



Cosplay

Main stage Cosplay Contest Rules

Welcome to First Attack Cosplay Competition for 2019 tournament! All cosplayers attendees should come join us for an epic weekend! This year the prizes are of epic proportions giving monetary prizes for the First, Second and Third place. Competition will take place on Sunday.

Registration

All cosplayers attendees that wants to participate in the competition must have:

- Have purchased at least a spectator pass.
- All minor participants must be accompanied by an adult at all times.
 - Entrants **below the age of 14** must be accompanied by a legal guardian or a relative of legal age at all times during the contest, except on stage.
- All participants must be register before 2:00 p.m.
- All participants must be in line for the showcase no later than 3:00p.m. (Showcase starts exactly at 3:00 p.m.)

Mainstage Cosplay Contest Categories

Mainstage Cosplay entries may choose to compete, or not. There will be two lines for the main stage exhibition. Those who do not desire to participate must appear as an "Exhibition".

- **Craftsmanship** – In this criteria judges will evaluate **Effort** and **General Quality**, the overall appearance of their cosplay, and the quality of the construction of the costume. Contestants are encouraged to bring reference pictures and in-progress photographs to be attached to the inscription form.
 - If an outfit includes a combination of created and purchased items, any purchased pieces must be disclosed to the judges on your entry form.
 - To receive the maximum amount of points in this criteria, 10 points, it will require that at least 50% of your costume has been created or altered in a significant enough of a manner.
 - All bought costumes will receive no less than 1 point.

- **Presentation** – Participants are being judged on their acting, memorization, representation, and presence. In short, how well they can act like a certain character, or how well the character is presented to the Judges (how well they present themselves in their cosplay, etc.
 - To receive the maximum amount of points in this criteria, 10 points, the participant will show the mannerism and personality of the character.
 - Those who only represent the character in poses or stances, will receive 5 to 1 points.
- **Detail** - Participants are being judged on their closeness of costume to character. The judges will pay close observation on variants of the characters, color scheme, patterns, skill in scale and likeness to the character being embodied.
 - Contestants are encouraged to bring reference pictures and in-progress photographs to be attached to the inscription form.
 - The maximum amount of point awarded by each judge will be 10 points, being 1 the least possible points to be given.

General Costuming Rules

- **Clothing:** This is a family friendly event. Absolutely no nudity. Please ensure that all costumes are properly secured at all times and are not prone to “indecent accidents”. Keep it PG-13 at the worst.
- **Footwear:** To ensure your safety, you must wear footwear at all times. You should consider wearing a minimum of sandals (ie, flip flops) at all times even if your character is barefoot. Skates and rollerblades are prohibited in the hallways. Sneaker-skates may only be worn as a sneaker at all times inside the convention area. We will not be held accountable for any damages or injuries that occur due to inadequate or improper footwear.
- Mock or Play-fighting is not allowed in the hallways and convention area. Wielding or handling weapons or props in a way that could potentially cause harm to others is prohibited, whether there was intent to harm others or not. Mock-fighting is allowed on stage during cosplay but must be carefully rehearsed, reviewed and approved by cosplay staff.
- **Large Costumes:** Please be sure to keep all large costumes contained as much as possible. We recommend the use of handlers to help manage your costume if it is large costume. Large costumes or large parts of costumes are not allowed inside the dealer’s room due to blocking the flow of traffic and other hazards.
- **Picture taking:** We ask that you be courteous to your fellow attendees. Do not stop for pictures in smaller, crowded hallways. Please go outside, to a less crowded area, or to the designated picture taking areas. Do not block doors, ramps, exits, corridors, and aisles while taking pictures.
- **Purchased, rented or commercially made costumes will not be allowed to enter the contest.** A portion of the costume (such as leotard, tights and shoes) may be from purchased, finished goods, but **at least 50%** of the costume should have been constructed by the wearer of the costume. If you have made heavy alterations to a store-bought garment and wish to enter it into the construction part of the contest, you

must be able to explain how you have altered it and the processes that such an endeavor entailed. Unaltered, store-bought assemblies of clothing to represent a character or "costume" are allowed in the Main Stage Exhibition part.

- Costumes worn at any previous competition are eligible if no reward was given for that costume.

Weapon Guidelines

- **NO LIVE STEEL** at all will be permitted on the premises. Live steel is defined as swords, knives, bayonets, cane-swords, and/or other objects made of metal, which can take an edge. This holds true regardless of whether the object is actually sharp. This includes star knives/shurikens.
- **GUNS: The following types of guns are NOT PERMITTED.**
 - Real guns
 - Stun guns
 - Water guns are permitted as long as they are not loaded.
 - Airsoft guns are allowed as well, as long as you keep the orange tip on and they are not loaded. Please keep any water guns or airsoft guns within the convention space, and away from other public areas, as to not have other guests feel threatened.
- There are to be no explosives or chemicals of any kind, including but not limited to smoke powder, sparklers and fireworks.

Weapons and Props Permitted

- Bokens, wooden swords, walking sticks.
- Fake or made-up prop weaponry (for example, made of wood, foam, bondo, resin, plaster, cardboard, etc.) are permitted if they are safe and not dangerous to the other attendees around you.
 - For example, dangerous conditions include but are not limited to wires sticking out, items that trip passersby, clothes lining a member, etc.
- Please try to limit the size of prop to less than your height and weighing less than 20 pounds. If you do happen to make something heavy, make sure you are able to carry it without a problem.
- We reserve the right to remove you from the activity and/or cosplay events at any time. If for any reason we feel that your actions pose a threat or hazard to others while at the convention, we will ask you to stop or you will be removed from the cosplay events. We simply ask you to be courteous towards others at all times.
- **All questionable items will be decided on a case-by-case basis. Anything deemed illegal outside the activity is deemed illegal inside the premises. All staff decisions on weapons are final. If you are uncertain, please stop by the main registration desk and ask for clarification.**

Costume Judging

We will have a group of three knowledgeable cosplayers as judges. The three participants with higher scores will be awarded First, Second and Third prizes. Here are some pointers to those wanting to enter the contest:

- **Be prepared to talk about your costume:** The Judges may have some questions about the process, concept, fabrication, etc. Be prepared to answer their questions. This could affect your overall score.
- The judges may ask to look at your costume up close: Your costume may look great from 5 feet away, but if it looks sloppy up close or on the inside, you won't score as high! Take time now to make sure that your costume is as neat as possible. Also, don't forget to iron!
- Bring reference photos, this will be needed by the judges to have a more clear view of your work and the resemblance on the character. You will need to provide this alongside your inscription forms.
- **Embody your character:** When on stage strike a pose. Assume the proper stance and do your best to get the feeling of your character across to the audience and the judges.
- HAVE FUN! You can socialize with other cosplayers. You can learn new tricks. You can meet new people. When on stage, **strut your stuff. You worked hard. Let everyone know how proud you are!** Cosplay isn't about winning or losing. Cosplay is about having fun. Losing sucks, we've all been there, but there are more contests, more conventions. If you don't win, a lot of times judges will put their information on the conventions forums or Facebook page so that you can ask for their critique privately. **Better your skills by taking advantage of this.**

Prizes

The three participants with the highest scores will win on Sunday:

- 1st place : \$250.00
- 2nd place: \$150.00
- 3rd place: \$100.00