

Cosplay World Crown Contest Rules

While we make every effort to have the complete and final rules published, we may need to make adjustments or modifications to the rules at any time to improve the clarity of the rules or the operation of the cosplay events.

All Cosplay World Crown participants are judged on both craftsmanship and performance.

- **Craftsmanship** - Entries are judged on both the overall appearance of their cosplay, and the quality of the construction of the costume. Purchased costumes may not compete in the Cosplay World Crown, but outfits do not need to be worn by the creator so long as the costume creator is present at the convention during judging and was the crafter who qualified. Contestants are required to bring reference pictures and in-progress photographs to show the judges during the pre-judging before the on-stage presentation.
 - If an outfit includes a combination of created and purchased items, any purchased pieces must be disclosed to the judges on your entry form. Judges will determine your eligibility, which requires that at least 80% of your costume has been created or altered in a significant manner. Judges have the exclusive ability to determine a costume's eligibility in the Cosplay World Crown.
- **Performance** - Entries are judged on their acting, memorization, representation, and presence. In short, how well they can act like a certain character, or how well they perform a skit, how well they present themselves in their cosplay, etc.

While contestants may qualify from a group entry, all contestants must compete separately as individual entries for the Cosplay World Crown to ensure fairness to all those competing.

Check-in

All contestants are required to check-in at the cosplay table Friday of the convention.

- 1) There are three check in periods for the convenience of our contestants:
 - *Thursday 4:00-6:00pm
 - *Thursday 9:00-10:00pm
 - *Friday 8:30-9:30am
- 2) Entry information will be verified
- 3) Any entries that have not checked in by the end of the final check in period on Friday will be disqualified and unable to compete.
- 4) Contestants do not need to be in full costume for check-in.
- 5) All audio must be turned in by **June 13th.**

Craftsmanship Pre-judging

All contestants are required to attend pre-judging Friday of the convention. Pre-judging is a one-on-one session with the judges where the contestant can explain their crafting process while allowing the judges to see the costume up close.

- 1) Pre-judging session times will be assigned through online sign-up and will take place between 9:30 am - 2:30 pm on Friday.
- 2) Contestants must be in full costume and have any props with them at their judging session.
- 3) Only props presented and judged during pre-judging will be considered for craftsmanship. Additional props may be used during the performance.
- 4) If the costume is being worn by someone other than the maker, both the model wearing the costume and the creator must be present. (The creator must have been the one who qualified!)
- 5) Pre-judging sessions will last 10 minutes. Consider it an elevator pitch on how you made your costume.
- 6) Those that miss their pre-judging session will be disqualified from the competition and unable to compete.
- 7) Contestants are required to present a progress book detailing their crafting process and references. Please see the progress book section for details.

Craftsmanship Rules

Contestants who qualified with a performance award are still required to compete in craftsmanship for the Cosplay World Crown.

- 1) Costume(s) must be handmade by the contestant.
- 2) Outfits do not need to be worn by the creator so long as the costume creator is present at the convention during judging and was the crafter who qualified.
- 3) If an outfit includes a combination of created and purchased items, at least 80% of the costume must have been created or altered in a significant manner.
- 4) Contestants may enter the same costume used to qualify or may enter something new.
- 5) Contestants are required to present a progress book detailing the making of their costume as well as providing reference pictures. Please see the progress book section for details.

Judges have the right to determine a costume's eligibility in the Cosplay World Crown and whether or not a costume meets the craftsmanship requirements. If the judges have any valid reason to suspect that they are being misled or misinformed regarding the process of creating the costume, they may determine that an entry is disqualified. All judges must unanimously agree for disqualification to take place

Craftsmanship Progress Books

Contestants are *required* to present a progress book at pre-judging detailing the making of their costume. Books will be kept for the judges reference and will be returned to contestants once the competition concludes.

Progress books must contain the following:

- 1) At least **3 reference photos** of the character providing both a front and back view. (We understand that references of a back view may be difficult to find in some media. In this case please disclose to the judges and provide the best images available)
- 2) At least **10 photos of the crafting progress** to display the making of the costume.
- 3) Must be submitted in print form at check-in. Photos on a phone will NOT be accepted.

****Failure to provide a progress book will result in disqualification.**

Performance Rules

Contestants who qualified with a craftsmanship award are still required to submit a performance for the Cosplay World Crown.

- 1) Performances must be a minimum of 30 seconds and a maximum of 3 minutes. Anything after the 3 minute mark will be cut off.
- 2) Full details of the performance must be disclosed in the sign-up form. Surprise the audience, not the staff!
- 3) Contestants may use the same performance used to qualify or may change to something different.
- 4) Audio must be turned in by midnight June 13th. Please see the audio section for more details and requirements.
- 5) Nothing may be thrown off the stage and/or into the audience including but not limited to people, glitter, confetti, props, etc...This will result in immediate disqualification.
- 6) Anything brought on stage for the performance (props, costume pieces, etc...) must be removed immediately after the performance.
- 7) Performances that require a microphone will only be given ONE microphone. Please plan accordingly.
- 8) Microphone is handheld or can be on a stand. Hands Free mics will not be provided.
- 9) Intentional mic drops will result in disqualification.
- 10) Plagiarism in your performance is cause for disqualification unless the source is properly credited.

Run-Through

We run a full run-through at all of our competitions to ensure the best show possible! Competitors will verify their stage name and introduction with the MC, receive full instruction on-stage directions,

as well as getting a practice run of their performance on-stage. It will be just like our standard contest runthrough!

*Run-through will take place during the two hours directly before the contest.

**Run-through is MANDATORY. If you are not present for the run-through you will be disqualified from the competition.

Audio

- 1) All audio must be turned in by **midnight June 13th**.
- 2) Audio files must be in MP3 format and no longer than 3 minutes.
- 3) Audio files can be uploaded through the sign-up form or emailed to kelsea@animecon.org
- 4) Audio MUST be provided by the contestant. We can not pull and edit audio for you.
- 5) Please name your audio file [your stage name + crown + year] so that it can easily be found and accessed. *EX: abccosplay-crown-25.mp3*

Other Rules

- 1) All Cosplay World Crown participants must be registered attendees of the convention.
- 2) All Cosplay World Crown contestants must have qualified to compete by winning an award at one of 7 eligible conventions.
- 3) Passing other people's work off as your own original work whether it be crafting, designing, or performance, or not making 80% of your cosplay is considered unethical and will get you disqualified.
- 4) Staff members and their immediate family are not eligible to compete.
- 5) NO blatant nudity/adult-related content or language. This event is rated PG-13, and we are a family-friendly convention. Please use some discretion with your character, props, and presentation.
- 6) Your entry must be finished before you get to the competition. No sewing, gluing, spray painting, welding, or other construction work is allowed backstage. However, final assembly of large pieces and/or props and unexpected repairs will be allowed.
- 7) Participants will be required to sign a liability release and a release for use of video and photo images.
- 8) For the safety and wellbeing of all of our staff and attendees, the following items are NOT permitted On Stage throughout the course of the competition:
 - Live Animals
 - Aerosol Sprays
 - Alcohol or illegal substances of any kind
 - Launching functional projectiles of any kind, including, but not limited to:
 - Airsoft/B.B./Nerf/Paintball firearms
 - Darts
 - Sports Equipment (baseballs/softballs/beanbags/frisbees)
 - Fireworks or pyrotechnics of any kind, including, but not limited to:
 - Smoke Bombs
 - Flash Powder
 - Firecrackers

- Sparklers
- Live Lighters or matches
- Costumes which could potentially cause physical harm to the wearer, fellow competitors, or convention staff.
- Use of any substance which could damage or soil convention or hotel equipment or the property of fellow competitors.
- Illegal weapons of any kind

Prop weapons used as a part of one's costume or performance ARE allowed, with restrictions. If utilized, the individual in possession of these prop weapons will be expected to act responsibly with it. By attending the convention, you assume any and all legal and financial responsibility for any damage caused by your weapon.

Entries with Electric Power requirements MUST be self-contained. There will be no access to electrical outlets on stage.

- 9) All contestants must be able to move their costume on their own. So please no 80lb wings or giant mecha unless you can walk up stairs in it. Stage hands will be available for safety reasons and help maneuvering tight spaces.

The Cosplay Director, or convention management in cases of safety/liability, have the right to eliminate any entry from the competition on the basis of legal liability risks, appropriateness to the competition, public interest, discrimination (such as performances that target individuals of a protected class), risk or hazard to the audience, the venue, the entrant, other entrants, violation of any of the above rules, or for any other reason deemed sufficient for disqualification.