

1. All costumes must be 70% made or altered in order to compete in craftsmanship judging and be eligible for any "Best In" awards. Performances are exempt from this rule unless they are wishing to be eligible for Best In Show, then this rule applies.
2. This contest has a strict limit of 40 entries. Once that limit is reached we will not be able to allow any more entries. If all slots are not filled before the convention, entry forms can be found and returned to the registration desk.
3. If your costume was not made by you and the person who did make it is interested in winning a "Best In" award, then the person who did make the costume must be present at pre-judging to answer questions. Either the model or the person who made the costume may turn in the entry form; Only one entry form is required.
4. You may enter as a group. Groups cannot be larger than 5 people as our stage cannot accommodate any more than that. If you do enter as a group only one entry form is required for the entire group.
5. In order to compete in craftsmanship, you must attend pre-judging. Those strictly entering as Performances, Purchased costumes, or Kids are exempt from this rule. Pre-judging will be held earlier in the day on which the contest takes place. Check the schedule for the time and room where pre-judging will take place. If you fail to show up for your pre-judging time you will be ineligible for being an award in the contest.
6. You must be a registered attendee, vendor, artist, volunteer, panelist, or staff member to compete in the Cosplay Contest.
7. Please check in at the cosplay table prior to pre-judging to receive your information on all things contest. If you do not check in, you do not compete!
8. The cosplay table will have open on-site contest registration from BLANK-BLANK. Sign-ups close at BLANK, NO EXCEPTIONS.
9. Live audio WILL NOT be allowed. Live audio includes use of microphones or yelling from stage. If your entry requires audio of any kind, it MUST be provided to the cosplay table prior to contest start. This may be emailed, messaged, or brought on a flashdrive. It may not exceed 2min and must be PG rating to remain family friendly for our audience.
10. Performances will be judged on the following:
 - a. Creativity (uniqueness of the overall performative act)
 - b. Overall Performance (Entertainment value, artistic expression, and how polished your act was)
 - c. Expression (Use of stage space, presence, and charisma)
11. Craftsmanship will be judged on the following:
 - a. Craftsmanship (based on number and complexity of techniques being utilized)
 - b. Quality (how well these techniques are executed)
 - c. Accuracy (how accurate to source material or vision, is this clearly the intended character?)
 - d. Creativity (use of creativity in vision of character, use of materials, etc)
12. Categories are as follows:
 - a. Kids: Those under the age of 13.
 - b. Purchased: Those cosplays that have been mass produced or commissioned.
 - c. Novice: Those new to competing or have not won a major award in a category.

- d. Journeyman: Those with some experience competing or have won a few (1-2) major awards in a category.
 - e. Master: Those with much experience competing or have won multiple (3+) major awards in a category.
 - i. IF YOU DO NOT KNOW WHAT CATEGORY YOU ARE IN please message the cosplay coordinator with a list of past awards and/or portfolio of work.
 - ii. IF YOU ARE ENTERING AS A GROUP AT MULTIPLE LEVELS you will be judged by the level of the highest ranking competitor. Example: a novice and a master compete as the same group/entry, they will be judged at the Master level.
 - iii. PLEASE NOTE that you may always move up in category but never back down. Judges reserve the right to bump you to a higher level should your work reflect this level, and you will be notified of this change.
13. Build Books (a collection of WIP photos and explanation of process/materials) are strongly recommended, especially for our higher level competitors. Please leave a note on/in your Build Book if you require us to return it to you with the preferred contact method included.
14. Judges may ask to touch/get close to your costume in order to have a better understanding of your craftsmanship. If this may make you uncomfortable, please bring a trusted handler to adjust cosplays/flip seams/etc or bring additional reference photos of these areas (such as the hems of skirts, etc.).
15. Handlers are also recommended for those with bulky or difficult to see/walk in cosplays. Your safety is more important than "accuracy".
16. Awards available are as follows: Judge's Choice (one for each judge), Senpai Noticed Me, Best Novice, Best Journeyman, Best Master, Best Performance, Best in Show.
 - a. You MUST be present to accept an award.
17. If you have any questions, please contact the cosplay coordinator at cosplay@valdostacomicon.com