

2023 Whimsy Con Masquerade Guidelines

The Whimsy Con Masquerade aims to be as true to the spirit of the International Costumer's Guild Fantasy & Scifi Guidelines as possible; our focus is on happy costumers enjoying the chance to put on a great show. We welcome all costumers of every skill level and style to take the stage. If you have questions, please email costuming@whimsycon.org.

Important Dates & Times

March 2023						
SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
			●			
5	6	7	8	9	10	11
			Online Signups Open			
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	WhimsyCon
			●			

Contest & Stage Rules

- ☞ No live steel or realistic firearms. Prop firearms MUST be UNQUESTIONABLY fake; no replicas or simulated weapons. If uncertain, email costuming@whimsycon.org.
- ☞ No jumping off the stage. Use designated stage entrances & exits only.
- ☞ No pyrotechnics, no confetti or glitter bombs, no fluids or silly string, no projectiles. Don't make a mess.
- ☞ If it comes onstage with you, it must go offstage with you. Take this into consideration with all costumes, accessories, props, or set pieces.
- ☞ Do not surprise/interact with the emcees.
- ☞ Violating any of the Contest & Stage Rules will result in disqualification from the masquerade and possibly expulsion from the convention itself.

2023 Whimsy Con Masquerade Guidelines

Preparing for Getting Backstage and Onstage

- ☞ Participation in the masquerade can require an hour or more of waiting in the green room/staging area, in addition to the planned hour-long show.
- ☞ The green room/staging area is NOT a secure location; leave belongings AT YOUR OWN RISK. Whimsy Con is not responsible for lost or stolen items.
- ☞ Volunteers will be available to guide you on and off the stage, but if you think you'll need more attention than that, please engage a handler or assistant. Be sure to include them on your registration form to ensure staging area access.

Sound and Music

- ☞ We strongly encourage entrants to supply pre-recorded audio, including dialogue, sound effects, and/or music.
- ☞ Preferred format is a single-track MP3, edited for your presentation. All prerecorded audio will be screened.
- ☞ If you do not have your own audio, we'll provide!

Tentative Award Structure

Judges have final say dependent on attendance, division numbers, or other factors.

- | | |
|---------------------------------------|----------------------------------|
| * BEST IN SHOW | * Best Youth & Family |
| * Best Presentation | * Best Recreation |
| * Best Craftsmanship | * Best Original Design |
| * Best Cobbled & Collected | * Judge's Awards |

FAQ

I've never been in a masquerade/costume contest before, what should I expect?

We think Whimsy Con is a wonderful place to enjoy your first masquerade experience. First-timers are usually considered novice or beginner because... "The Novice division is to encourage beginners!"

Most masquerades consist of participants waiting in a 'green room' for craftsmanship judging (if you choose) until showtime, when they're queued backstage in entry number order. The emcees will announce your entry and audio will be played as you move across the stage. You can do something as simple as a fashion show catwalk, a brief dance, pantomime, or stage versions of martial arts.

2023 Whimsy Con Masquerade Guidelines

Can I wear a costume someone else made?

Absolutely! Purchased or otherwise not-made-by-you costumes are not eligible for craftsmanship awards unless the fabricator is present/part of your group, in which case you are the 'model.' Your presentation (your walk-on or skit) can be awarded as well! Please see #14 under F&SF Competition Definitions below for details.

What are divisions vs skill levels?

At Whimsy Con, divisions are 'what kind of entry are you' while skill levels are 'how experienced are you'.

Divisions include Craftsmanship, Cobbled & Collected, Exhibition, and Youth & Family and help determine your eligibility for awards.

- ☞ Craftsmanship: You've handmade all or most of your costume yourself. You may have accessories you've purchased, like wigs & shoes. This category is eligible for any and all awards from Best In Show to judges awards, including those for presentation/performance.
- ☞ Cobbled & Collected: You purchased the majority of your costume pieces and put it all together to make something great! You are eligible for presentation & judges awards, but do not qualify for craftsmanship awards.
- ☞ Exhibition: No pressure and no awards here, you just wanna get on stage and have a good time. Previous award-winners are encouraged to bring back those winning costumes!
- ☞ Youth & Family: Got kids 12 and under in your group? This is for you! All Y&F entries receive a participation award (and kids get treats if it's okay with guardians).

Skill levels include Beginner, Intermediate, and Advanced for those seeking craftsmanship judging; please see "F&SF Competition Definitions" for details and how to know where you fit.

Our group has more than one skill level; what are we?

"The level of the people playing a major part in the design and making of the costumes determines the level at which a group competes."

What skill level am I?

Continue reading the **International Costumers' Guild Guidelines** to help you decide!

2023 Whimsy Con Masquerade Guidelines

International Costumers' Guild

Guidelines for International-Level Masquerades or Competitions

(Adopted May 24, 1992, amended February 21, 1994)

1. The intent of these guidelines is to encourage equitable competition in a diverse group of people. The division system is designed to promote fairness and recognize differing experience levels. The goal of awards at a masquerade is to recognize excellence. Please remember that these are not rules but guidelines developed to help costumers, judges, and masquerade directors alike.

Costumers are reminded that it is the masquerade director's prerogative to choose his own rules, which may be under the constraints of the sponsoring organization. Masquerade directors are reminded that these guidelines were evolved through experience and are approved by a majority of costumers.

Everyone is reminded that these guidelines should be interpreted both compassionately and sensibly.

2. An international competition shall be defined as one that has been voted such status by the ICG and whose competitors are regularly drawn from a wide international base. Costume-Con and Worldcon masquerades are currently accepted as international level.

F&SF COMPETITION DEFINITIONS

3. The Fantasy and Science Fiction masquerade is a masquerade for costumes that reflect speculative, fantasy, science fiction and/or mythological ideas.

"Junior/Youth" ["Youth & Family"]

4. Anyone younger who has made his/her own costume. There is no guideline for the age of such persons. There is no guideline for the name of this division. It is suggested that a child model an adult-made costume either out of competition or at the adult's level. Directors are encouraged to place entries containing younger participants near the beginning of the masquerade regardless of what division they're entered in. A "Junior/Youth" is encouraged to seek counsel when deciding what adult division they should enter in.

Novice ["Beginner"]

5. The Novice division is to encourage beginners. You may not enter if you are a professional, or are above Journeyman in regional competition, or have accomplished any of the following in international competition: have won in a higher division, have won "Best-in-Show" or have won in the Novice division a number of awards to be determined by the masquerade director. There is no guideline on the number of Novice division awards a person may win and continue to compete in this division.

Journeyman ["Intermediate"]

2023 Whimsy Con Masquerade Guidelines

6. *Journeyman is an interim division to allow further development of costuming skills. You may not enter if you are a professional or have accomplished any of the following in international competition: have won three times in the Journeyman division, have won in Master, or have won "Best in Show."*

Master ["Advanced"]

7. *The master division is an open class. Anyone may enter.*

Supplements Applicable to All International Competitions

8. *Award names or quotas must not be mandated. Excellence deserves award.*

9. *Any major award given in international competition counts towards moving up. Minor awards include Honorable Mention. Minor awards do not include such other awards as "Honored for Excellence", numbered places such as "second", etc., and awards such as "workmanship" that are not given by an entire panel of judges.*

10. *Counting minor awards is left to the individual costumer's discretion. Seeking advice is encouraged.*

11. *A costume that has won a major award at the international level is no longer eligible to compete at any level. A win at international level should be taken into account when determining your regional status.*

12. *Costumers are encouraged to, and may always, enter at a higher level if they so wish, including "Junior/Youth". A person who chooses to compete up a level and wins must then compete at that level. However, if a person competes up and does not win, in the future they are free to compete at their original level.*

13. *The level of the people playing a major part in the design and making of the costumes determines the level at which a group competes. The group should decide ahead of time how credit for a win is to be awarded. If you are eligible to compete at a lower level than the group is competing at, and the group wins, you may apply it as a win at your normal level or as a win at the higher level, at your discretion.*

14. *The creator of a costume gets the credit for a win, regardless of the age of the model. If a child modeling an adult's costume wins, it counts on the adult's record.*

15. *REPEALED, February 21, 1994.*

16. *Multiple wins for the same costume at the same competition count as one.*

17. *A costume taken from at least one visual source is generally termed a recreation. A costume that extrapolates from a recreation is encouraged to seek advice on where to enter.*

2023 Whimsy Con Masquerade Guidelines

18. A professional is someone whom the masquerade director judges to be a professional. There is no guideline for determining "professional" status.

19. A member of the immediate family (or moral equivalent) of a competing costumer shall not be eligible to judge [a competition in which the member appears]. A major contributor to a costume entry shall not be eligible to judge [a competition in which it is entered]. A person should allow a year cooling off before judging an ex.

20. A masquerade director of an international competition may choose to use other than these guidelines, either by his own preference or because of outside constraints. Though, of course, a costumer always has the right not to participate in any competition, costumers are reminded that attempts at any large-scale boycotts hurt both ourselves and the art of costuming.

21. Individual costumers are encouraged to refer to these guidelines when trying to establish where they stand after a win in an international competition that does not follow these guidelines.

22. The masquerade director is the human on location who provides the sensibilities, compassion, and special judgment that a list of rules or guidelines cannot have. The masquerade director, whose decision is final, resolves questions on these guidelines.

Swank, Sandy. "Welcome To The Greater Delaware Valley Costumers Guild Home Page." GDVCG ICG Guidelines: Guidelines for International-Level Masquerades or Competitions, www.costume.org/dvcg/guidelines.html. Accessed 7/29/2019.