



## General Rules

**Competition:** Individual  
**Skit max.:** 2 minutes  
**Language:** English  
**Age:** 16 year old >  
**International competition:** Yes  
**Stage:** Qualification  
**Pre-judging:** Mandatory. English. 7 minutes maximum.  
**Rehearsal:** Mandatory  
**Evaluation:** Costume (30%), resemblance to reference (30%) and performance (40%)  
**Prizes:** Trophy(winner), CWM Grand Finale qualification (1<sup>st</sup> and 2<sup>nd</sup>), medals (all) and partners gifts

- The CWM is a Cosplay competition in which the performance on stage is considered, as well as the confection of the costume and the similarity to the original (similarity between the costume made and reference image).
- All participants must be at least **16 years old**. Participants who are up to 18 years old (or *legal adulthood*) *must submit a statement of authorization signed by their participation guardians*.
- The skit should have a maximum duration of **2 minutes per participant**.
- Competitors must register through the website [iberanime.com](http://iberanime.com) and send all requested documents by the deadline indicated on the website.
- All characters represented by contestants must come from existing characters in **Anime, Manga, Video Games, Animation Movies, or similar others. Fan Arts are not allowed.**
- The participants and helpers of this qualification will have free entrance to Iberanime on both days.
- It is expressly forbidden to use any firearms or other, except for replicas.
- Any kind of attitude and comments of racist or offensive nature are expressly prohibited.
- All participants must cooperate with the organization in a positive way by following their directions, ensuring the success of the CWM Qualification. Any incorrect conduct, involving delays, inappropriate language, conflicts between participants, among others, may be considered in the jury evaluation and may even lead to dismissal of the competition.
- It is not allowed to enter or leave the stage without using the proper access.
- With participation in CWM National Round"/Finale, all participants hand over, free of charge, the exposure, reproduction, or disclosure of their work / portrait and / or recorded



image.

## **COSTUMES & PERFORMANCE**

- A minimum of 60% of the costumes and accessories to be used in this contest must be made by the competitors. If accessories worn have been purchased, they must be customized by the Cosplayer.
- Participants may use 30 seconds to prepare the stage before the performance. After finishing the performance participants have 30 seconds to leave the stage (removing all accessories that were placed before the performance).
- The delay in performance as well as the delay in the preparation / storage of accessories on stage will be discounted on the final score in the proportion of 0.5 points for every 30 seconds of delay.
- The time of preparation, performance and storage accessories will be timed by the organization.
- The performance begins at startup of background music or when the signal is made to the stage manager.
- The performance is considered completed with the thanking to the public.
- **Only audio in English will be allowed.**
- It is not allowed to use liquid or viscous materials, as well as accessories or objects that could endanger the physical safety of the contestants, the audience, judges, or others, such as fireworks, firearms, fire extinguishers, sharp tools, abrasive, corrosive solvents and other toxic or harmful substances. Failure to follow these safety rules (before, during or after your presentation) will lead to the loss of points or even disqualification from the contest.
- The organization will provide two people to assist the placement of props on stage. After this placement only cosplayers can handle them on stage.
- If participants choose to take the help of two members of staff in the placement of their accessories on stage, the participants will also be responsible for all risks and potential accidents. The time available for assembly will always be 30 seconds; the sets are prepared by cosplayer or support staff.
- It will not be possible to use scenarios that need to be affixed to any type of pre-existing structure (nailed, glued, hanging, etc. on the wall structure or other stage). All scenery and props must be portable and easy to transport / handle, allowing for easy operation.
- The **maximum size allowed for the scenario used must be 2m wide x 2,5m high x 2m depth** (input format and output stage) and can be divided into a maximum of three parts.
- Scenario means whatever is on stage before the presentation. As accessories comprise up the different objects that are used and transported by cosplayers during his performance.
- The organization may examine and inspect, at any time, the presentation of each participant to verify compliance with the rules of the contest. If there is failure, the cosplayer may be disqualified.



## JURY EVALUATION

- Finalists must fulfill the google forms with all informations about costume and performance.
- During the prejudging, on friday, the jury will evaluate and score two aspects of Cosplay (costume). Not only the quality and the complexity of the construction of the costume will be considered but also, its level of detail and resemblance to the original (similarity between the costume and referred image).
- During the presentation on stage, the jury will evaluate and score your performance according to your skit, such as: Music interpretation, choreography, charisma, and body movements.
- The overall assessment of each participant in the contest will be made considering.

### Apparel (30%), Similarity to the original (30%) and Performance (40%)

- In evaluating the costume, the following aspects are considered: confection /
  - finishing, level of detail, accessories and applications used.
  - The similarity to the original assesses the similarity between the costume made and the reference image
  - As performance, it's understood the interpretation of the characters (also considering fidelity to the original character) and the quality of presentation.
  - The Jury may request a re-presentation of Cosplayers on stage in case of doubt or tie.
  - The evaluation of the participants will be made of 0.5 to 10, half points are permitted, in each of the items to consider.
  - Based on the overall evaluation the winners of the CWM Qualification will be determined.
  - The clearance will be made considering the sum of the ratings assigned.
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- a) In case of a tie, the winner will be considered the cosplayer who has the **highest score in performance**.
  - b) If a tie still exists, the **highest score** regarding the **costume confection** should be considered.
  - c) If the tie remains, the organizing committee of the event decides what counted. The same goes for the other places that are in a situation of stalemate.

Thank you!