

Registration no : _____
Please leave blank

Entry #

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Otakuthon 2007
Masquerade Registration

Please write legibly

Divisions

Junior : ____ Self-made ____ Adult-made
____ Novice ____ Journeyman ____ Artisan ____ Master
____ Out-of-Competition

Title of entry: _____

Phonetic pronunciation : _____

Presentation by MC (max 100 words) :

Name of contestant(s) : _____

Number of participants : _____

Source Name (Anime, Games, etc) : _____

Costumer (if different than contestants) : _____

Entry type : ___ Walk-on ___ Skit

Audio CD : ___yes ___no

Track no _____

Cue : _____

Anything for Stage Ninjas / special needs

Workmanship judging : ___yes ___no

* I/We the entrant(s) have read and understood the rules of this Masquerade and agree to abide by them. I/We also agree to allow for the photographing and videotaping of this event and to permit the sale of said photographs and videotapes by the Otakuthon Organization for non-commercial purposes. Further, I/we agree to hold the Otakuthon Organization, its subordinate and Concordia's University blameless for any accidents or injuries suffered during the Masquerade. If entrant is under 18 years of age, parent/guardian must sign.

If you are not going to be attending the award ceremonies, please provide contact information (mailing address, phone number) at the bottom of this form so we may send you any awards that you may win.

Contestant's signatures *:

Mailing Address (to send prize if need be):

Name : _____

Address: _____ Street : _____ App : _____

City: _____ Province: _____

Postal code : _____

E-mail address : _____

Phone number : _____

Masquerade hours reminder:

Saturday, august 4th :

REGISTRATION TABLE : opens at **10:00 am**, closes at **14:00 pm**

GREEN ROOM : Registered contestants must check in at the designated room **between 15:00 pm and 16:00 pm**

Sunday, august 5th :

MASQUERADE AWARDS SHOW : **12h30**, H-110 auditorium, Hall building

To pick up your CD et awards : The masquerade table will be open **from 13h00 until 16h00** (after awards show) .

Otakuthon 2007: Masquerade Rules

1. Entry types:

i) Skit: A short **ONE (1) minute maximum performance**. Enacted alone or as part of a group (larger groups will not be given more time). If the skit should run over the time limit, sound and lights will be cut, participant(s) escorted off the stage, and their entry disqualified from the Presentation Award. Microphones will not be provided for the entrants. The use of pre-recorded material on CD (no mp3 format, it should be able to play in any CD player) is strongly recommended.

ii) Walk-On: The participant will walk on stage, pose at center stage showing various angles of their costume and character portrayal, and then proceed to exit the opposite side of stage. Background music is allowed, and should be supplied by the contestant on a CD (see Skit).

The maximum of participants in one group is 12. We will not accept group larger than this number.

There is a maximum of 40 slots for Skit or Walk-on entries. No EXCEPTIONS will be made.

2. No open flame, fire, flash powder or flash paper is allowed. Sealed electronic flashes are permitted. If you are using a strobe effect please note it on your form so the MC may warn the audience. No pointing laser pens allowed.
3. No messy substances on stage. If in doubt ask the Masquerade Director. The stage must be in as good a condition when you leave as when you enter. If you are leaving something on stage, it must be able to be easily picked up by the stage crew, or bring your own ninja.
4. No flagrant nudity. This Masquerade is rated PG: Parental Guidance Suggested. Some material may not be suitable for children. This signifies that the film rated may contain some material parents might not like to expose to their young children - material that will clearly need to be examined or inquired about before children are allowed to attend the film. Explicit sex scenes and scenes of drug use are absent; horror and violence do not exceed moderate levels. (www.filmrating.com)
5. No real firearms, no realistic copies, and no projectile weapons are allowed. No metal blades, dull or live ones. If your costume requires a bow, it must be unstrung when you are not on stage. All weapons must follow the Convention's Weapons Policy. **NO EXCEPTIONS WILL BE MADE.**
6. Each person may present only once during the Masquerade. While any individual may enter in the competition as many costumes as they like, they can only wear one of them. The others must be on other Masquerade contestants.
7. Contestants must report to the Masquerade Green Room on time. Report times will be supplied at the convention: check at the Masquerade Registration Desk for this information. **Failure to appear or to be ready to go on stage may result in disqualification.** Note that Acts of God may, to an extent, mitigate this.
8. The Masquerade Directors reserve the right to eliminate anyone from competition on the basis of taste, danger to the audience or other contestants, or for any other reason deemed sufficient.
9. This is an amateur competition. Professional costumers are ineligible for awards, but may still present their work during the show in the Out-of-Competition category.

10. The decisions of the Judges are final. Other than categories, type of awards are at the discretion of the judges and Masquerade Director.

The Standard Division System, in accordance with the International Costumers' Guild Guidelines, will be used as follows:

Junior Division

(Also known as the Young Fan Division)

Any contestant under 13 years of age at the time of this competition may compete in the Junior Division. The Junior Division is divided into two subdivisions.

Junior Self-made: A Junior contestant who has largely or wholly constructed his/her own costume.

Junior Adult-Made: A Junior contestant whose costume has been largely or wholly constructed by an adult.

Novice Division

A contestant who has not won a major award at a Masquerade other than as a Junior costumer. Workmanship Awards, an Honorable Mention or an Honored for Excellence Awards need not apply to this count.

Journeyman Division

A contestant who has won fewer than three awards at Masquerades while competing in the Journeyman Division.

Artisan Division

Any costumer who has won three or more awards; or who wishes to enter this division, provided that they do not belong in a higher division in use in the competition.

Master Division

A contestant who has won more than three times in the Artisan Division, or has won a Master award at a nationally recognized regional Anime Convention. Also, anyone who is a professional in a Costume-related business must compete as a Master. For the purpose of this competition, a professional is defined as making 50% or more of their income in the costuming-related business. If there are not sufficient Masters competing to fulfill this division, those entries will be judged in the Artisan Division.

Out-Of-Competition Division

The Masquerade is an amateur competition. Purchased or rented costumes may not be entered in competition for awards, but may be shown on stage in the Out-Of-Competition Division. Costumes made for business purposes, theatrical and professional events are not eligible for awards but may also be shown in this Division. In addition, anyone who wants to show their costume in this Division may do so.

Note : A contestant may compete in a Division higher than the one they are eligible to enter. Keep in mind that if the contestant wins in this higher Division, they must compete in that Division in future competitions.

Workmanship Judging

Judging for Workmanship Awards will take place backstage prior to the start of the Masquerade. These awards, for excellence in construction, will be given out in addition to the Masquerade awards. You can be judged on your costume or only on a specific piece or prop. Workmanship judging is optional, so please indicate on your entry form if you wish to be included in this judging. Workmanship applies to entries in any of the Divisions, except the Out-of-Competition Division. Quality is quality, no matter the Division, and a beautiful job deserves recognition. Our Workmanship Judge(s) will look for technical skill, finishing, fit, handling of fabric and materials, etc.

Note that Workmanship judging is optional, but all Artisan and Master costumes must undergo Workmanship inspection from the judges so that the judges know what parts of the costume were constructed and what parts (if any) were purchased.

Documentation

Documentation can include any pictorial representation of your costume. Provide copies only; do not bring originals. It is strongly recommended that you provide documentation for re-creation costume entries if you feel the Judges may not be familiar with a particular Anime/Manga.