

MileHiCon Masquerade Rules

1. MileHiCon invites anyone in costume to participate, for an award or just for show. Entries will be judged on the individual merits of the costume and its presentation. There will be a Best of Show Award, Award for the Children, Novice, and Master classes, and individual judge's choice awards.
2. The MileHiCon Masquerade is for costumes derived from Science Fiction, Fantasy, Mythology, Anime, Theater, and other realms of the imagination. We also accept costumes meant to accurately represent historical or cultural dress. The masquerade is not for "street clothes" of the current era no matter how well they represent a character. If you have any questions, please contact the Masquerade Director.
3. Anyone wishing to participate in the Masquerade must register with Masquerade Staff at the MileHiCon registration table between 9 am and 3 pm on the Saturday of the convention. Please contact the Masquerade Director if you have special circumstances that would prevent you from registering during that time.
4. You may register individually or as a group. A person registering individually may not also be part of a group. Each person only gets to appear on stage once. A group may consist of up to 8 individuals. A group will be considered a single competitive entity: it will only receive one prize per any category it might win and group members will have to figure out how to share it(them).
5. Costumes that have won a major award (Best of Show) at a previous MileHiCon are not permitted to compete. The person wearing that costume is able to compete this year, as long as they are wearing a new or different costume. Even if your costume won a minor award at a previous MileHiCon, we would like to see you in something new, but we will not bar you from participating. If you have questions concerning your eligibility, please contact the Masquerade Director.

6. Individual presentations may not exceed two (2) minutes on stage. Group entry presentations may not exceed five (5) minutes on stage. Remember, shorter is generally better. The judges can be easily bored, and a bored judge is an unhappy judge. Action is generally better than words. Plan your presentation to give the judges enough time to view your costume from all sides. The presentation should draw attention to any particularly interesting aspect of the design or construction. Presentation can make a mediocre costume great, or it can ruin a good one.

7. At this time, due to changes in equipment and personnel, microphones may or may not be available on the stage. We suggest you do not plan on having one available. We encourage you to have your voiceover or music prerecorded to be played by our sound technician, or have it read by the Masquerade MC. If you have excellent stage projection you are of course welcome to speak directly to the audience.

8. We will have audio available for musical and/or vocal accompaniment to your presentation. Tapes must be cued up and labeled as to the correct side. CDs must have the track # clearly marked on the jewel box. It is also a good idea to have your track # identified on the CD itself. Please be sure your name and phone # are on the jewel box, as well. Please plan your music length to start and end with your presentation. It is much easier if our tech crew does not have to deal with fancy musical cues. The more the tech crew has to do for your presentation, the better the chance that something will go wrong. If you have any question as to the type of media we can accept, please contact the Masquerade Director.

9. To simplify things this year, we will only have basic stage lighting available. Lights will be dimmed before and after each entry. We will not be able to provide other lighting effects.

10. Weapons and combat routines must be cleared with the Masquerade Director prior to the contest. You will perform at your own risk. Fire, flame or projectiles of any sort will not be allowed. Nor will messy or sticky substances (wet, dry or oily) be allowed as part of the costume or presentation.

11. You must leave the stage as clean as it was when you set foot on it. Arrange to pick up any props, costume pieces (like dramatically

discarded capes) or any mess that your costume generates. If you have a particularly intricate costume or presentation, we recommend coming equipped with your own stage ninja. (We probably won't have a volunteer we can assign to you, so draft a friend.)

12. All costumes and presentations must be PG 13. This is not your try out night for a cable comedy show: think network television. If you think your costume or skit might be too risqué or offensive, it probably is. Costumes judged prior to the Masquerade as being indecent or inappropriate will be disqualified and not allowed on stage. Skits/presentations deemed inappropriate or too raunchy will have the lights dimmed during your performance and you will be disqualified – even if the audience loved it. This would apply to even “accidental” wardrobe malfunctions. This also applies to dialogue and vocal or musical accompaniment that might contain material intentionally offensive to persons of any ethnic, racial, religious, gender, or sexual orientation. (Obviously, even a fairly chaste female costume might be offensive to members of certain orthodox religions, but we seriously doubt people with beliefs of that nature will be in our audience at a science fiction/fantasy convention. This rule is meant to encompass material, such as jokes, that make fun of people from such a religion, or of a different sexual persuasion, or of a different race or ethnic group.) Do not have swear or curse words, (blasphemous, scatological, or sexual) as part of your routine or your musical accompaniment. Also - and this really should go without saying, but sadly must be said - do not have presentations or skits that might promote or make fun of child molestation/pornography, cruelty to animals, rape, etc... Also (sigh) avoid depictions of drug use or underage drinking. The Masquerade Director gets to make the decision as to what is inappropriate, offensive, or risqué. She does not have to explain her decision. So, it would be best if you have any question as to the suitability of your costume or presentation that you contact her in advance.

13. Live animals will not be allowed on stage, unless they are assisting the handicapped.

14. Surprise the audience, surprise the judges, surprise yourself, but do not surprise the Masquerade Director or her staff! (See rule #12) If you feel that your costume or presentation will violate any of these rules, please check with the Masquerade Director prior to construction or any substantial cost to yourself.

15. Finally, the Masquerade Director has full and final authority over all aspects of the masquerade. She also has the authority to waive the above rules if the costumer can convince her of the merit of the exception.

We look forward to seeing your costumes.