

SMASH! COSPLAY COMPETITION RULES AND GUIDELINES

COSPLAY COMPETITION

Only 50 entries will be allowed to enter the Cosplay Competition. This is on a first come first served basis. Sign up begins at 10:00am and closes at 1:00pm or once 50 entry places have been filled. Groups count as 1 competition entry place. For example, if you're entering as a group of 3 people you count as only 1 competition entry, however each individual in the group will still be assessed during the judging.

- For your entry to be accepted you must have read and be able to follow the cosplay rules and guidelines. Your costume must be of an Anime, Manga, Japanese Games character, or related to Japanese pop culture. (For example, J-rock etc). Western characters or anything unrelated to Japanese pop culture CANNOT enter the competition.
- Costumes must be home made. Prefabricated/commissioned costumes are not permitted in the competition. Costumes must be made or significantly altered by the contestant entering in them, or if in a group, by another member of the group.
- Cosplay marshalling will be at 2:30pm, you must be ready in costume in the Cosplay Room at this time or you will not be eligible to enter the competition.
- Be aware the competition ends at 5:00pm, so please organise to stay for this time if you're planning on entering the competition and that awards are not going to be announced until 5:30pm – 6:00pm. If you have any issues with this please inform our Cosplay staff/volunteers upon your registration. We'll do our best to do what we can, based on your situation, however changes may not always be possible.
- Please be prepared to talk about yourself, your character and your costume on stage as the MC will be asking you questions.
- The Cosplay Competition as well as the convention is all rated PG-13. Please do not use material that exceeds this rating.

REGISTRATION

- You can either register for the cosplay competition online, (**Online registration opens July 1st**) or register on the day. If you register online you must present yourself at the cosplay registration desk before 1pm to confirm your entry. Online registration closes on the **26th of July!** If you have pre-registered, you will be sent a confirmation email.
- If you're uncertain if your entry will be completed in time for the convention it is recommended that you register on the day, or if you have pre-registered, that you inform Cosplay Registration staff that your entry was not completed in time. Pre-registration assures your entry position in the competition and makes the registration process a lot easier and faster for our staff.
- You must provide an image of the character you are cosplaying when registering for the cosplay competition, either online registration or on the day. Preferably in a .jpeg format so that we may present it on the cosplay PowerPoint presentation. Please bring an image of your character on a usb/cd if registering on the day. Providing a picture will make it easier for our judges to see the details of your costume. If you do not have a reference picture of your character, your costume entry may be harder to

judge. If you cannot provide an image when registering on the day you may not be accepted into the competition.

- Cosplay registration will be open on the day between 10:00-1:00pm at the cosplay registration desk located in the cosplay room on the second floor of the Roundhouse. Places in the competition are limited so sign up fast! When registering on the day, if you have a pre-recorded skit or skit music you must present it to the Cosplay Registration Desk. (Please refer to the 'Skit' section of the rules for information about providing music or pre-recorded skits).
- Please write clearly on your entry form so that our staff can read your entry, we will not be held responsible if your name or characters name is misspelled if our staff/volunteers were unable to read your entry form. You may request our staff/volunteers to fill out your entry form if you do have an issue with handwriting, but please spell out important details such as your name, character name and series name.
- During your registration, you will be asked to provide some personal details, such as a name and contact number, this information will not be passed onto any third parties and will only be used for the SMASH Cosplay Competition 2008 for your entry or in case we need to contact you. So, please be prepared to provide this information.

GENERAL RULES

No cosplayer is allowed to take part in any of the following actions. Failure to abide by these may result in the withdrawal of your entry, or even your removal from the premise.

The Cosplay Competition will not allow:

- Anything that may injure other cosplayers, staff or anyone else attending SMASH. This includes anything not allowed according to our weapons policy or anything at the discretion of the SMASH! Staff that they believe may cause harm. (Please refer to the 'Weapons Policy' section of the rules).
- Any offensive language, such as cursing or profanities or offensive racial slurs.
- Nudity is not allowed in skits or in the Cosplay Competition altogether. SMASH also discourages highly revealing costumes that don't cover over PG-13 rating parts of the body, SMASH also recommends shorts for very short skirts. If your costume is considered to revealing, you will not be allowed to enter the competition or the convention.

We encourage all entrants to try their best and partake in friendly competition. Please support each other, especially for people who are new to Cosplay.

PROPS / WEAPONS POLICY

- All props and weapons must be presented to staff at the cosplay registration desk upon entering the venue, failure to present weapons even seemingly harmless ones may result in your entry being removed and you may even be escorted from the premises.
- If the SMASH Cosplay Committee judges a weapon or prop as harmless you will be free to carry it around for the full duration of the convention. However if a weapon or prop is judged to be harmful for

general use around the convention, it will be placed in the in the weapons and prop storage and returned for the duration of the competition. If a weapon is judged to dangerous to be present within the convention it will be placed in the weapons and props storage and returned at the end of the convention.

- No authentic and/or metal and/or explosive weapons and/or objects deemed unsafe by SMASH Cosplay Committee will be allowed to enter the convention. Anyone found with any objects such as these will have them confiscated and they will be returned at the end of the convention. If the situation warrants, persons may be removed from the premises and the authorities may be notified.
- Skates, roller-blades, skateboards or any other similar wheeled and/or moving item is not allowed to be worn or used in the venue. They may be brought into the venue at the discretion of the staff, but permission must be sought at the cosplay desk, and given in writing or the props will be confiscated until the end of the convention.

NO dangerous weapons. These can include:

- Bladed or edged weapons, or live steel of any kind such as knives, swords, axes, martial arts equipment, etc.
- Liquid dispensing weapons. If you need to use hairspray or aerosol cans please do so outside, as some patrons may be allergic to or irritated by the contents.
- Incendiaries or anything that produces a live flame, explosion or spark.
- Anything that shoots a projectile (this includes realistic and plastic guns).
- Long props such as poles or pointed items, which might accidentally cause injury. Props that are over one metre in length may still be brought to the convention and used during the Cosplay Competition, but cannot be carried during the normal course of the convention. Instead, they will be kept in the cosplay room and returned to you during cosplay marshalling at 2:30pm.
- Chains that can be used as a weapon are prohibited; depending on the situation 1 metre length is a preferred maximum.
- Live blades and guns are not allowed on the premises and not allowed in the competition.

Alternative material for props, such as: balsa wood, cardboard or plastic will be allowed, but should still be shown to cosplay committee staff upon registration.

SKIT

- Skits are limited to 3 minutes in length. If any cosplayers exceed this time constraint they will be disqualified. If you do want your time extended you must request permission from the cosplay coordinator at least a week before SMASH! and provide a reason as to why. This means you must provide a run-down of your skit. If you exceed the time limit you may be asked to stop your skit by staff. All requests will be provided with a confirmation before the day of SMASH. Contact at: cosplay@smash.org.au
- All recorded skits will need to be presented to the Cosplay registration desk on the day on a usb/cd, and be reviewed by the cosplay team. Your skit music must be ONE track. Multiple tracks will not be accepted.
- Sound files on the CD must be kept to an easily read format. Audio CD files are the most compatible files with our system, but Mp3 and WAV file formats may also be used. Make sure to use one of these file types otherwise your skit may not work on our system. Please keep this in mind when you are recording.

- To be extra cautious we recommend that you bring more than one copy or more than one storage device if possible to be certain that your skit music will work. Also make note on your registration form under the 'Comments' section if you need your music to be played at a particular time during your performance, otherwise it may get played at the beginning of your skit.
- Depending on the situation any skits that are deemed inappropriate or breach the rules will be immediately halted and disqualified from the competition and if the case all persons responsible for the skit will be escorted from the convention.

If you're worried that your skit may be breaching these rules, please run it by the SMASH Cosplay Committee at least a week prior to the convention.

JUDGING CRITERIA

Cosplayers will be judged under these categories:

- Best Novice: Best new cosplayer. Entrant must be in their first year of cosplaying and can't have won any awards previously.
- Best Male (and runner-up): Best overall construction and finish of a costume made by a male competitor.
- Best Female (and runner-up): Best overall construction and finish of a costume made by a female competitor.
- Best Group (and runner-up): The group with the best construction, finish, and accuracy to characters, as a whole.
- Best Skit (and runner-up): The best presented sketch. The judges will be considering the clarity of the performance, that it doesn't breach the outlined skit rules, and how entertaining it is for the audience and themselves.

Judges will take into consideration your accuracy to the character/costume, craftsmanship and performance (if applicable)

Prizes will be announced 30 minutes after the Cosplay Competition has finished (5:30pm) . Judges are not to be disturbed during this period. If it is believed that you are trying to influence the decision of the judges, your entry may be withdrawn from the competition.

STAFF

The Cosplay Coordinators and Volunteers are there to make the competition as fun and fair for everyone as possible. Feel free to ask them any questions you have, but abusive language or actions towards convention staff will not be tolerated. If there are any complaints or problems with the competition please consult a Cosplay Committee member.

- If it is deemed necessary, the cosplay committee may alter the rules at any time.
- Committee members and volunteers may enter the cosplay competition, however they are not eligible to win any prizes. They must seek permission from the Event Manager in advance and in writing.
- Guests, artists or vendors may not enter the competition for the purpose of advertising or promoting their own work or merchandise.

CONTACT COSPLAY TEAM

If you have any issues with these rules and guidelines or any enquiries please address them to the SMASH Cosplay Coordinator at least a week prior to the convention, so that we'll have time to reply and make any changes if need be.

- When contacting our Cosplay coordinator, please leave a suitable subject heading (such as 'Cosplay skit inquiry') so that we don't miss your email and know exactly which of our areas it relates to. contact our Cosplay Coordinator at: cosplay@smash.org.au
- Any concerns of mismanagement, unfairness, corruption, cheating or other issues that involve the staff, judges or participants of the SMASH! Cosplay Competition they are to contact the Events Manager at tom@smash.org.au