



Maskerade Rules

See also [Maskerade Do's and Don'ts](#)

Just as the Convention runs on the work of Volunteers, and people actually showing up, the Maskerade won't exist without people being brave and entering in the first place. So the team would like to say thank you for signing up.

We're hoping for a great variety of acts, from novices to masters, from the simple to complex. No matter your level of expertise, there is no act that cannot be given a shine by a little help from the friend Tech team (see Tech rehearsal)

But please remember that we have to pull this together as a production in a very short time, so in order to do so, here's the Rules and points that we've found work over the last 20 years.

The Maskerade Director's word is law and if the Director is not available, ask the Production Director. Note, the Maskerade Director is a member of the Assassin's guild and is qualified to make Pointed Comments.

The Convention and the Maskerade is a family event. All entries should remember that children will probably be present and keep their performance appropriately PG.

Registration for the Maskerade can be in advance using the online form or at the convention registration on Friday. There will be a team member at the registration desks.

4 Copies of the script, if you have one, will be needed by the Tech rehearsal. Digital copies in PDF format would actually be preferred, as we can share them with the crew. Would you like an introduction from the MC, a quick description of your act or a setting for the scene? Write it down for us in the script.

Timing-

Each Maskerade entry will have just 2 mins on stage to fill, so plan your entry and exit. (See tech rehearsal)

Tech rehearsal-

Will be on Saturday morning, 0800- 1200, **It is mandatory for all acts** - at the very least this is to ensure that you are familiar with the space and can move about it safely in the dark.

Remember that the tech team wants you to look good, so talk to them and listen to them. A bit of coloured light or a spotlight can make a lot of difference to your presentation. Lighting can make a huge difference to even the simplest of acts

Everyone will have a Microphone, this is to try and compensate for the lack of good acoustics in the hall. If you have not used one before, let the tech team know at the rehearsal, so that they can talk you through the finer points.

If you need a specific piece of music, you will need to provide it to tech by the rehearsal- preferably in a MP3 format and edited on a USB if possible. If you can submit it in advance of the convention by a couple of weeks, the Tech crew may be able to help with the editing.

Here's a link to the Tech page for more details:

<https://2022.dwcon.org/faqs/pre-recorded-media-requirements/>

Some basic props can be supplied, such as chairs and tables, and assistance can be given to stage the scene if you let us know at the tech rehearsal.

Weapons-

The Maskerade director must approve the use of any weapons during the Maskerade. The Maskerade policy follows convention policy on weapons : Weapons will either be peace bonded by ops after arrival at the convention, or kept secure and transported by ops to and from the green room. When the Maskerade and the photo opportunity is over the weapons must be returned to the green room team for transport to ops.

Please don't throw things into the audience (Thanks Holly for mentioning that- a good point) It's just too much of a risk. Toss props to one side or the other of the stage by all means, but remember to pick them up as you leave.

Costume and dressing

When designing your costume, check if you can walk through a doorway, and up and down stairs in the costume. The stage staff cannot lift you on and off the stage, and lighting backstage will be limited. Go to the Tech rehearsal to check you can manage the steps safely.

The green room will be a shared space, no nudity allowed. Try to get dressed to a basic (ie: walk around the hotel) standard before entering the green room. Note: We are unlikely to have mirrors in there so if you need to fine tune make up, better bring your own.

Be aware that body paint and makeup can rub off onto furniture and walls. If you are planning to perform in a costume that involves a lot of body paint, such as a feegle,

please ensure you have something suitable to sit on (such as a towel) to prevent transfer to the furniture and be careful when touching hotel property.

Mobile phones /Photography.

Please do not bring your mobile to the Maskerade - they can interfere with the sound system and will cause a distraction if it rings, bleeps or burbles. Any valuables left in the green room will be at your own risk - we can't guarantee that they'll be safe. Better to leave them in your room or with a trusted friend.

There will be a programmed slot at the end of the Maskerade for photos. There is also an official Photographer who will be taking photographs during the maskerade itself. You will need to say on the form if you are happy for them to take photos of your act or not. If you say nothing we'll assume that you are ok with the Photos.

Please Do not quack at the master of ceremonies. He's been warming up the audience for you.

Don't bring roundworld problems into the maskerade- please keep clear of politics.

A quick list of Do's and Don't will be available here:

[Maskerade Do's and Don'ts](#)