



WORLD COSPLAY SUMMIT 2019 - SOUTH AFRICAN REGIONAL RULESET

JANUARY, 2019

Key Dates:

Application Form Due Date: Sunday, 11.59 pm, March 31st 2019

Portfolio Due Date: Sunday, 11.59 pm, April 7th 2019

Competition Date & Location: ICON Comics & Games Convention @

Emperors Palace, Monday 22nd April 2019





■ WORLD COSPLAY SUMMIT IS BACK!

World Cosplay Summit (WCS) began in 2003 in Nagoya, Japan, to create a sense of international friendship with cosplayers from all over the globe and has grown to become the biggest cosplay event in the world! The World Cosplay Championship is where representatives from each country display their best performances on stage to determine the grand champion. The Championship doesn't just judge the quality of participants' costumes, but also the art direction and overall performance.

Year after year, the number of participating countries increases and in 2018 South Africa joined the ultimate world championship of cosplay. In 2019, ICON Comics & Games Convention will again play host to the the World Cosplay Summit South African Regional Tournament, with the champion duo winning a trip to Japan and over a week of accommodation to participate in the World Cosplay Summit events in Japan.

This document outlines the rules and procedures for the World Cosplay Summit South African Regional Tournament Competition and provides an overview of the rules around the World Cosplay Summit Championship event.

■ ICON 2019 - MORE CHANCES TO WIN

The inaugural SA World Cosplay Summit team consisted of Maoukami Cosplay and JinxKittie Cosplay and they did South Africa, and themselves, proud! With only a short time to prepare, the duo received high praise from crafting judges and applause for their handling of two of the most loved characters in gaming, Link and Princess Zelda.

Many other teams competing, however, had substantial amounts of time to prepare for their Championship performance - sometimes up to a year in advance. So this year, ICON CGC will declare winners for the next TWO World Cosplay Summit Championships in 2019 and 2020.





The team that places first at this year's event will be given the option to choose the year they wish to represent South Africa - either at the 2019 or the 2020 World Cosplay Summit event. The team that places second this year will then represent at the other event i.e. whichever year the first place team does not choose. The team that chooses the 2020 event will benefit it two ways:

- a) They will have over 15 months to prepare for their event, and
- b) They will be in Japan not only during the World Cosplay Summit Championship event, but also during the Tokyo Olympic Games!

Each subsequent ICON WCS event will then choose a winner for the FOLLOWING YEAR'S WCS event i.e. ICON 2020's WCS Regional Winner will represent South Africa at the Championship event in Japan in 2021.

During the 2018 WCS Championship event, it was plain to see the class, skill and ability of over 40 other countries that competed. This move will allow winning South African teams going forward substantial time to hone their costumes and their performance, as well as provide a number of logistical benefits - team members do have the chance to extend their trips in Japan and would welcome the time to save for extra days, and extra shopping!



Team Mexico, worthy winners of World Cosplay Summit 2018

■ A WORD FROM THE WINNING 2018 SA TEAM!



MAOUKAMI Cosplay

The World Cosplay Summit journey is personal to everyone, each person doing it for different reasons and getting different experiences out of it. For me, it was a test of my own skill and the strength of Kelsey and I's determination. We worked hard over limited time and I admit it wasn't easy. There were tears and breakdowns as we struggled to finish and keep up our own standard of work. But I realised, standing backstage in Japan, that it was all worth it. All the difficulty we faced was worth it as I look back and see the friendships we made with cosplayers from all over the world. Experiencing a new country with my best friend made the endless practising and nerves fade away. I was proud of us, and still am, for managing to be the first representatives of South Africa.

I would encourage anyone to enter WCS, but I also want to caution against the faint of heart. It is a difficult journey, albeit rewarding, and I believe that if you truly want something and are willing to work for something, you can achieve it.

JinxKittie Cosplay

The entire WCS experience has left me with a new perspective on cosplay, competitions and performances. From the start we knew it was going to be a tough journey, but that challenge didn't discourage us; we worked extremely hard to finish our cosplays in time and in the end, it was the most valuable, rewarding, and exciting experience of our lives. We succeeded!

Going to Japan has always been a dream of mine, but actually achieving it has only encouraged me to aim higher! Being able to meet cosplayers from all around the world has exposed us to new ideas, techniques, and most importantly, treasured friendships. I've always been one to challenge myself, always aiming for bigger and better, and it was so enlightening to talk to so many like-minded people at the WCS. We met so many wonderful people who left lasting impressions on both of us; everyone is striving to improve themselves and it's beyond inspiring! Being in such an environment has only encouraged me to work even harder in future cosplays and events. WCS is definitely a huge challenge but one well worth putting your every effort into!



■ IMPORTANT WCS INFORMATION

WCS is the biggest cosplay event in the world, with regional winners flying to Nagoya, Japan for an incredible experience at the World Championship event. This document outlines the rules and procedures for the World Cosplay Summit South African Regional Tournament.

1. WCS SA Regional Tournament Entry Procedures

1.1 - South African Regional Tournament entries are for one (1) team of two (2) cosplayers. There will be no exceptions to the number of individuals allowed to compete in a team.

1.2 - Each team member must be 18 years of age or older on or before Monday, April 22nd, 2019 in order to compete in the South African Regional Tournament.

1.3 - Entrants must submit a single completed application form by Sunday 11.59 pm, March 31st 2019. The application form must be submitted by email to cosplay@dai-fest.co.za.

1.4 - For the 2019 South African Regional Tournament, each team member must either be born in South Africa or have the right of permanent residence in South Africa. Please send proof of permanent residency (Passport or RSA ID Book or ID card).

1.5 - Entrants must submit a single portfolio for the team that outlines their costume plans, as well as provide photographic evidence of their costume creation. A sample portfolio template will be made available online. It is highly recommended that entrants customise their portfolio as they see fit and are free to add any extra information they think will help judges make their decision, however they must include all the compulsory information as listed in the sample portfolio in order to be eligible. Portfolios must be submitted in PDF format and must not exceed 5 mbs. Portfolios must be submitted by email to cosplay@dai-fest.co.za by Sunday 11.59 pm, April 7th 2019.

1.6 - Please Note: **NO NEW ENTRANTS WILL BE ACCEPTED ON THE DAY OF COMPETITION.**

1.7 - Please ensure you provide a working email address in your completed form.

1.8 - Entrants MUST prepare one set of home-made costumes. Please refer to SECTION 2.1 - 2.5 for more information.

1.9 - All teams presentation and costume will be assessed as per SECTION 3 of this document.

1.10 - Entrants MUST BE AVAILABLE TO TRAVEL TO JAPAN FROM JULY 24TH TO AUGUST 6TH, 2019. As such, you must have a valid passport with at least six (6) months validity beyond August 6th, 2019. ICON Comics & Games Convention, as Regional WCS organisers, will be responsible for the flights and visa costs of the winning team.

1.11 - Entrants must be available for the entirety of Monday, April 22nd 2019 for judging. Entrants will be notified no later than one week prior to the event of their scheduled judging time. Please ensure you have a working email address as the WCS South African team, nor the ICON Comics & Games Convention team, take no responsibility if you are not informed of your competition status. Some entries may be eliminated based on portfolio if the entry is found inappropriate or breaks any of the rules outlined here.

2. WCS Competition Rules in South Africa and Japan Rules & Regulations

South Africa

2.1 - Entrants must present themselves in the costume of a character from any anime, manga or Japanese game. Characters originally from (Western) comics and games, movies or anything else that are unrelated to Japanese popular culture will not be accepted in this competition. For example, Disney characters such as Mickey Mouse being presented in Japanese games such as Kingdom Hearts does not make them eligible characters to enter into this competition. Entrants must provide official art references for their entry in their portfolio submission: fanart adaptations will not be accepted. Please contact us prior to entry submissions being made if uncertain about the eligibility of a particular character.

2.2 - Commercially available cosplay costumes are not allowed in the WCS SA Regional Tournament or the WCS Championship in Japan, but may be used in the Parade in Nagoya and in media appearances (but is not recommended).

2.3 - Costumes must be hand-made. Prefabricated and/or purchased costumes will not be permitted. Entrants must make at least 70% of their costume themselves, however it will also be acceptable if friends or family help out. Prefabricated items may be permitted if they have been substantially altered by the entrant; this includes small items, such as shoes or gloves. Larger articles of clothing such as shirts, dresses, skirts & pants **MUST** be hand-made.

2.4 - Authentic, Metal or Replica Weapons such as: swords, axes, shuriken, firearms, etc., are illegal and therefore are not permitted as props for Cosplay. Projectile weapons (even plastic ones) are also not permitted as props. Please be aware that the WCS SA Regional Tournament will take place at Emperors Palace, a venue with a casino, with its own restrictions in relation to weaponry on premises (if you choose to enter the main building).

2.5 - Any props or portions of costumes that are created using a 3D printer, must have their digital 3D model created by a member of the competing team. This can be with the aid of family & friends, but must have evidence of the competing team creating the original digital file prior to printing as well as finishing after. Evidence of construction can be highlighted in a team's portfolio.

2.6 - Entrants may use stage props to enhance their performance. There is a limit of three (3) stage props per team, with no limit to the number of hand-held props (such as: swords, dolls, etc.) as long as the entrant is able to carry them. ICON Comics & Games Convention will be responsible for carrying stage props on & off the stage, however we take no responsibility if a prop is damaged during the process of the event (the utmost care will be taken when handling your own team's props). Each stage prop may not weigh more than 10kgs & must not exceed the measurement of 2.1m x 2.1m x 0.9m. Please note, the winning team will be required to bring these props to the World Cosplay Summit, so thought and care should be given to how easy it is to move the item and how it can be repaired, if needed.

2.7 - **There will be a limit of 2 and a half minutes for any skits performed.** Points will be deducted if teams exceed this time limit.

2.8 - The use of audio files and videos as part of the performance is permitted. Teams should prepare the audio/video necessary for their performance. These files must be submitted **by Sunday 11.59 pm, April 7th 2019.**

2.9 - Videos can either be live-action video or an animation. Only the competing team can appear (no other people allowed) in the live-action videos and the duo can be either the characters they appear as on stage or other characters in the same series. If the team chooses to have an animation in the video, it must be original work (drawn by the duo or friends). Footage from the original anime or game **cannot** be used. **The video should be in 16:9 format.**

2.10 - The performance must be in English language. Other languages may be used if relevant and understandable without translation (e.g. 'Bonjour' for French characters).

2.11 - During the performance, the duo cannot leave the stage unattended for more than 20 seconds.

2.12 - Entrants must purchase tickets to ICON 2019 (separately) as a condition of entry. This is in addition to the competition entrance fee stipulated in SECTION 4.

2.13 - It is NOT possible to scatter things on-stage during your performance, especially projectile weapons (nerf bullets), glitter or confetti. Staining, marking or damaging the stage in any way is prohibited and will result in instant disqualification, & reimbursement damages will be demanded on behalf of the venue.

2.14 - Using fire or liquids of any sort on stage is prohibited and will result in instant disqualification.

2.15 - Smoke related special effects are prohibited and will result in instant disqualification.

2.16 - ICON CGC staff, volunteers and any winners of a SA World Cosplay Summit Regional Tournament within the previous twelve (12) months of this event are not eligible to participate in competition.

2.17 - Costumes entered in the 2019 WCS SA Regional Tournament will be NOT ELIGIBLE to be used in other cosplay competitions at ICON 2019. Entrants may not enter any costumes in the WCS South African Regional Tournament that have been used in any previous WCS competitions anywhere in the world.

2.18 - Entrants are not allowed to touch or damage other entrants costumes or props without clear consent of its owner. They may face immediate disqualification and removal from the venue.

2.19 - ICON CGC reserves the right to adjust the competition rules in any way it sees fit and disqualify any entry for non-compliance with the rules outlined in this document.

2.20 - Permission is granted to ICON CGC to use any photographs/video taken of entrants costumes for future promotions of the event.

2.21 - ICON CGC reserves the right to refuse entry/display to any costumes entered to the competition that it deems inappropriate. ICON CGC also reserve the right to cancel or cut short any acts that it deems to be inappropriate. Decisions are final.

2.22 - By entering the competition, the participant agrees to abide by the terms and conditions as set out in this document. Participants who do not follow these rules will be disqualified.

Japan

2.23 - Rules from this point forward relate specifically to the World Cosplay Summit event in Japan. These rules are subject to change over time & will only affect the qualifying team.

2.24 - In order to participate in a preliminary round event, cosplayers must have proof of citizenship or permanent residency of the country or area holding the event. Please contact your WCS national organiser if you have any questions regarding national representation qualifications.

2.25 - You are required to bring a minimum of three costumes to Japan: one for the parade, one for the championship, and one for courtesy visits. It is highly recommended that the costumes used for the parade & courtesy visits be suitable for the summer weather. The World Cosplay Summit events are held during Summer, and the temperatures can be very hot & humid for participants in or out of costume. It is advised you wear costumes that are simple & easy to wear in these conditions. All costume choices should be discussed well in advance with the WCS national organiser.

2.26 - The costumes must be from Japanese anime, manga, tokusatsu and video games

- * Doujinshi and unique characters from live actor movies based on anime or manga are not permitted (i.e. Dragon Ball Evolution, etc.)
- * When doing a costume from a game, the character must be recognisably Japanese (i.e. not a Disney or Star Wars character even though the game may be made in Japan).

2.27 - In the Cosplay Championship, please make sure the costumes of the characters in which both of you will appear are from the same Japanese manga, anime, tokusatsu or video game series. It is not necessary to co-ordinate costumes for other WCS related events.

2.28 - During the World Cosplay Summit events (WCS Championship, Parade and media appearances), cosplay costumes should be hand-made by the contestants themselves. Commercially available cosplay costumes are not allowed in the WCS Championship but may be used in the Parade and media appearances (but not recommended). It is permissible for family and friends to help with costumes (to a limited extent), but it is preferable that costumes are hand-made by the contestants themselves.

2.29 - You are required to be responsible for the cost of any overweight luggage charges when shipping costumes and other items. It is not possible to send them to Japan by air or ship beforehand.

2.30 - You should co-operate in a positive manner in order to ensure the success of the World Cosplay Summit.

2.31 - Media such as TV programs, internet home pages, newspapers, magazines, etc., may use your pictures and images of the preliminary contests prior to the World Cosplay Summit. On these occasions, compensation will not be furnished.

2.32 - Image rights in all media exposure such as news from TV programs and other assorted media involved with the World Cosplay Summit, promotional activities in the print media as well as events and performances, announcements of the Cosplay Summit both prior to the event and during your stay in Japan, will be attributed to World Cosplay Summit Executive Committee.

2.33 - After the World Cosplay Summit has finished, images/footage of cosplayers, photographs, programs, broadcast, internet home pages and DVDs etc., come under the jurisdiction of World Cosplay Summit Executive Committee. Compensation will not be furnished for such images used by the media. (Your signature will be required regarding this matter.)

2.34 - Please send the documents and sound file at least one month before the date of the Cosplay Championship including performance sheets, images of characters (wearing the same costumes to be worn in the championship), costume construction report (PDF or Word file format. Limit the amount to what can be presented in a short 5-minute presentation to be use in craftsmanship judging), information on large props (size, images, placement location and weight of each item), music sound file, participation appearance agreement.

2.35 - All clothes, hand-held props (including weapons) and especially stage settings should be handmade. Using commercially available items such as replica swords is, in principle forbidden. If used, they will not be included in the "Small Props" section during the costume judging.

2.36 - Take all safety precautions with stage weapons and props. Should the WCS secretariat judge that a prop used in the performance is a danger to the audience (i.e. slip from hands and cause injury to audience members) the WCS secretariat may prohibit the use of that prop.

2.37 - All equipment, costumes and props for the Cosplay Championship performance are limited to a maximum weight of 40 kilograms combined for both performers. You will be required to report the weight of each item.

2.38 - All large props set on stage before the Cosplay Championship performance are limited to a maximum weight of 10 kilograms. Prop dimensions are limited to 2.1m in height, 2.1m in width and .9m in depth.

2.39 - All large props set on stage are limited to a maximum of 3 items. Dimensions of hand held props carried onto the stage must be relayed to WCS head office in written form and accompanied by photographs.

2.40 - It is not permitted to directly copy original drawings, logos or graphic art to your equipment or props.

2.41 - Please prepare your own music for your performance. A performance sheet stating what you will perform is to be submitted in advance. The use of voice actor's voices from original works in your music is prohibited.

2.42 - When displaying the words used during the performance on the stage screen in Japanese subtitles, we recommend using your native language when speaking the lines.

2.43 - The performance at the Championship can be the same as the performance given in the preliminary round, but if it is the same, your performance should be augmented to a level appropriate for the Championship.

2.44 - Please strictly adhere to the time limit of **2 minutes and 30 seconds**. Stage staff will set the maximum 3 stage props before your performance and remove them after your performance. There will be 40 seconds to make the necessary changes before the next group begins.

2.45 - The props on stage will not be subject to evaluation by the judges.

2.46 - Only the 2 designated representative cosplayers and 2 designated organisers/interpreter/volunteers are permitted to enter the backstage area of the Cosplay Championship. Family, friends and related press will have seats provided for them and must remain in the audience.

2.47 - The organiser and WCS staff or any other person is not permitted to help you during your performance on stage. (Members of the stage staff will help you set up props on stage).

2.48 - It is possible to scatter confetti on-stage during your performance, but it must be limited to 200 pieces & 1inch x 1inch in size. Staining, marking or damaging the stage in any way is prohibited. Anything that takes time to clean up on stage is also not allowed.

2.49 - It is prohibited to take your performance into the audience area.

2.50 - **Special effects, etc. produced using the following materials are not allowed:** powder, small metallic confetti, fire (smoke), water, paper confetti smaller than 2cm (includes flower petals and feathers scattered on stage), crackers using gunpowder (crackers not using gunpowder can be used, however the paper confetti expelled from the cracker must still observe the 2cm rule mentioned above). The WCS Secretariat will stop any performance that it deems dangerous or a hindrance to stage conversion. When planning any special stage effects, please consult the WCS Secretariat in advance.

2.51 - Although special effects using the following items are possible, only those using WCS Secretariat approved equipment will be allowed. Regarding the use of laser lights: since Japanese law restricts laser light output for safety reasons, only those machines specified by the WCS Secretariat are allowed. If you wish to use a laser light, please consult the WCS Secretariat.

2.52 - Performance order is decided by lottery. Every country representative will be taking part in the lottery with the same chances of placement. Once decided, the order cannot be changed unless there is urgent medical necessity.

3. WCS South African Regional Tournament Judging and Competition Prizes

3.1 - Judging is carried out in two parts:

- * On Stage Judging
- * Craftsmanship Judging

3.2 - Duos MUST attend the Craftsmanship judging session in the morning before the competition to allow judges to have a close look at the costumes and for entrants to answer any questions the judges may have regarding their performance or costumes. During the Preliminary Competition, Duos will perform on the main stage in front of a panel of 3 to 5 Judges. Judges will select the best of the teams as the winning team based on the criteria and process outlined below, which are carried out to the same standards worldwide.

3.3 - Each on-stage judge of the cosplay championship can award 50 points for Performance, 25 points for Stage Expression, and 25 points for Character Fidelity, for a maximum total of 100 points

- a) Performance (50 points): art of performance, inventiveness, entertainment value, and smoothness of act.
 - b) Stage Expression (25 points): faithfulness of performance to the original character and story. Ability to grip the audience's attention and show your obsession of your chosen character.
 - c) Character Fidelity (25 points): faithfulness in movement, look and flow of costume to the original character, general visual impact of the costume on stage. The cosplayers may make some changes to the costumes for better performance (i.e. to add some parts for gimmick, etc.), as far as the change does not detract from the essential character or work. In this case the cosplayers must provide an oral and/or written explanation about the reasoning behind deviating from the original work to the judges during craftsmanship judging.
- * If a team breaks the time limit rule for stage preparation, a penalty on the team's point score will be imposed on the performance score
 - * 10% total point deduction for exceeding the time limit by up to 10 seconds, 25% total point deduction for exceeding the time limit for more than 10 seconds.

3.4 - Craftsmanship judging is carried out the morning of the event and added to the score from the on-stage judging. Each judge can give up to 100 points. An average score is calculated which is then multiplied by the number of on-stage judges and then divided by 10 to give the final craftsmanship score. The Craftsmanship judging will be subdivided into the following categories:

- (a) Accuracy of the costume (40 points): accuracy is marked as a direct comparison of the costume with the original artwork. A costume that is identical to the original artwork should receive 40/40, and a costume that looks nothing like the original artwork will therefore receive 0/40.
- (b) Quality of the costume (40 points): Quality is marked based on several factors, including how well the costume is put together, how well it fits the contestant, how neat painting, sewing, etc. has been done.
- (c) Technique/Technology (20 point): technique is marked as a way to reward skills. A costume that used a wide variety of difficult skills will be awarded higher marks in this category than a costume that uses a few simple techniques. Examples include intelligent ways to do a quick change of look (during performance), use of 3D printers, etc.

- * The mind-set put forth in the Craftsmanship Judging Guide is to be used as the benchmark during judging.
- * If a team is found to break costume rules outlined in this document, the craftsmanship judges are able to penalise the craftsmanship score of that team. Penalties may vary depending on rules broken.
- * Please note the winners of the competition are held as ambassadors for South African Cosplayers. Entrants should exhibit a positive & supportive attitude. Judges may penalise an entrant based on attitude. Penalties may vary depending on rules broken.
- * Portfolio submissions should be taken seriously as judges will use this as guide for your craftsmanship score. More detailed portfolios may score higher than a portfolio with limited information.
- * Costumes to be worn on stage and hand held props will be subject to craftsmanship judging.
- * Background screens or larger props on stage are not subject to judging

3.5 - The winning team chosen by the Judges of the Preliminary will receive an invitation to represent South Africa in the 2018 WCS Competition to be held in Nagoya, Japan, as well as two plane tickets and one week of organised accommodation. The WCS South Africa organiser will follow and guide the progress of the team to the championship.

3.6 - Previous qualifying entrants who have qualified to participate in the World Cosplay Summit Japan, may not enter the World Cosplay Summit South African Preliminary Tournament the same year that they are representing in Japan.

3.7 - The judging panel cannot consist of any ICON Comics & Games directors or members that are competing in the competition. No more than half of the judging panel may be members or directors of ICON Comics & Games Convention.

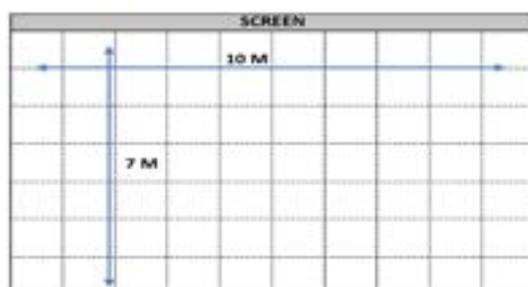
3.8 - Once the winning team has been announced, entrants may request immediate feedback from selected judges regarding their costumes & performance. Judges will only offer feedback to the entrants who request it. Please note that Judges comments are given for the benefit of the entrant to help them improve in the future. Comments provided do not reflect the opinion of ICON Comics & Games Convention. Feedback can also be requested via email once the event is completed.

3.9 - Winners must sign contract documentation from the World Cosplay Summit Inc. If winners do not sign the contracts & documentation required, they will forfeit their prize and title.

3.10 - In an effort to provide South African representatives with the best possible preparation for the World Cosplay Summit Championship event, the 2019 round will see two World Cosplay Summit prizes awarded:

- * The Duo awarded first place will have the choice to represent South Africa at either the 2019 or 2020 World Cosplay Summit Championship event. The second Duo awarded second place will then be chosen as the South African representative for the other year (that is, the year not chosen by the first place team).
- * The third place team will then be invited to serve as a 'reserve team'. In the event the 2019 team is unable to attend the 2019 event, the third place team will be notified immediately and enquired about their availability. World Cosplay Summit Inc. is immediately notified about the change of team and team personnel.

3.12 - Stage dimensions will be 10 metres wide by 7 metres long.



4. WCS South African Preliminary Tournament Registration Process

4.1 - The WCS South African Preliminary Tournament is managed and co-ordinated on behalf of ICON Comics & Gaming Convention by Anime Infection. **All queries should be directed to cosplay@dai-fest.co.za.**

4.2 - Payment for entry into the WCS South African Preliminary Tournament is R250 per team. Payment can be made to the following account:

Bank: FNB

Account Type: Cheque

Account Name: AIFest

Account Number: 6226 178 2405

Branch Code: 250 655

Reference: please use the code WCS, followed by your team members name e.g. "WCS Jill Smith / Jack Smith"

* Please note: only EFT payments will be accepted, strictly no cash deposits. Failure to make payment by EFT may result in your booking not being secured. Please mail proof of payment to cosplay@dai-fest.co.za

4.3 - Alternatively, this registration fee will be waived if BOTH entrants are registered on the Cosplay.Global website. You can register at <https://www.cosplayers.global/en/>



■ WCS SA TOURNAMENT REGISTRATION (1/4)

TEAM MEMBER 1

| | |
|------------------------------------|---|
| First Name: | |
| Last Name: | |
| Cosplay Name / Alias: | |
| Cosplay.Global Link: | |
| Email: | |
| Postal Address: | |
| Phone Number: | |
| SA ID Or Perm. Res. Number: | * Please supply a copy of document |
| Age: | |

COSTUME ENTRY

| | |
|--|--|
| Character Name: | |
| Character From: <small>(Anime/Manga/Game Title)</small> | |
| Company The Character Belongs To: | |
| Costume Detail: <small>Please write here any parts of your costume that you would like to especially highlight for the Judges and why.</small> | |

■ WCS SA TOURNAMENT REGISTRATION (2/4)

TEAM MEMBER 2

| | |
|------------------------------------|---|
| First Name: | |
| Last Name: | |
| Cosplay Name / Alias: | |
| Cosplay.Global Link: | |
| Email: | |
| Postal Address: | |
| Phone Number: | |
| SA ID Or Perm. Res. Number: | * Please supply a copy of document |
| Age: | |

COSTUME ENTRY

| | |
|--|--|
| Character Name: | |
| Character From: <small>(Anime/Manga/Game Title)</small> | |
| Company The Character Belongs To: | |
| Costume Detail: <small>Please write here any parts of your costume that you would like to especially highlight for the Judges and why.</small> | |

■ WCS SA TOURNAMENT REGISTRATION (3/4)

Skit Details: please outline the details and requirements for your team's skit

| | |
|---|--|
| Outline | |
| Please provide an outline of your skit | |
| A/V Requirements | |
| How long is your music file and in what format? Please tell us the length in minutes: seconds. | |
| Do you need power? | |

■ WCS SA TOURNAMENT REGISTRATION (4/4)

Please complete the following profile questions to provide a brief overview of yourself and your act for the general public (short answers please, 100 words or less for each).

Include in the email used to submit the application form if you cannot fit all details in here.

Team Member 1

| | |
|--|--|
| Brief Cosplay History: | |
| Favourite Anime & Manga? | |
| Why would you like to visit Japan? | |
| Please provide a brief self-introduction | |

Team Member 2

| | |
|--|--|
| Brief Cosplay History: | |
| Favourite Anime & Manga? | |
| Why would you like to visit Japan? | |
| Please provide a brief self-introduction | |

Entrants must submit **a single completed application form to cosplay@dai-fest.co.za by Sunday 11.59 pm, March 31st 2019.**