

## **KokoroKon Cosplay and Masquerade Rules**

The KokoroKon Cosplay Contest is Saturday's premiere costuming event! Come cheer on your friends and family or become part of the show! Participants will showcase their craftsmanship skills from many genres of costuming or their unique designs and performances for all to see!

KokoroKon is dedicated to providing a safe and fun environment for all fans. All rules and regulations are written with that goal in mind while also maintaining all the guidelines necessitated by our gracious venue and the city of Maryland Heights. We appreciate your cooperation in this.

### **General Rules**

1. All contestants, their models, and handlers must have a valid KokoroKon badge for the day of the cosplay contest. This means that contestants who are registering online prior to the event must also be pre-registered for KokoroKon. This includes ALL members of group entries. Group leaders should verify all members have pre-registered for KokoroKon before registering their group for the contest. If there are remaining contest slots, on-site registration will be available for the first two hours of the convention on the day of the contest
2. KokoroKon is a family friendly event. No nudity, excessive profanity, abusive content, or anything deemed racially or culturally offensive will not be tolerated. No politically charged or discriminatory cosplays or props will be allowed. When in doubt, ask! Any offensive content complaints from fellow attendees will be addressed and investigated by convention staff and could result in dismissal from the premises until sufficient alterations are made to the costume.
3. All costumes and props are subject to the KokoroKon Convention policies. If there is any question, ask.
4. Anything that comes on stage with you must come off stage with you. No liquids, messy substances, glitter, confetti, etc... or anything that may pose a danger is allowed on stage. No pyrotechnics, fireworks, or flames of any kind. Respect the stage and your fellow contestants, leave it clean and safe for everyone.
5. No throwing, launching, or shooting things into the audience, including yourself.
6. All electronics must be self contained. There will be no electrical outlets onstage and no cords will be allowed to stretch across the stage.

7. Size and Mobility: For safety reasons, oversized costumes and/or props that cannot navigate the stairs and backstage area due to height, width, etc... may be asked to enter the Hall Costume Contest instead. KokoroKon staff will do their best to accommodate these builds, as we love seeing them. You may have a handler on stage if visibility or mobility is limited, but all persons and props must be able to get on and off the stage via the stage stairs without interrupting the event or causing undue delay for your fellow contestants.
8. A single entry in the Craftsmanship category may consist of an individual or a duo. If your team or group has three or more individuals, you must enter in the group category and cannot be considered in the craftsmanship category. Group entries are limited to 6 people in a group. Participants are only allowed one entry in the craftsmanship category. Participants in the group category may not enter the craftsmanship category as an individual. If there are questions regarding the number of participants please contact the KokoroKon Cosplay Department.
9. Failure to report for your sign-in, rehearsal, line-up times, or pre-judging times is grounds for DISQUALIFICATION of your entry. Being late or not showing up severely disrupts the schedule of convention staff and other participants. Please, do not take this lightly.
10. The Cosplay Contest and Masquerade heads have final say in all circumstances and disputes.
11. We will be accepting costumes from all genres. Genres may include but are not limited to: anime, cartoons, video games, movies, art books and artwork, comics, and graphic novels. Reference material for any entry must be provided. Cosplays must be recreations or fanart of licensed characters to be eligible for the Craftsmanship portion of the contest. Original Characters may be entered into the Original Character category but cannot be considered in the Craftsmanship portion of the show or qualify for Best-In-Show.
12. Stage Acrobatics: Because the stage used is portable, it cannot take heavy abuse. Acrobatics or martial arts will not be allowed on stage. We will allow slower, choreographed, or dance-like movements. Be sure to indicate such presentations when you register. Safety First!
13. Microphones WILL NOT be provided. All audio must be approved by KokoroKon staff prior to the contest. All audio must be pre-recorded and submitted to KokoroKon. If you are able to submit the audio file at the same time as your online application, that would be very much appreciated! Otherwise, please submit the audio files needed no less than 1 week prior to the event. If you do not have any audio or fail to submit audio in a timely manner, our Tech Crew will play something in the background while you are on the stage.

Audio file requirements: High-quality and in an acceptable format such as MP3, MP4, or WAV. Name your file with your stage/cosplay name(s) and song name.

Audio submissions may be rejected by the Tech Crew for any reasons they deem necessary.

14. You must tell staff in advance for anything “unique” you have planned for your presentation on stage. We will do our absolute best to accommodate your request, but please understand there are limits to what we can do and allow. The more in advance we know, the more we can try to work with you. Please do not wait until check-in to ask for special clearance.
15. Violating any Cosplay Contestant or Convention Rules will disqualify you. A severe violation could result in dismissal from the convention.
16. KokoroKon staff members are prohibited from entering the competition. Headlining and invited cosplay guests are not eligible to enter the costume contest. Weekend volunteers will be allowed to participate.
17. References and Progress Photos: PRINTED reference material for ANY submission is required. Even if a character is popular or very well-known. Reference material is needed to judge accuracy. Lack of PRINTED reference material will greatly affect scoring and may result in disqualification. Phones, laptops, tablets, or any similar electronic device will NOT be accepted. It is highly suggested to present a build book or folder with pockets or brads with all your images. A minimum of 3 progress pictures of construction work, in various stages of construction, will also be required. The judges may not have time to look through pages of material during your pre-judging time slot, however, they may refer back to these portfolios when considering scoring during the deliberation process. You are welcome to retrieve the materials from the Cosplay Department after the masquerade.
18. All props and backgrounds for the event MUST leave with you after the event is over. There is NO storing of props at all pre/post event in the backstage area.
19. You may not enter with a costume that has previously won Best-in-Show or any category award at another convention/cosplay contest. If you have questions, ask!
20. Stage walk time is limited so that we may allow the highest number of contestants as possible. Please consider what you will do on stage before showtime. All entrants will have up to 1 minute of stage time.
21. You may have someone model your costume, but you, the crafter, must register for the costume contest and be present for prejudging to answer the judges’ questions. If the costume receives an award, the award recipient will be the crafter, not the model.

22. **For everyone's safety firearms and sharpened instruments are strictly prohibited.**  
All costumes and props must be checked at time of entry into the convention.
23. No weapons that violate KokoroKon's Weapons Policy or the Sheraton Westport Chalet Hotel's weapons policy or local laws, including, but not limited to: realistic-looking firearms; live steel; projectiles of any sort; unsheathing of bladed weapons without clearance from KokoroKon's Cosplay Leads. Due to safety concerns, realistic combat simulations may not be performed on stage.
24. KokoroKon has a children's category as a part of their exhibition. Only entrants 13 years of age and up may enter the KokoroKon cosplay contest outside of the children's category. Children 12 and under are not eligible to enter the Kokorokon cosplay masquerade outside of the children's category unless they are part of a duo or group with at least one member who is at least 16 years of age. A Handler 18 years of age or older must be present backstage for all entrants under the age of 13.
25. Showing integrity, sportsmanship, and the spirit of competition is important!
26. This contest aims to balance fun with true competition. For the integrity of the contest, you may be placed into the appropriate category/class at the discretion of the judges and cosplay contest administrators without prior notice.
27. Submitting an entry to the cosplay contest does not guarantee a spot in the cosplay contest. Spots are limited. All entrants will be contacted by the KokoroKon Cosplay Department prior to the event with their status and further instruction.

## **Craftsmanship Rules**

*Note: You may model a cosplay on behalf of a creator, but the creator must be present at the masquerade to qualify for an award. If the costume is selected as a winner, the creator will receive the award, not the model.*

1. If you are choosing to enter the craftsmanship portion of the KokoroKon Cosplay Contest please read the general rules section first.
2. The required percentage of handmade elements of your costume may determine your class. No fully purchased costumes are allowed.
3. If entering as a duo, you must enter the class of the individual who is the highest class in your entry. (For example: If one person in your duo is a Master and one is a Journeyman, you must enter in the Master Class).
4. If you do any type of costuming or prop work in a professional capacity you must compete in Master Class.
5. You may only qualify for Best-in-Show if you enter in Master Class.
6. If you have won Best-in-Show at a previous cosplay contest you must compete in Master Class.
7. All Craftsmanship entrants will be required to be present for a pre-judging time slot on the day of the contest.

## **Craftsmanship Categories**

### Novice Class

1. At least 50% of the cosplay must be crafted by you.
2. This is a category for people who have never competed before, or have competed only a few times but never won an award.

### Journeyman Class

1. At least 60% of the cosplay must be crafted by you.
2. This is a category for people who have competed several times, or have won minor awards or novice category awards.

### Master Class

1. At least 75% of the cosplay must be crafted by you.
2. This is a category for people who have competed many times before or have won major awards including Best-in-Show or Journeyman or Master Class category awards.

## **Exhibition Rules**

1. If you are choosing to enter the Exhibition portion of the KokoroKon Cosplay Contest please read the general rules section first.
2. The type of cosplay you enter here will help determine your category.
3. You cannot qualify for any craftsmanship awards if you are entering in the exhibition portion of the cosplay contest. This includes Best-in-Show.

## **Exhibition Categories**

### Eco-Cosplay

1. This is a category for people who have upcycled items or altered pieces in order to create a cosplay masterpiece!
2. At least 50% of the costume must be made from pieces that have been upcycled (thrifted or used in a new way) or altered (changed in some way.)

### Original Character (OC) Cosplay

1. We love seeing everyone's unique and amazing ideas! This category is for original character designs from any fandom!
2. At least 50% of the cosplay must be made or altered (changed in some way).

### Group Cosplay

1. This category is for those that love to strut their stuff on stage with their friends!
2. At least 50% of each cosplay in this category must be upcycled (thrifted or used in a new way), altered (changed in some way), or made.
3. Group entrants are limited to no more than 6 entrants.

### Children's Category

1. We love seeing young cosplayers get inspired and they deserve to be appreciated on stage! This category is for anyone 12 years of age or younger at the time of the contest that would like to participate!
2. A handler 18 years of age or older must be present behind stage for all entrants under the age of 13.

## **DISCLAIMERS AND MEDIA RELEASE**

By entering the KokoroKon Cosplay Masquerade contestants agree to allow video recording and photography of their costumes, which may be used in future promotions of KokoroKon that may be uncredited. All captured materials become property of KokoroKon. Acquired materials may be used in social media, news outlets, youtube, and other marketing materials not specified without informing the contestant. By participating in the KokoroKon Masquerade in any capacity, you are agreeing to allow your image to be used for these purposes and release KokoroKon and its employees from all liability.

By entering the KokoroKon Cosplay Masquerade contestants understand that the published contest awards may be adjusted, changed, or withheld pending complaint resolution or for any reason deemed appropriate by the contest administrators.