

# *The Uberwald Maskerade ExtravOrganza.*

## Rules and Guidelines

The Maskerade is a traditional Discworld Convention event which comprises three competitions: Costume Swish and Twirl, Talent Quest, and Prop Competition.

**Fill out the Entry form** for the competition you wish to enter. You may only pick one competition.

**Read this document in full** – sections 4 onwards describe important information regarding all three competitions.

### **1 The Costume Swish and Twirl**

Entry Form: <https://forms.gle/YPwAoRW5pXGtZdcE9>

You will be judged on your costume. Your costume must be a fan based costume: either your creation, or created for you. A purchased or rented costume will *only* be acceptable if you wish to display a costume accessory or prop which you have created or has been created for you - that item is what will be judged. (Or instead, you can enter it in the Prop Competition)

#### **About your costume:**

- Costumes can be of characters appearing in or inspired by the Discworld novels, or any other work by Terry Pratchett. (So Good Omens, The Carpet People or Nation costumes are fine)
- You may not enter a costume that you previously entered at an earlier Australian Discworld Convention.
- Costumes with electric power requirements must be self-contained (i.e. battery-powered within the costume). There must not be extension cords draped over the stage.
- Messy substances (wet, dusty, oily, sharp etc.) that may damage the venue or interfere with other entrants are not allowed. Make sure face/body paint is fully dry and does not come off on contact.
- No fire, flame or sparks allowed.
- All weapon-like props (swords, scythes, crossbows, hatpins, etc) must be tagged and checked at Ops when you arrive at the convention. If these are deemed too large or dangerous to walk around with, they must remain in your hotel room or at Ops for most of the convention – HOWEVER, you may collect them for use within the Maskerade Costume Swish and Twirl event itself.
- For group costumes, maximum group size is 6 people.

### **2 Talent Quest**

Entry Form: <https://forms.gle/1T8PMh6CXGrCLATdA>

You will be judged on your performance. Any type of act is welcome: skits, singing, dancing, wizardry, character performances etc. Costume is optional, although this could help towards the overall presentation. Bought costumes are acceptable in this category.

**About your performance:**

- Refer to Costume Swish and Twirl “About your costume” regarding costume requirements.
- You may not enter an act that you previously entered at an earlier Australian Discworld Convention.
- Handheld or lapel microphones will be available to use. Please note this under technical requirements in your entry form.
- Feel free to bring along your own musical instrument if you are performing a musical number. If it requires electronic sound boosting (e.g. an amp) you will need to bring this yourself, as we cannot guarantee that your instrument can be connected to the mixing desk with whatever cabling is available. An acoustic instrument’s sound can be boosted by the use of a handheld microphone in a stand. Please note any technical requirements in your entry form.
- If you want to play pre-recorded music, taped dialogue, or sound effects, then you will need to provide these files in MP3 or WAV format on a USB flash drive. **Clearly label** the USB drive with your name and the name of your act. If these effects need to be played at a specific time during your performance, please either try and arrange this with the tech person during rehearsal, or provide a friend to act as your tech person (working alongside our tech person).
- For group acts, maximum group size is 6 people.

**3 Prop Competition**

Entry Form: <https://forms.gle/VJPKibeuAByu4mZ56>

You will be judged on your prop - this can include: a costume accessory, a gadget, an inanimate object\*, anything that is mentioned in the Discworld books or in a book by Terry Pratchett.

**About your prop:**

- You may not enter a prop that you previously entered at an earlier Australian Discworld Convention.
- Size restrictions: Maximum- 1m wide x 2m tall- it has to be able to fit through a door. Minimum – we have to be able to see it – no smaller than 3cm x 3cm
- You are responsible for transporting your gadget, setting it up and taking it home.
- You should create a label – approximately 10x15cm – that includes the name of the prop and your name in large, readable print. For example “Otto’s Iconograph, created by Otto Chrück”
- There will be a designated display area for props. Take your item to Ops when you arrive at the convention and they will help you set it up in the display area.
- It may help if you’ve taken photos during the making of your item; or of specific points you want shown. Please set out your photos as an easy-to-read presentation next to your item on display.
- If your item is part of a costume you’ll be wearing at the con or you require it elsewhere for whatever reason, please provide a photo to place on the display table during its absence. (It gives people something to look at). Don’t forget to get a weapons tag from ops if it resembles a weapon in any way, or if it is extra large.
- Points may be awarded if your contraption actually works!

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\* For example, Nobby Nobbs carries a certificate signed by Lord Vetinari to prove that he is a human being.

- Judging will take place Sunday morning between 9am and 11 am-ish... depending on availability of our judges. If it is a costume prop, and you were using it during the con as mentioned above, please make sure it is on the display table by 9am Sunday morning for judging. Photos in place of the item will not be judged.

#### **4 Submission deadlines**

Online entries for all three categories *must* be submitted by **Tuesday 9th July 2024, 5pm.**

After this time, you may fill in a form in person at the convention, *and hand* to Joanne (our Productions Assistant) or to Ops ***no later than 9.30am Saturday 13th July 2024.***

*Please note:* we have set a limit to the number of acts allowed. If you are thinking you might enter, please complete the corresponding entry form. You can always change your mind and withdraw before the Maskerade event. Also, if you know someone who may be interested, tell them. It will be first in best dressed, so to speak.

We will consider any late entries handed in to Ops after the deadlines, *only if another act withdraws or the limits have not been reached.*

Organisers will contact all entrants, either by email prior to the convention (if you met that deadline), or in person at the convention, if that's when you handed in your entry form.

#### **5 How the Maskerade event will run**

The Maskerade event takes place on the afternoon of Saturday July 13, and will include the Costume Swish and Twirl and Talent Quest competitions.

The Costume Swish and Twirl entrants will display first. After a ten minute break, the Talent Quest entrants will perform. There will be a rehearsal prior to the event which you **must attend.** (See below)

##### **Maximum time limits:**

- Costume Swish and Twirl: 45 seconds for an individual; up to 60 seconds for a group.
- Talent Quest entrants - 2 minutes

These are the maximum time limits. You don't have to take all that time, but you do want the judges to get the most out of your performance.

We suggest you practice at home to see how long it takes you – it's amazing how long 45 seconds actually is!

Costume Swish and Twirl entrants: if you have displayed your costume quicker than Rincewind can disappear, the judges will call you back on to the stage so they can see your costume properly.

#### **6 Maskerade Event Rehearsal**

Costume Swish and Twirl entrants and Talent Quest entrants **must attend the Maskerade Event Rehearsal.**

Check your convention timetable for the exact time. The rehearsal is generally held just before the event, so you will need to be ready to go on stage. This is necessary so you know when and where to enter and exit the stage, where to stand while waiting your turn, allows for technical issues to be resolved, etc.

If you do not attend the rehearsal you may miss out on being in the Maskerade entirely.

You may also have some questions about your performance that you need help with. We're not experts, but willing to help you, if we can.

If you are late for rehearsal, let the Watch volunteer guarding the door know that you are an entrant and should be in there. Don't line up with the audience!

Please note, this is not the time to rehearse your act. If you need help looking for a private space to rehearse, go to Ops who may be able to help. (We suggest someone's hotel room!)

**A couple of tips:**

- Practice your act / your swish and twirl at home before coming to the convention. Time it out so it fits into the allotted maximum time.
- Points will be given for originality, display, and cleverness.
- Costume entrants - on the day, try and show off all the costume, or the most important part of the costume.

For example, if it's a cape you're showing us, make sure your movements show all of the cape. If you want to show off a headdress, make a movement as if to adjust it. Maybe pose or walk in character.

Enjoy the moment... It's your chance to show off ... take advantage of it.