

MomoCon 2020 Saturday Craftsmanship Costume Contest Rules & Guidelines

NOTE: The sign-up process has significantly changed from 2019. Please read carefully.

1. Contestants must have made **over 60% of their costume and props** to be eligible to compete as anything other than "Walk-On".
 - a. Youth entries age 12 or under may be exempt from the 60% rule at the discretion of the Judges.
 - b. Another party may model a costume, but the maker must be physically present during pre-judging. Youth entries age 12 or under may be exempt from this sub-requirement at the Judges discretion.
 - c. Specific Costumes that have won craftsmanship-based awards (including being part of a group award) at other conventions or past MomoCon's are prohibited from entering as anything other than Walk-On. Entrants that have won performance/skit based awards can still enter with those costumes.
 - d. Costumes of any and all origins can enter as a Walk-On (non-competing) participant.

2. Entry as a Competitor into the contest is a two-step process:
 - a. ***An Entry Form must be submitted.***
 - a.i. Save time by submitting your Entry form in advance beginning 2/1/2020. The digital form will be live thru 4/30/2020.
 - a.ii. Miss advance sign-up? You can sign-up at MomoCon itself beginning Thursday 5/21/2020 3pm in front of **Room 218 (Hall B)** at one of our computer kiosks.
 - a.iii. Groups and Duo's only need to fill out one Entry Form.
 - a.iv. Entrants who only want to walk on-stage and not compete do not need to fill out an entry form nor do they have to appear for pre-judging. They can pick-up a Walk-On Only form at the Registration Table in front of **Room 218 (Hall B)**
 - b. ***The entrant must register, in person, for a Pre-judging Timeslot.***
 - b.i. Timeslot registration opens in front of **Room 218 (Hall B) at 2:00pm Friday 5/22**
 - b.i.1. **20** Friday and **50** Saturday timeslots will be made available for registration on Friday 5/22.
 - b.i.2. **50** additional Saturday timeslots will be made available **Saturday 5/23 at 10am in front of Room 218 (Hall B).**
 - b.ii. At timeslot registration bring your Entry Form Confirmation Number (given upon form completion) or ID matching your entry form (if a group entry only one ID is needed).

3. The contest only guarantees timeslots to the first 120 timeslots. Each individual counts as an entrant; each individual member of a duo or group entry also will be considered an entrant. *Example: If twenty groups of 5 and 20 individuals are the first to sign-up for the contest, the guaranteed pre-judging slots will be filled.*
 - a. Entrants 121 and onwards are considered Non-Guaranteed Stand-by's and will only be pre-judged at the discretion of the Contest Judges.
 - b. Non-Guaranteed Stand-by's, if judged, will be seen in the order of their sign-up, but may be skipped if not physically present when called.

4. Judging occurs in **Room 218 (Hall B)** starting **7pm Fri of con (the first twenty time slots)** and resuming **10:00am Sat** of convention.
 - a. Individual entrants will have up to 3 minutes of pre-judging time with the Judges. Groups will have up to 3 minutes per member, but depending on group size, but full time period may not be needed.
 - b. Catwalk line-up begins in the **TBD 7:00 pm Sat** of convention. A sign-up receipt or walk-on entry form will be required for entry.
 - c. Walk-on entries will only be accepted until **7:45pm**.
 - d. The Catwalk will begin at **8:30pm**.

5. Contestants can enter in one of the following categories
 - a. Individual Sewing (the bulk of the costume being sewn together)
 - a.i. Masters Level (3 or more craftsmanship awards of any type in the contestant's career)
 - a.ii. Journeyman Level (1 or more craftsmanship awards of any type in the contestant's career)
 - a.iii. Novice Level(0 craftsmanship awards of any type in the contestant's career)

 - b. Individual Fabrication (the bulk of the costume assembled by non-sewing methods such as foam-smithing, 3D printed, pepakura, sculpting or vacuum forming etc etc etc).
 - b.i. Masters Level (3 or more craftsmanship awards of any type in the contestant's career)
 - b.ii. Journeyman Level (1 or more craftsmanship awards of any type in the contestant's career)
 - b.iii. Novice Level (0 craftsmanship awards of any type in the contestant's career)

 - c. Youth (age 12 or under may be exempt from the 60% rule at the discretion of the Judges. *Age 12 – 15 can enter in this category or choose to enter in the other categories*). Two awards will be given in this category.
 - d. Best Duo (must be from the same series)
 - e. Best Group (must be from the same series). Due to the unpredictable size of groups; a prize cannot be guaranteed for each member, but the convention will make all reasonable efforts to provide prizes for all
 - f. Walk-On Only (The entrant opts-out of being pre-judged and chooses to only walk across stage at the Catwalk. See the separate Walk-On entry form).

6. Awards will be given in the following categories
 - a. Commemorative Medals and prize packages
 - a.i. Best Sewing (Masters) + \$600 cash
 - a.ii. Best Sewing (Journeyman) + \$300 cash
 - a.iii. Best Sewing (Novice) + \$150 cash
 - a.iv. Best Fabrication (Masters) + \$600 cash
 - a.v. Best Fabrication (Journeyman) + \$300 cash
 - a.vi. Best Fabrication (Novice) + \$150 cash
 - a.vii. Best Youth (2) + Gift cards (\$50 value each)

 - b. Commemorative Crystal Trophies and prize pages
 - b.i. Best in Show Masters + \$800 cash + DragonCon pass & hotel pack

- b.ii. Best in Show Journeyman + \$450 cash
 - b.iii. Best in Show Novice + \$250 cash
 - b.iv. Best Duo + \$350 cash (Total)
 - c. Commemorative Certificates and prize packages for
 - c.i. Best Group + \$450 cash (Total)
 - c.ii. Judge's Choice (3)
- 7. Entrants may be disqualified for improperly, illegibly, or dishonestly filling out the contest entry form.
- 8. Contestants are expected to show up for judging no earlier than the time range indicated on their receipt. Due to the dynamic nature of judging, actual judging time may be later than indicated. Contestants are not expected to stay in the waiting area if their number is not close to being called due to delays; they can return at a later time (but no later than 4pm Sat). Each contestant is required to have their entry form's receipt for judging and the Catwalk line-up.
- 9. All judging will be done before the Catwalk, off-stage, and focuses solely on craftsmanship. The detailed criteria and weighting of scores are completely up to the judges. There is no skit/performance portion to judging or the Catwalk. There is no stage judging.
- 10. The catwalk is optional for all judged entrants. Winners of awards who are not present will be notified via email; all prizes will be shipped at no cost to recipient.
- 11. To be judged for accuracy, a visual reference can be turned in with the application. A front-side-back color picture printed on single 8.5 x 11 paper is the recommended format. Bringing electronic media or video devices to judging will not be accepted. This is not required. You may not be eligible for accuracy points if the judges are not familiar with your character. References material submitted will not be returned. Build logs are accepted, but the realities of deliberation deadlines will limit how much time can be spent reviewing it.
- 12. All costumes and props must conform to MomoCon's behavior, safety, dress, and prop weapon policies. Modifications made to costumes to conform to policy will not count against the entrant during judging.
- 13. Costumes must be self-contained. I.E. props and items not held or worn by the contestant will not count towards the costume.
- 14. No nudity. No costume is no costume.
- 15. No profane, political, disruptive, or religious statements during the Catwalk. This includes messages on signs or clothes.
- 16. Do not use any sort of projectile at all! Nothing may leave your person while you are on the catwalk. No flashpots, explosive devices, smoke generators, or similar special effects are to be used.

17. Entrants with large elaborate costumes may bring handlers to assist them onto, across, and off the stage. Momocon will make reasonable efforts to assist entrants, but it cannot guarantee it will have enough staff to assist everyone.
18. Contestants will have time to walk across the stage and strike three poses for the audience at the Catwalk.
19. Violation of the rules may result in disqualification and possible removal from the convention grounds if it is safety related.
20. MomoCon cannot secure or hold any personal items for contestants who take part in the Catwalk. The staff recommends you leave your bags, merchandise, ID's, keys, and wallets with a trusted friend or family before lining up. MomoCon is not responsible for any lost, damaged, or missing items if left stage-side or in the line-up area.