



COMIC CON CAPE TOWN REGIONAL CHAMPIONSHIPS OF COSPLAY RULES & REGULATIONS

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How it works:

The Comic Con Cape Town, Regional Championships is a competition focused around craftsmanship that awards cosplayers. All entries must represent a character or element from the pop culture realm. Competitors will be divided into the below 4 skills categories for the competition.

- Needlework: Cosplay constructed primarily through sewing, stitching, embroidery, etc.
- Armour: Cosplay constructed primarily by moulding and shaping its outer layers using acrylic, EVA foam, cardboard, etc.
- Construction: Cosplay focused primarily on how well the costume is made.
- Masters: Cosplay judging will be focused on presentation, construction, character and cosplay portfolio.
- Overall: The cosplayer judged to have the best overall costume

Daily Casual Competitions:

- Casual: Cosplay for people over the age of six (6) years
- Padawan: Cosplay for children under the age of six (6) years

Each entrant will submit an application that will be reviewed by the CC CPT Cosplay team – entrants may only enter one costume into the competition. Accepted contestants will be contacted by the CC CPT Cosplay team and will advance to the competition stage of the CC CPT Regional Championships of Cosplay. Contestants will be judged on the quality and craftsmanship of their costumes.

No store-bought costumes will be eligible to enter for the title of Comic Con Cape Town Regional Champion of Cosplay 2020.

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Selected contestants will be pre-judged for craftsmanship off stage and then battle it out on the main stage for first place in their respective categories. The first-place category winners will then move on to the final round to win cash prizes and the title of Comic Con Cape Town Regional Champion of Cosplay.

All contestants will provide CC CPT Cosplay team with a brief costume and character description for the MC to read as they cross the stage and exhibit two (2) or three (3) poses before exiting. No speaking or individualization of music is allowed as pre-selected music will play throughout the event. The time limit per participant on stage is approximately two (2) minutes. Space in the CC CPT Regional Championship of Cosplay is limited, and entry will be based on each applicant's form and picture. There are no group entries allowed.

2020 Champions of Cosplay Prizes

2020 Comic Con Cape Town Regional Champion of Cosplay:

- One (1) VIP ticket for Comic Con Africa 2020 (held in Johannesburg)
- R5 000.00 (Five Thousand Rand) Cash
- Economy airfare to Johannesburg for CCA 2020
- Hotel accommodation for three (3) nights in Johannesburg for CCA 2020
- Automatic entry into the final round for Comic Con Africa Championships of Cosplay 2020 with a different cosplay
- A medal

2020 Comic Con Cape Town Regional Champion of the Needlework Division:

- One (1) VIP ticket for Comic Con Africa 2020 (held in Johannesburg)
- R2 500.00 (Two Thousand Five Hundred Rand) Cash
- Economy airfare to Johannesburg for CCA 2020 for one (1) person
- A medal

2020 Comic Con Cape Town Regional Champion of the Armour Division:

- One (1) VIP ticket for Comic Con Africa 2020 (held in Johannesburg)
- R2 500.00 (Two Thousand Five Hundred Rand) Cash
- Economy airfare to Johannesburg for CCA 2020 for one (1) person
- A medal

2020 Comic Con Cape Town Regional Champion of the Construction Division:

- One (1) VIP ticket for Comic Con Africa 2020 (held in Johannesburg)
- R2 500.00 (Two Thousand Five Hundred Rand) Cash
- Economy airfare to Johannesburg for CCA 2020 for one (1) person
- A medal

2020 Comic Con Cape Town Regional Champion of the Masters Division:

- One (1) VIP ticket for Comic Con Africa 2020 (held in Johannesburg)
- R2 500.00 (Two Thousand Five Hundred Rand) Cash
- Economy airfare to Johannesburg for CCA 2020 for one (1) person
- A medal

Special Notes:

- Prizes will be awarded based on judges' rankings in each of the categories mentioned above. Please note these are the categories currently planned, but Comic Con Cape Town reserves the right to adjust the categories and prizes based on entries received.
- No cosplays that have placed in ANY previous cosplay competition(s) may enter.
- Please note that if you want to be considered for Comic Con Cape Town Regional Champion of Cosplay, you must enter either 'solo or masters' (Solo = Needlework, Armour & Construction Divisions) as well as 'construction'.
- We will also not be accepting any remakes of cosplays that have placed in any previous cosplay competitions.

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- It is not guaranteed that you will be judged by the international judges before the finals.
- Each contestant may only enter one (1) cosplay into the competition. You are welcome to enter the same cosplay into multiple divisions.
- The overall winner of Comic Con Cape Town Regional Championships of Cosplay 2020 will not be eligible to compete for the same title in 2021. The champion will only be able to eligible to compete again in 2022.
- The winner of Comic Con Cape Town Regional Championships of Cosplay must use a different cosplay for Comic Con Africa Championships of Cosplay final.

The Comic Con Cape Town Championships of Cosplay Rules:

Participants in the CC CPT Regional Championships of Cosplay must adhere to the following rules:

1. All selected contestants are responsible for all expenses related to competing in the CC CPT Regional Championships of Cosplay including lodging and travel to and from the Cape Town Stadium. All contestants must have a valid general access pass for the day of judging.
2. The winner of Comic Con Cape Town Regional Championships of Cosplay must use a different cosplay for Comic Con Africa Championships of Cosplay final.
3. A contestant may participate in the CC CPT Regional Championships of Cosplay only once. Applicants may not register multiple times with multiple costumes. A contestant can only enter and wear one costume but may register the same costume for multiple categories.
4. Group costumes are not allowed.
5. Entrants must provide a written description that the MC will read during their appearance on stage. This may describe the details of the costume or provide a story about the character being portrayed. You may offer details about the construction process, materials, number of work hours, or anything that might impress the judges and fans. This description is limited to 100 (One Hundred) words. CC CPT reserves the right to edit the introduction material for time and content.
6. All accepted contestants must check-in for craftsmanship judging on the contest day. Failure to appear at check-in will result in disqualification. If accepted, CC CPT will notify you when and where the craftsmanship judging will take place. Information will be provided to you closer to the competition.
7. To be judged for accuracy as a visual reference, please submit a front and back colour photo on paper with your application. However, you may not be eligible for accuracy points if the judges are not familiar enough with your character.
8. Electronic media (i.e. USBs) will not be accepted nor will bringing a laptop or video devices (i.e. iPods) to pre-judging.
9. No skits are allowed on stage or during judging.
10. No profanity is allowed on stage or during judging. This includes messages on signs and/or clothing. Anyone who violates this will be disqualified from the competition.
11. No political and/or religious statements are allowed on stage and/or during judging. Anyone who violates this will be disqualified from the competition.
12. Costumes cannot promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), any activities that may appear unsafe or dangerous or any agenda.

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13. Costumes cannot be obscene or offensive, endorse any form of hate or hate speech.
14. Costume cannot defame, misrepresent or contain disparaging remarks about Comic Con Cape Town or its products, or other people, products or companies.
15. Costumes cannot communicate messages or images inconsistent with the positive images and/or goodwill to which Comic Con Cape Town wishes to associate.
16. Costumes cannot depict, and cannot itself, be in violation of any law.
17. Please refrain from wearing or using any substances that may potentially interfere with another participant's costume. If you are wearing body paint or make-up, please make sure it will not come in contact with others. Do not bring anything on stage or into judging that could damage other costumes. Do not leave anything on the stage or in the judging rooms.
18. No nudity will be allowed. All costumes should provide enough coverage to be worn in public and should be in good taste as well as appropriate for a family friendly show. Gore, graphic violence and other objectionable elements may be grounds for disqualification as determined by the judges or CC CPT staff. In this regard, the decision is the sole discretion of the judges and CC CPT staff.
19. Contestants are responsible for their own belongings. We are unable to provide a secure area for personal items. We recommend bringing an assistant to help with your belongings.
20. Any participant may be disqualified from the contest by Comic Con Cape Town for failure to observe any of these rules. All decisions made by judges and the CC CPT team are final.
21. NO electrical power connections will be provided. If your costume requires power, it must be part of your costume design.
22. Your costume must allow movement with limited assistance. Your costume must not impede your ability to get on and off stage. Furthermore, your costume cannot be built on stage.
23. Pre-fabricated, store-bought costumes cannot compete in the cosplay contest. All costumes must be made by the wearer. A portion of the costume (such as leotards, tights and shoes) may be from purchased, finished goods, but at least 60% of the costume should have been constructed by the entrant who has created the costume. If you have made heavy alterations to a store-bought garment and wish to enter it into the construction part of the contest, you must be able to explain in detail how you altered it and the processes that such an endeavour entailed. Unaltered, store-bought assemblies of clothing to represent a character or costume are not allowed.
24. Wings, large props, or large costumes are just fine, but if your costume is over 2 metres high and/or 1 metre wide, you may not fit through the doors. If possible, make wings and other parts of your costume detachable. We have no limit on the size of costume props but ask that you be safe and aware when on and off stage. You will be responsible for ALL damage to the stage, lighting, technical aspects or any convention property.
25. HaVe FuN!

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26. All contestants that would like to compete for the categories mentioned below, must be 16 (Sixteen) years or older.
- Regional Champion of Cosplay
 - Needlework Division
 - Armour Division
 - Construction Division
 - Masters Division
27. All participants who make it to prejudging will be required to sign a permission/ release/ waiver form to participate in the contest.
28. Any prize won by an eligible entrant who is a minor will be awarded to the minor's parent or legal guardian, who must sign and return any required documents. Receiving the prize is contingent upon compliance with these official rules.
29. Release: By accepting a prize, each winner agrees to release and hold harmless the sponsor and its direct and indirect subsidiaries, suppliers and distributors including advertising/promotion agencies, and prize suppliers (if any), and each of their respective parent companies and each such company's officers, directors, employees and agents, from and against any claim or cause of action, including, but not limited to, personal injury, death, or damage and/or loss of property, arising out of the participation in the contest or receipt or use or misuse of any prize.
30. Comic Con Cape Town reserves the right to cancel, suspend and/or modify the contest, or any part of it, if any fraud, technical failures or any other factor beyond Comic Con Cape Town's reasonable control impairs the integrity or proper functioning of the contest, as determined by the sponsor in its sole discretion. Comic Con Cape Town reserves the right, in its sole discretion, to disqualify any individual it finds to be tampering with the entry process or the operation of the contest or to be acting in violation of the official rules of this or any other promotion or in an unsportsmanlike or disruptive manner. Any attempt by any person to deliberately undermine the legitimate operation of the contest may be a violation of criminal and civil law, and, should such an attempt be made, Comic Con Cape Town reserves the right to seek damages from any such person to the fullest extent permitted by law. Comic Con Cape Town's failure to enforce any term of these official rules shall not constitute a waiver of that provision.
31. Limitations of liability: Comic Con Cape Town / Comic Con Africa is not responsible for: (1) any incorrect or inaccurate information, whether caused by entrants, typographical errors, printing errors or by any of the equipment or programming associated with or utilized in the contest; (2) technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in phone lines or network hardware or software; (3) unauthorised human intervention in any part of the entry process or the contest; (4) technical or human error which may occur in the administration of the contest processing of entries; or (5) any injury or damage to persons or property which may be caused directly or indirectly, in whole or part, from any entrant's participation in the contest or receipt or use or misuse of any prize. If for any reason an entrant's entry is confirmed to have been erroneously deleted, lost or otherwise destroyed or corrupted the entrant's sole remedy is another entry in the contest, if it is possible. If the contest, or any part of it, is disconnected for any reason, organiser, in its sole discretion, may elect to hold a random drawing among all eligible entries received up to the date of discontinuance for the prize offered herein.

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32. The judge's decision is final and will be subject to independent audit review.
33. All attendees entering the event will be reviewed for any props that resemble a weapon such items will be tagged once deemed safe to the public. All other items deemed unsafe will be confiscated by show management.
34. No sexual activity or contact —real or implied - will be allowed and may lead to removal and immediate disqualification.
35. If you have a question about your content, please feel free to ask the Cosplay organisers if it is allowable.

Cosplay General Rules:

1. Non-contestant cosplayers need to adhere to the Expo rules which include:
 - a. Outfits must be family friendly;
 - b. Weaponry and props must be safe;
 - c. Cosplayers must respect other cosplayers and expo visitors;
 - d. Comic Con Cape Town is not responsible for the behaviour of its patrons towards cosplayers.

Rules: Weaponry and Special Effects

2. No fire, flame, smoke, fog, dry ice, wind machines, lasers, pressurized gasses or liquids, unless pre-approved by Comic Con Cape Town's fire marshal may be brought on site or used during the contest. These may only be used for final on-stage performances.
3. No messy substances that are wet, dry, or oily may be used.
4. The use of any bodily fluids (including, but not limited to, blood and saliva) is strictly prohibited for hygiene and health reasons. Any, and all, costumes and props are subject to random checks by Comic Con Cape Town health and safety officials at their discretion and should such costumes not comply with the aforementioned rules, it may be removed with immediate effect.

Entrants must abide by the following general weapons policy:

Whilst walking around the convention / Event, ALL weapons need to be sheathed, concealed, safety tipped or otherwise made non-lethal. This includes fake weapons with sharp points, edges or excessive weighted bulk.

- You may draw your weapons at the Convention for photos and are required to put them away again for safety reasons.
- Pointing weapons at anyone not Cosplaying is not allowed, unless they give permission in the case of a photo or video being taken.
- Weapons may be displayed for photos, video, judging and stage performances without safety measures in place, provided that the person acts responsibly.
- Weaponry may be confiscated (until end of day) if the organisers receive complaints or feel that the object is a danger to others.
- Cosplayers are responsible for the handling and safety of ALL props or weapons brought into the expo. Any injuries to other expo-goers will be dealt with severely. We are not liable for any injuries, loss, theft or damage incurred. At the discretion of security on site, the following may be allowed:

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Plastic and Metal Shields:

Lightweight Plastic/PVC Props/Light Sabers;

- Toy guns, as long as they do not look like real ones, cannot function or shoot projectiles and have an orange tip on the barrel. The barrel of all prop firearms must be covered with brightly coloured caps. Prop bows will be allowed provided that all arrows have soft tips made of foam or cardboard.

If any of the above items are deemed unsafe by Comic Con Cape Town security, they will not be allowed inside the venue. The said items will only be allowed as long as they are deemed safe and will not cause harm onsite to any other parties at the Event.

The following items are forbidden at Comic Con Cape Town:

- Functional firearms (including air soft guns, BB guns, cap guns, paintball guns and pellet guns);
- Realistic replica firearms (including reproduction, fake or toy guns that can be confused for functional firearms);
- Functional projectile weapons (including blow guns, crossbows, long bows, silly string, slingshots, water balloons and water guns);
- Sharpened metal-bladed weapons (including axes, daggers, hatches, knives, kunai, shuriken, swords, sword canes and switch blades);
- Explosives (including firecrackers and fireworks);
- Chemical weapons (including mace and pepper spray);
- Blunt weapons (including brass knuckles, clubs and nunchaku);
- Hard prop weapons (including props made of metal, fiberglass, PVC, wood and glass);
- Instruments that cause excessive noise levels like vuvuzelas, grenade whistles and grenade horns;
- Whips
- Aerosol mustard i.e. spray paint cans, aerosol cans, pepper spray, mace etc.; and
- Drones

Rules: 3D Printing

3D printed props and armour is allowed to be entered into the contest as long as they adhere to the following conditions:

- The prop/armour needs to be assembled, painted and finished by the cosplayer. If it has been commissioned from a 3D printing company, the cosplayer will have to submit a certificate/letter from the company stating that they only did the printing of the pieces.
- Cosplayers that own their own 3D printer will be required to submit progress pictures of the cosplay pieces being printed.

General Cosplay Expo Guidelines

"Cosplay is NOT Consent"

Comic Con Cape Town fully ascribes to the "Cosplay is not Consent": international manifesto, and will endeavour in our capacity, to advertise this etiquette. Comic Con Cape Town and our sponsors are not responsible for expo attendees and their behaviour towards cosplayers. Please keep the following points in mind:

- Stay alert. We recommend you use the buddy system. Have your friends, family or fellow Cosplayers back you up.
- Be firm but remain calm in situations out of your comfort zone.

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- Speak up! Tell expo attendees to stop or move away if they are disrespecting your personal space. Explain that their actions are not acceptable.
- Communicate with expo attendees / visitors and other Cosplayers.
- Respect other Cosplayers and expo attendees. This goes a long way in them respecting you in return.
- Expo attendees can be misinformed about Cosplay so educate them in a calm and respectful way.
- Expect strange questions, photos, people wanting to touch props and looks from the expo attendees. We encourage interaction with expo attendees, unless of course lines or personal boundaries are crossed.
- Please note that Comic Con Cape Town has a strict “Cosplay is Not Consent” Policy.
 - Harassment of any kind, including stalking, deliberate intimidation, unwelcome physical attention, physical assault and battery, will not be tolerated at Comic Con Cape Town. If it's illegal outside the venue, it's illegal inside the venue. Harassment is grounds for removal from the show without refund as well as potential legal action. We want Comic Con Cape Town to be a safe, open and accepting environment for all fans. If you are a victim of harassment at the show, please contact the Comic Con Cape Town organisers office immediately.

Registration:

How to enter?

You can only enter online – there won't be any “on-the-day” registrations, due to the time it takes to process the entries and judging time.

No cosplays that have placed in ANY previous cosplay competition(s) may enter. We will also not be accepting any remakes of cosplay(s) that have placed in any previous cosplay competition(s).

Please note that if you want to be considered for Regional Champion of Cosplay 2020, you must enter either “Solo or Masters” as well as “Construction”.

All cosplays entered must fall within one of the following categories to be valid:

- Pop Culture: Fictional character from any comic book, TV, movie, cartoon or novel. This is not limited to pop culture from the west. It can include characters from Bollywood and Korean Dramas as an example.
- Gaming: Fictional character from any game from any platform (computer, console, mobile, table-top, card game, etc.) •
- Anime/Manga: Fictional character from any Japanese sub-culture (printed, written or animated). Those doing Korean/Chinese characters from written or animated formats fall under this category

Should you choose to cosplay an OC (Original Character). We'll also need the following from you:

- Please provide the judges with a character bio and be prepared to explain how your OC fits into a fictional universe.

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Below is a copy of the online registration form:

A. Registration Details

| | |
|--------------------------------|--|
| 1. Full Name: | |
| 2. Stage Name / Alias: | |
| 3. Age: | |
| 4. City: | |
| 5. Province: | |
| 6. Country: | |
| 7. Cell number: | |
| 8. Alternative contact number: | |
| 9. Email Address: | |

B. Your Costume:

| | |
|--|---|
| 1. Character Name: | |
| 2. Character is from which: Series/ Movie/ Book/ Game? | |
| 3. Costume Category: | Please mark the category you are entering: <input type="checkbox"/> Needlework <input type="checkbox"/> Armour <input type="checkbox"/> Construction <input type="checkbox"/> Masters <input type="checkbox"/> Overall |
| 4. How would you like the MC to introduce you? (100 words to be read aloud describing you and your costume.) Note to Applicants: Tell the audience (aside from name and character) the types of materials used, how many hours spent creating, design/construction/stitching techniques, anything interesting during the process that a newbie would not know. | |
| 5. Any additional information about your costume: (What should the CC CPT team and judges know?) | |

C. About You:

| | |
|---|--|
| 1. Bio about yourself in 100 words or less | |
| 2. What are you most excited for at CC CPT 2020? | |
| 3. What is your favourite part about being a cosplayer? | |
| 4. Website link: | |
| 5. Facebook link: | |
| 6. Instagram link: | |
| 7. Deviant art link: | |

D. Submission Materials

| | |
|--|--|
| 1. Link to headshot photo (which will be used on the CC CPT website) | |
|--|--|

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|---|--|
| 2. Link to photo(s) of your costume | |
| 3. Link to photo(s) of you in your costume | |
| 4. Link to photo(s) of the character that you will be cosplaying as | |

I agree to comply with the rules and agree to the terms of the CC CPT Championships of Cosplay listed on this page. (*hyperlink to the rules*)

I agree

I further consent to the use of my picture, video footage and the likeness of my costume by ReedPOP, Reed Exhibitions, CC CPT, CCA and their partners for future promotional efforts and news articles.

I agree

I understand that my personal information will be stored by the Cosplay Contest Co-ordinator only and will not be shared with any outside party other than ReedPOP, Reed Exhibitions, CC CPT, CCA or their designees.

I agree

I release ReedPOP, Reed Exhibitions, CC CPT and/or CCA from any liability for any physical injury which may result from my participation in this contest.

I agree

Confirmation Screen:

Your registration for the Comic Con Cape Town Championships of Cosplay has been submitted.

You will receive a confirmation email from us within 5 working days of your registration along with a tax invoice for your registration fees.

If you have any questions about the Comic Con Cape Town Regional Championships of Cosplay, please contact *<insert CC CPT Cosplay Organiser name>* at *<insert email address>*.

Payment:

Please note that if you would like to cancel your entry from the cosplay competition at any point you will not receive a refund on your entry fee.

- Please note that there is an entry fee of R70.00 to compete in the Comic Con Africa Cape Town 2020 Regional Championship of Cosplay, should you wish to make a cash deposit please note that the fee is R75.00.
- You will need to pay for each division you enter. For example, if you enter Solo, Representation and Construction you will need to pay for all three of them so your total will come to R210.00.
- Each member of the group will need to pay an entry fee. So, if the group is made up of 3 people you will need to pay R210.00 for the group.
- We do **NOT** accept **CASH** at the registration tent on the day.
- You can pay via EFT payment directly into our account. Payment needs to be made no later than Saturday the **25th April 2020** to give enough time for the deposit to clear. Please send the proof of payment to cosplay@ges-sa.com once payment has been made.

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- Please note all payments must be done before the 25th April 2020, if we have not received your payment or proof of payment by this date you will not be allowed to compete.
- We accept cash deposits; you must include the cash deposit fee.

Gaming Entertainment Solutions Nedbank, Greenstone
Branch Code: 102210
A/C: 1077626126
Business Current Account
Ref: CCCT20 + Your Name

- Please email your proof of payment to cosplay@ges-sa.com

Scoring:

The Judging Process and Marking Sheet

Entrants are required to be present on the Friday (01 May 2020) and/or Saturday (02 May 2020) for judging. Judging will take place throughout the day on Friday (01 May 2020) and on Saturday (02 May 2020). You will be required to book a slot for your time with the judges (as per registration form). If you miss your judging session, you may be disqualified. Judging sessions may run late, if so, you are required to wait.

No cosplays that have placed in ANY previous cosplay competition(s) may enter.

Please note that if you want to be considered for Regional Champion of Cosplay, you have to enter either "Solo or Masters" as well as "Construction".

We will also not be accepting any remakes of cosplays that have placed in any previous cosplay competition(s).

All judging will take place by an independent panel in a semi-private setting on a 1on-1 basis. Please note that any entry may be reclassified by the Judges if they feel it is appropriate.

Entrants will need to schedule their time with the judges by booking a slot online when registering. You will be notified by email to confirm your slot prior to the event.

On the day:

- When arriving for your slots on the day, you will be allocated on a first-come, first-served basis.
- You will need to be dressed and ready 1 hour before your judging slot.
- If you miss your time slot, we cannot guarantee time to reschedule and you may forfeit your entry.

Judging slot times may run late. We will do our best to avoid delays, but should they happen, you are required to wait in the designated area until you are called upon.

Marking Sheets

Solo Divisions

- **Needlework Division:**

Below is the marking sheet for the Needlework Division. Those who have entered under Novice and Intermediate will use this sheet.

| Judging Criteria | Score |
|--|-------|
| Neatness - The judges will be looking at the overall neatness of the cosplay. Are the seams straight, have you pressed your seams, did you under stitch? | / 10 |
| Construction - This section is not as strict as that of the judging in the construction division. Here the judges will look at how well the cosplay is made. What materials you | / 10 |

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| used. Why did you use those materials? Did you create your own patterns, or did you use commercial patterns? Is the material cut on the grainline? | |
| Fit - This section is very important to the needlework division as it will at how well the cosplay sits on your body. Are there drag lines, can you move in the cosplay. Is the cosplay baggy in areas where it is meant to be tight or tight in areas where its meant to be baggy? | / 10 |
| Character Portrayal - The judges will be looking at how well you are in character and how well you act as the character. Such as if the character doesn't speak does the cosplayer stay silent. You may ask the cosplayer to drop character after a while if you want or you may ask them to stay in character throughout the whole judging process | / 10 |
| Overall - The judges will be looking at the overall look of the cosplay. Do you look like your refence picture? Do you have the correct wig, eye colour etc. Does the colours match that of the refence picture? As well as how well you represent the character. How well you become the character? | / 10 |
| Total | / 50 |

Masters needlework will have a similar marking sheet except there will be a section for portfolio making the total out of 50 for Masters.

- **Armour Division:**

Below is the marking sheet for the Armour Division. Those who have entered under Novice and Intermediate will use this sheet.

| Judging Criteria | Score |
|--|-------------|
| Neatness - The judges will be looking at the overall neatness of the cosplay. How smooth is the finish of the cosplay? Can you see any glue? How neat is the painting and shading? | / 10 |
| Construction - This section is not as strict as that of the judging in the construction division. Here the judges will look at how well the cosplay is made. What materials you used. Why did you use those materials? What techniques did you use? How does the armour attach to you or each other | / 10 |
| Finishes - This section is very important to the armour division. This does not mean realistic in the sense of could it be used in actual combat, but rather does it look like it does in the pictures. Is it in proportion to the cosplayer? In areas where its meant to be smooth is it. In areas where its meant to be chainmail is it. Is there lowlights and highlights. Does it look like metal, leather etc. Does it have battle damage and if it does that damage make sense. | / 10 |
| Character Portrayal - The judges will be looking at how well you are in character and how well you act as the character. Such as if the character doesn't speak does the cosplayer stay silent. You may ask the cosplayer to drop character after a while if you want or you may ask them to stay in character throughout the whole judging process | / 10 |
| Overall - The judges will be looking at the overall look of the cosplay. Do you look like your refence picture? Do you have the correct wig, eye colour etc. Does the colours match that of the refence picture? As well as how well you represent the character. How well you become the character. | / 10 |
| Total | / 50 |

Masters armour will have a similar marking sheet except there will be a section for portfolio making the total out of 50 for masters.

- **Construction Division:**

Below is the marking sheet for the Construction Division. Those who have entered under Novice, Intermediate and masters will use this sheet.

| Judging Criteria | Score |
|---|-------|
| Neatness - The judges will be looking at the overall neatness of the cosplay. How smooth is the finish of the cosplay? Can you see any glue? How neat is the painting and shading? Are the seams straight, have you pressed your seams, did you under stich? | / 10 |

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| Construction - Here the judges will look at how well the cosplay is made. What materials you used. Why did you use those materials? Did you create your own patterns, or did you use commercial patterns? Is the material cut on the grainline? What materials you used. Why did you use those materials? What techniques did you use? How does the armour attach to you or each other? | / 10 |
| Technique - Here the judges will look at what techniques did you use. Did you come up with your own techniques or are they tried and tested was of making certain aspects of the cosplay. Was that the best technique to use for the outfit or could something better has been used | / 10 |
| Overall - The judges will be looking at the overall look of the cosplay. Do you look like your refence picture? Do you have the correct wig, eye colour etc. Does the colours match that of the refence picture? As well as how well you represent the character. How well you become the character | / 10 |
| Total | / 40 |

- **Masters Division:**

| Judging Criteria | Score |
|---|-------|
| Portfolio - For masters you are required to submit a portfolio a week before the event. In this section the judges will read through and look at every aspect of the making of your cosplay and judges you on the thoroughness of the portfolio as well as the techniques you used | / 10 |
| Total | / 10 |

- **Representation Division:**

Below is the marking sheet for the representation Division.

| Judging Criteria | Score |
|--|-------------|
| Presentation - Here the judges will look at how well does the outfit match that of the reference pictures submitted does it look the same as the picture. Are the colours correct. Do they have the props etc. | / 10 |
| Character Portrayal - The judges will be looking at how well you are in character and how well you act as the character. Such as if the character doesn't speak does the cosplayer stay silent. You may ask the cosplayer to drop character after a while if you want or you may ask them to stay in character throughout the whole judging process | / 10 |
| Overall - The judges will be looking at the overall look of the cosplay. Do you look like your refence picture? Do you have the correct wig, eye colour etc. Does the colours match that of the refence picture? As well as how well you represent the character. How well you become the character. | / 10 |
| Total | / 30 |

If a contestant has entered more than one division, they will still only have one judging sheet, but we will be adding in the extra marking sections. For example, if they have entered Solo and Construction the marking sheet will contain the following sections. Neatness, Fit, Construction, Techniques and Overall giving them a mark out of 50.

Cosplay FAQ:

Do you have special cosplay dressing rooms?

- Yes, there will be a Cosplay dressing room set-up for Cosplayers in the Cosplay Central Zone.

Can I take photos of the cosplayers?

- If you'd like to take photo of another visitor (or with another visitor), ask for his/her permission and respect his/her right to refuse. During Comic Con Cape Town be respectful and friendly. Our mission is to create a fun, enjoyable, safe and unforgettable event; where passionate people from all around the world can meet and greet.

I am a cosplayer and I'd like to bring guns, what are the applicable regulations?

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- We are aware of the fact that many visitors have gun replicas, however it might be dangerous in the venue.
 - Therefore, the following are forbidden inside the festival:
 - Every gun replica made of hazardous materials.
 - Weapons made of light wood with sharp and piercing parts.
 - Replicas of blunt weapons made of heavy materials
 - Are allowed:
 - Weapons made of cardboard, foam, light wood or any other non-hazardous materials.
 - Replicas of blunt weapons made of light materials. A strict control of all the weapons and bags will be made before you are entering the venue. The weapons allowed inside the show will be tagged and only those tagged weapons will be accepted.
 - The sale of replicas will only be available for exhibitors. The exhibitors must pack every weapon they sell, and the visitors are not allowed to unpack their purchase inside the venue, or they will be expelled. Retorts of Airsoft guns are expressly forbidden, inside and outside the venue.

For everyone's peace of mind, we advise you to:

- Keep sharp and piercing weapons in their sleeves.
- Keep gun replicas inside a bag or a pack.
- It is strictly forbidden to bring alcohol as well as glass bottles into the venue.

As we are ourselves passionate people, we know the importance of creating a safe place for every Comic Con Cape Town visitor.

General Safety and Security:

SAFETY AND WEAPONS POLICY

- What are the security expectations at Comic Con Cape Town?
 - The safety and security of our staff, exhibitors and attendees is our priority. We work closely with the venue, security, and law enforcement authorities to identify risks, assess them and develop security plans for our events.
 - Everyone attending Comic Con Cape Town should be aware of the following security measures:
 - Security will always be on site to assist you during all aspects of Comic Con Cape Town.
 - Everyone must always have their Comic Con Cape Town tickets/badges on hand. This includes exhibitors, vendors, attendees, guests (speakers, talent, artists), press, staff, and crew.
 - A fully operational security team following our vetted procedures is in place during Comic Con Cape Town. Bag checks will occur.
 - Walkthrough or handheld scanners may be used at Comic Con Cape Town.
 - Any CCTV in operation at Comic Con Cape Town is monitored and recorded.
 - Uniformed and undercover security may be present at Comic Con Cape Town.
 - Canine Security and Detection may be used in or around Comic Con Cape Town.

Everyone attending Comic Con Cape Town is requested to:

- Keep personal property with you at all times. Do not leave any items unattended.
- If you see something, say something. Report anything that looks unusual, suspicious, or out of place to Comic Con Cape Town staff or security immediately.

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Rules & Regulations

- Always remain patient and courteous during security checks and follow the instructions of Comic Con Cape Town staff and security.
- Properly dispose of your Comic Con Cape Town ticket/badge inside the venue or keep it as a souvenir – please do not sell it to scalpers or throw it away outside the venue where it could be picked up.
- Always carry a valid form of photo ID.
- You as a fan can help us improve event security, fan safety and the overall happiness of everyone at or near Comic Con Cape Town. While everyone attending Comic Con Cape Town knows about costumes and props, the residents of Cape Town may be unaware of Comic Con Cape Town and mistake prop weapons for real weaponry. If you have a weapon or prop that might intimidate or scare people, please be mindful of it as you carry it near the venue or on public transport. If you have a weapon that might be misconstrued as a real weapon, please keep it concealed and do not carry it out in the open as you travel through Cape Town or public spaces. We would hate to cause unnecessary panic, upset, or unwarranted calls to the police. We really appreciate you being mindful of this and using common sense when it comes to props and costuming!

WEAPONS AND BAG CHECK

Management shall have sole discretion in any matter that it believes may affect public safety or be important to protect the integrity of the event.