



ANIMANIA FESTIVAL 2010 WORLD COSPLAY SUMMIT PRESELECTION RULES AND PROCEDURE

[Last updated 9/06/2010]

WCS PRE-SELECTION DATES:

Animania Adelaide - 10th October 2009
WCS Pre-Selection ROUND 1

Animania Sydney – 20th March 2010
WCS Pre-Selection ROUND 2

Animania Melbourne - 10th April 2010
WCS Pre-Selection ROUND 3

Animania Brisbane – 1st May 2010
WCS Pre-Selection ROUND 4

Animania Sydney – Australian Technology Park – 11th-12th September 2010
Saturday: WCS Pre-Selection FINALS (Official Preliminary Competition)
Sunday: Encore performance of Australian representative for 2011 + Performance of Australian representative for 2010 + On-stage interview of Australian representatives for 2010-2011.

In 2010, Animania Festival is proud to host for the third Australian preliminary competition to qualify a representative to enter the World Cosplay Summit in 2011!

The World Cosplay Summit is an annual international level Cosplay competition held in Nagoya, Japan and hosted by TV Aichi. The competition brings together contestants from all over the globe to showcase their prize-winning costumes. Some of the participating countries include Germany, France, Brazil, China and USA.

We expect another spectacular year of Cosplay at Animania Festival in 2010 as fans present their most favourite characters to life with their talents in costume-craft. The winning team of the World Cosplay Summit (WCS) Preliminary Competition for Australia, as hosted by Animania Festival, will win a trip to Japan and the chance to represent Australia in this awesome competition!

Animania Festival will also still host its own traditional Cosplay Competition separate to the World Cosplay Summit (WCS) Preliminary Competition. It is important to note that entrants may not necessarily be competing in both events. **Individuals wishing to enter either or both competitions must indicate this when they register online and meet each competitions' individual criteria. Individuals cannot enter the same costume in both competitions.** Once registered, they will be informed by email if they qualify for the competition.

This document outlines the rules and procedures for the World Cosplay Summit (WCS) Preliminary Competition for Australia ONLY. For information, rules and procedures relating to the Animania Festival Cosplay Competition, please refer to the Animania Festival website.

1. DEFINITIONS

Below are the definitions for some of the common terms related to this Competition only:

<i>Duos</i>	A Cosplay team of two individuals that has qualified to enter the Pre-Selection round, but has not necessarily won a place to compete (on stage) in the preliminary.
<i>Entrants</i>	A Cosplay team of two individuals (duo) that have registered to participate in the WCS Preliminary Competition prior to the registration cutoff date , but has not necessarily qualified to compete in the Pre-Selection itself.
<i>Preliminary</i>	The official Preliminary Competition to qualify for the World Cosplay Summit. Duos in this competition will be selected at the Pre-Selection Rounds. The winning duo of the Preliminary will represent Australia in the World Cosplay Summit.
<i>Pre-Selection Round</i>	Competition rounds where Entrants will be able to compete on-stage for a place in the Preliminary.
<i>Qualifying Duos</i>	A Cosplay team of two individuals that has won a Pre-Selection Round, and has qualified for a place to compete (on stage) in the Preliminary.

2. WCS PRE-SELECTION PROCEDURE

At each Animania Festival in the lead up to the Animania Festival Weekend (check dates above), Pre-Selection Rounds will be held where entrants will be able **to compete for a place** in the Preliminary Competition. The procedure for these Pre-Selection Rounds is outlined below.

- 2.1. All entrants of the WCS Pre-Selection Rounds held by Animania Festival (hereafter known as 'Pre-Selection') must **submit a portfolio prior** to attending the Festival to be considered eligible to participate in the competition. **Portfolio submission will be accepted up to 3 weeks prior to the Festival**. Check the website for the exact submission cutoff dates.
- 2.2. Entrants of the Pre-Selection must be in a team of two individuals. There will be no exceptions to the number of individuals allowed to compete.
- 2.3. **Entrants must submit a single portfolio for the team** that will outline their costume plans as well as provide photographic evidence of costume creation. A portfolio template is available online. It is highly recommended that entrants customize their portfolio as they see fit and are free to add any extra information they think will help judges make their decision. **Portfolios must be submitted in the PDF format and must not exceed 5mbs.**
Portfolios must be submitted by email to: cosplay@animania.net.au.
- 2.4. **NO NEW ENTRIES WILL BE ACCEPTED ON THE DAY OF COMPETITION.**
- 2.5. There is **no limitation to the number of places** in the Pre-Selection Rounds.
- 2.6. Entrants will be notified **no later than one week** prior to the Festival the details of the Pre-Selection Round. Please ensure that you have provided a working email address as the Festival staff take no responsibility if you are not informed of competition status. Entrants who have been notified will be known as 'Duos'.
- 2.7. Entrants that have not been selected for the finals may re-submit their portfolio for another Pre-Selection Round to be held at another Animania Festival. Please check the website for registration cut-off dates for each event.

- 2.8. Entrants **MUST** prepare two sets of costumes: one for Pre-Selection rounds and one for the Preliminary finals, once selected for the finals. **Please refer to Section 4 for more information.** (Note: For the WCS event in Japan, entrants **MUST** bring three costumes.)
- 2.9. **All Duos (Qualifying or otherwise) must visit the Cosplay Registration desk on the day of the Festival between the designated times (provided by email) to check in, drop off music files and present their costume.** The use of music is highly recommended to improve the quality of your performance and must be provided to the Cosplay Coordinator (at the Cosplay Registration Desk) on the morning of the competition. MP3 is the preferred format for supplied music and can be provided on a CD or USB device. Animania Festival takes no responsibility if you are unable to compete to the best of your ability without music, if you do not provide these items well in advance.
- 2.10. Duos who do not make themselves known during the designated times at the Cosplay Registration Desk will forfeit their place in the Competition. This procedure is in place to ensure the smooth and timely running of all stage events, so it is required that we have all Duos ready to go on stage (with music cues and all) as prepared. Once the Competition has begun on stage it will be difficult to slot in late arrivals and **it will not be possible to cue your preferred music**, so please make sure to present yourself at the Cosplay Registration desk well before!
- 2.11. All Duos' presentation and costume will be assessed as per Section 4 of this document.

3. WCS COMPETITION RULES

- 3.1. It is recommended that prospective entrants be 18 years of age or older. Prospective entrants under the age of 18 will be allowed to enter, however they will need the written approval of a guardian to participate in the competition and, in the event of winning, to travel to Japan on their own. Written approvals must be attached to the portfolio at the time of submission.
- 3.2. Prospective entrants must be able to travel to Japan for one week from roughly the end of July to the beginning of August 2011 for the World Cosplay Summit.
- 3.3. Entrants will take part in teams of two (2) people (Duo).
- 3.4. Entrants must present themselves in the costume of a character from any anime, manga or Japanese game. **Characters from (Western) comics, movies or anything else that is unrelated to Asian popular culture will not be accepted in this competition.**
- 3.5. **Costumes must be hand made.** Prefabricated and/or purchased costumes will not be permitted. It is preferred that the participant themselves make the costumes, however it will also be acceptable if family or friends help out (70% if the costume must be made the cosplayer). Prefabricated items may be permitted if they have been substantially altered by the entrant.
- 3.6. Metallic weapons (sword, axes, shuriken...) and firearms are illegal and therefore are not permitted as props for Cosplay. Projectile weapons (even plastic ones) are also not permitted as props. Hard wooden weapons and very large props (over 1 meter long) are allowed as props for Cosplay but must be stored in the cloakroom or entered into the Bankai Competition until the Competition begins. All foam, cardboard, styrofoam and soft wooden props (e.g. balsa wood) are allowed as props for Cosplay and will not need to be stored within the Festival.
- 3.7. **There will be a time limit of 3 minutes for any skits performed.**

- 3.8. Entrants should prepare the music necessary for their performance. As previously mentioned, this must be provided to the Cosplay Coordinator on the day of the Festival. For the winning Duo that will represent Australia in the WCS, details regarding the kind of performance planned for the Championship including music will be sent to WCS prior to the event by the assigned Cosplay Coach.
- 3.9. Animania Festival Staff and Volunteers working in the Cosplay Section will not be eligible to participate in the competition for prizes. This rule does not apply to Animania Festival Volunteer Floorstaff, who will be eligible to participate in the competition for prizes.
- 3.10. Aurora Entertainment Pty Ltd (hereinafter referred to as "the Organisation") reserves the right to adjust the competition rules in any way it sees fit and disqualify any entry for non-compliance with the rules outlined in this document or the Terms and Conditions for General Public.
- 3.11. Permission is granted to the Organisation to use any photographs/video taken of entrant costumes for future promotions of Animania.
- 3.12. The Organisation reserves the right to refuse entry/display to any costumes entered to the competition that it deems inappropriate. The Organisation also reserves the right to cancel or cut short any acts that it deems to be inappropriate. The Organisation reserves the right to disqualify any entrants within reason. The Organisation's decisions are final.
- 3.13. By entering the competition, the participant agrees to abide by the terms and conditions as set out in this document and on the website. Participants who do not follow these rules will be disqualified.
- 3.14. The use of videos as part of the performance is no longer permitted. This is to reflect the fact that no video is allowed in Japan, and the entrants must be able to pull a brilliant performance without the use of video.
- 3.15. The Performance must be in English language as no subtitles can be displayed on screen (see rule 3.14). Other languages may be use if relevant and understandable without translation (e.g. 'Bonjour' for French characters).

Rules from this point forward relate specifically to the World Cosplay Summit event in Japan:

- 3.16. Both the Cosplay Parade and the Cosplay Championship together make up the "Cosplay Summit" in Japan. The Cosplay Championship is designed to crown the top international Cosplayers. The Championship involves a performance by the Cosplayers and there is a time limit of 3 minutes.
- 3.17. There will be many events other than the parade and the contest. TV Aichi asks that everyone cooperate to make the Summit a success.
- 3.18. It is highly recommended that each Cosplayer bring three (3) costumes with them: one for the parade, one for the competition and one for TV and/or other public appearances. If space is limited a minimum of 2 costumes will be fine.
 - 3.18.1. The Australian team will be allowed to bring the two (2) sets of costumes used to win the Preliminary, plus one (1) new set of costumes created after the Preliminary under the supervision of the Australian team coach. The coach will not participate in the making of any costume, but will provide advice and comments to help improve the costumes.
- 3.19. In the Cosplay Championship the costumes of the two team members must be from the same Japanese manga, anime or video game (i.e. Sasuke from Naruto and Sesshomaru from

Inuyasha cannot be a part of the same team). In the World Cosplay Summit 2011, performances can be the same as those used during the preliminary competitions, however if a team performs the same act, they must make efforts to refine it. Costumes worn in the Cosplay Parade do not have to be from the same Japanese anime, manga or video game. For this reason, Duos in the Pre-Selection Rounds may be from different anime/manga (but it is recommended that duos are from matching anime/manga in order to prepare for WCS). Duos entering the Preliminary must wear matching anime/manga costumes.

- 3.20. Please keep in mind that any overweight charges at the airport from personal belongings - outfits or otherwise – will be the financial responsibility of the owner of the items and luggage. Another possibility is to ship costumes to Japan beforehand, however in this case too the shipping fees will be the responsibility of the owner of the costume(s). *Keep these points in mind when selecting or making your costume.*
- 3.21. Please prepare and promptly submit any documents that are requested by TV Aichi concerning the World Cosplay Summit (Winners only, to be announced).
- 3.22. For advertising purposes images from the candidate selection process will be used in a variety of media forms by TV Aichi. (TV programs, home pages, newspapers, magazines) There will be no financial compensation for these promotional measures.
- 3.23. TV Aichi retains the rights to all video and photographic images of and related to WCS 2011 including and not restricted to newspaper, magazine advertisements, or other forms of promotion. The term of this stipulation spans from before, during and after the representatives stay in Japan and includes all other promotion of the event by cooperating media sources.
- 3.24. Furthermore, after WCS 2011 these video and photographic images of the participants belong to TV Aichi may be used in programs or other broadcast formats as advertising material. Additionally, in the event of any secondary production such as DVD or web page contents there will be no residual financial compensation.
- 3.25. To ensure continued growth of the event we require active cooperation from the participants with regards to the operation of the event. This of course is not limited to the extent of WCS 2011 but extends before and after the event as well. TV Aichi endeavors to provide a venue for friendly competition and international intercommunication among those of a kindred spirit. This is not possible without the full cooperation of the participants.

4. WCS PRE-SELECTION (ROUND 1-4) PRIZES AND JUDGING

- 4.1. There is no limit to the number of entrants in the Pre-Selection Rounds.
- 4.2. Duos in the Pre-Selection Rounds may not receive any prizes.
- 4.3. During each round of the Pre-Selection, Duos will perform their skit in costume in front of a panel of 3 to 7 judges. After the results, judges will give positive and negative feedback about the performance and costumes. The number of Duos selected may vary depending on judges' choice. Each of these selected Duos will receive an invitation certificate for the Preliminary Competition.
- 4.4. Qualifying Duos cannot change partners. Special consideration will be granted to Qualifying Duos in special cases Animania is provided with sufficient notice and explanation. Only one member of the Qualifying Duo can be changed, and both members of the Qualifying Duo must agree to this change.
- 4.5. There are three standard point categories:

Performance (100 points):	Relating to production of performance, creativity of
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elements and entertainment.

Costumes (100 points): Workmanship, how faithful the costumes are to the original Character

Faithfulness to story (50 points): How faithful is the performance to the story of the original work and characters etc

BONUS POINTS

This year, we will be introducing bonus points. There will be 50 bonus points up for grabs, as well as 50 negative points that can be lost. These are awarded as packets of 10 points (judges can't give 5 points for a category for example) to the teams that deserve those extra points or deserve to lose those points.

Positive points (10 points for each):

- WOW factor
- Costume Choice for stage
- Stage props
- General audience catering
- Portfolio

Negative points (10 points for each):

- Costume dysfunction on stage
- Poor stage use
- Audio quality
- Emotion visibility
- Attitude

5. WCS PRELIMINARY COMPETITION (FINALS) PRIZES AND JUDGING

- 5.1. There is no limit to the number of Qualifying Duos in the Preliminary Competition.
- 5.2. The Qualifying Duos **MUST compete in the Preliminary with a different set of costumes** to the one used in the Pre-Selection rounds. **For this reason, Qualifying Duos will be required to submit a second portfolio.**
- 5.3. Qualifying Duos will compete for a final time in the Preliminary Competition and present their new costumes. Qualifying Duos **MUST** attend the pre-judging session in the morning before the competition to allow judges to have a close look at the costumes and answer any questions. During the Preliminary Competition, Qualifying Duos will perform on the main stage in front of a panel of 5 to 8 Judges. Judges will select the best of the Qualifying Duos as the winning team based on the criteria and process outlined below, which are carried out to the same standards worldwide.

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Performance (100 points): Relating to production of performance, creativity of elements and entertainment.

Costumes (100 points): Workmanship, how faithful the costumes are to the original Character

Faithfulness to story (50 points): How faithful is the performance to the story of the original work and characters etc

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- Audio quality
- Emotion visibility
- Attitude

- 5.4. The winning team chosen by the Judges of the Preliminary will receive an invitation to represent Australia in the 2011 WCS Competition to be held in Nagoya Japan, as well as two plane tickets and one (1) week of organized accommodation. A coach for the WCS Australian team will be appointed by Animania Festival to follow and guide the progress of the team.
- 5.5. Winners of the Australian Preliminary WCS competition **cannot re-enter** the Australian Preliminary Competition for the next 3 years unless with a different pair. Winners of the Australian Preliminary WCS competition will be immortalized in the "Hall of Fame of Australian Cosplayers" on the Animania website.
- 5.6. Winners must sign a contract binding them to Animania Festival and World Cosplay Summit for a year. If winners do not sign the contract, they will forfeit their prize and title.
- 5.7. In the event that the First Place winning Duo is unable to represent Australia in the World Cosplay Summit, the Second Place duo at the Australian finals are to be invited as the reserve team. In the event the First Place winning Duo has to withdraw:
 - 5.7.1. The reserve team is immediately notified and enquired about their availability. If the reserve team is unavailable, the Third Place duo is notified and enquired about their availability.
 - 5.7.2. TV Aichi is immediately notified about the change of team and team personnel.
 - 5.7.3. Animania, as the licensee of WCS in Australia, has the right to not send teams to the WCS.

6. ONLINE PORTFOLIO SUBMISSIONS

Duos:

- Team name
- Name of duo members
- Age of duo members
- Title of the Anime/Manga/Game they are Cosplaying from
- Name of characters they are Cosplaying
- Answer to the cosplay experience questions

- Several pictures of the costume being made for each duo member
 - Please try to organize the photos, and comments are most welcome.

- Pictures of the character
 - Please indicate which pictures (maximum 3) you want to be used in the PowerPoint during the presentation.

- A brief description of the performance including any unexpected or surprising elements.
 - It is in your best interest to give an honest description of your performance, especially if you wish to include unexpected elements. Failure to do this may result in disruptions to your performance (if staff is not aware that elements are part of your act) or disqualification from the competition (if staff feels your act may be going in an inappropriate direction).

 - As a condition of entry, each entrant must agree and abide with the rules and regulations of the competition.

 - Failure to provide the information above might result in immediate disqualification.

 - **WARNING: IF YOUR ROUTINE IS LONGER THAN 3 MINUTES, YOU WILL BE DISQUALIFIED.**

- Audio Visual details
- Letter of consent (Under 18 yrs only)
- Website questions