

Buccaneers Belles & Bootleggers

With Special Guest of Honor Costumer — Miss Janet Wilson Anderson

May 15 – 18, 2015

Charleston Plaza Hotel

From the Con Chair

As of the publication of this PR so much has happened and much progress has been made. First of all the big news is after sharing 18 ½ years of their lives together, your Con-Chairs Sandy Swank & Rob Himmelsbach officially exchanged vows of marriage on September 25, 2013 in Wilmington Delaware. Our plans to take up residence in Charleston, South Carolina have happened. We are proud owners of a 3 bedroom single family home.

In June 2013 the HSSC (Hotel Site Selection Committee) once again traveled to Charleston and in mid-July finally gained a signed contract with the Charleston Plaza Hotel in North Charleston. You will get a report from the Co-Chair of the HSSC Dora Buck in this report concerning local shuttles, FedEx facilities, and other amenities surrounding the hotel. Our hotel is quite convenient to the Charleston International Airport as well as Greyhound and Amtrak stations. The hotel also has plenty of free parking for those driving or using rental cars. Please see our website for hotel convention rates. Hotel reservations are scheduled to open to convention members in late May of 2014.

We have been making great strides in updating our website recently and we now have Pay-Pal available for those who wish to do their memberships on-line. We also soon will have the capability to handle Pay-Pal transactions on site at our fan tables.

We are pleased to announce the opening of our Future Fashion Folio as of November 1, 2013 for further information please visit our website. You can also contact our FFF publisher through our website.

We also are in the beginning stages of opening spaces in our Dealers Room. Our Dealers Room Head Devra Langsam can be contacted via our website for further information on space and costs. However since our Dealers Room will be open to the general public, and closed during such major events such as the Friday Night Social, The Evening Masquerades, and the Sunday Cotillion, we hope to host a special Dealers Room Event called "Midnight Madness". This will take place at the close of the Sunday Evening Historical Masquerade, giving everyone a bit more time to browse and purchase.

The Single Pattern Competition patterns have been officially launched as of June 2014. All designs are available through "FolkWear" <http://www.folkwear.com>. The selected patterns can be found on our website as well as further information.

We are still seeking a Tech Director at this point, we do have some interest on that front however no one as of yet has stepped up and given us a definite yes. If you or someone you know would be interested please do let us know by contacting us at Costumecon33@comcast.net.

Last but not least there was a full con com meeting in Charleston at the Con Hotel in late June of 2014. This was the first of 2 hotel walk through meetings and we negotiated special weekend rates for the con com to attend this meeting. This meeting and rates are for CC 33 con com only and rates will run from Fri-Sun evenings. The meeting ran all day Saturday 11AM to 5 PM covering con events and programing. Date for the next meeting is TBA. We also hope to have access to Skype, Go to Meeting, or Join Me.com access for those who will not be able to attend in person.

Hotel Information

The Hotel is conveniently located off of the I-26 on the Northside. On the Southside is a variety of stores in the Tanger Outlet. Also in the same location is a Walmart and a Sam's Club plus lots and lots of eating establishments from fast food to buffets to sit down meals.

The Fed Ex Ship Center is also located just before the entrance to Tanger Outlet.

The hotel provides a shuttle service within a two mile radius of the hotel which includes the Tanger Outlet area. They also have a shuttle that goes to the downtown district Visitor Center where you can obtain free shuttles to all of the historical sites all day long.

Things to see are too numerous to mention them all. We have the Fire Museum next to the Tanger Outlet and just a short drive into town you will find The Charleston Museum, a replica of the Hunley, The Battery, a ferry ride to Fort Sumter plus lots more historical and non-historical stuff.

Future Fashion Folio (FFF)

The Future Fashion Folio (FFF) is a design competition open to anyone with an interest in designing future fashions. No membership in anything is required to enter. The designs do not have to be for bipedal/human species, but it would probably make it more likely that someone would do your design if it was. This is your chance to speculate on what future peoples/species might wear. The only limit on what you can do is that it has to be rated PG-13, since the Fashion Show that will come out of these designs is going to be in front of a family audience. Yes, you can do lingerie as long as it meets the PG-13 rating. Yes, your design can be for ceremonial, survival, casual, formal, or whatever you want it to be used. If it is something that can be worn, it is fair game as long as it is PG-13 rated.

By submitting your design to Costume-Con 33, you agree to the non-profit use and publication of your design by Costume-Con 33. This use includes reproduction in the FFF for the Fashion Show, and publication can happen prior to and during the convention. Your designs may appear in Costume-Con 33 promotional materials, and may include publication on the website (with permission) with a picture of the completed design next to it. All rights revert back to the designer after the last day of the convention.

All designs are reviewed by a jury, with the selected designs collected, and then published as the FFF. All designers that submitted designs plus all Costume-Con 33 members will receive a PDF copy of the FFF. Other distribution methods are being researched, and further information will be published when confirmed.

Submissions that do not follow these rules will be rejected and not eligible for publication in the FFF.

Designers

Do not have to make the garments that they submit for the FFF. See the Future Fashion Show rules for special considerations. Designers have the option of making it so that only they can produce their design and show it at the Future Fashion Show by reserving it. When you mark your entry as reserved, no one else will be able to produce it. Typically, this is only done when you are going to be at the particular Costume-Con and will be participating in the Future Fashion Show. If you do not mind someone else making your design, then do not mark it as reserved.

Design Rules

1. All designs must be ORIGINAL IDEAS.
2. Designs can be on a traced figure, such as those provided at: <http://www.alleycatscratch.com/ffashion/figures.htm> or similar, but can also be original drawings if desired.
3. If someone else draws/illustrates your image, please give them credit with a line like "Design drawn by Y."
4. All designs MUST be done as a clean, plain black on white line image. No shading. No special effects.
5. An OPTIONAL color image may be provided as well as the plain black and white image.

6. If the OPTIONAL color image is hand drawn and mailed, it must not smudge, stick, or flake off when scanned.
7. All designs must be of a size to fit on an 8.5 x 11 inch or A4 sheet of paper if printed out.
8. Electronic images must be at least 400 dpi. Higher resolution images may be reduced to allow for file size considerations.
9. DO NOT SEND ORIGINAL ARTWORK if you send a hard copy. You will not get it back.
10. You may enter as many designs as you wish as often as you wish by the deadline of November 15, 2014.
11. Hard copy submissions must be received by October 31, 2014 to allow additional time for scanning of images.
12. Acceptable electronic graphic formats include JPEG, GIF, PNG, and BMP.
13. Indicate which category your design should go under. Sample categories include, but are not limited to: sportswear, ceremonial, lingerie, formal, etc. If you are entering a special category, then the name of the special category.
14. Indicate any descriptive text that will help someone trying to make your design. This can include fabric suggestions and colors.

Electronic Submissions Preferred: E-mail to <fff@costumecon33.org>

One design per e-mail.

Each e-mail needs to have:

Subject line: Your Name design #X

- If you submit multiple designs, then number them "X of Y," so we know we are not receiving duplicates.
- If you submit color images of a design, then number it "X color" or "X of Y color."

In the body of the e-mail:

Your Name - Yes, I know it is in the subject line, but it makes it less likely that something will go wrong.

Your Phone Number - In the unlikely event that we need to contact you quickly.

Your image as an attachment. Do NOT embed your image in the e-mail.

CD Submissions

For each design, a separate text (txt or rtf) and image file is required for each individual design. Use the same content and labeling as used for e-mail submissions. Write your name on the physical CD.

Hard Copy Submissions

Your name and phone number MUST be clearly marked on the back of EACH AND EVERY design sheet submitted with the same numbering scheme as described for e-mail. Put any design description or special information on a separate sheet of paper.

Snail mail CD or hard copy designs to:

Carole Parker

630 Barnsley Way

Sunnyvale, CA 94087-3421

U.S.A.

Special Category: Retro Designs

If a design was published in a previous FFF but not made, it can be submitted again for publication in the Costume-Con 33 FFF. Submission rules are the same as for any other entry.

Special Category: Planetary Hospitality

In Japan, they have special kimono for when you have company over that modestly shows off your wealth, and sometimes, your power. Other cultures have had separate business and "at home" wear. What would your culture wear as hospitality clothing? What would someone in the hospitality industry wear for your future or planet?

Special Category: Scroungers and Scoundrels

Pirates and buccaneers were scroungers. Despite the movie images, they were not always pretty. What will the scroungers and scoundrels of your future or planet look like? What would they look like if WWII happened?

Single Pattern

Elaine Mami is heading up the single pattern competition. Designs are Folk Wear 268 – Metropolitan Suite, 264 – Monte Carlo Dress, 238 – Le Smoking Jacket and 222 – Vintage Vests.

This is a pre-judged competition. Judging will take place on Friday afternoon. Announcement of winners and seeing the creations up close will be at the Friday Night Social.

Stage

The dimensions of the stage is 24 x 18 with 2 wings of 8 x 6 on either side.

Science Fiction and Fantasy Masquerade Information

We encourage members of Costume-Con to show their fellow fans their costumes on stage and, if they wish to do so, compete for awards from our judges. No experience is needed; we'll show you the ropes and help you on and off stage. There will be experienced judges to review entries on stage and, optionally, the workmanship on costumes.

The following information is very important. Please read it carefully. The science fiction and fantasy masquerade's rules are similar to other masquerades' rules; however, they are not identical to them.

Entrants' Registration

We encourage entrants to use the registration form on the Costume-Con 33 Web site and attach the form to an E-mail fsfmasq@cc33charleston.org. Please fill in as much information as you can ahead of time. You will be able to update or change information until the on-site masquerade registration desk closes. In addition, paper forms will be available at the on-site masquerade registration desk, which we expect will be available near convention registration from mid-morning until early evening on Friday and from mid-morning until early afternoon on Saturday.

Release. All members of each entry must check in at the masquerade registration desk during those periods and all must sign a masquerade release form.

Entry Categories and Skill Divisions.

The masquerade uses two entry categories, Original Design and Re-creation, and the four skill divisions recommended by the International Costumers' Guild: Master, Journeyman, Novice, and Young Fan.

Entry Categories.

Original Design costumes are costumes whose design is the creation of the contestant, even though it may be inspired by an illustration or written description of an SF, fantasy, or other source.

Re-creation costumes are duplicates or design adaptations of the published visual work of someone other than the contestant. Their design is copied from a film, television show, theatrical presentation, illustration, comic, work of art, or other medium showing at least one good view of the work copied. Examples of re-creation sources include yet are not limited to games, graphic novels, Japanese media, paintings, photos, movies, and TV shows.

A costume designed from a written source and the entrant's imagination is not a recreation costume. It's an original costume.

Some judges may not be familiar with your visual source. Consequently, re-creation entries require documentation of the source in the form of at least one image of the work being copied or adapted, which must be turned in at the on-site masquerade registration desk. Please do not submit original images, books, DVD's, thumb drives, or any valuable items.

Skill Divisions.

Skill divisions are intended to ensure that both new and experienced costumers have a reasonably equal chance to win an award. The division system is not intended to provide recognition; the awards themselves do that. It exists merely to promote fairness. Outside of any single competition, division ranking is meaningless.

The science fiction and fantasy masquerade's skill divisions are as follows:

- **Master:** Any entrant may compete in the Master division.
- **Journeyman:** Professional costumers may not compete in the Journeyman division. A contestant who has competed and won in the Master division at an international competition (Worldcon, Animé North, or Costume-Con masquerade) or in the Craftsman division at a large regional convention may not compete in the Journeyman division. A contestant who has won "Best in Show" or "Best Journeyman" at an international competition may not compete in the Journeyman division. A contestant who has won more than three major awards in the Journeyman division in international competition may not compete in the Journeyman division. Anyone else may compete in the Journeyman division.
- **Novice:** Professional costumers may not compete in the Novice division. A contestant who has competed and won in any division other than Novice at an international competition may not compete in the Novice division. A contestant who has won "Best in Show" or "Best Novice" at an international competition may not compete in the Novice division. A contestant who has won other major awards in the Novice division at international competitions is encouraged to enter in the Journeyman division and should discuss with the Masquerade Director which level to choose.
- **Young Fan:** An entrant who is under 13 years of age on the day of the masquerade (i.e., born after May 15, 2002) and who is not part of an adult entry may enter the Young Fan division. This division is for costumes designed and/or made by the young fan, either in their entirety or with assistance from adults (such as parents). A child wearing a costume designed and built entirely by an adult should be entered either in the adult's appropriate skill division or Not in Competition.

Group entries should compete at the level of the group's most experienced member(s).

An entrant may choose to compete in a division that expects higher skill levels. If in doubt about which division to enter, consult the Masquerade Director.

Presentation

Stage.

The dimensions and shape of the stage will be provided later. However, at this time, we expect that entrants will be able to use both stage right and stage left to enter or exit the stage. There will be no center stairs or runway. The Master of Ceremonies will be located either stage right front or stage left front.

Masquerade Orientation and Tech Rehearsal.

There will be a masquerade orientation meeting for entrants; the date and time will be set later. In addition, all entrants will take part in a technical rehearsal on stage on Saturday before the masquerade. This is an opportunity for the masquerade director, MC, stage manager, and the tech crew to work with you to assure that sound and lighting support your presentation. Entrants need not wear costumes for the tech rehearsal; however, you should wear the shoes you will use for your presentation and any parts of your costume that will impede your movement or vision, or both. Please bring a part of the costume that represents its dominant color(s) for a lighting check.

We expect that tech rehearsal times will begin early Saturday end late that afternoon. Entrants will choose their rehearsal slots at the masquerade registration desk, on a first-come-first-served basis. Entrants who do not participate in the tech rehearsal will not be permitted to participate in the masquerade.

Beyond the tech rehearsal, we encourage entrants to rehearse, rehearse, rehearse. We hope to make available somewhere a space with the stage dimensions marked out that entrants may use on a first-come, first-served basis.

Green Room. Come to the masquerade green room when it opens officially. (The time will be posted at the masquerade registration desk.) Check in with the person at the check-in table. You will learn your number in the running order and will be assigned to a den of entries just before and/or after you, where you will be in the care of a Den Mom. Go to your den, introduce yourself to the Den Mom assigned to you, and take a seat. Please stay there until it is time to go on stage.

Den Moms: If you need anything, let the Den Mom assigned to you know. We plan to provide light refreshments and to have a manned repair table should a costume need repairs. The repair table provides glue, safety pins, needles and thread, tools, and so forth. It is for last-minute repairs, not for building or completing a costume.

Your Den Mom will see that both the official masquerade photographer and the photographer taking reference photos for the judges photograph your costume. We expect that official photos will be available for purchase by you and other convention members, possibly the next day. Your Den Mom also will take you to the workmanship judges, should you decide to have your workmanship evaluated (see below), and will get you to the stage at the right time and in the correct order.

On Stage. Back stage, there will be stage ninjas at the wings to help you up and down the stairs, move props on and off stage, and catch you if you stumble. We need to know how much assistance you need, especially if your vision is obscured by a mask or by not wearing your glasses, or if your costume limits your range of movement. The more assistance you need, the earlier you should let us know (preferably at the masquerade registration desk).

There also will be stage ninjas at the front and sides of the stage to try to stop you from stepping off the stage by mistake. If you hear someone shout, "Stop!" during your presentation, do so; you are in immediate danger of falling off the stage! However, if you dance, run, hop, skip, or jump so fast that the catchers cannot stop you, you are responsible for your own safety.

The young fan entries (see below) will appear first during the masquerade and the judges will immediately make their decisions before the adult entries appear on stage.

Constraints on Presentations.

All general rules for the Costume-Con 33 stage apply to the science fiction and fantasy masquerade.

Safety and Weapons. Safety is our paramount concern. Special effects must be clearly described to the Masquerade Director and to the stage manager and tech crew at the tech rehearsal in order for us to determine that they are (1) legal and (2) safe. Strobe lighting, for example, has the potential to be harmful to members of the audience.

Weapons. If your entry includes displaying a real or fake weapon, the Masquerade Director must clear it ahead of time to ascertain that it will not harm other entrants, the judges, or the audience. No sharp edges or points will be permitted. If you intend to point a weapon at other members of your entry or at the judges or the audience, you must demonstrate in advance to the Masquerade Director that the weapon **DOES NOT WORK.**

Weapons permitted in the masquerade that otherwise are not permitted at the con must be carried into and from the green room in secure wrappings and be peace bonded.

Finally, entrants may not throw anything at the audience.

Time on Stage. You have a maximum of one minute on stage. (The Masquerade Director may allow large groups additional time on stage.) Fen tend to be easily bored. Taking too long on stage can ruin a good costume and presentation. A good presentation takes sufficient time for the judges and audience to see your whole costume and then ends. If you exceed your allotted time, your lights and sound will fade or we may use a large hook to remove you.

Recorded Material. Music and/or narration or dialog as part of your presentation must be pre-recorded (except for a script to be read by the MC). Provide your recordings on CD or CD-R (not CD-RW), or as a file on a USB drive. We cannot accept tape cassettes. Two copies must be handed in at the masquerade registration desk as early as possible so that the tech crew can program sound for the show. The copies should contain only the music and/or speech you want played AND NOTHING ELSE; please do not provide a commercial CD and ask us to play a specific band. We strongly recommend that you bring several copies of your recording, to provide a back-up should one fail. We also suggest bringing copies in more than one medium (e.g., a CD to back up a USB drive), just in case. Label your recordings with the entry title and your name. We do not plan to return them after the show, so please do not turn in anything of continuing value.

On the masquerade registration form, please list the title of any recorded work and its performer. If it is your original work, please so state.

Master of Ceremonies (MC). The only person permitted to speak from the stage is the MC. The MC will be happy to work with you in reading a short script or to interact with you during your presentation; remember, however, that you have only one minute on stage. The MC will have only a small light on the podium under which to read scripts. Please provide your script in black double-spaced type on white paper using at least 18-point letters in a plain and easy-to-read font. Put the title of your entry and your name at the top of the script.

Other Constraints. We discourage the use of radio controlled or other wireless devices as part of an entry. We do not know what sort of interference will exist in the hall during the show. It would be unfortunate to base your entry on something that doesn't work when you are on stage.

Never Surprise the Crew. Entrants should surprise the audience. Never surprise the crew! No exceptions to the "never surprise the crew" rule will be permitted and entrants who attempt to do so will be disqualified.

Hall Costumes. We want to see your costumes. Therefore, there is no prohibition against presenting on stage costumes worn in the halls before the show or at other conventions. However, the reaction of the audience and the presentation judges to a costume seen in the halls may be more muted than it would be for a costume not seen before since they will have had an opportunity to observe it at length and in detail.

Judging

The judges will consider both entry categories and skill divisions in making their awards. The science fiction and fantasy masquerade's philosophy is "excellence deserves award"; there are no predetermined minimum or maximum number of awards the judges may make.

Presentation Judging. A panel of judges will be at the front of the audience watching the entries as they present their costumes. They will look both at the costumes and at how they work with the presentation, choreography, music, and/or script. Judging by them is mandatory for all entries except for costumes entered "not in competition".

Workmanship Judging. Other judges will be in the green room before and during the show to evaluate the workmanship on costumes, or parts of costumes, voluntarily brought to them by entrants. They will evaluate your entire costume or just the part(s) you think are best. This is where exquisite attention to detail may be recognized. Please let these judges know what you are most proud of in your costume. Tell them about how you made it.

We recommend that, if in doubt, you let the workmanship judges evaluate your work, even if you're not impressed by it. If you don't, you deny them the opportunity to give you an award!

Documentation. Documentation is required for re-creation costumes. It is not required for original design costumes. The judges will have only limited amounts of time to review your work and documentation, so keep the documentation brief. Photos, design sketches, screen shots, and brief written descriptions of your work are good.

Awards. Awards will be presented when the judges' have reached their decisions. Their deliberations usually take some time; this is not like "Dancing With the Stars." If you're competing, we urge you to stay in the area and be prepared to

be called back on stage for an award. Awards will be announced by skill division and will include both awards for stage appearance and for workmanship. In addition, some ICG chapters and other groups may have awards to bestow.

Photography

Official Photography. The official masquerade photographer will photograph your costume(s) before the show starts. This is not optional.

Fan Photography. Fan photography may take place from the audience during the show, using available light (not flash). In addition there probably will be an on-stage “photo run” for fan photographers after the last entry’s presentation (while the judges are deliberating); if so, your participation would be optional.

For the safety of those on stage, use of flash photography from the audience during the show is strictly prohibited. The Masquerade Director will stop the show and have the house lights turned on until those using flash have been ejected from the hall.

Tips for a Successful Masquerade

Before the show, get some sleep!

Before the show, please eat. If you want to faint after you’ve been on stage, fine; however, we don’t want you to pass out from hunger or low blood sugar in the green room or on stage.

Before the show, rehearse, rehearse, rehearse.

Remember, this is a costume show, not a talent competition. Never bore the audience.

Don’t forget to enjoy yourself. Have fun!

Masquerade Staff

Karen Heim is our Assistant Masquerade Director. Gordon Rose is our MC.

Further Information

~~There is no further information.~~ For further information, send E-mail to fsfmasq@cc33charleston.org.

We look forward to seeing you at the science fiction and fantasy masquerade.

Byron Connell.

Masquerade Director

Historic Masquerade

The Historic Masquerade is more than just a costume competition. It is an opportunity for research and applied scholarship. It is also recognizes creativity, workmanship and stage presentation. All cultures, locales and historical eras are eligible to compete in the Historical Masquerade.

Like all competitions, this one does have rules. We have attempted to keep them to a minimum; but please review them carefully and follow them.

Rules:

1. The Historic Masquerade will limit entries to time periods up to and including December 31, 1970.
2. The Historic Masquerade will take place on Sunday, May 17, 2015.
3. You must be an attending member of Costume-Con 33 to compete in the Historic Masquerade, as must any models you may use.

4. All entries must register before 6:00 P.M., Friday, May 15, 2015. Documentation is also due by this time. You may pre-register. A form will be available on the convention website at <http://www.cc33charleston.org> . If you pre-register you must turn in your documentation by the above deadline.
5. The Historic Masquerade will follow the International Costumers' Guild Guidelines for International Level Masquerades and Competitions.
6. Categories: All categories are eligible for Best in Class and Best in Show. The Historic Masquerade will use the following categories:
 - a. Historic Reproduction: This category is for costumes that are based on a specific, existing costume, painting or illustration. The goal of a Historic Reproduction is to look exactly like the original costume or illustration. (Note exception: If your source is a black and white illustration you may add color appropriate to the time and place of the costume. You can also choose to leave it in a black and white form.)
 - b. Historic Dress: This category is for entries who are attempting to look like they came from the time and place they are creating. These costumes are original in design, but must adhere to period characteristics of fabric, color, fabrication and style.
 - c. Historic Interpretation: This category is for those costumes based on a Historic period and place, but which intentionally, visibly and obviously departs from it. If the judges have to ask you why your costume is an interpretation, it probably belongs in Historic Dress.
 - d. Ethnic Costume: A costume in this category may be from any time period, including the present. (Yes, this is the exception to Rule number 1.)
7. Skill Divisions: The Costume-Con 28 Historic Masquerade will use Skill Divisions to assure fairness to all entrants. We will use the following Skill Divisions:
 - a. Young Fan: This level is limited to entrants 12 years of age or younger. It will be divided between those costumes built by the young fans themselves and those built by an adult that the young fan presents.
 - b. Novice: The Novice level is for beginning costumers. You may not enter in the Novice level if you:
 - i. Have won three awards in the Novice division in a Costume-Con Historic Masquerade;
 - ii. Have won Best in Class in the Novice division or Best in Show at a Costume-Con Historic Masquerade;
 - iii. Have won any award (including Honorable Mention) while competing in a division higher than Novice in a Costume-Con Historic Masquerade;
 - iv. Compete in the Master division in the Fantasy and Science Fiction Masquerade at Costume-Cons or Worldcons (World Science Fiction Convention);
 - v. Possess a Costume Laurel in the Society for Creative Anachronism or a similar accolade in an equivalent organization;
 - vi. Are a Professional in the Costuming Field? Professional is defined as someone who earns a majority of his or her income from fashion or costume, including college or university faculty members.
 - c. Journeyman: The Journeyman level is an intermediate division for those who are no longer Novices, but are still honing their costuming skills. You may not enter at the Journeyman level if you:
 - i. Have won three awards at the Journeyman level at Costume-Con Historical Masquerades;
 - ii. Have won Best in Class in the Journeyman division or Best in Show at a Costume-Con Historic Masquerade;
 - iii. Have won an award at the Master level in either a Costume-Con or Worldcon masquerade (either Historical or Fantasy and Science Fiction);
 - iv. Possess a Costume Laurel in the Society for Creative Anachronism or a similar accolade in an equivalent organization;

- v. Are a professional in the Historic costuming field (professional as defined above).
 - d. Master: The Master level is an open level. Anyone may enter and compete at this level if they wish. You must enter at this level if you are not eligible to enter as a Young Fan, Novice or Journeyman. (Note that if you are not required to enter at the Master level and decide to enter at this level and win any award, you must enter at the Master level at all future competitions. If you do not win an award you may enter in your qualifying division at future competitions.)
- 8. Judging: Our judges will evaluate (and issue awards) in three areas. Entries will be judged against what the judges see as an award-winning standard. The judges reserve the right to not issue awards in any area or to award a Best in Class or Best in Show.
 - a. Documentation: All entries require documentation. Documentation must be received at the masquerade registration desk no later than 6:00 PM on Friday of the con. If you are arriving at the con later than this, please contact us well in advance. We will make accommodations for reasonable situations. Documentation may not be submitted as computer disks (CD's or DVD's), memory sticks or any type of video.
 - i. Basic Documentation: The basic requirements for all documentation are:
 - 1. Title of Costume
 - 2. Name and address of the person responsible for the entry (or the spokesman for a group)
 - 3. Name(s) of designer(s) and maker(s)
 - 4. Brief identifying description of the costume's historic period, geographic origin, social class and so forth. This description should include the historic basis for the costume. This basis could be as simple as a single photo, but could be more comprehensive. This would also be the point to notate any substitutions of historically accurate materials used. Always assume the judges are not familiar with your period. The text portion of basic documentation may not exceed 5 pages. Photos do not have a limit.
 - 5. Bibliography of sources. The bibliography may be of any length.
 - ii. Advanced Documentation: Advanced documentation is not to imply that it is better than Basic Documentation. It is intended to allow the contestant more latitude in their documentation. The characteristics of Advanced Documentation are:
 - 1. All the requirements of Basic Documentation above.
 - 2. Additional text is allowed. This must be clearly separated from the basic text above. The contestant may expound at greater length on the costume's basis and the choices made. More detailed descriptions of work and technique are also allowed here. Keep in mind that the judges may not have time to read all your text. That is why you must have all the limited basic text noted above.
 - 3. Creative and innovative formats. Past entrants have used such things as embellished books, scrolls, maps and even rocks for documentation. Your imagination is the limit.
 - b. Workmanship: All contestants must take part in Workmanship judging. This is your opportunity to let the judges admire your work up close. Each entry will meet privately with our judges. Entrants will be expected to show the judges all necessary parts of the costume. It is recommended that entrants bring the costume to the judges rather than wear it. This will allow them to more closely examine the costume. If you choose to wear your costume, you must be prepared for the judges (who can be of either gender) to lift your skirts, examine your cleavage and peer at your underpinnings. If you are particularly proud of a particular part of the costume, be sure to bring it to the judge's attention. Workmanship judging will be limited to 5-10 minutes per entrant. The exact time will depend on the

number of entrants. Entrants will have an opportunity to sign up for workmanship judging appointments when they register or check in at the masquerade desk.

- c. Stage Presentation: All entrants must appear on stage. This is your opportunity to show your costume to best effect or tell the story you wish to tell.
 - i. Entrants with 1-4 persons will be allowed no more than 60 seconds to present your costumes. Entries with more than 4 persons will be allowed up to 90 seconds. You will have to convince us if you wish more time. It will not be an easy job to convince us.
 - ii. We strongly recommend that all entrants use music to enhance their presentation. See technical requirements for music elsewhere in the Costume-Con 33 rules.

9. Additional Rules

- a. All general rules for the Costume-Con 33 stage apply.
- b. Individuals may appear in the Historic Masquerade only once. You may enter more than one costume, but it must appear on another body.
- c. No purchased or rented costumes may compete. If you have an interesting costume you think the audience might enjoy that is purchased you may show it in Exhibition. Exhibition costumes do not require documentation or workmanship judging, nor are they eligible for awards.
- d. No nudity! This is a PG-13 show.
- e. Costumes that have won awards for presentation or workmanship at past Costume-Cons or Worldcons may not appear in competition in Costume-Con 33's Historic Masquerade. They may appear as Exhibition Costumes.
- f. No flame, fire, pyrotechnics or messy substances (such as peanut butter) will be allowed on stage.
- g. Drawn weapons must be approved by the Masquerade Directors.
- h. Any electrical effects must be self-powered. No power cords will be allowed.
- i. No live animals will be permitted. (Guide animals excepted)
- j. Children must be kept under the control of a responsible adult at all times.
- k. Your costume must be complete when you come to the Green Room. Final assembly of large items is permitted; however the Green Room is for dressing and prepping for stage, not for construction or painting.
- l. Follow the technical rules for CD's or other music media.
- m. You must attend a technical rehearsal prior to going on stage. Rehearsal times will be available at registration/check-in. You must come to your rehearsal ready to go and wearing any portion of your costume needed to practice your movements: large feet, hoop skirts and so forth. (You are not required to wear your entire costume to rehearsal.) You may also bring some swatches of fabric so the lighting crew can help you pick lights.
- n. Default lighting will be stage dark, rising to full lighting when entry is announced, fading to dark on exit.
- o. Default music will be start after entry is announced and faded out at exit.
- p. Following your entry's exit, any props must be removed from the stage.
- q. The Green Room is for entrants, roadies and masquerade staff only. Please do not invite family or friends to the Green Room or backstage.
- r. All entrants must go through Official Photo. This is NOT optional. Refusal to be photographed is grounds for elimination from the masquerade.
- s. Surprise the audience, but never the Directors, staff or technical crew. Contact us if you are planning something unusual that may violate any of these rules.
- t. If you think any of these rules don't apply to you, you are wrong! Exceptions are possible, but only by approval of the Masquerade and Technical Directors.

- u. The Masquerade Directors have full authority to eliminate anyone from the competition on the grounds of bad taste, danger to self or to other, violation of the rules or any other reason deemed sufficient. There is no appeal.

If you have any questions, please contact us:

Pierre and Sandy Pettinger, Historic Masquerade Directors

5100 Leighton Ave.

Lincoln, NE 68504

E-Mail: costumrs@radiks.net

Programming

"Hello from your Programming Director, Lisa Ashton! I'd like Programming for Costume-Con to be inspiring, diverse, and challenge everyone to try new things and maybe learn about techniques, ideas and history in ways they may not have considered before. We have plenty of function space to use, 4 days to stuff full of interesting topics, and a base of attendees and participants that is very broad spectrum. I'd love to hear your ideas, for panels, workshops and demonstrations--whether you are willing to teach or supervise, demonstrate a technique or series of methods, or just have an idea you'd like to learn about. Workshops are in demand, so we will have lots of them. Please email me at lisa58@juno.com with your ideas, suggestions, or willingness to be part of it."

Quilt Show:

Yes, we are having another quilt show & competition! I would love to see what you can make under the Con theme of Belles, Bootleggers & Buccaneers, show me what you've got! Rules will be forthcoming, but sizes & categories will be similar to those of the CC30 show.

Another potential portion of the quilt show is that we would love to have a non-competing display of pieces created under the Quilts for Kids guidelines, to then be donated to a local Charleston children's ward. We are still working out the details of this, but for ideas, please look at the Quilts for Kids website at <http://www.quiltsforkids.org/patterns/>.

If you are looking for inspiration, please consider the older children, especially teenage boys, when thinking about this project. The charities often receive many juvenile quilts, which tends to leave the older boys with not many items to choose from. Please note, we will quite likely not be donating through QFK, so please do not order a quilt kit from them. We are just using their patterns and construction guidelines, as they do this all the time.

QUILT CONTEST INSTRUCTIONS & DEADLINES **Bobby Gear Memorial Quilt Show & Contest, 3rd Edition** **Costume-Con 33, May 15-18, 2015, Charleston, South Carolina**

After creating your fabulous quilt for Costume-Con 33, 'What do I do with it?' you ask? Well, here are your answers:

*Please direct any questions or comments directly to Elaine Sims at cattails42+cc33quilts@gmail.com or by phone at (602) 910-0628. If you don't receive a response to your email within 5 days or so, please resend. My spam filters sometimes act up.

*Mail-ins are accepted and highly encouraged: even if you are attending the con, if you want to ship it ahead of time, great! The deadline for mail-in work is April 30, 2015. If it hasn't been received by the end of that day, it won't be exhibited unless you bring it with you and hand it to me at the con.

The mailing address is:

Southeastern Galleries
c/o Morgan - CC33
1885 Ashley River Rd
Charleston, SC 29407

*Please note: This is a commercial address, and Morgan's name **MUST** appear on the shipping label.

*If you will be attending, you may enter your quilt at the con. I plan to have an area for someone to accept it at the Con Registration area on Thursday and Friday. We will have blank registration paperwork available.

*If you send your entry information to me by the deadline, I will be able to have some really nice signage printed, so everyone will know the entry titles and creators.

*If you are bringing the quilt to the con, it would be very helpful if you could contact me, so I know to expect your entry (see previous note). There will be entry forms available at the con, or you may download it from the website. Please safety pin your form to the back of your quilt before submission. Legibility counts, please!

*As noted on the entry form, I need one specific contact person, with name and address. Email address is fantastic. All the contributors to each quilt must be listed.

*As noted on the Guidelines, pretty much anything goes as far as theme, colors, fabrics, shapes, techniques, and/or embellishment. The pattern source is required, though: if it isn't completely original, please list the sources. If your design is inspired by something in particular, please note that in the Quilt Description area.

*We are planning for the quilts to be displayed in the Exhibit & Doll Exhibit areas of the con. Please don't forget the fabric "tube" or tabs on the back top of the quilt for hanging.

*Please plan to pick your quilt up from the exhibit room no later than Monday afternoon. If you are not attending the Con and do not have someone who is able to pick up your quilt for you, **you MUST include return postage**. Pre-paid labels for USPS Flat Rate boxes are perfect for this!

Elaine Sims

Exhibit Hall:

Not a lot to say yet. Official theme will "A Step Back in Time". We are looking for winning costumes from the past (Historical or Science Fiction), and hope to have several items from our guest of honor, Janet Wilson Anderson, on display. The most important thing is going to have volunteers to be in the room at all times when it is open. Nobody wants to have to spend the entire Con sitting there. I'll be looking for people to sign up for 2 to 3 hour shifts with the minimum of 2 people per shift. If there are not enough volunteers the exhibit room will only be open at certain times instead of all day.

The actual schedule will probably be similar to what the dealer's room hours are. Help will also be needed for setting up and breakdown. I believe that those who loan items for display do some of the arranging of their items, but if they have extra hands things will go faster.

Jeanine Swick

Doll Show:

Ann Catelli is running the doll show. The doll show and exhibits will be in the former hotel gift shop, across from the elevators. Window on two sides will allow you to view them when the exhibit is closed.

Dealers Room:

Visit our dealers' room between panels and workshops, and find wonderful things: great costume books, fabric and trim, patterns, hats.... Open long hours for your convenience and pleasure. Interested dealers, please contact us about dealer space.

Con Suite:

The Con Suite for this convention will not be upstairs in a suite, it will be located on the ground floor opening up to the swimming pool.

Reservations are now being accepted for the hosting of parties. Please contact Dora Buck for booking your event.

The hours that the con suite will be open are:

Thursday – 5 pm to 1 am – No selling of memberships this night.

Friday – 8 am to 7 pm – closed for Friday night social

Saturday – 8 am to 7 pm – closed for SFF masquerade

- open at 11 pm to 2 am

Sunday – 7 am to 10 am – closed for Cotillion

- open 1 pm to 7 pm – closed for historical masquerade

- open 11 pm to 2 am

Monday – 8 am to 3 pm

Dead dog party to announce later