

# Dokidokon's Masquerade Official Rules

Updated: 01/09/2021

## General Rules

1. All participants must have a Dokidokon badge. Members of Dokidokon staff are ineligible to compete in the Cosplay Masquerade.
2. All performance skits must register in order to participate
3. Pre-registration will be available online up until July 20<sup>th</sup>. If any spots remain you may see ConOps upon arriving to sign up for the Masquerade.
4. Any contact information, such as names, emails, and phone numbers will be kept confidential and will not be shared beyond Masquerade Staff.
5. Each participant may only appear in one skit.
6. Skits have a limit of 6 people on stage.
7. You must be in the room for rehearsal at the set time. Failure to do so may result in forfeiting your spot in the Masquerade.
8. Any group that has made their own costumes are allowed to participate in Craftsmanship Judging for Masquerade. Please see rules below.
9. OCs (Original Characters) may compete in the masquerade but only in the OC selected category (Craftsmanship-OC).

## Skit Performance Requirements

All skit presenters must fill the following requirements in order to participate in the Dokidokon Masquerade:

1. Pre-recorded audio in the form of an MP3 on a USB stick must be brought upon checking in at ConOps when you arrive. \*USB Note: We will be holding onto any USB stick given at check-in until the end of rehearsal. Please have your name attached to it to make returning it easier. Note: PG content please. If you are unsure about the audio you have and if it will be allowed you may reach out to [dokidokontechteam@gmail.com](mailto:dokidokontechteam@gmail.com)
2. Microphones will not be provided at the Masquerade for attendees to use in their skits. All audio MUST be pre-recorded. No exceptions.  
Time Limits are as follows:
  - 1-2 People: 3 Minutes Max
  - 3-6 People: 5 Minutes Max
3. Skits that have won a previous award at another convention or event are ineligible to compete.
4. Skits that have performed at another convention or event that have yet to win an award are eligible to compete.

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5. **The Masquerade run through is mandatory for all entries.** Missing this rehearsal results in immediate forfeit and the skit will be removed from the Masquerade. You will be judged on your performance on stage during the full show, not during run through.
2. **At least one member of group must be in costume during performance.** We accept all genres of cosplay for our Cosplay Masquerade. This includes western animation and live-action series (examples include Dr. Who, DC Comics, and Marvel) as well as the traditional form of eastern animation (Japanese anime, j-pop, manga, video games... etc.)
3. **Performances and costumes must be at a PG level due to young children and families in the audience.** The audio for your skit must also be appropriate for all ages.
4. **No explicit sexual gestures, nudity, or explicit swearing will be allowed.**
5. **No live steel or firearms.** All weapons and props must follow Dokidokon's guidelines as well as local state laws. If you are unsure, please bring it to Cosplay Ops.
6. **No fireworks, pyrotechnics, or anything that involves live fire is allowed inside the convention space or onstage.**
7. **No electrical outlets or extension cords will be provided.** Anything that runs off of electricity must be battery powered.
8. **What goes on stage must come off.** This means no leftover materials such as toilet paper, tissues, rice, water, flower petals, confetti, etc. will be allowed.
9. **No advanced stage acrobatics or intense martial arts.** Obviously, we want you to be able to move around, but we want you and those around you to be safe. If your skit requires a lot of movement, or you are unsure about this you may speak with a staff member in advance!

## Craftsmanship Judging

Craftsmanship Judging is done by appointment before the Masquerade. Appointments are made at ConOps when you arrive and check in for the Masquerade. If you signed up online you will be given the chance to select a pre-judge timeslot in advance. We will reach out via Email in June!

OCs (Original Characters) may only compete in the category 'OC Craftsmanship'.

1. **Any group who has one or more members that has made more than 80% of the costume can participate in craftsmanship judging.** To compete for craftsmanship, you must have made 80% of your costume or you will be disqualified.
2. **Costumes that have won any major awards at any convention for craftsmanship are not eligible for craftsmanship judging.**

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3. **All entries are strongly encouraged to bring reference material for their costume(s).**  
While we will not turn away entries that do not bring reference material, the absence of reference material could greatly affect your final score. Not all judges know all characters, so it is in everyone's best interest to bring a color picture (or several) if at all possible. The reference should depict the details of the costume you are presenting, and include WIP photos if available.
4. **Craftsmanship entry is mandatory in order to qualify for 'Best in Show.'**

### **Division Categories- Entries are separated into these categories:**

#### **1) Novice-**

- A contestant who has yet to compete.
- A contestant who has 0-2 major awards\* for craftsmanship or performance in the Beginner Division.

#### **2) Intermediate-**

- A contestant who has won at least three major awards\* for craftsmanship or performance in the Beginner Division.
- A contestant who has won at least one major award\* for craftsmanship or performance in the Intermediate Category.

#### **3) Master-**

- A contestant who has won at five or more major awards\* for craftsmanship or performance in Beginner or Intermediate.
- A contestant who has won one or more major award\* for craftsmanship or performance in the Master's Category

### **Winners - Each class will have a winner and runner up award. Also:**

- **Each judge has the ability to give a "Judge's Choice Award."**
- **There is one "Best in Show" winner along with:** one Novice Winner, one Novice Runner Up, one Intermediate Winner, one Intermediate Runner Up, one Master Winner, one Master Runner Up, one Best Performance winner, and one Best Prop winner.

### **Contact Us**

Questions or concerns regarding our Cosplay Masquerade entry may be directed to us via email at [info@dokidokon.org](mailto:info@dokidokon.org) with the subject header being 'Cosplay Masquerade'. Our head of the cosplay department and cosplay related events will get back in touch with you shortly.