



MegaCon Live

# Masquerade Rules



**GUILD OF NERDS**

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## Helpful Links/Resources

### [Guild of Nerds Blog](#)

[Calculating How Much of my Cosplay is Made](#)

[Stage Ninjas 101](#)

[Entering Competitions as a Group](#)

[Different Types of Masquerade Performances](#)

[Brainstorming Masquerade Performances](#)

[Everything you need to know about MP3's and MP4's](#)

[Progress Books 101](#)

### [Progress Book Template](#)

### [Behind the Curtain Column](#)

[Submit Questions for the Column](#)

## Summary.

- All cosplays must adhere to the convention rules with regards to dress and props.
- Good sportsmanship is required. An entrant can be removed from the Cosplay Masquerade and disqualified from future shows for poor sportsmanship.
- There are two classes (Adventurer and Artificer) for handmade costumes, with slightly different requirements for each: Adventurer entries must have made 50% or more of their cosplay. Artificer entries must have made 80% or more of their cosplay. There is one class (Bard) for performance-only entries.
- Best in Show and Best Adventurer are weighted at 35% craftsmanship, 30% accuracy and/or creativity, 5% sustainability, and 30% performance.
- Bard and Adventurer entrants aged 12-15 must be registered by their parent/guardian and accompanied during pre-judging and backstage. Artificer entries must be aged 16 or over.
- Only one entry per person per event.
- Groups are capped at 6 people and qualify for all categories/prizes depending on their class.
- Submitting an application does not guarantee acceptance. Performances are not automatically accepted, and the cosplay team reserves the right to reject performances that are unfit for the Cosplay Masquerade.
- Online progress books or WIP photo folders are required, but are not judged competitively.
- If the cosplay team receives more applications than spots available, priority will be given to entrants who submit the most thorough application forms, including complete performance plans and detailed WIP photos.
- You must complete the pre-check process in advance of the show to validate your entry.
- An advanced waitlist system will operate once all spots are filled. There will be no on-the-day registrations.
- You must check in, either online or at the Cosplay Village, on the day of your entry by 12pm. Failure to do so may result in you being marked as a no-show and your spot given to someone on the waitlist.
- All performances must be under 120 seconds/two minutes.
- Performances must be family friendly and safe for the audience and performer. Cosplayers must be able to move on the stage unassisted, or have their own handler attending with them.
- By entering the competition you agree that your photo and video may be taken while onstage and in the stage area, and that MegaCon Live, Guild of Nerds, and other subsidiaries of these entities may use your image for advertising or sponsor purposes.

## Experience classes.

We've introduced experience classes to the judged Cosplay Masquerade, ensuring that crafters of similar skill levels are able to compete against each other. We're detailing the requirements for the Adventurer and Artificer classes below. The Bard Class is a performance-based class for cosplayers who have not made 50% or more of their cosplay.

Experience classes help to level the playing field between brand new entrants and those who have been competing longer. By assigning yourself an experience class when you sign up for the competition, you can be sure you will be judged against entrants of a similar level to you, giving you more chances to win and be recognised for your cosplay!

All classes operate on an application system. Applications open 6-8 weeks before a show, and are reviewed as a batch approx. 4 weeks before a show. No decisions are made until

Groups of up to 6 entrants can enter all classes, with the class generally based on the most experienced member of your group. Groups will be eligible to win any available award, including 'Best Adventurer' or 'Best in Show', depending on their class.

If not everyone in your group meets the minimum made percent for the Artificer or Adventurer class, please apply for the Bard class.

Best Adventurer and Best in Show (Artificer) will be with the following weighting: 35% Craftsmanship, 35% Accuracy or Creativity and 30% Performance. Best Bard is weighted at 100% Performance.

Remember, performance is a part of all classes, as it makes up 30% of the overall scoring in Adventurer and Artificer. As it is 100% of the scoring in Bard, Bard Class entrants must produce a full performance plan at the point of applying.

## Class Requirements and Identity Questions

Our classes are self-assigned, although you can contact the Guild of Nerds if you need help selecting a class to enter in! The Requirements are firm, and you must meet the requirements of the class to enter that class. Sometimes though, you qualify for multiple classes, and that's where Identity Questions come into play. You don't need to identify with all of the identity questions, but see which class you identify with the most.

### Bard Requirements

*For cosplayers who are performers at heart, but haven't made their cosplay.*

- Bought, thrifted or commissioned your cosplay
- Over 16 years old.
  - 12-15 year olds may enter if registered by a parent.
- Complete an online application detailing a performance plan.

### Identity Questions

- You have a performance in mind;
- You're okay performing in front of a large audience;
- You want to compete against other performers.

### Adventurer Requirements

*For cosplayers with less experience competing or making cosplays, who are excited to get started!*

- Made 50% or more of your cosplay
- Over 16 years old.
  - 12-15 year-olds may enter if registered by a parent.
- Complete an online application;
- Do not have professional experience or training in costuming/sewing.

### Identity Questions

- You're new to making costumes;
- You've never won a major award;
- You haven't entered a cosplay competition, or entered less than five.

### Artificer Requirements

*For more experienced cosplayers who've been competing for a long time, have won awards, or have lots of making experience.*

- Made 80% or more of your cosplay;
- Over 16 years old;
- Complete an online application.

### Identity Questions

- You've won a major award;
- You consider yourself an experienced costume maker;
- You've entered more than five competitions;
- You have professional costuming training or experience.

## How to enter.

- Applications for all classes open at the same time (6-8 weeks before a show) and reviews happen on a rolling basis. Entrants may be contacted while applications are still open if their application is missing information.
- Applications move to 'waitlist mode' after spots are filled by accepted applications.
- If there are more applicants than spots available, applicants will be chosen based on the thoroughness of their form, particularly how complete the information about their cosplay and performances are.
  - Please make sure your application is complete with all information, and as detailed as possible, to ensure you have the best chance of securing a spot.
  - If you do not secure a spot due to lack of space, you will automatically be placed on the waitlist.
- If the selection committee feels you should be entering as a different class than you have chosen, they reserve the right to move you to the appropriate class as space allows, and will contact you about this change.
- There will be no on-the-day sign-up. All entries apply in advance online.
  - There will be a Cosplay Showcase you can enter on the day both days.
  - If you are still on the waitlist on the day of the competition, there will be a system in place for waitlisted entrants to claim last minute spots.
- Only one entry is permitted per person per event. You cannot enter both Saturday and Sunday of the event.
  - If you enter as a part of a group one day, you cannot enter as a solo entry or as a part of a different group on a different day.
  - As MegaCon Live Masquerades are always oversubscribed, this rule exists in order to maximise the number of cosplayers who can participate in the show.
- More information, including pre-check information, and information for the day of the show will be sent no later than one week before the event. On the day, you must sign in

at the Cosplay Village, or via the online system, by 12pm, otherwise you will be marked as a no-show and your spot may be given to someone on the waitlist.

- There will be scheduled pre-judging slots in 30 minute increments, starting as early as priority entry to the show. If you miss your pre-judging slot, even if that slot is before 12pm, you may be marked as a no-show. Bard Class entrants do not complete pre-judging.

## Cosplay eligibility.

- Cosplays must be made by the entrant (person wearing the cosplay on stage) or, in the case of group entries, by someone in the group. Bard class entrants should have a performance in mind, and have made less than 50% of their cosplay.
- All costumes must meet the minimum made percentage requirement for the class they are entered into, ie. less than 50% for Bard, 50% for Adventurers and 80% for Artificers.
  - In the Bard class, groups can enter with a mix of bought and made cosplays.
  - Unsure how to determine how much of your cosplay is made, modified or bought? [Check out this Guild of Nerds blog post.](#)
- Commissioned and bought costumes, or costumes mostly made up of generic clothing, should be entered in the Bard class.
- All cosplays entered must adhere to the convention rules in regards to dress and props.
- The cosplay entered cannot have won a major award (1st/2nd/3rd/Best in Show) at any previous cosplay competition, unless the cosplay and/or performance is 50% different or modified. The Guild values progressive competition, so the cosplay entered cannot have previously been entered into an international final.
- A cosplay can be re-entered into a second MegaCon Live Cosplay Masquerade in the event that it does not win any award in its first competition. Cosplays entered for a second time should be significantly upgraded from their first competition, and this information must be declared on the application form. Regardless of whether or not it places the second time, the cosplay cannot then be entered into a MegaCon Live Cosplay Masquerade again.
- Cosplays can be from any media, including but not limited to, anime, gaming, film, television, musicals, comics, and toys. Original characters are welcome, and concept sketches or other such references should be included in the progress books for original characters or costume designs.
- Cosplayers may not modify their skin colour or features through the use of make-up or prosthetics to that of another realistic or human ethnicity - see rule 12 below.
- Cosplays may not mimic the appearance of, or contain symbols of, hate groups, or



promote hate of any kind.

- Cosplays should provide enough coverage to be worn in public and not simulate nudity.
- Cosplays must be suitable for a family-friendly audience.
- Minors may not compete with cosplays or performances from 18+/TV-MA source material or other such adult content.

## Performances.

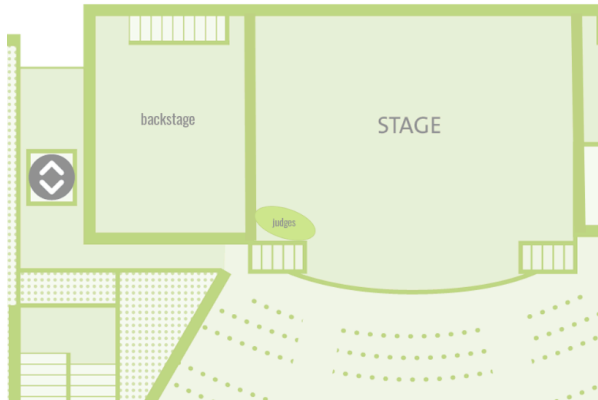
- 'Best in Show' (Artificer) and 'Best Adventurer' both take performance into account at a weighting of 30%.
- All performances must follow the performance rules. Breaking these rules can and will result in a ban from Guild of Nerds-hosted competitions.
- MegaCon Live is a family-friendly event. Strip-teases, simulated nudity, extreme violence, and swearing (either live or recorded) are not permitted.
- Safety is important! We do not allow the following on stage:
  - Glass containers or other items that could break into shards, eg. ceramics;
  - Liquids of any kind, including fake blood in the form of liquid or gel, or blood capsules. Water and other beverages can be brought backstage in a sealable container, but cannot be brought on stage;
  - Strobes, flashes, or lasers of any kind are prohibited as this poses a safety hazard to other entrants, the audience and judges;
  - Anything that could leave debris on the stage, or render the stage sticky or slick. This includes the use of bubble machines or solution, popping balloons, glitter, powders, confetti, etc. You are not allowed to throw things into the audience, or towards the judges, nor hand anything to the judges or audience members;
  - Smoke machines, pyrotechnics, fireworks or anything that may produce a flame are prohibited unless by explicit permission;
  - Entrants are not allowed to exit or enter the stage from the front or sides of the stage, you must use the ramp or provided stairs;
  - You cannot enter the stage from the audience, or exit the stage into the audience at any point in your performance (beginning, middle or end);
  - You should approach the edge of the stage with caution, as there is not a railing and falling could result in injury;
  - If your cosplay impairs your vision or mobility, you should have a handler or stage ninja with you to help keep you from the edge of the stage. Please inform us on your pre-check application if visibility or mobility onstage are a concern.

- All performances must be under 2 minutes (120 seconds) This is from the time your audio starts or you walk onto stage, whichever happens first. A small buffer for placing and clearing props/set pieces will be allowed but must be within reason.
- Audio must be submitted in an MP3 format. As the show is not live-streamed or recorded for public release at this time, there is no restriction on origin of audio tracks.
- If a video screen is available for use, you'll be able to supply an image or video to be displayed on the screen during your performance. This must be supplied as an MP4 (even for still images) and should have your backing track within the MP4. You will still be asked to supply an MP3 of your audio as a contingency for screen issues. We endeavour to provide a screen wherever possible, but cannot always guarantee this.
- You are allowed to use a stage ninja in your performance. You can [learn all about stage ninjas here!](#)
  - Stage ninjas must be in all black or dark-coloured clothing if they will be onstage during the performance. We can store costumes in the cosplay cloakroom if your stage ninja needs to change before the performance;
  - If your ninja is simply placing or clearing props directly before or after your performance, they do not have to be in all black or dark coloured clothing;
  - Stage ninjas may interact with the entrant during their performance. They may not interact with the audience as a performer, play a named character in the performance, and may not have any lines of dialogue, recorded or spoken. The exception to this rule is a stage ninja operating a puppet, which is a character;
  - Some ways you might use a stage ninja include: to pre-set your props/set pieces and clear them at the end of your performance; assisting with props/set pieces on stage; assisting with costume changes; acting as a 'mannequin' within your performance. Check out the linked article above for more ideas and info.
  - You must recruit your own stage ninja, and they will need their own event ticket.
    - Our stage crew may be able to assist you minimally during the show with pre-setting props etc., but this cannot be guaranteed. You may have to pre-set your own props and clear them if you do not have a stage ninja.

- The cosplay team reserves the right to intervene or stop a performance should a need arise, or the performance is seen as too dangerous or inappropriate to continue.
  - The cosplay team may decline a performance if it seems it may pose a safety risk or is inappropriate, and also must review any scripts or original lyrics.
- While handheld mics can be requested, entrants must do so in advance. Mic stands and head mics are not available.
- The cosplay team cannot provide stage props, set elements or staff/volunteers to participate in performances.

## Technical Specifications.

### MegaCon Manchester



**Stage Layout:** The Manchester stage is approximately 10mx10m of usable space. Due to the layout of the auditorium, the judges will sit on the stage, downstage right.

**Entrance and exit:** Entrants will enter and exit from stage right.

**Access:** The stage is accessed via a large service lift. Alternate access via stairs is possible if an entrant cannot use the lift.

**AV:** There is a screen available for use by the entrants, which is positioned behind the stage. The screen is very large, and supports MP4 files. Recommended video size is 1920px1080p. Use of the screen is optional. Videos should not contain flashing or strobing effects.

**Lighting:** Limited light requests can be taken, in regards to lighting levels. Colour requests and spotlight requests are not an option, nor are requests for lights to flash or strobe in anyway.

### MegaCon Birmingham

More information for the 2025 shows coming soon

### MegaCon London

More information for the 2025 shows coming soon

### MegaCon Dublin

More information for the 2025 shows coming soon

## **FULL AND COMPLETE RULESET FOR MEGAICON LIVE COSPLAY MASQUERADE.**

While many of these rules have been summarised in previous sections, please read the full rules below to ensure you are in line with the rules of the competition.

1. All cosplays entered must adhere to the convention rules in regards to dress and props.
2. Entry to the show is via an application system, and applications will be reviewed as a batch when the applications close. Three self-identified experience classes are available.
  - 2.1. We may bump your class up if we feel you qualify for that category and there is space in the class.
  - 2.2. If there are more applicants than spots, priority will be given to entrants who submit the most thorough application, including, but not limited to, the quality of your performance description, and how far along you are in your build process.
  - 2.3. A waitlist will be operated for both classes. In the case of drop-outs, waitlisted individuals will be contacted to fill the spots.
3. Adventurer entries must have made 50% or more of their cosplay, and Artificer entries must have made 80% or more of their cosplay. This rule does not apply to the Bard class, which is for performance based entries who have made less than 50% of their costume. This is to ensure there is enough space in the Bard class for those who don't qualify for the other two classes.
  - 3.1. '50% made' is defined as half more of the cosplay is handcrafted, with raw materials, i.e. acquired material, cut or shaped, and sewn or glued together to create a finished piece. At least half of the costume should be made or significantly altered for the Adventurer class, and 80% must be made or significantly altered for the Artificer class. Typically shoes, undergarments, and wig bases are not expected to be made.
  - 3.2. Artificers and Adventurers are required to produce documentation of their build process for the cosplay. The minimum requirements for this documentation is that it shows multiple steps of the build process. It should contain photos, and

should be submitted digitally.

- 3.3. If the validity of your entry is called into question you will be required to present definitive evidence that you have made 50% (Adventurer) or 80% (Artificer) or more of the cosplay. We reserve the right to refuse entry to all future contests if you have passed another's work, or a purchased cosplay, off as your own work.
  - 3.3.1. Definition of 100% handcrafted for the purposes of this contest: Item was designed (patterned, 3D modelled etc), cut/shaped, assembled and finishing details were all done by you the creator. You can read more on determining how much of a cosplay you have made in this [Guild of Nerds blog post](#).
4. Progress books are required for Adventurers and Artificers, and should be submitted digitally during online pre-check. This is not a competitively judged portion of your entry, but may hinder the judging process if the judges are unable to assess hidden parts of your costume, eg. undergarments and finishing.
  - 4.1. Made costumes that are based on a reference are judged for Accuracy. Made costumes based on an original design, or multiple references (i.e mashup cosplays) will be judged based on Creativity. This is up to the judges discretion. The judges are looking to award as many points as they can and will select the category that best reflects the cosplay origins, which can be a combination of both categories.
  - 4.2. If your Progress Book is handwritten or contains material samples, please take photos for the application and present the hardcopy during judging.
5. Pre-judging slots for Adventurers and Artificers will be pre-booked during the online pre-check, including up to 8 entrants within a 30 minute block. You must arrive at your pre-judging slot at the start of your 30 minute block to minimise wait times.
  - 5.1. If you miss your pre-judging block by arriving more than 20 minutes late, the cosplay team will try to accommodate you, but we cannot guarantee you will be able to enter the show.
  - 5.2. Pre-judging is timed, the length of which is based on experience class. Artificers

get 5 minutes, Adventurers get 3 minutes, and all group entries will receive an additional 3 minutes on top of their class given time. (i.e an Artificer group gets 8 minutes, and an Adventurer group gets 6 minutes).

6. Best in Show and Best Adventurer are judged based on four categories. 35% Craftsmanship, 30% Accuracy/Creativity, 5% Sustainability, and 30% Performance.
  - 6.1. Best in Show and Best Adventurer does take performance into account, so please plan your entry accordingly.
  - 6.2. In order to encourage sustainability in cosplay, 5% of your mark is dedicated to the efforts you have made to be eco-conscious. Examples of sustainable crafting can include: ethically sourced materials, using stash fabric instead of buying new, repurposing elements from old costumes, recycling materials, disposing of waste responsibly. Please detail this information in your application form, progress book, or pre-judging where appropriate.
7. Only one entry per person per event. You cannot pre-register for both Saturday and Sunday at the same event.
  - 7.1. Groups are capped at 6 people. Groups are eligible for all categories/prizes, depending on their class.
  - 7.2. Waitlist spots will be given as spots become available in the order that entrants join the waitlist. Entrants will have 24 hours to respond to a waitlist invite before the spot is offered to the next person on the list.
8. We know how hard cosplayers work on their costumes and performances, so we do not discourage cosplayers from entering costumes that have already won awards, but endeavour to ensure competition remains ethical and fair. Cosplays that have been entered in previous contests at other, non-MegaCon Live, events and have won a major award can only be entered into a MegaCon Live competition once, and only if an entrant can show major alterations or improvements have been made.
  - 8.1.1. Major awards include 1st, 2nd or 3rd, or Best in Show. Judges Choice, Runner Up, Honourable Mentions etc. do *not* count as a major award; please see 8.1.6.



- 8.1.2. In order to enter an awarded costume, the costume and/or performance must be 50% different from the previous contest at which it placed.
  - 8.1.3. Bard Class entrants who have won a performance based award before must have a 50% different performance to enter again.
  - 8.1.4. Information about previous wins must be declared on your application, and all relevant updates must be documented in your progress book, with evidence from the previous competition.
  - 8.1.5. An entrant may be disqualified from future events and stripped of their prize if it is discovered that they have entered a costume that has previously won a major award without declaring this information.
  - 8.1.6. A cosplay can be re-entered into a second MegaCon Live Cosplay Masquerade in the event that it does not win any award in its first competition. Cosplays entered for a second time should be significantly upgraded from their first competition, and this information must be declared on the application form. Regardless of whether or not it places the second time, the cosplay cannot then be entered into a MegaCon Live Cosplay Masquerade again.
9. Entries must be 16 or over. Under 16s must be registered by a parent or guardian.
- 9.1. You must be 16 or over to enter the Artificer Class.
  - 9.2. Adventurer and Bard class is open to 12-15 if they meet the class requirements and are registered by a parent or guardian.
  - 9.3. Entrants aged 12-15 must be accompanied by a parent or guardian during pre-judging and backstage elements of the competition.
  - 9.4. Minors may not compete with cosplays or performances from 18+/TV-MA source material or other such adult content.
10. Performances are not automatically accepted, and the cosplay team reserves the right to reject any performance they deem unfit.
- 10.1. Performances must be family friendly and safe for both the audience and cosplayers. No strip teases or simulated nudity, and no live or recorded swearing.

- 10.2. Cosplayers must be able to move on the stage unassisted, or have their own handler with them who allows them to move safely onstage.
- 10.3. Strobes, flashes or lasers of any kind are prohibited as this poses a safety hazard to other entrants, the audience and judges.
- 10.4. You are not allowed to throw items into the audience or towards judges.
- 10.5. Nothing should be left on the stage after your performance, such as glitter or confetti. Anything that could leave debris on the stage, or render the stage sticky or slick are not allowed, including bubble machines or solution, popping balloons, glitter, powders, confetti, etc.
- 10.6. No liquids of any kind, including fake blood in the form of liquid, gel, or blood capsules, are allowed on stage. Water and other beverages can be brought backstage in a sealable container, but cannot be brought on stage. Glass containers or other items that could break into shards, eg. ceramics are not allowed on stage.
- 10.7. Entrants should ensure their performance does not take them too close to the edge of the stage. Please see the section on 'Technical Specifications' for stage dimensions.
- 10.8. If you need mobility assistance, please make the cosplay team aware of your needs in advance via your application, and on the day where necessary.
- 10.9. The cosplay team has the right to stop or intervene in a performance should a need arise, or if they believe the costume or cosplayer is too dangerous or inappropriate to perform on stage.
- 10.10. Handheld mics may be available, but must be requested in advance.
- 10.11. The cosplay team can not provide any stage props or set elements except one basic chair. The cosplay team cannot supply stagehands. Any large set or stage props must be moved by the cosplayer or their stage ninja.
- 10.12. All performances are strictly capped at 2 minutes. Audios will be cut at the 2 minute mark if necessary to ensure we have time for all entries to compete.
  - 10.12.1. Please be prepared to upload your audio as an MP3 during online

pre-check, and ensure the audio is under 120 seconds.

11. Good sportsmanship is required. An entrant can be removed from the show, or disqualified from future shows for poor sportsmanship if the cosplay team deems it so.
  - 11.1. Cosplay Village volunteers are not allowed to compete in the masquerade at the show at which they are volunteering, but can compete at other shows.
  - 11.2. Megacon Live staff and crew, or other persons connected with the masquerade, e.g. prize sponsors, judges and their agents, are not eligible.
  - 11.3. You may be asked to present your valid MegaCon Live ticket to the cosplay team at any point during the competition. If you are unable to present a valid ticket, you may be removed from the competition.
  - 11.4. Verbal or physical abuse against the judges, cosplay team, other entrants or show attendees will not be tolerated. Offenders may be removed from the venue.
  - 11.5. Respectful interaction with other entrants is expected. Distasteful, rude, or discriminatory comments against other entrants are grounds for your immediate removal from the contest. This extends to post-contest, eg. online after the event in relation to the show. Poor behaviour may disqualify you from future competitions.
  - 11.6. Decisions for the masquerade prizes are decided by the judging panel. Their decisions are final.
  - 11.7. Prizes are awarded per entry, not per person in a group.
    - 11.7.1. It may take between three and six months to receive a monetary prize.
12. Cosplays cannot be obscene or offensive. This includes the unnecessary or insensitive use of make-up or prosthetics. Cosplays should not emulate the appearance of any form of hate or hate group, or endorse such groups.
  - 12.1. The use of make-up or prosthetics to change your natural skin tone or features to that of another realistic or human ethnicity is in violation of these rules.
  - 12.2. Cosplays should not endorse any form of hate or hate groups, nor should it emulate the appearance of any hate groups. Cosplays should not include symbols used by hate groups, even if it is in the original character design. If these symbols

cannot be separated from the concept for the execution of the cosplay, then the cosplay is not suitable to be entered in this contest.

- 12.3. Breaking *any* of Rule 12 will result in immediate disqualification and removal from the competition, as well as being ineligible to compete at any and all future Guild-run competitions. We will not take this lightly.
13. Entrants must complete pre-check online before the event. Pre-check will open 2-3 weeks prior to the show and must be completed by the deadline set in the pre-check email. Entrants will be contacted via email with more details on pre-check 2-3 weeks prior to the show.
  - 13.1. Audio and visual for the performances are not guaranteed. The audio for a performance must be submitted as an MP3 and checked by the entrant during pre-check. Video must be submitted as an MP4.
  - 13.2. Failure to supply audio for a performance by pre-check or failure to complete pre-check will result in the entrant forfeiting their place in the Cosplay Masquerade, and being moved to the waitlist.
  - 13.3. We are not able to accommodate changes to an application, including audio, after pre-check closes. It is the entrant's responsibility to ensure that what is submitted at pre-check is accurate and appropriate.
  - 13.4. You must also sign in at the Cosplay Village or via the online platform on the day you are competing by 1pm. This is so we can confirm that you are at the show and still competing.
    - 13.4.1. If you do not check in on the day and do not inform us that you will no longer be competing (known as a no-call no-show) you may face a penalty preventing you from registering at future shows.
  - 13.5. Your stage order is determined after the pre-check is completed. You will receive your stage number on the day of the Masquerade.
    - 13.5.1. If you are stage ninja-ing for a fellow entrant competing on the same day as you, please inform the Guild in advance to ensure you are at opposite ends of the stage order.

14. If online registrations fill up, we will operate an advanced waitlist to fill these spots..
  - 14.1. There will be two waitlists operated by the Guild: One for those who were unable to pre-register for either day, and one for those looking to enter a second day at the event. This system is intended to provide as many opportunities as possible for cosplayers to enter the show.
  - 14.2. On-the-day drops-out may be filled by waitlist applicants who have checked in at the Cosplay Village that day. More information on how to check in will be sent a few weeks before a show to those on the waitlist.
  - 14.3. There will be no on-the-day sign-ups available for the Masquerade, or on-the-day waitlist sign-ups.
15. By entering the competition you agree that your photo and video may be taken by attendees while onstage and in the stage area. You also agree that MegaCon Live, Guild of Nerds, and other subsidiaries of these entities may use your image for advertising or sponsor purposes, both from onstage and backstage.
16. The Guild's Show Director has the final say on any and all decisions outside of the judging process. Should any of these rules be deemed to have been broken, the Guild reserves the right to disqualify an entrant and refuse entry to them at future competitions.