Events

From Worldcon Runners' Guide

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Masquerade

Photo Area

Make sure the photo area is adequate to do the costumes. Special electrical hookups may be needed in order to power the lights. Stagehands may be needed to set up the backdrops that participants are photographed against.

Hugo Awards Ceremony

Photo area

Make sure there is a photo area, and that the winners are around for a bit after winning so that the press and others can take pictures.

Technical Concerns

Tech setup and rehearsals

When doing space allocation, you must allow sufficient time in the function rooms for the staff to set up sound and light equipment. This is especially true if the demands by Programming during the day are such that some or all of the setup must be re-done for each event.

In particular, a tech rehearsal must be done on the day of each major event. This tech rehearsal may or may not overlap with the rehearsal of the participants of the event. In the case of the masquerade, the contestants must have a chance to see the facilities and anticipate what problems might occur.

Unions

If you are in a union facility, you must carefully cover in advance which tasks may be performed by fans, and which **must** be performed by union personnel.

If you are using fan tech support consisting of union members from other cities, you must make arrangements well in advance if you want to try to get the out-of-towners to work in an official capacity.

Live Feed

Given the limited size of most main function rooms, not all of the Worldcon attendees can normally fit. It is therefore a wonderful idea to have a live feed of (at a minimum) the masquerade and Hugo ceremonies throughout the facility, so that fans can see it from their rooms. This has historically provided a great way to keep crowd problems minimized.

Only a couple of problems:

1. Not all facilities are set up to do this easily.
   You may discover to your dismay that herculean efforts are required to set up such a feed. Even in cities that are "major" convention cities.
2. The costs can be very high
   Particularly in union towns, and facilities that do not have live feed capability as a normal part of the house a/v system, the costs can eat you alive.
   Tip: Even if the costs are quoted as extremely high, it is possible to get the facility to "bend" rather than lose the business. At Chicon V, when the committee laughed at the facility's costs to do all major events live, they decided to go back and say,"What'll it take to do **just** the Masquerade and Hugos? We really don't want to spend more than a couple of thousand, and if we can't work something out, then we won't have any live feed." The key was that Chicon was not obligated to do the live feed, **and thus the hotel** did not have the committee over a barrel. Rather

than get zero money for a live feed, the hotel came back with a counter-offer that was then negotiated into an acceptable rate.
3. Costs and logistics can be even higher if the live feed is to span more than one hotel, or from a convention center to a hotel.
Any time you cross boundaries like this, you not only have turf wars between different in-house a/v departments and union stewards, but the very real probability that special cabling will have to be run in order to do the link-up.

Videotaping

Videotaping has the following problems:

1. It may have to be done by union personnel.
2. If done with more than one camera (a good idea), someone has to edit it. Fans have been notoriously lax at this.
3. If you have an ASCAP license for performing at the masquerade, it may not cover sales of tapes.

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