

SEASON '79 FANCY DRESS COMPETITION

INSTRUCTIONS FOR COMPETITORS

Entering: You must fill in the entry form by noon Saturday. Forms are available in the convention's Information Room (the Churchill Room, just off the foyer) and must be handed in there, or given to Rob or Coral Jackson.

Competition number: When you hand your entry in you will be given a number, which is your position in the order of appearance. The master file of competition numbers will be kept in the Churchill Room.

Special requirements: If you need music played (or other sound effects) during your presentation, you must indicate this in the relevant place on the entry form, and provide your own cassette. You must indicate similarly if you want the lights dimmed or any slides projected; we must be in a position to make a list of special requirements for our technicians - we don't want mistakes any more than you do! If you will need guidance, e.g. if your vision or mobility is impaired or restricted, please indicate - guidance will be available, but we need an idea of the demand.

Wording of your announcement: Our MC, Bob Tucker, expects to be available at various times during the afternoon, including before and during the prejudging and photographers' run-through, which starts at 7.30 pm, to rehearse the name of your character and any special announcements you want made. This is important if you think there might be any misunderstanding over pronunciation. You must indicate precisely what you want our MC to say on your entry form - that is his script!

Changing facilities: There will be changing cubicles installed in Hall 2 (the same area as is being used for the prejudging and photo run-through). These will be available from as soon after 2 pm as we can make them, and will be equipped with mirrors, water etc.

Valuables, clothes, props: We will have plastic bags and cloakroom tickets available at the desk at the entrance to Hall 2, so that your clothes and other valuables can be left with us.

Preliminary viewing: This will start at 7.30 pm prompt. You will parade along the left of Hall 2, past a floodlit photography and TV filming area, then past the judges who will get a close-up look at your costume's workmanship and a chance to ask you any questions they may have, then past a flash photography area. Photographers will be confined to the right-hand side of the hall. If you aren't there you lose marks & your chance to be photographed; no photography is encouraged during the Parade, & flash is forbidden.

Parade: This will start at 9 pm prompt. You will be marshalled at the far left-hand end of Hall 2; here there is an 11-foot high opening into Hall 1. You will follow a red line up some stairs past our MC, who will announce your name & character, to centre stage where there is a stand mike you can use if you wish to say anything in your presentation. The red line then leads down a 32-foot catwalk with some stairs at the end, and along the central aisle to the back of the hall where seats will be reserved for you. You may either wait there or go back into Hall 2 to the marshalling point.

Judging: While the judges are making their final choices a cabaret and slide show will be performed by the science fiction folk group Alien Dream. You will have been given voting forms for the Competitors' Choice award; these must be filled in within five minutes of the end of the parade so they can be tallied and the winner announced with the others.

Prizes: Season has set aside a total of £200 in prize money. If your costume is adjudged a winner, you will be expected to parade again for the audience's further delectation.

Questions: If you have any, ask Rob & Coral Jackson, who are the organisers. Bob Tucker is MC; Rog Peyton is marshalling contestants; and Ian Williams is in charge of the preparation area in Hall 2. Many others will be helping; the organisers wish to thank all of them in advance.

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