

MileHiCon Masquerade Rules and Guidelines

1. MileHiCon invites anyone in costume to participate, for an award or just for show. Entries will be judged on the individual merits of the costume and its presentation. There will be a Best of Show Award, Best Costume, Best Presentation, Audience Choice, Peer Award (voted on by the contestants), and individual judges' choice awards. First, second and third place awards also will be given in the children's division.
2. The MileHiCon Masquerade/Cosplay Contest is for creations derived from and inspired by science fiction, fantasy (high/urban/other), horror, mythology, anime, steampunk, comics, mythology, theater, cyberpunk, media, history, pop culture and assorted other realms of the imagination. Fannish puns and shaggy-dog joke costumes are also fine.
3. MileHiCon is a family-friendly and inclusive convention, so keep that in mind. We aim for PG ... *maybe* PG-13. If you have any questions and don't want to alter your costume or presentation onsite, or have the lights dimmed and the hook brought out during the contest, contact the masquerade director ahead of time (masquerade@milehicon.org) or at the con.
4. Anyone wishing to participate in the Masquerade must register at the Masquerade Table before 4 pm on Saturday. You may enter the masquerade individually or as a duo/trio/group. Be aware that groups may have to share any awards/certificates/swag involved in winning a prize. If you wish, you may register as a solo entrant and also as part of a duo/group **IF** you do so in another costume/character **AND** logistics permit.
5. Costumes that have won a major award at a previous MileHiCon are not permitted to compete again. (But you are encouraged to submit pictures for the website gallery!) While fully store-bought or rented costumes are not eligible to compete, a purchased prop or piece here and there is not prohibited. (On the other hand, you don't get the brownie points for being able to say you made the whole thing.)
6. A musical selection can be played during your presentation if you have provided it by 4 pm on Saturday in a compatible format. Lights will be dimmed before and after each entry.
7. Presentations should keep it short. Individuals are limited to two minutes or less, group entries can go a bit longer but no more than five minutes. Shorter is generally better, action superior to words, and audible is crucial ... and entrants will NOT have access to a microphone. If the judges and audience can't hear your presentation, it can quickly become boring or frustrating. Plan a presentation or leisurely walk-through that will allow both the judges and audience time to see your costume—this isn't a sprint!
8. Weapons/combat routines must be cleared ahead of time with the masquerade director. Live animals (other than service ones), fire/pyrotechnics/projectiles/messy/sticky/biohazardous nuclear substances and glitter cannons and flinging are prohibited. If your costume or presentation leaves anything on stage ... discarded cloak, props, etc. ... you or your stage crew/groupies/friends will need to clear it off within a minute of your presentation ending.
9. Surprise the audience, surprise the judges, surprise yourself, but do not surprise the Masquerade Director or her staff! (See rule #3) If you feel that your costume or presentation will violate any of these rules, please check with the Masquerade Director.
10. Finally, the Masquerade Director has full and final authority over all aspects of the masquerade... including the authority to waive the above rules if the costumer can convince her of the merit of the exception.

We look forward to seeing your costumes!