

## **Cosplay Competition Categories**

### *Cosplay Competition - Craftsmanship:*

Junior: 15 and under regardless of awards in craftsmanship or presentation.

Novice: 16+, 0 - 1 major awards (best in show, best in category) OR more than 3 minor awards (honorable mention, judges awards). Entrant has created no more than four costumes, or had no more than one year of sewing experience.

Journeyman: 16+, 2 - 4 major awards (best in show, best in category) OR more than 6 minor awards (honorable mention, judges awards). Entrant has created no more than six costumes, or had no more than two years of sewing experience.

Master: 16+, 5 or more major awards (best in show, best in category) OR more than 8 minor awards (honorable mention, judges awards). Entrant has created no fewer than eight costumes, and had no less than three years of sewing experience.

### *Cosplay Competition - Performance:*

Junior: 15 and under regardless of awards in craftsmanship or presentation.

Novice: 16+, 0 - 1 major awards (best presentation, best in category). OR more than 3 minor awards (honorable mention, judges awards). Entrant has created no more than four skits, and has minimal stage experience of one year or less.

Journeyman: 16+, 2 - 4 major awards (best presentation, best in category). OR more than 6 minor awards (honorable mention, judges awards). Entrant has created no more than six skits, and has intermediate stage experience of no more than two years.

Master: 16+, 5 or more major awards (best presentation, best in category) OR more than 8 minor awards (honorable mention, judges awards). Entrant has created no fewer than eight skits, and has had considerable stage experience totalling no less than three years.

### *Cosplay Competition Rules:*

In order to compete in the Cosplay Competition you must have a valid convention badge. Those without badges will not be admitted to the Cosplay Competition areas (judging rooms, backstage, etc.). You must pre-register online in order to participate. Due to the high volume of turnout last year, we expect registration to fill up quickly. Registration is open from December 1st, 2011 to February 29th, 2012.

If you or your group breaks or harms any equipment belonging to the hotel or the convention at any time, you will be held liable for its replacement.

The golden rule of the Shuto Con Cosplay Competition, have fun! We are here to entertain our fellow attendees and show off your hard work and preparation. You are all part of the show.

All craftsmanship entries must be of Asian origin. Manga (CLAMP, Hellsing, etc.), Anime (Sailor Moon, Trigun, Cowboy Bebop, etc.), Video-games (Eternal Sonata, Super Mario Bros, etc.), J-pop/rock (Malice Mizer, etc.), Live action films (PGSM Sailor Moon, etc.) , Street fashion (Lolita sweet or otherwise, etc.), and Asian mythology. Non-Asian entries that are allowed are retellings of Western stories, or have a heavy basis in Asian pop culture (Avatar the Last Airbender, Romeo + Juliet). Entries of a non-Asian origin are welcomed at the convention. They are eligible for interactive cosplay awards (King and Queen), but not the Cosplay Competition as Shuto Con is a celebration of Eastern pop culture. If you are unsure about the nature of your costume feel free to

contact the cosplay director at cosplay (at) Shuto Con.com.

Groups may be no larger than five entrants. If you must have more than five entrants please contact the cosplay director at cosplay (at) Shuto Con.com.

Junior entrants must have completed 50% of his or her costume, with 50% assistance allowed from a friend or family member. Junior entrants must be accompanied by an adult at all times during the pre-judging process, before, during, and after the Cosplay Competition. We are the cosplay department, not babysitters.

To compete in the craftsmanship competition an entrant must have made 80% of his or her costume. Commissioned, purchased, and rented costumes are not permitted to enter for craftsmanship, however they may be worn for skit presentation. Costumes purchased on eBay, from commissioners, Milanoo, or other online retailers and sellers are not permitted in the competition and will be disqualified. We ask that entrants be honest about the origins of their costume. Cheating will not be tolerated and will result in a lifetime ban from competition, as well as notification of other competitions at other conventions. There are a few exceptions to this rule: if you did not create the costume the creator must be present at judging and to receive the award. For those competing in a group, one person, some, or all persons in the group must have made their costumes to be eligible for an award. The third exception is the Found Item category. You must create 60% of your costume. Commissions and purchased costumes do not count as Found Item. You must alter or change the original garments in some way to be eligible. If you require clarification or are not sure about your entry please contact the cosplay director.

Craftsmanship entrants must have printed, full-color, reference images to present to the judges at the time of your judging appointment. You will surrender a printout for us to attach to your judging form. Laptops, iPads, iPhones, Android phones, cell phone images, iPod images or other digital forms of media are not allowed as reference images. It is also not recommended to bring us your prized \$500 artbook. A simple printout of your character from whatever angles you can find will do. It is a requirement to present reference images in your judging appointment. If you do not present them you will receive a zero score for accuracy.

When you pre-register for the cosplay competition you will receive a list of pre-judging times that you may sign up for. These pre-judging times are for CRAFTSMANSHIP entrants only. PRESENTATION entries are not pre-judged, however a separate panel will judge the appropriateness of your presentation. Keep it PG-13. If the panel finds something they are concerned with, they will work with the entrant to fix the problem. We love skits and want them to be able to compete. Presentation time slots will differ from craftsmanship time slots. Judging appointments will last no longer than 5 minutes for 1-3 people, and 10 minutes for 4-5 people. Judging appointments will take place all day Saturday of the convention, with times added on Friday only if necessary. Your judging appointment is your spotlight. Please prepare ahead of time what you plan to tell the judges. If you get stuck the judges will prompt you with questions about your costume. Share the best parts, do not point out the flaws. You must be yourself while you are in the judging area. Entrants are advised against acting in character while speaking to the panel of judges. We want to get to know you in the short time we have. Please be prepared for the judges to flip your seams and check as much of the inside of your work as possible. Please arrive in a timely fashion. It is recommended entrants check in with the cosplay department as early as possible on Saturday, and show up for their appointment ten minutes early.

#### Performance specific directions

Performance entries will be limited to two minutes for one to two persons, and three minutes for three to five persons. You will be judged on originality, writing, performance, and musicality (if a musical act). Performance entries must pre-record their audio. Performance entrants must have their tracks on a CD. Our sound engineers will not be able to mix your audio for you, and we will not have enough microphones for your entire cast to have one. Please bring your finished

soundtrack to your pre-judging appointment. You will at that time submit your CD to the cosplay department. CD's will not be returned after the competition. It is recommended you have a backup copy nearby in case your CD fails to work the first time. The Cosplay Competition is not karaoke time. Musical acts must be more than simply singing a song. They must include at least 10 lines of dialogue. Some exceptions will be made, please contact the cosplay director.

Part of the performance pre-registration process is to write a short intro for the emcee's to read regarding your group and your performance. Also please specify if your group begins with the music of before to prevent any confusion. The skits perform first, therefore debris cannot be onstage after your performance that was not there to begin with. Confetti, streamers, silly string, and other things of this nature are prohibited from the competition. Please be courteous to the craftsmanship entrants who will be crossing the stage after you. It is unknown at this time if there will be a chance for a dress rehearsal. The information will be posted closer to the convention.