

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.