



Animé Los Angeles

Animé Los Angeles 22 Masquerade Official Rules

Thanks for your interest in participating in the 2027 Masquerade at ALA 22!

These rules are intended to promote fair competition and provide a safe, enjoyable experience for participants, staff, judges, guests, and audience members. All participants are expected to follow these rules and the directions of Masquerade staff. Failure to do so may result in disqualification or removal from the competition.

About the Masquerade

The Masquerade is a craftsmanship and performance competition open to cosplayers of all ages and skill levels. If you have any questions, please contact the Directors at masquerade@animelosangeles.org.

Policies

HARASSMENT: In accordance with the [Animé Los Angeles Non-Harassment Policy](#), harassment, intimidation, or disparagement of any kind towards Masquerade contestants, judges, or staff, whether in person or online, **will not be tolerated** and may lead to immediate disqualification, removal from the event, and/or a ban from future entry.

COSPLAY IS NOT CONSENT: Do not touch other contestants or their costumes and props without their express consent. Ask before taking photographs of fellow contestants, and respect the word “no”.

ACCOMMODATION: We are happy to accommodate all contestants. Contact us as early as possible for specific needs. Accommodations do not affect judging.

GENERATIVE AI: Generative AI of any kind is **prohibited**.

PHOTOGRAPHY & VIDEOGRAPHY: Animé Los Angeles staff may take photos and/or video of contestants performing on stage, during tech rehearsal, and/or while backstage or in the Green Room. Photos and video may be used in Animé Los Angeles promotional content.

“NO CALL, NO SHOW”: Entries accepted to the final competition round that fail to submit documentation by the due date or are not present for the at-con roll call, craftsmanship judging, tech rehearsal, or the Masquerade show **without notifying the Masquerade team in advance** will be blacklisted from the Masquerade for a minimum of one year.

LIABILITY: Animé Los Angeles is not responsible for damage or loss of costumes and/or props.

FEEDBACK & INQUIRIES: We are dedicated to maintaining a fair, supportive competition and welcome constructive feedback or questions regarding contest rules and judging decisions. To ensure your thoughts are reviewed confidentially by masquerade leadership, the best way to reach us is via email at masquerade@animelosangeles.org. Reaching out will never negatively impact your future applications or standing in the competition.

Participant & Entry Requirements

General Participant & Entry Information

All participants in an entry must possess a valid Animé Los Angeles badge by **January 7, 2027** and sign a release form prior to participation.

Minors (born after January 9, 2009) need parent or guardian permission. Participants under 14 must be accompanied by a parent or guardian.

Individuals serving in an official volunteer, staff, guest, or other compensated role for Animé Los Angeles 22 **are not eligible to compete** in the Masquerade.

Entry Composition & Group Size

MAXIMUM GROUP SIZE:

- Entries may have up to **six participants**.
- Larger groups **may** be approved by the Directors when justified by the needs of the performance. Contact us **before** submitting your entry.

ROLE BREAKDOWN:

- Every participant performing on stage must be designated as either a **Craftsmanship Participant** or a **Supporting Performer**.

Supporting Performers

Any participant performing on stage who will **not** undergo craftsmanship judging is considered a **Supporting Performer**. This includes unjudged costumed performers, stage ninjas, prop/puppet operators, quick-change assistants, etc.

REQUIREMENTS: Supporting Performers must serve an active, necessary function during the performance. Accepted entries will be asked to describe the role and function of their Supporting Performers.

ATTIRE: Supporting Performers may wear any attire or costume, provided it adheres to our Content Restrictions.

LIMITS:

- Supporting Performers **may not outnumber** Craftsmanship Participants.
- Additional Supporting Performers **may** be approved by the Directors when justified by the needs of the performance. Contact us **before** submitting your entry.

Craftsmanship Participants

A **Craftsmanship Participant** is a costumed performer whose costume will be judged for craftsmanship by our panel of judges. Craftsmanship Participants are eligible for craftsmanship awards and must meet all craftsmanship eligibility requirements as described in this document.

REQUIREMENTS:

- Every entry must have at least **one** Craftsmanship Participant.
- A maximum of **four** Craftsmanship Participants are allowed per entry.
- Craftsmanship Participants may wear costumes made partially or fully by another participant in their entry.
- If a Craftsmanship Participant is modeling an outfit constructed by a group member, the maker **must** be present in the judging room. A maker's presence is not required for collaborative efforts where the wearer constructed just a portion of the core outfit (e.g. the wearer made the tunic and a teammate made the pants), nor for secondary items like wigs, footwear, accessories, and props.

RESTRICTIONS:

- Costumes designed to "transform" or facilitate quick changes during the performance are evaluated as a single costume.
- Multiple entries worn by the same person or one entry worn by multiple people at different times are not allowed.

DESIGNATION/EXCEPTIONS: The Directors reserve the right to determine whether participants have been appropriately designated for craftsmanship judging to preserve the intent of these rules. Exceptions to craftsmanship requirements may be allowed at the Directors' discretion via **prior** written approval. Contact us **before** submitting your entry.

Craftsmanship Eligibility

Source Material & Design Eligibility

The Animé Los Angeles Masquerade is an **open-genre competition**. We do not restrict content by country or media type, provided the source design is publicly available and verifiable.

Eligible sources include, but are not limited to: anime, manga, video games, Western animation, comic books, films, light novels, literature, Broadway and stage productions, online creators, Virtual YouTubers (VTubers), idols, East Asian media (donghua, danmei, J-POP, K-POP), published art books (e.g. Sakizo), and published character redesigns by recognized fan artists (e.g. Sunset Dragon, Hannah Alexander).

Our craftsmanship competition is a **recreation competition**. To be eligible for craftsmanship judging, your costume **must** recreate an existing, publicly available character design.

Original designs are **not eligible** for craftsmanship judging. For more information, please read our [Entering an Original Design FAQ](#). If you have a question about the costume you wish to enter, please contact us **before** submitting an entry.

Construction Requirements

All costumes and props undergoing craftsmanship judging must meet the following requirements.

CONSTRUCTION THRESHOLD: Costumes must be at least **70% crafted** by the wearer or a participant in the same group entry.

AWARD RESTRICTIONS:

- Costumes that have won **any** major award (e.g. Best in Show, Best in Division, First Place, or equivalent) at **any** contest **are ineligible** for craftsmanship judging.
- Minor awards (e.g. Judges' Awards or Honorable Mentions) do **not** affect eligibility.

For more information on craftsmanship judging, divisions, and awards, see the respective ***Craftsmanship Division*** sections below.

Costume & Prop Restrictions

All costumes and props presented in an entry must meet the following requirements:

- All costumes must be “beach legal” and appropriate in a family-friendly setting.
- No real firearms, projectile weapons, or metal blades. Bows must be unstrung.
- No pyrotechnics, open flame, liquids, or messy substances (e.g. glitter, confetti, powders).
- All costumes and props **must** fit through an ADA doorway (32” width × 80” height).

Additional costume and prop requirements are listed below under ***Presentation Rules & Technical Specifications***.

Personal Handlers (Backstage & Green Room)

Animé Los Angeles provides dedicated backstage staff to assist all entries with green room amenities, stage access, and performance setup and breakdown.

If an entry requires specialized personal assistance beyond what staff can provide (e.g. medical support, mobility or vision assistance, costume dressing support), then the Directors may approve **one** Personal Handler.

LIMIT: Handlers are limited to **one per entry**, regardless of group size.

SCOPE: Handlers are permitted backstage and in the Green Room only. They may not participate in the performance.

REQUIREMENTS: Handlers must possess an Animé Los Angeles badge and may only perform the specific support duties for which they were authorized.

Requesting a Handler

To request a Handler, entries must contact the Directors **prior to the convention** and provide the following information:

- **Identification:** The Handler's name and Animé Los Angeles badge information.
- **Support Function:** A brief description of the specific assistance required and the Handler's role.

Only pre-approved Personal Handlers will be allowed in the Green Room or backstage.

Craftsmanship Divisions

All entries are placed into a craftsmanship division: Novice, Journeyman, or Master. These divisions help ensure competitors are evaluated in a manner appropriate to their experience level and determine award eligibility.

Placement Information

GROUP DIVISION PLACEMENT:

- Group entries **must** enter at the level of their most experienced Craftsmanship Participant (e.g. two Journeymen and one Master must enter the Master Division).
- We cannot evaluate members of the same entry under separate divisions or as separate entries.
- Supporting Performers do not affect a group's craftsmanship division.

DIVISION PLACEMENT CHANGES:

- Competitors may enter a higher division than required.
- The Directors reserve the right to adjust division placement to ensure fair competition.
- When evaluating previous competitions and awards for division placement, the Directors may consider the competition's judging process, division structure, competitiveness, and overall scope.
- If you win an award that changes your eligibility after acceptance, you must notify the Directors via email **before** the convention.

Please review our division definitions below carefully, as requirements may differ from other conventions. If you are unsure which division applies to you, please contact us before applying.

Division Definitions

Master Division

For highly experienced costume makers with advanced, independent construction skills.

You **must** enter Master if you:

- Have won Best in Show, Best in Master or another Master division award at a major craftsmanship competition, OR
- Have won multiple major craftsmanship awards at the Journeyman level, OR
- Work professionally in an industry utilizing advanced garment fabrication, patternmaking, theatrical costuming, or prop construction skills (e.g. professional tailor, film/theatrical costumer, commercial prop builder), OR
- Earn a substantial portion of your income from costume construction or operate as a professional costume maker.

You **should** enter Master if you:

- Regularly execute complex, multi-material builds, AND
- Have extensive experience completing fully self-constructed costumes.

Journeyman Division

For intermediate costume makers who are still developing advanced construction skills and moving beyond foundational techniques.

You **must** enter Journeyman if you:

- Have won any craftsmanship placement award in the Novice division (or equivalent) and do not yet qualify for Master.

You **should** enter Journeyman if you:

- Have completed multiple fully self-constructed costumes, AND
- Are comfortable independently planning and executing costumes using several construction techniques, AND
- Have a solid understanding of construction, materials, and garment/prop finishing.

You **may not** enter Journeyman if you:

- Meet any of the mandatory qualification criteria for the Master division.

Novice Division

For beginner costume makers who are early in developing independent construction skills and are new to masquerade competition. This division is designed to be a supportive, low-pressure introduction to cosplay competition.

You **should** enter Novice if you:

- Have completed fewer than 5 self-constructed costumes, AND

- Have competed in fewer than 3 craftsmanship contests previously, AND
- Are still learning foundational techniques such as sewing, patterning, or basic prop construction.

You **may not** enter Novice if you meet ANY of the following:

- Have won any major craftsmanship placement award (e.g. Best Novice, First Place, Best in Show, or equivalent) in a cosplay competition. (Note: Minor recognition, such as Judges' Choice awards or Honorable Mentions, does not disqualify you from Novice), OR
- Have completed more than 5 fully self-constructed costumes, OR
- Work professionally or have extensive independent costume construction experience.

Entry Application Submissions

You may submit **one entry only**, in a single Craftsmanship Division. If multiple entries are submitted for the same participant, only the most recent submission will be considered.

Novice Division Entry Submission

The Novice Division is an introduction to the Masquerade for beginning crafters. Novice entries may participate as a **walk-on** or give a **performance**.

Submissions open on **September 1st**. All entries must be submitted via our official Google Form linked on [our website](#). We do not accept submissions via email.

NOVICE SUBMISSION REQUIREMENTS:

- Contact information
- Character name and source
- 1 reference image (official art/source image of their character) per participant
- A photo of the finished costume or current work-in-progress per participant
- A performance concept summary (performance entries only; walk-ons are exempt)
- Confirmation that the costume was crafted by the entrant or group member
- Declaration of Novice eligibility

Selection Process and Timeline

Submissions are accepted from **September 1st** through **September 14 at 11:59 PM PDT**.

- **Entry Review:** Only fully completed submissions are eligible for the lottery. Walk-ons are reviewed to ensure general eligibility, while performance entries undergo additional review for stage feasibility and safety compliance.
- **Random Lottery Selection:** All qualified Novice submissions will be assigned a randomized number. **12 entries** will be randomly selected to proceed to the final competition round.

- **Notification & Confirmation:** Selected entrants will be contacted on **October 1, 2026** and must confirm participation by **October 4th at 11:59 PM**. Unconfirmed spots will be offered to the next drawn entry.
- **Final Status:** All Novice applicants will receive an email updating them on their final selection status by **October 13th**.

Journeyman and Master Division Entry Submission

Journeyman and Master entries will be selected through a juried review process. Approximately **20 Journeyman** and **20 Master** entries will be selected. Submissions open on **September 1st**. All entries must be submitted via our official Google Form linked on [our website](#). We do not accept submissions via email.

SUBMISSION REQUIREMENTS:

Entries must submit a completed [Supporting Portfolio](#) alongside the application form.

- **Entry Information:** contact information, division, presentation type, source material, participant roster and roles, costume award history disclosure
- **Character Reference Image:** One official image for each costume in your entry.
- **Current State:** A photo showing your costume's overall progress to date.
- **Proof of Construction:** Up to 6 photos total documenting active construction.
- **Contingency Plan:** A brief explanation of your backup plan(s) if unexpected setbacks affect your project.
- **Performance Concept:** A summary of your performance concept and execution plan.
- **Past Work:** Up to 6 photos total from previous projects showcasing your craftsmanship ability, including close-up details, interiors, and/or surface finishes.

SELECTION CRITERIA:

- **Craftsmanship Execution & Capability:** Demonstrated technical skill, build quality, and material mastery in your current project and past work.
- **Project Feasibility:** A realistic timeline and clear progress showing your costume will be stage-ready by the convention weekend.
- **Performance Concept & Stage Readiness:** A clear, engaging performance or presentation concept that translates well to a large theater environment.

Selection Process and Timeline

Submissions are accepted from **September 1st** through **September 14th at 11:59 PM PDT**.

Eligible entries will be evaluated by a jury using the Selection Criteria described above. Selected entrants will be notified on or by **October 1, 2026**. Jury members will be announced at Animé Los Angeles.

Final Competition Round Entry Requirements

Entries selected to proceed to the final competition round must submit the following by **December 14th, 2026**:

- Two progress photos of each judged costume
- An audio file that meets competition guidelines (see below)
- A final dialogue script, or a performance summary of the content being presented
- A completed entry questionnaire

Entries that require extra time to submit the above documents must notify us via email **before** the due date. Entries that miss the due date will be considered “no call, no show” and will be disqualified and penalized.

Costumes, props, and backdrops must be **at least 50% completed** by **December 14th, 2026**. Failure to submit evidence of sufficient progress may result in disqualification.

Time Commitment & Schedule

Participation in the Masquerade requires time both before and during the convention. You may need to miss other events to participate, so please plan accordingly.

Craftsmanship Judging

Craftsmanship judging **is required for all entries**. Judging takes place via scheduled appointments on Thursday, Friday, and Saturday of the convention. Novice entries will be judged on Saturday. Saturday appointments for Journeyman and Master entries may be granted on a case-by-case basis to individuals who cannot attend Thursday or Friday judging due to extenuating circumstances.

While we will ask all participants to submit their preferred time for judging appointments, and will do our best to abide by their preferences, we cannot guarantee specific days or times. If, after being assigned a time, you realize you cannot make that time, you **must** email us before Wednesday, January 6th, 2027 so we can reschedule you. We may not be able to reschedule appointments after the convention begins.

Tech Rehearsal

Tech rehearsal **is required for all entries**, and **all members** must attend. Rehearsals take place on Saturday between 11 AM and 5 PM.

Each entry will be given a rehearsal call time. Tech Rehearsal will be scheduled by show order (e.g. Entry 1 will rehearse at 11 AM, and Entry 50 will rehearse closer to 4:30 PM). We cannot guarantee a specific rehearsal time unless an entry has extenuating circumstances.

Each entry will be allowed **one** on-stage rehearsal. Costumes are recommended but not required. Entries with large props or backdrops **must** bring them to rehearsal for safety and logistics review.

Masquerade Contestant Meeting

Attending the Masquerade Contestant Meeting is **required for all entries**; at least one member of each entry must attend, but we recommend all members attend if possible. This meeting takes place on Saturday at 10:15 AM. We will perform roll call, announce the run order, review the day's schedule and call times, and share important show information.

Masquerade Call Time & End Time

All members of all entries **must** be present in the Green Room by **6:15 PM on Saturday**. Entries must remain backstage for the entirety of the Masquerade, including after their performance and during halftime. The Masquerade is scheduled to end at **10 PM**; entries should expect to be released by 10:30 PM.

Venue Conduct & Backstage Logistics

We are proud to host the Animé Los Angeles Masquerade at the **Long Beach Terrace Theater**. Please treat the venue and its staff with courtesy and respect.

Contestants must follow all staff instructions, including those from theater personnel and Masquerade staff. Behavior that interferes with convention operations or negatively impacts the venue relationship may result in removal from the competition and/or a ban from future participation.

Any messes, spills, or damage to Terrace Theater surfaces or property must be reported immediately to Masquerade Staff.

Backstage Access

Only Craftsmanship Participants, Supporting Performers, approved Personal Handlers, and Animé Los Angeles staff and volunteers are allowed backstage.

When outside the Green Room or not directly backstage, participants must be escorted by a member of the Masquerade staff.

Food & Allergies

Catered snacks will be provided before the show. While we aim to accommodate dietary needs, we cannot guarantee allergy safety due to cross-contamination in shared kitchen facilities. Contestants with severe allergies or specific dietary needs should bring their own food and drinks.

If you have a severe allergy where coming into indirect contact with or being in proximity to an allergen could result in a medical emergency, please notify us as soon as possible so we can accommodate you.

Presentation Rules & Technical Specifications

The Masquerade offers two presentation formats. **Walk-ons** are brief stage presentations without performance judging, while **Performances** are scripted or choreographed presentations judged for performance. Different rules and technical specifications apply to each format.

General Presentation Information

- All presentation content must be rated G or PG.
- Entries are not required to use their full presentation time.
- Presentation time is measured by the length of the approved audio file, and does not include set up or break down time.
- **No time extensions** will be granted under any circumstances. Audio files over the time limit by **any** amount must be edited down.
- Performance entries may take no longer than **60 seconds to set up** and **30 seconds to break down**.
- Each entry is allowed **one reset** in the event of technical issues. To trigger a reset, face the tech table (Stage Left) and make an "X" with your arms.

Walk-ons

FORMAT:

- All walk-ons are limited to **30 seconds** of stage time, regardless of group size.
- Walk-ons may include poses, movement, music, and minimal dialogue.
- Walk-ons will be introduced in a standard format by the MC.

REQUIREMENTS & RESTRICTIONS:

- Walk-ons are **not** judged for performance and are **not** eligible for performance awards.

Performances

FORMAT:

- **Solo entries** are granted up to **1 minute 30 seconds** of performance time.
- Entries with two or more participants are granted up to **2 minutes 30 seconds** of performance time.
- Entries may submit an optional MC script (max. 180 characters) to introduce their performance. Entries without a script will be introduced in the standard format.

Performance Rules

Content Restrictions

Performance content must be suitable for a general audience and safe for performers.

PROHIBITED CONTENT:

- Nudity or sexually explicit content
- Strong language
- Excessive violence
- References to suicide or self-harm

PROHIBITED ITEMS:

- Messy materials (glitter, confetti, liquids, fake blood, water, sand, etc.)
- Pyrotechnics or open flame
- External power sources (all power must be self-contained)
- Live animals (except trained service animals)

PREMIERE REQUIREMENT: Performance content must be premiered at Animé Los Angeles. Performances that have been previously presented at any convention, competition, or public venue (including digital or online performances) are not eligible. If you have questions about this rule, please contact us.

Stage Rules

All performers **must**:

- Only enter and exit the stage from Stage Left or Stage Right.
- Interact with objects and performers in a safe, controlled manner.
- Be able to move safely in low lighting.

Performers **may**:

- Begin their performance while on stage or off stage.
- Enter and exit the stage multiple times during their performance.
- Interact with the audience from the stage using pre-recorded audio.
- Move freely behind the back curtain and projector without being visible to the audience

Performers **may not**:

- Enter from or exit into the audience.
- Plant performers in the audience.
- Throw or hand objects to the audience or judges.

Content and Safety Approval

All performance content must be reviewed and approved by the Directors.

Preliminary review takes place in December. All entries will submit a performance description or script, and approvals will be given before the end of December.

All unusual or potentially risky elements (e.g. stunts, falls, effects) must be reviewed in advance. Unsafe elements may be modified or removed at staff discretion.

Complex stunts or stage effects must be demonstrated during tech rehearsal. If you cannot prove a stunt or effect can be executed reliably, you may be asked to modify or remove it from your performance.

Props & Backdrops

Prop Approval

The following types of props are allowed, but **must** be approved by the Directors:

- **Oversize Props:** Any prop measuring more than 60 inches in height, length, or width
- **Non-Compliant Props:** Any prop **weaponry** that does not meet the convention [Props Policy](#)

Entries **must** contact us via email no later than December 14th to receive approval for oversize and non-compliant props. Entries may not perform with oversize or non-compliant props that have not been previously approved.

Peace bonding zip ties may only be removed from props after entries arrive to the Green Room. Props must be peace bonded again before being brought back into the Convention Center.

Backdrop and Background Prop Approval

Backdrops and background props are only allowed if they serve a functional purpose (e.g., hiding performers, storing props, quick changes). A maximum of **two** backdrops are allowed per entry.

Backdrops and background props **must be:**

- Able to stand on their own without being held by a person.
- Sturdy and pose no risk to performers.
- Easily portable, able to be assembled prior to and demonstrated during tech rehearsal.
- No larger than 8' × 8' × 2' per backdrop or prop and able to be transported through a standard ADA doorway when broken down.

If requested, Animé Los Angeles stagehands will assist with moving props and backdrops from the stage wings to the stage **before and after** each performance.

Participants are responsible for the transport or disposal of their backdrops and background props after the Masquerade is over.

Audio, Video, and Lighting Requirements and Specifications

Audio Requirements

SUBMISSION:

- All confirmed entries must submit an audio file by December 14th, 2026.
- We do not accept project files, links, or external devices.
- All dialogue or narration must be pre-recorded, microphones will not be allowed.
- Audio will not be accepted at the convention.

FILE REQUIREMENTS:

- Files must be in .mp3 or .wav format, with a maximum size of 10 MB.
- Audio must be cut to performance length before submission.
- Audio that is longer than the performance limit by any amount will not be approved.

QUALITY: Contestants are responsible for their audio quality. Test your file on external speakers and ensure levels are balanced and free of distortion.

Video Requirements

Entries may submit a video background to play on the screen at the center of the stage. The screen is 21 feet wide and 12 feet tall, with the bottom touching the floor.

Videos may include animation, live-action, source footage, slides, or still images. Performance audio must be embedded in the video file. If there are text captions (subtitles) on your video, they must be placed at the top of the frame for visibility.

FILE REQUIREMENTS:

- Must be in .mp4 or .mov format.
- Maximum file size: 300 MB
- Minimum resolution: 720p (1280 x 720); 1080p (1920 x 1080) recommended.
- Maximum resolution: 1080p (1920 x 1080). 4K **is not** supported.
- Maximum framerate: 30 FPS
- Maximum bitrate: 12 Mbps

Lighting

Custom colored and cued lighting is available for performance entries. Walk-ons and entries that do not submit a lighting request will receive standard warm white lighting.

A lighting request form will be sent to confirmed entries in December. All requests must be submitted through this form.

We will make every effort to accommodate lighting requests; however, timing, color accuracy, and technical feasibility cannot be guaranteed. Requests may be simplified or replaced with standard lighting when necessary.

Judging & Awards

Entries are evaluated on craftsmanship and performance. Best in Show is determined using a 60% craftsmanship and 40% performance split.

JUDGING CRITERIA:

- **Craftsmanship:**
 - Accuracy (silhouette, proportions, materials, design details)
 - Fit (overall fit and shaping)
 - Execution (surface finish, interior finishing, in-use performance)
- **Performance:** concept, timing, execution, stagecraft, engagement

Judges assign numerical scores for each of the craftsmanship and performance criteria listed above. These scores provide a structured framework for deliberation, but final awards are determined through discussion among the judges. Awards presented are subject to change without prior notice.

All awards are given at the judges' discretion. If you believe a personal or professional relationship with a judge may impact objectivity, please contact us. While we will consider concerns, judging decisions are final except in cases of rule violations.

Craftsmanship Judging

Craftsmanship judging **is required** for all divisions. Judging will be conducted within each division.

INDIVIDUAL EVALUATION: Each Craftsmanship Participant in an entry will have approximately **6 minutes** with the judging panel for **individual** evaluation. Judges may ask questions about your costume, materials, or construction techniques as needed. An entry's craftsmanship score will be based on the average of its individual scores, allowing each participant in an entry to receive personalized feedback after the competition.

DOCUMENTATION: Documentation is required for all entries and must be submitted **digitally** by **11:59 PM PST** on **January 5th, 2027**. Animé Los Angeles will provide confirmed entries with a Build Book template for their documentation, which should clearly demonstrate the entrant's hands-on work, techniques, and construction details. Confirmed entries will receive further information on how to submit documentation in November.

Performance Judging

Performance judging will be conducted across all performance entries, regardless of craftsmanship division, using the metrics mentioned above.

ELIGIBILITY: Walk-on entries are **not** eligible for performance awards.

Winter Cosplay Championship Delegate Prize

Animé Los Angeles is a proud partner of the Winter Cosplay Championship, a series of multiple craftsmanship and/or performance competitions open to cosplay soloists, pairs, and groups of up to four competitors. Winners of the Winter Cosplay Championship competitions at Holiday Matsuri are awarded with all-expenses-paid trips to national and international competitions and events!

One eligible entry will be awarded the title of Official ALA Delegate for the WCC (“ALA Delegate”).

Delegate winners **must** be United States citizens and be in possession of or have applied for a United States passport by December 15th, 2027.

The ALA Delegate will win:

- Badges to attend the WCC at Holiday Matsuri in December 2027 in Orlando, Florida
- A guaranteed slot in the Winter Cosplay Championship for the preliminary competition round of their choice
- Reimbursement for:
 - Round-trip flight(s) to Orlando, Florida
 - Airline baggage fees
 - Hotel stay in Orlando, Florida

Full details of the Winter Cosplay Championship in December 2027, including preliminary rounds and contests, are still being finalized. For reference, you may [click here](#) to view the information from last year’s Winter Cosplay Championship. This information is subject to change for 2027.

If the Delegate award winner becomes ineligible, or the members of the entry no longer want to participate together at WCC, the Delegate award will be given to the next eligible runner-up.

Delegate winners do not need to present their Animé Los Angeles performance at the WCC. Winners may present completely new costumes and performances, provided they adhere to WCC and the selected competition’s rules.

List of Awards

Best in Show

Awarded to the entry demonstrating the strongest combination of craftsmanship and performance. The Best in Show winner may also receive the WCC Delegate award but is not eligible for additional awards.

WCC Delegate

Awarded to the entry demonstrating exceptional craftsmanship, performance, and suitability for international competition. Only WCC eligible entries will be considered. The WCC Delegate winner may also receive the Best in Show award but is not eligible for additional awards.

Craftsmanship Awards

All entries judged for craftsmanship are eligible. Craftsmanship winners may also receive performance awards.

- Master: Best Craftsmanship
- Master: Runner-up Craftsmanship
- Journeyman: Best Craftsmanship
- Journeyman: Runner-up Craftsmanship
- Novice: Best Craftsmanship
- Novice: Runner-up Craftsmanship
- Excellence in Finishing
- Excellence in Technical Achievement
- Excellence in Textile & Needle Arts
- Excellence in Prop & Armor Fabrication

Performance Awards

All performance entries are eligible. Performance winners may also receive craftsmanship awards.

- Best Creative Concept
- Best Storytelling
- Best Characterization
- Best Technical Design
- Best Stage Dynamics
- Best Drama
- Best Comedy