

MCM LONDON COMIC CON WORLD COSPLAY SUMMIT 2024 UK QUALIFIER RULES



GENERAL INFORMATION

The World Cosplay Summit (“WCS”) is a global cosplay competition for pairs of cosplayers selected in their home countries to participate in the “World Cosplay Championship” held in Nagoya, Japan as part of the World Cosplay Summit festival. The competition is judged on both costume craftsmanship and performance skill.

A team of two (2) cosplayers will be selected to represent the United Kingdom as “Team UK” in the WCS championship final, to take place in the summer of 2024, on Saturday 28th October 2023 at MCM Comic Con London (“the Event”), which Event is organised and staged by MCM Comic Con, a division of Reed Exhibitions Limited also known as ReedPop UK (“ReedPop”).

Rules

1. All entrants must be 18 or older on Saturday 28th October 2023 to compete in the WCS 2024 Team UK qualifier competition (“the WSC Qualifier”) at the Event.
2. Registration is open to registered citizens or permanent residents of the UK. All entrants must have either proof of permanent residence in the UK or a UK Passport. If an entrant has previously represented another country in a global cosplay competition within 5 years of the competition final, notwithstanding any changes in their place of residence or nationality, such entrant will not be eligible to participate in the WSC Qualifier.
3. Employees, staff, crew, partners or contractors of the Event or Reed Exhibitions Limited or any associated company and their immediate families, and any persons connected with the competition, e.g. prize sponsors or judges and their agents, are not eligible to enter the WCS 2024 Team UK qualifier competition.
4. Registrations must be received between Friday 8th September and Friday 29th September 2023.
5. Entrants are responsible for all expenses relating to competing in the WCS Qualifier at the Event including all lodging and travel to and from the Event. All entrants must have a badge valid for Saturday at the Event. For the avoidance of doubt, participation in the WSC Qualifier does not grant free entry to the Event.
6. Entrants are responsible for their own belongings. ReedPop is unable to provide a secure area for personal items.
7. Entrants must comply with ReedPop’s costume, weapons and props rules (as per the Terms of Service for entry to the Event) and will be subject to security checks on entry to the Event.
8. The weighting for each of the judging criteria at the WSC Qualifier is as follows:
COSTUME – Precision, Quality, Techniques – 50%; and
PERFORMANCE – Acting, Stage Presence, X factor - 50%.
9. Costumes for the WCS Qualifier and WCS Final must represent an existing or recognisable character or element from Japanese manga, anime, video game, or tokusatsu work. Derivative designs (fan art, mash ups, gijinka etc) not authorised by the IP holder are not eligible, nor are character designs originating outside of Japan even if included in media developed in Japan e.g. a Disney or Star Wars character in a video game that was made in Japan (*see Appendix for further details*). Both members of the team must wear costumes belonging to the same source.
10. Entrants must have made the costume they are using in the WCS Qualifier and the Final by themselves. All significant visible costume elements that can safely be made without assistance must have been constructed entirely by the entrants. If it is impossible or unsafe for a single person to make a costume element, assistance for simple tasks such as holding things in place is acceptable. It is also acceptable to use bought wigs, shoes and accessories such as spectacles etc. Simple, largely insignificant base layers such as a leotard or pantyhose are similarly permitted. Any customisation such as styling a wig or modifying shoes must be the work of the entrants.
11. The costume should not exceed two (2) metres in any one dimension, the entrant should be able to safely move in the costume with limited assistance and the costume must not impede the finalist’s ability to get on and off stage. The ReedPop team reserve the right to intervene should they believe a costume is not safe to participate on stage.
12. All costumes should provide enough coverage to be worn in public and should be in good taste and appropriate for a family-friendly Event. Costumes cannot be obscene or offensive, including insensitive or unnecessary use of makeup, nor endorse any form of hate or any hate group. Gore, graphic violence or other objectionable elements

may also be grounds for disqualification as determined by the judges or ReedPop. Costumes must not defame, misrepresent or contain disparaging remarks about the Event, ReedPop, Reed Exhibitions Limited and their products, or other people, products or companies, or communicate messages or images inconsistent with the positive images and/or goodwill with which ReedPop intends to associate the WSC Qualifier within the Event. Costumes cannot be in violation of any applicable law.

13. All accepted entrants must attend costume craftsmanship judging on the date of the WSC Qualifier. ReedPop will notify entrants when and where the craftsmanship judging will take place. Entrants must appear in costume at the time of their judging. Reference, construction or progress pictures should be brought by each entrant to the judging session, not supplied electronically. Failure to appear for judging will result in instant disqualification.
14. Finalists must present a performance on the Main Stage. The ReedPop team will provide documentation and guidance to assist registered teams to submit a performance plan in advance of the Event. Please note the following:
 - a. performances must be no longer than 2 minutes and 30 seconds;
 - b. performances must be suitable for a family audience. No profanity is allowed on stage, including messages on signs or clothes;
 - c. entrants must provide their own audio and any pre-recorded dialogue for their performance as a single audio file. This must be from royalty free sources, free to use without attribution, and not contain any sound from copyrighted sources (including voices, music and sound effects);
 - d. background videos are not accepted;
 - e. lighting direction will be limited to thematic colours due to limitations in the stage set up and programming time available at the WSC Qualifier within the Event;
A maximum of 3 stage props are allowed. Any stage props and stage preparation should take no more than 30 seconds for the ReedPop crew to arrange on stage. Stage dressing and additional props for the stage must be easily manageable by a single person in terms of the item's size and weight (less than 10kg). Stage backdrops should be easily manageable between 2 people and stage props must not exceed 2100mm x 2100mm x 900mm, with the safety of the audience, staff and other entrants not being compromised. This means that pyrotechnics, fireworks or any other methods of creating or causing a naked flame or explosion are forbidden; anything that may litter the stage (e.g., glitter or confetti) or make it slippery or sticky is similarly banned. The use of lasers, regardless of strength, is not permitted by the venue. For the avoidance of doubt, self-generated vapour as part of a costume may be permitted for use on stage following assessment by the ReedPop team but must not be used elsewhere inside the Event; and
 - f. ReedPop reserves the right to interrupt any performances for safety reasons.
Performances containing energetic movements such as running, acrobatics or martial arts, or combat with large props, must be notified in advance so that appropriate checks can be made.
15. The judges' decisions are final and no further negotiation is permitted. There is no obligation on ReedPop or the judges to provide feedback.
16. All entrants are expected to behave with good conduct and respect towards each other and the judges.
17. The team selected by the judges as the winners of the WSC Qualifier will receive the following prize:
 - a. A return flight from a UK airport to the airport designated by WCS, to be booked by ReedPop for the two (2) team members, inclusive of up to two (2) standard pieces of hold baggage each for costume transportation.
 - i. This is expected to be arrival and departure from Nagoya, but is subject to change pending confirmation of the WCS festival schedule.
 - ii. It is expected that both team members will depart from the same airport at the same time.
 - iii. Any further baggage costs and any oversize charges are the sole responsibility of the finalist.
 - b. Transport within Japan, including transfers to/from the airport and travel for WCS festival events, provided by WCS.

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- i. Should the finalist team request any extension to the trip, any transfers to/from the airport or within Japan, differentiating from the WCS schedule, will be the responsibility of the finalist team
 - c. Hotel accommodation for two (2) people will be provided by WCS for the festival duration.
 - i. Basic room cost will be covered. Any incidentals are the responsibility of the finalist team.
 - ii. Any extension to this stay is the sole responsibility of the finalist team and ReedPop or WCS cannot assist in those arrangements. Any other costs relating to travel are the responsibility of the selected finalist team, including changes to existing bookings, insurance, transport to and from departure airport, meals not provided by WCS and any visa related costs.
18. By accepting the prize, the entrants in the team selected agree they will:
 - a. attend the World Cosplay Summit in Nagoya, Japan, in the Summer of 2024. The festival is expected to take place between late July or early August over a period of one week. Dates will be communicated once confirmed by WCS;
 - b. hold a valid passport with adequate validity at the time of travel to the final in Japan;
 - c. be bound by the WCS committee's rules and procedures for the World Cosplay Championship Final;
 - d. pro-actively work with the ReedPop team to learn the expectations and responsibilities for national teams set out by the WCS committee regarding the Championship Final and all linked events as part of the WCS festival;
 - e. assist the ReedPop team in promotion of WCS and Team UK by meeting the expectations of any sponsors (ReedPop will advise on these requirements, if necessary);
 - f. provide all information requested by the WCS committee, for administration of the competition and production of the Final and linked events, in accordance with deadlines given by the ReedPop team, including but not limited to: progress portfolios, performance audio and video and costume schedule plan;
 - g. ensure that costumes and performance meet the necessary quality for the WCS Championship Final, communicating regularly with the ReedPop team regarding planning and progress, including any issues that could cause delays or disruption to their ability to meet the required standards. Finalists may re-use qualifying costumes if suitable and re-use the same performance. It is recommended that the finalist team uses the time between qualification and the Final to amplify both aspects of their entry if doing so; and
 - h. plan to prepare a minimum of two (2) additional costumes, suitable for the Japanese summer heat, for use at publicity events across the WCS festival; and
 - i. ensure in advance that any costumes and props fit within airline hold baggage dimensions and are appropriately packaged and legal to travel with.
19. Should one or both of the team reject the obligations or become unable to fulfil them as part of WCS Team UK, ReedPop will take steps to ensure that these obligations can be fulfilled and ReedPop may, at its discretion, order the
 - a. replacement of a team member; or transfer of Team UK status to the runner up team in the WCS Qualifier; or, subject to the circumstances or timing of withdrawal by the selected finalist team, seek to recoup the costs of any necessary cancellations or booking alterations from the finalist team selected.
20. In the event that the finalist team commits to attending WCS 2024 and either WCS ceases to operate or WCS 2024 is cancelled or postponed for a reason outside the control of ReedPop, ReedPop will provide the sum of £2,500.00 (two thousand, five hundred pounds sterling) in lieu of the original prize.

USE OF DATA

Each Participant's information will be collected and used by ReedPop 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 Cosplay Competition, each participant agrees and acknowledges that he or she has read, understood and agrees to be bound by (i) these Rules; and (ii) the Privacy Policy, each as may be amended by ReedPop. All participants are expected to review the Privacy Policy carefully before participating in the Competition and each participant acknowledges that, in the event of a conflict or inconsistency between the terms of these Rules and the terms of the Privacy Policy, the terms of the Privacy Policy shall prevail, govern and control. In addition, ReedPop 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, ReedPop may share participants' information with such 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 practices.

PUBLICITY

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

LIMITATION ON LIABILITY; FORCE MAJEURE

Each participant agrees that, save for applicable law, ReedPop shall not be responsible or liable for, and is 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 a winner's failure to receive the same due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with participant, ReedPop 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 any participant or any 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 Rules or who have committed fraud or deception in participating in the Competition or in claiming a prize; or (f) any delays or disruptions are as a result of a Force Majeure event, which is defined as "any event beyond the control of either party, including but not limited to fire, flood, epidemic, earthquake, explosion, labour 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 state or local government law, order or regulation, any court or tribunal order, any epidemic or pandemic and/or any other cause not reasonably within either party's control.

ReedPop reserves the right to modify, suspend, extend or terminate the Competition or any part thereof if ReedPop determines, in its sole discretion, that the Competition is technically impaired or corrupted or infected by computer virus, bugs, tampering, unauthorised intervention, fraud, technical problems, failures, malfunctions or other causes have destroyed or undermined the administration, security, fairness, integrity or feasibility of the Competition or that ReedPop is prevented from continuing with the Competition or awarding any prizes by a Force Majeure event.

Although ReedPop shall always attempt to ensure the integrity of the Competition, ReedPop is not responsible for the actions of participants in connection with the Competition, including any participant's attempt to circumvent the Rules or otherwise interfere with the administration, security, fairness, integrity or proper conduct of the Competition.

ReedPop reserves the right, in its sole discretion, to disqualify any participant and/or revoke any prize award to any participant whom ReedPop finds to be (a) tampering with the entry process or the operation of the Competition or with any website promoting the Competition; or (b) acting in violation of the Rules; or (c) entering or attempting to enter the Competition through the use of any robotic or automated devices.

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

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APPENDIX

WCS Final 2023 – Rules for Guidance

<https://worldcosplaysummit.jp/en/championship/nationalregulation>

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Noted sources not eligible for participation in the World Cosplay Summit

The characters and costumes presented for the WCS Final must be completely of Japanese origin. WCS have provided the following guidance on sources that are not eligible for their competition. For further clarification/eligibility checks for the qualifier, please contact mcmcospay@reedpop.com

Title (English)	Genre	Reasons	Title (English)	Genre	Reasons
Adventure Time	TV show	This is not a Japanese work.	League of Legends	Game	This is not a Japanese work.
Apex	Game	This is not a Japanese work.	MoDaoZuShi (and all works by MXTX)	Comic/Anime	The original novel was made overseas.
Arrietty	Film	The original novel was made overseas.	Onmyoji	Game	This is not a Japanese work.
Cookie Run Kingdom	Game	This is not a Japanese work.	Overwatch	Game	This is not a Japanese work.
Cyberpunk; Edge Runners	Anime	The original game was made overseas.	Ragnarok Online	Anime	The original game was made overseas.
Earwig and the witch	Film	The original novel was made overseas.	RWBY	Anime/Game	The original animation was made overseas.
Fornite	Game	This is not a Japanese work.	Tales from Earthsea	Film	The original novel was made overseas.
Genshin Impact	Game/Anime	This is not a Japanese work.	The last of us	Game/TV	This is not a Japanese work.
Ghost of Tsushima	Game	This is not a Japanese work.	Toho project	Game/Doujin	This is doujinshi/fanzine work.
Heidi	Anime	The original novel was made overseas.	Undertale	Game	This is not a Japanese work.
Homestuck	Comic	This is not a Japanese work.	Valorant	Game	This is not a Japanese work.
Honkai Impact	Game	This is not a Japanese work.	When Marnie was there	Film	The original novel was made overseas.
Howl's Moving Castle	Film	The original novel was made overseas.	Witcher	Game	This is not a Japanese work.
Identity V	Game/Butai	This is not a Japanese work.	World of Warcraft	Game	This is not a Japanese work.
Kingdom Hearts saga	Game	Original characters created for the game or from the Final Fantasy saga are allowed. Disney characters are not allowed.			