KFX Cosplay Contest 2019 Rules and Regulations



1) General Rules

- Entrants are attendees at Kelowna Fan Experience.
- Entrants must be over 13 years of age.

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There are three divisions to the Cosplay Contest.

Novice:

The Novice level is a category designed for cosplayers of any skill level who have assembled a costume, but have not won any awards for their craftsmanship or costumes before. Anyone is

welcome to enter the Novice category. This is a competitive category and your work will be pre-judged by a panel, those interested in showcasing their cosplay in a less competitive environment are encouraged to enter the Masquerade.

Journeyman:

The Journeyman level is designed for those who've already won contests or awards in previous cosplay contests. If you have won any kind of award for your cosplay works, or have been cosplaying for a long enough time to have developed a level of skill that cannot be considered "Novice." Judges reserve the right to bump up contestants to the Journeyman category if they deem them skilled enough. Cosplayers at this level will be more in depth for their technical skill in building costumes and their overall craftsmanship.

Master:

The Master level of the competition is designed for highly skilled cosplayers. Builders with a personal history of cosplay, and awards and skill in their creations. Creators in the Master category have won awards previously and constructed many aspects of their costume from scratch. Competitors in this category demonstrate a level of familiarity with costume making that exceeds the average.

2) Registration

Registration for the Cosplay Contest must be done prior to the event itself. Make sure to have your registration completed by March 20th to guarantee a spot in the contest. The registration link is below, at the bottom of this rulesheet.

To enter, contestants must be a ticket holder for Saturday March 23rd at Kelowna Fan Experience 2019. Tickets can be purchased at the door onsite during the event, or purchased early at a lower rate through Select Your Tickets.

3) Costume Regulations

Costumes should not depict hateful or offensive content, and should not include any materials that can pose a danger to others at the event- these include but are not limited to: sharp objects, real weapons, and any wooden or metal props or costume parts that can pose a danger to other attendees. As well, no projectile launching props or throwing props or parts of the costume into the contest audience or crowds at the event. While lights and effects are allowed on your costume, they should not pose a danger to others. Examples include laser pointers or glitter cannon devices that can harm another person's eyesight if misused. Open flame and flammable effects are 100% not allowed onsite.

Your costume and its maintenance are your own responsibility- any repairs you need to make onsite should be made before lining up for the Masquerade! We are on a schedule, and missing the timeline for contestant lineup, stage walk or awards will mean being ineligible to participate and/or win any awards.

Any questions about KFX2019's policy on costumes and costume safety, as well as specific questions about parts of your costume can be directed to brock.gratz@shaw.ca

4) Conduct and Behaviour

KFX is a family friendly event. Contestants are expected to behave respectfully, and conduct themselves appropriately onstage and offstage. Be cool and compete in a way that reflects the hard work you've put into your costume!

Basic human courtesy and politeness go a long way here.

Cosplayers, like any attendees, are subject to the same rules for behaviour and etiquette. Do not photograph other competitors without permission, do not interact with others inappropriately. Respect personal boundaries. If at any time an attendee is found to break any of these rules, they will be asked to leave the premises.

5) Awards

Best in Show

Highest Scoring contestant

Winner, Master

Highest Scoring contestant in the Master category

Winner, Journeyman

Highest Scoring contestant in the Master category

Winner, Novice

Highest Scoring contestant in the Master category

Judge's Choice (x4)

Personal favourite entries of each Judge

6) Contest Format

The Cosplay Contest will be conducted in order of numbered contestants. You will receive an email detailing your pre-judging time. Please make sure to be there for your assigned time or you will be unable to participate. As well, it is important to bring a **reference image** (printed or on your phone) of your character. Our judges are skilled, but they may not be familiar with the character you are cosplaying, so this gives them a visual benchmark to compare your work to.

The contest will be judged on the following categories by each judge:

Craftsmanship (10 Points)- The technical skill involved in making your cosplay.

Aesthetic Appeal (10 Points)- The visual appeal of your cosplay- is it visually engaging?

Character Accuracy (10 Points)- The resemblance to the character you are portraying.

Creativity (10 Points)- The level of personal ingenuity used to create variations on the existing design/add your own flair, or to solve technical challenges or complex elements of a character design using your own creative abilities.

Each judge's score is worth up to a possible total of 40 points. The combined total of the judge's scores will be used to determine the winners of each award, with a maximum combined total of 160 points.

You will be judged by the panel of judges assigned. The MC/MCs will conduct the contest and give colour commentary.

Contestants will be introduced and conduct their stage walk in order, you will be given a number corresponding to your position in the order. You will have a maximum of 45 seconds-1 minute for your stage walk, as directed by the MC. Once you have concluded your stage walk, you will wait offside with the other contestants until recalled to the stage. Contestants will all line up for the audience and judges, who will determine their choices for the awards.

The Judges' decisions are final, and once awards have been given, contestants are expected to stay onstage for a short period of time for audience and staff to photograph the assembled

group- once you have been dismissed by the MC, you will leave the stage and be free to carry back on through the rest of the KFX event. While not a requirement, it's always good to congratulate your fellow competitors and thank the technical staff backstage on your way out!

Signup Here:

Signup Form

Purchase Tickets Here:

Select Your Tickets