

MASQUERADE

ALL COSTUMES WILL NEED TO MEET GENERAL COSPLAY RULES!!!!

Some exceptions apply to larger props and accessories that will only be worn or carried during the contest.

Want to show off your costume or awesome skit on stage? Why not participate in our Saturday night cosplay contest? We will have online sign ups for the contest starting February 1st, 2017 and ending May 31st, 2017. We will capping the online submissions at 75. For those who want to wait until the convention, we will be allowing sign ups on Friday of the con. We will only allow 25 attendees to sign up due to the online submissions. . Everyone entering the cosplay contest will need to check-in with cosplay staff to sign up for scheduled time slots, first come first serve, this will also take place on Friday (all day) and Saturday (noon). You do not have to be in costume during this time. Judging will take place on Saturday.

Information on the times and locations of cosplay registration and judging will be available as the convention date draws near.

ALL PARTICIPANTS MUST HAVE A BADGE: OMGcon requires that all participants have a valid badge prior to cosplay registration or check-in.

Getting on stage?

For those of you who have never competed in a cosplay contest before, you may be wondering how this is done. You will be going on stage to show off your costume, or going on stage to perform a skit for the audience. You are not required to perform a skit, but you are required to go on stage!

Walk On: You will be going on stage for a few brief seconds, posing, and showing off your costume to the judges and audience. It's a low-stress and fun way to participate in a cosplay contest. Think of it like a fashion runway show!

Performance (skits): Here, you will be going up to do some sort of performance for the audience, whether you are acting or doing a choreographed dance. These take some time and planning to do, but they are a great experience! For more specifics on skits and performance rules, please check the skit rules!

When you register for the cosplay, you will be given a chance to choose how you will be going on stage!

About Divisions

Everyone entering the cosplay contest is required to choose a division. A division is simply your placement and competition level. Here's what each division entails:

Competition Divisions

The following divisions are for those who want to compete for awards with their costumes and/or performances. In order to compete here, your costumes must adhere to the following criteria:

- All costumes must have been made from scratch or by heavily modified existing parts at least 70% or more by the costume creator.
- Commissioned costumes cannot be entered in the competition divisions; however if designer chooses to use a model for their cosplay the designer will get the award not the model.

Chibi: For juniors 12 and under. We do ask that if your costume was made by a parent or friend that you enter the Exhibition division.

In the Exhibition division, you will not be receiving any awards. Nor will your costume be judged for craftsmanship.

Novice Division: This division is intended for those new to making their own costumes or performing on stage and has not competed much, if at all.

Criteria for Novice Division

- No more than 1 major award won previously at a comparable-sized convention or larger for their costumes or performances.
- No more than 3 minor awards won previously for their costumes or performances.
- No more than 2 years of experience creating costumes or performing on stage.

Journeyman Division: This division is intended for those who are more experienced with creating their own costumes or performing on stage.

Criteria for Journeyman Division

- No more than 2 major award won previously at a comparable-sized convention or larger for their costumes or performances.
- No more than 3 minor awards won previously for their costumes or performances.
- No more than 3 years of experience creating costumes or performing on stage.

Master Division: This division is intended for those who have adequate experience with creating their own costumes or performing on stage.

Criteria for Master Division

- More than 3 major awards won previously at a comparable-sized convention or larger for their costumes or performances.
- More than 3 minor awards won previously at a comparable-sized convention or larger for their costumes or performances.
- at least 3 years or more of experience creating costumes or performing on stage.

Non-Competition Division

Exhibition: This division is intended only for people who wish to show off their costume on stage for fun but is not interested in competing for awards.

- Costumes that you did not make yourself. These include commissioned, store bought (such as Ebay), rented, borrowed costumes or closet cosplay (costumes made up of entirely existing/found parts with little to no modification).
- Costumes that have already won at least one major award, and/or two minor awards in the past.

Awards:

Novice: Best Novice Runner-Up and Best Novice will be awarded for craftsmanship and performance. Best Novice is considered a major award.

Journeyman: Best Journeyman Runner-Up and Best Journeyman will be awarded for craftsmanship and performance. Best Journeyman is considered a major award.

Master: Best Master Runner-Up and Best Master will be awarded for craftsmanship and performance. Best Master is considered a major award.

Overall: Best Overall Craftsmanship: This award will be given to the entrant(s) with the best craftsmanship. Best Overall Craftsmanship is considered to be a major award.

Best Overall Performance: This award will be given to the entrant(s) with the best performance.

Best Overall Performance is considered to be a major award.

Judges Awards: All of the judges will be giving awards away to whomever they would like based on their own personal criteria. This is considered a minor award.

Best in Show: This is a major award and can be awarded to any division as the judges see fit.

Minor Awards:

Best Group, Best Wig, Best Prop, Best Makeup, Best Skit and Best Dance

Awards as Applicable:

Best Unconventional Award (Costumes made from duct tape, cardboard, etc, that really WOW the judges), Best Original Character, and Best Gijinka.

Chibi:

Too Cute, Best Presentation, and Most Energetic

All About Costume Judging

Remember that in order to have your costume judged for craftsmanship, you must enter for one of the competition divisions, Novice, Journeyman, or Master! It also must meet the criteria listed above!

When you register/check-in for the cosplay contest, you will be able to schedule an appointment to have your costume judged for craftsmanship. Here are some things that you need to know about the judging process!

- Bring reference!:A reference is a picture of the character that you are cosplaying. Without a reference, we cannot accurately judge your costume for craftsmanship. It would be beneficial to your score to bring as much reference as possible, preferably as a color printout, but bringing figures, tablets, manga, books, laptops, etc., will also be accepted.
- Be prepared to talk about your costume: Come in knowing what you want to say. Tell the judges everything about how you made your costume. Things you should talk about include fabric, construction methods, or any special methods you used to get around a problem in designing the costume. The judges will be there to help guide you in your costume judging.
- The judges will look at your costume up close!: Make sure that your hems and seams are finished properly! Your costume may look great from 5 feet away, but if it looks sloppy up close or on the inside, you won't score as high! Take time now to make sure that your costume is as neat as possible. Also, don't forget to iron!

Judging Appointments: There will be 100 judging appointments available. They will be given out on a first-come, first-served basis! We will give each entrant 5 minutes for the judging process as a guideline, but if you pass it, don't worry. Generally, the time is spent half discussing your costume, and half looking at your costume up close.

Skit/Performance

All performance entries are subject to the following rules. Disregarding these rules may result in disqualification and/or you could be asked to leave the event.

- Costumes and skits must be PG-13 Cursing, sexual or explicit content, and obscene gestures are not permitted.
- Skits must be no longer than 3 minutes in length. Skits that run on longer than 4 minutes (within reason) will be disqualified from any awards. For this reason, we encourage you to pre-record your skits unless it absolutely must be performed live (such as playing an instrument). You will be given 30 seconds in which to enter and set up, as well as 30 seconds to clean up and leave the stage.
- No surprises! What you present to us during your pre-screening session is what we will see when you go on stage during the event.
- Objects and activities not permitted on stage: No live steel and firearms, incendiary devices

(such as sparklers, firecrackers or smoke bombs), messy substances (including glitter, petals, confetti etc). No throwing of objects will be permitted. If you hit the equipment or judges with thrown objects (ie, Pokeballs) you will be disqualified. No acrobatics or jumping off stage. All staged fighting must be reviewed and approved by the cosplay staff.

- Reckless Behavior resulting in falling off stage, or breaking/damaging equipment (or nearly doing so) will result in disqualification. If you break something, you buy it. So please keep this in mind.
- Member Limit: Your group can be as large as you'd like it to be, but no more than 5 people should be on stage at a time. If your group involves staged fighting, no more than 3 people should be on stage at any given time.
- What goes on stage with you MUST come off stage as you leave.
- Direct Interaction is Forbidden! You may not interact with the emcee or judges. You may not ask audience members to come up on stage. However, you may interact or attempt to get response out of the audience members from the stage (such as holding up an "applause" sign).

Mandatory Pre-Screening Sessions

Pre-screening will occur a couple of hours before the event is set to begin where a run-through will be given to all skit performances to allow tech crew a chance to learn your cues and to allow cosplay staff to evaluate you skit content, subject matter, and general length. Information on the time for pre-screening will be given as the convention date draws near. The performers with skits are required to bring their form of media to work with to practice with the tech crew. Times will be available come closer to convention time.

Remember to have fun!!