

PIXELFEST 2017

Cosplay Contest

Aetherhaus Cosplay Co.

Shadow Wing Cosplay

Slover Library

When?

PixelFest is from April 7th, 2017 to April 9th, 2017. Each day we will have a cosplay judging time slot!

- Friday 2:00pm-4:00pm
- Saturday 1:00pm - 3:00pm
- Sunday 11:00am-1:00pm

Winners will be announced at 3pm Sunday after the cosplay contest. Winners must be present on Sunday to win.

Where?

Slover Library in Norfolk. The cosplay contest will be on the first level near the mainstage!

How will it work?

Contestants will come up to the cosplay table and fill out a quick registration and consent form. Contestants will then take that form to the judges where they will take a picture and pre-judge your cosplay.

Contestants will be given 3 minutes to answer judges' questions about their costume. After judges are done with their questions Contestants will be given a notecard with their entry number on it. **KEEP IT SOMEWHERE SAFE YOU NEED THIS FOR THE COSPLAY PARADE ON SUNDAY!!!**

Rules:

Below are our rules for cosplayers and for the cosplay contest. These rules apply to ALL cosplayers regardless of entry to the contest or not.

1. Costumes must be suitable for a family audience and in compliance with the Slover Library Code of Conduct. All entries must maintain a PG rating. No violent or sexual costumes, content, or displays; foul language will not be tolerated.

The Cosplay director and PixelFest Staff reserve the right to turn away any entry deemed inappropriate and/or in violation of the Slover Library Code of Conduct. If turned away, you must change into appropriate attire or leave.

2. Contestants in the costume contest are expected to have a positive and sportsmanlike attitude. Unsportsmanlike behavior can be grounds for disqualification. Please be polite and respectful of PixelFest staff, judges and your fellow cosplayers.
3. All contestants will be required to register and participate in prejudging.
4. Anything that goes along with, will be worn or will be included or presented during the contest, must be included and presented during pre-judging
5. Picture taking: Do not stop for pictures in smaller, crowded hallways. Please go outside or to a less crowded area. Do not block doors, ramps, exits, corridors, and aisles while taking pictures.

6. Mock or Play-fighting is not allowed on Slover Library Premises. Wielding or handling weapons or props in a way that could potentially cause harm to others is prohibited, whether there was intent to harm others or not.

7. We reserve the right to remove you from the convention and/or cosplay events at any time. If for any reason we feel that your actions pose a threat or hazard to others while at PixelFest, we will ask you to stop or you will be removed from the cosplay events. We simply ask you to be courteous towards others at all times.

8. No flashpots, explosive devices, or similar special effects are to be used. Anyone who violates this rule may be disqualified from the competition and may be asked to leave PixelFest.

9. All prop weapons must conform to the AetherHaus Cosplay Co. Weapons Policy, which is as follows:
 - No actual weaponry regardless if it is sheathed, holstered or peacebound. This includes (but is not limited to): firearms, knives, bludgeons, stun guns, brass knuckles, bows strung with tense string/capable of firing, bullets, grenades, axes, swords, blades, live steel (any metal that can: hold a bladed edge, regardless if sharpened or not, or shaped in a way that has sharp edges or spikes), etc.
 - No flashpots, explosive devices, or similar special effects are to be used.
 - No functioning projectile weapons - including, but not limited to, water pistols, silly-string guns, and ping-pong pistols, airsoft guns, bubble shooters, spark guns, crossbows, Nerf guns, etc.
 - Disabled projectile weapons/toys that have been modified into props and are completely incapable of firing a projectile are only allowed if they adhere to these additional guidelines (broken out by type).
 - Arrows and bolts must be made of a soft material such as foam or rubber.
 - Heavyweight metal gauge chains are prohibited. Uncoiled ropes and lightweight plastic chains are limited to 3ft in length, must be under control at all times, and cannot hang in a manner that poses an entanglement or trip hazard. Chains and ropes that are completely integrated into clothing or coiled not limited to 3 feet.

- Realistic looking grenades, bombs, mines (explosives) must have a strip of orange electrical tape visible wrapped around the body of the device.
- Oversized props that pose a mobility hazard through doors, stairways or elevators are prohibited. Recommended dimensions less than six feet in any direction; items in excess will be judged on a case by case basis.
- Any prop, outfit, or armor piece must not be made of a material that can injure a passerby via a sharp edge, point, spike or stud. If those shapes are required, use cloth or foam, not metal or hardened/reinforced plastics.
- Props cannot be thrown, tossed, shot, or swung regardless of its construction and functionality. They must be under the holder's control at all times.
- Props must be secured to a costume or held in a manner in such that they do not endanger others. Be aware that the convention may become quite crowded and take appropriate precautions.
- Props may be inspected at any time, even if they are not listed in this document specifically.
- Props in violation of these guidelines will not be permitted in the building. Anyone found in violation of these guidelines may be disqualified from the competition and asked to leave the library.

All weapons must be non-working. No functioning projectile weapons - including water pistols, silly-string guns, and ping-pong pistols. Bladed weapons must be cased or sheathed and peace tied at all times. No clowning around or showing off in the common areas. Any weapon used in an offensive manner will be confiscated. Anyone who violates this rule may be disqualified from the competition and may be asked to leave the convention area. We expect you to use good judgment; with your help, we can continue to allow non-functioning, appropriate cosplay weapons.

10. The cosplay director has the right to change your division to a higher division to create a fair competition. Consider this an honor!

We reserve the right to remove you from the convention and/or cosplay events at any time. All PixelFest attendees must adhere to Slover Library's Code of Conduct while on the premises. If your actions are in any way a violation of the Code of Conduct, your participation will be terminated, and you may be asked to leave the premises.

Divisions:

Childrens: Children Contestants under 12 yrs Each child must be accompanied by an adult at all times for safety (no exceptions). Accompanying adult will not be judged.

Beginner: This division is intended for costumers with little to moderate experience in making costumes or performing. If you have won multiple awards consider entering in advanced. Teenagers under 18 years old will automatically be placed into this category (unless overruled by judging staff).

Advanced: Open to all ages for experienced costume makers - those REALLY GOOD at making costumes. Enter if you have won multiple cosplay contests or enter in Advanced normally.

Group: Group Open to all ages Open to all groups.

Awards:

For each award there will be a Certificate and Medals!

-Best in Show: This is given to an entrant or group who has shown an overall exceptional degree of craftsmanship and execution. This award may be given to an entry in any division.

-Best in Division: This is given to an entrant or group who has shown an exceptional degree of craftsmanship and execution for their particular division.

-Second Place in Division

-Third Place in Division

-Craftsmanship: This award is given to an entrant with the most creative or impressive handcrafted cosplay or prop. Any division may qualify for this award.

-Judges' Awards: Each judge may grant an award to an entry that they feel is exceptional