

## **Farpoint Masquerade Costume Contest Green Room**

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### **Saturday – Green Room Opens at 6 pm – Salon E/F**

The Masquerade Green Room is a place for contestants to check-in, get their entrant numbers, participate in Workmanship Judging, and relax before the show starts.

#### **To clarify the purpose of the Green Room please note the following:**

If you will be participating in Workmanship Judging please plan to arrive in the Green Room by 6 p.m. in order to get your judging assignment.

If you are not planning on entering Workmanship Judging please arrive at the Green Room no later than 7 p.m.

Den Mommies and Daddies are available to help you with your needs while you are in the Green Room. When you arrive in the Green Room you will be assigned to a Den.

Please come to the Green Room in full costume, makeup, with all accessories. We do not have a changing area or enough space for the Green Room to become one. The Green Room is not the place to build your costume. If your costume is too large to be worn through the halls to get the Green Room please discuss this with the Masquerade Directors at Masquerade Registration.

No outside food may be brought into the Green Room. Please do not bring in take out or order room service to be delivered to the Green Room. Please eat before coming to the Green Room. Water will be provided. Anyone bringing in outside food will be asked to leave.

No alcohol or attendees under the influence of alcohol in the Green Room. This is bad mojo.

We ask that friends or family do not hang out with you in the Green Room. Visitors will be asked to leave.

Ninjas are available to help with your costume and/or presentation. Please speak with the Masquerade Directors.

Farpoint Enterprises, Inc. is not responsible for personal belongings, glasses, purses, wallets, cameras, etc. Please arrange to leave these items in your room or have someone else hold them for you until the Masquerade is over.

The Green Room will close shortly after the Masquerade award ceremony concludes. Please be prompt about returning to the room to gather any items left behind.