Masquerade prizes, which include:

Frank & Son Collectible Show of the City of Industry, California, “The first and last stop for ALL your collectible needs”, will present a generous $500 cash prize to the costume entry their representatives deem to be the audience favorite.

Costumer's Guild West (CGW) will present a one-year membership to CGW, as well as a full scholarship and two night's hotel stay (valued at $500) to their weekend conference, Costume College®, held the last weekend in July at the Warner Center Marriott in Woodland Hills, CA, to the entry their representatives select as showing the most promise. Costume College provides educational lectures and workshops in every aspect of costuming.

DC Comics will award a specially-selected DC Collectibles statuette from their ShopDCEntertainment.com website store to what they deem as the best re-creation of a character or characters from the DC Universe of comics and movies.

The UCLA Jonsson Cancer Center Foundation is presenting a costume award to coincide with their “Make Cancer Less Scary” public awareness campaign. As scientific research is all about innovation, the costume entry they select as “Most Innovative” will receive four complimentary tickets (value $600) to this non-profit organization's annual fundraising Masquerade Party in October this year, with a costume theme of "Enchanted Creatures"

The Motion Picture Costumers, Local 705 is pleased to once again be presenting TWO awards: "Best Technical Costume Construction", and "Costumer of Tomorrow." Both awards will be a beautiful custom trophy and a generous prize sure to delight any Cosplayer. Their technical awards are for entries whose skillful execution, creativity, and attention to detail most highlights an imaginative adaptation of the source or a custom design. Local 705 is the Labor Union supplying movie and TV studio costume departments, costume rental houses, and made-to-order costume houses with artists and craftsmen, and are part of the International Alliance of Theatrical Stage Employees, AFL-CIO.
Photos & Video Recording:

Cameras are welcome, but **NO FLASH** photography is allowed of the stage, and as with all convention events any tripods used may not block viewing or aisle ways. There will be a flash-allowed **Photo Area** in a nearby room where the contestants will pose after their stage presentations. Photographers wishing access to the Photo Area should write to Masquerade@comic-con.net in advance to reserve a spot, as spaces are limited.

For contestants already confirmed:

If you have not already sent in your **costume photos** for confirmation of your entry, you are late and may be dropped from the show. All costumes must be reviewed by our 3 persona advance panel to assure they meet the Rules criteria for sufficient crafting, quality and content. Please write to the Coordinator right away at Masquerade@comic-Con.net.

After you arrive at the convention sign-in at the **Masquerade Desk**, you'll be given some brief forms to fill out where you'll indicate how you’d like the M.C. to introduce you, cues for your lighting music, and judging information. These must be completed and returned to the Desk no later than **12:00 Noon** Saturday, or bring them to the Orientation. If you reserve a contestant spot in advance and we don't hear from you by Noon Saturday we'll have to assume you’ve cancelled, so please let us know you’ve arrived! If you need a personal helper, you may bring one per costume.

We strongly suggest attending the optional **Masquerade Orientation** from **11:00 AM to Noon** Saturday in our **Rehearsal Room 201** There we’ll discuss your technical needs to assure that your presentation runs smoothly. We’ll have a duplicate of the stage to rehearse on, and you may reserve practice time. The Arena stage is in use during the day for other large events, but our practice stage has similar dimensions, and we can play your music there.

When arriving for the show that evening, you may check-in backstage with the staff 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.

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 the costume you are presenting. A photo or artwork will do. Some contestants provide elaborate booklets showing the details and aspects of the making of their costumes, providing samples of material, and so on. This is certainly not a requirement, but can make for a fun keepsake of your entry, and some contestants have used their booklets to help get a professional costuming job afterward.

Many of our audience wait hours in line to see something special Saturday evening, therefore do NOT wear your show costume at the convention prior to the **Masquerade**. This will also protect it from the wear and tear that can happen to a costume worn all day in a crowded event. Please keep your competition costume out of sight until the show so as to be a “surprise” to the audience and so it, and you, will be fresh and looking great.

Music:

Contestants will NOT be given **microphones**, so any needed speech must be on your recording, or supplied as text for the Master of Ceremonies to read. Music adds a lot to a presentation, so we strongly recommend you supply some that fits the mood of your costume. Please email your audio as an MP3 file no later than March 15 to Masquerade@comic-con.net and also to lanbranson1@gmail.com to give us time to check it. If you are unable to e-mail it then bring TWO copies to the convention, one as a CD recording and one on a USB drive in MP3 format. If you record your own CD use a CD-R and label it with your name and costume name and we will try to include it in the show if time permits. Your USB drive can be returned to you afterwards. We pay ASCAP/BMI for music performance rights, so we can play copyrighted music without any legal issues.
2019 WonderCon Anaheim Masquerade Rules

(1) All costumes are required to be of original construction or show significant modification to preexisting materials. No costumes that are purchased or otherwise obtained from a professional source are permitted. It is expected that costumes may include as minor elements some purchased items, and if you have many then check with the Coordinator 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. This is a contest of craftsmanship and creativity, not shopping ability.

(2) Our audience waits in the long line to see something very special, therefore don't wear your costume entry at the convention prior to the Masquerade. Keep it out of sight until the show so it’s a surprise to the audience and has maximum effect. This also keeps you, and it, fresh and safe from possible damage during the large convention crowds. You may of course wear it afterward.

(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 to adequately show off your costume, simply ask the Coordinator in advance for approval. It is often best to take less time than the full amount, but don’t speed across the stage too quickly, either!

(4) Contestants agree to report backstage at the show venue no later than the specified time (7:00 P.M.), to allow video recording and photography, and to allow use of your images on our website.

(5) Safety issues: 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 earn a movie an “R” rating. No throwing of items into the audience, and please no touching of the Master and Mistress 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 Design: 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 design work. A Young Fan is a contestant of 10-16 years of age. A young fan may participate as part of an adult costume group.

(7) The Coordinator may reject an 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 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 10 years, and all contestants under the age of 16 must be accompanied backstage by a parent or guardian. Please do not bring a child under age 10 backstage, as with the many contestants and staff hurrying about, some in masks, some with large props, and stairs to climb, it can be unsafe 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.
The performing area of the stage will be 40' wide by 18' deep, elevated 48" from the floor. Going up to stage level will require climbing steps, so keep that in mind in designing your footwear. Normal entry will be stage-left (when you are facing the audience, your left is stage-left), with exit on stage-right. Groups may enter and exit from both sides. The lighting will be dimmed between presentations but will not go completely black for safety reasons. Curtains at stage left and right conceal the stair entry areas. The Masters of Ceremonies will be at far stage-right, and the judges will be seated at the center-front of the audience.

There will be a number of private dressing areas built out of opaque pipe and drape to change in, and large Arena bathrooms to use if you prefer. Or you may dress elsewhere if you like (such as your hotel room) and then briefly travel through the Center to report backstage in costume. If you'll need many hours to get ready, you can use our large Rehearsal Room, and if you've a large costume or props to bring earlier in the day, you can store them there. A repair kit with assorted supplies will be on hand for emergency costume repairs.

Your appearance on stage will project on the large high definition video screen utilizing multiple cameras, one with a full view of the stage, others capturing close-ups. The backdrop will be a light-colored curtain lit with changeable colors and patterns. Some costumers feel theatrical make-up can enhance your face in the bright lighting of the arena stage. There will be backstage mirrors and of course running water in the bathrooms.

It is a great help to our crew to know what to expect, so in addition to photos please inform us 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. Special arrangements of unloading of large costumes and items can be made, please consult with the Coordinator ahead of time about your needs. We’re aware that parking near the convention center can be challenging, and we’ll work with you to help your transport of items in and out of the facility to be as uncomplicated as possible.

For information and an entry form for our 2020 Masquerade, check our WonderCon Anaheim website in November.

And Finally:

The purpose of the event is have fun, to celebrate the creative ability within us all, so please don’t be so concerned about winning that you forget to enjoy that you’re bringing smiles to 3,000 people. The Masquerade crew are volunteers who donate many hours before and during the convention because many of us have been in convention masquerades ourselves. So thank you for being a participant in the show!

– Martin Jaquish - Coordinator, Lori Sartain, Ian Branson, Lindsay Harold - Assistant Coordinators.

This pamphlet is ©2019 by San Diego Comic Convention, a volunteer-based, non-profit educational corporation dedicated to creating awareness of and appreciation for comics and related popular art forms, primarily through the presentation of conventions and other events that celebrate the historic and ongoing contribution of comics to art and culture.