



PAniC Presents: Ani-Games Showdown
Cosplay Competition Rules:-
February 21st and 22nd 2015 – HBF Arena, Joondalup

The following rules and regulations are for the Ani-Games Showdown 2015 Cosplay Competition, referred to as "the competition" from hereafter.

Breaching any of the rules listed here at any stage of the competition will result in immediate disqualification and serious breaches may result in particular entrants being banned from future events.

Please read all the cosplay competition rules. If you are unsure about anything please contact us via the contact details at the bottom of this document. Don't forget to read the Props and Weapons Policy too, especially if you are intending to bring props to the event.

Entering:

1. The competition is open to any entrant with a costume whose original sources are from Japanese Anime, Manga or Games. This also includes anything where the original source is 'in the spirit of Anime' (e.g. Western cartoons in the style of Anime). Please note that Fan Art versions are not applicable for entry, only official art.
2. Gijinka are an exception to Fan Art versions and are permitted to enter the competition. You are required to provide the official/original art of the character source you wish to interpret. Please note that not all Gijinka will be considered suitable
3. The competition is for on the day sign-ups only. Please provide an electronic copy of the source picture of your costume for display, while you are on stage.
4. When you register, you must be wearing your costume. It will be examined to make sure that your costume is acceptable under the rules. You cannot have someone else sign you in. If you are in a group, you must all be present when you register to have all your outfits checked.
5. Entries are open until 30 minutes before the competition starts or if all available places are taken. Entries are allocated on a first-come, first-served basis.
6. You may enter either as a solo entry or as a group of up to 5 people.
7. Entrants can either walk-on stage and show off their costume or do a performance (skit). You may provide audio to play in the background during your performance. This must be submitted at registration and must be appropriate for an all ages audience.
8. All props must comply with the Ani-Games Showdown Weapons and Props Policy. Props not complying with the rules, in that policy, will not be permitted to be taken into the venue.
9. By entering the competition, you acknowledge and accept that you will be photographed and videoed. This material may be used by PAniC in the future, at their discretion.
10. Ignorance of the rules is no basis for exemption. Please read these rules thoroughly before attending the event in costume.

Competition:

1. While on stage, you will be asked questions about your costume and the character you are portraying, by the MC. This will both be for the audience's and judge's benefit. You may have the opportunity to pose for the judges on stage. Please follow the instructions of the MC and the Ani-Games Showdown staff at all times. Once you have left the stage, you cannot return to it.
2. Time limits for skits are 2 minutes for solo entries and 3 minutes for group entries.
3. Please respect the judges' decisions as they are final and the competition is intended to be fun. There will be no feedback provided about any entry prior, during or after the competition.
4. The Ani-Games Showdown is an all ages event. Adult or sexual content, (implied or otherwise), obscene gestures, swearing, anti-social behaviour or anything deemed inappropriate by staff is not permitted at any time and may result in disqualification, plus your act being stopped and/or removal from the event.
5. Do not swear, threaten, insult, heckle, abuse or physically interact with any of the staff, competitors or audience members.
6. You will be judged primarily on the following; Accuracy of the costume to the source picture supplied, quality of the costume such as materials used and the finish of the costume, your onstage presence, the quality of your performance (if you are performing).
7. If you have bought your costume, your scoring will depend highly on your characterisation and stage performance. Your honesty and integrity are appreciated.
8. Do not bring any liquids, sticky substances, explosives, anything incendiary/flammable or anything that could damage the stage.
9. City of Joondalup, HBF Arena and PAniC will not be held legally responsible or liable for any misconduct, damages, injuries or death resulting from the actions of any Ani-Games Showdown attendee.
10. Cosplay is meant to be fun. Be sure to have fun and enjoy yourself!

Please direct all queries to the Cosplay Coordinator, Eugene O'Sullivan at: cosplay@panic-wa.org