

EuroCosplay Championships 2014

Five Years of Fantastic European Cosplay

It is the fifth anniversary of the EuroCosplay Championships and this fantastically successful event will be looking to celebrate in style for the EuroCosplay Championships 2014. The invitation has gone out to our European partner events to select the best cosplayer to represent their country to take part in the EuroCosplay Championships Final on the 25th October 2014. This will once again be at the London MCM Comic Con- this swiftly growing event also features guest stars, panels, workshops, parties, performances, and exhibitions that all contribute to what has long been the biggest event in the UK cosplay calendar.

How To Enter

The EuroCosplay Championships are comprised of a series of competitions held at partner events held all over Europe, and the EuroCosplay Championships Final to crown a European Champion which is held at the MCM London Comic Con in October 2014.

Each partner event will organise a competition to select one cosplayer to be their EuroCosplay Finalist for the EuroCosplay Championships Final in on 25/10/2014, representing the country the partner event has taken place in.

Partner events are free to set the format, rules and criteria of their qualifier with just three basic regulations set by EuroCosplay. This combined with EuroCosplay policy to not interfere with judging at partner events creates the freedom for countries to represent their opinions on what makes great cosplay to everyone.

The three common regulations set by EuroCosplay for all competitions to select Finalists are:

1. Events must select a registered citizen of the country the event happens in; if the event so chooses they may extend eligibility to registered citizens from neighbouring European countries that do not have a qualifier as well.
2. Events must select a representative who will be aged 18 years old or over by the start of London MCM Comic Con where the Final is hosted. For the EuroCosplay Championships 2014 this is the 25th October 2014.
3. The selected representative must not be involved with the organisation of the partner event or qualifier they were selected at, or with the organisation of EuroCosplay.

To find more details of how a partner event will be running the competition to select their Finalist, please check their website or contact their cosplay organiser.

Is your country not represented? We are happy to accept expressions of interest from events in European countries that are not yet part of the EuroCosplay Championships, so why not contact us? Email eurocosplay@mcmexpo.net to discuss your event's eligibility.

EuroCosplay Qualifier Prize

Each cosplayer selected to represent their country in the EuroCosplay Championships Final will receive the following prize for qualifying:

- Return transport from the representative's point of departure (airport, Eurostar terminal, etc.) in their home country to their hotel in London for one person.
- An allowance, if required, to transport large costumes. This will be up to the cost of an additional piece of checked luggage on flights **or** postage costs for up to two parcels with a combined weight of up to a weight of 30kg. Costs incurred over this allowance are to be met by the representative.
- Accommodation in London for two nights stay. For the EuroCosplay Championships 2014 the dates will be 24/10/14 and 25/10/14.
- VIP weekend passes to the October 2014 MCM London Comic Con for the qualifying finalist and one other.
- Access to the EuroCosplay VIP rooms for the qualifying finalist and one other.

Rules For The EuroCosplay Championships Final

The EuroCosplay Championships Final will be held on the Saturday of the October 2014 MCM London Comic Con and will involve both costume judging and a stage based presentation of the costume.

It is recommended that participants put on some form of performance or display.

1: Costume Eligibility

- Costumes for the EuroCosplay Championships Final in October must be from an officially published or broadcast source. They may not be original designs or based on derivative works not endorsed by the copyright holders.
- Finalists do not have to wear the costume that they qualified in for the EuroCosplay Championships Final; it is permitted to qualify in a costume at a partner event which is not eligible for the EuroCosplay Championships Final.
- In the event a finalist has previously participated in a EuroCosplay Championships Final, the costume used for the EuroCosplay Championships Final must not have been used for a previous EuroCosplay Championships Final.
- Finalists must have made the costume they are using in the Final by themselves.
 - All significant visible costume elements can safely be made without assistance must have been constructed entirely by the competitor;
 - If it is impossible for a single person to make costume element, assistance for simple tasks such as holding things in place is acceptable;
 - Bought elements such as wigs, shoes, and spectacles are acceptable. Any customisation such as styling a wig or modifying the shoes must be the sole work of the Finalist;
 - Instruction and planning advice is acceptable, as long as the practical construction of the costume is by the Finalist.

- The costume should not exceed 3 metres in any one dimension, and the Finalist should be able to safely move in the costume on flat surfaces and on a ramp to get on to the stage.
- All Finalists must provide pictures from the source material of the costume as a reference for the official appearance of the character they are cosplaying. Construction or progress pictures can be supplied but are not mandatory.

2: Stage Presentation

- Stage preparation should take no more than 30 seconds.
- Each entrant will be on stage for a minimum of 1 minute and a maximum of 2 minutes. This does not include stage preparation time.
- Each entrant is allowed one assistant. The assistant should be dressed all in black and may NOT perform directly in person in any way. The assistant may help prepare the stage, operate props including radio control of items and simple puppetry or pass items to the cosplayer. EuroCosplay will provide extra assistants if required.
- Entrants must provide their own music, pre-recorded dialogue, and video footage and are invited discuss any further requirements or requests at the earliest opportunity.
- There are no restrictions on receiving assistance with planning the stage presentation. This includes for example script writing, video editing, and sound recording.
- Stage dressing and additional props set up as stage preparation do not have to be made by the Finalist, and their construction and accuracy are not judged.
- Stage dressing and additional props set up as stage preparation must be easily manageable by a single person in terms of the item's size and weight.
- Energetic performances involving e.g. running or martial arts displays will require further assurance regarding the skills of the performers, and we reserve the right to interrupt performances for safety reasons.
- Replica weapons and props for use on stage are unrestricted, any blades should be blunt and in the case of projectile weapons e.g. guns shown to be empty. Anything illegal to bring into the UK is forbidden.
- As a costume focused contest, it is important that the audience can clearly view the costume when on stage. Lighting requests from Finalist must not require more than 15 seconds of darkness or dim lighting. This does not include wanting the stage to be dark at the start or end of the Finalist's stage appearance.
- The safety of the audience, staff, and other participants must not be compromised. This means that pyrotechnics, fireworks or any other methods of creating or causing a naked flame or explosion are forbidden; anything that may make the stage slippery or sticky that cannot be quickly removed is similarly banned.

3: Judging

- Costume judging will take place before the stage presentation and assesses the accuracy of the costume against provided source images and the quality and complexity of the construction.
- It is the responsibility of the Finalist to be present for judging at the time decided by the EuroCosplay organisers. Failure to do so may lead to a penalty to the Finalist's score or exclusion from the judging.
- The stage presentation will be assessed by the judges considering stage presence, nature of the presentation, the ability to take on the role of the character, and level of entertainment or engagement. This is further detailed in Appendix A.
- The weighting for each of the judging criteria is as follows:

Accuracy	–	40%
Construction	–	40%
Performance	–	20%
- The judges' decisions are final, and no further negotiation will be entered into when the judges have made their decisions.

4: General

- When not being judged or on stage for the EuroCosplay Championships Final, the MCM Costume, Weapon and Prop Rules apply at all times. These can be found on the MCM London Comic Con website or requested by emailing cosplay@mcmexpo.net
- All representatives and their guests are expected to behave with good conduct and respect each other and the judges.
- In the event that alternative language versions of this document are provided, the English version is the official version and takes precedence.
- If a Finalist is found to have broken any of the rules in this document, their official placing in the competition may be revoked which may include removal or cancellation of prizes when applicable; they may also be banned from future EuroCosplay Championships.

APPENDIX A

Detailed Description of Judging Criteria

The EuroCosplay Championships are judged by three non-European judges who interview and closely assess the finalists' costumes against the criteria of 'Construction' and 'Accuracy' in addition to assessing how the finalists display their costume on stage.

This document is to provide greater guidance to the judges of what is expected in their marking as well as greater clarity to finalists, event organisers, and of course our audience as to the mechanics and thought processes behind the judging.

From the EuroCosplay Championships Rules document, the assessment of finalists is as follows:

- Costume judging will take place before the stage presentation and assesses the accuracy of the costume against provided source images and the quality and complexity of the construction.
- The stage presentation will be assessed by the judges considering stage presence, nature of the presentation, the ability to take on the role of the character, and level of entertainment or engagement.
- The weighting for each of the judging criteria is as follows:
 - Accuracy – 40%
 - Construction – 40%
 - Performance – 20%

In this document, these three areas will be more closely examined including standards for scoring bands and how the different elements of each of those three scores may interact.

Note that the weighting among the elements of those three scores is left to the discretion of the judges on a costume by costume basis in recognition of the wide variety of costumes possible, and that the elements are not intended to be exhaustive in recognition of the judge's knowledge and experience.

Note that ultimately EuroCosplay, EuroCosplay Partner events, and EuroCosplay Finalists must respect the judges' decision, the judges' interpretation of the rules and guidance and the judges' assessment of the costume and use of stage time.

Accuracy

The accuracy score is an assessment of how closely the costume matches the source material. It is the responsibility of the EuroCosplay Finalist to provide high quality reference images which clearly depict as much of the costume as possible, at a suitable resolution that detail is clearly visible.

The following table has suggested considerations for judges when assessing scores for this category:

Score	Detailing	Proportions	Colours & Texture
1-5	Costume is lacking noticeable costume elements such as gloves, hats, jackets, etc.	The costume is awkward with sections heavily overlapping or too far apart.	Colours and type of surface do not match the reference.
6-10	Costume includes all elements but detail is visibly different even at a distance OR the costume is so simple that little detail is needed.	Costume is a cohesive whole but the ratios of most of the parts are far from those in the reference.	Colours are an approximate match and the texture appears to be a good match from a distance.
11-15	Costume includes all elements but detail is somewhat different when close OR the costume detail lacks variety or is unchallenging.	All major parts of the costume are well proportioned with regards to each other and the reference but designs and detailing are not.	Colours are a good match and the textures meet expectations when closely inspected.
16-19	Costume has includes all elements and is well detailed with due consideration given to the ambition of the costume choice.	The scaling of all major parts of the costume are perfect, and the designs and detailing are also a good reflection of the source.	Colours are an excellent match and textures are good choices considering the source material.
20	Costume is immaculately detailed and an ambitious costume to have created.	The scaling of all parts and detail of the costume are precise and correct.	Colours and textures are a perfect match.

EuroCosplay Finalists are expected to make use of makeup and shaping for their costumes where appropriate, but it is not a modelling contest. The spirit of the competition allows people to choose who or what they want to portray without penalty, according to their cosplay skills.

Construction

The construction score reflects how well made the costume is. The variety and difficulty of the techniques used to craft the costume and the mastery of those skills thereof is key to this score. It is also important that the costume can withstand being worn and moved around in- this is not to say it cannot be delicate.

Note that deliberate weathering and distressing is itself a technique and should not be considered as 'wear and tear' when evaluating the robustness of the costume unless it has adversely affected the costume's integrity beyond the judges' expectations.

The following table has suggested considerations for judges when assessing scores for this category:

Score	Variety	Difficulty	Robustness*
1-5	The costume showcases few different techniques, at a normal level of mastery.	The techniques used are basic.	The costume is falling apart in places, or has excessive signs of wear and tear.
6-10	The costume showcases a fair number of techniques at a normal level of mastery.	There are a couple of more difficult techniques used.	The costume has pieces prone to coming loose when moving and shows some signs of wear and tear.
11-15	The costume showcases a fair number of techniques at a good level of mastery.	There are a good number of more difficult techniques used.	The costume shows few signs of wear and tear and can be moved in confidently.
16-19	The costume showcases a fair number of techniques perfectly, or a huge number of techniques at a good level of mastery.	A good number of advanced techniques have been used.	The costume shows negligible signs of wear and tear and can be moved in confidently.
20	The costume showcases a huge number of techniques perfectly.	The techniques used to construct the costume are mystifying to a layperson.	The costume is resistant to wear and tear and can be moved in confidently.

*It is recommended that judges give lesser weight to this element under most circumstances, and also consider the stresses that are involved with transporting the costume to the Final.

Performance

Performance is the most intangible measure and the one most affected by personal opinion or taste. It is a measure of how well a character's essence is captured on stage for a dramatic performance; how amusing it is in the case of comedy or parody performances; or the level of skill demonstrated for talent based performances. Overall a good performance should entertain the audience regardless of the style of the performance and without complete reliance on audience knowledge of the source material.

The following table has suggested considerations for judges when assessing scores for this category:

Score	Entertainment value
1-3	The performance is flat and lacks characterisation OR fails to be humorous OR there are numerous mistakes in the talent demonstration. Overall, it is not entertaining.
4-6	The performance is appropriate for the character but is plain OR the humour is very hit and miss OR the talent demonstrated is simple. Overall, it entertains but is not memorable.
7-9	The performance has flair and/or brings the character to life OR manages genuine and well delivered humour OR the talent is impressive and demonstrated well. It may have managed to achieve more than one of these considerations. Overall, the performance is solid and entertaining.
10	The performance is excellent and memorable, superbly delivering a dramatic, humorous, or skilled performance or a good combination of these styles. Overall, the performance is very good, memorable and entertaining.