



Cosplay Central Crown Championships 2023 – Rules for Entrants

The Cosplay Central Crown Championships Final will be hosted at C2E2 in Spring 2023. These rules set out the criteria for the cosplayers, their responsibilities if selected to compete in the Crown 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 2023

The core regulations for all competitions to select Finalists are:

1. Events must select a representative who will be aged 18 years old or over by the start of C2E2 where the Final is hosted.
2. 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.
3. Events may choose to restrict applications to registered citizens or permanent residents of the country the event takes place in or they may extend eligibility to registered citizens from countries that do not have a qualifier as well. Eligibility criteria based on residency must be clear in their advertised rules.
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.

Rules For The Cosplay Central Crown Championships Final

The Cosplay Central Crown Championships Final will be held on the Saturday of C2E2, Chicago, in 2023 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, American 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 in sufficiently high resolution. 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 to showcase their costume on the Main Stage for the Championship Final.

- The Stage presentation will not be scored directly but may be taken into consideration if the presentation reveals flaws or benefits of the costume's construction.
- Each Finalist will be on stage for a minimum of thirty (30) seconds and a maximum of two (2) minutes.

- Presentations must be suitable for a family audience. No profanity is allowed on stage, including messages on signs or clothes.
- ReedPop will provide background music. Background videos are not accepted.
- 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 (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

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- 30%
 - Construction – 70%
- 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.
- If a person engages in any harassing or offensive behavior as outlined in ReedPop's [Anti Harassment Policy](#), ReedPop Staff will take prompt action in any form they deem appropriate, including expulsion from C2E2 and/or the Cosplay Central Crown Championships
- 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.



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 or design 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 not be scored directly but may be taken into consideration if the presentation reveals flaws or benefits of the costume's construction.
- The weighting for each of the judging criteria is as follows:
 - Accuracy or Design and Ambition- 30%
 - Construction – 70%

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

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 their design, this will be judged under 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 and input from the commissioned artist, this may be judged on accuracy or a blend of the two categories, at ReedPop and the judges' discretion.

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.
6-11	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.
12-18	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.
18-24	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.
25	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
1-9	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.

10-17	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
18-24	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
25	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 25 for either ACCURACY or DESIGN with due consideration to each element above; this score has a weighting of 25% 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	Movement & Robustness*
1-10	The costume showcases few different techniques or very basic techniques, at a beginner level of mastery.	The costume has very limited materials or they have been used in a poor way	The costume falls apart with movement or has extremely limited movement due to construction choices, 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 when moving or has some restriction to movement due to construction choices, or shows some signs of wear and tear.
21-44	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 can be moved in without any issues, all parts appear to be remaining in place and limited wear and tear
45-60	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 can be moved in confidently, and shows negligible signs of wear
61-70	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 very confidently.

Each judge will provide a Construction score out of 70 with due consideration to the elements above; Construction has a weighting of 70% 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. All Finalists must present their costume on stage. While not scored, we encourage the Finalists to consider how to make use of the whole stage, showcase all of the costumes features and bring some characterization to their presentation for the audience.



Penalties

Examples include, but not limited to:

- 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 or features to that of 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.