

# INCONJUNCTION

*Science Fiction & Fantasy Convention*

## **2017 Masquerade Contest Rules**

### Craftsmanship Judging

- If you made more than 50% of your costume, and would like to be judged on your workmanship, please mark Craftsmanship on your entry form. Craftsmanship judging will be done separately from the masquerade, and you will be given a time slot to meet with the judges in private to talk about your costume.
- Please bring reference photos as the judges may not be familiar with your character.
- Be on time for your judging! Please show up 5 minutes prior to your scheduled judging time to check in. If you're late, you may need to reschedule your judging time if there is still time available to do so.
- You do not need to participate in Craftsmanship judging, this is only if you want to be eligible for a craftsmanship award.

### Presentation Judging

- You will be judged on presentation/performance.
- You do not need to have created your costume to participate in this portion of the contest.
- Be sure that if you have audio, let the staff know in advance so that we can work to accommodate.
- Please follow standard cosplay rules as listed, use your best judgement when on stage, and remember, this is a family friendly show!

## Personal Interaction Policy

- DO NOT touch another person, or his/her costume, without permission. Uninvited glomping, hugging, grabbing or roughhousing is dangerous and will not be tolerated. Repeat violators will be ejected from the convention.
- Be respectful of others. No harassment, catcalling, verbal abuse or stalking will be tolerated.
- Convention is intended to be a safe space for all attendees, guests, and staff to come together and share. If you feel you are being harassed by any attendee, staff, guest, or member of the general public, please contact Security or convention staff and provide them with a description of the incident as well as the person, including what they wearing and the area it happened in. DO NOT engage in retaliation or in any way escalate the event.
- You may not lead another person around with leashes, handcuffs, chains, ropes, or similar due to crowd control & the danger of choking or clotheslining yourself or others. Cosplayers may use items for photos (out of the flow of traffic) but must remove them when moving through the convention area.
- Noisemakers- the hotel and convention center are public areas so nuisance noisemakers will not be tolerated. This includes vuvuzela horns, cowbells, kazoos, etc.

## Photography

- If you wish to take a photo, please ask cosplayer permission first.
- Do not block hallways or public areas while taking photos. If you are taking a photo, please move to one side of the hallway against a wall, or move to another area.
- Photography and video recording are not permitted in the video rooms, Dealer's Room or Artist's Alley.

## Costume Coverage Policy

- Costumes must be "street-legal" and suitable for all audiences, as Convention is an all-ages convention. Laws of public decency apply — if you would not wear it to the post office, do not wear it at the con.
- Women: Your costume must cover, at minimum, as much as a modest bikini bathing suit. Breasts and buttocks must be reasonably covered. If your costume calls for a thong, pasties or other below-minimum-coverage elements, please wear a bodysuit beneath it.
- Men: Your costume must cover, at minimum, as much as a typical pair of boxer shorts. If your costume calls for a Speedo-cut brief or other below-minimum-coverage elements, please wear pants or a body suit beneath it. Morph suits and other skin tight unitard type outfits require appropriate undergarments and should not be worn with nothing underneath! Genitalia and/or nipples must not be visible through the costume.

- No one will be permitted to be topless in the convention area due to hotel and convention center policy. Genitalia and/or nipples must not be visible through the costume. Liquid latex/ body paint do not a costume make. All “naughty bits” must be covered by actual clothing and you may use liquid latex/ body paint as an enhancement.
- No nudity or adult-themed props/paraphernalia is permitted.
- Appropriate footwear is required at all times in the hotel and convention area. If your costume calls for bare feet, you may wear flip-flops or ballet slippers, but the soles of your feet should not come in contact with the floor.
- Inline skates (i.e. Rollerblades), roller skates, Togo skates, sneaker skates (i.e. Heelys), and the like may not be worn or used in the convention area. Sneaker skates/Heelys, many only be worn in sneaker form.
- No fake blood that can smeared, squirted, dripped, sprayed or be otherwise transferred to another person or surface. This includes any type of dye, food coloring, or makeup.
- Body makeup that easily smears or transfers to any person or property cannot not be worn. Please properly seal and set all makeup so that does not happen. Staff reserves the right to spot test for proper setting of blood or makeup.
- You must have a clear line of sight, this includes peripheral vision. Being only able to see through a tiny eye slot does NOT constitute a clear line of sight. If this is unavoidable, cosplayer MUST have a handler at all times. Other cosplayer with masks or heads do not qualify as a handler. This rule does apply to furrries as well- you require a handler with you at all times. This is due to the large crowds and tight confines of the hotel/ convention center space and is for the safety of all.
- Convention staff reserves the right to make final judgment calls on what is “decent”. If staff feels that your costume is indecent or inappropriate in any way, you will be asked to change or cover it.

## Weapons Policy

ALL WEAPONS must be inspected and approved by Security prior to being carried or displayed in public areas. If you are found to be in violation of this policy, you will be asked to take it back to your hotel room or vehicle. If there are continued violations with the same prop, your weapon will be confiscated and you may be ejected from the convention.

Props carried in public areas must be no more than 72 inches/6 feet in length. This is for the safety of all con goers, as well as to prevent damage to personal property. If your prop is larger than 72 inches/6 feet, please do not bring it into public areas. Props larger than 72” total must break down

into pieces no larger than 72" while on the convention floor. You may assemble them for photos, if you are completely out of the flow of traffic and there is room to do so.

Projectile weapons are limited to the following (\*upon inspection by security):

- water guns
- cap guns
- Airsoft guns
- Replica firearms

The following projectile weapons are NOT permitted at Convention:

- Dart guns
- BB guns
- Crossbows
- Real firearms

Artificial and replica guns will be permitted, pending inspection by Security, only if they meet the following criteria:

- they have no clips or moving parts
- they have a non-removable orange safety tip

No live steel (edged metal weapons) will be permitted. Bladed replica weapons must be made of a non-metal, non-sharp material, must be no more than 72 inches in length, and must be approved by Security.

Commercial weapon replicas purchased in the dealer room must remain peace-bonded/wrapped at all times, and must be taken directly to your hotel room or car after purchase. They may not be carried around the convention. If you are seen carrying a non-compliant weapon in convention areas, it will be confiscated and held by Security until the end of the convention.

### Props & Accessories Policy

- If you are using an oversized prop for a special event, such as for purposes of demonstration in a panel, you may have the prop approved by Security for temporary use in those areas ONLY. The prop must be returned to your hotel room or car immediately when the event is over. If it is part of your Masquerade entry, please alert the Cosplay staff and explain what the prop is and its use at check-in. The Cosplay staff will issue you a pass — however, you may not wander the convention floor with the prop. The pass will permit the transport of the prop to your judging appointment/hotel room/Masquerade ONLY!

- Metal props may not be carried in public areas. This applies to any large props and weapons, as well as small hand props such as shuriken, fans, wrenches or other items. Metal is permitted on the costume itself, provided it extends no more than 2 inches from the body in any direction, is in no way sharp, and does not present a safety hazard, as determined by convention staff.
- Use caution when carrying or displaying large props. If you are seen wielding a large prop in a reckless or dangerous manner, your prop may be confiscated.
- If convention staff feel that your prop poses a risk to others, you will be asked to remove the item from public areas, or it may be confiscated.

### Prohibited Materials

- Inflammable materials such as candles, fireworks, sparklers, liquid fuels or other fire hazards are strictly prohibited. Small personal smoking paraphernalia (cigarettes, lighter, etc.) may be carried, but may not be used in public convention areas.
- Your costume should not shed. Please avoid loose materials such as sand, glitter, confetti, flower petals or other items that are designed to fall, scatter or otherwise separate from your costume.

### Signs Policy

- Signs are not permitted unless they are an intrinsic part of your character's costume. Personal message signs, fandom signs (such as "Will Glomp For Pocky," "Free Hugs", etc.) and similar non-cosplay-specific signs are prohibited.
- Clothing that displays messages deemed to be inappropriate or offensive to others (including, but not limited to, explicit language, sexually suggestive or racially offensive material) will not be permitted. Convention staff reserve the right to ask attendees to change or cover offensive clothing. Failure to comply will result in your badge being confiscated.

### **For the safety of all please observe the following:**

- Convention Staff & Security will have the final approval on questionable props, & weapons. Approved items will be tagged and you will be permitted to carry the item.
- If not approved, you will be asked to remove it from the convention premises. Attendees MUST take such items immediately to their hotel room or off convention property.
- Convention Staff is not able to pre-approve weapons and props before the convention. A determination can only be made after actually handling and inspecting the object in question.