

EuroCosplay Championships 2016 – Rules for Entrants

The EuroCosplay Championships Final will be hosted by MCM London Comic Con on the 29th October 2016. These rules set out the criteria for the cosplayers, their responsibilities if selected for the Final as a Finalist, and the details of the Final.

How To Enter

The EuroCosplay Championships are comprised of a series of competitions held at partner events held all over Europe, and the EuroCosplay Championships Final. Each partner event will organise a competition to select one cosplayer to be their EuroCosplay Finalist for the EuroCosplay Championships Final on 29/10/2016, representing the partner event's country.

Partner events are free to set the format, rules and criteria of their qualifier with just three basic regulations set by EuroCosplay. This combined with EuroCosplay policy to not interfere with judging at partner events creates the freedom for countries to represent their opinions on what makes great cosplay to everyone.

The three common regulations set by EuroCosplay for all competitions to select Finalists are:

1. Events must select a registered citizen or permanent resident for at least 3 years of the country the event happens in; if the event so chooses they may extend eligibility to registered citizens from neighbouring European countries that do not have a qualifier as well; this must be clear in their advertised rules.
2. Events must select a representative who will be aged 18 years old or over by the start of London MCM Comic Con where the Final is hosted. For the EuroCosplay Championships 2016 this is the 28th October 2016.
3. The selected representative must not be involved with the organisation of any partner events, or with the organisation of EuroCosplay.

To find more details of how a partner event will be running the competition to select their Finalist, please check their website or contact their cosplay organiser.

Is your country not represented? We are happy to accept expressions of interest from events in European countries that are not yet part of the EuroCosplay Championships, so why not contact us? Email eurocosplay@mcmexpo.net to discuss your event's eligibility.

EuroCosplay Qualifier Prize

Each cosplayer selected to represent their country in the EuroCosplay Championships Final will receive the following prize for qualifying:

- Return transport from the representative's point of departure (airport, Eurostar terminal, etc.) in their home country to the London ExCel for one person. This will include fees for a single Visa application if relevant.
- An allowance, if required, to transport large costumes. This will be up to the cost of an additional piece of checked luggage on flights **or** postage costs for up to two parcels with a combined weight of up to 30kg; each parcel may not exceed 150cm in height, width, or depth. Costs incurred over this allowance are to be met by the representative. Finalists will need to arrange delivery and collection of parcels if they contain any of the following: aerosols, ammunition, batteries, corrosive substances, dry ice, gases, solvents, and firearms including any form of replica firearms.
- Accommodation in London for two nights stay. For the EuroCosplay Championships 2016 the dates will be 28/10/2016 and 29/10/2016.
- VIP weekend passes to the October 2016 MCM London Comic Con for the qualifying finalist and one other person.
- Access to the EuroCosplay VIP rooms for the qualifying finalist and one other person.

Rules For The EuroCosplay Championships Final

The EuroCosplay Championships Final will be held on the Saturday of the October 2016 MCM London Comic Con and will involve both costume judging and a stage based presentation of the costume. It is recommended that participants put on some form of performance or display.

1: Costume Eligibility

- Costumes for the EuroCosplay Championships Final in October must be from an officially published or broadcast source. They may not be original designs or based on derivative works not endorsed by the copyright holders.
- Finalists do not have to wear the costume that they qualified in for the EuroCosplay Championships Final; it is permitted to qualify in a costume at a partner event which is not eligible for the EuroCosplay Championships Final.
- Finalists must have made the costume they are using in the Final by themselves.
 - All significant visible costume elements that can safely be made without assistance must have been constructed entirely by the competitor;
 - If it is impossible for a single person to make costume element, assistance for simple tasks such as holding things in place is acceptable;
 - It is acceptable to use bought wigs shoes, and spectacles as long as they are not customised or commissioned. Any customisation such as styling a wig or modifying the shoes must be the sole work of the Finalist;
 - Instruction and planning advice is acceptable, as long as the practical construction of the costume is by the Finalist.

- In the event a finalist has previously participated in a EuroCosplay Championships Final, the costume used for the EuroCosplay Championships Final must not have been used for any previous international cosplay or costume contest final.
- The costume should not exceed 3 metres in any one dimension, and the Finalist should be able to safely move in the costume on flat surfaces and on a small flight of stairs to get on to the stage.
- All Finalists must provide pictures from the source material of the costume as a reference for the official appearance of the character they are cosplaying. Construction or progress pictures can be supplied but are not mandatory.

2: Stage Presentation

- Stage preparation should take no more than 30 seconds. Exceeding this will incur a penalty as described in Appendix A.
- Each Finalist will be on stage for a minimum of 1 minute and a maximum of 2 minutes. This does not include stage preparation time. Going outside of these bounds will incur a penalty as described in Appendix A.
- Each Finalist is allowed one assistant. The assistant should be dressed all in black and may NOT perform directly in person in any way. The assistant may help prepare the stage, operate props including radio control of items and simple puppetry or pass items to the cosplayer. EuroCosplay will provide extra assistants if required.
- Finalists must provide their own music and any pre-recorded dialogue; Finalists are invited discuss any further requirements or requests at the earliest opportunity. The main screen is not available for video footage during the Final.
- There are no restrictions on receiving assistance with planning the stage presentation. This includes for example script writing and sound recording.
- Energetic performances involving e.g. running or martial arts displays will require further assurance regarding the skills of the performers, and we reserve the right to interrupt performances for safety reasons.
- Replica weapons and props for use on stage are unrestricted, any blades should be blunt and in the case of projectile weapons e.g. guns shown to be empty. Anything illegal to bring into the UK is forbidden.
- As a costume focused contest, it is important that the audience can clearly view the costume when on stage. Lighting requests from Finalist must not require more than 15 seconds of darkness or dim lighting. This does not include wanting the stage to be dark at the start or end of the Finalist's stage appearance.
- The safety of the audience, staff, and other participants must not be compromised. This means that pyrotechnics, fireworks or any other methods of creating or causing a naked flame or explosion are forbidden; anything that may make the stage slippery or sticky that cannot be quickly removed is similarly banned.

- Any item that would not typically be carried or worn by the character that the Finalist is portraying will be considered to be stage dressing. The following applies to stage dressing items:
 - Stage dressing does not have to be made by the Finalist; their construction and accuracy is not judged except in the circumstances below.
 - If a Finalist has no handheld prop as part of their costume, then they may choose a single item of stage dressing to be judged if they have made said item themselves.
 - Any item of stage dressing must be easily manageable by a single person in terms of the item's size and weight, with the exception of backdrops which must be easily manageable by no more than two people.

3: Judging

- Costume judging will take place before the stage presentation and assesses the accuracy of the costume against provided source images and the quality and complexity of the construction.
- It is the responsibility of the Finalist to be present for judging at the time decided by the EuroCosplay organisers. Failure to do so may lead to a penalty to the Finalist's score or exclusion from the judging.
- The stage presentation will be assessed by the judges considering stage presence, nature of the presentation, the ability to take on the role of the character, and level of entertainment or engagement. This is further detailed in Appendix A.
- The weighting for each of the judging criteria is as follows:

Accuracy	–	40%
Construction	–	40%
Performance	–	20%
- The judges' decisions are final, and no further negotiation will be entered into when the judges have made their decisions.

4: General

- When not being judged or on stage for the EuroCosplay Championships Final, the MCM Costume, Weapon and Prop Rules apply at all times. These can be found on the MCM London Comic Con website or requested by emailing cosplay@mcmexpo.net
- All representatives and their guests are expected to behave with good conduct and respect each other and the judges.
- In the event that alternative language versions of this document are provided, the English version is the official version and takes precedence.
- If a Finalist is found to have broken any of the rules in this document, their official placing in the competition may be revoked which may include removal or cancellation of prizes when applicable; they may also be banned from future EuroCosplay Championships.

Obligations on EuroCosplay Finalists

By accepting the EuroCosplay Qualifier prize, Finalists accept the following obligations:

- To attend the EuroCosplay Championships Final 2016 to be held at the MCM London Comic Con running from the 28th to the 30th October 2016.
- Making the costume(s) used at the Partner Event for their selection and EuroCosplay Championships Final by themselves.
- Be able to provide evidence of nationality or residency to EuroCosplay if so required.
- Bring a finished costume for the EuroCosplay Championships Final to the venue of the MCM London Comic Con on Friday 28th October 2016 by 18:00 London time; this costume will remain at the venue until the end of the EuroCosplay Championships Final 2016.
- Provide a photograph to EuroCosplay of their finished costume no later than Monday 24th of October 2016. The costume should be wearable and recognisable, with everything complete with an allowance made for minor finish and detail elements.
- Adhere to the MCM Costume, Weapons and Props Rules while attending the MCM London Comic Con.
- Accept the results of the EuroCosplay Championships Final and respect the judges' decisions.
- Liaise with EuroCosplay and their Partner Event to ensure travel plans and costs are agreed in accordance with the deadlines communicated by EuroCosplay.
- Arrange their own travel insurance and/or European Health Insurance Card before travelling to the EuroCosplay Championships Final. EuroCosplay is not responsible for costs incurred due to failure to travel caused by airline, ferry, or train failure; or by lack of punctuality on the part of the EuroCosplay Finalist.
- Make themselves available on Saturday 29th October 2016 during the day for rehearsals, photography shoots, judging, interviews and sponsorship requests as required by EuroCosplay.
- Understand that and consent to EuroCosplay, MCM Expo Limited, MyM Magazine, EuroCosplay sponsors and Partner Events using their participation in the EuroCosplay Championships including footage and photographs taken during the event for merchandising, journalistic, promotional and advertising purposes.

APPENDIX A

Detailed Description of Judging Criteria

The EuroCosplay Championships are judged by three non-European judges who interview and closely assess the finalists' costumes against the criteria of 'Construction' and 'Accuracy' in addition to assessing how the finalists display their costume on stage.

This document is to provide greater guidance to the judges of what is expected in their marking as well as greater clarity to finalists, event organisers, and of course our audience as to the mechanics and thought processes behind the judging.

The assessment of finalists is as follows:

- Costume judging will take place before the stage presentation and assesses the accuracy of the costume against provided source images and the quality and complexity of the construction.
- The stage presentation will be assessed by the judges considering stage presence, nature of the presentation, the ability to take on the role of the character, and level of entertainment or engagement.
- The weighting for each of the judging criteria is as follows:
 - Accuracy – 40%
 - Construction – 40%
 - Performance – 20%

In this document, these three areas will be more closely examined including standards for scoring bands and how the different elements of each of those three scores may interact.

Note that the weighting among the elements of those three scores is left to the discretion of the judges on a costume by costume basis in recognition of the wide variety of costumes possible, and that the elements are not intended to be exhaustive in recognition of the judge's knowledge and experience.

Note that ultimately EuroCosplay, EuroCosplay Partner events, and EuroCosplay Finalists must respect the judges' decision, the judges' interpretation of the rules and guidance and the judges' assessment of the costume and use of stage time.

Penalties

For every 10 seconds or part thereof outside of the allowed stage preparation time or performance time, the Finalist will lose a point from their total score.

Failure to provide a photograph of the completed costume by 23:59 London time on Monday the 24th of October 2016 will incur a 2 points penalty from a Finalist's total score.

Disrupting the schedule or running orders during the Final on the 28th and 29th of October 2016 may incur a discretionary penalty of up to 3 points or disqualification depending on the circumstances, degree of changes, and proactive communication with the EuroCosplay staff.

Accuracy

The accuracy score is an assessment of how closely the costume matches the source material. It is the responsibility of the EuroCosplay Finalist to provide high quality reference images which clearly depict as much of the costume as possible, at a suitable resolution that detail is clearly visible.

The following table has suggested considerations for judges when assessing scores for this category:

Score	Detailing	Proportions	Colours & Texture
1-5	Costume is lacking noticeable costume elements such as gloves, hats, jackets, etc.	The costume is awkward with sections heavily overlapping or too far apart.	Colours and type of surface do not match the reference.
6-10	Costume includes all elements but detail is visibly different even at a distance OR the costume is so simple that little detail is needed.	Costume is a cohesive whole but the ratios of most of the parts are far from those in the reference.	Colours are an approximate match and the texture appears to be a good match from a distance.
11-15	Costume includes all elements but detail is somewhat different when close OR the costume detail lacks variety or is unchallenging.	All major parts of the costume are well proportioned with regards to each other and the reference but designs and detailing are not.	Colours are a good match and the textures meet expectations when closely inspected.
16-19	Costume includes all elements and is well detailed with due consideration given to the ambition of the costume choice.	The scaling of all major parts of the costume are perfect, and the designs and detailing are also a good reflection of the source.	Colours are an excellent match and textures are good choices considering the source material.
20	Costume is immaculately detailed and an ambitious costume to have created.	The scaling of all parts and detail of the costume are precise and correct.	Colours and textures are a perfect match.

Each judge will provide an Accuracy score out of 20 with due consideration to each element above; Accuracy has a weighting of 40% for the final score.

EuroCosplay Finalists are expected to make use of makeup and shaping for their costumes where appropriate, but it is not a modelling contest. The spirit of the competition allows people to choose who or what they want to portray without penalty, according to their cosplay skills.

Construction

The construction score reflects how well made the costume is. The variety and difficulty of the techniques used to craft the costume and the mastery of those skills thereof is key to this score. It is also important that the costume can withstand being worn and moved around in- this is not to say it cannot be delicate.

Note that deliberate weathering and distressing is itself a technique and should not be considered as 'wear and tear' when evaluating the robustness of the costume unless it has adversely affected the costume's integrity beyond the judges' expectations.

The following table has suggested considerations for judges when assessing scores for this category:

Score	Variety	Difficulty	Robustness*
1-5	The costume showcases few different techniques, at a normal level of mastery.	The techniques used are basic.	The costume is falling apart in places, or has excessive signs of wear and tear.
6-10	The costume showcases a fair number of techniques at a normal level of mastery.	There are a couple of more difficult techniques used.	The costume has pieces prone to coming loose when moving and shows some signs of wear and tear.
11-15	The costume showcases a fair number of techniques at a good level of mastery.	There are a good number of more difficult techniques used.	The costume shows few signs of wear and tear and can be moved in confidently.
16-19	The costume showcases a fair number of techniques perfectly, or a huge number of techniques at a good level of mastery.	A good number of advanced techniques have been used.	The costume shows negligible signs of wear and tear and can be moved in confidently.
20	The costume showcases a huge number of techniques perfectly.	The techniques used to construct the costume are mystifying to a layperson.	The costume is resistant to wear and tear and can be moved in confidently.

Each judge will provide a Construction score out of 20 with due consideration to each element above; Construction has a weighting of 40% for the final score.

*It is recommended that judges give lesser weight to this element under most circumstances, and also consider the stresses that are involved with transporting the costume to the Final.

Performance

Performance is the most intangible measure and the one most affected by personal opinion or taste. It is a measure of how well a character's essence is captured on stage for a dramatic performance; how amusing it is in the case of comedy or parody performances; or the level of skill demonstrated for talent based performances. Overall a good performance should entertain the audience regardless of the style of the performance and without complete reliance on audience knowledge of the source material.

The following table has suggested considerations for judges when assessing scores for this category:

Score	Entertainment value	Showcasing*
1-3	The performance is flat and lacks characterisation OR fails to be humorous OR there are numerous mistakes in the talent demonstration. Overall, it is not entertaining.	Poor use of the stage and a lack of motion means that the audience had a limited view of the costume.
4-6	The performance is appropriate for the character but is plain OR the humour is very hit and miss OR the talent demonstrated is simple. Overall, it entertains but is not memorable.	Adequate use of the stage and some motion means that the audience had an adequate view of the costume.
7-9	The performance has flair and/or brings the character to life OR manages genuine and well delivered humour OR the talent is impressive and demonstrated well. It may have managed to achieve more than one of these considerations. Overall, the performance is solid and entertaining.	Good use of the stage and motion means that the audience had a good view of the costume. There may have been performance choices designed to deliberately showcase certain costume elements.
10	The performance is excellent and memorable, superbly delivering a dramatic, humorous, or skilled performance or a good combination of these styles. Overall, the performance is very good, memorable and entertaining.	Excellent use of the stage and good movements means that the audience were able to fully appreciate the costume. There were performance choices designed to deliberately showcase certain costume elements.

Each judge will provide a Performance score out of 10 with due consideration to each element above; Performance has a weighting of 20% for the final score.

*The Entertainment value is the dominant consideration for performances, and it is recommended that judges give lesser weight to the Showcasing element under most circumstances.