

# mofucon



21.DECEMBER

GOSPODARSKO  
RAZSTAVIŠČE

## Pravila za cosplay tekmovanje 2024

Cosplay Contest 2024 rules and regulations

PRAVILA IN SMERNICE DOGODKA  
EVENT RULES AND GUIDELINES



Prosimo, seznanite se z naslednjimi pravili in smernicami, da zagotovite pošteno in prijetno izkušnjo za vse udeležence.

Vaše upoštevanje teh predpisov bo prispevalo k uspehu dogodka. Srečno, in naj vaš cosplay zasije na odru MofuCona!

## SPLOŠNA PRAVILA

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1. Večkratna prijava z različnimi kostumi ni dovoljena. Kandidat se lahko prijavi le enkrat, z enim kostumom.
2. Skupinski kostumi so dovoljeni.
3. Tekmovanje vsebuje registracijo, predsojenje in predstavitev. Registracija poteka preko spletnega obrazca, predsojenje v za-to namenjeni lokaciji, predstavitev pa na glavnem odru na dogodku. Lokacija za predsojenje bo sporočena vsem tekmovalcem vsaj 2 dni pred dogodkom, ali na info točki na dogodku samem.
4. Predsojenje: ob določenem času boste poklicani na predsojenje, kjer boste žiriji razložili proces ustvarjanja kostuma. Do časa predstavitve ste nato prosti.
5. Kandidati morajo podati opis, ki ga bo napovedovalec prebral med njihovim prihodom na oder. Lahko opiše podrobnosti kostuma, ali poda zgodbo o liku, ki ga kostum predstavlja. Lahko opiše proces izdelave, uporabljene materiale, število ur dela, ali karkoli, ki bi naredilo vtis na žirijo in publiko. Opis je omejen na 100 besed.
6. Vsi sprejeti kandidati se morajo zglasiti na predsojenje na dan tekmovanja. Kandidati, ki se ne udeležijo predsojenja, bodo diskvalificirani. Podatke za čas in lokacijo naslednji kroga tekmovanja vas bomo naknadno posredovali, če ste sprejeti.
7. Na registraciji dodajte referenčno sliko, po možnosti barvno sliko iz sprednje in bočne strani lika. Če vaša referenca slabo prikazuje lik, vam žirija ne more natančno soditi.
8. Na registraciji lahko priložite glasbo in/ali slike, ki bodo prikazane med vašim nastopom.
9. Fizični mediji (npr. CD-ji) in/ali video naprave (npr. laptop, iPod) na predsojenju ne bodo sprejeti.
10. Vulgarnost in kletvice na odru niso dovoljene. To vključuje sporočila na znakih ali oblačilih. Kršitev tega lahko privede do diskvalifikacije.
11. Politične ali verske izjave na odru in med sojenjem niso dovoljene. Kršitev tega lahko privede do diskvalifikacije.
12. Kostum ne sme biti uporabljen, če je bil prisoten na predhodnjih mednarodnih tekmovanjih, ali v finalnih krogih drugih tekmovanj.

13. Kostum ne smejo promovirati uživanje alkohola, nezakonitih substanc, tobaka, uporabe orožja, ali nevarnih aktivnosti.
14. Kostum ne sme biti obscen ali žaljiv, ne sme kazati podpore sovraštvu ali sovražnim skupinam.
15. Kostum ne sme prikazovati kršitve, ali sam po sebi kršiti zakona.
16. Prosimo, da naj kostum ne vsebuje substanc, ki bi ovirale druge tekmovalce ali njihove kostume. Če nosite barve za kožo ali ličila, zagotovite, da se ne bodo prenesla na druge osebe. Na oder ne prinašajte česarkoli, kar bi lahko poškodovalo druge kostume. Po vaši predstavitvi ničesar ne puščajte na odru.
17. Golota ni dovoljena. Vsi kostumi morajo pokrivati telo na primeren način za publiko in družine. Nasilni prizori ali druge sporne vsebine lahko privedejo do diskvalifikacije, glede na presojo žirije.
18. Kandidati so odgovorni za svojo osebno lastnino. Ne moremo vam zagotoviti varnega prostora za osebno lastnino. Priporočamo, da imate asistenta, ki vam pri tem pomaga.
19. Ob kršitvi kateregakoli naštetega pravila, vas lahko vodstvo, osebje ali žirija dogodka, diskvalificira. Odločitev žirije je končna.
20. Kandidat na tekmovanje ne more pristopiti s kupljenim kostumom, ali kostumom ki ga ni naredil sam. Deli kostuma (npr. bodiji, pajkice, čevlji) so lahko narejeni iz kupjenih izdelkov, dokler je kandidat sam naredil vsaj 60% kostuma. Če je kostum predelan iz kupljenih izdelkov, mora kandidat podrobno razložiti kako je bil kostum ustvarjen, in postopek ustvarjanja. Kostumi, ki so sestavljeni iz kupljenih izdelkov in naj bi predstavljali lik ali kostum, niso dovoljeni.
21. Električni priključki vam ne bodo na voljo. Če vaš kostum potrebuje elektriko, mora biti del dizajna kostuma.
22. Krila, veliki rekviziti ali veliki kostumi so dovoljeni. Če je možno, naj bodo večji deli kostuma snemljivi. Omejitve za velikost kostumov nimamo, vendar prosimo, da ste na odru in v prostorih konvencije pazljivi. Za kakršnokoli škodo na odru, osvetlitvi, tehnične opreme ali lastnine dogodka ste odgovorni sami.
23. Kostum mora omogočati gibanje z minimalno asistenco. Kostum vas ne sme ovirati ob vstopu in izstopu z odra. Kostuma ne smete sestavljati na odru.
24. Vsi rekviziti morajo biti preverjeni za varnost na info točki v skladu z naslednjimi pravili:
  - delujoče pištrole (airsoft pištrole, zračne pištrole, plašilke, paintball pištrole, šibrovke)
  - realistične replike pištol (replike, ponaredki ali igralne pištrole, ki se jih na pogled lahko zamenja z delujočimi)
  - elujoča strelska orožja (pihalniki, samostreli, loki, pene v sprejih, frače, vodni baloni in vodne pištrole)
  - železna orožja z naostrenim rezilom (sekire, bodala, tomahavki, noži, kunai, shurikeni, meči, sprehajalne palice z meči in "switch blade"-i)
  - razstreliva (petarde in ognjemeti)

- kemična orožja (solzivci)
- topa orožja (medeninasti členki, kiji, nunčaki)
- rekviziti iz težkih materialov (vključuje železo, fiberglas, in steklo)
- inštrumenti ki povzročajo čezmeren hrup, kot npr. vuvuzele.

Replike orožij so dovoljene pod pogojem, da so narejene iz kartona, pene, lesa ali drugih lahkih materialov. Replike pištol so dovoljene le, če niso na pogled zamenljive z pravim orožjem. Cev vseh pištol mora biti pokrita z svetlo obarvanim čepom. Replike lokov so dovoljene, pod pogojem da imajo njihove puščice mehke konice.

## PRAVILA KATEGORIJ

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Kategorije tega leta so: ročno izdelovanje (crafting), delo s peno (foamwork), šivanje (needlework), glas ljudstva, in najboljši novinec.

### ROČNO IZDELOVANJE:

- Kategorija vključuje več različnih tehnik, kot naprimer: delo s peno, šivanje, uporaba LED komponentov, delo z usnjem, ličila, 3D printanje itd.
- Kandidati v tej kategoriji pokažejo kostum, izdelan s kombinacijo različnih tehnik. Kostum se ne nagiba na samo eno tehniko.
- Kandidati bodo premaknjeni v to kategorijo, če je njihov kostum narejen iz neobičajnih materialov, kot naprimer: papir maše, karton, lepenka, 3D print, itd.

### ŠIVANJE:

- Kandidate v tej kategoriji žirija sodi glede na tehnike šivanja, uporabljene v kostumu.
- Lahko uporablja eno ali več tehnik, kot naprimer: ročno barvanje blaga, vezenje, itd.

### DELO S PENO:

- Kandidate v tej kategoriji žirija sodi glede na spretnost uporabe pene v kostumu.
- Kandidat lahko prikaže tehnike, kot naprimer: graviranje, oblikovanje s peno v glini, priprava na barvanje, dodajanje tekstur, itd.
- Sem spadajo tudi veliki rekviziti, naglavni okrasi, krila, itd.

### GLAS LJUDSTVA:

- Vsi kandidati se potegujejo za glas ljudstva, ki se dodeli glede na glasove, ki jih odda publika.

### NAJBOLJŠI NOVINEC:

- Če je na tekmovanju kandidat, ki tekmuje prvič in s prvim kostumom, se lahko poteguje za najboljšega novinca.
- Ta informacija mora biti podana že ob predsojenju. Pomembna je iskrenost.



# Cosplay Contest 2024 Rules



Please familiarize yourself with the following rules and guidelines to ensure a fair and enjoyable experience for all participants. Your commitment to these regulations will contribute to the success of the event. Best of luck, and may your cosplay shine on the MofuCon stage!

## GENERAL RULES

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1. Applicants may not register multiple times with multiple costumes. A contestant can only enter once and only wear one costume.
2. Group costumes are allowed.
3. The competition itself consists of registration, prejudging and the performance. Registration is done online via form, prejudging will be held in a dedicated location and the performance itself will be on the main stage of the event. The dedicated location will be communicated to all applicants at least 2 days before the event or at the info point at the event itself.
4. Prejudging: At an assigned time you will be called into prejudging where you will discuss the process of working on the cosplay. After that you are free up until the performance portion.
5. Entrants must provide a written description that the announcer will read during their appearance on stage. This may describe the details of the costume or provide a story about the character being portrayed. You may offer details about the construction process, materials, number of work hours, or anything that might impress the judges and fans. This description is limited to 100 words.
6. All accepted contestants must check in for prejudging on the contest day. Failure to appear at prejudging will result in disqualification. If accepted, we will notify you when and where the judging will take place. Information will be provided to you closer to the competition.
7. To be judged for accuracy, a visual reference, preferably a front and back color photo, must be uploaded with your application. You may not be eligible for accuracy points if the judges do not receive good reference material of your character.
8. Please provide music and/or images to be displayed during the performance when applying to the competition.
9. Physical media (i.e. CDs) will not be accepted nor will bringing a laptop or video device (i.e. iPods) to prejudging.
10. No profanity allowed on stage. That includes messages on signs or clothes. Anyone who violates this may be disqualified from the competition.

11. No political or religious statements are allowed on stage or during judging. Anyone who violates this may be disqualified from the competition.
12. Costumes used for the competition must not have been used for any previous international cosplay or costume contest final.
13. Costumes cannot promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), or any activities that may appear unsafe or dangerous.
14. Costumes cannot be obscene or offensive, endorse any form of hate or hate group.
15. Costumes cannot depict, and cannot themselves, be in violation of any law.
16. Please refrain from wearing or using any substances that may potentially interfere with another participant's costume. If you are wearing body paint or make-up, please make sure it will not come in contact with others. Do not bring anything on stage that could damage the other costumes. Do not leave anything on stage after your costume demonstration.
17. No nudity. All costumes should provide enough coverage to be worn in public and should be in good taste and appropriate for a family-friendly show. Gore, graphic violence or other objectionable elements may be grounds for disqualification as determined by the judges.
18. Contestants are responsible for their own belongings. We are unable to provide a secure area for personal items. We recommend bringing an assistant to help with belongings.
19. Any participant may be disqualified from the contest by convention management, staff, or official costume judges for failure to comply with any of these rules. All decisions made by the judges are final.
20. Pre-fabricated, store-bought costumes cannot compete in the Cosplay Contest. All costumes must be made by the wearer. A portion of the costume (i.e. leotard, tights and shoes) may be from purchased, finished goods, but at least 60% of the costume should be constructed by the creator of the costume. If you have made heavy alterations to a store-bought garment and wish to enter it into the construction part of the contest, you must be able to explain how you have altered it and the processes that such an endeavor entailed. Unaltered, store-bought assemblies of clothing to represent a character or "costume" are not allowed.
21. No electrical power connections will be provided. If your costume requires power it must be part of your costume design.
22. Wings, large props, or large costumes are allowed. If possible, make wings and other parts that make up your costume detachable. We have no limit on the size of costumes or props, but ask that you be safe and aware while on stage and inside the venue. You will be responsible for any damage to the stage, lighting, technical aspects or any convention property.
23. Your costume must allow movement with minimal assistance. Your costume must not impede your ability to get on and off stage. Furthermore, your costume cannot be built on stage.

24. All props must be checked for safety regulations at the info point in accordance to the following rules:
- functional firearms (including airsoft guns, BB guns, cap guns, paintball guns and pellet guns)
  - realistic replica firearms (including reproduction, fake or toy guns that can be confused for functional firearms)
  - functional projectile weapons (including blow guns, crossbows, long bows, silly string, slingshots, water balloons and water guns)
  - sharpened metal-bladed weapons (including axes, daggers, hatchets, knives, kunai, shuriken, swords, sword canes and switch blades)
  - explosives (including firecrackers and fireworks)
  - chemical weapons (including mace and pepper spray)
  - blunt weapons (including brass knuckles, clubs and nunchaku)
  - hard prop weapons (including props made of metal, fiberglass and glass)
  - instruments that cause excessive noise levels like vuvuzelas.

Prop weapons will be allowed providing they are composed of cardboard, foam, wood or other light materials. Prop firearms are allowed only if they cannot be mistaken for real weapons. The barrel of all prop firearms must be covered with brightly-colored caps. Prop bows are allowed provided all arrows have soft tips.

## RULES OF CATEGORIES

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This year the categories are as follows: Crafting, foamwork, needlework, popular vote and best newcomer.

### CRAFTING:

- This category combines all different types of techniques such as: Foamwork, sewing, LED work, leatherwork, makeup, 3D printing and so on.
- In this category the contestant has equally combined all or many different techniques. The cosplay does not show heavy leaning on only one technique.
- Contestants will also be moved to this category if their cosplay has been made out of unconventional materials such as: Paper mache, cardboard, cardboard stock, 3D printing, etc.

### NEEDLEWORK:

- In this category contestants will be judged on the sewing techniques used in the cosplay.
- It can be one or many different types such as: hand dyeing, embroidery, etc.

### FOAMWORK:

- In this category contestants will be judged based on the foamwork they did on the cosplay.
- Contestant will be judged on the techniques used on the foam such as: engraving, sculpting with foam clay, priming, texturing, etc.
- This also includes big props, headpieces, wings, etc.

### FAN FAVORITE:

- Every contestant is eligible on winning fan favorite based on the votes cast by the audience.

### BEST BEGINNER:

- If there is a contestant that is competing for the first time and has made their first cosplay, they are eligible on winning best beginner.
- This should be disclosed during prejudging. Honesty is key.