

Assassin's Creed 15th Anniversary UK Community Competition Rules

Hosted by:

Ubisoft x CosXPO

Last updated date: 03/08/2022

How to enter

Registrations are open online until **Monday 18th August 12:00 pm GMT**. By applying to participate, entrants acknowledge that they have a thorough understanding of the rules and therefore, accept and agree to abide by all rules listed below.

With a successful application, you will receive a confirmation email from a member of the CosXPo team that must be responded to. Please keep a close eye on your junk/spam as well as email inbox to check for communications from cosplay@cosxpo.com.

There are a limited number of spaces for sign ups, so please apply as soon as you can to ensure your place. Further details will be provided upon successful confirmation of place within the competition.

Costume Eligibility

1. The Costume must be from the Assassin's Creed Universe as well as must be from an officially published or broadcast source. An original design or a design based on derivative works not endorsed by the copyright holder, including use and holding of props not in association with the official source material, is not permitted to enter the competition.
2. Ubisoft and CosXPo has the right to refuse any entry at registration, including if it is deemed inappropriate or in breach of the rules outlined here.
3. Bought costumes are allowed but will not be eligible for the "Best in Show" prize.
4. To be eligible for the "Best in Show" prize, the costumes must be at least 70% handmade by the participant. Any help received from friends or family must be declared during registration and prejudging. Any part of the costume that has failed to be declared can lead to disqualification at the discretion of the Ubisoft and CosXPo team.
5. It is acceptable to use bought wigs, shoes and spectacles as long as they are in line with the rules stated. If they have been modified or customised, such as wig-styling or shoe modification, this must be done solely by the participating entrant.
6. Commissioned pieces must be declared during registration and prejudging. These pieces can not be entered as part of the costume judging. Failure to declare can lead to disqualification at the discretion of the Ubisoft and CosXPo team.

General Rules

1. The AC Competition only allows one person per entry (solo entries).
2. Participants must be a minimum of 18 years of age by the day of the competition, 27th August 2022.
3. All participants must have a valid form of ID. Please email cosplay@cosxpo.com for further details.
4. Each participant must compete with the costume they have declared on their registration form, unless a change has been agreed to, with explicit permission from the organisers.
5. You must have a valid passport to receive the grand prize.
6. Costumes must provide enough body coverage to be worn in public and should be in good taste.
7. Costumes must not exceed two metres in any dimension. This excludes any parts that can be collapsed to a smaller size and kept collapsed when traversing through the convention floor (e.g. wings and props), unless it has been agreed to, with explicit permission of the organisers.
8. The participant must be able to move freely and safely onto the stage unassisted and ascend a small flight of stairs to get onto the stage. Furthermore, Competitor's costume cannot be built on stage.
9. When the participant is being prejudged or performing on stage, all other costume and prop rules apply.
10. The Entrant must have a valid commercially bought ticket to the event to enter the competition.
11. Ubisoft and CosXPo reserve the right to intervene in the case of attire or costumes with the following: insensitive or unnecessary use of makeup, profanities or sexual acts; inciting of hate or crime; and uniforms, emblems, or flags of organisations responsible for crimes against humanity.
12. The use of makeup and prosthetics to depict another realistic race is strictly prohibited. If you have any concerns about a costume choice, please email cosplay@cosxpo.com for further information.
13. Limitations of Liability: Ubisoft and CosXPo is not responsible for:
 - a. Any incorrect or inaccurate information or data, whether caused by entrant, typographical errors, printing errors or by any of the equipment associated with or utilised in the competition;
 - b. Technical faults or failures of any kind, including but not limited to malfunctions, interruptions or disconnections in network hardware or software;
 - c. Unauthorised human intervention in any part of the application process or the competition;
 - d. Technical or human error which may occur in the administration or the processing of entries in the competition. If for any reason an applicant's entry is confirmed to have been erroneously deleted, lost, corrupted, or otherwise destroyed, the applicant's sole remedy is another entry in the intended applied competition, within possibility.

14. If stilts or platforms are a part of the costume, this must be declared in the application as this may potentially violate the health and safety policy of the event. Please contact cosplay@cosxpo.com for further information.
15. If you require any assistance getting both on and off stage, this must be noted in "Optional comments" of the sign up form. This is so we will be aware in advance and can provide the right help on-the-day.

Judging

Best in Show Criteria:

- 80% - construction (creativity, character resemblance, craftsmanship skills)
- 20% - realisation of the character (stage presence, presentation of character)

Prejudging - for Best in Show Category

1. Entrants must attend a pre-judging session as well as participating in the stage show. Any reference pictures or other supporting material to be shown to the jury, should be brought to the pre-judging.
2. The costume must be the sole work of the entrant and must have crafted greater than 70% of their costume to be considered for the Best in Show category.
3. This shall be done on the day of the competition, prior to the stage element of the competition. This will consist of a few minutes (1-3minutes) with the chosen judges, allowing the entrant to explain and share details about their chosen costume entry.
4. The times for the prejudging shall be confirmed by the organisers closer to the time of the event via email communications.

Best Performance Criteria:

- Your score will be determined by your performance on stage,
 - 100% realisation of character (stage presence, presentation of character)
- Prejudging is **not** required.

Judges:

1. The competition shall be judged by an allocated Jury, previously selected by the organiser's, prior to the event.
2. Ubisoft and CosXPo have the right to modify any member of the Jury without prior notice.
3. The Jury's verdict on the day of the event is final.

Performance Rules

1. All performances shall be backed by a generic audio provided by the team. Personal audio shall not be accepted.
2. Performance must not consist of any offensive language, hate speech or behaviour deemed inappropriate/vulgar.
3. Confetti, glitter, projectiles, pyrotechnics and liquids are forbidden on stage.
4. Ubisoft and CosXPo has the right to interrupt/cease any performances that could be a danger to the participant, Ubisoft and CosXPo staff and audience members.
5. Helpers or assistants are not allowed on stage during the performance.
6. General convention health and safety rules apply.

Prizes

1. The prizes shall be announced prior to the event.
2. The prizes shall be given out in categories, which may include; “Best in Show”, “Best Performance” etc. These categories are subject to change up until the announcements of the winners, at the discretion of the jury and the organisers.
3. To be eligible for the “Best in Show” prize, you must have a valid passport with an expiry date greater than 6 months from November 2022.
4. Ubisoft and CosXPo maintain the right to remove and/or withhold a prize if an entrant is found to have failed to comply with the rules stated, having cause for disqualification including; before, during or after the event. This will be at the operation staff’s discretion.
5. Ubisoft reserves the right to alter the prizes up until the point of the awards ceremony.

Disqualification

1. Failure to comply with these rules may result in disqualification of the participant.
2. Failure to comply with the organiser’s operation staff during the event may result in disqualification of the participant.
3. The operation staff have the right to disqualify any participant at their own discretion.
4. Any misconduct towards the operation staff, Jury or the Ubisoft x CosXPo team, online or in person, before, during or after the event may result in disqualification of the participant, as well as prevent any potential future opportunities for participation, at the discretion of the organisers.

Image property

- By applying to participate and accepting these rules, it is also accepted that the participant agrees to allow every picture and video taken during the event, be used freely by the Ubisoft and CosXPo organisers for means of communications and promotions of this contest and towards future Ubisoft and CosXPo events. All pictures will comply with ethical consideration and be within the law.