

MomoCon 2025 Saturday Craftsmanship Costume Contest Rules & Guidelines

1. Contestants must have made **over 60% of their costume and props** to be eligible to compete as anything other than "Walk-On". Youth entries age 12 or under may be exempt from the 60% rule at the discretion of the Judges'. Another party may model a costume, but the maker must be physically present during pre-judging. Entrants into the Youth age 12 or under may be exempt from this sub-requirement at their discretion.
 - a. Costumes of any and all origins can enter as a Walk-On (non-competing) participant.
2. The contest only guarantees pre-judging slots to the accepted 100 entrants that are signed-up before April 11th via online submission. **Each individual counts as an entrant; each individual member of a duo or group entry also will be considered an entrant.** Judging will be conducted by high level costuming judges for all levels of competition. This event will be vetted by the judges and not first-come, first-served.
3. All entry forms must be submitted via online submission before April 11th. Entry forms will be online at MomoCon.com from March 28th to April 11th.
4. Judging occurs in room 215 starting 7pm Friday of Con (first 20 time slots) and continues at 10:00am Saturday of Convention (remaining 80 time slots). After the April 11th sign-up deadline, another online form will be sent for the specific judging times you can sign up for. Please keep in mind that time slots are first come first serve basis and to sign up for more than 1 time slot.
 - a. Catwalk line-up begins in the **Omni Grand Ballroom 7 pm Saturday** of convention. A sign-up receipt or walk-on entry form will be required for entry.
 - b. Walk-on entries will only be accepted until **7:45pm**.
 - c. The Catwalk will begin at **8:30pm**.
5. Contests 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. Best Prop - This award celebrates the most creative, detailed, and well-executed prop that enhances a costume. Whether it's a weapon, accessory, or unique item, the prop should complement the overall look and add to the character's story. It should be visually striking, functional, and demonstrate excellent craftsmanship.
 - g. 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).
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1. Entrants may be disqualified for improperly, illegibly, or dishonestly filling out the contest entry form.
 2. 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.
 3. 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.
 4. 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.
 5. 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 the recipient.
 6. 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.
 7. 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.
 8. Costumes must be self-contained. I.E. props and items not held or worn by the contestant will not count towards the costume.
 9. No nudity. No costume is no costume.

10. No profane, political, disruptive, or religious statements during the catwalk. This includes messages on signs or clothes.
11. Do not use any sort of projectile at all! Nothing may leave your person while you are on the catwalk. No flash pots, explosive devices, smoke generators, or similar special effects are to be used.
12. 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.
13. Contestants will have time to walk across the stage and strike three poses for the audience at the Catwalk.
14. Violation of the rules may result in disqualification and possible removal from the convention grounds if it is safety related.
15. 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 in the line-up area.