# 2026 GAMER COSPLAY CONTEST RULES

1. All participants in the SFGE GAMER Cosplay Contest must have a 2026 Southern-Fried Gaming Expo membership.

2. Registration will take place at the table outside of the judging room (TBD) on Saturday, August 1st (Time: TBD) and will be dealt on a "first come, first serve" basis - so don't wait until the last minute. Catwalk only contestants can sign up until 30 minutes prior to the event. The Judging Room (Tyndall) is located on the second floor of the Renaissance Waverly.

3. All entries must sign up with the following details:
    a. Entrant(s) Full Name(s) and Email Addresses
        i. **If you are registering as a group, you may register your group name as well, but you will need to include each member's name on the registration.
    b. Character(s)/Costume(s) Name(s)
    c. Groups may be allowed to enter the contest but will be judged as if the entire group were as 1 person entering.

4. Costumes considered for craftsmanship judging and awards must be mostly crafted by the contestant (estimated 60% or more by the contestant/judges). Kid's category (ages 15 and younger) costumes in the craftsmanship contest must also be mostly made, with the main crafter present (special considerations may be made). If you are modeling a costume that was crafted, the crafter must be present to be considered for an award. You must be comfortable with judges looking at your work up close. Judges may ask to touch parts of your costume to examine closer details, but will not do so without permission.

5. Masks are not a requirement for SFGE 2026. Craftsmanship contestants will not be required to wear masks although as judging may be in close proximity masks are recommended and will not be taken into consideration for any part of the craftsmanship consideration unless the contestant specifically requests it to be.

6. Cosplayers who did not make most of their costume (or do not wish to be judged or entered into the craftsmanship contest) are welcome to walk the catwalk and be announced and will not be subject to any judging. The contestant form must still be filled out.

7. Entrants MUST meet at the main stage by 2:00 pm on August 1st - more info will be provided when registered for the contest.

8. Pictures/video taken by a SOUTHERN-FRIED GAMING EXPO staff are the property of said parties and can be used for the purposes of advertising and promotion of future events and contests.

9. This is a GAMER open genre costume contest. If the costume is based on or inspired by any game, it's eligible to enter! (Other categories will be taken into consideration by the judges/staff for eligibility). Please note that exhibitors, guests, or other affiliates of SFGE can participate in the catwalk, but will be ineligible for the craftsmanship competition in order to avoid bias.

10. No glitter, confetti, pyrotechnics, non-prop firearms, live flame, projectile, or smoke generators of any kind are allowed in the venue.

11. No electrical power connections will be provided. If your costume requires power, it must be part of your costume and powered by a portable electrical source, provided by the costumer.

12. No pre-recorded music, voice or spoken word will be allowed during the SFGE GAMER Costume Contest. However, music will be provided in the background by the SFGE staff (streaming music). The Contest host may ask questions of the entrant(s).

13. Each contestant may present or wear one and only one costume, or in cases of group entries, each member may wear one costume per person or may wear one costume together (i.e. large costumes that require several people inside to move it.)

14. Your costume must allow you the freedom of movement so that you can go up and down steps. Should assistance be needed, you may have up to two assistants help you but they will NOT be provided by event staff. Should a costume be deemed as "excessively large" some accommodations can be made so that the contestant is not required to go up or down steps.

15. You must remain in the main “Ballroom/Stage” area for the entirety of the contest. Please listen to the directions given by the SFGE staff/volunteers and be respectful to your fellow contestants. If you have special needs, please let us know.

16. Each entrant will be given a number - that will be your contest entry number and be called up on stage according to numerical order. If for some reason an entrant can not attend the cosplay contest, they must let a contest staff member know ASAP so the contest entrant line-up can be updated.

17. This is a Cosplay Contest (not a masquerade or performance). Contestants will be introduced by the contest host, walk up on stage to show off their costume for the judges and then leave the stage (i.e. there will not be time allowed for performing, etc.) The host might ask questions so be alert and speak clearly. If a contestant is unable to speak (due to mask or any other limitations) please indicate to the show runners in advance.

18. The Gamer Cosplay Contest may limited total entries if needed, due to time constraints (i.e. register early to ensure a spot)

19. CATEGORIES: (additional categories may be added)
    a. Best Overall
    b. Best Group
    c. Judges Picks
    d. Kids

**PRIZES:** (more may be added)

$250 total in cash prizes
Passes to the 2026 Southern Fried Gaming Expo
Passes to the 2026 MomoCon

**CONTEST LOCATION: MAIN STAGE (Time: ??)**

Entrants MUST meet at the main stage on August 1st in time to line up and go over instructions before the start of the event - more info will be provided when registered for the contest.