



Cosplay Central Crown Championships 2022 – Rules for Entrants

The Cosplay Central Crown Championships Final will be hosted at MCM London Comic Con in October 2022. These rules set out the criteria for the cosplayers, their responsibilities if selected to compete in the Championship Final, and the details of the Final.

How To Enter

The Cosplay Central Crown Championships are comprised of a series of competitions held at ReedPop events, selected global Partner Events, and the Championships Final. Each event will organize a competition to select one cosplayer to be their Finalist for the Cosplay Central Crown Championships Final in October 2022

The core regulations for all competitions to select Finalists are:

1. Events must select a registered citizen or permanent resident of the country the event takes place in; if the event so chooses, they may extend eligibility to registered citizens from neighboring countries that do not have a qualifier as well. If so, 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 MCM London Comic Con where the Final is hosted.
3. Competitors can only enter one qualifying event per Championship circuit. Competitors may not register multiple times with multiple costumes, or at multiple events, per year.
4. The selected representative must be fairly selected from all eligible people hoping to be selected and that person must not be involved with the organization of any Partner Events or ReedPop/Reed Exhibitions events for at least 12 months prior to the selection.

Partner events are free to set the format, rules and criteria of their independent qualifier but it is strongly advised that they consider incorporating the rules for the final to ensure selected Finalists are properly prepared.

Qualifier Prize

Each cosplayer selected for the Cosplay Central Crown 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 the representative. This will include up to two (2) pieces of hold luggage for costume transportation for the Finalist, a stipend for ground transportation of at least £50 and fees for a single Visa application if relevant. *(Provided by their selecting Partner Event)*
- Accommodation in London for three (3) night stay from Thursday to Sunday.
 - Note that this booking will be for one double or twin room; no additional rooms or rooms for more than two adults will be provided and dates cannot be amended. *(Provided by ReedPop)*
- Weekend passes to MCM London Comic Con, October 2022, for the qualifying Finalist and assistant *(Provided by ReedPop)*



Obligations - Finalists

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

- To attend the Cosplay Central Crown Championships to be held at MCM London Comic Con in October 2022
 - Arrival at London terminals must be no later than 13:00, on the Friday of the event
 - Attendance at a briefing early evening on Friday is mandatory.
- That they crafted the costume(s) used for their selection and Championships Final by themselves.
- Finalists are expected to wear the costume that they qualified in for the Championships Final; should a Finalist wish to compete in an alternative costume this may be permitted following discussion with the ReedPop team.
 - If a costume change is agreed, the Finalist must provide a photograph of their completed Finals costume no later than 10 days prior to the Final. The costume should be wearable and recognizable, showing everything complete with an allowance made for minor cosmetic finish and detail elements.
- To adhere to the MCM Costume, Weapons and Props Rules while attending MCM London Comic Con. [*These can be found on the MCM London Comic Con website or requested by emailing MCMcosplay@ReedPop.com*]
- To accept the results of the Cosplay Central Crown Championships Final and respect ReedPop and the judges' decisions, including any decisions made in good faith in respect of determining if a costume is obscene, offensive or racist and therefore should be banned from the Championships Final.
- To liaise with their Partner Event to ensure travel plans are in place in good time.
- To arrange their own travel insurance before travelling to the Final.
- To make themselves available on Saturday all day for any rehearsals, photography shoots, judging, interviews and sponsorship requests as required by ReedPop.
- Agree to be bound by and subject to the *Rules for Entrants* as provided to the Finalist.
- Each Finalist grants to Reed Exhibitions, a division of RELX Inc. ("Management"), its employees, agents, and assignees, the absolute and irrevocable right and permission to photograph, film, reproduce, portray and/or otherwise exploit the name, voice, appearance, photograph, image and/or likeness of such Finalist at MCM London Comic Con and/or in the Competition (collectively, "Likeness"), and to use the results and proceeds, without limitation, in materials produced by ReedPop in any and all media, in perpetuity. Finalist further agrees to waive any claim to compensation for use of such Likeness. Finalist agrees that ReedPop owns the images and all rights related to them. The images may be used by ReedPop in any manner or media without notifying Finalist, such as the Cosplay Central website, publications, promotions, broadcasts, advertisements, and posters, for advertising or other related purposes. Finalist waives any right to inspect or approve the finished images or any printed or electronic matter that may be used with them.

Rules For The Cosplay Central Crown Championships Final

The Cosplay Central Crown Championships Final will be held on the Saturday of the October 2022 MCM London Comic Con and will involve both costume judging and a stage-based presentation of the costume.

1: Costume Eligibility

- Costumes for the Cosplay Central Crown Championships Final must represent an existing or recognizable character or element from the pop culture realm, including comic books, movies and television, video games, anime, manga, theatre or fantasy. Characters or elements from bands, musicians and drag acts are not eligible.
 - Costumes replicating published designs from comic books, movies and television, video games, anime, manga, theatre or fantasy, including derivative designs by well-known concept artists that

have been publicly available for at least one year and not directly commissioned by the Finalist, will be judged on **“Accuracy”** i.e. the detail and steps taken to create a costume that is accurate to the given reference material.

- Costumes inspired by existing characters but given an original twist, e.g. character mash ups or interpreting a recognizable character in an alternative style, will be judged on the **“Design”** choices and decisions taken to create a cohesive costume.
- *Further information on these categories can be found in Appendix A.*
- Finalists must have made the costume they are using in selection events and 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 or unsafe for a single person to make a costume element, assistance for simple tasks such as holding things in place is acceptable;
 - It is acceptable to use bought wigs, shoes, and accessories such as spectacles as long as they are not customized or commissioned. Simple, largely insignificant base layers such as a leotard or pantyhose are similarly permitted. Any customization such as styling a wig or modifying 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.
- The costume used for the Championships Final must not have been used for any previous international cosplay or costume contest Final.
- The costume should not exceed 2.5 metres/8ft in any one dimension, and the Finalist should be able to safely move in the costume with limited assistance and the costume must not impede the Finalist’s ability to get on and off stage.
- All costumes should provide enough coverage to be worn in public and should be in good taste and appropriate for a family-friendly show.
- Costumes cannot be obscene or offensive, including insensitive or unnecessary use of makeup, nor endorse any form of hate or any hate group. Gore, graphic violence or other objectionable elements may also be grounds for disqualification as determined by the judges or ReedPop.
- Costumes cannot promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), any activities that may appear unsafe or dangerous or any particular political agenda or message.
- Costumes must not defame, misrepresent or contain disparaging remarks about Cosplay Central, ReedPop and their products, or other people, products or companies, or communicate messages or images inconsistent with the positive images and/or goodwill with which Cosplay Central and/or ReedPop intends to associate the Competition.
- Costumes cannot depict, and cannot themselves, be in violation of any English or other applicable law.
- 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. Original designs should also be supported by concept sketches.
- Construction or progress pictures should be brought by the Finalist to their judging session; not supplied electronically.
- Finalists are expected to wear the costume that they qualified in for the Championships Final; should a Finalist wish to compete in an alternative costume this may be permitted following discussion with the ReedPop team.

2: Stage Presentation

Finalists must prepare a stage presentation or performance to showcase their costume on the Main Stage for the Championship Final. This can be a simple presentation of the costume's details and features or a scripted performance.

- Each Finalist will be on stage for a minimum of one (1) minute and a maximum of two (2) minutes. This does not include stage preparation time. Going outside of these bounds will incur a penalty as described in Appendix A.
- Presentations must be suitable for a family audience. No profanity is allowed on stage, including messages on signs or clothes.
- Stage preparation should take no more than 30 seconds. Exceeding this will incur a penalty as described in Appendix A.
- Each Finalist is allowed one assistant that is not part of the ReedPop stage team. 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. Any other assistants required to prepare the stage will be provided by ReedPop.
- Finalists must provide their own music and any pre-recorded dialogue; This must not contain any copyrighted material including music, voice recording or sound effects. Any 'royalty free' materials used must be free to use without credit. Background videos are not accepted; the stage screen is not available for video footage during the Final.
- Unlike crafting the costume, 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.
- 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 litter the stage that cannot be quickly removed (e.g., glitter or confetti) or make it slippery or sticky is similarly banned. The use of lasers, regardless of strength, is not permitted by the venue.
 - Self-generated vapor as part of a costume may be permitted for use on stage following assessment by the ReedPop team
- Any item that would not typically be carried or worn by the character that the Finalist is portraying is categorized as stage dressing. The following applies to stage dressing:
 - Stage dressing does not have to be made by the Finalist; their construction and accuracy is not judged
 - Any item of stage dressing must be easily manageable by a single person in terms of the item's size and weight, except for backdrops which must be easily manageable by no more than two people. The height of any stage dressing must not exceed 2m/6.5ft.

3: Judging

- Costume judging will take place before the stage presentation and assesses the accuracy of the costume against provided source images or the design skill and interpretation of original designs, the ambition and complexity of the costume design, the quality of construction and the techniques employed to realize the costume. This is further detailed in Appendix A.
- It is the responsibility of the Finalist to be present for judging at the time decided by ReedPop. 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 or Design and Ambition- 25%
 - Construction – 60%
 - Stage Presentation – 15%
- The judges' decisions are final, and no further negotiation is permitted. There is no obligation on ReedPop or the judges to provide feedback.

4: General

- 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 Championships.



MCM Comic Con events have a ZERO TOLERANCE POLICY for harassment of any kind, including but not limited to:

- Stalking
- Intimidation
- offensive verbal comments
- physical assault and/or battery
- harassing or non-consensual photography or recording
- inappropriate physical contact; or
- unwelcome physical attention.

in relation to, but not limited to:

- race
- color
- national origin
- gender
- gender identity
- gender presentation
- sexual orientation
- age
- body size
- disability
- appearance
- religion
- citizenship; or
- pregnancy.

If a person engages in any harassing or offensive behavior as outlined above, MCM Comic Con Staff will take prompt action in any form they deem appropriate, including expulsion from MCM Comic Con and/or the Cosplay Central Crown Championships



APPENDIX A

Detailed Description of Judging Criteria

The Championships are judged by three independent guest judges who interview and closely assess the Finalists' costumes in addition to assessing how the Finalists display their costume on stage.

This document provides greater guidance to the judges of what is expected in their marking, as well as greater clarity to Finalists, event organizers, 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 assess the accuracy of the costume against provided source images and the quality and complexity of the construction. Each Finalist is given equal time with the judges.
- The stage presentation will be assessed by the judges considering stage presence, showcasing of the costume, 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 or Design and Ambition- 25%
 - Construction – 60%
 - Stage Presentation – 15%

This document examines these areas including standards for scoring bands and how the different elements of each of those three scores may interact.

Note that in recognition of the wide variety of costumes possible and the judge's knowledge and experience, the elements considered within each category are not intended to be exhaustive and the weighting among the elements of the scores is left to the discretion of the judges on a costume by costume basis. Ultimately ReedPop, Partner events, and 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.

Accuracy or Design & Ambition

This score is an assessment of how closely the costume matches the source material OR the design and interpretation skill employed by the Finalist to create original costume designs inspired by pop culture icons. Judges will also consider the ambition or complexity of the design.

It is the responsibility of the Finalist to provide high quality reference images which clearly depict as much of the character they are representing as possible, at a suitable resolution that detail is clearly visible. Original designs should also be supported by concept sketches and inspiration references.

If a Finalist with an original concept has commissioned a professional artist to render the design, this is acceptable for the Design category, providing the Finalist is able to discuss in detail the background research and concept choices to arrive at the final design. Where there has been a more intensive collaboration with the commissioned artist, this may be acceptable to be judged under Accuracy rather than Design or a blend of the two categories, at ReedPop's discretion – please email cosplay@reedpop.com to discuss.

Note that Finalists are expected to make use of makeup and shaping for their costumes where appropriate, but it is not a modelling contest, accuracy extends to the costume itself not the physical traits of the cosplayer wearing it. The spirit of the competition allows people to choose who or what they want to portray, according to their cosplay skills.

The following tables have suggested considerations for judges when assessing scores for this category:

For costumes aiming for **ACCURACY**
i.e. exactly replicating published designs

Score	Detailing	Proportions	Colors & 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.	Colors and type of surface do not match the reference.
6-9	Costume includes all noticeable costume elements but detail is visibly different even at a distance	Costume is a cohesive whole but the ratios of most of the parts are far from those in the reference.	Colors are an approximate match and the texture appears to be a good match from a distance.
10-14	Costume includes all elements but detail is somewhat different when close	All major parts of the costume are well proportioned with regards to each other and the reference but designs and detailing are not.	Colors are a good match and the textures meet expectations when closely inspected.
15-19	Costume includes all elements and is well detailed	The scaling of all major parts of the costume are perfect, and the designs and detailing are also a good reflection of the source.	Colors are an excellent match and textures are good choices considering the source material.
20	Costume is immaculately detailed and all elements match the reference precisely	The scaling of all parts and detail of the costume are precise and correct.	Colors and textures are a perfect match.

For costumes of original **DESIGN**

i.e. inspired by existing characters but given an original twist, e.g., character mash ups or interpreting a recognizable character in an alternative style

Score	Interpretation	Fidelity/truth to source	Proportions
1-5	The costume is very simple, or has a disjointed design	Costume has very few visual clues or colors or is at odds with the source inspiration	The costume is awkward with sections heavily overlapping or too far apart.

6-12	The costume has several elements, with some variety of detail and makes some considered design choices but lacks originality	Costume takes some visual clues or colors from the source inspiration	Costume is generally cohesive with most parts appropriately scaled
12-19	The costume is impressive, well detailed with features included for aesthetic and function and makes well considered design choices to create a cohesive design	Costume makes very good use of visual clues, colors and textures from the source inspiration	The scaling of all major parts of the costume are excellent
20	The costume is very complex, immaculately detailed with several features for aesthetics and function and a truly original, cohesive design	Costume is instantly recognizable and materials, colors and textures are faithful to the source inspiration	The scaling of all parts and detail of the costume are precise and considered.

Each judge will provide a total score out of 20 for either ACCURACY or DESIGN with due consideration to each element above; this score has a weighting of 20% for the final score.

AMBITION

Score	
1	Costume is so simple that little detail is needed.
2	Costume contains very few elements and the detail lacks variety or is unchallenging.
3	Costume includes several elements and is moderately challenging in scale or level of detail
4	Costume is well detailed and an ambitious costume to have created.
5	Costume is incredibly detailed and is a daunting costume to have created.

Each judge will provide a score out of 5; Ambition has a weighting of 5% for the final score.

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. Appropriate use of materials and how the Finalist takes advantage of their characteristics should also be considered, as should their resourcefulness. 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	Use of Materials	Robustness*
1-10	The costume showcases few different techniques or very basic techniques, at a normal level of mastery.	The costume has very limited materials or they have been used in a poor way	The costume is falling apart in places, or has excessive signs of wear and tear
11-20	The costume showcases a fair number of techniques or a few more difficult techniques at a normal level of mastery.	The costume has some variety of materials but not all suitable for the intended purpose or not used in an appropriate way	The costume has pieces prone to coming loose and shows some signs of wear and tear.
21-40	The costume showcases a fair number of techniques at a good level of mastery.	The costume has good choice of materials, appropriate for the intended use and is resourceful	The costume shows few signs of wear and tear, and all parts appear to be remaining in place.
41-55	The costume showcases a fair number of advanced techniques perfectly, or a huge number of techniques at a good level of mastery.	The costume makes excellent use of materials and their characteristics and is resourceful	The costume shows negligible signs of wear and tear and can be moved in confidently.
55-60	The costume showcases a huge number of techniques perfectly. The techniques used to construct the costume are mystifying to a layperson.	The costume makes excellent use of appropriate or resourceful materials, fully exploited to maximum potential	The costume is resistant to wear and tear and can be moved in confidently.

Each judge will provide a Construction score out of 60 with due consideration to the elements above; Construction has a weighting of 60% for the final score.

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

Stage Presentation

The stage presentation not only creates an incredible show for the audience but also allows the judges to properly assess the durability and movement of the costume in motion. Finalists must present their costume on stage. This can either be through a simple costume presentation or a fully scripted performance. They should consider how to make use of the whole stage and showcase all of the costumes features and bring some characterization to their presentation.

Showcasing and Movement are the dominant factors in the stage presentation score, therefore Finalists choosing to present their costume through a performance must also consider the showcasing of the costume. 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	Showcasing	Movement	Performance
1-4	Poor use of the stage and a lack of motion means that the audience had a limited view of the costume.	The costume falls apart with movement or has extremely limited movement due to construction choices	The performance is flat and lacks characterization OR fails to be humorous OR there are numerous mistakes in the talent demonstration. Overall, it is not entertaining.
5-9	Adequate use of the stage and some motion means that the audience had an adequate view of the costume.	The costume has pieces prone to coming loose when moving or has some restriction to movement due to construction choices.	The performance is appropriate for the character but is plain OR the humor is very hit and miss OR the talent demonstrated is simple. Overall, it entertains but is not memorable.
10-14	Good use of the stage and motion means that the audience had a good view of the costume. There may have been presentation choices designed to deliberately showcase certain costume elements and there is some characterization.	The costume can be moved in without any issues.	The performance has flair and/or brings the character to life OR manages genuine and well delivered humor 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.
15	Excellent use of the stage and good movements means that the audience were able to fully appreciate the costume. There were presentation choices designed to deliberately showcase certain costume elements very well and the character is brought to life on stage.	The costume can be moved in confidently.	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.

Each judge will provide a Presentation score out of 15; Presentation has a weighting of 15% for the final score.

Penalties

Examples include, but not limited to:

- For every 10 seconds or part thereof outside of the allowed stage preparation time or presentation time, the Finalist will lose three (3) points from their total score. This will apply if the Finalist is ready but their assistant is continuing with preparations.
- Overuse or excessive interaction with stage ninja may incur a discretionary penalty of up to five (5) points.
- Failure to provide required finals information by the deadline set by ReedPop will incur a three (3) point penalty per item, waived at ReedPop's discretion if the Finalist has positively and proactively engaged in communication about the delay.



- Disrupting the schedule or running orders during the Final may incur a discretionary penalty of up to ten (10) points or disqualification depending on the circumstances, degree of changes, and proactive communication with ReedPop staff. Examples include not being ready for judging at the start of the allocated judging slot and not being ready to go on stage in a timely manner.

APPENDIX B

Notes on costume 'Accuracy'

With the explosion of pop culture in our everyday lives, the growth of social media and competitions such as the Cosplay Central Crown Championships existing on a very global scene it is important for prospective Finalists, and Partner Event organizers, to consider that the costumes will likely be seen by people from a vast range of cultures, both inside and outside the pop culture community. This appendix aims to help advise where difficulties can arise.

As outlined in Appendix A: "Finalists are expected to make use of makeup and shaping for their costumes where appropriate, but it is not a modelling contest, accuracy extends to the costume itself not the physical traits of the cosplayer wearing it. The spirit of the competition allows people to choose who or what they want to portray, according to their cosplay skills."

Judges are considering the craftsmanship put into the costume, not how much the Finalist looks like their chosen character. So, for example, it is not acceptable to penalize a Finalist if their body shape is different from their chosen character but they could be rewarded for sensible choices made in costume design and construction to better emulate the proportions of the character e.g. the use of padding underlayers or clever tailoring. Similarly, good use of makeup for age or gender transformations can be rewarded but not penalized if these techniques are not employed.

The use of makeup, including prosthetics, to change your natural skin tone to another realistic race has been a contentious topic for a number of years in the global cosplay community. While not usually intended to cause offence, using makeup in this way carries connotations of historical practices that were inherently racist and it contributes to an environment where people of color are made to feel uncomfortable to portray characters outside their race, and it is not appropriate for the competition.

By understanding that costume accuracy does not include skin color, age, gender or body shape, we include and invite everyone to portray any character that they love.

Prospective Finalists are invited to seek advice at the earliest moment from the ReedPop team if they are at all concerned that their choice of character or costume design could be considered offensive in any way.