

# Bellingham Comicon

## Cosplay Rules

### PERMISSIONS

By entering the Bellingham Comicon Cosplay Contest, I give permission to Bellingham Comicon and its designees to photograph and/or video record my costume and performance and to use these photographs and videos as the convention sees fit. I also attest that I am eligible to compete as per the Bellingham Comicon Cosplay Contest rules and that all information on the entry form is true and correct.

I also hereby acknowledge that I will be asked to sign a copy of this entry form at the Bellingham Comicon Cosplay Contest check-in at the convention. If I am under the age of 18 years old, I understand that I must have a legal guardian present to sign the paper copy of this form at the convention.

By submitting this waiver, I acknowledge that I have read and understood the rules and guidelines established and posted by Bellingham Comicon.

### STANDARDS OF BEHAVIOR

- All participants must be registered attendees of Bellingham Comicon
- All costumes must conform to convention, jurisdiction, and state guidelines for public decency. Shoes are required.
- Profanity and obscene and/or lewd gestures are not allowed.
- Costumes and presentation shall not be used as a political, religious, etc. statement.
- Surprises are not allowed. Participants shall not jump off the stage.
- Participants must complete the registration form and sign the waiver to participate.
- Bellingham Comicon reserves the right to have the final word on all decisions.

### GENERAL COSTUME & COSPLAY CONTEST RULES

- Costumes larger than a standard door frame require pre-approval.
- Only one entry allowed per person.
- Participation includes walking across a stage and down a runway during the Bellingham Comicon Cosplay Contest event.
- Entries in the cosplay contest will be expected to walk on stage to present their work.
- Do not wear or use anything that will damage, destroy, or ruin the costume(s) of other attendants or the venue space.
- Costumes must be self-contained. No connections to electricity, water, amps, projection, PA's, etc. will be provided nor available.
- Primarily store-bought or commissioned costumes will not be considered for Technical Judging.
- Contestants are encouraged to notify Bellingham Comicon if their costume has restricted movement, vision, or is otherwise bulky so we can best accommodate you.
- Contestants are also encouraged to inform Bellingham Comicon if they themselves have any physical or visual impairments that would require accommodations for walking on stage.

### WEAPONS AND EFFECTS POLICY

- Those found to be in violation of these rules will be reprimanded.
- Live steel is not allowed. This includes real swords, knives, blades, guns, etc. Prop blades must be fake and dull.
- No real weapons whatsoever, including airsoft guns. Prop weapons must be obviously fake. Prop firearms must have an orange tip with no projectiles loaded. All ranged weapons may not be tightly strung. Ammunition may not be carried onstage.
- Live projectiles are not allowed. Objects may not be thrown into the audience.
- Replicas may not be pointed in the direction of another human being.
- Fire, flames, explosives, flash powder, smoke, lasers, etc. are not allowed. Electronic flashes are only permitted with pre-approval.
- No smoke or vapor of any kind will be allowed.

**Bellingham Comicon Cosplay Volunteers**  
**will address all potential policy infractions and make the final determination**