

Cosplay Contest Rules

There are two age categories for the costume contest: Teen (Grades 6-12) and Adult. Judges will view all participants from each age group, and then one winner and one runner-up from each group will be announced. Prizes will be awarded at the time winners are announced. All judges' decisions are final.

1. You must complete a Cosplay Contest Registration Form before noon the day of the contest if you intend to participate in the Costume Contest. Last minute or unregistered entries in the contest are not guaranteed a chance to compete. No exceptions.
2. You will be given your entry number the day of the contest. Contestants will be seen by the judges in order of entry.
3. Group costumes are allowed. If a member of your group is late, you may be asked to let other contestants go ahead of you.
4. Your costume must meet all of the Cosplay Costume and Props/Weapons Policies.
5. Costumes, introductions, and actions on stage must be in good taste. No offensive language or unruly behavior is permitted. This is a family-friendly event!
6. No part of your costume should be removed, destroyed or otherwise startle or interact with the audience.
7. One foot must remain on the stage at all times – no flips, tumbling, etc.
8. Each contestant (or group) is given a 2-minute slot for their performance, and contestants are encouraged to be creative with their time on stage. This may include walk-ons, character scene re-enactments, action poses, calling out character's catch phrases, working with props, and/or skits.
9. Every part of each contestant's costume must leave with him or her after their walk-on or skit is completed.
10. Please do not linger on the stage, in character or not. Everyone deserves a chance to have their costume seen, so please be mindful of contestants waiting their turn behind you.
11. Heckling, catcalling, or other disruptive or unsportsman-like conduct will result in your disqualification from the contest, and you may be asked to leave the event.

Cosplay Costume Policy

1. Use common sense. Overly outlandish or movement-restricting costumes are discouraged as library walkways and rooms may not accommodate your costume. If you are participating in the Costume Contest and have large wings or other appendages for your costume, you are advised to make them detachable so that you may enjoy the library without damaging them.
2. Cover your body parts. Excessively revealing or vulgar costumes will not be permitted, regardless of the character being portrayed. No intentional or unintentional "wardrobe malfunctions" are allowed. If you are not within the guidelines of appropriate costumes, you will be asked to cover up.

3. The use of glitter, liquids, or any other objects that will cause a mess are prohibited.
4. Do not wear any uniforms that may be too realistic. You should not be confused with official law enforcement, military personnel, or security staff.
5. Profanity, political, or religious statements/signage are not allowed.
6. Hate symbols, **even historical hate symbols**, will not be tolerated.
7. Please do not incorporate in your costume any signs offering services or making requests to be hugged or touched, even if they are in character.
8. Costumes with moving parts or extra appendages must remain in the wearer's control at all times.
9. Changing rooms or stations will NOT be provided. No rooms in the library, including all bathrooms and study rooms and offices, are acceptable for attendees to change clothing in.

Props/Weapons Policy

1. No live steel props allowed. Live steel is defined by FDL as any metal object that can hold a sharp edge, whether or not it actually does. Foam weapons are preferred – plastic blades are allowed, but must be blunt.
2. No firearms – or any kind of live projectile weapon – are allowed as costume props.
3. Attendees will not brandish, flail, run with, or use their prop in any kind of threatening manner. Posing for photos or videos is allowed.
4. No costume or prop may generate odor, smoke, or fog.
5. If an official flag is used as part of a costume or a prop it must be displayed with due respect.
6. Robots adhering to [Asimov's Three Laws of Robotics](#) are allowed, provided they are kept strictly under a human operator's control and the operator is also entered in the contest under the same entry and is present on stage with them.
7. Humans are the only life form that should be a part of your costume. Pets and/or wild animals are forbidden.