

ARMAGEDDON

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Awards and Prizes[^]

At each regional event the following awards and prizes are presented at the discretion of the Armageddon Cosplay judge

Junior (5 - 12 year olds only)

Best - Certificate + \$50

Novice

Best Solo - Certificate + \$100

Best Group - Certificate + \$200

Open

Best Solo - Certificate + \$100

Best Group - Certificate + \$200

Judge's Awards

Technical Award (up to 4) - Certificate

2x Judge's Award will be given at each event - Certificate + \$50

Best in Show

Regional Winner - Certificate + \$300

+ Auckland Armageddon Passes (Up to 5)

All regional Best in Show winners are automatically in the National Armageddon Cosplay Contest Final, to be held at Auckland Armageddon, and are up for the grand prize. Regional Best in Show winners are invited to represent themselves on stage at Auckland Armageddon for the announcement of the Armageddon Cosplay Contest Champion, and may re-perform their winning regional skit, if applicable.

Armageddon Cosplay Contest Champion

Certificate + \$2000

[^]All prizes are non-transferable and cannot be redeemed for cash

Which Division to Enter?

Junior

For children 5-12 years old only
Parental assistance of up to 50% permitted
Maximum five (5) entries per city

Novice

For beginners at costume making
Please take into account your actual level of experience with the techniques you are using. These techniques may not necessarily be defined as cosplay. Please be fair on those genuinely new to any part of this hobby.
Reminder for Novice groups
All members of a Novice group must be a novice contestant. If any one member of your group is above a Novice level, the entire group must enter the Open division

Open

Open to all non-professionals
If you have studied costume or a costume related field for longer than a year, please enter in this class. If you are new to the contest, you are welcome to enter the Open division if you choose

Which Category?

Solo - One contestant per entry

Group - Two contestants or more

An entry will be judged as a group if there is more than one person involved. This includes all extras or helpers, both on the stage and off. If they are vital to a performance they are part of the group and will be judged accordingly. These extras and helpers must be named and participate in the preparation of costumes and props. The average score of all members will be taken as the group score. In a group, all contestants must have contributed equally to the costumes and props. This could be as individuals (each contestant makes their own work) OR divided by whoever has the most experience in each area (i.e. one contestant styles all wigs, another sewing, another patterning, another props etc.)

Eligibility

One entry per person per contest

You are welcome to enter each regional contest with a new costume, but you may not enter a costume you have previously won a prize in. No professional costumers may take part in the contest; professional is defined as someone who earns money from working in a creative skill that is transferrable to cosplay; for example, in makeup, film, clothing alterations etc. The judge reserves the right to move entrants between the Novice to Open categories as they see fit. If you have received a 'Novice Best Solo' or 'Novice Best Group', or three 'Novice Technical/Judge's Award' you must enter Open division. If you have received any Open award, you cannot compete in Novice anymore.

Costumes and Props

You must be the maker(s) of at least 75% of your costume(s) and props. If you received help this must be mentioned in your registration form.

The 25% leeway

This allows for the purchase of items that cannot be made, mimicked or substituted practically. This would include shoes, wigs, bought costume or props. All bought clothing items must be modified and/or comprise of a minor part of the costume, even for “simple” costumes. Their origin should not be recognised. Bought items include regular clothing as well as costumes, whether they are second hand, off the shelf, out of your own closet, or commissioned work.

Previously competed in costumes & props

You cannot enter a costume, prop or skit which has already won an award in any other contest. If you have won another contest you are more than welcome to enter this contest in the same year with a non-prizewinning costume and props.

Costumes accepted from the following:

Movies, TV, musicals, anime, cartoons, manga, comic books, games, card games, figurines etc. If you have something outside the items above, please check with the judge to avoid disappointment. As long as you have sufficient reference images, there shouldn't be too much of an issue. Fan art is accepted only if it is a fan interpretation (alternative costume) that you have decided to cosplay and you can provide fan art reference images accompanied by official art as extra references. This is so judges can recognize the changes and alterations made on the character and how you went about creating them.

Costumes and Prop Safety

Costumes & prop weapons must be acceptable to bring into the event under the Armageddon Weapons Policy <http://www.armageddonexpo.com/Weapons-Policy/>

- We ask that your props and weapons be made of materials that will not cause any harm.
- Plastics, paper-mâché, balsa and foam are ideal.
- Pine or MDF are acceptable for staff type or half-length sword type props.
- No real weapons
- No smoking devices of any kind
- No firearms of any sort
- No bladed weapons even if blunted
- No metal costumes, props or weapons. Exceptions include: Small screws, hinges, lightweight chains/jewelry findings, and bolts may be used to hold the prop/costume together, provided that there are no sharp edges. Chain mail is fine; however, any large pieces of armor need to be made from another con-safe material.
- Projectile props may use water pistols or Nerf type guns as a base for props so long as they are made permanently non-functioning.
- If you can't bring it into Armageddon, you can't enter it in the contest

Oversized / heavy costumes and props

Oversized costumes and props are not only a hazard to yourself and everyone around you, but often cannot be displayed on stage due to their bulk and limited mobility. If you are planning an oversized costume, please email to discuss. Please consider your ability to negotiate crowds, steps and doorways. Each prop to be no more than 2m long and/or weigh no more than 5kg.

Body paint/make up

Choose body make up/paint carefully, keeping in mind your health and safety as well as clothes and costumes of other attendees and guests of the Expo. The event is billed as a family friendly event but does attract a varied audience so please choose a costume you will feel comfortable wearing in a large and diverse crowd. No costume is no costume.

Skit or No skit?

Skits are not mandatory, nor do they affect your overall score, but are most welcome and well loved by the audience!

Time limits:

Solo - 2 minutes

Group - 3 minutes

Skits must be pre-recorded either as an audio (.mp3) or optionally as a video (.mp4) digital file. An audio and written copy of your skit must be emailed with your registration in the correct format, otherwise it will not be accepted alongside your registration and you will not be permitted to perform a skit on the day.

Skit Safety

No profanity, nudity or hateful language will be accepted even when appropriate to the genre. No acrobatics or weapon displays. This includes leaps, rolls, or running. The Main Stage is used for multiple events, including eating contests that may need cleaning, and so we cannot guarantee safety of you or the audience in these circumstances.

No explosive or incendiary devices will be allowed: NO exceptions.

No mess is to be left on the stage, audience or judging area after your skit. No messy skits will be accepted. This includes but is not limited to food items, liquids, or confetti and glitter of any sort. If you have any set dressing it must be able to be set up and taken down as you enter and exit the stage. We do not have time or crew to help. It must also pose no hazard to the stage audience or yourselves. Please consider incorporating any set up as part of your performance. These can be powerful moments to set the right mood

Registration Form

Your costume/s do not need to be completed to submit your registration form. When you submit your registration form, please include as much of your construction diary available as possible. Your construction diary must be submitted in .PDF format. If your registration is not submitted in the correct format and/or not labelled correctly, it will not be accepted.

Registration Closing Dates

Wellington - 31st March

Christchurch - 19th May

Tauranga - 26th May

Auckland - 13th October

A maximum of 35 entries will be accepted per city.

Email Confirmation

All entries will now be submitted online using a digital form.

When all applications have been reviewed after the registration closing date, you will receive an acceptance or decline email. If you have been accepted, you will receive a further email with your interview call time and judging room location.

If you have been declined it is because you have not complied with the rules in this document. Your error will be explained to you, and if it is minor (if you have not submitted your construction diary, this is not something minor) we will allow you a limited time to rectify your application (generally 24 hours, depending on the individual correction). Once rectified, we will email again with your interview time.

Construction Diary

Your construction diary is your chance to brag about all your work, so please take the opportunity to do so! Try to make sure you provide as much detail about your costume as possible. When you email your registration form, email your construction diary also, as a .PDF
Free online PDF converter here: <https://online2pdf.com>

Before the registration closing date, please submit your construction diary with as much detail as possible to enable us to judge efficiently at your interview.

What we want to see

- Reference images you used of the characters you are portraying
- Descriptions of how you made your costume(s) and prop(s): Please feel free to expand on these questions - do not feel limited by them!
- Materials chosen and why
- Techniques used and why
- Components and complexity, consider:
 - Sewn costumes: pattern making, choice of fabrics, sewing, tailoring, quality of finish; finished hems & seams, lining, buttons and embellishments, accuracy
 - Armour: material used, construction, techniques used, durability, paint finish, accuracy
 - Wigs: colour match, styling, setting, additions, accuracy

- Props: materials used, design and size accuracy, safety considerations, colour accuracy, finish
- Makeup & Prosthetics: application, blending, durability, construction
- Molding & Sculpting: construction process, materials used, accuracy, finish
- Trial & error: testing new techniques, problem solving
- Skit: script choice, if original; creative process used to write it, recording

Your layout style is optional - below is a guide only

- Cover page
- Stage / group name Category / Division entering City / Region entering
- Photo of your character(s)
- Content
- Describe your character & why you chose them Include at least 3-4 reference photos
- Costume / prop construction
- Briefly describe what you are doing Include photos of each step / process
- Describe things you found difficult / easy / how you solved any problems etc.
- Make a table of the products you bought / used including how and where you got them

Questions you also need to answer

1. Is there anything you are particularly proud of?
2. Any surprises while making the items that made the work easier or more difficult? Describe them.
3. If your entry is unfinished how do you plan to finish it? This will be followed up in the interview
4. Was any part of your costume not made by yourself? If yes, which parts? E.g. Bought or had assistance with.

Consider above “What we want to see” and see how you might also provide these details and information. Feel free to add in any information you believe would be beneficial for your entry.

Judging and Presentation Dates

Wellington

Judging - Saturday 13th April (this may be changed closer to the event)

Main Stage Presentation - Sunday 14th April (this may be changed closer to the event)

Christchurch

Judging - Saturday 1st/Sunday 2nd June (this may be changed closer to the event)

Presentation - Monday 3rd June

Tauranga

Judging - Saturday 8th June

Main Stage Presentation - Sunday 9th June

Auckland

Judging - Saturday 26th/Sunday 27th October

Main Stage Presentation - Monday 28th October

Armageddon Cosplay Contest Champion chosen

Auckland - Monday 28th October

You must be outside the judging room at least 10 minutes prior to your interview time. The judging room location will be emailed to you after applications close. If you don't know the venue, make sure you arrive earlier enough to locate the room and find your way there on time.

Do not be late.

By giving you an interview time we will be taking into account travel times and any other personal issues in arriving at the venue. If you are late, please wait outside the room and we will try to accommodate you without disruption to other contestants. However please note that the judge and Armageddon Expo staff are in no way responsible if you fail to make the interview for whatever reason and cannot guarantee that another later time will be provided. These short interview sessions are only to view the outcome of your work. Your emailed registration form and construction diary should have all the necessary information on how the different elements were made.

The interview is your chance to have a friendly chat and follow up of what you have written. It is a chance for you to point out the most impressive parts of your costume and anything you may have missed or was unfinished in your construction diary. You will not be asked to answer in character, but you will be asked to perform your skit if you have one. Photographs may be taken at this time to help judging as well as record your entry. Please be considerate of your fellow contestants who also have an allotted time to be seen. Once your interview is over you will be free to enjoy the rest of the show.

Special Assistance/Exceptions

Contestants 13 years and under must have a parent or guardian accompany them, both at the interview and be present at the performance. The guardian needs to be named on the registration form. They can form a group with the minor or be present purely as a minder. Contestants who require help due to health or disability are also welcome to have an

accompanying helper. Please let us know of any other assistance or considerations you require and we will endeavor to help. This includes being judged earlier or later in the day etc.

The Judging Process

Once all contestants are seen, the doors are closed and the judging process begins. The photos, registrations and notes taken during the interview sessions are all collated and awards decided. This can take several hours. Each element is considered, so please do explain in detail how you made your costume in the registration form and construction diary. Presentation to the public will be at a time advised in the Armageddon schedule on the Main Stage. Armageddon schedules are generally published 2-3 weeks prior to an event. All contestants need to be there 15mins prior in order to make sure all technical and props and any other housework is complete. Only props, costumes and people presented in the judging will be permitted on the Main Stage for the presentation. If any members have to drop out the remaining members will still be able to be judged and go on stage. The Armageddon Cosplay Contest Champion will be chosen in Auckland on the Monday following the Auckland regional Main Stage presentation. Best in Show winners from each city are encouraged to wear their winning cosplay and perform their skit at the Auckland Main Stage presentation, but this is purely optional.

Judge's Message

We, the organising and judging team, will also abide by this same document to ensure all contestants are treated with respect and all effort is made to help all contestants to participate within these conditions. This cosplay contest is focused solely on craft and construction. Having a professional judge actively working in the costuming industry outside of the cosplay community will further ensure that the contest is run to the highest standard, with fairness and without bias. The purpose of this contest is to motivate and challenge members of the cosplay community in their costume making endeavors. Changes to the rules are done to allow the judges to run the contest as thoroughly as possible. The number of contestants entering has significantly increased over the years and extra procedures are required to facilitate this. Thank you for all your time and effort. We look forward to seeing your costumes!

Disclaimer

The Armageddon Cosplay organisers are not responsible for your lost forms or damage to you or your costume or damage caused by you or your costume. If your registration is declined we will explain why, please understand everyone has to abide by these rules and exceptions cannot be made. Once explained there will be no further correspondence. Bullying of staff, other contestants, or anyone else involved is not accepted. These rules and prizes are subject to change. Where possible, notification of such changes will be made. Please email any questions or queries to info@beyondrealitymedia.com.

For more Armageddon cosplay information, feel free to check out the website, which includes FAQs: <http://www.armageddonexpo.com/Events/>