



# Chicon IV

The 40th World Science Fiction Convention

P.O. Box A3120  
Chicago, IL 60690

## CHICON IV MASQUERADE RULES

combined with

### Mother Joni's Helpful Hints to Costumers

1. Judging will be done in three categories: Novice, Journeyman and Master. There will be no media category.
2. Absolutely disallowed are straight media human costumes. We will not permit Han Solo, Princess Leia, Indiana Jones, etc., ad infinitum. This is not costume designing, but plain copy-catism, and will not be tolerated! However, if you have an interesting twist or idea based on a media production, we will be more than glad to have you in the competition. Media aliens are also welcome.
3. All special effects must be cleared through me. The broad outline of what to avoid is anything that could hurt another person or damage someone else's costume; these are strictly prohibited. The traditional ban on flamethrowers, smoke bombs and peanut butter is in effect.
4. SCA costumes and "Hall" costumes are not allowed on the stage, although they can be seated in the audience providing that the wearer has tickets. Non-costumes are non-costumes (gee, dad, a tautology) and will not be allowed.
5. We have no policy or ban on nudity, but as per the above, a non-existent costume cannot be entered. If you are planning a costume that involves a certain amount of nudity, and if it is both artistic and justifiable in terms of the costume, it is okay by us. BUT -- make sure you have the body for it, the presence of mind, and, at a minimum, a G-string. Also, cover yourself while in the public areas of the hotel; the Hyatt attracts patrons off the street to its restaurants and activities, and it would like to keep this business after Chicon.
6. If you are planning to use weapons (real or fake) or any hand-carried stage props, please check them with us. It will be easier for you and the other costumers; milling space will be at a premium, and the less baggage you have, the better. Any laser-type weapons that you plan to use must be checked through the con-committee and conform to the Chicon IV Weapons Policy, as printed in P.R. #4. I don't want a lawsuit, the con doesn't want one, the hotel would not be amused by one, and you, of course, would be the unhappiest of all in the event of a preventable accident.
7. Presentations will be limited to 60 seconds or less. The presentation has

one purpose only -- to project your costume in the most dramatic light possible. Simple gestures and movements ususally work best. If you insist on doing a playlet, skit, song or speech, we will want to know in advance -- so we can provide you and others of like mind a deep dungeon in the old wing of the hotel , where you can have fun while the rest of us can get on with business and enjoy the many fine costumes.

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So much for what is and is not allowed. Here is what you must do and the general set-up you will find at the convention.

- A. Registration will not be handled through the mail. I, for one, do not trust the Post Awful to get it to us either in time or at all. There will be some registration on Thursday night, with the times and place listed in the Daily Bulletin. Registration on Friday will be between 1:00 p.m. and 8:00 p.m., with the place again being listed in the Daily Bulletin. If you arrive later than that, check the daily newsletter for the site of the masquerade rehearsals. You may register at that site and wait your turn to go to the Theatrical Training Workshop.
- B. The Theatrical Training Workshop is mandatory for Novice and Journeyman categories; Masters need not show up for this, but if they wish to do so, they are more than welcome. Under the direction of Marty Gear, we have assembled a staff of professional and semi-professional actors and others with extensive theatrical experience to give you instruction on how to "play" your costume to the hilt during the competition. They will advise you on how to walk across the stage, how to gesture, etc. They will not design a presentation for you, but they will take what you want to do -- your ideas -- and suggest ways to maximize its effect.
- C. The "call" for costume participants will be at 6:00 p.m. on Saturday; the place will be announced at costume registration. Don't be late! Your assignment of places in the competition by number will be given to you at that time; once you have your number, remember it! Please be in place when your turn is up.
- D. After being assigned a number, you will proceed to the photographers area and then to the stage. Keep your props with you at this time, and check them later after you cross the stage.
- E. The stage is roughly 15' by 25', with a 10' platform extension into the audience. Only white light will be used, to eliminate ruining presentations with a special lighting glitch. A rough map of the stage area is attached.
- F. There will be no second run-through.
- G. Sound effects and/or special music may be used, and we will do our best to see that no glitches occur with these effects; however, you are advised not to make your presentation solely dependent upon your sound cues, as technical difficulties have been known to arise in the past. The only permissible format for your

sound cues is a standard C-60 cassette.

SPECIAL LABELING RULES FOR CASSETTE TAPES: We will provide a blank white label at registration and "call" on Saturday night. You must use this label to avoid confusion among our sound staff. On it you must print your name(s), your costume(s) name and your assignment number. We will then collect your cassette at that desk and forward them to our sound staff.

- H. Bring with you to costume registration and "call" on Saturday night a 3" x 5" white index card typed with the copy you wish the announcer to read. The card should be in the following format:

YOUR NAME(S)	ASSIGNED #
YOUR COSTUME'S NAME(S)	
Any additional copy you wish the announcer to read, typed single space. The length of the copy may not exceed the balance of the front side only of the card. For your own benefit, please put a new ribbon on your typewriter before typing the card. Typewriters will <u>not</u> be provided at the registration area; please prepare your card in advance.	

If you have a name that is difficult to pronounce, please write it phonetically. At this point, Al Frank will be our announcer; he is a professional actor and radio announcer. Al will be available at "call"; if you have any special instructions for him with respect to reading your copy, please talk to him at that time.

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Mother Joni's Helpful Hints for Novices and Journeymen:

1. If your costume is supposed to flow, use more fabric than you think you need.
2. If you are planning an angular costume, under-wire or stiffen the angular parts with buckram.
3. If your costume has a fabric membrane between the arms and side, use enough fabric to permit the arms to be raised above the head. Anything less will develop an awkward stress.
4. Dramatic gestures should be just that -- if you think you are overdoing it just a little, you probably aren't doing it quite enough to make it effective from the stage.
5. Keep your gestures simple; complicated gestures can't be seen from the back of the hall.

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6. Make-up should not look natural -- over-play it. Put on your make-up, move back 10' from the mirror, and squint -- if you can't make out your features, re-apply with bolder strokes. If you are exceedingly myopic, the same effect can be achieved by taking off your glasses/taking out your contacts before applying your make-up.
7. Capes should flow with some weight; if you are using a light-weight fabric, put a length of light chain in the hem.

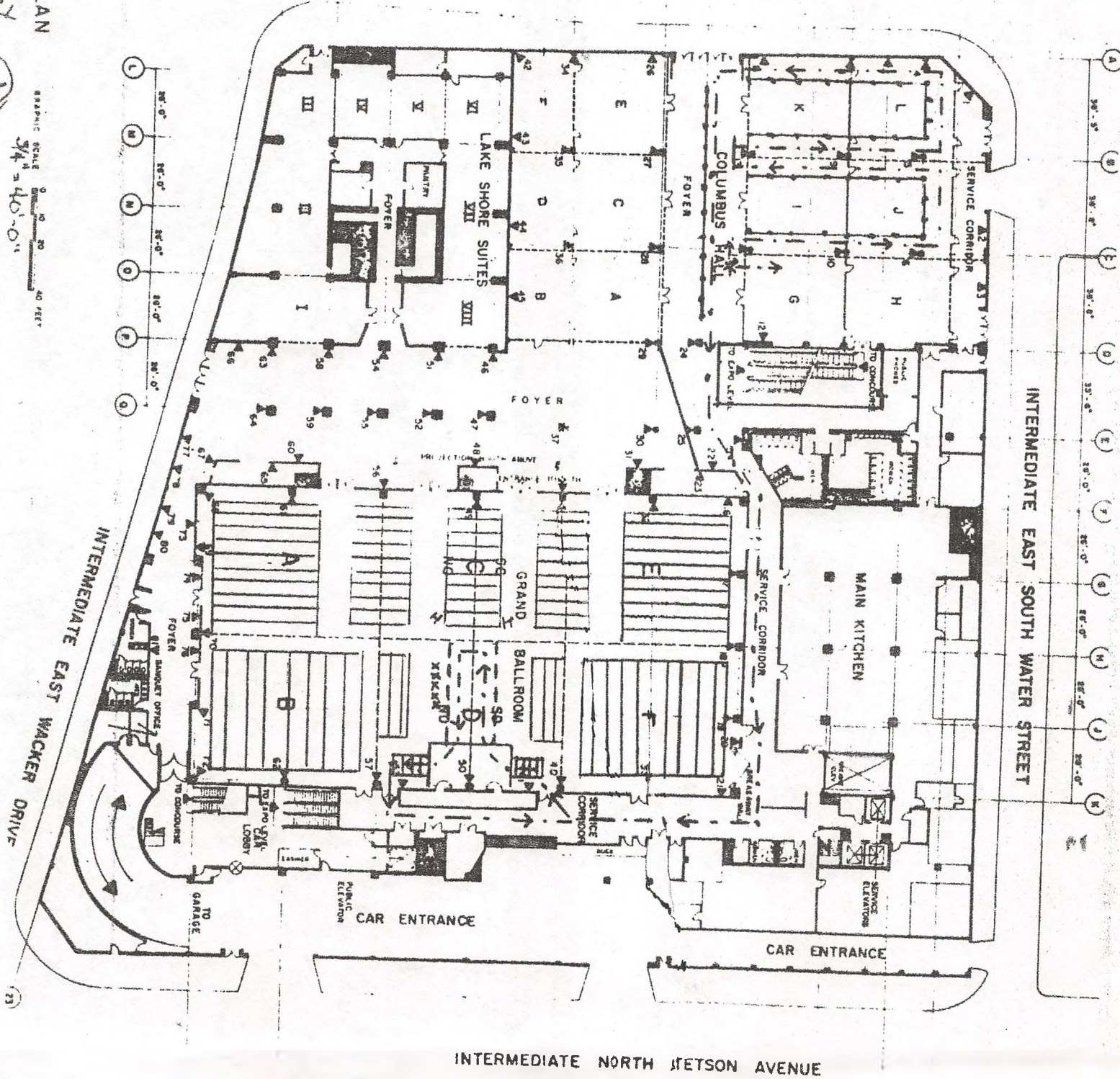
GOOD LUCK! Let's hope it all works out and you win.

Legend:  
 T = Ticket booth  
 H = Handicapped seating

path of  
 masquerade  
 contestant  
 Curtain wall  
 Stanchions &  
 Theatre ropes  
 XXXXX =  
 Judges' placement  
 Cols. G =  
 Frisch's photo  
 station  
 I + J =  
 Available light  
 photo area  
 K + L =  
 Flash photo  
 area

BALLROOM LEVEL PLAN  
 MASQUERADE ONLY

GRAPHIC SCALE  
 0 20 40 FEET  
 3/4" = 40'-0"



INTERMEDIATE NORTH JETSON AVENUE