



# animania<sup>®</sup>

## FESTIVAL

### ANIMANIA FESTIVAL 2008 - WORLD COSPLAY SUMMIT PRE-SELECTION RULES AND PROCEDURE

[Last updated 20/01/2008]

#### WCS PRE-SELECTION DATES:

Animania Sydney – Citigate Central - 29<sup>th</sup> March 2008  
WCS Pre-Selection ROUND 1

Animania Melbourne – Rydges - 19<sup>th</sup> April 2008  
WCS Pre-Selection ROUND 2

Animania Brisbane – Holiday Inn - 10<sup>th</sup> May 2008  
WCS Pre-Selection ROUND 3

Animania Sydney – Australian Technology Park – 23-24th August 2008  
Saturday: WCS Pre-Selection ROUND 4  
Sunday: WCS Pre-Selection FINALS (Official Preliminary Competition)

In 2008, Animania Festival is proud to host the first preliminary competition that will qualify an Australia representative to enter the World Cosplay Summit!

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, USA and now Australia.

We look forward to a grand and extraordinary year of Cosplay as we expect fans to pull out all stops to bring **the ultimate self-created costumes that will pay homage to their most favourite character and bring it to life for all to see.** 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. Entrants may not necessarily be competing in both events. **Individuals wishing to enter either or both competitions must indicate this when they register online.** 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 website for the relevant details.

## 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 <b>prior to the registration cutoff date</b> , 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 <b>place</b> 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 at which entrants will be able **to compete for a place** in the Preliminary Competition.

The procedure for these Pre-Selection Rounds are outlined below.

- 2.1. All entrants of the WCS Pre-Selection Rounds held by Animania Festival (hereafter known as 'Pre-Selection') must **register online** prior to attending the Festival to be considered eligible to participate in the competition. **Online registration will close 3 weeks prior to the Festival.** Check the website for the exact registration 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. At the time of registration, **entrants must also 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 will be made 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. **Online submission of the portfolio will close at the same time as the registration cut-off date.** Check the website for the exact registration cutoff dates.
- 2.4. **NO NEW ENTRIES WILL BE ACCEPTED ON THE DAY OF COMPETITION.**
- 2.5. Places are **strictly limited** and only the entrants that best satisfy the judges' criteria will be granted a place in the Pre-Selection.
- 2.6. Entrants will be notified **no later than one week** prior to the Festival if they have qualified to compete in the actual Pre-Selection at the specified event. Please ensure that you have provided a working email address (non-Hotmail or Yahoo! addresses preferred) as the Festival staff take no responsibility if you are not informed of competition status. Entrants who have been notified that they qualify to compete will be known as 'Duos'.



- 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 metre long) are allowed as props for Cosplay but must be stored in the cloakroom until the Competition begins. All foam, cardboard, Styrofoam and soft wooden props (balsa wood) are allowed as props for Cosplay and will not need to be stored in the cloakroom.
- 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, regarding the kind of performance planned for the Championship details including music and video 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 the costume photographed/filmed 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.
- 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.

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

- 3.14. 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.
- 3.15. There will be many events other than the parade and the contest. TV Aichi asks that everyone cooperate to make the Summit a success.
- 3.16. 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.
- 3.16.1. The Australian team will be allowed to bring the two (2) sets of costumes used to win the Preliminary, plus one (1) set of costumes that will be 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.
- 3.17. In the Cosplay Championship the costumes of the two team members must be from the same Japanese manga or anime (i.e. Goku from Dragon Ball Z and Sesshomaru from Inuyasha cannot be a part of the same team). In the World Cosplay Summit 2009, 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/games (but it is recommended that duos are from matching

anime/manga/games in order to prepare for WCS). Duos entering the Preliminary must wear matching anime/manga/game costumes.

- 3.18. 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.
- 3.19. Please prepare and promptly submit any documents that are requested by TV Aichi concerning the World Cosplay Summit (Winners only, to be announced).
- 3.20. 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.
- 3.21. TV Aichi retains the rights to all video and photographic images of and related to WCS 2009 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.
- 3.22. Furthermore, after WCS 2009 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.
- 3.23. 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 2009 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/PRELIMINARY PRIZES AND JUDGING**

- 4.1. The Pre-Selection Rounds and Preliminary Competition will have a limit of **12 duos**.
- 4.2. Duos in the Pre-Selection Rounds will not receive any prizes.
- 4.3. During each round of the Pre-Selection, three (3) Duos will be selected by the judges. Each of these selected Duos will receive an invitation certificate for the Preliminary and will be known as 'Qualifying Duos'. No ranks will be assigned to these Duos. If desired, these Duos may request Judges' comments/critique.
- 4.4. The Qualifying Duos **MUST compete with a different set of costumes** to the one used to win the Pre-Selection. **For this reason, Qualifying Duos will be required to submit a second portfolio.**
- 4.5. Qualifying Duos cannot change partners.
- 4.6. Duos entering the Pre-Selection Round on the Saturday of Animaniam (23<sup>rd</sup> August) must submit two (2) portfolios in the event that they are selected to compete in the Preliminary.
- 4.7. Qualifying Duos will compete for a final time in the Preliminary and present their new costumes. From this presentation, 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. There are three standard point categories:

Performance (10 points):	Relating to production of performance, creativity of elements and entertainment.
Costumes (10 points):	Workmanship, how faithful the costumes are to the original character
Faithfulness to story (5 points):	How faithful is the performance to the story of the original work and characters etc

- 4.8. The winning team chosen by the Judges of the Preliminary will receive an invitation to represent Australia in the 2009 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. ONLINE PORTFOLIO SUBMISSIONS

### Duos:

- Team name and name of duo members
  - Title of the Anime/Manga/Game they are Cosplaying from
  - Name of characters they are Cosplaying
  - Pictures of the characters
  - Several pictures of the costume being made for each duo member
  - Answer to the cosplay profile questions
  - 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.**