
RULES AND INFORMATION
JAPAN IMPACT COSPLAY CONTEST
15th AND 16th FEBRUARY 2020

1. INSCRIPTIONS LIMIT DATE

- a.** The inscriptions for the 2019 Japan impact cosplay contest will open on 13th January and will close on 23rd January at 23h59. All inscriptions received before or after these dates will not be taken into consideration
- b.** Inscriptions on the day of the contest are not possible.
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2. NATIONAL EUROCOSPLAY SELECTIONS

a. EuroCosplay (EC) is a yearly contest which takes place in london during the october MCM Comic Con. Bringing together the best cosplayers from over 25 countries! The swiss selection is shared with Polymanga and this year it will be held at Japan Impact! Both the selection and final will be judged as following: 80% costume and 20% stage performance.

b. For contest entry conditions and general rules for Eurocosplay please visit www.eurocosplay.com/wp-content/uploads/2019/05/EC2019_rules.pdf.

Thank you for also following the rules and conditions for the national selections

c. Cover for the representatives will include:

1. Transport to Genève airport (covered by Japan Impact)
 2. Transport by plane to london (paid by representative and reimbursed by the EC)
 3. Transport form airport to hotel (covered by EuroCosplay)
 4. A double room in a hotel from friday to sunday, for 2 nights (covered by EuroCosplay)
 5. Breakfast at the hotel (covered by EuroCosplay)
 6. Drinks during the event(par EuroCosplay)
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3. CLARA COW'S COSPLAY CUP (C4) NATIONAL SELECTION

a. Clara Cow's Cosplay Cup (C4) is an annual contest which brings together the best of international cosplayers. Each Year, a duo (chosen at the national selection during Japan Impact) will have the chance to represent their country at the final organized by Animecon in the netherlands. Unfortunately because of a venue change, we do not yet have the dates of the 2020 final . There is a chance that the final will be held not in 2020 but in 2021 in which case the duo selected at Japan Impact 2020 will of course still be our swiss representatives . The selected duo will receive all information as soon as we have it.

b. For contest entry conditions and general rules for Clara Cow's Cosplay Cup please visit → <https://www.animecon.nl/program/events/cccc/c4-rules>

Thank you for also following the rules and conditions for the national selections

c. cover for the representatives will include:

1. Transport to Amsterdam Airport (Japan Impact)
2. Transport from the airport to the Hotel (Animecon)
3. A double room in a 4 star hotel from Friday to Sunday (Animecon)
4. Breakfast at the hotel (Animecon)
5. Snacks, drinks and meals for the entire stay (Animecon)

[4. NATIONAL SELECTIONS DETO COSPLAY CROWN](#)

a. DeTo Cosplay Crown (DCC) is a european contest for a duo and a solo from 6 countries. The final will be held on the weekend of the 10th and 11th october 2020 at Destination tokyo, at the Théâtre du Crochetan in Monthey. The 3 selected will need to be available from the 9th for rehearsals and prejudging which will take place on friday evening. The judging criteria for the final is 60% costume and 40% stage presentation, so will be the selections.

b. Please see the contest entry conditions and general rules for Deto Cosplay crown :
Thank you for also following the rules and conditions for the national selections

c. Cover for the representatives will include :

1. Transport to Monthey train station (covered by Japan Impact)
2. a hotel room for the solo and another for the duo from friday to sunday (covered by DeTo
3. Breakfast at the hotel (by DeTo)
4. Snacks, drinks and meals during the event (by DeTo)
5. A Weekend pass for a helper (1 solo, 1 group) nothing else is covered for helpers (by DeTo)

5. SOLO COSPLAY

a. The solo contest implies only one contestant. No outside help from the public is allowed during the presentation. The cosplay staff is there to help with accessory placement and all other requests.

6. GROUP COSPLAY

a. The group contest implies participation of at least two people representing two characters.

b. A group leader must be chosen to be in charge of the inscription and document transfers (WIP, Files and other...).

7. PRE-INSCRIPTION CONFIRMATION

a. Upon the closing date, we will proceed to process the inscriptions and you will be informed of your inscription's status. You will then receive a final email in the days before the event giving all the information about the day of the contest.

8. RULES AND LIMITATIONS

a. The solo contest is restricted to participants who are 16 years old and over

b. The group contest is open to participants from 12 years old and over (on condition of at least one participant being 16 or older).

c. Participants under 16 years old can also compete but only if accompanied by a legal guardian (allowed backstage) the legal guardian can also allow participation by a signed parental authorization at the cosplayer entrance.

d. You can only participate once in the solo contest.

- e. You can only participate once in the group contest.
 - f. If you wish to participate in both contests, authorization will only be given if you present a different costume for each contest.
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9. MAXIMUM NUMBER PARTICIPANTS

For logistical reasons (Time frame, comfort, security) the organizers and the Japan Impact committee reserves the right to refuse an inscription:

- a. If the maximum number of participants is reached.
- b. If a group consists of over 15 participants*.
- c. If the same character is represented more than 2 times in all categories. (for example there can't be 3 Miku Hatsune or 3 Luffy).
- d. If the same series is represented more than 2 times in all categories (for example there can't be 3 Naruto or 3 League of Legends).
- e. The solo contest has between 25 and 30 places maximum. Participants of the Eurocosplay have priority.
- f. The Group contest has around 20 places maximum. Participants for the C4 have priority.

* For security reasons, the space backstage being limited, all groups of more than 10 people will not be prioritized during the inscription processing, validation will depend on the number of other groups and their composition.

10. AUTHORIZED CATEGORIES

Costumes taken from official titles or illustrations will have priority anyone who has a costume from an unofficial illustration can only participate depending on the number of spaces left.

- a. Asian Anime and manga
 - b. Cartoons and European comics
 - c. Cartoons and American comics
 - d. Video games
 - e. Music
 - f. Films
 - g. Sentai or Metal Hero
 - h. If your costume does not fit into a category mentioned above, please tell us and It will be put before the organizers for validation
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11. COSPLAYER'S INSCRIPTION DOSSIER

a. Every inscription must be created on Dropbox (no other platform will be accepted) and be composed of the following documents and files:

b. Picture of the character

1. At least one original, official and **good quality** image of the character

c. One « Work in Progress » (WIP) File

1. Photos of the making of your costume
2. Photos of the finished costume do not count as part of the « Work in progress » file.
3. A minimum of 10 images showing different steps of your creation is expected.

d. Audio file

1. You must attach an accompanying audio file in mp3 format (no other format will be accepted).
2. The audio file is definitive (no extra delay will be allowed and no changes on the day)
3. The audio file must not exceed the given time for your presentation category*
4. The quality of sound and recording must be sufficient.
5. Your audio file will also be judged as part of your stage performance
6. If you do not plan on using an audio file during your presentation, we ask that you choose background music for your passage on stage.

*Read point 12 « skit time »

e. Video File (optional)

Since 2019, videos are once again be authorized. To guarantee a high quality of cosplay show, participants who wish to use a video in their project must:

1. Write a well detailed description of the performance in the corresponding inscription box.
2. The Video file is definitive (no extra delay will be allowed and no changes on the day)
3. Send a video of a practice run of the complete performance so that organizers can get a general idea of the presentation.
4. Have a back-up performance ready without video that must also be attached at the time of inscription.
5. Video files must not exceed 25Mo

f. The organizing team reserves the right to immediately refuse an inscription that does not comply with one of the 5 aforementioned points of point 11.e.

g. Video projects will be judged by the entire organizational team and will be subject to validation or refusal of the video, the principal criteria are as follow:

1. The video must add an additional layer of support and help to you presentation
2. There must be interaction between the video and yourself.
3. The video must not become more important than your own performance. (70-30%)

In the event that a video project is not validated, participants will receive an email explaining the reasons behind the refusal. In such cases, only the video is refused. The inscription is still valid only if all the other points in the rules are respected. Participants must rely on their Audio file.

h. The organizing team is available for all questions about this subject at the email address at the end of this file.

The organizing team reserves the right to refuse any participant who does not respect or send all mentioned points with their inscription.

12. SKIT TIME ON STAGE

- a.** 1 minute maximum with no performance for the solo contest
- b.** 1 minute 30 maximum with performance for the solo contest and the EC entries
- c.** 2 minutes 30 maximum for the group contest and for the C4 entries
- d.** 3 minutes maximum for group contest if the number of participants is 8 or more.

e. These times are given are for guidance purposes only, it is not obligatory to stay for the maximum time on stage. You can of course have a shorter passage.

13. PROHIBITIONS

For security reasons we ask that you follow to the letter the following list of forbidden items, under penalty of disqualification or even legal action:

a. Bought costumes: all costumes must be handmade by yourself (or with help, must be specified in the inscription and during the judging) and must be of artistic interest. If you have a doubt about a customized costume, contact us.

b. Cutting weapons: All offensive or sharp-edges metal weapons such as daggers,

swords, machetes, knives, bayonets, etc.

c. Firearms: All weapons that fire bullets or explosive projectiles such as rifles, pistols, etc.

d. Incendiary devices: All objects that can start fires or can burn people.

e. Flammables liquids : Any liquid designed to set objects on fire or can burn such as rubbing alcohol, lighter fluid, etc.

f. Any and All objects that could cause damage to the stage or require cleaning: fireworks, smoke machines, confetti, sparkles...

g. Breakable or fragile accessories: Any accessory prone to breaking and leaving debris is prohibited (even if "securely attached") : glass, porcelain etc.

h. Permanent marking liquids: Any liquid that cannot be removed with a simple cleaning fluid or require a costly renovation treatment.

i. Dangerous acts/ acrobatics: Only trained professionals will be allowed to perform stunts or acrobatics (at their own risk).

j. Nudity: In the event that the character chosen is near-naked, the participants must wear skin-toned clothing (or other cloth covering) In order to completely hide all intimate body parts, the costume must also permit proper movement so as to avoid any accidents on stage. The wearing of shorts under skirts/ dresses is **obligatory**.

k. Disrespectful gestures or speech : Any person who is hurtful or insensitive through speech or actions towards a fellow participant, staff member, security or committee member, be it direct or indirectly

l. Any discrimination towards one person or a group of people.

m. Any objects or gesture of a sexual, racist or pornographic nature.

n. Any object or gesture that provokes or incites violence

o. All political opinions that could harm another person or institution.

The organizing team, the Japan Impact committee and l'École Polytechnique fédérale de Lausanne declines all responsibility in case of incident and reserve the right to ban any person from the cosplay contest and the Japan Impact convention in a definitive manner if the security points are not followed.

14. INSCRIPTION CONFIRMATION, ENTRY TIMES AND CHANGING ROOMS ACCESS

- a.** All participants of the Japan Impact cosplay contest will have one free entry to the convention the day of their passage on stage.
- b.** It is imperative that you bring your audio to the inscription confirmation on the day of your passage on stage (USB key, external hard drive, etc.) in order to avoid any unforeseen problems with the media file, we decline all responsibility in case of persisting problems.
- c. The solo contest will take place on Saturday 15th February 2020 at 13:00.** Inscription confirmation will take place at the special cosplay entrance from 08:30 to 09:15.
After this time your inscription will be cancelled and you will not have your free entry.
- d. The group contest will take place on Sunday 16th February 2020 at 13:00.** Inscription confirmation will take place at the special cosplay entrance from 08:30 to 09:15.
After this time your inscription will be cancelled and you will not have your free entry.
- e.** At the confirmation you can give to a dedicated staff member all the instructions for placing any accessories on stage.
- f.** Once your inscription is confirmed you will be able to go to the changing rooms, which will be open from 08h30, snacks and drinks will be available. Mirrors, sewing and repair equipment will also be at your disposition if needed.
- g.** The order of passage will be displayed in the changing rooms.
- h.** Participants of the Saturday contest will have access to the changing rooms on Saturday only. The Sunday participants will have access on the Sunday only.
- i.** Entrance to the changing rooms will be watched by a staff member to control access for authorized persons. Your costumes will be safe from possible outside theft however; neither the organizing team nor the Japan Impact committee can be held responsible for any theft in the changing rooms.

15. REHEARSAL AND PREJUGING

for the past few year the organizing team has proposed a rehearsal before the contest,

this is not mandatory (please inform us at the confirmation if you do't want to take part) this rehearsal is for you to be able to test your performance in real conditions.

- a.** The rehearsal is planned at 9h30. Please be go down to the changing rooms as soon as possible after your inscription is confirmed.
- b.** You do not need to be in full costume (but it is advisable to be at least with the parts of the costume that might cause trouble)
- c.** The rehearsal will be in the same order as the contest.
- d.** Every passage will happen only once , unless there is a technical issue,
- e.** After the rehearsal, the prejudging will start at 10:00 in a dedicated room beside the changing rooms.
- f.** The prejudging will also be in the same order of passage except for exceptional delays. It is possible that the judges won' t have time to see everybody before the contest, in which case the remaining participants will be seen straight after the contest.

16. HELPERS

Following problems in past years, **changing rooms are only accessed by participants of the contest.** Any helpers will only be allowed if:

- a.** They are a legal guardian of an underage contestant.
 - b.** The costume requires special and precise help (putting on armour, large wig or difficult and large quantity of makeup).
 - c.** All helpers must be announced during the inscription process, detailing the need for their presence. The organizing team will analyse the request and will inform you of their decision. No unannounced helper will be allowed backstage.
 - d.** Authorized helpers must be in possession of a pre-sale ticket and present this at the cosplayer entrance. Without this pre-sale ticket they will not be allowed backstage.
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17. THE JURY

Each year, the jury is comprised of the following guests:

- a.** Cosplayers from Switzerland and international guests whose work is recognized and appreciated on a national or international level.
 - b.** External people. (Members of other cosplay associations, photographers, Japan Impact committee members...)
 - c.** We always try to have a jury with a complete range of different skills (fabric, props, make-up) in order to better judge the different techniques that you use when making your costume and accessories.
 - d.** No member our organization team will be present in the jury. The organizers have no power over the results of the different contests.
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18. SCORING CRITERIA

The cosplay contests at Japan Impact are judged 50-50, stage performance – costume.

- a.** First, The jury will visit you individually before the contest* to ask questions about construction techniques used in your costume. They will judge you based on:
 - 1. Technical difficulty of the costume.
 - 2. Choice of materials and fabrics.
 - 3. Quality of sewing and construction.
 - 4. Resemblance to the reference image provided. **
 - 5. The global look of the costume
- b.** Secondly, the jury will concentrate on your performance and on elements of your costume (notably solidity of costume). They will judge you based on:
 - 6. mobility/movement on stage
 - 7. Performance understanding.
 - 8. Originality of the performance.
 - 9. Attitude on stage (roleplay)
 - 10. Daring
 - 11. Sound and video quality
 - 12. Global look of the performance

For groups 2 additional criteria are added to the scoring:

13. Homogeneity of all costumes
14. Homogeneity of performance

c. It is possible that the jury will want to see you again after the contest for additional questions

d. The final result will be based purely on the costume and performance, in no case will your age, gender, body shape or ethnicity be taken into account.

e. Score will remain confidential and will not be given to participants however; the jury are available to answer any questions about your costume or performance.

f. No organizing member or Japan Impact committee member participate in the jury's deliberation, they have no influence on the final score of any of the contests.

* see point 15.e and 15.f

** thus the importance of point 11.b

19. AWARD CEREMONY

a. The awards will be given after each contest the day of the contest. In room “Sakura” (CE06) at the following times:

1. saturday from 17:30 to 18:00
2. sunday from 17.00 to 17:30

b. The Jury will reward the best costumes and performances and will also award a few special prizes. It is possible that the same participant can be awarded more than one prize

c. Presence is not mandatory for the reward ceremony, any absent winner will receive their reward at a later date.

IN CASE OF ANY QUESTIONS ABOUT THE RULES,
PLEASE WRITE TO THE FOLLOWING ADDRESS:

concours-cosplay@japan-impact.ch