



Megacon Live

# Masquerade Rules



Guild of Nerds

Last Updated: April 24th 2023

## Summary

- All cosplays must adhere to the convention rules in regards to dress and props.
- Both purchased and hand-made cosplays may be entered. To qualify for Overall over 60% of your cosplay must be made.
- If you have made your cosplay and are competing for Overall, you must bring a build book and reference photos to pre-judging.
- There are four categories. U16, Group, Performance and Overall. Groups can win U16 if all members are Under 16. Overall does take performance into account, as well as Craftsmanship, and Accuracy/Creativity.
- Only one entry per person per day (either as a group or individually)
- Entries must be 16 or over. Under 16's must be registered by a parent or guardian.
- Performances are not automatically accepted, and the Cosplay team reserves the right to reject performances that are unfit for the Masquerade.
- All performances must be under 2 minutes.
- Performances must be family friendly and safe for the audience. Cosplayers must be able to move on the stage unassisted.
- Invited performers, or specialty performers for intermission acts or other such performances at the show cannot compete on the same day as their specialty performance.
- Good sportsmanship is required. An entrant can be removed from the Masquerade or disqualified from future shows for poor sportsmanship.
- Backing tracks must be sent to the cosplay team as an MP3 file before the show.
- You must check in at the Cosplay Zone on the day of your entry by 12pm, failure to do so may result in you being marked as a no-show and your spot may be given away.
- If online sign ups are full there may be a limited number of on the day spots available. You can check at the Cosplay zone at 1pm for on the day spots.
- On the day sign ups with made costumes are not guaranteed a pre-judging slot, and availability of such slots are based on the judges schedule.
- By entering the competition you agree that your photo may be taken by attendees while onstage and in the stage area, and that the convention, contest team and other subsidiaries of these entities may use your image for advertising or sponsor purposes.

# Rules

1. All cosplays entered must adhere to the convention rules in regards to dress and props.
2. Both purchased and hand-made cosplays may be entered. You must have made 60% or more of your cosplay to qualify for Overall.
  - 2.1. Only those who have made 60% or more of their cosplay will be able to participate in pre-judging.
  - 2.2. 60% made is defined as 60% or more of the cosplay is hand crafted, with raw materials, i.e. acquired material, cut or shaped, and sewn or glued together to create a finished piece. More than half of the costume should be made or significantly altered. Typically shoes, undergarments, and wig bases are not expected to be made.
  - 2.3. If competing in Overall you are required to bring documentation of your build process for the cosplay. The minimum requirements for this documentation is that it shows multiple steps of the build process for the various parts of the cosplay. It should contain photos, and ideally is printed out. If it is digital you must have it available to be viewed by the judges during pre-judging.
  - 2.4. If the validity of your entry is called into question you will be required to present definitive evidence that you have made 60% or more of the cosplay. We reserve the right to refuse entry to all future contests if you have passed another's work or a purchased cosplay off as your own work.
    - 2.4.1. Definition of 100% hand crafted for the purposes of this contest: Item was designed (patterned, 3D modelled etc), cut/shaped, assembled and finishing details were all done by you the creator.
3. If you have made 60% or more of your cosplay, and are competing for overall, you must bring a build book, and if the cosplay is based upon reference material, please bring references with you. These can be digital, but must be viewable by the judges during pre-judging.
  - 3.1. Made costumes that are based on a reference are judged for Accuracy. Made costumes based on an original design, or multiple references (i.e mashup cosplays) will be judged based on Creativity. This is up to the judges discretion.
  - 3.2. Build books can be dropped off when you check in. They must be picked up by the end of the final day of the convention.
4. Overall and Group are judged on three criteria. Craftsmanship, Accuracy/Creativity and Performance.
  - 4.1. Overall does take performance into account, so please plan your entry accordingly.
  - 4.2. While Craftsmanship and Accuracy/Creativity are a part of the overall score for

Group, groups are not required to have made their costumes to compete for Group. If some but not all of the costumes were made by a group member, their score in the Craftsmanship and Accuracy/Creativity criteria will be divided by the number of costumes in the group that have been made (60% or more). Example; if 2 out of 3 costumes in a group are made by a group member, and they score 12 on Craftsmanship, they will actually receive  $\frac{2}{3}$ 's of that score for a total of 8.

- 4.3. Groups can win Overall, or Performance, or U16 if all members are U16.
- 4.4. Group sizes are a maximum of 8 people
5. Only one entry per person per day (either as a group or individually) You cannot enter individually and as a group on the same day.
  - 5.1. Those who have entered both days, and win in any of the categories on the first day will be ineligible to win on the following day in any of the categories. You are still able to enter both days, but will not be scored competitively, even if the cosplay is different on the second day.
  - 5.2. Cosplays that have been entered in previous contests, at any event that have won a major award cannot be entered competitively again, unless you can show that major alterations or improvements have been made on the cosplay.
6. Entries must be 16 or over. Under 16's must be registered by a parent or guardian.
  - 6.1. Under 16's only qualify for the U16 category, or Group if all members are U16.
  - 6.2. If an Under 16 has made 60% of their cosplay they can opt out of the U16 category and choose to do pre-judging and compete for Overall and Performance, but they will no longer qualify for the U16 category.
7. Performances are not automatically accepted, and the cosplay team reserves the right to reject any performance they deem unfit.
  - 7.1. Performances must be family friendly and safe for the audience.
  - 7.2. Cosplayers must be able to move on the stage unassisted by an assistant.
  - 7.3. The cosplay team has the right to stop or intervene in a performance should a need arise, or if they believe the costume or cosplayer is inappropriate to perform on stage.
  - 7.4. While mics may be available, they must be requested in advance. The cosplay team can not provide any stage props or set elements. Those must be supplied by the entrant. The cosplay team also cannot supply stagehands. Any large set or stage props must be moved by the cosplayer or their own team.
  - 7.5. All performances are strictly capped at 2 minutes. Audios will be cut at the 2 minute mark if necessary. This is to ensure we have time for all entries to compete.
  - 7.6. Invited performers or specialty performers, for intermission acts or other performances at the show cannot compete on the day they perform as an invited

- performance.
8. Good sportsmanship is required. An entrant can be removed from the show, or disqualified from future shows for poor sportsmanship if the cosplay team deems it so.
    - 8.1. Cosplay Zone volunteers are not allowed to compete in the masquerade.
    - 8.2. If you have won a previous contest overseen by Guild of Nerds you are not eligible to win again with the same cosplay. New cosplays may be entered and eligible to win.
    - 8.3. Verbal or physical abuse against the judges, cosplay team, other entrants or show attendees will not be tolerated.
    - 8.4. Respectful interaction with other entrants is expected. Distasteful, rude, or discriminatory comments against other entrants are grounds for your removal from the contest.
    - 8.5. Decisions for the masquerade prizes are decided by the judging panel. Their decisions are final.
      - 8.5.1. Monetary and other physical prizes are handled by the event themselves and any issues receiving these prizes should be brought to the event team themselves, as the cosplay team does not have any control in these prizes delivery.
    - 8.6. Group prizes must be split between the group winners.
  9. Audio and Visual for the performances are not guaranteed. The audio for a performance must be submitted as an MP3 to the cosplay email by the deadline set for that show. Entrants will be informed of this deadline via email. Entrants who miss this deadline risk not having their audio for the show. While all efforts will be made to get the correct audio set up for those who miss the deadline at check-in, this cannot be guaranteed.
    - 9.1. Lack of audio will not be grounds for removal from the contest, and we will have generic tracks that entrants can request to use should they not have audio.
  10. If online sign ups are full in advance or you miss the deadline there may be some on the day spots available.
    - 10.1. If you signed up online you must check-in at the cosplay desk on the day of your entry, before 12pm, otherwise you may lose your spot in the show.
    - 10.2. We do not take waitlists if online sign ups fill up early. On the day spots are determined by no-shows and drop outs. You can check in with the cosplay desk on the day around 1pm to see if they will have slots and what time on the day sign ups will open.
    - 10.3. On the day sign ups are not guaranteed a pre-judging slot even if they have made 60% or more of their cosplay. These pre-judging slots for on the day sign ups are determined by time constraints and judges availability.
    - 10.4. Your stage order is determined by your grouping assignment and when you check

in. While stage order can not be changed in most situations, we will do our best to make reasonable accommodations upon request.

11. By entering the competition you agree that your photo may be taken by attendees while onstage and in the stage area. You also agree that the convention, contest team, and other subsidiaries of these entities may use your image for advertising or sponsor purposes, both onstage and backstage.