

# Salinas Valley Comic Con Costume Contest Guidelines and Rules

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1. **Rules:** Make sure your costume follows our Costume Policies and Weapons Policies (See Appendix A & B)
2. **Registration:** Convention doors open at 10:00 AM Saturday. Guests interested in showing their costume in the contest are strongly encouraged to sign up as soon as they arrive.
  - a. Only the first 40 spots will be registered and accepted. A waiting list will be created when 40 spots have filled. In this case, spots will be awarded to the names on the waiting list on a first come, first serve basis.
  - b. Register by signing up on the sheet located in the Cosplay Kingdom at one of the guest cosplayer's tables.
  - c. Registrants must be the person competing in the contest, please do not sign someone else up.
3. **Entry:** The Costume contest does not have an additional cost, but all entrants must have a wristband or pass indicating they are paying convention guests.
4. **Restrictions:** Staff, volunteers, and professional cosplayer (who are attending as guests at this convention) are ineligible to enter and compete in the contest.
5. **Schedule of Event:**
  - **10:00 AM:** Registrants who wish to participate in the contest should sign up **AS SOON AS THEY ARRIVE** at the convention. Doors open at 10:00 AM. Registration will run from 10:00 AM until 2:30 pm Saturday.
  - **2:30 PM:** Last chance to register for the contest. If you show up at 2:30-3:00 trying to register you will be denied.
  - **3:00 PM:** Registered guests must arrive, in costume, ready to present their costume to the judges for pre-judging.
    - a. Registered guests should arrive at the Workshop Room, (located on the far end of the Main Hall, on the left side of the room when facing the back windows) at 3:00 PM on Saturday.
    - b. You must be in costume, with all you need to be judged, costuming is encouraged to be hand-made, and unique.
    - c. Be prepared to meet with professional cosplayer judges. Have your character, how you made your costume, and a little bit about yourself ready.
    - d. Make sure you receive a number.
    - e. Be courteous to other contestants by being prepared and punctual. Remember cosplay does not mean consent! Ask permission to take photos. Please be kind to those around you!
  - **4:00 PM:** The show will start at 4:00 PM. Late contestants will be disqualified! The show should run about 1 hour depending on how many guests register.
    - a. Only contestants and judges will be allowed in the judging area
    - b. The public is welcome and encouraged to watch the show and take photographs while judging is taking place in the Main Hall.
    - c. Bring your fan club! Even if you don't take home the grand prize, you could be a crowd favorite. Encourage people to cheer!
6. **Judging:**
  - The professional Cosplayers who are making guest appearances at the convention will be judges for the contest.
  - Judges will be attending the convention all day and be scouting their favorite costumes out before the event even begins, so come to the convention in your best costume!
  - The judges will be watching and noting contestants' entrance, walk, pose, introduction, and exit. You are allowed to be creative, but no presentations or skits are allowed.
  - Judges are allowed to see (but not touch) your costume from all angles and may direct you to move as needed to inspect.
  - The judges will assess and deliberate amongst themselves to determine their collective favorite.
  - All judges' decisions are final.
7. **Categories:** There will be 3 categories judged this year.
  - a. Best Kid Costume: Ages 6-12. Kids younger than 6 that wish to show off their adorableness are welcome to stay until the end of the show when there will be an "open-walk" across the stage.
  - b. Best Group or Couple: Any group that is 2 or more people. Groups of individuals are encouraged to stick to a common theme (e.g. villains) or game (e.g. characters *Kingdom Hearts*).
    - i. Groups will register for the contest under a single name. The prize will be awarded to the group leader, who will be solely responsible for splitting the prize among the group
  - c. Grand Prize: best in show. This individual will have the best overall judgement and score by the judges. They will be asked to speak very shortly about their costume and process.
    - i. The Grand Prize winner will be presented with \$100!
8. **Changes to the Rules:** While no changes to these rules are foreseen, certain circumstances may require that the rules be changed. Any changes to the rules will be noted in bold red print on this page. A complete set of current rules will be posted at the costume contest check-in tables.

## Appendix A. Costume Policy

### 1. Acceptable Costumes:

Remember, SVCC is a celebration of comics and graphic novels. All characters from every comic ever made are acceptable but be prepared to explain your inspiration if it's a particularly obscure one! Feel free to come as your favorite franchise, fiction, game, movie, or book.

No electrical power connections will be provided. If your costume requires power it must be part of your costume design.

Costumes should be rated "PG-13" or below.

PHOTOGRAPHY – Whether you're competing in the costume contest or not, there are sure to be plenty of excited attendees who want photos! If you come in costume, wear it proud! Show the world your talent! But be sure to ask permission before trying to take photos with other guests or with the professional cosplayers.

### 2. Unacceptable Costumes:

No glitter, confetti, pyrotechnics, live flame, or smoke generators of any kind are allowed in the Hartnell College Student Center. Any costume that "makes a mess" will not be allowed in the Student Center.

Costumes and props must be worn and carried with no risk of injury to people or property.

All SVCC events, will be observed by people of all ages. Excessive blood or gore, overly sexual, explicit, or otherwise inappropriate costumes may not be allowed entry, and you may be asked to leave the convention. If your costume is particularly scary, be sure to avoid small children and families, unless you want to deal with the wrath of tired parents with sleepless kids. It should then go without saying: **No Nudity!**

## Appendix B. Weapons Policy

Weapons will naturally be a part of many costumes we're expecting to see at SVCC. Staff of the National Steinbeck Center and Hartnell College have the final say about what is and is not appropriate. We reserve the right to remove inappropriate weapons from the building, and will contact local authorities, should the need arise.

Plenty of props and prop weapons are unsafe when used inappropriately. A weapon that passes safety inspection may still be removed from the premises if used in a careless, dangerous, or otherwise irresponsible manner.

If you are bringing a weapon of any kind as part of your costume, whether an entrant in our costume contest or not, you **MUST** announce that you have a costume weapon **AND** show the costume weapon at the front desk before you enter the convention. At the check-booth, our staff will individually inspect each weapon. Once the check-in table attendant has inspected the weapon and deemed it costume and not real, you will be permitted to enter the con!

### 1. Permitted Weapons:

Costume or prop weapons, made of paper mache, plaster of Paris, cloth, balsa wood, and other prop-grade materials.

Bows or crossbows, provided they are strung with string, twine, or some other non-weapon grade substitute. The bow must be capable of producing no pull when drawn. Arrows or bolts must be dull.

We want to provide maximum creativity to cosplayers while still keeping safety our top priority. Weapons will be removed from the premises when appropriate, but remember that NSC and Hartnell staff have the right to remove individuals from the premises as well. When in doubt, our staff will err on the side of caution, and we expect cosplayers to do the same.

We are here to serve the attendees of SVCC, so if you have any questions, let us know!

### 2. Unacceptable Weapons:

Any item capable of firing projectiles will not be allowed. This includes airsoft guns, Nerf guns, water guns, BB and pellet guns, and others, as we deem appropriate.

No weapons designed to appear identical to real guns are allowed, whether they are made of appropriate materials or not. Make sure if your character has a gun that it is clearly and visibly a costume prop gun!

Although some costume weapons may include screws or small nails, absolutely no steel will be permitted. A steel sword, even blunt or secured permanently within a scabbard, will not be allowed. The same applies to morning stars, flails, etc. Any metal other than screws and nails for construction purposes will render your costume weapon inappropriate!

Other non-metallic solid materials are not permitted either. Hard rubber, leather, fiberglass or the like can be just as dangerous as steel, and are not allowed.

No chains, nets, or other objects that could become hazardous through tripping and the like.

No explosives or chemicals, including anything capable of "making a mess." **ABSOLUTELY NO FIREWORKS!**

# Appendix C: Map of Contest Area & Route

