

EGX COSPLAY SHOWCASE RULES



GENERAL INFORMATION

The Showcase will take place on Saturday and Sunday.

Cosplay is not limited to costumes from games - any pop culture costume is welcome, including pop culture inspired original designs

Participation in the Cosplay Showcase does not grant free entry to EGX, you must have a valid ticket to participate.

Please send any queries by email to: cosplay@egx.net

There are 2 parts to the EGX Cosplay Showcase - a non-competitive **Cosplay Catwalk** and a **Cosplay Craftsmanship Competition**

COSPLAY CATWALK

This is a non-competitive 'just for fun', event to give all cosplayers of all ages and abilities a chance to show their love of their favourite characters though a simple walk on and in character posing on the main stage.

- The catwalk is open to cosplayers with any costume - handmade, bought or assembled from regular clothing
- Cosplayers of all ages are welcome. Registration for under 12s must be completed by a parent or guardian and they must be accompanied by a parent or guardian at all times during the showcase
- There will be no specially selected music for individual entries
- The **maximum** group size is **six people**.
- Participants may enter the same costume into the showcase only once across all EGX shows. If you enter as part of a group you cannot also enter as an individual.
- If a participant fails to follow the instructions set out in the briefing document, or does not follow instructions given by the Cosplay team they will not be allowed to participate again in the future.

HOW TO ENTER

- Visit Cosplay Central on the day you wish to take part (Saturday or Sunday) and complete a registration form
- Registration will close at 1pm or when all spaces have been filled
- You will be given a time and place to meet to get ready to go backstage ready for the show - don't be late!

COSPLAY CRAFTSMANSHIP COMPETITION

The competition is open to participants aged 16 and over with handmade costumes.

Employees, staff, crew or guests of EGX, Gamer Network Limited or any group or associated company of Reed Exhibitions Limited and/or any of their immediate families, and persons connected with the Competition, e.g. prize sponsors or judges and their agents are not eligible to enter the showcase.

- Only one entry is permitted per person per costume. If you enter as part of a group you cannot also enter as an individual with the same costume. You can participate on different days with different costumes.
- The **maximum** group size is **six people**. Groups will be judged as a whole, and not just on the basis of the best or worst costumes. Prizes are awarded per entry, not per person in a group.
- To be eligible for a prize entrants must attend a pre-judging session as well as participating in the stage show. Any reference pictures or other supporting material, such as progress books or work in progress pictures, to be shown to the judges should be brought to that session by the entrant.
- Prizes will be awarded to the best entries as determined by the judges based on assessment of the costume's

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accuracy or design, the construction and the stage presentation. The judges may award up to 3 prizes each day depending on the size of the Showcase.

- **The judges' decision is FINAL-** Please respect the judges and the other participants by accepting their decisions.

CRITERIA

Entrants in the competition must wear a costume that meets the following criteria:

- All costumes must be made by the wearer or one of the group. A portion of the costume (such as leotard, tights and shoes) may be from purchased, finished goods, but the majority of the costume and all major visible elements should have been constructed by the entrant: at least 70% should be their own work. Any customization work to bought wigs, props etc or should be the work of the entrant. If entrants have made heavy alterations and completely transformed a store-bought garment and wish to enter it, they must be able to explain how they have altered it and the processes that such an endeavour entailed.
- Commissioned and bought costumes, or costumes mostly made up of bought general clothing are not accepted, even in a group with some eligible costumes.
- The costume should not exceed 2.5m in any one dimension, and the entrant should be able to safely move in the costume with limited assistance including to get on and off stage. The Cosplay Team reserve the right to intervene should they believe a costume is not safe to participate on stage.
- All costumes should provide enough coverage to be worn in public and should be in good taste and appropriate for a family-friendly show and must not contain material that is violent, pornographic or otherwise obscene, illegal, or racially or morally offensive or endorse any form of hate or hate group. Further, no costume may include harmful or potentially harmful materials, including, but not limited to, water, cigarettes, flames, fireworks, silly string, or any other substance that can be fired, launched, or dripped. Additionally, each costume must comply with all laws including, but not limited to, those concerning copyright, plagiarism, trademark, defamation and invasion of privacy. Any costume which EGX determines to be in violation of the Criteria will be rejected as ineligible and disqualified from the Competition.
- Participants may not enter with costumes that have previously been used for EGX Cosplay competitions.

All entries will display their costume on stage as part of the EGX Cosplay Showcase. The cosplay team will select an appropriate piece of royalty free music for the cosplay.

- If a participant fails to follow the instructions set out in the safety briefing, or does not follow instructions given by the Cosplay team they will not be allowed to participate again in the future.

HOW TO ENTER

- Participants can register by completing the online form in advance. Online registration will close when places are full or 3 days before the show, whichever comes first.
- Places are allocated on a first come, first served basis to eligible entries. If capacity has not been reached we will accept sign ups on the day; on the day sign ups close at noon or when the places are full, whichever comes first. Please visit Cosplay Central as early as possible on the day you wish to participate to find out if any spaces are available.
- On the day of the Showcase, you must check in at Cosplay Central to confirm you are still taking part and confirm your details. You will also be allocated a pre-judging time slot (a 15-20 minute window) so the judges can assess your costume construction. Instructions and deadlines for check in will be sent via email.

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USE OF DATA: Each Participant's information will be collected and used by Gamer Network Limited in accordance with the Privacy Policy (the "Privacy Policy") posted on <https://privacy.reedexpo.com/en-us.html>, which is incorporated herein by this reference. By entering the Showcase, each Participant agrees and acknowledges that he or she has read, understood and agrees to be bound by (i) these Official Rules; and (ii) the Privacy Policy, each as may be amended by Gamer Network Limited. All Participants are expected to review the Privacy Policy carefully before participating in the Showcase and each Participant acknowledges that, in the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Privacy Policy, the terms of the Privacy Policy shall prevail, govern and control. In addition, Gamer Network Limited may engage third party entities to administer certain aspects of the Competition, including without limitation, the collection of Participant information. Notwithstanding anything to the contrary in the Privacy Policy, Gamer Network Limited may share Participant's information with third party entities to the extent needed to perform their duties and functions in connection with the Competition or otherwise in accordance with their own independent privacy practises.

PUBLICITY: Except where legally prohibited, participation in the Showcase constitutes such Participant's grant of permission for Gamer Network Limited to use such Participant's name, voice, likeness, photograph, video, testimonials, biographical information, and/or statements made by Participant in all media now known or hereafter discovered, worldwide without additional notice, approval, or compensation and in perpetuity. Each winner's name may be included in a publicly available winners list.

LIMITATION ON LIABILITY; FORCE MAJEURE: Each Participant agrees that Gamer Network Limited shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following: (a) incomplete, inaccurate, lost, late, misdirected or illegible entries, winner notifications, Prize claims, or Winner Forms or the failure to receive same due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Participant, Gamer Network Limited, or otherwise, that may prevent or limit any Participant's ability to participate in the Competition or send or receive messages requiring action or response by such Participant; (b) any computer system, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorised access, delayed computer transmissions or network connections in connection with the Competition; (c) any problems or technical malfunction of any network or lines, servers or providers, equipment or software, including any injury or damage to Participant or Participant's property resulting from participation in the Competition; (d) the awarding, acceptance, possession, use, misuse, loss or misdirection of any Prize or participation in any Prize related activities or any inability of any winner to accept a Prize for any reason; (e) any Participants who do not comply with or who violate the Official Rules or who have committed fraud or deception in participating in the Competition or in claiming a Prize; or (f) any delays or disruptions as a result of a Force Majeure (as defined herein).

Gamer Network Limited reserves the right to modify, suspend, extend or terminate the Competition or any part thereof if Gamer Network Limited determines, in its sole discretion, that the Competition is technically impaired or corrupted or that infection by computer virus, bugs, tampering, unauthorised intervention, fraud, technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity or feasibility of the Competition or any portion thereof as contemplated herein. In the event Gamer Network Limited is prevented from continuing with the Competition or awarding any Prizes by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Gamer Network Limited's control (each a "Force Majeure" event or occurrence), Gamer Network Limited shall have the right to modify, suspend, extend or terminate the Competition at its sole discretion.

Although Gamer Network Limited shall attempt to ensure the integrity of the Competition, Gamer Network Limited is not responsible for the actions of Participants in connection with the Competition, including any Participant's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Competition. Gamer Network Limited reserves the right, in its sole discretion, to disqualify any Participant and/or revoke any Prize award to any Participant Gamer Network Limited finds to be (a) tampering with the entry process or the operation of the Competition, or with any website promoting the Competition; (b) acting in violation of the Official Rules; or (c) entering or attempting to enter the Competition through the use of any robotic or automated devices to submit entries.

In the event of any dispute arising, these Rules are to be interpreted in accordance with the laws of England and Wales.