



Megacon Live

Masquerade Rules

Guild of Nerds

V3
v2.1: Last Updated: November 10th 2023

Summary

- All cosplays must adhere to the convention rules in regards to dress and props.
- There are two classes, Adventurer and Artificer. There are slightly different requirements for each.
- Adventurer entries must have made 50% or more of their cosplay, and Artificer entries must have made 80% or more of their cosplay.
- Progress books are required, but are not judged competitively.
- Best in Show and Best Adventurer are weighted 35% Craftsmanship, 35% Accuracy/Creativity and 30% Performance.
- Only one entry per person per event.
- Groups are capped at 6 people and qualify for all categories/prizes depending on their class.
- Entries must be 16 or over for the Artificer class.
- 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 and performer. Cosplayers must be able to move on the stage unassisted, or have their own handler attending with them.
- Good sportsmanship is required. An entrant can be removed from the Masquerade or disqualified from future shows for poor sportsmanship.
- You must check in at the Cosplay Village 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.
- An advanced waitlist system will be operated once registrations are full. There will be no on-the day registrations, but no-shows spots can be given to waitlisted entries attending the show.
- By entering the competition you agree that your photo and video may be taken by attendees while onstage and in the stage area, and that MegaCon Live, Guild of Nerds and other subsidiaries of these entities may use your image for advertising or sponsor purposes.

CLASSES

We've introduced experience classes to the judged Cosplay Masquerade, ensuring that crafters of similar skill levels are able to compete against each other.

Experience classes help to level the playing field between brand new entrants and those who have been competing longer. By assigning yourself an experience class when you sign up for the competition, you can be sure you will be judged against entrants of a similar level to you, giving you more chances to win and be recognised for your cosplay!

Adventurer Requirements

- Made 50% or more of your cosplay
- Over 16 years old
 - 12-15 year-olds may enter if registered by a parent
- Pre-register online
- Identify with any of the following:
 - You're new to making costumes (been cosplaying for less than 5 years)
 - You have not won a major award (you may have won a Judge's Award or Honourable Mention)
 - You have never entered a cosplay competition, or entered fewer than five.

Artificer Requirements

- Made 80% or more of your cosplay
- Over 16 years old
- Complete an online application
- Identify with any of the following
 - You have won a major award (Runner Up, 3rd/2nd/1st, Best in Show, Best Craftsmanship or Best Performance)
 - You consider yourself an experienced costume maker, or have professional costume making, tailoring, or similar, experience
 - You have entered more than five cosplay competitions.

Artificer class will operate on an application-based system, where entrants must apply. If there are more applications than spots available those with the most complete applications will be selected. Adventurer operates on a first come, first served registration system.

Groups of up to 6 entrants can enter either category, with the class generally based on the most experienced member of your group. Groups will be eligible to win any available award, including 'Best Adventurer' or 'Best in Show', depending on their class.

Both classes will be with the following weighting:

35% Craftsmanship, 35% Accuracy or Creativity and 30% Performance.

HOW TO ENTER

- Artificer applications will remain open for a set window of between 10-25 days. This window will be determined on a show-by-show basis.
- Artificer applicants must apply during the application window. Late applications will not be accepted.
- If there are more applicants than spots available in the Artificer class, applicants will be chosen based on the completeness of their form, particularly how complete the information about their cosplay and performance are.
 - Artificer applicants will hear from the selection committee within 10 days of applications closing on if their application has been accepted.
 - Anyone who qualifies for Artificer, but does not receive a spot, will be added to the waitlist for the Artificer class.
 - If you are unable to enter in the Artificer class due to lack of space we ask that you not enter the Adventure class as this creates a disadvantage for Adventurer class entrants.
- If the selection committee feels you should be entering as a different class than you have selected, they reserve the right to move you to the appropriate class as space allows, and will contact you about this change.

- Adventurer places are allocated on a first come, first served basis.
 - You will receive a confirmation email when your registration is approved within 10 days of registering.
 - Once capacity is reached, a waitlist will be opened for Adventurer entrants.
- You will be unable to sign up on the day of the event. All entries must register or apply in advance online.
 - There will be a Cosplay Showcase you can enter on the day both days.
 - If you are still on the waitlist on the day of the competition, there will be a system in place for waitlisted entrants to claim last minute spots. Please check in at the cosplay zone before 12pm on the day to learn more.
- Only one entry is permitted per person per event. You cannot enter both Saturday and Sunday of the event.
 - If you enter as a part of a group one of the days, you cannot enter as a solo entry or as a part of a different group on a different day.
 - Artificer applicants can select their availability in their application. Marking yourself as available both days does increase the number of spots available to you.
- More information, including pre-check information, and information for the day of the show will be sent the week of the event. On the day, you must check in at the Cosplay Village by 12pm, otherwise you will be marked as a no-show and your spot may be given to someone on the waitlist.

COSPLAY ELIGIBILITY

- Cosplays must be made by the entrant (person wearing the cosplay on stage), or in the case of group entries, by someone in the group.
- The costumes must meet the made elements requirement for the class they are being entered in, ie. 50% for Adventurers and 80% for Artificers. All costumes within a group entry must meet the made percent requirement for the class they are entering.
- Commissioned and bought costumes, or costumes mostly made up of general clothing,

are not eligible for the Cosplay Masquerade. These types of cosplays can participate in the Cosplay Showcase.

- All cosplays entered must adhere to the convention rules in regards to dress and props.
- The cosplay entered cannot have won a major award (Runner Up, 3rd, 2nd, 1st, Best Performance, Best Craftsmanship, Best in Show, or equivalent) at any previous cosplay competitions. Costumes that have previously been entered at Megacon Masquerades cannot be re-entered, regardless of whether they won previously, unless significant alterations or modifications have been made.
- Cosplayers may not modify their skin colour or features through the use of make-up or prosthetics to that of another realistic or human ethnicity - see ruleset 10 below.
- Cosplays may not mimic the appearance of, or contain symbols of, hate groups, or promote hate of any kind.
- All cosplays should provide enough coverage to be worn in public and not simulate nudity.
- Cosplays must be suitable for a family-friendly audience.
- Cosplays can be from any media, including but not limited to, anime, gaming, film and television. Original characters are welcome, and concept sketches or other such references should be included in the progress books for original characters or costume designs.

PERFORMANCES

- 'Best in Show' (Artificer class only) and 'Best Adventurer' both take performance into account at a weighting of 30%.
- Performances are limited to 2 minutes total on stage. A limited time for set-up and take-down of props or set pieces can be allowed.
- Entrants are allowed to recruit their own stage ninjas to assist them onstage. Stage ninjas must wear all black and not be in costume. While stage ninjas may interact with the cosplayer during the performance, they may not interact with the audience, may

not, play a named character in a performance, and may not have lines. Their role is to enhance the experience of the audience.

- Performances must be family friendly and not include strip teases or simulated nudity, or have obscene language either live or recorded.
- Performances must be safe for the performer, audience and judges (who at some competitions may be onstage with the performers).
 - No pyrotechnics, fireworks or lasers (of any strength) may be used. Items cannot be thrown into the audience or towards the judges. Nothing can be left on stage after your performance including glitter, confetti or the like. Anything that may leave the stage slippery or sticky is not allowed, and liquids are not permitted on stage.
- Cosplayers must be able to enter and exit stage unassisted, and be able to move unassisted or with minimal assistance from the cosplayer's own handler.
- Background audio must be provided in advance, and by pre-check at the very latest.
- While microphones may be available, they must be requested in advance. The cosplay team cannot provide any stage props or set elements. Those must be supplied by the entrant. The cosplay team cannot supply stagehands. Any large set or stage props must be moved by the cosplayer or their stage ninja.
- 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 too dangerous or inappropriate to perform on stage.

RULES

While many of these rules have been summarised in previous sections, please read the full rules below to ensure you are in line with the rules of the competition.

1. All cosplays entered must adhere to the convention rules in regards to dress and props.
2. Classes are self-identified. Adventurer is an open registration process where all applicants are accepted on a first come, first served basis so long as their entry meets all requirements. Artificer is an application system, and applications will be reviewed as a batch when the Artificer applications close.
 - 2.1. We may bump you to Artificer if we feel you qualify for that category and there is space in the class.
 - 2.2. If there are more applicants than spots for the Artificer class, then spots will be given to those with the most complete application, including, but not limited to, the quality of your performance description, and how far along you are in your build process.
 - 2.3. A waitlist will be operated for both classes, and in the case of drop outs waitlisted individuals will be contacted to fill the spots.
3. Adventurer entries must have made 50% or more of their cosplay, and Artificer entries must have made 80% or more of their cosplay.
 - 3.1. 50% made is defined as 50% 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. At least half of the costume should be made or significantly altered for the Adventurer class, and 80% must be made or significantly altered for the Artificer class. Typically shoes, undergarments, and wig bases are not expected to be made.
 - 3.2. 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. This is not a competitively judged portion of your entry, but may hinder the judging process if the judges are unable to assess hidden parts of your costume, eg. undergarments and finishing.

- 3.3. If the validity of your entry is called into question you will be required to present definitive evidence that you have made 50% (Adventurer) or 80% (Artificer) 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.
 - 3.3.1. 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.
4. Progress books are required, and should be printed. Bring these on the day to pre-judging. The contents of your progress book are to inform the judges decisions and the physical progress book is not judged itself.
 - 4.1. If you are unable to bring a printed progress book you must contact the cosplay team in advance of the competition to see what options are available to you.
 - 4.2. 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. The judges are looking to award as many points as they can and will select the category that best reflects the cosplay origins, which can be a combination of both categories.
 - 4.3. Progress books will be left with the judges during pre-judging and can be collected at the end of the day. Any progress books not collected may be used in Guild displays at future events.
5. Pre-Judging slots will be pre-booked during the online pre-check in. Entrants will be scheduled in small groups for 30 minute blocks. You must arrive at your Pre-Judging slot within your scheduled 30 minute block.
 - 5.1. If you miss your pre-judging block the cosplay team will do what we can to accommodate you, but there is a very high risk that you will be unable to

compete in the show.

- 5.2. Pre-Judging is timed, and based on experience class. Artificers get 5 minutes, Adventurers get 3 minutes, and all group entries will receive an additional 3 minutes on top of their class given time. (i.e an Artificer group gets 8 minutes, and an Adventurer group gets 6 minutes)
6. Best in Show and Best Adventurer are judged based on three categories. 35% Craftsmanship, 35% Accuracy/Creativity and 30% Performance.
 - 6.1. Best in Show and Best Adventurer does take performance into account, so please plan your entry accordingly.
7. Only one entry per person per event. You cannot pre-register for both Saturday and Sunday at the same event.
 - 7.1. Groups can enter and are capped at 6 people. Groups are eligible for all categories/prizes, depending on their class.
 - 7.2. You can be waitlisted for a second day of the event, if there are extra spots available on the second day you may be able to compete both days.
 - 7.3. 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.
 - 7.3.1. A major award being a placed award such as 1st, 2nd or 3rd, Best in Show, or runner up to a major award.
 - 7.3.2. Major alterations/improvements would be 25% different from the show it was entered and won a major award at.
8. Entries must be 16 or over. Under 16's must be registered by a parent or guardian.
 - 8.1. You must be 16 or over to enter the Artificer Class.
 - 8.2. Adventurer class is open to 12-15 if they have made 50% or more of their cosplay and are registered by a parent or guardian.
9. Performances are not automatically accepted, and the cosplay team reserves the right to reject any performance they deem unfit.
 - 9.1. Performances must be family friendly and safe for both the audience and

- cosplayers. No strip teases or simulated nudity, and no live or recorded swearing.
- 9.2. Cosplayers must be able to move on the stage unassisted by an assistant, or have their own handler with them who allows them to move safely onstage.
 - 9.3. Lasers of any strength cannot be used in a performance or in a costume.
 - 9.4. You are not allowed to throw items into the audience or towards judges.
 - 9.5. Nothing should be left on the stage after your performance, such as glitter or confetti. The stage should not be made slippery or sticky during your performance as this poses a safety risk.
 - 9.6. Entrants should be mindful of the edges of the stage so as not to fall off. There is a risk to safety if a performer is too close to the edge of the stage.
 - 9.7. If you need mobility assistance please make the Guild aware of your needs in advance.
 - 9.8. 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 too dangerous or inappropriate to perform on stage.
 - 9.9. 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 stage ninja.
 - 9.10. 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.
 - 9.10.1. Please submit your most complete version of audio at the time of application or registration. There will be a chance to update this audio submission during the online pre-check in.
 - 9.11. Invited performers or specialty performers, intermission acts, or other performances at the show, cannot compete on the day they perform as an invited performance.
 - 9.12. Should any of these rules be broken, or be deemed to have been broken, the

Guild reserves the right to disqualify an entrant from the competition, and refuse entry to them for previous competitions entirely.

10. 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.
 - 10.1. Cosplay Village volunteers are not allowed to compete in the masquerade.
 - 10.2. Megacon Live staff and crew are not allowed to compete in the masquerade, or other persons connected with the masquerade, e.g. prize sponsors, judges and their agents.
 - 10.3. Verbal or physical abuse against the judges, cosplay team, other entrants or show attendees will not be tolerated. Offenders may be removed from the venue.
 - 10.4. Respectful interaction with other entrants is expected. Distasteful, rude, or discriminatory comments against other entrants are grounds for your removal from the contest. This extends to post contests as well and poor behaviour may disqualify you from future competitions.
 - 10.5. Decisions for the masquerade prizes are decided by the judging panel. Their decisions are final.
 - 10.6. Prizes are awarded per entry, not per person in a group.
 - 10.6.1. It can take up to 3 to 6 months for monetary prizes to be delivered.
11. Cosplays cannot be obscene or offensive. This includes the unnecessary or insensitive use of make up or prosthetics. Cosplays should not emulate the appearance of any form of hate or hate group, or endorse such groups.
 - 11.1. The use of make-up or prosthetics to change your natural skin tone or features to that of another realistic or human ethnicity is in violation of these rules.
 - 11.2. Cosplays should not endorse any form of hate or hate groups, nor should it emulate the appearance of any hate groups.
 - 11.3. Cosplays should not include symbols used by hate groups, even if it is in the original character design. If these symbols cannot be separated from the concept for the execution of the cosplay, then the cosplay is not suitable to be entered in this contest.

- 11.4. Breaking rules within rule set 10 will result in immediate disqualification and removal from the competition, as well as being ineligible to compete at any and all future Guild-run competitions.
12. Entrants must complete pre-check online before the event. Pre-check will open 2-3 weeks prior to the show and must be completed by the deadline set in the pre-check email. Entrants will be contacted via email with more details on pre-check 2-3 weeks prior to the show.
 - 12.1. Audio and visual for the performances are not guaranteed. The audio for a performance must be submitted as an MP3 and checked by the entrant during pre-check.
 - 12.2. Failure to supply audio for a performance by pre-check or failure to complete pre-check will result in the entrant forfeiting their place in the Masquerade.
 - 12.3. We are not able to accommodate changes to an application, including audio, after pre-check closes.
 - 12.4. You must also check in at the Cosplay Village the day you are competing by 12pm. This is so we can confirm that you are at the show and still competing.
 - 12.4.1. If you do not check in on the day and do not pre-inform us that you will no longer be competing (known as a no-call no-show) you may face a penalty preventing you from registering at future shows.
 - 12.5. Your stage order is determined after the pre-check is completed. You will receive your stage number on the day of the Masquerade.
 - 12.5.1. If you are stage ninja-ing for a fellow entrant competing on the same day as you, please inform the Guild in advance to ensure you are at opposite ends of the stage order.
13. If online sign ups fill up we will operate an advanced waitlist to fill slots freed up by drop-outs or no-shows.
 - 13.1. There will be two waitlists operated by the Guild: One for those who were unable to pre-register for either day, and one for those looking to enter a second day at the event. This system is intended to provide as many opportunities as possible

for cosplayers to enter the show.

- 13.2. On-the-day drops-out may be filled by waitlist applicants who have checked in at the Cosplay Village that day. More information on how to check in will be sent a few weeks before a show to those on the waitlist.
- 13.3. There will be no on-the-day sign-ups available for the Masquerade, or on-the-day waitlist sign-ups.
14. By entering the competition you agree that your photo and video may be taken by attendees while onstage and in the stage area. You also agree that MegaCon Live, Guild of Nerds, and other subsidiaries of these entities may use your image for advertising or sponsor purposes, both from onstage and backstage.