

Game Con Canada Cosplay Competition Rules and Regulations:

- 1. No nudity, profanity, anything deemed racially or culturally offensive will be allowed. No politically charged or discriminatory cosplays or props will be allowed. These rules will be enforced at the discretion of the competition organizers; when in doubt, ask!**
- 2. No liquids, messy substances, glitter, confetti, objects smaller than 3 square inches, or anything that may pose a danger is allowed to be used as part of your stage walk.**
- 3. Contestants will not be judged on their race, body type, gender, mobility aids, etc.**
- 4. All contestants must hold a valid entry badge to the convention for the date of the competition and prejudging.**
- 5. All contestants must be 13 years of age or older to enter (groups with children under the age of 13 will not be allowed to enter the child that is under age).**
- 6. Any prop or weapon must have passed inspection and be approved by the Weapons and Prop Compliance Team prior to the contest.**
- 7. No live animals are permitted on stage, except for certified service animals if required by a contestant.**
- 8. No electrical power connections will be provided. If your costume requires power, it must be part of your costume design.**
- 9. Any costume that may cause harm to the contestant or other contestants and attendees will not be allowed. Entrants must be able to wear their costumes for the duration of the competition (2+hours) with no undue harm such as overheating, excess weight, bruising or lacerations, cutting off circulation to limbs etc.**
- 10. All entrants MUST be able to MOVE on their own. Costumes that require assistance will not be allowed for entry.**
- 11. The maximum size for group entries will be six (6) people.**
- 12. Build Books will be required to be provided to the judges on the day of the competition. Points will be deducted if contestants do not provide one.**

13. The following are category requirements for Game Con Canada 2024:

- 1. BEST OF THE BEST: Costume has previously won a major award (“Best In” or “First Place” award). Costume must be at least 85% made by the contestant.**
- 2. Masters: Maker has won >2 major awards or makes their primary income from cosplay or costuming. Costume must be at least 85% made by the contestant.**
- 3. Journeyman: Maker has won 1 or 2 major awards. Costume must be at least 75% made by the contestant.**
- 4. Novice: Maker has never won any major awards. Costume must be at least 85% made by the contestant.**

14. Sandbagging is not allowed in the Game Con Canada cosplay competition.

- 1. If your cosplay has won a “Best In” or “First Place” award at a convention of 10,000 people or larger, you may only compete in the BEST OF THE BEST category with that costume. Our “Best of the Best” category was designed to give makers and their award winning cosplays another opportunity to show their work and compete. We as makers understand the countless hours of hard work, materials and creativity that go into these builds. We wanted to give champions a stage to show off their work again and compete against each other!**
- 2. If your cosplay has won a “Best In” or “First Place” award at a convention of fewer than 10,000 people, you may compete with it in either your skill category (Novice, Journeyman, Masters) or the BEST OF THE BEST competition with that costume.**
- 3. Best in show, best table top & best video game titles are only applicable to our masters, journeyman and novice categories. Submitting a cosplay into the “best of the best” category is an exclusive title bid.**
- 4. If your cosplay has won three or more “Best In” or “First Place” awards you may only compete in the BEST OF THE BEST category with that costume, regardless of convention size.**

5. **“Judge’s Choice”, “Honorable Mention”, and non-first placements (second overall, third place journeyman, etc.) do not count toward your numbers of awards won to define your division and eligibility (they are not considered major awards at Game Con Canada).**