



2022 WORLD COSPLAY SUMMIT AUSTRALIAN PRELIMINARY COMPETITION

RULES, REQUIREMENTS & GUIDELINES

This year, **World Cosplay Summit Australia** and **SMASH!** are proud to host the WCS Australian Preliminary Competition to select a qualified representative Cosplay Team who will enter the **World Cosplay Summit Championship** as **Team Australia 2023!**

The World Cosplay Summit (WCS) is an annual international Cosplay Competition held in Nagoya, Japan. The competition brings together contestants from all over the globe to showcase them and their cosplays.

The winning Cosplay Team of the Australian Preliminary Competition will win a trip to Japan and over a week of accommodation to participate in the World Cosplay Summit events in Japan.

This document outlines the rules and guidelines for the World Cosplay Summit Australian Preliminary Competition ONLY.

If you have questions in regards to any RULES, REQUIREMENTS & GUIDELINES outlined in this document, please contact WCS Australia via:

- The WCS Australia Discord
- WCS Australia Facebook
- The WCS Australia Email - worldcosplaysummitaustralia@gmail.com

Section 22 "BEING TEAM AUSTRALIA" should be read and understood only as a guide as to what will be required of the winning team in Japan. Rules in this section are liable to change at any time.

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1. DEFINITIONS

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

<i>WCS</i>	World Cosplay Summit - An annual Cosplay Summit held in Japan culminating in the World Cosplay Summit Championship performance.
<i>WCS Australia</i>	World Cosplay Summit Australia - The name used for the organisation that runs the WCS Australian Preliminary Competition, held at SMASH!
<i>SMASH!</i>	Sydney Manga and Anime Show - The Convention that the Australian Preliminary is held at.
<i>WCS Australian Preliminary Competition</i>	The official Preliminary Competition held to select Team Australia for the World Cosplay Summit in Japan.
<i>WCS Championship Competition</i>	The World Cosplay Summit Championship performance which takes place in Japan. This event showcases Cosplayers from around the globe.
<i>Team Australia</i>	The name given to the winning Cosplay Team of the Australian Preliminary, 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 participate.
<i>Cosplay Team's Helper</i>	A Cosplay Team is permitted to have a maximum number of two (2) 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, and 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 help everyone in WCS Australia run the WCS Australian Preliminary Competition.
<i>WCS Australia Stage Volunteers</i>	WCS Australia Volunteers that are to help on stage during the performance section of the WCS Australian Preliminary Competition.
<i>WCS Australia Alumni</i>	Previous year's Team Australia. Teams that have already previously participated in the World Cosplay Summit.
<i>WCS Australia Organiser</i>	The person that will be helping the new Team Australia in getting ready for and during the World Cosplay Summit.

2. HOW TO ENTER

This section outlines how a **Cosplay Team** enters the WCS Australian Preliminary Competition.

- 2.1. A **Cosplay Team** is required to complete a number of **ITEMS** in order to be Eligible to participate in the WCS Australian Preliminary Competition.
- 2.2. **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.
- 2.3. **ITEM 2**- Rules, Requirements and Guidelines
Each member of the 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) **STAGE PROPS & HANDHELD STAGE PROPS** - Section 10
 - h) **AUDIO & BACKGROUND VIDEO** - Section 11
 - i) **THE WCS AUSTRALIAN PRELIMINARY COMPETITION** - Section 13
 - j) **CLEAN UP** - Section 14
- 2.4. **ITEM 3**- Team Build Book
The **Cosplay Team** is required to submit a **Team Build Book**, outlined in Section 12
- Team Build Book is to be submitted by - 11:59 pm (AEST) Tuesday, 12th of July 2022**
- 2.5. **ITEM 4**- Team Entry Form
A Team Entry Form will need to be completed by the **Cosplay Team**. This form will include personal information such as Legal Name, Date of Birth etc, along with Cosplay Costume and Character Information.
This information is required by WCS Australia for the purposes of the WCS Australian Preliminary Competition. No Personal information will be given or sold to any other persons or parties.
- a) A downloadable blank Team Entry Form will be available on the WCS Australia Website, closer to the date of the WCS Australian Preliminary Competition for the **Cosplay Team** to complete.
 - b) Some information such as Cosplay Costumes and Character Information etc, will be required for **ITEM 4 - Team Entry Form** and **ITEM 3- Team Build Book**. Please include all relevant information in both.
 - c) A Team Entry Form is to be submitted as a PDF file. No other file types will be accepted.
- Team Entry Form is to be submitted by - 11:59 pm (AEST) Tuesday, 12th of July 2022**

- 2.6. **ITEM 5-** Audio & Background Video
The **Cosplay Team** is required to submit all relevant Audio & Background Video, outlined in Section 11.

Audio & Background Video files are to be submitted by - 11:59 pm (AEST) Tuesday, 12th of July 2022

- 2.7. **ITEM 6-** 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 can not exceed more than 1GB 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, OtherCosplayName 02 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 not limited to; - lolita fashion, Visual Kei, decora, or band cosplay.
- f) Photos in Portrait format are recommended but if no other options are available, landscape will be accepted.
- g) The **Cosplay Team** understands and agrees that the photos submitted may be cropped and resized in order to be viable for use.
- h) WCS Australia will NEVER edit/photoshop any aspects of a person's face or body in any photo submitted.
- i) It is the responsibility of the **Cosplay Team** to get the correct permissions for the use of the photos they submit from the Photographer.
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..

Photos of the Cosplay Team are to be submitted by - 11:59 pm (AEST) Tuesday, 12th of July 2022

- 2.8. **ALL ITEMS** that are required to be **SUBMITTED** by a **Cosplay Team**, are collectively known as The Cosplay Team's "**Entry**"

- 2.9. **ALL ITEMS** that make up a Cosplay Team's **Entry** are to be submitted all together in a single Google Drive folder, or a Single DropBox folder. No other file sharing options will be accepted.
- a) The **Cosplay Team** is to name their Main Folder as their Cosplay Team Name and Year, e.g. "TeamCosplayPeople- 2022". It is recommended that you organise your submission into subfolders within the main folder for ease of organisation, the **Cosplay Team** can name them at their discretion - so long as it makes sense.
- b) All Folders' sharing permission will be set to allow the viewing, downloading/copying of all files in the folder.
- c) All required files are to be in the Folder by the cut off date and time. The Cosplay Team is not allowed to edit or continue to work on any files in the folder after it has been submitted.
- d) All files submitted 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 enter in future years.
- 2.10. The **Cosplay Team** is required to submit their **Entry** by emailing WCS Australia at worldcosplaysummitaustralia@gmail.com
- a) Only one (1) email is required for a **Cosplay Team Entry**- the email is to be sent from one of the **Cosplay Team** Member's own email.
- b) The email needs to contain a link to the **Cosplay Team's** Google or Dropbox folder, containing their **Entry**.
- c) The Subject of the email is required to be- "CosplayTeamName Entry for 2022"
- d) The email text is to also include the Cosplay Team Name, and the preferred Names of BOTH members of the **Cosplay Team**. WCS Australia will not accept emails that only have a link in it.
- Entry Emails are to be submitted by - 11:59 pm (AEST) Tuesday, 12th of July 2022**
- 2.11. There is NO GUARANTEE that a **Cosplay Team** will qualify for the WCS Australian Preliminary Competition.
- 2.12. **Cosplay Teams** will be contacted within 72hrs of the **Entry Email Submission Time and Date**, and informed if they have qualified to participate in the WCS Australian Preliminary Competition.
- a) A **Cosplay Team** is responsible to provide a working email address, in order for WCS Australia to contact them in regards to if they have qualified or not.

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 enter.
- 3.3. In order to be **Eligible** to participate, **BOTH MEMBERS** of a Cosplay Team must:
 - a) Be an Australian citizen or be an Australian permanent resident.
 - b) Be 18 years of age or over at the date of the WCS Australian Preliminary Competition **2022**.
 - c) **IF CHOSEN to be Team Australia 2023** - Be able and willing to travel to Japan in **2023** to participate in the World Cosplay Summit & WCS Championship Competition.
The World Cosplay Summit is usually held over Seven (7) to Ten (10) days. The dates can range from any time, from the last weeks of July to early August.
The World Cosplay Summit official dates will be announced in the beginning of **2023**.
- 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.
- 3.5. Persons that are **NOT Eligible** to enter the WCS Australian Preliminary Competition **2022**, even if they meet all other requirements are as follows-
 - a) The currently selected representatives **WCS Team Australia 2022**.
 - b) The **WCS Australia President**.
 - c) A person that has participated as a representative of another country other than Australia in the WCS Championship Competition, held in Japan or Online, regardless of any changes in the person's place of residence or nationality. This rule only applies to the person for **5 years** from the year of participation.

4. CHARACTERS & CHARACTER DESIGNS

This section outlines what **Characters & Character Designs** a Cosplay Team is permitted to Cosplay, in regards to 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 of guest **Characters** from other genres or countries of origin outside of Japan in a Japanese origin series these **Characters** are **NOT ELIGIBLE** for entry. For example Disney characters such as Mickey Mouse in *Kingdom Hearts*.
 - d) **Character Designs** cannot be redesigned or OC variants.
This includes redesigns or OCs commissioned from any artist, including a professional working in the anime, manga, and/or gaming industry.
- 4.2. **Characters & Character Designs** that are **NOT PERMITTED**-
 - a) **Character Designs** from dôjinshi (fanzine)
 - 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, or NetEase)
 - c) **Characters** that portray or support hate-speech including but not limited to; racism, antisemitism, anit-LGBTQI+ sentiments. This includes insignia, regalia, and military accoutrement of historical figures even if they are depicted in 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, or the American Confederate Flag.
- 4.3. References images/artwork of the **Characters Designs** must be submitted as part of the Teams Build Book. All artwork is to be official. No fanart/fanart adaptations will be accepted.

5. COSPLAY COSTUME

This section outlines what sort of **Cosplay Costumes** are eligible for entry in the WCS Australian Preliminary Competition. Please pay attention to what is and is not permitted.

- 5.1. The WCS Australian Preliminary Competition requires all Cosplay Teams to wear and perform in **Handmade Cosplay Costumes**. Cosplay Teams that do not agree to wear and perform in **Handmade Cosplay Costumes** will not be able to participate in the WCS Australian Preliminary Competition.
- 5.2. Both members of the Cosplay Team must wear **Cosplay Costumes** from the same series or work.
- 5.3. Each member of a Cosplay Team is 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. e.g. As part of Quick Changes for the Performance.
 - b) Where more than one costume is worn on stage, each of the Cosplay Team's **Cosplay Costumes** are still required to follow the rules, regulations and 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 costume, no help will be given by the WCS Australia Stage Volunteers or WCS Australia Staff.*

**Where mobility or vision is restricted due to reasons other than the Cosplay Costume, every effort will be made to allow all the Cosplayer to appear on stage.*
- 5.6. The Cosplay Team's **Cosplay Costumes** for the WCS Australian Preliminary Competition will be judged by a panel of Judges as outlined in Section 17 and Section 18. Known as "Costume Judging".
- 5.7. The total weight of **ALL** the Cosplay Team's **Cosplay Costumes**- including wigs, footwear, Weapons & Handheld Props must be under **40kg**.
This weight does not include the personal weight of the Cosplay Team.
 - a) The weight of all **Cosplay Costumes** including wigs, footwear, Weapons & Handheld Props, is to be included in the Team Build Book.
 - b) If the weights of any **Cosplay Costume** including wigs, footwear, Weapons & Handheld Props is unknown at the time of the Team Build Book submission, the Cosplay Team is responsible for handing in a printed copy of the the missing weights 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) Weights of **Cosplay Costumes** including wigs, footwear, Weapons & Handheld Props are subject to be checked on the day of the WCS Australian Preliminary Competition, during the scheduled Costume Judging.

d) Should the total weight **exceed 40kg**, 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 Deduction for every kilogram in excess.

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

5.8. 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 - 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.

5.9. **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 5.8).

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", e.g. 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 **MUST be Handmade.** These are not permitted as Base Items and their creation must be shown in the Team Build Book.

- 5.10. Entire **Cosplay Costumes**, or individual parts, pieces, items (Shoes/Boots, Accessories, fully styled Wigs, Weapons or Handheld Props) that are **NOT Handmade** by the Cosplay Team are **NOT permitted** to enter.
- 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 secondhand from any person.
 - b) Entire **Cosplay Costumes** or individual parts, pieces, items that are purchased/commissioned/gifted, 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, 5.10 a) & 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).
- 5.11. If at any time before, during or after the WCS Australian Preliminary Competition a Cosplay Team is found to have entered a **Cosplay Costume** that is **NOT Handmade**, including but not limited to **Cosplay Costumes** outlined in Section 5.10, the Cosplay Team will be disqualified, stripped of any awards, and this may affect their eligibility to enter in future years.
- 5.12. **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 enter the WCS Australian Preliminary Competition.
- 5.13. **Cosplay Costumes** that have previously entered into 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 or were awarded a 1st place award or the equivalent are **NOT PERMITTED** to enter the WCS Australian Preliminary Competition.
- a) If the **Cosplay Costume** placed 2nd, 3rd, or was given any other type of award in the competition it **IS PERMITTED** to enter the WCS Australian Preliminary Competition. 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 entered into the other competition.
- 5.14. A **Cosplay Costume** that has been entered into 'local' Cosplay Competition, held at conventions, e.g. previous years' SMASH! Saturday Cosplay Competition, are permitted to enter, even if they 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 entered into the other competition.
- 5.15. **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.

- 5.16. **Cosplay Costumes** entered into the Saturday or Sunday, SMASH! Cosplay Competitions are **NOT ELIGIBLE** to be entered into the WCS Australian Preliminary Competition of the same year.
- 5.17. Sponsored **Cosplay Costumes** are **NOT PERMITTED**. Sponsored **Cosplay Costumes** 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 purpose, 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.
- 5.18. 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 or fabric etc, they are still **eligible to enter**. However any **Cosplay Costume** that the memeber/s of the Cosplay Team wish to be entered into 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 that 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.
- 5.19. WCS Australia and SMASH! reserve the right to refuse entry/display to any **Cosplay Costumes** entered into the WCS Australian Preliminary Competition that are deemed inappropriate.

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 members. Proof is required in the Team Build Book to show that over **75%** of each item is made by the Cosplay Team.
- 6.2. Authentic, Metal, and/or Replica **Weapons** such as: swords, axes, shuriken, firearms, etc, are regulated under federal and state law 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.
- 6.3. 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.
- 6.4. **Weapons & Handheld Props** can be made from a number of materials such as, but not limited to; foam, wood, 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, or 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, that could be transferred and 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.

- 6.5. Guns - Australia and NSW have strict gun control laws that also govern replica and prop guns. 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 Guns that are replicas of real manufactured guns or 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.
- 6.6. No **Weapon** or **Handheld Prop** is permitted to be completed/finished off at the conventions. All painting and vanishing must be finished and cured before the **Weapon** or **Handheld Prop** is brought into the Convention area. No last minute painting, varnishing or application of strong smelling glues in any backstage area, in the WCS Cosplay Team Area, WCS Booth, or convention floor is allowed.
- 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 Volunteers. The Cosplay Team may also use any Cosplay repair area that SMASH! supplies for the Convention.
- 6.7. 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 enter in future years.
- 6.8. If a Cosplay Team's **Weapons** or **Handheld Props** are intended to be used in a non-full force, contact 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. If WCS Australia are presented with weapons that have the chance to splinter or produce projectiles/shards, such as swords made from wood, they will not be allowed to be used. Cosplay Teams are allowed and encouraged to make multiple of your weapons if you wish to use them for fighting on stage. A Hero Weapon and Fighting Weapon, for example. Please include this in the Team Build Book if this is the case. Multiple/back-ups of **Weapons & Handheld Props** all count towards the overall weight total- Section 5.7.
- 6.9. **Weapons & Handheld Props** will be included as part of the Costume Judging. This includes pieces that can be worn (such as bags, jewellery accessories, wing harnesses, etc) or objects that are carried (such as staffs, lanterns, small replica creatures, etc).
- 6.10. All **Weapons & Handheld Props** required for the Cosplay Costume and performance must be made available for prejudging, rehearsal, and the competition itself.

- 6.11. 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 1.2 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 1.2m in length are allowed to be carried around the convention. This rule is subject to change with SMASH! weapon policy.
- 6.12. WCS Australia can not 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 so.

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
- Stage 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 are **ONLY PERMITTED** if the original 3D model file is created/modelled by one or both members of a Cosplay team.

- a) Evidence of the Cosplay Team creating the original 3D model file prior to printing is required in the Team Build Book.
- b) 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.
- c) All finishing of a **3D Printed** item must be completed by one or both members of the Cosplay Team. Evidence of finishing is required in the Team Build Book.

7.3. **3D Printed** items that are **NOT PERMITTED** are:

- a) Purchased, given/gifted, commissioned **3D Printed** Items that are pre-printed by any other Person/parties. Including, but not limited to; 3D Printed Kits, parts of props/accessories, completed props/accessories, unfished, partly finished or fully finished.
- b) **3D Printed** items that have been printed by the Cosplay Team using a **3D Printing** file made by any other person. Including, but not limited to; Purchased files (e.g. Etsy), given/gifted files, Patreon reward files, commissioned files, or files that have been ripped directly from the game for the express purpose of **3D Printing** them.

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 use the services of businesses that offer **3D printing** such as Officeworks, to print their 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 trapped uncured resin 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.

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 Facepaint/Makeup will be allowed 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 stocking, tights or bodysuits is used to cover legs, torso and/or hands as an alternative to full body paint. These are allowed to be bought and used as "Base Items" - Section 5.9.
- 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.
- 8.4. "Race face" (Blackface, yellowface, red-face, race-bounding etc) either by **Makeup, mask** or by any **other means** will not be tolerated. While you may use tape to change the shape of your face (for example, to smooth out wrinkles, change the shape of your jaw, or tighten your neck) it is important that you do not change the shape of your eyes in any way that might be considered racist ('fox eye' etc).

9. PERFORMANCE

This section outlines the kind of **Performance** that may be entered 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 able to participate in the WCS Australian Preliminary Competition.
- 9.2. Cosplay Teams are responsible for their own Audio & Background Video (Section 11) for use during their performance – no Audio or Background Video will be provided by WCS Australia.
- 9.3. A Cosplay Team's **Performance** may NOT exceed the time limit of **2 minutes and 30 seconds**. The minimum length of time a **Performance** is **2 minutes**.
- 9.4. **Performances** are not permitted to contain or condone topics such as hate-speech, including; racism, fascism and anti LGBTQI+ sentiments.
- 9.5. For the duration of the **Performance**, neither member of the Cosplay Team may leave the stage unattended for more than 20 seconds – i.e. one or both members may not be hidden or out of sight of the judges/audience for more than a total of 20 seconds.
- 9.6. For the duration of the **Performance**, no other person, including any Cosplay Team's Helper, is permitted to be on stage to help the Cosplay Team. This includes someone hidden/out of sight of the audience, behind/inside any of the stage props, 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**.
- 9.7. At no time during the **Performance** is either member of the Cosplay Team allowed to take the **Performance** into the audience area. This means no jumping off the stage into the audience area at any time, including but not limited to, the ending of their **Performance**.
- 9.8. A Cosplay Team's Stage Props are only allowed to be placed/removed on stage by WCS Australia Volunteers that are designated to do so, before and after the **Performance**. These volunteers will be referred to as WCS Australia Stage Volunteers.
- 9.9. 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.
- 9.10. **Change-over time** consists of two different parts that overlap during the time period.
Part 1: Set Up (Section 9.11) & **Part 2: Removal** (Section 9.12)

- 9.11. **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 3 Stage Props** (Section 10.2) for a Cosplay Team's **Performance**.
- b) **Handheld Stage 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 **Handheld Stage Props** and **Weapons & Handheld Props** if they require them for their **Performance**.
- 9.12. **Part 2: Removal**
This is when WCS Australia Stage Volunteers clear the stage of all **Stage Props** and any **Handheld Stage Props** left on stage after the Cosplay Team's **Performance**.
- a) All **Stage Props** will be removed by WCS Australia Stage Volunteers.
- b) Any **Handheld Stage 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 **Handheld Stage Props** and **Weapons & Handheld Props**.
- 9.13. **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.
- 9.14. 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** of the competition. 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 all Cosplay Teams Helpers, and is in no way mandatory, and will not affect any Cosplay Team's chances of winning.
- 9.15. If a Cosplay Team Helper agrees to help with the **change-over time**, they will also agree to the following rules-
- a) To treat other Cosplay Team's Stage Props and Handheld Props 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 Stage Props, the Cosplay Team which they are helper for, will be disqualified and this may affect their eligibility to enter 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.
- 9.16. There will be time for Cosplay Teams to explain where and how they would like their **Stage Props** placed for their **Performance** during the scheduled rehearsal time (section 13.17). Any directions for how **Stage Props** should be carried will be taken under advisory, but Cosplay Teams should do their best to ensure that their **Stage Props** are robust enough to be carried safely.

- 9.17. WCS Australia Stage Volunteers will take the utmost care when handling a Cosplay Team's Stage Props but WCS Australia take no responsibility if a Stage Prop or Handheld Stage Prop is damaged during the process of the WCS Australian Preliminary Competition.
- 9.18. **Performances** are not allowed to use any form of external power source, such as power leads and wall power points at the venue. If a Cosplay Team requires power, all power must come from built-in batteries and/or power banks supplied by the Cosplay Team.
- 9.19. **Performance** order is decided by WCS Australia. This order is in no way determined by when the Cosplay Team submits their Entry.
- 9.20. Actions during the **Performance** that have the potential to dirty the stage, leave any residue or marks behind, are prohibited and will result in instant disqualification. This may affect their eligibility to enter in future years. Cosplay Teams who damage the stage/venue will be required to cover the cost of replacement and/or cleaning.
- 9.21. Special effects/Stage effects, etc, produced using the following materials **ARE PROHIBITED** and **must not 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 Nerf bullets, pellets, or arrows.
 - Powder including flour or baby powder, or smoke machines that leave a powdery residue.
 - Confetti smaller than 2cm including paper, plastic, and metallic confetti.
 - Glitter, including bio-glitter.
 - Laser pointers.
 - Flower petals, smaller than 2cm.
 - Feathers, smaller than 2cm.
 - Any form of fire, with or without smoke.
 - Crackers using gunpowder. Or any use of gunpowder
 - Smoke effects
 - Bubbles/bubble machines, including touchable bubbles or battery powered bubble machines..
- 9.22. Special effects/ Stage effects etc. produced using the following materials **ARE PERMITTED** for use during a performance:
- Paper confetti where each individual piece is larger than 2cm x 2cm with a maximum of 100 pieces.
 - Crackers that do not use gunpowder. If they expell paper confetti, each individual piece has to be larger than 2cm x 2cm with a maximum of 100 pieces.
 - Streamers strings that are all connected together at a single point for easy removal from the stage such as Kabuki Streamers or Throw Streamers.
- 9.23. Any Special effects/Stage effects, etc, that will involve a significant amount of time in order to completely remove it/clean it up from the stage is also **NOT PERMITTED**. E.g. A large amount of 3-4cm feathers scattered all over the stage.
- 9.24. WCS Australia and SMASH! reserve the right to stop, or cut short any Cosplay Team's **Performance** that it deems to be inappropriate. Decisions are final.

10. STAGE PROPS & HANDHELD STAGE PROPS

This section explains about the use and limits of **Stage Props & Handheld Stage Props**.

- 10.1. Cosplay Teams may use **Stage Props & Handheld Stage Props** to enhance their performance. Although it is highly recommended, it is not compulsory to do so.
- 10.2. **Stage Props** are large **Props** such as a backdrop, chair/throne, or interactive set piece used to enhance a Cosplay Team's performance.
- 10.3. **Handheld Stage Props** are smaller scale **Props** used to enhance a Cosplay Team's performance.
- 10.4. There is a **maximum number of three (3) Stage Props** per Cosplay Team.
- 10.5. Each **Stage Prop** may not weigh more than 10kgs & must not exceed the measurement of 2.1m in height X 2.1m in width X 0.9m in depth.
- 10.6. **Stage Props** must be easy to handle and not have any parts that are not secure and might cause injury to any WCS Australia Stage Volunteer.
- 10.7. **Stage Props & Handheld Stage Props** will not be subject to close up, or detailed Judging. But how they enhance and are used during a Cosplay Team Performance will be taken into account during Performance Judging.
- 10.8. **Stage Props & Handheld Stage Props** are required to follow all Special effects/Stage effects Rules, Section 9.21, Section 9.22 & Section 9.23.
- 10.9. There is no limit to the number of **Handheld Stage Props**, however ALL of a Cosplay Team's **Handheld Stage Props** combined weight will be included in the Cosplay Costume weight rule Section 5.7.
- 10.10. It is permissible to have **Handheld Stage Props** hidden in, or attached securely to **Stage Props**. However the combined weight and dimension of the **Stage Prop** and **Handheld Stage Props** may not exceed Section 5.7 rule.
- 10.11. The use of official illustrations or logos from the WCS or official logos and images from other original works on **Stage Props & Handheld Stage Props** used during a performance is prohibited.
- 10.12. All of the Cosplay Team's **Stage Props** are required to be present at time of rehearsals.

- 10.13. During the scheduled rehearsal time all Cosplay Team's **Stage Props** must be made available for WCS Australia to check the weight and dimensions of each **Stage Prop**.**
- ** For the **WCS Australian Preliminary Competition 2022** teams will be allowed to bring their **Stage Props** to the venue during the day of Saturday 16th 2022 before the scheduled rehearsal time. This will give WCS Australia time to check the all **Stage Props**, and give Cosplay Teams a chance to assemble their **Stage Props** in The Cosplay Team Area. Storage for all **Stage Props** will be provided from the rehearsal time until the end of the Australian Preliminary Competition.*
- 10.14. A Cosplay Team will be informed if any of their **Stage Prop/s** fails the weight and/or measurements rule (Section 5.7), or any other relevant rules.
- 10.15. The Cosplay Team will be given the opportunity to fix any issue with their **Stage Prop/s** before the WCS Australian Preliminary Competition. In this instance, the **Stage Prop** in question will need to be checked again before it is allowed to be used for the Performance, and if it still fails to follow the rules again, the **Stage Prop** will not be allowed to be used during the WCS Australian Preliminary Competition. If the Cosplay Team feels like they cannot fix the issue/s, they will have to forfeit the use of the **Stage Prop**, and are responsible for its disposal following the rules in Section 14.
- 10.16. If a Cosplay Team's **Stage Props** cannot be presented at the time of the rehearsal there is no guarantee that they will be able to be used for the WCS Australian Preliminary Competition even if they are brought to the venue on the day of the competition.
- 10.17. Cosplay Teams are to take all safety precautions with **Handheld Stage Props**. Should WCS Australia judge that any **Handheld Stage Props** to be used during a Performance is a danger to the audience (i.e. slip from hands and cause injury to audience members) the WCS Australia may prohibit the use of that **Handheld Stage Props** 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 performed in the English language. However, key phrases or words may be given in languages other than English if this is relevant to the performance. These key phrases should be easily understood without translation (e.g. 'Bonjour' for French characters).
- 11.2. **Audio** that is **NOT PERMITTED** to be used in a Cosplay Team's Performance-
 - Music from the original work being Cosplayed.
 - Copyrighted music, e.g. of any well-known band or singer.
 - Copyrighted sound clips/sound effects.
 - Voice actors' audio from the original work being cosplayed, including Japanese and/or English voice actors.
- 11.3. **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. 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 paid for the rights/licence to use of.
- 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 Video** falls into the following categories.
 - Standard Backgrounds: backgrounds that augment the stage atmosphere. i.e. landscapes, groups of buildings, interiors, etc.
 - Special Effects: Explosion, energy, or light effects that coordinate with movements of the cosplayers on stage.
 - Permitted Production Methods: live-action video, drawn illustrations, computer graphics, dioramas, etc.
- 11.6. Live Action Background Video involving people is **ONLY PERMITTED** in the following cases:
 - a) One or both members of a Cosplay Team appear in the **Video**.
 - b) The members of the Cosplay Team may perform as the same Cosplay Characters they appear on stage or they may perform as different Cosplay Characters from the same series.
 - c) Any of these Cosplay Team performed Cosplay Characters appearing in a live action Video are permitted to have speaking roles/dialogue.
 - d) The use of Background Extras is permitted. These Background Extras are not either members of the Cosplay Team.

- 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 may not pull focus or interact as if they are a third member of the Cosplay Team participating in the Performance on stage.
- g) Background Extras are allowed to wear commercially available costumes.
- 11.7. If a Cosplay Team makes Cosplay Costumes solely for use in the Live Action Video, and these Cosplay Costumes are not worn at any time during the Performance on stage, these Cosplay Costumes are not eligible for Costume Judging.
- 11.8. A Cosplay Team is **ONLY PERMITTED** to have Animation in their **Background Video** if the animation is an original work drawn and animated by either the members of the Cosplay Team or their friends/family.
- 11.9. A Cosplay Team is **NOT PERMITTED** to use Animation in their **Background Video** if it has been traced off any scenes or images of official art from the work/series being Cosplayed.
- 11.10. All use of Footage from the source material being cosplayed is **NOT PERMITTED**.
- 11.11. The use of video, footage, imagery, 2D animation, 3D animation or visual effects for which the copyright/licence holder is someone other than the Cosplay Teams is **NOT PERMITTED**.
- 11.12. The use of video, footage, imagery, 2D animation, 3D animation or visual effects for which the copyright/licence holder is a Member of the Cosplay Teams is **PERMITTED**, however proof of copyright/licence use may be requested at any time.
- 11.13. Formatting requirements-
- Audio-**
Sound: Full Stereo at least 192kbps
- Background Video-**
Image: 1920x1080 pixels
Screen resolution 1080p
Aspect ratio 16:9
- 11.14. 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**.
- 11.15. 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 wish to use. **Background Video Files** are required to be in one of the following file formats: MOV, MP4, AVI, or WMV.
- 11.16. WCS Australia and SMASH! take no responsibility if you are unable to compete to the best of your ability without **Audio** or **Background Video**, if you do not provide these Files by the submission date.

- 11.17. WCS Australia and SMASH! cannot guarantee a Cosplay Teams **Audio** or **Background Video** will be played exactly as requested, due to the nature of the stage the WCS Australian Preliminary Competition is held on, as a number of variables change each year. Every effort will be made to ensure that Audio or Background Video is played as requested.
For this reason, it is important that Cosplay Teams attend the rehearsal so that their **Audio** Or **Background Video** may be checked.
- 11.18. WCS Australia and SMASH! take no responsibility if the files submitted fail to work as intended due to being formatted incorrectly. The Cosplay Team will be contacted via the email address supplied as soon as any issue is found before the WCS Australian Preliminary Competition so that the Cosplay Team will have a chance to fix them. In this case, the replacement file must be submitted within 48hrs of contact, or their new file might not be able to be accepted.

12. TEAM BUILD BOOK

This section outlines the contents for the **Team Build Book** that Cosplay Teams will need to submit as part of their application to take part in the WCS Australian Preliminary Competition. The **Team Build Book** will be used as part of the Judging process.

- 12.1. **Team Build Book** is a new term in **2022**. In previous years the term "Portfolio" was used.
- 12.2. There will be a **Team Build Book Guide** download available on the WCS Australia website, in the lead up to the date for submission for the **Team Build Book**.
- 12.3. The **Team Build Book** must be submitted as a PDF, no larger than 500mb in size.
- 12.4. Cosplay Teams are only permitted to submit a single **Team Build Book** that contains all required relevant information about both Members of the Cosplay Team.
- 12.5. A **Team Build Book** is required to contain a high level of detailed construction and crafting information on a number of items.
- 12.6. 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; 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**.
 - e) All relevant information about the **Stage Props & Handheld Stage Props**, including size information and weight of each **Stage Prop** - Section 10.5.
- 12.7. A **Team Build Book** will be taken into account by the Judges as part of Costume Judging. A detailed **Team Build Book** with clearly labelled images/photos and commentary will contribute to a better Costume Judging score. A poorly formatted or confusing **Team Build Book**, with little to no information on the construction and crafting will not contribute to a better Costume Judging score.
- 12.8. A Cosplay Team's **Team Build Book** will not be shared or distributed to anyone other than the relevant WCS Australia staff, and Judges for that year's WCS Australian Preliminary Competition.

- 12.9. 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) To 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 taking part 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. Both Members of a Cosplay Team are required to purchase a Weekend Ticket as a condition of entry to the WCS Australian Preliminary Competition. Because the rehearsal will be held on a separate day to the competition it is important that Cosplay Teams and their Helpers all hold a valid weekend pass.
- 13.3. It is highly recommended that each member of a Cosplay Team, including all Cosplay Team's Helpers bring their own YELLOW or ORANGE coloured Hi-Vis Vest to the convention in addition to their Cosplay Costumes and Stage Props etc.

Hi-Vis vests will need 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, although it may be advantageous to wear when moving Stage Props to and from the backstage area.

- 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 can not 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) Situated behind or within a few metres of the WCS Australia table at SMASH!
 - b) 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.
 - c) Only accessible by the Cosplay Teams, Cosplay Team's Helpers, WCS Australia Volunteer, and WCS Judges. Anyone else that is found to be in the area will be removed from the area, and continued violations might mean the person is removed from SMASH! Itself. Cosplay Teams will be expected to help maintain this privacy by not inviting their friends or family into this area.
 - d) 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 substantial foods or meals for the Cosplay Teams or Cosplay Team's Helpers in the **WCS Cosplay Team's Area**. WCS Australia will try to supply bottled water for everyone in the **WCS Cosplay Team's Area**, however all Cosplay Teams and Cosplay Team's Helpers are recommended to still bring their own bottles of water.

- 13.6. WCS Australia cannot guarantee the safety of items left in the **WCS Cosplay Team's Area** when the Cosplay Team/Cosplay Team's Helper is not there. It is not recommended to leave any personal effects or items of value unattended.
WCS Australia will try and have a WCS Australia Volunteer in the area at all times, but we can not guarantee this.
- 13.7. Only Cosplay Teams, Cosplay Team's Helpers, WCS Australia Volunteer, 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 have any item in this area.
E.g. A Cosplay Team can not 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 be in an area that can double as an emergency egress. ALL Cosplay Teams, Cosplay Teams' Helpers, WCS Australia Volunteer, and WCS Judges are required to keep 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's Helper**"
- 13.10. A **Cosplay Team's Helper** is required to-
- a) Purchase a Weekend pass ticket to SMASH!
 - b) Provide required personal information- Submission of this information will be included with the Cosplay Team Entry Form. ***
- *** If a **Cosplay Team's Helper** needs to change due to unforeseen circumstances, this information must be supplied to WCS Australia at the earliest convenience.*
- c) "Check in" with the WCS Australia Volunteers. More information will be emailed out 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's Helper** NOT BEING PERMITTED to help their Cosplay Team, and not permitted in the **WCS Cosplay Team's Area**.
- 13.11. A **Cosplay Team's Helper** is there as support for their Cosplay Team. All **Cosplay Team's 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's 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. 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's Helper**.

- 13.13. A **Cosplay Team's 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's Helper allowed to touch any other Cosplay Team's Cosplay Costume, Weapons, Handheld Props, Stage 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, Stage Props, or Personal Effect 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. **Rehearsal** will occur on **Saturday 16th July 2022** after the close of SMASH! for the day. More details will be emailed to all Cosplay Teams Closer to the date.
- 13.18. The **WCS Australian Preliminary Competition** will be held during the full day of **Sunday 17th July 2022**.
- a) **Costume Judging** (Section 17) will take place during the morning for all Cosplay Teams.
- b) **Performance Judging** (Section 19) and **Cosplay Team's Performances** will commence in the afternoon, this time is determined by SMASH! and more information will be given to all Cosplay Team's closer to the date.
- c) The **Results, Prizes & Awards** (Section 21) will be announced at a WCS Australian Preliminary Competition Award Ceremony. This will be held later during the day after all Cosplay Teams have given their Performance and Judges have finished dlibrating. All Cosplay Teams will be informed when this time will be and are expected to be backstage ready to come back on stage for the **Award Ceremony**.
- 13.19. 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.
- 13.20. 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 enter in future years.
- 13.21. Permission is granted to the WCS Australia and SMASH! to use any photographs/video taken of Cosplay Team' Cosplay Costumes for future promotions of the event.

- 13.22. If it is seen or reported and confirmed that any member of a Cosplay Team or a Cosplay Team's Helper verbally or physically abuses **WCS Australia Volunteers** or **WCS Australia Stage Volunteers**, the Cosplay Team will be disqualified and this may affect their eligibility to enter in future years. WCS Australia has a zero tolerance policy.
- 13.23. All Cosplay Teams can request feedback after the **Award Ceremony**. This includes any Cosplay Team that has won prizes. Please note, this feedback will not be given in person, and will only be sent via email at a later date. No Judge will be available to give feedback on the day of the WCS Australian Preliminary Competition. Cosplay Teams are asked to refrain from contacting the Judges directly about feedback.

14. CLEAN UP

This section outlines what is expected of ALL Cosplay Teams in regards 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's Helpers may be required to wear Hi-Vis Vests (sections 13.3) for **Clean Up** as this will, by necessity, occur after hours.
- 14.2. Cosplay Teams are permitted to **Disassemble** their **Stage Props** in the **WCS Cosplay Team's Area**.
- 14.3. It is **HIGHLY ENCOURAGED** that a Cosplay Team designs their Stage 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, Stage 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 will result in the Cosplay Team being disqualified, stripped of any awards, and this may affect their eligibility to enter 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 enter in future years.

15. JUDGING

This section outlines the Judging procedure for the WCS Australian Preliminary Competition.

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

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

Costume Judging will be held on the morning of the WCS Australian Preliminary Competition and will be completed before the Performance part of the WCS Australian Preliminary Competition later in the day. This is to allow 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) **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. 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**

15.3. 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.

15.4. WCS Australian Preliminary Competition is an inclusive competition. No Cosplay Team will be penalised for any perceived differences of race, gender, 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 **Team Australia 2023** 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 **Judges** chosen will have a range of backgrounds in their knowledge base. These will include, but not limited to; sewing, armour, acting, stage, production, etc.

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 able 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** will be held during the morning of the WCS Australian Preliminary Competition.
- 17.3. Cosplay Teams will be allocated a **Costume Judging Time** closer to the date of WCS Australian Preliminary Competition.
- 17.4. It is recommended that a Cosplay Team arrive on site and prepare for **Costume Judging** before their allotted time in the event that an earlier **Costume Judging** time is available due to another Cosplay Team being delayed or dropping out. This will also help to ensure that all Cosplay Teams can be seen in the allotted time.
- 17.5. **Costume Judging** will be completed for all Cosplay Teams before the Stage Performance of the WCS Australian Preliminary Competition later in the day.
- 17.6. All Cosplay Teams will be given the same amount of time to present their Cosplay Costumes to the Judges during the **Costume Judging**.
- 17.7. 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.
- 17.8. **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**.

**** At the time of writing rules for 2022, NSW covid rules and guidelines for the date and time of the WCS Australian Preliminary Competition are unknown. All Judges and Cosplay Teams are permitted to wear FACE MASKS during **Costume Judging** if they wish to do so. The wearing of masks will have no effect on the Judges Score, and will not matter if the Cosplay Team wishes to wear medical masks or home made ones to match their Cosplay Costumes.

- 17.9. **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), e.g. taking off a hat, so the **Judge** can have a closer inspection of the item.
- 17.10. **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 being naked or becoming indecently exposed.
- 17.11. 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.
- 17.12. Each **Judge** can award a maximum of **100 Points** for **ALL** of a Cosplay Team's **Cosplay Costumes**.
- 17.13. 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.
- 17.14. All of the Cosplay Team's **Weapons & Handheld Props** are required for and subject to **Costume Judging**.
- 17.15. "Cosplay Costume Pieces" that are to be used for less than **10 seconds** on stage during a Cosplay Team's Performance (eg. a cape or a cloak that will be removed in the first 10 seconds are to be considered a Handheld Stage 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

Quality & 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. **Quality & Construction Proficiency of Cosplay Costumes** - 40 Points

Quality & Construction Proficiency scoring for **Cosplay Costume** is based on a number of factors, including but not limited to:

- The neatness and quality of any sewing- including machine or hand stitched embroidery.
- The finish of any sewn parts of a Cosplay Costume- overlocking, lined, hemmed, fabric not puckering, etc.
- The fit of the Cosplay Costume, including patterning.
- How the Cosplay Costume moves when being worn and moved in.
- Any painted detail- clean and finished.
- All parts of the Cosplay Costume sitting correctly and not laying oddly or falling off.
- How neat the armour foam, leather work is, including the finishing inside of any components.

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, thermoplastic, 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 insync 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 tricks? 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 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 Australian Preliminary Competition.
- 21.3. First-Place, Second-Place, and Third-Place will be awarded at the WCS Australian Preliminary Competition.
- 21.4. At any point, WCS Australia may announce more **Prizes & Awards** which Cosplay Teams may be eligible to win at the WCS Australian Preliminary Competition.
- 21.5. The **Winning First-Place Cosplay Team**, Prize & Award include-
 - a) An invitation to represent Australia in the **WCS Championship Competition 2023** to be held in Japan as **Team Australia 2023**.
 - b) Return flights to Japan for the **WCS Championship Competition 2023**. (Airline tickets are Standard Economy. One for each member of **Team Australia 2023**, 2 tickets in total.)
 - c) Accommodation for the two members of **Team Australia 2023** for the duration of the **WCS Championship Competition 2023**.
 - 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 2023** 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. 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 2023**, 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 2023** 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. E.g. The World Cosplay Summit 2023 rules are likely to be released in May of 2023.

- 22.1. **Team Australia 2023** 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

- 22.2. Weather and **Event Cosplay Costumes** -

The World Cosplay Summit is held during Summer in Japan. Daily temperatures can be very high (upwards of 35°C), along with a high humidity. This event also takes place during monsoon season so there is a high probability of heavy rain and typhoons. As a number of Events will be held outside with limited shelter, **Team Australia 2023** 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.

- 22.3. The final number and type of Events held at the World Cosplay Summit 2023 will be announced by WCS Inc closer to the dates. **Team Australia 2023** 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.

- 22.4. **Event Cosplay Costumes** are not required to be made especially for a World Cosplay Summit 2023 Event.
- a) They are not required to be brand new, and can have been worn before, e.g. to a Cosplay Convention, Photoshoot, etc.
 - b) Nor are they required to be an award winning Cosplay Costume.
- 22.5. While it is recommended that **Event Cosplay Costumes** are Handmade by **Team Australia 2023**, 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.
- 22.6. **Event Cosplay Costumes** must be sourced from a Japanese; Manga, Anime, Video Game, or Tokusatsu work.
- 22.7. Doujinshi or OC variants, even those commissioned from artists, are not permitted for **Event Cosplay Costumes**.
- 22.8. Characters with a country of origin other than Japan are not permitted for **Event Cosplay Costumes**.
- 22.9. It is not a requirement for **Team Australia 2023** to coordinate their **Event Cosplay Costumes**. While the **Championship Costumes** must be from the series, 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 Pokemon, the other member can be Goku from DragonBall Z
- 22.10. **Team Australia 2023** 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
- 22.11. **Team Australia 2023** 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 anime titles have not been allowed to be cosplayed because of copyright or licensing issues .
- 22.12. **Team Australia 2023** 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.
- 22.13. If **Team Australia 2023** 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, Stage Props or Performance they wish to reuse.

- 22.14. **Team Australia 2023** need to keep in mind the transportation, weight and size of all their minimum 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 any connecting interstate flights if required.
- 22.15. 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.
- 22.16. Both members of **Team Australia 2023** must have a valid passport that allows them access to International travel to Japan from Australia during July-August of 2023. Passports must be valid for a minimum of 6 months after this travel date to ensure the ability to travel.
- 22.17. **Team Australia 2023** 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.
- 22.18. **Team Australia 2023** 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 2023**. On these occasions, monetary compensation will not be furnished.
- 22.19. **Team Australia 2023** 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 2023**. In this instance, all image rights including will be attributed to the World Cosplay Summit Executive Committee.
- 22.20. **Team Australia 2023** 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 2023** should be aware that failure to submit items by the due date, will result in point deductions for the World Cosplay Summit Championship and this could affect their participation in the World Cosplay Summit.
- 22.21. **Team Australia 2023** 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.
- 22.22. If one or both members of **Team Australia 2023** feels like they can not follow the rules set out by WCS Inc, the team will no longer be Team Australia and a new team will be picked at the discretion of the WCS committee. After this decision has been made, the decision can not be reversed. In this instance, the team will also not be counted as WCS Alumni.