

INFORMATION FOR CONTESTANTS

Miscellancous notes: We will have some beverages available backstage, but no

The schedule for the masquerade is as follows:

backstage only for vidmesselb rolone vidmeses Symphony Hall open for contestants' walk-through

Reserved dressing rooms become available on besseles to another 4 Pr. Walk-through ends, hall closes

5:30-6:30 PM Contestants check in, workmanship judging begins
6 PM Photographers admitted backstage
7 PM Hall open to audience

7:30 PM Masquerade begins the plant of the estate special of the second to the second Midnight Party for judges, contestants, staff (location to be elded spendence of amnounced backstage) on that send and the service to

Masquerade registration forms should be picked up at the masquerade table, which will be on the Hyatt mezzanine near con registration. The table will be staffed to answer questions at the following hours: Thursday, 7-9 PM; Friday, ]O AMnoon, 2-4 PM. 7-9 PM; Saturday, 10 AM- noon. The form should be filled out in advance, and brought with you to the masquerade check-in between 5:30 and 6:30 Saturday. Print everything legibly. The "additional text for the announcer to read" and "additional information for the judges" need not be the same: the first is what you would like the audience to know (and should be reasonably short and easy to read); the second is what you think might be useful to the judges in evaluating your costume (especially as regards authenticity, etc.). The costume number will be assigned by the masquerade staff when you check in.

LUNTESTANTS. To check in, you should report at the stage door (see map on reverse) in costume. Dressing rooms will be available for those who need to touch up their costumes beforehand, but space is limited; we will have some materials for makeup and costume repair in the open dressing room nearest to backstage ("Women's Chorus Room") When you are ready to proceed, you will go through the following steps: STAGE | BULCON

- o check-in
- o meet with announcer to get pronunciations, etc. right
- o go through initial judging for the "Workmanship" award
- o go to the photography area, where interested photographers will be able to photograph you in costume
- o wait your turn to present your costume on stage (see diagram over)

After the first run-through, contestants who are not needed for the second runthrough will be released as soon as possible, to allow them to see the other presentations from the audience. You will leave the stage at the right, go through the Green Room and up the stairs to the lobby, and enter at the back of the orchestra; a special section has been reserved for released contestants (near the middle of the orchestra, stage right).

Judges for the masquerade will be: Marion Zimmer Bradley, Dian Girard Crayne, David Gerrold, Katherine Kurtz, and Michael Resnick. The Workmanship judge will be Peggy Kennedy. Besides the judges' awards, there will be a popular vote by the audience, and all contestants will be able to vote on a "contestants' choice" award.

To aid in your preparation, we will have a run-through Saturday afternoon for anyone wishing to see the stage layout in advance, or desiring to use any of the available lighting or sound effects. If your presentation requires special lighting or sound effects, you must come to the run-through or make other arrangements with the masquerade staff in advance. Please talk to the masquerade table staff about this, or come by (to the stage door) at 2 PM Saturday.

Miscellaneous notes: We will have some beverages available backstage, but no food; you should eat before coming to the masquerade. The doors leading to and from backstage are fairly narrow, so especially bulky costumes may have to undergo final assembly and/or disassembly backstage; helpers will be allowed backstage only for such reasons as this. There will be a bulletin board or something similar where the numbers of released costumes will be posted; please check this periodically.

People may want to take pictures of your costume afterward, so be prepared to hang around a while. It's not clear yet whether this will be possible in the lobby (since we have to clear the building by midnight), but if not there's plenty of space outside, and it should be relatively cool at night.

It's impossible to answer all the questions you might ask in a 2-page flyer, of course. For anything that isn't covered here, please come to the masquerade table and ask. Good luck!

