



**2026 WORLD COSPLAY SUMMIT
AUSTRALIAN PRELIMINARY COMPETITION
IN PARTNERSHIP WITH
SMASH! **

RULES, REQUIREMENTS & GUIDELINES

World Cosplay Summit Australia and **SMASH!** are proud to host the WCS Australian Preliminary Competition to select a qualified representative Cosplay Team who will win the right to represent Australia at the **World Cosplay Summit Championship** in Japan as **Team Australia 2027!**

The World Cosplay Summit (WCS) is an annual international Cosplay Competition held in Nagoya, Japan; Created to bring contestants together from all over the globe to showcase their cosplay talents and foster a spirit of cultural exchange.

This document outlines the Rules, Requirements and Guidelines for the World Cosplay Summit Australian Preliminary Competition ONLY.

Section 23 "BEING TEAM AUSTRALIA" should be read and understood only as a guide as to what will be required of the Team Australia representatives in Japan. Rules in this section are subject to change at any time, at the discretion of WCS Inc.

Please take the time to read this document in full and make sure you understand the RULES, REQUIREMENTS & GUIDELINES.

WCS Australia and SMASH Inc will bear no responsibility in the event that you are unable to compete in the WCS Australian Preliminary Competition due to your failure to read and understand the Rules, Requirements & Guidelines. No special allowances or exemptions will be granted.

CONTACTING WCS Australia

If you require further clarification after reading all the RULES, REQUIREMENTS & GUIDELINES outlined in this document, please contact WCS Australia via the official contact means only:

WCS Australia Email - worldcosplaysummitaustralia@gmail.com

- When contacting WCS Australia, please write the words 'rule query' in the subject. Describe the rule/s you have questions about, including their dot point number and page number, in the body of your email.
If you contact WCS Australia without fully reading the RULES, REQUIREMENTS & GUIDELINES outlined in this document, you will be directed to do so.
- **DO NOT** contact any WCS Australia staff or volunteers by any other means in regards to questions about the RULES, REQUIREMENTS & GUIDELINES outlined in this document.
- **DO NOT** contact any WCS Australia staff or volunteers by any other means with questions/queries in regards to the **Team Build Book Template/Guide**.
- WCS Australia is not responsible for any misunderstandings or false information that arises from contacting individuals or discussing the RULES, REQUIREMENTS & GUIDELINES via any channels other than the WCS Australia email address.
- While informal Q&As may happen on our discord or social media, outside of these times questions must be directed through the official email as noted above.

COMMUNICATION From WCS Australia

WCS Australia's main form of communication to Cosplay Teams competing in the WCS Australia Preliminary Competition will be via the WCS Australia email account:

WCS Australia Email - worldcosplaysummitaustralia@gmail.com

All important WCS Australia Preliminary Competition and SMASH! related event information will be communicated from this email address.

Information such as SMASH! events, website updates, Submission Date & Time will be posted to WCS Australia social media, including but not limited to; - the WCS Australia Discord, WCS Australia Facebook page and the WCS Australia Instagram.

UNDER NO CIRCUMSTANCES will a member (past or present) of the WCS Australia Committee, Staff, Volunteer, WCS Australia Alumni, or Judge (past or present) contact an individual or Cosplay Team in relation to; -

- Another Cosplay Team
- Your own or any other Team's Build Book
- Your own or any other individual's private/personal information.

If you receive any suspect messages from individuals who claim they represent WCS Australia or WCS Inc, please inform WCS Australia immediately via the WCS Australia email account.

If you receive any suspect messages from individuals who use their status to infer that they represent WCS Australia, please inform WCS Australia immediately via the WCS Australia email account.

If you receive any suspect messages from individuals who state they are giving you private information or hints, and ask you to keep their communication confidential, this is an immediate red flag. WCS Australia will never favour one team over another or leak special/private information. Please inform WCS Australia immediately via the WCS Australia email account.

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1. DEFINITIONS

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

Table 1: WCS Australia Definitions

<i>WCS</i>	World Cosplay Summit - An annual Cosplay Summit held in Japan culminating in the World Cosplay Summit Championship performance.
<i>WCS Inc</i>	World Cosplay Summit Incorporated - The Japanese body responsible for WCS events held in Japan
<i>WCS Australia</i>	World Cosplay Summit Australia - The organisation that runs the WCS Australian Preliminary Competition, held at SMASH!
<i>SMASH! or SMASH Inc</i>	Sydney Manga and Anime Show - The Convention that hosts the WCS Australian Preliminary Competition.
<i>WCS Australian Preliminary Competition</i>	The official Competition held to select Team Australia for the World Cosplay Summit in Japan the following year.
<i>WCS Championship Competition</i>	The World Cosplay Summit Championship performance which takes place in Nagoya, Japan. This event showcases Cosplayers from around the globe.
<i>Team Australia</i>	The name given to the winning Cosplay Team of the WCS Australian Preliminary Competition, who will represent Australia in Japan the following year.
<i>Cosplay Team</i>	A Cosplay Team is made up of two (2) individuals. At the WCS Australian Preliminary Competition, only eligible Cosplay Teams are able to compete.
<i>Cosplay Team Helper</i>	A Cosplay Team is permitted to have a maximum number of two (2) individuals ("Helpers") to assist them at the WCS Australian Preliminary Competition. Helpers are permitted to (for example) help the Cosplay Team dress, ensure that the Cosplay Team are hydrated, etc.
<i>WCS Cosplay Team Area</i>	An area set aside for all competing Cosplay Teams, Cosplay Team's Helpers, and all WCS Australia Volunteers, WCS Australia Staff and WCS Australia Judges.
<i>WCS Australia Volunteers</i>	Volunteers that work solely for, and on behalf of, WCS Australia. These are wonderful people that have given their time to assist WCS Australia run the WCS Australian Preliminary Competition. (Not to be used as personal "Helpers" by Cosplay Teams).
<i>WCS Australia Stage Volunteers</i>	WCS Australia Volunteers that are there to help on/around the stage during the performance section of the WCS Australian Preliminary Competition. (Also not to be used as personal "Helpers" by Cosplay Teams).
<i>WCS Australia Alumni</i>	Previous year's Team Australia, that have previously represented Australia at the WCS Championship Competition in Japan or Online.
<i>WCS Australia Organiser</i>	The individual that will be assisting the new Team Australia in getting ready for and during the World Cosplay Summit.

2. HOW TO ENTER

This section outlines what is required for a **Cosplay Team** to enter and be eligible to compete in the WCS Australian Preliminary Competition.

- 2.1. In order for a **Cosplay Team** to compete in the WCS Australian Preliminary Competition, there are a number of required **ITEMS** they must fulfil and submit.
- 2.2. A **Cosplay Team** must keep names consistent across any and all forms, including the Team Build Book. If Team Member 1 is "Ann" in one form, it is important that Team Member 1 is always "Ann".

2.3. **ITEM 1- Cosplayer's Eligibility**

Each member of the **Cosplay Team** must be **Eligible** to enter into the WCS Australian Preliminary Competition. All conditions of eligibility are outlined in Section 3.

2.4. **ITEM 2- Rules, Requirements and Guidelines**

Each member of the **Cosplay Team** should read, understand and agree to all Rules, Requirements & Guidelines outlined in all sections in regards to the Cosplay Costumes, and Performance; -

- a) **CHARACTERS & CHARACTER DESIGNS** - Section 4
- b) **COSPLAY COSTUME** - Section 5
- c) **WEAPONS & HANDHELD PROPS** - Section 6
- d) **3D PRINTING** - Section 7
- e) **SPECIAL EFFECTS MAKEUP & STAGE MAKEUP** - Section 8
- f) **PERFORMANCE** - Section 9
- g) **PRESET PROPS & OTHER PROPS** - Section 10
- h) **AUDIO & BACKGROUND VIDEO** - Section 11
- i) **THE WCS AUSTRALIAN PRELIMINARY COMPETITION** - Section 13
- j) **CLEAN UP** - Section 14

2.5. **ITEM 3- Cosplay Team Entry**

The **Cosplay Team Entry** is to be submitted as a single Google Drive Folder, or a Single DropBox Folder. (No other file sharing options will be accepted). This Folder is to contain; -

- a) **Team Build Book**
More detailed information regarding a Team Build Book is outlined in Section 12.
- b) **Reference Images**
Images that show the original artwork of the Characters being cosplayed.
 - These are to be put into at least one subfolder named "Reference Images".
 - Images are to be clearly labelled (e.g.: "Team Member 1 reference images" etc).
 - Images can be used both in the Team Build Book and the Reference Image folder.
 - Only official artwork is to be submitted - No fanart/fanart adaptations will be accepted.
 - Images are to be .PNG or .JPG files. Please make sure all images are formatted correctly.
 - Images are to be as high resolution as possible.
 - Include front, back and side views where possible.

2.6. The **Google Drive Folder** or **DropBox Folder** Requirements for the Cosplay Team Entry; -

- a) The **Cosplay Team** is to name the Main Folder as their Cosplay Team Name and Year, i.e. "TeamCosplayPeople- 2026".
- b) Subfolders are allowed to be used, for ease of organisation, within the Main Folder. The **Cosplay Team** can name these Subfolders at their discretion, so long as it makes sense.

- c) All Folders and Subfolders sharing permission will be set to allow the viewing and downloading/copying of all files contained.
- d) The **Cosplay Team** is not allowed to edit or continue to work on any files in their Main Folder and/or Subfolders after they have Submitted an **ITEM 4- Entry Form**.
- e) All files contained in the **Cosplay Team Entry** are to be free of any virus or malware. If any of the files submitted are found to contain any virus or malware, the **Cosplay Team** will be disqualified and this may affect their eligibility to compete in future years.

2.7. **ITEM 4- Submit a Team Entry Form**

- The **Team Entry Form** will include personal information such as Legal Name, Date of Birth, etc. in addition to the names of characters being Cosplayed and the full Title they are from - i.e. instead of just "*Samurai Warriors*," include the original Japanese Title and translation: "*Sengoku Musou 5 (Samurai Warriors 5)*".
- It is important to fill in all relevant information. Even if the same information is required in the Team Build Book (such as Character Information, for example).
- Information given in the **Team Entry Form** is required by WCS Australia for the purposes of the WCS Australian Preliminary Competition. No Personal information will be given, circulated, or sold to any other persons or parties.
- **Team Entry Forms** will be available on the WCS Australia Website, closer to the date of the WCS Australian Preliminary Competition for the **Cosplay Team** to fill in and complete.
- Failure to complete and fill in the **Team Entry Form** with all relevant information may void the **Cosplay Team's** application to compete in the WCS Australian Preliminary Competition.
- The **Team Entry Form** is to be submitted as a Google Form. No other file types will be accepted.
- Only one (1) **Team Entry Form** per **Cosplay Team** is required.

In order to be considered to compete in the WCS Australian Preliminary Competition, a **Cosplay Team** is to submit a **Team Entry Form** containing all the relevant information- outlined in section 2.5; 2.7 - including the link to their Cosplay Team Entry - by the **Submission Date & Time**.
No extensions or exceptions will be given.

Entry Forms are to be submitted by - 5:00 pm (AEST) Sunday June 14, 2026

- 2.8. A **Cosplay Team** will receive a Confirmation Email within 24 hours of their submitted **Team Entry Form**.
 - a) This Confirmation Email is not an **Invitation to Compete**, only to notify the **Cosplay Team** their **Team Entry Form** has been received by WCS Australia.
 - b) A Confirmation Email might end up in the Spam folder. Please check, and mark the WCS Australia email as Not Spam.
 - c) If, after 24 hours the Cosplay Team have not received a Confirmation Email, please contact WCS Australia via; - worldcosplaysummitaustralia@gmail.com
- 2.9. Submission of **ITEM 4- Team Entry Form** does not guarantee the **Cosplay Team** an **Invitation to Compete** in the WCS Australian Preliminary Competition.
- 2.10. **ITEM 5- Invitation to Compete**
 - a) **Cosplay Teams** with a successful Cosplay Team Entry will be sent an **Invitation to Compete** within 72 hours of the Submission Date & Time of the **ITEM 4- Team Entry Form**

- b) **Cosplay Teams** who are unsuccessful with the Cosplay Team Entry will receive an email notifying them of this result within 72 hours of the Submission Date & Time of the ITEM 4- Team Entry Form
 - c) Where maximum number of Cosplay Teams is exceeded, Cosplay Teams who present the most complete costumes in their Entry, as determined by WCS Australia, will get priority on receiving an Invitation to Compete
- 2.11. WCS Australia is unable to provide feedback to **Cosplay Teams** regardless of the outcome of their Cosplay Team Entry. All decisions are final.
- 2.12. If a Cosplay Team receives an **Invitation to Compete** for the WCS Australian Preliminary Competition, they will then be required to submit **SUPPLEMENTARY ITEMS**:
- a) **ITEM 6- Performance Form**
 - b) **ITEM 7- Audio & Background Video**
 - c) **ITEM 8- Team Intro Video**
 - d) **ITEM 9- Photos of the Cosplay Team**
- 2.13. **SUPPLEMENTARY ITEMS** are to be added to the already established **Cosplay Team Entry** folder. A Subfolder is to be added, named "**Supplementary Items**". No other files already contained in the **Cosplay Team Entry** Folder are to be changed, unless specifically requested by WCS Australia.
- 2.14. All **SUPPLEMENTARY ITEMS** will be required to be submitted within 72 hours after an **Invitation to Compete** email is received. The exact **Submission Date & Time** will be provided in the **Invitation to Compete** email, so please make sure to read it carefully.
- 2.15. **Cosplay Teams** who are unable to submit all **SUPPLEMENTARY ITEMS** by the **Submission Date & Time** will not be permitted to compete in the WCS Australian Preliminary Competition.
- 2.16. **ITEM 6- Performance Form**
- The **Performance Form** will detail the Team's Performance, outlined in Section 9, and Preset Props & Other Props, outlined in Section 10.
- a) A link to the **Performance Form** will be included in the **Invitation to Compete** email, for the **Cosplay Team** to fill in with all relevant information.
 - b) The **Performance Form** is to be submitted as a Google Form. No other file types will be accepted.
- 2.17. **ITEM 7- Audio & Background Video**
- The **Cosplay Team** is required to submit all relevant Audio & Background Video, outlined in Section 11.
- 2.18. **ITEM 8- Team Intro Video**
- The **Team Intro Video** is a short video to introduce a **Cosplay Team** and will be screened for the Audience before the Cosplay Team's **Performance**.
- a) The Team Intro Video is required to be no shorter than 20 seconds and no longer than 30 seconds in length.
 - b) Cosplay Teams are (within reason) able to use the Team Intro Video to introduce who they are however they feel is appropriate. Keep it fun, light and PG.
 - c) The Team Intro Video IS TO CONTAIN the "Team Name" of the Cosplay Team and the Preferred Names/Cosplay Names of Both Members of the Cosplay Team.
 - d) Do not include the Title or Characters that the Cosplay Team is Performing from. This information will be given to the Audience by the MCs.

- e) Only the Cosplay Team Members are to be in the Team Intro Video, but are permitted to use props, fur babies, or helpful stage ninjas.
- f) Cosplay Teams may appear in Costume - however, Cosplay Costumes that are to be used for the Performance at the WCS Australian Preliminary Competition are **NOT PERMITTED** to be worn in the **Team Intro Video**.
- g) Any Audio or Video used, other than the Cosplay Team's own voices, is to be Copyright-free.
- h) AI generated Audio or Video- including music, voice acting, and sound effects, is **NOT PERMITTED**. This does not include original music that has been created/composed using only computer software as long as it is Copyright-free.
- i) Audio or Video that requires credit to be given to be used e.g. if an artist or poster stipulates that credit must be included when posting a video to YouTube, is **NOT PERMITTED**.
- j) The **Team Intro Video** is **NOT PERMITTED** to contain or condone hate-speech, including but not limited to racism, fascism, and/or anti LGBTQI+ sentiments.
- k) Formatting requirements-

Audio-

Sound: Full Stereo at least 192 kbp

Team Intro Video-

Image: 1920x1080 pixels

Screen resolution 1080p

Aspect ratio 16:9

- l) Required to be MP4 format.

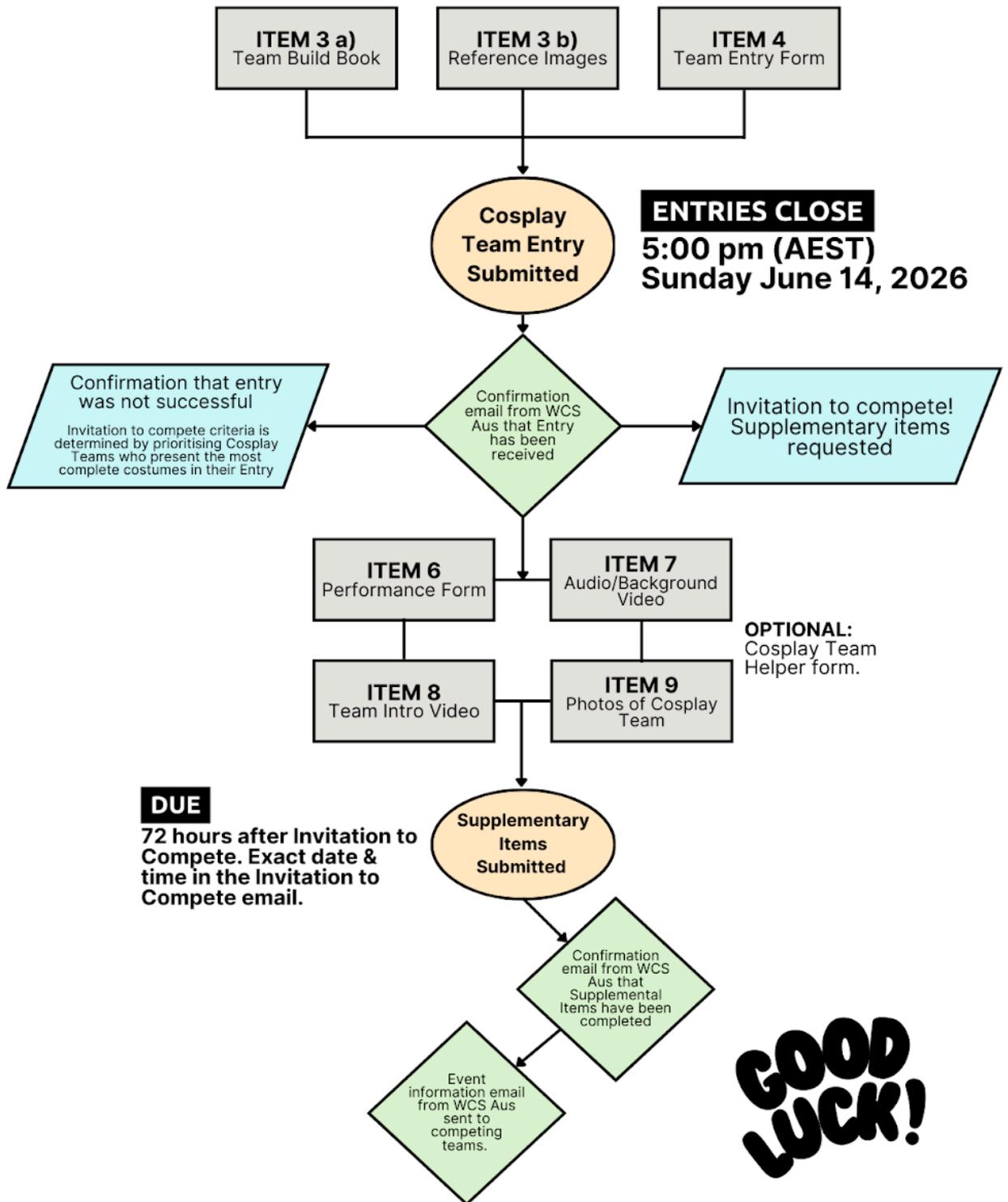
2.19. **ITEM 9- Photos of the Cosplay Team**

Three (3) to five (5) Cosplay Photos of EACH member of the **Cosplay Team** is required for use in the WCS Australian Preliminary Competition to introduce the **Cosplay Team** on Stage.

- a) All photos are to be high resolution, but cannot exceed more than 500MB in file size.
- b) Photos are to be in .jpg or .png formats only.
- c) The filename of each photo is to be the preferred Name of the Team Member, and given a number, e.g., CosplayName01, CosplayName02, OtherCosplayName01, OtherCosplayName02, etc.
- d) All photos are to be of a single cosplayer, wearing a Cosplay Costume. Cosplay Costumes in submitted photos do not have to follow the rules in Section 5, and can be from any genre of Cosplay. Including but not limited to; - anime, manga, game, Marvel, DC, etc.
- e) Photos of either member of the **Cosplay Team** wearing Japanese street fashion are also permitted. These include, but are not limited to; - lolita fashion, Visual Kei, decora, or band cosplay.
- f) All Photos are to be in **Portrait format**.
- g) The **Cosplay Team** understands and agrees that the photos submitted may be cropped and resized in order to best fit the display.
- h) WCS Australia will **NEVER** edit/photoshop any aspects of a person's face or body in any photo that is submitted.

- i) It is the responsibility of the **Cosplay Team** to get the correct permissions from the Photographer/s for use of the submitted photos.
WCS Australia will not be held responsible for the use of a photo supplied by a member of the Cosplay Team that ignores a Photographer's rights.
- j) All photos must follow and abide by the Code of Conduct outlined by SMASH! and the Venue.

ENTRY PROCESS OVERVIEW



3. COSPLAYER'S ELIGIBILITY

This section outlines who is **Eligible** to enter the WCS Australian Preliminary Competition and explains what conditions need to be met.

- 3.1. It is a requirement that anyone who wishes to participate in the WCS Australian Preliminary Competition, does so as part of a Cosplay Team.
- 3.2. A Cosplay Team can only be made up of two (2) individuals.

Solo Cosplayers are **NOT Eligible** to compete.
- 3.3. In order to be **Eligible** to participate, **BOTH MEMBERS** of a Cosplay Team are required to:
 - a) Be an Australian citizen or an Australian permanent resident. (If a Team Member holds the nationality of another country, then prior confirmation and approval must be obtained from the World Cosplay Summit Executive Office through the relevant country or region's organizer.)
 - b) Be aged 18 years old or older at the date of the WCS Australian Preliminary Competition **2026**.
 - c) **IF CHOSEN to be Team Australia 2027** - Be able and willing to travel to Japan in **2027** to participate in the World Cosplay Summit & WCS Championship Competition. The World Cosplay Summit is usually held over Five (5) to Ten (10) days and in 2027 will take place during November. This is subject to change at the discretion of WCS Inc. The World Cosplay Summit official dates will be announced in the beginning of **2027**.
- 3.4. The WCS Australian Preliminary Competition is open to:
 - a) All Australian Cosplayers, even if they work/have previously worked professionally in costuming, prop manufacturing, makeup/cosmetics, and textile industries.
 - b) All Past & Present WCS Australia Committee, WCS Australia Volunteers, WCS Australia Staff, and any WCS Australia Alumni, with the exception of the current WCS Australia President.
- 3.5. Individuals that are **NOT Eligible** to enter the WCS Australian Preliminary Competition **2026**, even if they meet all other requirements, are as follows: -
 - a) The currently selected Team Australia representatives.
 - b) The current **WCS Australia President**.
 - c) Any person who has served as a **WCS Australia President** within one year of ceasing to hold that position.
 - d) An individual that has participated as a representative of a country other than Australia in the WCS Championship Competition, held in Japan or Online. Regardless of any changes in said individual's place of residence or nationality.
This rule only applies to the individual for **5 years** from the year of participation.
 - e) An individual who is a paid Cosplay Guest at SMASH!
If performing or giving a panel on a volunteer basis, the individual may still be eligible to compete. Please email WCS Australia to confirm: worldcosplaysummitaustralia@gmail.com.
 - f) An individual who has been BANNED from participating in the WCS Australian Preliminary Competition and any related WCS Australia events.
 - g) An individual who has been BANNED from participating or attending SMASH! and related events. It should be noted that while WCS Australia is not privy to any information relating to individuals banned from attending SMASH!, all Cosplay Teams applying to compete in WCS Australian Preliminary Competition will be shared with SMASH! to ensure that there are no conflicts of interest.

- h) Anyone who has served as a national representative for two (2) years following their participation as national representation (e.g. If you are selected as Team Australia 2026 you cannot compete to be Team Australia again until preliminaries for Team Australia 2029).

4. CHARACTERS & CHARACTER DESIGNS

This section outlines what **Characters & Character Designs** a Cosplay Team is permitted to Cosplay, regarding Section 5 Cosplay Costumes.

- 4.1. **Characters** must be of Japanese origin. **Character Designs** are to be sourced from a Japanese Manga, Anime, Video Game, or Tokusatsu work.
- a) **Characters** portrayed must be faithful to the designs depicted in the chosen work.
 - b) In cases where there are 'crossover' or 'guest' **Characters** from other genres or from works not of Japanese origin, appearing in a Japanese origin Title; these **Characters** are **NOT ELIGIBLE** for entry. For example; Disney characters such as Mickey Mouse, appearing in Japanese origin video game *Kingdom Hearts*.
 - c) **Character Designs** cannot be redesigned or OC (Original Character) variants. This includes redesigns or OCs commissioned from a professional working in the anime, manga, and/or gaming industry, or any other artist.
 - d) Where the Title is based on a novel or popular story originally published or created in countries other than Japan may be permitted as long as they have been adapted into manga, anime, or games in Japan and their character designs have been created in Japan.
 - e) Costumes from Stage Shows or Live Action may be used as references (i.e. inspiration) however costume judging and accuracy will be based on the original source material.
- 4.2. **Characters & Character Designs** that are **NOT PERMITTED**; -
- a) **Character Designs** from doujinshi (lit. self published comic – online and hard copy), fan art, or standalone artworks. This includes work by artists such as Sakizou.
 - b) **Characters & Character Designs** from comics, games, movies and other popular culture products originally from any country that is not Japan (for example Marvel, DC, NetEase, or CD Projekt).
 - c) **Characters** that portray or support hate-speech, including but not limited to; racism, antisemitism, anti-LGBTQI+ sentiments, etc. This includes insignia, regalia, and military accoutrement of historical figures even if they are depicted in permitted Anime, Manga, Video Games, and Tokusatsu work. Examples include, but are not limited to; Nazi swastikas, the Japanese Imperial Flag/Flag of the Rising Sun, the American Confederate Flag, etc.
- 4.3. In accordance with Section 4.2.b, the list on page 11 (Table 2) details the **Characters & Character Designs** that are **NOT PERMITTED** as provided by WCS Inc. Please note, this list is not exhaustive and may change at the discretion of WCS Inc.
- a) "**Reasoning**" for sources being **NOT PERMITTED** are given by WCS Inc. WCS Australia is not able to give any exemptions to any Cosplay Teams in regard to this.
 - b) In the case where a Title is not listed but falls under Section 4.2 - Characters and Character Designs that are Not Permitted, it is still **NOT PERMITTED**.
 - c) If a Cosplay Team Entry contains Characters and Character Designs that are **NOT PERMITTED**, the Cosplay Team will not be eligible to receive an **Invitation to Compete**.
- 4.4. All Reference Images/artwork of the **Characters Designs** that the Cosplay Team is Cosplaying from, is to be official artwork. Fanart/fanart adaptations are **NOT PERMITTED**.
- a) Hand/digital drawn schematics created by the Cosplay Team that are used to or/help provide a guide for construction, etc, are permitted in the Team Build Book. However, these should not be included as part of the Reference Images submitted as part of the Cosplay Team Entry (Section 2.5.b; Section 12).

Table 2: **Characters & Character Designs** that are **NOT PERMITTED** as provided by WCS Inc.

Title (日本語)	Title (English)	Genre/s	Reasoning
ウィッチャー	Witcher	- Game - Anime	- Game is not made by a Japanese Studio - Anime is not made by a Japanese Studio.
リーグ・オブ・レジェンド	League of Legends	- Game - Anime	- Game is not made by a Japanese Studio. - Anime is not made by a Japanese Studio.
原神インパクト	Genshin Impact	- Game	- Game is not made by a Japanese Studio.
サイバーパンク エッジランナーズ	Cyberpunk; Edge Runners	- Anime	- Anime is not made entirely by a Japanese Studio
第五人格	Identity V	- Game - Stage Show	- Game is not made by a Japanese Studio - Stage show is based on a source not of Japanese origin.
崩壊インパクト3rd	Honkai Impact	- Game	- Game is not made by a Japanese Studio
ヴァロラント	Valorant	- Game	- Game is not made by a Japanese Studio
エーペックス	Apex	- Game	- Game is not made by a Japanese Studio
オーバーウォッチ	Overwatch	- Game	- Game is not made by a Japanese Studio.
ワールドオブウォークラフト	World of Warcraft	- Game	- Game is not made by a Japanese Studio.
RWBY	RWBY	- Game - Anime/TV show	- Game is not made by a Japanese Studio. - Anime/TV Show is not made by a Japanese Studio.
魔道祖師	Mo Dao Zu Shi	- Comic/Anime	- Comic/anime is not made by a Japanese Studio.
フォートナイト	Fortnite	- Game	- Game is not made by a Japanese Studio
クッキーラン キングダム	Cookie Run Kingdom	- Game	- Game is not made by a Japanese Studio
ザ・ラスト・オブ・アス	The Last of Us	- Game - TV Show	- Game is not made by a Japanese Studio. - TV Show is not made by a Japanese Studio.
アンダーテイル	Undertale	- Game	- Game is not made by a Japanese Studio
ホームスタック	Homestuck	- Comic	- Comic is not made by a Japanese Studio
東方PROJECT	TOHO Project	- Game - Doujin	- Game is not of Japanese origin - Not allowed under rules
ラグナロクオンライン	Ragnarok	- Game - Anime	- Game is not made by a Japanese Studio. - Anime/TV Show is not made by a Japanese Studio.
アドベンチャータイム	Adventure Time	- TV Show	- TV show is not made by a Japanese Studio.
ゴーストオブツシマ	Ghost of Tsushima	- Game	- Game is not made by a Japanese Studio.
陰陽師	Netease's Onmyoji	- Game - Stage Show	- Game is not made by a Japanese Studio. - Anime/Stage Shows are not allowed

5. COSPLAY COSTUMES

This section outlines what sort of **Cosplay Costumes** are eligible to compete in the WCS Australian Preliminary Competition.

- 5.1. The WCS Australian Preliminary Competition requires all Cosplay Teams to wear and perform in **Handmade Cosplay Costumes**, created by the Cosplay Team.
- 5.2. BOTH members of the Cosplay Team must wear **Cosplay Costumes** from the SAME Title. Cosplay Costumes from two different Titles, even if both are of Japanese origin, are not permitted
- 5.3. Both members of a Cosplay Team are to wear a minimum of one (1) **Cosplay Costume** each.
 - a) A Cosplay Team is permitted to have more than the minimum number of **Cosplay Costumes** for either member i.e. as part of Quick Changes during the Performance.
 - b) Where more than one **Cosplay Costume** is worn on stage, each of the Cosplay Team's **Cosplay Costumes** are still required to follow the RULES, REGULATIONS & GUIDELINES outlined in this document.
- 5.4. The Cosplay Team's **Cosplay Costumes** are required to abide by the rules of SMASH!. Cosplay Teams are responsible for reading and understanding the SMASH! Code of Conduct.
- 5.5. A **Cosplay Costume** must have enough mobility and movement to allow the wearer to get onstage by themselves, or with minimal help from the other member of the Cosplay Team, or with minimal help from the Cosplay Team Helper.
In the case where movement and mobility is restricted by a Cosplay Costume, no help will be given by the WCS Australia Stage Volunteers, WCS Australia Staff, or another Cosplay Team's Helper.*

**Where mobility or vision is restricted due to reasons other than the Cosplay Costume, every effort will be made to assist the Cosplayer to appear on stage.*
- 5.6. Bare feet are not allowed and some kind of foot covering with a sole must be worn at all times during the WCS Australian Preliminary Competition due to health and safety requirements.
- 5.7. The Cosplay Team's **Cosplay Costumes** for the WCS Australian Preliminary Competition will be judged as outlined in Section 17 and Section 18, known as "Costume Judging".
- 5.8. The total weight of **ALL** the Cosplay Team's **Cosplay Costumes**- including: wigs, footwear, Weapons & Handheld Props - plus Preset Props and Other Props must be under **40 kg**.

This weight does not include the individual weight of members of the Cosplay Team.

- a) The weight of all **Cosplay Costumes** including: wigs, footwear, Weapons & Handheld Props, is to be included in the Performance Form.
- b) If the weight of any **Cosplay Costume**, including: wigs, footwear, Weapons & Handheld Props, is unknown at the time of the Performance Form submission, the Cosplay Team is responsible for handing in a printed copy of the missing total weight to WCS Australia by the time of the scheduled Rehearsal for the WCS Australian Preliminary Competition.
Failure to do so will result in Costume Judging point deductions.

- c) Weight of the **Cosplay Costumes** including: wigs, footwear, Weapons & Handheld Props is subject to be checked on the day of the WCS Australian Preliminary Competition, during the scheduled Costume Judging.
- d) Should the total weight **exceed 40 kg**, Costume Judging points will be deducted as follows:
- 40.1 - 41.0 kg: 5 Costume Judging Point Deduction.
 41.1 - 42.0 kg: 10 Costume Judging Point Deduction.

For total weight over 42.0 kg: 10 Costume Judging points will be Deducted for every kilogram over the weight limit.

In the case where the total weight of a Cosplay Team's **Cosplay Costumes** exceeds the 40 kg weight limit by 10 kg or more, the Cosplay Team will automatically be given 0 points for Costume Judging.

5.9. To be eligible, all of the Cosplay Team's **Cosplay Costumes** are to be **OVER 75% Handmade** by the **Cosplay Team**.

- a) Proof that **Cosplay Costumes** are **Handmade** is required. This proof is to be submitted as part of the Team Build Book (See Section 12).
- b) The Cosplay Team's **Cosplay Costumes** can be exclusively made by the individual wearer of the **Cosplay Costume**. Alternatively, the Cosplay Team may choose to share the work between the members of the Cosplay Team.

For example, one member of a Cosplay Team might complete all of the sewing components while the other might complete any armour, wigs or accessories. Cosplay Teams are encouraged to work to their strengths. The breakdown of this shared work, (who made what, how, when, etc.) must be clearly shown in the Team Build Book.

- c) Minimal help is permitted from the Cosplay Team's Family and/or Friends. However, this needs to be clearly presented in the Team Build Book. If it is determined that 25% or more of any part of a **Cosplay Costume** is made by someone other than a member of the Cosplay Team, the **Cosplay Costume** will not be eligible to be Judged. In this instance, the Cosplay Team may be permitted to present their Performance, but they will receive 0 points for Costume Judging.
 If it is determined that multiple items have been constructed by someone who is not a member of the Cosplay Team, the Cosplay Team may be disqualified - This will depend on the NUMBER of items in question OR the TYPE of item.

5.10. **Small, prefabricated items are permitted**. These Items are known as "Base Items".

- a) Base Items include: shoes, gloves, wigs, and coloured stocking tights/bodysuits.
- b) Base Items that are substantially altered by the Cosplay Team will still fall under the **Handmade** eligibility (Section 5.9).
 For example: Shoes bought from a store such as K-Mart and significantly altered by changing the colour or adding armour, in order to create the correct style of shoes for the **Cosplay Costume**. In this instance, all alterations made to a Base Item must be clearly labelled and included in the Cosplay Team's Build Book.
- c) If a Base Item is used "as is", i.e., coloured stocking tights/bodysuits, that are not changed or modified in a significant way, this must be clearly labelled and included in the Cosplay Team's Build Book.
- d) Larger articles of clothing such as: shirts, dresses, skirts, and pants are NOT permitted as Base Items. These **MUST** be **Handmade** and their creation must be shown in the Cosplay Team's Build Book.

- 5.11. Entire **Cosplay Costumes** or individual parts/pieces/items (Shoes/Boots unique to the character, Accessories, fully styled Wigs, Weapons or Handheld Props) that are **NOT Handmade** by the Cosplay Team, are **NOT PERMITTED**.

This includes, but not limited to:

- a) Entire **Cosplay Costumes** or individual parts/pieces/items that are factory made, with the intent for small batch or large batch sale to the public. Including bought new from an online or offline distributor, OR second hand from any person or individual.
 - b) Entire **Cosplay Costumes** or individual parts/pieces/items that are purchased, commissioned, gifted, etc. Including ones that could be classified as "professionally made" by an individual or group of individuals.
 - c) Any Entire **Cosplay Costumes** or individual parts/pieces/items in the above two Sections, 5.11. a. and b., that have been heavily modified, re-made, altered by either member of the Cosplay Team.
 - d) Fully styled wigs that have been purchased, commissioned, gifted, etc, with no input or modifications made by the Cosplay Team. (This does not include wigs sold as "x character wig" which have been restyled or modified by the Cosplay Team).
- 5.12. If at any time before, during or after the WCS Australian Preliminary Competition a Cosplay Team is found to have competed in a **Cosplay Costume** that is **NOT Handmade**, including but not limited to **Cosplay Costumes** outlined in Section 5.11, the Cosplay Team will be disqualified, stripped of any awards, and this may affect their eligibility to compete in future years.
- 5.13. **Cosplay Costumes** that have been used in any previous WCS Competitions, including the WCS Australian Preliminary Competition, any other County's Preliminary Competition (including countries that no longer compete in the WCS) and the WCS Championship Competition held in Japan, are **NOT PERMITTED** to compete in the WCS Australian Preliminary Competition.
- 5.14. **Cosplay Costumes** that have previously competed at an international or national Cosplay Competition at the same or similar level as the WCS Australian Preliminary Competition/WCS Championship Competition (online OR in person), that won, placed, received an award (such as 'Best Technical', etc), or equivalent are **NOT PERMITTED** to compete in the WCS Australian Preliminary Competition.
- a) If the **Cosplay Costume** has previously competed at an international or national Cosplay competition but did not place or win any type of award, it **IS PERMITTED** to compete in the WCS Australian Preliminary Competition. However, evidence will need to be shown in the Team Build Book that the **Cosplay Costume** has been significantly upgraded and improved from when it was originally used for competition.
- 5.15. A **Cosplay Costume** that has competed at a 'local' Cosplay Competition held at conventions, e.g. previous years' SMASH! Saturday Cosplay Competition, **ARE PERMITTED**. This includes cosplay costumes that have won awards of any kind. However, it will need to be shown in the Team Build Book that the **Cosplay Costume** has been significantly upgraded and improved from when it was originally used for competition.
- 5.16. **Cosplay Costumes** entered into the WCS Australian Preliminary Competition are **NOT ELIGIBLE** to be entered into the Saturday or Sunday SMASH! Cosplay Competitions of the same year.
- 5.17. **Cosplay Costumes** entered into the SMASH! Saturday or Sunday Cosplay Competitions are **NOT ELIGIBLE** to be entered into the WCS Australian Preliminary Competition of the same year.

5.18. Sponsored **Cosplay Costumes** are **NOT PERMITTED**.

Examples of a Sponsored **Cosplay Costume** include:

- a) A **Cosplay Costume** in which a Cosplayer has had 50% or more of the supplies and materials gifted/given to them by a company or individual that is sponsoring them.
- b) A **Cosplay Costume** that has been made at the request of a company or individual, whether money has exchanged hands or not, for the express (or indirect) purpose of advertising for that company or individual.
- c) A **Cosplay Costume** that has been paid for by a company or individual, as professional paid/commissioned work.

5.19. If one, or both members of a Cosplay Team have an ongoing affiliation or sponsorship from any companies or individuals, including those connected to cosplay supplies and/or manufacturers, such as foam, thermoplastic, sewing machines, airbrush, fabric, etc, they are still **Eligible to Enter**. However any **Cosplay Costume** that the member/s of the Cosplay Team wish to compete in the WCS Australian Preliminary Competition:

- a) Must **NOT** be made from materials that have been received as gifts/donations or affiliate sponsorship if those materials amount to more than 50% of the total materials used in construction.
- b) May be constructed using items such as sewing machines, 3D printers, airbrushes, etc that have been received as gifts/donations or affiliated sponsorship.

5.20. WCS Australia and SMASH! reserve the right to refuse entry to any **Cosplay Costumes** entered into the WCS Australian Preliminary Competition that are deemed inappropriate for whatever reason.

6. WEAPONS & HANDHELD PROPS

This section outlines the **Weapons & Handheld Props** that may be used by a Cosplay Team during the WCS Australian Preliminary Competition.

- 6.1. **Weapons & Handheld Props**, such as magical wands/staffs, swords, etc. used by the Cosplay Team are to be **Handmade** by one (or both) of the Cosplay Team Members. **Weapons & Handheld Props** combined with the Cosplay Costume are the elements that make up the character, and are part of the Costume Judging. Proof is required in the Team Build Book to show that over **75%** of each item is made by the Cosplay Team.
- 6.2. A **Weapon & Handheld Prop** is a handheld item that is unique and integral to the character and is used interactively (eg Cloud's Sword, Madoka's bow) and exists in the Title, and as such are considered in the Costume Judging (see Section 17.16). Other Props (See Section 10) are items that are required for the stage performance but are not unique to the character (eg a tankard, generic prop firearm or fake meat). Non-interactive elements (eg a barrel or rock) are considered to be a Preset Prop or Other Prop (See Section 10).
- 6.3. Authentic, Metal, and/or Replica **Weapons** such as swords, axes, shuriken, firearms, etc. are regulated under federal and state laws in NSW. Some of these items are illegal/prohibited articles; some of these items are not illegal but by law must not be carried or used in public spaces. Items such as these are not permitted to be used for the WCS Australian Preliminary Competition, even if a person has a licence for such items. It is your responsibility to familiarise yourself with current legislation.
- 6.4. Projectile **Weapons**, including plastic or 3D printed toys, are not permitted as **Handheld Props** - this includes NERF Weapons, regardless of whether or not they have been modified so they don't fire. Character exclusive **Weapons** that are designed to fire projectiles, such as a Monster Hunter Crossbow or Legend of Zelda Slingshot are allowed. However even if the **Weapon** has been constructed to have working projectile capabilities, it is NEVER to be used to fire projectiles at any time during the WCS Australian Preliminary Competition, including any public space at SMASH! Proof of construction and firing capability must be included in the Team Build Book.
- 6.5. **Weapons & Handheld Props** can be made from a number of materials such as, but not limited to; foam, wood, filament, resin and thermoplastic (worbla, wonderflex, etc). However these items must be deemed "safe" and be free of sharp edges, parts that might splinter off and cause harm, and not be too heavy for the bearer to safely lift and control.

To be deemed safe, the **Weapons & Handheld Props** must:

- a) Have no sharp edges or cutting edges. A prop sword blade can be tapered or chamfered but should be unable to inflict a cut of any kind on any surface.
- b) Have no pointy or spiky edges that could inflict serious injury to someone if moved or struck with force.
- c) Not be over 10kg in weight.
- d) Not have parts that may splinter or fall off easily.
- e) Not have any kind of wet, sticky or tacky substance such as wet paint, varnish, sticky glue, uncured resin, which could be transferred and mark or damage any person or surface.
- f) Not have any exposed metal that is sharp, pointy or could cause damage or injury. Exposed metal nails or screws, for example, would not be allowed. Metal Chicago Screws, decorative rivets or buckles are allowed, as these are designed to be on the outside and have smooth finishes.
- g) Not be constructed entirely from metal. While it is permissible to use lightweight aluminium rod or piping for structural reasons, no part may be exposed or protrude uncovered.

- 6.6. **Firearms** - Australia and NSW have strict firearm control laws that also govern replica and prop firearms. We ask that Cosplay Teams wishing to compete in the WCS Australian Preliminary Competition take this into consideration when selecting their Cosplay **Handheld Props**.
- a) Under no circumstance will prop firearms that are replicas of real manufactured firearms be permitted - this includes replica weapons that are made from plastic, foam, etc, or repainted with a different or "fantasy" finish.
 - b) Fantasy weapons including unrealistic firearms are permitted but these must not be carried openly in public or on public transport and Cosplay Teams do so at their own risk.
- 6.7. Last minute painting, varnishing or application of strong smelling glues for any Cosplay Team's **Weapon** or **Handheld Props** in any backstage area, the WCS Cosplay Team Area, WCS Booth, or the convention floor (outside official repair stations) is **NOT PERMITTED**. Cosplay Team's found painting, varnishing or using strong glues in any of these areas may be disqualified
- a) Cosplay Teams may assemble **Weapon & Handheld Props** in the WCS Cosplay Team Area if the **Weapon** or **Handheld Prop** is designed to do so.
 - b) If a Cosplay Team's **Weapon** or **Handheld Prop** breaks, the WCS Cosplay Team Area can be used to fix the **Weapon** or **Handheld Prop** with permission from the WCS Australia Staff/Volunteers. The Cosplay Team may also use any Cosplay repair area that SMASH! supplies for the Convention.
- 6.8. Any Cosplay Team that uses any **Weapon** or **Handheld Prop** to inflict any kind of malicious damage will be disqualified and this may affect their eligibility to compete in future years.
- 6.9. If a Cosplay Team's **Weapons** or **Handheld Props** are intended to be used in a contact (not full-force) stage fighting for the Performance, they are required to be combat safe. This usually means that they are to be blunt, have a fibreglass core and be made out of foam. E.g., LARP weapons, or equivalent.
- a) If WCS Australia is presented with weapons that have the chance to splinter or produce projectiles/shards, such as swords made from wood or bamboo, they will NOT be permitted for use in the Cosplay Team's Performance.
- 6.10. Cosplay Teams are permitted and encouraged to make multiple of their **Weapons** if intending to use them for choreography in Stage Fighting.
For example A Hero Weapon for posing and a Fighting Weapon for Performance.
- a) Include evidence of construction in the Team Build Book.
 - b) Hero Weapons and/or Fighting Weapons count towards the overall weight total - Section 5.8.
- 6.11. **Weapons & Handheld Props** will be included as part of the Costume Judging. This includes pieces that can be worn (such as bags, accessories, wing harnesses, etc) and objects that are carried (such as staffs, lanterns, small replica creatures, etc).
- 6.12. All **Weapons & Handheld Props** required for the Cosplay Costume and Performance must be made available for prejudging, rehearsal, and the competition itself.

- 6.13. As the WCS Australian Preliminary Competition will be held at SMASH!, all **Weapons & Handheld Props** must also meet the SMASH! Weapons Policy/Code of Conduct.
- a) Cosplay Teams should familiarise themselves with the SMASH! Weapons Policy/Code of Conduct available on the SMASH! website prior to the event as these rules are subject to change at any time.
 - b) SMASH! has limitations on what types of **Weapons & Handheld Props** can be carried around the convention.
 - c) All **Props** over 1.5 metres long cannot be carried around the convention and will need to be checked in to the Cosplay Prop Check-In (Organised and looked after by SMASH!) or stored in the WCS Cosplay Team's Area, at all times except during Costume Judging and during the Cosplay Team's performance on stage. All props under 1.5m in length are allowed to be carried around the convention. This rule is subject to change with SMASH! weapon policy.
 - d) **Weapons & Handheld Props** must be checked by SMASH! Staff prior to entry into the convention. Being a part of WCS Australia (Staff, Volunteer, or a Cosplay Team) does not grant an automatic 'weapons check'.
- 6.14. WCS Australia cannot be held responsible if a Cosplay Team's **Weapons or Handheld Props** go against the SMASH! Weapon Policy/Code of Conduct, and/or get told to remove them by SMASH! Staff.

7. 3D PRINTING

This section outlines the use of **3D printing**, if the Cosplay Team wishes to do any.

7.1. **3D Printing** can be used for any number of items. Including, but not limited to:

- Weapons & Handheld Props (Section 6)
- Accessories and/or details of any Cosplay Costume made by the Cosplay Team
- Preset Props & Other Props (Section 10)

Any **3D Printed** Items are still required to follow all rules set out for each relevant section.

7.2. **3D Printed** items that are created/modelled by one or both members of a Cosplay Team must:

- a) Provide evidence of the Cosplay Team creating the original 3D model file prior to printing in the Team Build Book.
- b) Be finished by one or both members of the Cosplay Team. Evidence of finishing is required in the Team Build Book.

7.3. **3D Printed** items of which the original 3D digital file is purchased, gifted or commissioned must:

- a) Credit the original creator or the model in the Team Build Book.
- b) Be finished by one or both members of the Cosplay Team. Evidence of finishing is required in the Team Build Book.

7.4. Both Filament and Resin **3D Printing** is allowed. Any combination of both is also permitted.

7.5. If no member of a Cosplay Team owns a 3D Printer, they are permitted to use a 3D Printer owned by Family or Friends, or to use the services of businesses that offer **3D Printing** (such as Officeworks) to print the Cosplay Team's original **3D Printed** file.

7.6. If a **3D Printed** item is printed using a **Resin 3D Printer**, it is to be fully cured and finished (including no uncured resin trapped inside an item) before the day of the WCS Australian Preliminary Competition. **Resin** used for **3D printing** can be toxic, cause health issues, and leave residue if not fully cured.

7.7. **3D printed items** will only be judged on the steps the Cosplay Team carry out themselves. These steps must be clearly outlined in the Team Build Book and should clearly indicate which steps were taken to produce the final result. Examples of these steps include: modelling the 3D print, printing/scaling and manipulation of materials used for the print, finishing, connecting the seams of multiple printed pieces, sanding, priming, painting and attachment of the items to the costume or body.

7.8. **3D Printed Items** which are purchased and printed/finished not by the Cosplay Team cannot be included in costume judging unless substantially altered. (See Sections 5.1)

8. SPECIAL EFFECTS MAKEUP & STAGE MAKEUP

This section outlines how **Special Effects Makeup & Stage Makeup** may be used to enhance a Cosplay Team's Performance and Cosplay Costume if they wish to.

- 8.1. All **Makeup** and/or **Body Paint** must be sealed to ensure that there is no transfer to other people or property. No oil base **Face paint/Makeup** will be permitted if it is not sealed correctly and has a chance to transfer.
- 8.2. If the character being cosplayed calls for full **Body Paint**, it is highly recommended that the use of coloured stockings, tights or bodysuits is used to cover legs, torso and arms/hands as an alternative to full body paint. These are allowed to be bought and used as "Base Items" - Section 5.10.
- 8.3. **Prosthetics** and **Special Effect type Makeup** is allowed but also must be made and worn in a way that nothing can be transferred or come off to damage or stain any person or surface and must allow for mobility and movement as per section 5.5.
- 8.4. "Race face" (blackface, yellowface, redface, etc) either by **Makeup, mask** or by any **other means** will not be tolerated.
- 8.5. The use of tape to change the shape of your face to, for example, smooth out wrinkles, change the shape of your jaw, or tighten your neck **IS PERMITTED**.
You must not use tape to change the shape or your eyes in any way that might be considered racist.
"Fox Eyes" and similar created eye shapes are **NOT PERMITTED**.

9. PERFORMANCE

This section outlines the kind of **Performance** that may be performed as part of the WCS Australian Preliminary Competition.

- 9.1. The WCS Australian Preliminary Competition requires all Cosplay Teams to give a **Performance** on stage, in front of an audience and Judges. Cosplay Teams that do not agree to perform will not be permitted to participate in the WCS Australian Preliminary Competition.
- 9.2. **Performance Order** is decided by WCS Australia.
- 9.3. Cosplay Teams will provide their own Audio & Background Video (Section 11) for use during their **Performance**. No Audio or Background Video will be provided by WCS Australia for a Cosplay Team's **Performance**.
- 9.4. The minimum length of time for a Cosplay Team's **Performance** is **2 minutes** and may NOT exceed **2 minutes & 30 seconds**.
- 9.5. **Performances** are not permitted to contain or condone hate-speech. This includes but is not limited to racism, fascism, and/or anti LGBTQI+ sentiments.
- 9.6. For the duration of the **Performance**, neither member of the Cosplay Team may leave the stage unattended for more than 20 seconds at a time – i.e. one member may not be hidden or out of sight of the Judges and audience for more than 20 seconds at a time.
- 9.7. For the duration of the **Performance**, no other person (including any Cosplay Team Helpers) is permitted to be on stage or in the wings to help the Cosplay Team. This includes someone hidden/out of sight of the audience, behind/inside any of the stage set pieces, standing in the wings, etc, in order to give help/support to the Cosplay Team during their **Performance**.

Only the two members of the Cosplay Team are able to act as support during their own **Performance**.
- 9.8. At no time during the **Performance** is either member of the Cosplay Team permitted to take the **Performance** into the audience area. This means no jumping off the stage into the audience area at any time, and no leaning over the edge of the stage, for example.
This is for the Cosplay Team's safety as well as for all audience and attendees.
- 9.9. Both members of the Cosplay Team must have at least one (1) Point of Contact with the stage/the other Team Member/sturdy Preset Prop at ALL TIMES during the **Performance**. I.e. if one Team Member is to be lifted from the stage during stage fighting choreography, they are to have at least one foot bearing weight on the stage/a sturdy Preset Prop/the other Team Member lifting them.
- 9.10. Acrobatic tricks such as flips or jumps with no Point of Contact are **NOT PERMITTED**.
- 9.11. Any choreography including but not limited to martial arts, stage fighting, sword fights, dance, etc, must be able to be performed safely.
- 9.12. WCS Australia may request that Cosplay Teams change/alter the choreography of the **Performance** at Rehearsals in accordance with Section 9 **PERFORMANCE** OR in accordance with SMASH! Rules and Guidelines.
- 9.13. If a Cosplay Team is found to be withholding or hiding their true planned **Performance** by, for example, rehearsing a 'safe' version at the Saturday Rehearsal but staging a **Performance** on Sunday that includes a **NOT PERMITTED** acrobatic trick such as backflips, their **Performance** may be stopped or cut short, and the Cosplay Team will be disqualified. This may also affect their eligibility to compete in future years.

- 9.14. **Performances** are **NOT PERMITTED** to use any form of external power source, such as power leads and power points at the venue. If a Cosplay Team requires power/electricity for their **Performance**, all power must come from built-in batteries and/or power banks supplied by the Cosplay Team.
- 9.15. Actions during the **Performance** that have the potential to dirty the stage or leave any residue, marks or scratches behind, are prohibited and will result in instant disqualification. This may also affect a Cosplay Team's eligibility to compete in future years.
- a) Cosplay Teams who damage the stage/venue will be required to cover the cost of any replacement and/or cleaning.
- 9.16. The following Special Effects, Stage Effects, etc, are **PROHIBITED** and are **NOT PERMITTED** to be utilised during a performance:
- SFX liquid blood or similar make up.
 - Any liquids that may cause staining or create a slip hazard.
 - Prop weapons that are capable of firing any kind of projectile including foam bullets, pellets, or arrows.
 - Powdery substances such as flour and baby powder.
 - Smoke Machines of any kind.
 - Individual Confetti smaller than 2cm x 2cm - including paper, plastic, and metallic confetti.
 - Glitter. This includes "bio-glitter".
 - Laser pointers.
 - Individual flower petals, smaller than 2cm x 2cm.
 - Individual feathers, smaller than 2cm x 2cm.
 - Any form of actual fire, with or without smoke.
 - Any use of gunpowder, including Crackers.
 - Smoke effects.
 - Bubbles/bubble machines, including touchable bubbles or battery powered bubble machines.
- 9.17. The following Special Effects, Stage Effects, etc, **ARE PERMITTED** for use during a performance:
- Paper confetti where each individual piece is larger than 2 cm x 2 cm with a maximum of 100 pieces.
 - Crackers that do not use gunpowder. If they expel paper confetti, each individual piece has to be larger than 2cm x 2cm with a maximum of 100 pieces.
 - Streamers/items that are all connected together at a single point for easy removal/clean-up of the stage. For example, Kabuki Streamers or Throw Streamers.
- 9.18. Any Special effects, Stage effects, etc, that will involve a significant amount of time in order to completely remove it/clean from the stage are also **NOT PERMITTED**. i.e. A large amount of 3-4 cm feathers scattered all over the stage.
- 9.19. No items, preset props, other props, weapons or handheld props are permitted to be thrown during the **Performance**. The only exception to this rule are those items listed in Section 9.17.
- 9.20. The **Performances** for the WCS Australian Preliminary Competition are, at the time of releasing the [RULES, REQUIREMENTS & GUIDELINES](#), to take place in the **ICC Sydney Pyrmont Theatre** in accordance with information supplied by SMASH!.
- 9.21. All Information supplied about the **ICC Sydney Pyrmont Theatre** has been obtained from the official ICC Sydney website or SMASH!: <https://www.iccsydney.com.au/>
- 9.22. The following stage diagrams (figure 1 and 2) are provided for reference only and are subject to change at the discretion of SMASH! or ICC Sydney.
- 9.23. WCS Australia cannot be held responsible for any changes or discrepancies in a) the information supplied here and on the ICC Sydney website, or b) SMASH!'s set up on the day of the **Performance**.

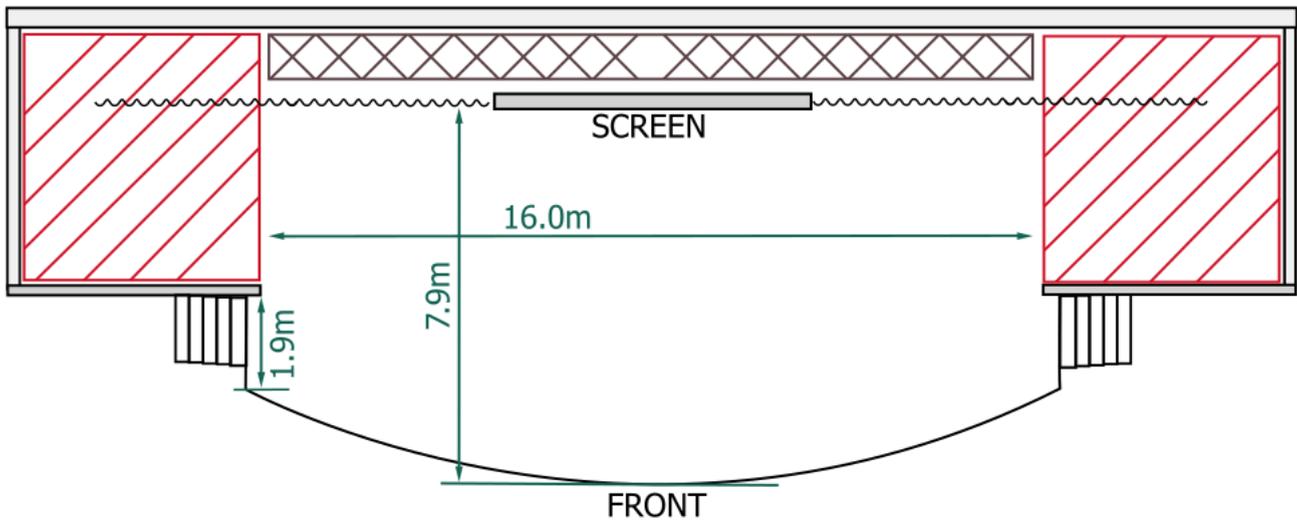


Figure 1: Top Down View

- All measurements supplied are an approximation only. Cosplay Teams are reminded to keep this in mind when planning their **Performance**.
- Final stage dimensions will be confirmed at the Rehearsals on Saturday (Section 13.18).
- All **Performances** must take place within the 16.0 m by 7.9 m area in front of the Screen.
- Cosplay Teams will NOT have access to the area behind the Screen (marked in crosshatches XXX).
- Cosplay Teams will have limited access to the Wings (marked in RED/diagonal ///). This space will be used by multiple parties. Cosplay Teams are required to follow the directions of the WCS Australia Stage volunteers regarding this area.

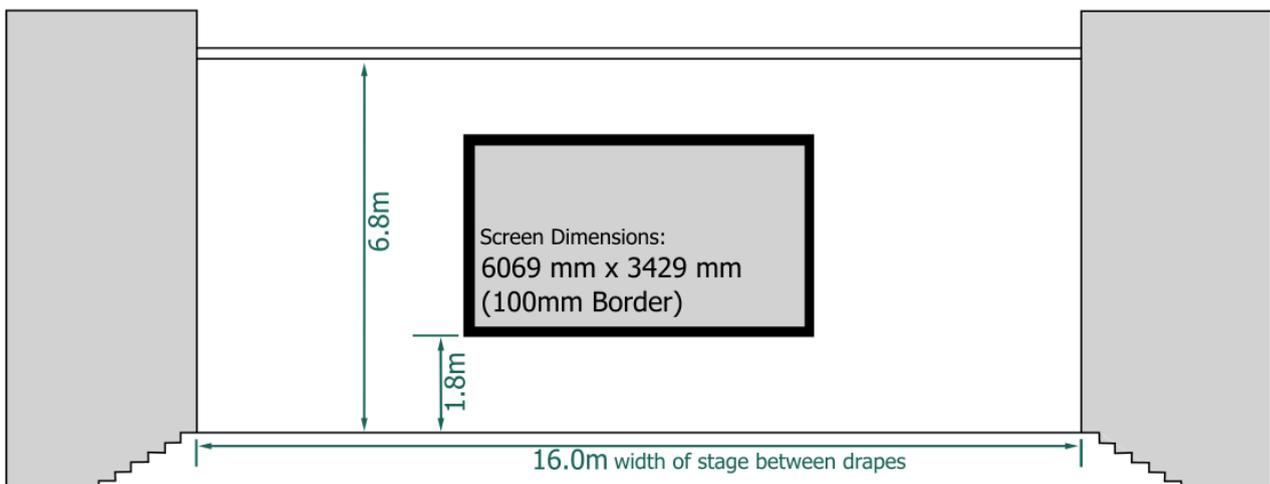


Figure 2: View of stage from the Audience

- All measurements supplied are an approximation only. Cosplay Teams are reminded to keep this in mind when planning their **Performance** and **Preset Props**.
- The Video/Display Screen is not flush with the stage; The screen is mounted approx. 1.8 m above the stage.

- c) **Preset Props** are to be no taller than 2.1 m (Section 10.5).
- 9.24. A Cosplay Team's **Preset Props** are only allowed to be placed/removed on stage by WCS Australia Volunteers. These volunteers will be referred to as WCS Australia Stage Volunteers.
- 9.25. A period of time known as "**change-over time**" happens between each Cosplay Team's **Performance**, as well as before the first Cosplay Team's **Performance**.
- 9.26. **Change-over time** consists of two **Parts**.
Part 1: Set Up (Section 9.27) & **Part 2: Removal** (Section 9.28)
- 9.27. **Part 1: Set-Up**
 This is when WCS Australia Stage Volunteers set-up the stage for the Cosplay Team that is next to present their **Performance** on stage.
- a) WCS Australia Stage Volunteers will set up a **maximum** of **3 Preset Props** (Section 10) for a Cosplay Team's **Performance**.
- b) **Other Props** (Section 10.3) and **Weapons & Handheld Props** (Section 6) will not be placed by WCS Australia Stage Volunteers. The Cosplay Team is responsible for placing **Other Props** and **Weapons & Handheld Props** if they require them for their **Performance**.
- 9.28. **Part 2: Removal**
 This is when WCS Australia Stage Volunteers clear the stage of all **Preset Props** and any **Other Props** left on stage after the Cosplay Team's **Performance**.
- a) All **Preset Props** will be removed by WCS Australia Stage Volunteers.
- b) Any **Other Props** and **Weapons & Handheld Props** left on stage will be removed by WCS Australia Stage Volunteers.
- c) The Cosplay Team that has just finished **Performing** will be interviewed by the MCs, and are not required to help remove their **Other Props** and **Weapons & Handheld Props**.
- d) Cosplay Teams may choose to hang on to their **Weapons & Handheld Props** during the interview and for photos.
- 9.29. Each **Part of Change-over time** lasts for approximately 40 seconds. This length of time is at liberty to change at any time and all Cosplay Teams will be informed if it does.
- 9.30. At any time during the WCS Australian Preliminary Competition, WCS Australia may request a Cosplay Team's Helper to assist with the **Change-over time**.
 - This will only be requested if WCS Australia does not have enough WCS Australia Stage Volunteers present due to unforeseen circumstances. This request will be asked of any/all Cosplay Team Helpers, and is in no way mandatory, and will not affect any Cosplay Team's chances of winning.

- 9.31. If a Cosplay Team Helper agrees to help with the **Change-over time**, they will also agree to the following rules:
- a) All other Cosplay Team's Preset Props, Other Props and Handheld Props are to be treated with as much respect as their own Cosplay Team.
 - b) They will not be limited to only helping their own Cosplay Team during the **Change-over time**, but all of the Cosplay Teams.
 - c) If they are found to have done any malicious damage to other Cosplay Team's Preset Props, the Cosplay Team which they are Helper for, will be disqualified and this may affect their eligibility to compete in future years.
 - d) They will be told which WCS Australia Volunteer/WCS Australia Stage Volunteer they are to report to and follow directions from.
 - e) They will be required to help for the full time period of the **Performance** section of the WCS Australian Preliminary Competition.
- 9.32. There will be time for Cosplay Teams to explain where and how they would like their Preset Props placed for their **Performance**, during the scheduled rehearsal time (Section 13.18). Any directions for how Preset Props should be carried will be taken under advisory, but Cosplay Teams should do their best to ensure that Present Props are structurally sound enough to be carried safely.
- 9.33. WCS Australia Stage Volunteers will take the utmost care when handling a Cosplay Team's Preset Props, but WCS Australia take no responsibility if a Preset Prop or Other Prop is damaged during the WCS Australian Preliminary Competition.
- 9.34. WCS Australia and SMASH! reserve the right to stop, or cut short any Cosplay Team's **Performance** that is deemed to be inappropriate. Decisions are final.

10. PRESET PROPS & OTHER PROPS

This section explains the use and limits of **Preset Props & Other Props**.

- 10.1. Cosplay Teams may use **Preset Props & Other Props** to enhance their performance. Although it is highly recommended, it is not compulsory to do so.
- 10.2. **Preset Props** are large **Props** such as a backdrop, chair/throne, or interactive set piece (e.g. a wall to fall into) used to enhance a Cosplay Team's Performance. These will be placed on stage by WCS Australia Stage Volunteers
- 10.3. **Other Props** are smaller scale **Props** used to enhance a Cosplay Team's Performance. Other Props are items that are required for the stage performance but are not unique to the character (e.g. a tankard, generic prop firearm or fake meat). Non-interactive elements (e.g. a barrel or rock) are considered to be **Preset Props** or **Other Props**, depending on their size and function.
- 10.4. There is a **maximum** number of **three (3) Preset Props** permitted per Cosplay Team.
- 10.5. Each **Preset Prop** may not weigh more than 10 kg (see also, Section 5.8) & must not exceed the measurement of 2.1 m in height x 2.1 m in width x 0.9 m in depth.
- 10.6. **Preset Props** must be easy to handle and **NOT** have any parts that aren't secure and/or might cause injury to any WCS Australia Stage Volunteer.
- 10.7. **Preset Props & Other Props** will not be subject to close up, or detailed inspection by WCS Judges. But how they enhance and are used during a Cosplay Team's Performance will be considered during Performance Judging.
- 10.8. **Preset Props & Other Props** are required to follow all Special Effects/Stage Effects Rules. Section 9.16, Section 9.17 & Section 9.18.
- 10.9. There is no limit to the number of **Other Props**. However, ALL of a Cosplay Team's **Other Props** combined weight will be included in the Cosplay Costume weight rule (Section 5.8) and must be carried on stage by the Cosplay Team.
- 10.10. It is permissible to have **Other Props** hidden in, or attached securely to **Preset Props**. However, the combined weight and dimension of the **Preset Props** and **Other Props** may not exceed limits given in Section 5.8 and section 10.5 (10kg) for each individual piece.
- 10.11. The use of the official WCS Logos, any other official company logo, or the official logo of the Title being Cosplayed on **Preset Props & Other Props** during a Cosplay Team's Performance is **NOT PERMITTED**.
- 10.12. Any use of official imagery from the source material used on any **Preset Props** or **Other Props** is NOT PERMITTED. For example: an image of Naruto from the anime or manga cannot be printed on a standee. An original artwork (with permission to use) or a print of a cosplayer (whether a Team Member or a friend, with consent) may be used instead.
- 10.13. Cosplay Teams are permitted to bring their **Preset Props** to the SMASH! venue on/during the day of the scheduled Rehearsal. These **Preset Props** must be assembled and/or stored in the **WCS Cosplay Team's Area** (Section 13.5) before the scheduled Rehearsal time. **Preset Props** should not be left at any other area of the SMASH! venue or ICC Sydney, including cloakrooms.
- 10.14. All of the Cosplay Team's **Preset Props** are required to be present at time of Rehearsals.
- 10.15. All of the Cosplay Team's **Preset Props** are required/subject to be checked by WCS Australia to ensure they meet the weight and dimension restrictions (Section 5.8 & Section 10.5). This will happen either:
 - a) During the day of the scheduled Rehearsal, if the Cosplay Team is ready/has set-up their **Preset Props** in the WCS Cosplay area, AND a WCS Australia Staff/Volunteer is available.

OR

b) During the scheduled Rehearsal time.

- 10.16. A Cosplay Team will be informed if any of their **Preset Props** fail to meet the weight and/or measurements rule (Section 5.8 & Section 10.5), or any other relevant rules.

The Cosplay Team will be given the opportunity to fix any issue with their **Preset Props** before the WCS Australian Preliminary Competition.

In this instance, the **Preset Prop** in question will need to be checked again before it is permitted to be used for any Performance. If it still fails to follow the rules, the **Preset Prop** will not be permitted to be used during the WCS Australian Preliminary Competition.

- If the Cosplay Team decides they cannot fix the issue/s, they will have to forfeit the use of the **Preset Prop** in question.

- All Cosplay Teams are responsible for the disposal of unwanted **Preset & Other Props**, following the rules in Section 14.

- 10.17. If a Cosplay Team's **Preset Props** cannot be presented at the time of the scheduled Rehearsal, there is no guarantee that they will be permitted for use in the WCS Australian Preliminary Competition. Even if they are brought to the venue on the day of the Performance.
- 10.18. Cosplay Teams are to take all safety precautions with **Other Props**. Should WCS Australia decide that any **Other Props** intended for use during a Performance is a danger to the audience (i.e. something that may slip from hands and cause injury to audience members), WCS Australia may prohibit the use of that **Other Prop/s** or stop the Performance.

11. AUDIO & BACKGROUND VIDEO

This section outlines the use of **Audio & Background Video** in a Cosplay Team's Performance as part of the WCS Australian Preliminary Competition.

- 11.1. The Performance must be carried out in the English language. However, if it is relevant to the performance - such as providing a setting - key phrases or words may be given in languages other than English. These key phrases should be easily understood without translation (e.g. 'Bonjour' for French characters).
- 11.2. **Audio** that **IS PERMITTED** to be used in a Cosplay Team's Performance; -
 - Recordings of the Cosplay Team's own voices or those of their Family or Friends. (While release forms are not necessary, it should be made clear that any such recording was created with consent.)
 - Paid voice actors may be used, only if they have been hired by the Cosplay Team, and have provided the rights to use their voice.
 - Copyright-free music.
 - Copyright-free sound clips/sound effects.
 - Music, Sound Clips, Sound effects that the Cosplay Team has obtained the correct rights/licence to use.
- 11.3. **Audio** that is **NOT PERMITTED** to be used in a Cosplay Team's Performance; -
 - Music from the original Title being Cosplayed.
 - Copyrighted music, e.g. of any well-known band or singer.
 - Copyrighted sound clips/sound effects.
 - Voice actors' audio from the original Title being cosplayed, including Japanese and/or English voice actors.
 - Audio that requires credit to be given to be used, i.e. if an artist or poster stipulates that credit must be included when posting a video to YouTube, this Audio cannot be used.
 - AI generated or altered Audio - including music, voice acting, and sound effects. This does not include original music that has been created/composed using only computer software.
- 11.4. **Background Video** may be used as part of the Performance to enhance the scope of the stage production. The use of **Background Video** is optional but encouraged.
- 11.5. **Background Videos** are permitted to include one or more of the following Footage:
 - Background Imagery (Section 11.6, 11.7, 11.8)
 - Illustration and/or Animation (Section 11.9, 11.10, 11.11)
 - Special Effects (Section 11.12, 11.13, 11.14)
 - Live Action (Section 11.15, 11.16, 11.17)
- 11.6. Background Imagery can be used to augment the stage atmosphere. i.e. landscapes, groups of buildings, interiors, etc. This includes still images/photos, panning still images, etc.
- 11.7. Background Imagery that **IS PERMITTED** to be used in a Cosplay Team's Performance; -
 - Photos of Background Imagery taken by one or both members of the Cosplay Team.
 - Photos of Background Imagery that the Cosplay Team has obtained the correct rights/licence to use.
 - Stock photos that the Cosplay Team has obtained the correct rights/licence to use.
- 11.8. Background Imagery that is **NOT PERMITTED** to be used in a Cosplay Team's Performance; -
 - Original Imagery from the Title being Cosplayed.
 - Any Imagery not owned by the Cosplay Team or that the licence/permission to use has not been obtained and supplied.
 - Any Imagery that has been generated or altered by AI. Including photo editing.
- 11.9. Illustration and/or Animation can be of any medium, traditional or computer, 2D/3D or a mixture of all.

- 11.10. Illustration and/or Animation that **IS PERMITTED** to be used in a Cosplay Team's Performance; -
 - 2D/3D Animation or illustrations drawn or animated by either member of the Cosplay Team or their friends/family.
 - Commissioned 2D/3D Animation or illustrations drawn or animated that the Cosplay Team have paid for.
 - Stock 2D/3D Animation or illustrations that the Cosplay Team has obtained the correct rights/licence to use.
- 11.11. Illustration and/or Animation that is **NOT PERMITTED** to be used in a Cosplay Team's Performance; -
 - 2D/3D Animation or Illustrations that have been traced from/off any scenes or images of official art from the Title being Cosplayed.
 -2D/3D Animation or Illustrations that have been ripped, clipped, or recorded from the Title being Cosplayed.
 - Any 2D/3D Animation or Illustrations that have been generated or altered using AI.
- 11.12. Special Effects:
 Including, but not limited to, explosion, energy, or light effects that coordinate with movements of the Cosplay Team's Performance.
- 11.13. Special Effects that **ARE PERMITTED** to be used in a Cosplay Team's Performance; -
 - Special Effects and After Effects drawn or animated by either members of the Cosplay Team or their Friends/Family.
 - Stock Special Effects and After Effects that the Cosplay Team has obtained the correct rights/licence to use.
- 11.14. Special Effects that are **NOT PERMITTED** to be used in a Cosplay Team's Performance; -
 - Excessive use of flashing or strobing lights that might affect people with light sensitivity or Epilepsy.
 - Special Effects that have been ripped, clipped, or recorded from the Title being Cosplayed.
 - Any Special Effects that have been generated or altered using AI.
- 11.15. Live Action includes but is not limited to - Performance/s by any Member of the Cosplay Team to enhance or augment the stage performance.
- 11.16. Live Action Background Video involving people/actors is **ONLY PERMITTED** in the following cases:
 a) One or both members of the Cosplay Team appear in their **Video**.
 b) The Members of the Cosplay Team may perform as the same Character/s they portray on stage OR as different Characters from the same Title.
 c) Characters performed by the Cosplay Team in a live action Video are permitted to have speaking roles/dialogue.
 d) Background Extras (who are not members of the Cosplay Team) are permitted. However, they must not have extensive speaking roles/dialogue that pulls focus.
 e) There is no limit for the number of Background Extras involved, but they must give written consent to appear in the **Background Video**.
 f) Background Extras are permitted to wear Cosplay Costumes not made by the Cosplay Team and/or are commercially available.
- 11.17. Any Cosplay Costumes that are constructed solely for use in the Live Action Video, but not worn at any time during the Performance on stage, are not eligible for Costume Judging.
- 11.18. The use of any form of AI generating programs such as, but not limited to, DALL-E2, Dream, and/or Midjourney in the creation of a Cosplay Team's **Background Video** is **NOT PERMITTED**. The Penalty for use of any AI will be disqualification from the competition and/or any placement and prizes revoked.

11.19. Formatting requirements; -

Audio-

Sound: Full Stereo at least 192 kbps

Background Video-

Image: 1920x1080 pixels

Screen resolution: 1080p

Aspect ratio: 16:9

- 11.20. If the Cosplay Team does not wish to have **Background Video** for their Performance, they are required to submit an MP3 file of their **Audio**.
- 11.21. If the Cosplay Team is using a **Background Video** for their Performance, they are required to submit one **Background Video File** mixed with the **Audio** they will use.
- 11.22. **Background Video Files** are required to be in MP4 file format.
- 11.23. If a Cosplay Team does **NOT** submit **Audio** or **Background Video** as part of their Supplementary Items (section 2.17), they will not be able to compete in the WCS Australian Preliminary Competition.
- 11.24. **Audio** or **Background Video** files will be reviewed upon submission.
In the event of a technical file issue, (such as video or sound corruption) or failure to adhere to the RULES, REQUIREMENTS & GUIDELINES set out in Section 11.5 - 11.19, the Cosplay Team will be contacted via the email supplied.
- a) Upon notification, Cosplay Teams will have approximately 48 hours to fix the issue and to submit a replacement via email reply. Failure to do so will result in the Cosplay Team not being permitted to compete in the WCS Australian Preliminary Competition.
- 11.25. All Cosplay Team's **Audio** and/or **Background Videos** will be checked again during Rehearsal. WCS Australia and SMASH! cannot guarantee a Cosplay Team **Audio** or **Background Video** will be played exactly as requested, due to the nature of the event.

12. TEAM BUILD BOOK

This section outlines the contents for the **Team Build Book** that Cosplay Teams will need to include in their Cosplay Team Entry (Section 2.5).

The **Team Build Book** is an integral part in receiving an **Invitation to Compete** (Section 2.12) in the WCS Australian Preliminary Competition.

- 12.1. A **Team Build Book Guide** and **Build Book Template** will be available for download from the WCS Australia website - <https://www.wcsaustralia.com.au>. Please pay attention to WCS Australia social media for when these documents will be available.
- 12.2. The **Team Build Book** must be submitted as a PDF, no larger than 500mb in size. It should be formatted to be A4 in portrait orientation. Ideally these will be between 10-30 pages long, depending on the amount of detail and techniques in the costumes.
- 12.3. Cosplay Teams are only permitted to submit a single **Team Build Book** per Cosplay Team that contains all required/relevant information about both Members of the Cosplay Team.
- 12.4. A **Team Build Book** is required to contain:
 - a) Detailed construction and crafting information on all **Cosplay Costumes** made by the Cosplay Team. Including, but not limited to; the construction process, sewing techniques, armour building, and wig work.
 - b) Detailed construction and crafting information on any **Weapons & Handheld Props** made by the Cosplay Team. Including, but not limited to; the construction process, manufacturing techniques, CAD, 3D printing, thermoplastics, woodwork, electronics.
 - c) Photographic evidence of the construction process of **Cosplay Costumes** and **Weapons & Handheld Props** should be included. It is the responsibility of the Cosplay Teams to take progress photos and keep records as part of the construction process.
 - d) Any help, including advice (if any), that was given to the **Cosplay Team**. This should be noted at all the relevant points during the construction process of **Cosplay Costumes** and **Weapons & Handheld Props**.
- 12.5. A Cosplay Team's **Team Build Book** is to be viewed by relevant WCS Australia Staff, and the Judges for that year's WCS Australian Preliminary Competition. Under no circumstances will a Cosplay Team's **Team Build Book** be viewed, shared, or distributed to anyone else.
- 12.6. By Submitting a **Team Build Book**, a Cosplay Team agrees that WCS Australia has permission to:
 - a) Upload and store their **Team Build Book** on their Google Drive for Judges and relevant WCS Australia Staff to view when required.
 - b) Print out a number of copies of the build book to give to Judges for use during the WCS Australian Preliminary Competition. All printed copies will be disposed of by the WCS Australia Staff at the end of the event.

13. THE WCS AUSTRALIAN PRELIMINARY COMPETITION

This section outlines the requirements of a Cosplay Team for **Competing in the WCS Australian Preliminary Competition** in the lead up to and during the Competition event.

- 13.1. Cosplay Teams in the WCS Australian Preliminary Competition are expected to comply with all directions from WCS Australia during the WCS Australian Preliminary Competition.
- 13.2. The WCS Australian Preliminary Competition will be held over Saturday and Sunday at SMASH!:
 - a) **Costume Judging** (Section 17) will take place in the afternoon of the SATURDAY for all Cosplay Teams. All Cosplay Teams will be informed by email closer to the date of SMASH! of their allocated **Costume Judging Time**.
 - b) **Performance Judging** (Section 19) and Cosplay Team's Performances (Section 9) will commence in the afternoon of the SUNDAY.
 - c) The **Results, Prizes & Awards** (Section 21) will be announced at the WCS Australian Preliminary Competition Award Ceremony. This will be held on the SUNDAY, after all Cosplay Teams have given their Performance and Judges have finished deliberating. All Cosplay Teams will be informed when this time will be and are expected to be backstage ready to appear on stage for the **Award Ceremony**.
- 13.3. Both Members of a Cosplay Team are required to hold a valid **Weekend Pass** for SMASH!, as a condition of entry to the WCS Australian Preliminary Competition.
- 13.4. WCS Australia has requested that SMASH! provide a private area for all the Cosplay Teams that will be known as "**WCS Cosplay Team's Area**". WCS Australia cannot guarantee this area, or the size of it (if it is provided). If/when this area is available, all Cosplay Teams will be informed before the date of the WCS Australian Preliminary Competition.
- 13.5. The **WCS Cosplay Team's Area** will be:
 - a) A private area away from SMASH! attendees that will not be open to the general public.
 - It should be noted that, as this area can be classed 'behind the scenes', guests or other performers might walk through the area to reach other areas of the convention without being seen by the general public.
 - b) Only accessible by the Cosplay Teams, Cosplay Team's Helpers, WCS Australia Staff/Volunteers and WCS Judges.
 - Anyone else that is found to be in the area, will be removed from the area. Continued violations could result in the person being removed from SMASH! itself. Cosplay Teams will be expected to help maintain this privacy, by not inviting their friends or family into this area.
 - Cosplay Teams are found inviting others into the Cosplay Team Area who are not their Cosplay Team Helpers will incur a 5% deduction to their overall score
 - c) A place where Cosplay Teams can sit and chill out away from the general public. Food and drinks may be consumed in this area but it is expected that any mess or rubbish will be cleaned up by consumers. Please note - WCS Australia will not be supplying any foods, drinks or meals for the Cosplay Teams or Cosplay Team's Helpers in the **WCS Cosplay Team's Area**.
 - d) A place where teams may assemble their Stage Set Pieces & Stage Props. Please see Section 6.7 regarding mess in the **WCS Cosplay Team's Area**. No items or implements may be plugged into powerpoints within this area and must be battery-powered only.
- 13.6. WCS Australia cannot guarantee the safety of items left in the **WCS Cosplay Team's Area**.
 - It is not recommended to leave any personal effects or items of value unattended.
 - WCS Australia will try to have at least one (1) WCS Australia Volunteer in the area at all times, but cannot guarantee this.

- 13.7. Only Cosplay Teams, Cosplay Team's Helpers, WCS Australia Staff/Volunteers and WCS Judges are permitted to store/place their personal effects (including luggage or 'street' clothing) in the **WCS Cosplay Team's Area**. No other person is permitted to store/place any item in this area. E.g. A Cosplay Team cannot offer to look after, or store their friends' backpacks in the **WCS Cosplay Team's Area** while the Friend is enjoying the convention. If items of unknown ownership are found, they will be reported and removed.
- 13.8. It is likely that the **WCS Cosplay Team's Area** will have emergency exit(s). ALL Cosplay Teams, Cosplay Teams' Helpers, WCS Australia Staff/Volunteers, and WCS Judges are required to keep access to this area clear. Warnings and reminders will be issued, but continued violations will be met with appropriate discipline.
- 13.9. A Cosplay Team is permitted to have a maximum number of two (2) Helpers to assist them at the WCS Australian Preliminary Competition. These are known as "**Cosplay Team Helper**".
- 13.10. A **Cosplay Team Helper** is required to:
- a) Purchase/hold a valid **Weekend Pass** for SMASH!.
 - b) Provide required personal information - Submission of this information will be included with the **Performance Form** to be submitted as part of the Supplementary Items (section 2.16). **

*** If a **Cosplay Team Helper** needs to change due to unforeseen circumstances, this information must be supplied to WCS Australia at the Cosplay Team's earliest convenience.*
 - c) "Check in" with the WCS Australia Volunteers. More information will be emailed to the Cosplay Teams closer to the date of the WCS Australian Preliminary Competition.
 - d) Wear an identifying item given to them by WCS Australia for the duration of the WCS Australian Preliminary Competition.

Failure in any of these requirements will result in a **Cosplay Team Helper** NOT BEING PERMITTED to help their Cosplay Team, and NOT PERMITTED in the **WCS Cosplay Team's Area**.

- 13.11. A **Cosplay Team Helper** is there as support for their Cosplay Team.
- All **Cosplay Team Helpers** are permitted to (for example) help the Cosplay Team dress (put on, take off Cosplay costumes/wigs/makeup, etc), ensure that the Cosplay Team are hydrated, help carry Stage Props to the stage area for rehearsal, and help carry the Stage Props back to the WCS Cosplay Team Area after the performances of the WCS Australian Preliminary Competition.
- 13.12. Once a **Cosplay Team Helper** has "checked in" for the WCS Australian Preliminary Competition, they are unable to be changed over, or switched out with anyone else unless there are unforeseen circumstances (e.g., personal or medical emergency). In the case of unforeseen circumstances, a Cosplay Team is to inform WCS Australia, and receive permission before they are able to change their **Cosplay Team Helper**.
- 13.13. A **Cosplay Team Helper** is permitted to use the **WCS Cosplay Team's Area** with and for their Cosplay Team.
- 13.14. At no time during, before or after the WCS Australian Preliminary Competition is any member of any Cosplay Team or Cosplay Team Helper allowed to touch any other Cosplay Team's **Cosplay Costume, Weapons, Handheld Props, Preset Props, Other Props**, or **Personal Effects** without the express consent of the owner of these items.
- 13.15. If a Cosplay Team feels like another Cosplay Team's **Cosplay Costumes, Weapons, Handheld Props, Preset Props, Other Props** or **Personal Effects** are in the way, causing a safety violation, causing issues for them or other Cosplay Teams, taking up a larger amount of designated space than is permitted for a Cosplay Team, etc, they are to report this issues to a **WCS Australia Volunteer**, rather than attempting to move these items.

- 13.16. Cosplay Teams who do not attend the rehearsals will be penalised (situations outside of a competitor's control will be taken under case-by-case consideration of the event organisers). This procedure is in place to ensure the smooth and timely running of all Cosplay Team's Performances.
- 13.17. Cosplay Teams are permitted to wear parts of, or all of their Entire Cosplay Costumes for **Rehearsal**
- 13.18. **Rehearsal** for all Cosplay Teams is scheduled to take place in the evening of SATURDAY of SMASH! after Convention hours from approximately 6.00 pm until 9.00 pm.
More details will be emailed to all Cosplay Teams closer to the date.
Please note that this time may change at the discretion of SMASH!
- 13.19. Both members of a Cosplay Team and all Cosplay Team Helpers are to bring their own YELLOW or ORANGE coloured Hi-Vis Vest. As both **Rehearsal** and **Clean Up** times may fall outside of normal Convention hours.
- It is a requirement of the SMASH! And ICC Sydney Venue that Hi-Vis vests are to be worn by every person who is onsite outside of normal Convention hours (before opening; after closing).
- A person that is not wearing a Hi-Vis vest may be required to leave the site/told by security to leave the premises.
- Hi-Vis vests do not need to be worn during normal Convention times.
- 13.20. WCS Australia reserves the right to adjust the competition rules in any way it sees fit and disqualify any Cosplay Team for non-compliance with the rules outlined in this document.
- 13.21. By entering the WCS Australian Preliminary Competition, the Cosplay Team agrees to abide by the terms and conditions as set out in this document. Participants who do not follow these rules will be disqualified and this may affect their eligibility to compete in future years.
- 13.22. Permission is granted to WCS Australia and SMASH! to use any photographs/video taken of Cosplay Team Cosplay Costumes for future promotions of the event.
- 13.23. If it is seen or reported and confirmed that any member of a Cosplay Team or a Cosplay Team Helper verbally or physically abuses **WCS Australia Staff/Volunteers, WCS Australia Stage Volunteers or SMASH! volunteers**, the Cosplay Team will be disqualified and this may affect their eligibility to compete in future years.
- WCS Australia has a zero-tolerance policy.
- 13.24. Judges are **NOT PERMITTED** to give any feedback to Cosplay Teams (directly or indirectly) during the Saturday and Sunday of the WCS Australian Preliminary Competition.
- 13.25. Cosplay Teams are **NOT PERMITTED** to contact the Judges directly about feedback by any means - Including, but not limited to, face to face, social media, or private messaging. After or during the WCS Australian Preliminary Competition.
- 13.26. Cosplay Teams will be contacted via Email, after the WCS Australian Preliminary Competition by WCS Australia inquiring if the Cosplay Team would like to request feedback.
- 13.27. Each Cosplay Team who requests feedback will receive a confidential document of collated and anonymised feedback from the Judges.
A Cosplay Team will receive ONLY their personal feedback.
No Cosplay Team's Feedback will be shared or given to any other Cosplay Team.

Please be patient, as this information can take some time to collect from the Judges and to anonymise.
- 13.28. Any member of a Cosplay Team, including any Cosplay Team Helper, who are found to be harassing/contacting Judges before, during, or after the WCS Australian Preliminary Competition in regard to feedback may be stripped of any awards, if applicable, and this may affect their eligibility to compete in future years.

14. CLEAN UP

This section outlines what is expected of ALL Cosplay Teams in regard to **Clean Up** during and after the **WCS Australian Preliminary Competition** weekend.

- 14.1. Cosplay Teams are required to remove all of their belongings from the **WCS Cosplay Team's Area** after the WCS Australian Preliminary Competition **Award Ceremony**.
 - a) Please note - if the **Award Ceremony** is held late in the afternoon, Cosplay Teams and Cosplay Team Helpers may be required to wear Hi-Vis Vests (Section 13.19) for **Clean Up** as this will, by necessity, occur after hours.
- 14.2. Cosplay Teams are permitted to **Disassemble** their **Preset & Other Props** in the **WCS Cosplay Team's Area**.
- 14.3. It is **HIGHLY ENCOURAGED** that a Cosplay Team designs their **Preset & Other Props** so that they can be disassembled/packed up and removed from site (and reused) by the Cosplay Team.
- 14.4. Limited waste disposal may be available for the WCS Australian Preliminary Competition. Cosplay Teams should anticipate removing all of their own waste - including food and drink containers - and any other personal rubbish such as makeup wipes.
- 14.5. If a Cosplay Team chooses to "Trash" or "Destroy" any of their Cosplay Costume, Weapons or Handheld Props, Preset or Other Props, or Handheld Stage Props, they are **NOT PERMITTED** TO:
 - a) Use all of the available waste disposal space for their newly created waste.
 - b) Leave any parts of their newly created waste in any area including the **WCS Cosplay Team's Area** after they leave. This must be properly disposed of elsewhere.

Doing so may result in the Cosplay Team being disqualified, stripped of any awards, and this may affect their eligibility to compete in future years.
- 14.6. If a large amount of "Trashing" or "Destroying" happens during the **Clean Up**, WCS Australia reserves the right to inform all Cosplay Teams to remove all of their newly created waste for proper disposal by the Cosplay Team, off site. WCS Australia is not responsible for any cost a Cosplay Team might incur because of this.
- 14.7. If a Cosplay Team is found to have left waste or rubbish in the **WCS Cosplay Team's Area**, any backstage area belonging to the Performance Stage, any other backstage area of SMASH! or the lobby of the Convention Centre, the Cosplay Team will be disqualified, stripped of any awards, and this may affect their eligibility to compete in future years.

15. JUDGING

This section outlines the **Judging** procedure for the WCS Australian Preliminary Competition. Judging will be held over the Saturday and Sunday of SMASH!

15.1. **Judging** consists of two (2) parts -

a) **SATURDAY - Costume Judging** - Section 17 and Section 18.

Costume Judging allows the **Judges** to have a closer look at the Cosplay Costumes of the Cosplay Team. This also allows the Cosplay Team to answer any questions the **Judges** may have regarding their Performance or Cosplay Costumes.

b) **SUNDAY - Performance Judging** - Section 19 and Section 20

Performance Judging will happen during the Cosplay Teams stage Performance. **Judges** will be able to observe all onstage interactions including interviews with MCs.

15.2. Cosplay Teams are required and expected to wear their full **Cosplay Costumes** for both the **Costume Judging** and **Performance Judging**. **Weapons & Handheld props** are also required and expected to be presented to the Judges during **Costume Judging**

15.3. The MAXIMUM AMOUNT of **Points** a Cosplay Team can be awarded by each Judge is **200 Points**:

100 Points for **Costume Judging**

100 Points for **Performance Judging**

15.4. Cosplay Teams should exhibit a positive and supportive attitude befitting of a representative of WCS Australia. **Judges** have the authority to penalise Cosplay Teams in the case of "bad sportsmanship" or poor attitude.

15.5. WCS Australian Preliminary Competition is an inclusive competition. No Cosplay Team will be penalised for any perceived differences of race, gender, body art, or body type of the Character they are Cosplaying.

16. JUDGING PANEL

This section outlines the **Judging Panel** for the WCS Australia Preliminary Competition

- 16.1. The **Judging Panel** will be made up of between 5 to 8 **Judges**.
- 16.2. **Judges** will select all winning Cosplay Teams, including the First Place Team that will become the next **Team Australia** based on the criteria and process outlined in Section 17, Section 18, Section 19 and Section 20.
- 16.3. **Judging** for the WCS Australia Preliminary Competition is carried out to the same standards as all other WCS Preliminaries conducted worldwide.
- 16.4. The **Judging Panel** will not consist of any WCS Australia Committee member/s that are competing in the current year's WCS Australian Preliminary Competition.
- 16.5. The Current WCS Australia President is not eligible to be on the **Judging Panel**.
- 16.6. No more than half of the **Judges** for the **Judging Panel** may be current WCS Australia Committee members.
- 16.7. The **Judging Panel** will consist of individuals who have a varied and extensive range of skill sets, knowledge, and experience suitable for Costume Judging and Performance Judging.

17. COSTUME JUDGING

This section outlines the **Costume Judging** for the WCS Australian Preliminary Competition.

- 17.1. A Cosplay Team MUST attend **Costume Judging**. Cosplay Teams who do not attend **Costume Judging** will be penalised and may not be permitted to participate in the Stage Performance of the WCS Australian Preliminary Competition.
- a) Situations outside of a Cosplay Team's control resulting in the Cosplay Team being late or delayed must be reported to WCS Australia as soon as possible (a contact number will be given to all Cosplay Teams closer to the date). If these situations are deemed to be outside a Cosplay Team's control, there will be no penalty. Every effort will be made to allot a new time for **Costume Judging** but, depending on time restrictions, this may be shorter by necessity.
- 17.2. **Costume Judging** requires Cosplay Teams to wear their Entire Cosplay Costume including wigs, makeup, contacts and special effects makeup (if applicable), and accessories as that will appear on stage for the Performance.
- 17.3. Costume Judging shall be conducted only on the costumes and hand-held props that are actually used in the stage performance. Preparing separate costumes or props exclusively for judging purposes, different from those used on stage, is strictly prohibited. (e.g. Teams cannot have both Hero Weapons and Stage Weapons)
- 17.4. **Costume Judging** will take place in the afternoon of the SATURDAY for all Cosplay Teams.
- 17.5. Cosplay Teams will be informed by email closer to the date of SMASH! of their allocated **Costume Judging Time**.
- 17.6. If One or Both members of a Cosplay Team are planning/submitting a request for a panel or Idol Performance for the Saturday at SMASH!, the Cosplay Team is required to inform WCS Australia as soon as possible. Failure to do so may result in the Cosplay Team being not permitted to compete in the WCS Australian Preliminary Competition.
- 17.7. Cosplay Teams are required to be ready and standing by in the WCS Cosplay Area for **Costume Judging** approximately 10 minutes before their assigned **Costume Judging Time**.
- 17.8. All Cosplay Teams will be given the same amount of time to present their **Cosplay Costumes** to the Judges during the **Costume Judging**.
- 17.9. Cosplay Teams should be aware that if their **Cosplay Costume** malfunctions after **Cosplay Judging** has finished this will affect their **Costume Judging Score** - this includes backstage or during the Stage Performance.
- 17.10. **Costume Judging** will involve close inspection of the Cosplay Costumes while they are being worn by the Cosplay Team.
- a) **Costume Judging** will involve touching of **Cosplay Costumes**, and parts may be moved in order to inspect construction and seams, also known as "Flipping Seams".
- b) **Judges** will NEVER intentionally touch any member of the Cosplay Team inappropriately. **Judges** will always try their best to communicate with the members of a Cosplay Team when and where they are about to touch a **Cosplay Costume**.
- c) If any member of a Cosplay Team has an injury on their body that would flare up if it were touched accidentally, they are to inform the Judges as soon as possible during their allotted **Costume Judging** time.
- d) As **Costume Judging** time is limited, a number of **Judges** may inspect the same **Cosplay Costume** at the one time. **Judges** will always try their best to communicate with the members of a Cosplay Team if they are about to move "out of line of sight" i.e. move behind the member of the Cosplay Team to have a closer look at the back of the **Cosplay Costume**.

- 17.11. Cosplay Teams and Judges are permitted to wear medical FACE MASKS during **Costume Judging** if they wish to do so. The wearing of masks will have no bearing on the Judges Score.
- 17.12. **Judges** are not permitted to remove an item or part of a **Cosplay Costume** from a Cosplay Team Member's body, however **Judges** may request items or parts of the **Cosplay Costume** be removed (if able to), i.e. taking off a hat, so the **Judge** can have a closer inspection of the item.
- 17.13. **Judges** are NOT PERMITTED and will NEVER INTENTIONALLY ASK any member of a Cosplay Team to remove one or more parts/item of their **Cosplay Costumes** that would result in that member becoming indecently exposed.
- 17.14. Cosplay Teams need to make sure all parts of their **Cosplay Costumes** are secured and attached correctly. **WCS Australia** and **Judges** will not be held responsible for any parts of a Cosplay Team's **Cosplay Costumes** falling off and/or breaking during the **Costume Judging**.
- a) If a **Cosplay Team** feels like a particular part of their **Cosplay Costume** is particularly delicate, they are to inform the **Judges** as soon as possible during their allotted **Costume Judging** time, and in the Team Build Book if possible.
- 17.15. Each **Judge** can award a maximum of **100 Points** for **ALL** of a Cosplay Team's **Cosplay Costumes**.
- 17.16. All **Cosplay Costumes** presented to the **Judges** by a Cosplay Team will be **Judged** together. All **Cosplay Costumes** are counted as a set, and Cosplay Teams can not indicate that one member of the Cosplay Team's **Cosplay Costume** is not to be Judged.
- 17.17. All of the Cosplay Team's **Weapons & Handheld Props** are required for and subject to **Costume Judging**.
- 17.18. "Cosplay Costume Pieces" that are to be used for less than **10 seconds** on stage during a Cosplay Team's Performance (i.e. a cape or a cloak that will be removed in the first 10 seconds) are to be considered an "Other Prop", and will not be judged as part of **Costume Judging**. However, these items are required to be brought to **Costume Judging** and their use during the Performance should be indicated to the **Judges** and in the **Team Build Book**.

18. POINT CRITERIA FOR COSTUME JUDGING

This section outlines the ways that points will be allocated during the **Costume Judging**.

18.1. Points for **Costume Judging** will be awarded according to three (3) criteria.

Accuracy & Precision of Cosplay Costumes - 40 Points
Construction Proficiency of Cosplay Costumes - 40 Points
Evaluation of Techniques Proficiency & Finish - 20 Points.

Total of 100 Points

18.2. **Accuracy & Precision of Cosplay Costumes** - 40 Points

Cosplay Costumes will be evaluated based on their **Accuracy & Precision** when compared to their original references images/artwork of the **Characters Design**.

A **Cosplay Costume** that appears identical as possible to the original references images/artwork will receive higher points, compared to a **Cosplay Costume** that looks nothing like the original references images/artwork.

- a) For Judges to evaluate the **Accuracy & Precision** of a **Cosplay Costume**, a number of elements will be taken into consideration. The following examples are not a full list, but are given as examples; -
- Correct choice of colours, including fabric, paint, etc.
 - Cosplay Costume proportions, and the overall silhouette.
 - Completed Cosplay Costume, with all supporting layers and miscellaneous parts.
 - Correct accessories such as footwear, styled wigs, headgear, etc.
- b) When there are no original references images/artwork of a part of a Cosplay Costume, e.g. the back of a Jacket, or the only original references images/artwork are only in black and white. The Cosplay Team needs to indicate this in their Team Build Book. Cosplay Costumes that are affected by original references images/artwork issues such as these can still be judged on **Accuracy & Precision** as long as they are true to the spirit of the Cosplay Character, the atmosphere of the original work, and the Cosplay Team give rationale reason as to why they constructed the Cosplay Costumes the way they did.

18.3. **Construction Proficiency of Cosplay Costumes** - 40 Points

Cosplay Costumes that demonstrate a high quality **Construction Proficiency** will receive higher points. **Construction Proficiency** scoring is based on a number of factors, including but not limited to:

- The neatness and quality of any sewing including machine and hand stitching - Fabric not puckering at the seams, gathering/pleating that has been gathered evenly, seams pressed and laying flat, appropriate embroidery methods, etc.
- The use of finishing methods for sewn items- overlocking, lining, hemming, facings, etc.
- The use of finishing methods for armour items- seams/joins can't be seen and parts are smooth, appropriate priming and sealing of foam/leather, appropriate texture finish (smooth/brushed metal look), underside being finished, etc.
- The fit of the Sewn and Armour items- appropriate patterning done, scale, silhouette, etc.
- How the Cosplay Costume moves when being worn and moved in- Armour has been correctly attached and doesn't move incorrectly/fall off, sewn items are patterned correctly with no restricted movement, etc.
- Any painted detail/weathering - clean and finished.

18.4. **Evaluation of Techniques Proficiency & Finish** - 20 Points.

Techniques for **Cosplay Costumes** can be incredibly diverse. This list is in no way complete but it may provide Cosplay Teams with greater clarity-

- **Sewing**- detailed hand or machine embroidery, beading work, boutique sewing finishes, tailored and fitted garments, etc.

-**Armour**- foam smithing, leather work, thermoplastics such as worbla, 3D printed parts, etc.

-**Accessory making**- sculpting and casting, boot/shoe covers, making horns, etc.

-**Millinery**- hats & headwear, fabric flowers, etc.

-**Wig Work**- Sewing together wigs, dying wigs, styling gravity defying spikes, etc.

Cosplay Costumes that use a variety of techniques may be able to score more points than a Cosplay Costume which has been made using only a small number of techniques.

e.g., A **Cosplay Costume** that has only sewing and wig work, might not score as many points as a **Cosplay Costume** that has sewing, armour, and wig work.

HOWEVER, if a **Cosplay Costume** uses a vast number of techniques and most, if not all of the techniques are executed/finished poorly, this Cosplay Costume will score lower than a **Cosplay Costume** where only a few techniques have been executed and finished to an exceptional standard.

Judging criteria will weigh the quality and finish of elements over the number of techniques employed

- **Quality over Quantity.**

19. PERFORMANCE JUDGING

This section outlines the **Performance Judging** for the WCS Australian Preliminary Competition.

- 19.1. Each **Judge** can award a maximum of **100 Points** for a Cosplay Team's Performance.
- 19.2. All the **Judges** will be in prime locations to view a Cosplay Team's Performance, so as to be able to see as much as possible.
- 19.3. **Judges** will not talk to any Cosplay Team during this time, but may ask an MC to ask a particular question of a Cosplay Team if they wish.

20. POINT CRITERIA FOR PERFORMANCE JUDGING

This section outlines the ways that points will be allocated during the **Performance Judging**.

- 20.1. Points for **Performance Judging** will be awarded according to four (4) criteria; -

Performance - 50 Points

Acting & Stage Proficiency - 20 points

Cosplay Costume Stage Presence - 20 points

X Factor - 10 points

Total of 100 Points

- 20.2. **Performance** - 50 Points

Performance will be evaluated based on the following aspects;

Such as the way in which the story is conveyed, the use of props, and the overall entertainment value. References to the original work (such as storylines, dialogue or key plot points) will also be taken into consideration. The general polish and accomplishment of the performance (such as hitting audio cues, interacting with the other person, etc) will also be evaluated.

- 20.3. **Acting & Stage proficiency** - 20 points

The Cosplay Team **Acting & Stage Proficiency** score will be evaluated based on how well-rehearsed the Performance is - are dance pieces rehearsed and in sync with each other, and with the backing music? Is fighting choreography performed successfully? Are lines of dialogue or singing well lip synced? Does the Cosplayer's facial and body expression match the tension or mood of the scene?, etc.

- 20.4. **Cosplay Costume Stage Presence** - 20 points

The **Cosplay Costume Stage Presence** score will be evaluated according to the impact made by the Cosplay Costumes when they appear on stage - do the Cosplay Costumes work together on stage as a pair? Are they visible on stage? Do they involve elements such as lighting or other techniques? Is there some kind of visual impact? Quick change Cosplay Costumes and other Costume related gimmicks will be taken into consideration.

- 20.5. **X Factor** - 10 points

The **X Factor score** is calculated in addition to the above factors of **Performance, Acting & Stage Proficiency, and Cosplay Costume Stage Presence**. Points will be awarded for elements that exceed expectations, for example: a performance which is particularly moving or exciting, or the innovation of new ideas or refinement of beloved techniques that have not been seen before in the competition.

21. RESULTS, PRIZES & AWARDS

This section outlines the **Results, Prizes & Awards** for the WCS Australian Preliminary Competition.

- 21.1. An **Awards Ceremony** will be held towards the end of day Sunday for the WCS Australian Preliminary Competition. The time when this **Awards Ceremony** will occur is dictated by SMASH! - all Cosplay Teams will be informed closer to the date.
- 21.2. **Prizes & Awards** will be given to a select number of Cosplay Teams competing in the WCS Australian Preliminary Competition.
- 21.3. At any point, WCS Australia may announce more **Prizes & Awards** which Cosplay Teams may be eligible to win at the WCS Australian Preliminary Competition.
- 21.4. WCS Australia reserves the right to not allocate **Prizes & Awards** in the event that there is not an eligible Cosplay Team.
- 21.5. The **Winning First-Place Cosplay Team**, Prize & Award include:
 - a) An invitation to represent Australia in the **WCS Championship Competition 2027**, to be held in Japan, as **Team Australia 2027**.
 - b) Return flights to Japan for the **WCS Championship Competition 2027**. (Airline tickets are Standard Economy. One for each member of **Team Australia 2027**, two (2) tickets in total.)
 - c) Accommodation for the two members of **Team Australia 2027** for the duration of the **WCS Championship Competition 2027**.
 - d) Luggage allowance of 2-pieces checked luggage at 23kgs/each as per the current sponsors JAL (Japan Airlines). Please note: this is prone to change as per the airlines' luggage conditions, which could be updated at any time. **Team Australia 2027** will be responsible for fees for any luggage that exceeds the luggage limits set by JAL.
- 21.6. In the event that the First Place winning Cosplay Team is unable to represent Australia in the World Cosplay Summit Championship held in Japan, the Second-Place Cosplay Team for the WCS Australian Preliminary Competition will be invited as the reserve Cosplay Team.

In the event the First Place winning Cosplay Team has to withdraw:

- The reserve Cosplay Team is immediately notified and enquired about their availability. If the reserve Cosplay Team is unavailable, the Third-Place Cosplay Team is notified and enquired about their availability.
- World Cosplay Summit Inc. will be immediately notified about the change of Cosplay Team and Cosplay Team Members.

22. PENALTIES

- 22.1. In the case that items are received after the submission deadline(s) a 10% deduction of the Cosplay Team's overall score will apply for every 24 hours after the deadline. If the delay exceeds 72 hours the Team will not be able to compete unless there are extenuating circumstances. For example, items received 0-24 hours after the deadline will incur a 10% deduction to their overall score; for 24-48 hours overdue a 20% deduction etc. This penalty applies only once for one or multiple late documents.
- 22.2. For Teams that are late to their Costume Judging Time a 5% deduction to their overall score will occur for every 5 minutes after their scheduled Costume Judging Time. If a team is late by more than 30 mins they will receive a score of 0 and will not be able to compete.
- 22.3. Breaking of other rules may result in further penalties, determined by the seriousness of the breach.

23. BEING TEAM AUSTRALIA

The purpose of this section is to give a basic guide/understanding of what will be expected of the winning Cosplay Team, known as **Team Australia**, for the World Cosplay Summit (WCS) held in Japan.

These points outlined here are understood by WCS Australia to be common rules, regulations, and guidelines set out by WCS Inc, for WCS and the WCS Championship Competition, used in past years.

HOWEVER, it should also be known that these can be changed, updated or removed by WCS Inc at any time. WCS Australia will try their best to keep **Team Australia** informed of any changes or updated to the rules for the World Cosplay Summit.

Also note that this is not a full, or extensive list of all the rules set out by WCS Inc for the World Cosplay Summit, as updated rules are generally only released at the beginning of each year. i.e. The World Cosplay Summit 2027 rules are likely to be released in February of 2027.

- 23.1. **Team Australia** are required to bring a minimum of six (6) Cosplay Costumes to Japan, three (3) per member. This minimum number includes the Cosplay Costumes the team will be using in the World Cosplay Summit Championship.

Each team member Cosplay Costume required -

2 x Event Cosplay Costumes

1 x Championship Cosplay Costumes

Total = 3 Cosplay Costumes

- 23.2. Weather and **Event Cosplay Costumes** -
The World Cosplay Summit 2027 is held during Autumn in Japan for the first time. **Team Australia** is asked to keep this mind when selecting **Event Cosplay Costumes**. Some recommendations are:
- a) **Event Cosplay Costumes** that are suitable for wearing for a long period of time with comfortable footwear. In past years some events have gone for a full day, closer to 10 hours.
 - b) **Event Cosplay Costumes** that are suitable for outdoor, or non-temperature controlled environments. Think about washability due to rain, sweat or sunscreen.
 - c) **Event Cosplay Costumes** that are simple and easy to wear. The **Event Cosplay Costumes** do not need to be overly complicated, difficult to put on, wear or take off.
 - d) All **Event Cosplay Costumes** are to be discussed well in advance with the WCS Australia Organiser who will offer guidance and make sure they are acceptable for each event.
- 23.3. The final number and type of Events held at the **World Cosplay Summit** will be announced by WCS Inc closer to the dates.
Team Australia may wish to take more than the minimum number of **Event Cosplay Costumes** to Japan, if more than two (2) Events that require Cosplay Costumes are announced.

- 23.4. **Event Cosplay Costumes** are not required to be made especially for a **World Cosplay Summit** Event.
- a) Costumes can have been worn before, e.g. to a Cosplay Convention, Photoshoot, etc.
 - b) Costumes are not required to be an award winning Cosplay Costume.
- 23.5. While it is recommended that **Event Cosplay Costumes** are Handmade by **Team Australia**, it is permissible to wear purchased or compiled Cosplay Costumes in some circumstances. This will need to be discussed with the WCS Australia Organiser before going to Japan.
- 23.6. **Event Cosplay Costumes**, with the exception of courtesy visit costumes, can be sourced from any body of work: Japanese, Western etc. Courtesy Visit Costumes must be sourced from Japanese works.
- 23.7. It is not a requirement for **Team Australia** to coordinate their **Event Cosplay Costumes**. While the **Championship Costumes** must be from the same Title, costumes for other WCS related events do not need to be a matched pair. E.g. for the Osu Parade, one member can be Ash from *Pokémon*, the other member can be Goku from *DragonBall Z*.
- 23.8. **Team Australia** Championship Cosplay Costumes will be required to follow a number of the same rules, regulations and guidelines set out for the WCS Australian Preliminary Competition.
- See for example:
 Section 4 Characters and Character Design
 Section 5 Cosplay Costume
 Section 6 Weapons and Handheld Props
 Section 8 Special Effects Makeup and Stage Makeup
- 23.9. **Team Australia** are permitted to use their winning WCS Australian Preliminary Competition Cosplay Costumes for the World Cosplay Summit Championship so long as they follow the WCS Inc rules. It should be noted that some years certain Titles have not been allowed to be cosplayed because of copyright or licensing issues.
 WCS Australia will inform Team Australia of any changes to a title's eligibility.
- 23.10. **Team Australia** are permitted to repeat their winning WCS Australian Preliminary Competition Performance for the World Cosplay Summit Championship so long as the performance is permissible under the WCS Inc Performance rules.
- 23.11. If **Team Australia** wishes to use their winning Cosplay Costumes and/or Performance for the World Cosplay Summit Championship, they are encouraged to work on enhancing and improving all parts of the Cosplay Costumes, Preset Props, and/or Performance they wish to reuse.
- 23.12. **Team Australia** need to keep in mind the transportation, weight and size of ALL of their required **Cosplay Costumes** they wish to take to Japan. They will be responsible for the cost of any overweight luggage charges when travelling to and from Japan for the World Cosplay Summit Championship, and all (if any) connecting interstate flights.
- 23.13. Shipping of **Cosplay Costumes**, including Weapons & Handheld Props, and Stage Props directly to WCS Inc before the World Cosplay Summit Championship is not permitted under any circumstance.
- 23.14. Both members of **Team Australia** must have a valid passport that allows them access to International travel to Japan from Australia during November. Passports must be valid for a minimum of 6 months after this travel date to ensure the ability to travel.
- 23.15. **Team Australia** is expected to cooperate with WCS Australia and WCS Inc in a positive manner in order to ensure the success of the World Cosplay Summit.
- 23.16. **Team Australia** is aware and agrees that their images (wearing their WCS Australian Preliminary Competition Cosplay Costumes) may be used by Media related to the World Cosplay Summit, such as TV programs, website, blogs, newspapers, magazines, etc., in the lead up to the **World Cosplay Summit**. On these occasions, monetary compensation will not be furnished.

- 23.17. **Team Australia** is aware and agrees that their images (wearing their WCS Championship Cosplay Costumes) may be used by Media related to the World Cosplay Summit, such as TV programs, websites, blogs, newspapers, magazines, etc., after the **World Cosplay Summit**. In this instance, all image rights including will be attributed to the World Cosplay Summit Executive Committee.
- 23.18. **Team Australia** will be required to complete a number of forms, documents and a Team Build Book (or equivalent) in order to participate in the World Cosplay Summit and World Cosplay Summit Championship. The WCS Australia Organiser will inform the team of what is required and the due date of the items and will offer help when required. However, **Team Australia** should be aware that failure to submit items by the Submission Date & Time, will result in point deductions for the World Cosplay Summit Championship and this could affect their participation in the World Cosplay Summit.
- 23.19. **Team Australia** will be provided with full in-depth rules, requirements and guidelines for the World Cosplay Summit and World Cosplay Summit Championship, at a date soon after the WCS Australian Preliminary Competition. They are aware that these rules, when provided, will have to be followed in order to participate in the World Cosplay Summit and World Cosplay Summit Championship.
- 23.20. If one or both members of **Team Australia** feels like they cannot follow the rules set out by WCS Inc, the team will no longer be Team Australia and a new team will be selected at the discretion of the WCS Committee. After this decision has been made, the decision cannot be reversed. In this instance, the team will also not be counted as WCS Alumni.