

Prince Rupert Special Events Society Winterfest Cosplay Contest Regulations

A masquerade is a non-professional costume competition featuring costumes from comic books, movies, Japanese animation, video games or any popular fandom.

There are two different entry categories:

1. Skit: Short sketch done alone or with a group. All skits will have a time limit of one minute (60 seconds). If the skit is longer than the allocated time, the lights and the sound will be cut and the contestants will be escorted off the stage.
2. Walk-On: The contestant or the group walks on the stage, strikes different poses to show their costumes' every angle and walks out of the other side of the stage. Background music is strongly encouraged and should be provided by the participant upon registration.

Here's how to enter the masquerade:

1. Please read the Masquerade rules below.
2. This competition will have on site registration only with pre-judging. If you do not show up for pre judging, you can participate in the walk on portion but not the competition.
3. Pre-judging will take place between 1 pm (1300) and 4 pm (1600). Please show up during this time to register, have your costume judged, speak to the MC, sound technician, and have your picture taken. You're then free to enjoy your day until final call time! Our Workmanship Judge(s) will look for technical skill displays, tailoring, execution, finishes, fit, fabric and materials manipulation and much more! The judges need to know what parts of the costume were constructed by you and what parts (if any) were purchased.
4. Entries who fail to show up to their appointment will be disqualified.
5. There will only be a total of 50 entry slots, including advance registration, so be sure to arrive early for onsite registration!

Final call time will be one hour before the show. You must report to the Masquerade Green Room by that time or you will be disqualified. Please note that you will not be able to leave the Green Room after that time. It is therefore strongly recommended that you wrap up anything you needed done prior.

Rules:

1. Microphones will not be provided. Using a pre-recorded soundtrack is highly recommended. Only MP3 files on USB keys will be accepted. No files on cellphones, CDs, YouTube, Dropbox or other file sharing sites will be accepted. There will also be no Wi-Fi available for downloads. The Masquerade team does NOT have a music library to choose your music from. If you do not submit a soundtrack, your entry will be silent. Be prepared to submit your file during your Green Room appointment.

2. The maximum number of contestants in a group is twelve (12). No group over twelve people will be accepted.
3. Entries with minors (under 18 years of age): The registration form must be signed by a parent or legal guardian.
4. No open flame, liquids, powders or “flash” paper are allowed on stage. If you want to use an electronic flash or any other visual effect, you need to mention it on your application form so the host can warn the audience. No laser pointers are allowed. No loose glitter is allowed either on stage or in the Green Room.
5. No slippery or messy substances are allowed on stage. In doubt, ask the masquerade direction when you submit your form. The stage must be in the same condition before and after your number. If you have to leave anything on the stage, the objects need to be easy to pick up by the tech staff. Otherwise, you need to have your own assistant to pick it up.
6. No nudity. This is a family friendly event with people of all ages attending.
7. No real firearms, real firearm replicas or throwing weapons are allowed. No cold weapon, no metal blade, be it sharpened or not are allowed. If your costume needs a bow, the bowstring must be removed when not on stage. Any weapon used during the masquerade must follow the Prince Rupert Special Events Societies [Weapons and Large Props Rules and Regulations](#). Exceptions are at the director’s discretion only.
8. Every contestant can only go up on stage once during the masquerade. However, anyone can present as many costumes he/she wants, but he/she can only wear one of them. The other costumes must be presented by other contestants (they can be in the same group or not).
9. Contestants must be in the Green Room at the required time. Ask the masquerade table for any details. If you are not present on time or you are not ready to go on stage when it is your turn, you will be disqualified. Any exceptions are at the director’s discretion only.
10. The masquerade is a non-professional competition. Costumes bought online or rented are not eligible for any award, same as professional or theatrical costumes. However, these costumes can be presented on stage in the “Walk on” category. Please note that priority is given to costumes created by non- professional contestants. The “Walk on” applications will be allowed only if available slots remain after registration.
11. Commissioned costumes will be allowed IF AND ONLY IF the costumer (the one who made the costume) filled out the application form themselves. He/she doesn’t have to appear on stage, but his or her presence in the Green Room is mandatory. Wigs, little props and jewels are exempted.
12. The Masquerade Director reserves the right to remove anyone from competition for any reason deemed sufficient that can include but is not limited to: inappropriate, indecent, rude, racist or sexist behavior. Threats and/or violence of any kind to staff, attendees and volunteers will not be tolerated and can result in immediate expulsion from the convention. The decisions of the judges are final. Awards are selected for workmanship, presentation or a combination of both. The judges may not give out a ‘Best in Show’ or a ‘Best in Division’ award, or any award in a division if they feel none of the costumes entered are deserving of such award.

Standard Judging Division System

The Standard Division System exists to promote fairness and ensures both novices and experienced costumers have reasonably equal chances to win awards in masquerades using divisions based on skill and experience. Any participant can choose to enter a division higher than the one they belong to, if they feel that their experience is greater than that of their current division. For example, a contestant that has made more than a dozen costumes in the past but has never participated in a masquerade may enter at a higher level than novice, depending on the overall level of the competition he/she is looking to compete in. Keep in mind that if the contestant wins in that higher Division, they must compete in that Division in future competitions.

The Standard Division System, in accordance with the International Costumers' Guild Guidelines, will be used as follows:

Junior Division

(Also known as the Young Fan Division)

Any contestant less than 13 years of age at the time of this competition may compete in the Junior Division. The Junior Division is divided into two subdivisions.

- Junior Self-Made: A Junior contestant who has largely or wholly constructed his/her own costume.
- Junior Adult-Made: A Junior contestant whose costume has been largely or wholly constructed by an adult.

Novice Division

A contestant who has not won a major award at a masquerade other than as a Junior costumer. A contestant who has won numerous awards in the Novice division is encouraged to enter in the Journeyman division.

Journeyman Division

A contestant who has won fewer than three (3) awards at Masquerades while competing in the Journeyman Division; or who wishes to enter this division, if they do not belong in a higher division in use in the competition.

Artisan Division

Any costumer who has won three (3) or less awards in the Journeyman division; or who wishes to enter this division, if they do not belong in a higher division in use in the competition.

Master Division

A contestant who has won three times (3) or less in the Artisan Division or has won a Master award at a nationally recognized regional anime convention; or who wishes to enter this division.

Walk On Division

The masquerade is an amateur competition. Purchased or rented costumes may not be entered in competition for awards but may be shown on stage in the Walk On Division. Costumes made for business purposes, theatrical and professional events are not eligible for awards but may also be shown in this Division. In addition, anyone who wants to show their costume in this Division may do so.

Documentation

It is strongly recommended that you provide documentation for re-creation costume entries if you feel the judges may not be familiar with a particular reference. Documentation can include any pictorial representation of your costume. Provide copies only; do not bring originals.

Any questions or comments can be made to:

Prince Rupert Special Events Society
PO Box 306
Prince Rupert BC
V8J 3P9
Email: prspecialevents@citywest.ca
Fax: 250-624-9218

Or at our office location: 424 3rd Ave West – Lower level of City Hall beside the fountain

Prince Rupert Special Events
Winterfest Cosplay Contest
Weapons Regulations and Guidelines

The Prince Rupert Special Events Society is committed to providing a safe and welcoming environment for all persons attending the event(s). Any item that Prince Rupert Special Events Society believes may be a weapon must be immediately taken to Weapons Check for examination. Weapons that Prince Rupert Special Events Society determines are admissible will be marked with an identifying tag and may be brought into the event(s). Any weapon that Prince Rupert Special Events Society considers to be inadmissible must be stored at Weapons Check or immediately removed from the event. Any prohibited (illegal) weapon must be removed from the event. The decision of the Weapons Master, or their designate, is final and will be strictly enforced to ensure a safe environment for all attendees.

Failure to respect any of the weapon rules may result in any or all of the following:

- Confiscation of weapon or item, without return;
- Loss of admission to the event without refund;
- The involvement of law enforcement agencies; and/or
- Other actions deemed appropriate by Prince Rupert Special Events Society.

DEFINITIONS

Weapon is defined as any item or object that the Criminal Code, the Prince Rupert Special Events Society Weapons Master, or their designate, considers to be a weapon.

Weapons Master is the representative of Prince Rupert Special Events Society who implements and enforces the Prince Rupert Special Events Society Weapons Policy- either directly or via designated staff. The decision of the Weapons Master, or their designate, is final.

Prohibited and/or illegal Weapon: A prohibited weapon is one that the convention does not allow on its grounds. An illegal weapon is one that is not allowed to be possessed, displayed, or sold in Canada. These prohibited and/or illegal weapons are banned from all Prince Rupert Special Events Society event(s) and must be immediately removed from the event venue. Prince Rupert Special Events Society reserves the right to notify law enforcement agencies.

Inadmissible Weapon is a non-prohibited (i.e. legal) weapon that has been examined by the Weapons Master, or their designate, and is not permitted to be brought into the convention. A legal weapon may still be considered an inadmissible weapon at Winterfest or events hosted by

Prince Rupert Special Events Society (e.g. a metal sword). The weapons must be stored at Weapons Check or immediately removed from the convention.

Admissible Weapon is a weapon that has been examined by the Weapons Master, or their designate, and is permitted to be brought into the convention. A small identifying tag will be affixed to the weapon to identify it as admissible.

Weapons Check is the area, or areas, at Winterfest or other events organized by Prince Rupert Special Events Society where all items that may be considered weapons are inspected by Prince Rupert Special Events Society and determined to be either prohibited, inadmissible, or admissible.

Examples of Prohibited and/or illegal Weapons

If it is illegal outside the convention, it is illegal inside the convention- and therefore banned from Winterfest or events organized by Prince Rupert Special Events Society. Examples include (but are not limited to):

- Firearms of any kind;
- Bali-song (“butterfly knife”) or switchblade/drop blade style knives;
- Brass knuckles or knives/blades attached to brass knuckles;
- Spiked wristbands;
- Morning Stars or flails;
- Concealed knives or blades in normally innocuous items that are less than 30 cm in length;
- Hand crossbows;
- Nunchucks, tonfas, shurikens, or similarly prohibited martial arts weapons (foam replicas of these items are admissible); and,
- Law enforcement items such as batons, Tasers, or mace.
- Arrows, bolts, and other projectiles used in bows, crossbows, or slingshots are inadmissible.

Click on this links below to review the Canada Border Services Agency’s and Justice Canada’s information regarding prohibited weapons:

<http://www.cbsa-asfc.gc.ca/publications/dm-md/d19/d19-13-2-eng.html>

Note: Although some types of cane swords, umbrella swords, and similar items may not be prohibited in Canada, ALL such items are banned from display, sale, or possession at Winterfest and events organized by Prince Rupert Special Events Society.

Examples of Inadmissible Weapons

The following list provides some examples of Inadmissible Weapons. Prince Rupert Special Events Society reserves the right to determine the admissibility of any item or weapon.

Projectile Weapons

- Airsoft pistols, rifles or other similar devices;
- Pellet guns, BB guns, or similar devices;
- Flintlock or muzzle loading weapons or similar devices (which are not considered “firearms” under the law);
- Decommissioned firearms of any kind;
- Replica firearms made from metal, solid resin/plastic/rubber;
- Close imitations are allowed if they are made of acceptable materials and as long as they cannot fire like an actual replica (e.g. a musket that does not have the proper firing chamber, or a pistol that does not have a bored barrel);
- Any prop, item or weapon that is capable of firing any projectile or powder charge of any kind;
- All other projectile weapons are required to have orange safety tips at all times on convention grounds, however, they can be removed for photography or competition purposes if they are reattached when moving around the convention;
- Nerf guns and other foam dart guns are admissible, but they must not have any foam darts loaded at any time;
- Bows, crossbows (but not hand crossbows- they are Illegal Weapons), and slingshots are admissible but only if they are de-strung or strung with light string, yarn, or a similar material and cannot fire a projectile; and,
- Arrows, bolts, and other projectiles used in bows, crossbows, or slingshots are inadmissible.

Swords, Blades, Knives and other Melee Weapons

- Hard plastic replica weapons made from polypropylene or similar items;

- Cane swords, umbrella swords, or similar items;
- Metal swords, metal knives and other active martial arts weapons;
- Metal weapons purchased at the convention are subject to the policy direction in the Special Circumstances section below;
- Metal chains or other similar items;
- Costume swords are admissible if they are secured in such a fashion that they cannot be drawn; and,
- Blunt weapons (made of wood, hard plastic, or metal) such as baseball bats, cricket bats, and hockey sticks.
- Butterfly trainers

Shields and Armour

- Wooden, plastic, and metal shields are inadmissible if they contain: sharp medal edges; metal, wood, or hard plastic spikes, or other protrusions; and/or any other feature or characteristic determined to be inadmissible.
- Armour is inadmissible if it contains: sharp medal edges; metal, wood, or hard plastic spikes, or other protrusions; and/or any other feature or characteristic determined to be inadmissible.

Light Sabers

- Light Sabers are permitted if their blade/bulb is not made of glass.

Wheeled/Tracked/Jumping Devices

- Skateboards, rollerblades, roller skates, unicycles, bicycles, hoverboards, scooters and similar devices.
- Pogo sticks, spring shoes, jumping shoes, kangaroo shoes, and similar devices.

Prop Weight, Shape and Material Restrictions

- Any items with sharp points, sharp edges, excessive weight or any other features that are deemed dangerous to others by the Prince Rupert Special Events Society.
- There is no set weight limit for items, but Prince Rupert Special Events Society reserves the right to prohibit heavy items on a case-by-case basis.

Lasers

- Prince Rupert Special Events Society prohibits all laser pointers in the convention. If a prop or weapon includes a laser pointer, it must be rendered non-functioning (e.g. batteries must be removed).

PROCEDURES

- Prince Rupert Special Events Society reserves the right to require that any item entering the convention, or which is found to be anywhere within the convention, be made available at any time for examination by Prince Rupert Special Events Society staff to determine the item's admissibility status. Non-compliance may result in expulsion without refund from the event.
- Any item that Prince Rupert Special Events Society determines may be a weapon must be immediately taken to Weapons Check for examination (or examined on the convention floor by the Weapons Master, or their designate, if they are circulating around the event). Weapons that already have a tag may be re-sent to Weapons Check to validate the tag. Prince Rupert Special Events Society staff may escort the weapon to Weapons Check.
- The Prince Rupert Special Events Society Weapons Master, or their designate, will examine the weapon to determine its admissibility.
- Admissible weapons will have a small identifying tag affixed to the weapon- in a location determined by the Weapons Master, or their designate. The tag must remain on the weapon for the duration of the convention. Tampering, altering or removing the tag during the convention may result in the weapon being determined as inadmissible and/or the removal of the person from the convention.
- Inadmissible weapons must be stored at Weapons Check or immediately removed from the convention.
- Prohibited weapons must be immediately removed from the convention centre. They cannot be stored at Weapons Check. Prince Rupert Special Events Society reserves the right to notify law enforcement agencies.
- Illegal weapons may be reported to law enforcements agencies if seen.
- Any inappropriate behaviour with a weapon, which puts the safety of any person or property at risk, will not be tolerated. This includes horseplay, mock fighting, or other activities deemed inappropriate by Prince Rupert Special Events Society.
- Refer to the Special Circumstances section below for the procedures related to Inadmissible Weapons that are displayed, offered for sale, and purchased at the convention.
- Inadmissible Weapons stored at Weapons Check will be returned to individuals as they are leaving the convention.
- Failure to respect these requirements may result in the weapon being confiscated without return.
- It is the individual's responsibility to pick up their checked weapons as they exit the venue/ event(s). Any props or weapons left with the Weapons Master beyond the closing of Weapons Check become the property of Prince Rupert Special Events Society.

Special Circumstances

Cosplay Competition

If attendees wish to include the use of a weapon in their Cosplay appearance, they must seek and receive approval from the Prince Rupert Special Events Society Director prior to the registration deadline. The Prince Rupert Special Events Society Director may consult with the Weapons Master when considering the approval of a weapon. Approval will be determined on a case-by-case basis, and always at the full discretion of Prince Rupert Special Events Society.

Contacting Prince Rupert Special Events Society about the Weapons Policy

If you have any questions regarding the Weapons Policy, please contact Prince Rupert Special Events Society prior to the event(s) at:

424 3rd Ave West, Prince Rupert BC V8J-1L7

(250) 624-9118

prspecialevents@citywest.ca

For any questions regarding weapons, which weapons can be sold in Canada, and what constitutes proper wrapping, please contact the Weapons Master via the contact information provided above.

While the Weapons Master may offer advice prior to the convention on which weapons are appropriate, Prince Rupert Special Events Society reserves the right to determine the admissibility of any weapon at the time of the convention, regardless of any prior information provided.