

# Cosplay weapons and props

Dressing up as your favourite character is great, and to ensure your treasured props and cosplay weapons are kept safe, along with event attendees, we need to specify a few rules.

1. No real or functional weapons. This should be obvious, but no real or functional bladed or projectile weapons are allowed. This includes replica blades (e.g. metal swords / daggers) or projectile weapons (e.g. BB guns, airsoft guns, crossbows, etc.).
  - 1.1. NERF guns are permitted; however, they must adhere to size rules and be unloaded at all times.
    - 1.1.1. NERF guns must not be fired within the venue.
  - 1.2. Any arrows for prop bows must be secure in their quiver and not be strung or fired.
2. All gun-type props must be holstered unless posing for photographs.
3. Any realistic looking guns must have a brightly coloured tip (e.g. red / orange). Coloured tape will be available in Cosplay HQ and will be applied to gun tips if required during checking.
4. No heavily built weapons / props, e.g. using hard wood or metal, especially if they can be swung around. This is for the safety of both the venue, staff, and our attendees.
  - 4.1. Foam, cardboard, papier mâché, etc. are acceptable and safer alternatives.
  - 4.2. Please ensure all edges are rounded to prevent damage and injury.
5. All weapons and props must be taken to Cosplay HQ to be checked and approved by our Cosplay officer or associated staff.
  - 5.1. An approved prop will be non-permanently tagged (e.g. with a label on a zip-tie) to show it has been checked as con-safe.
  - 5.2. Anyone seen with any weapon or prop without a tag will be directed to Cosplay HQ for approval.
6. Due to the space limits of the venue, please keep weapons and props (e.g. wings, mech suites, armour, etc.) to a sensible size. We are in a hotel and if your cosplay props cannot fit safely down a corridor and through normal doors with space for others to pass then it should not be used as a floor costume (unless it can be transported in a smaller form, e.g. folded down to fit and only unfolded in an area with appropriate room to do so).
  - 6.1. This restriction will be relaxed during the masquerade for those participating in the masquerade.

7. No roller-skates, rollerblades, skateboards, bicycles, or go-carts are permitted to be used inside the venue.
  
8. Weapons and props which do not meet these rules but are intended for use in the masquerade (and associated rehearsal) only are permitted, but must be stored away from the event space at all other times. Weapons will still be subject to a weapons check and must be discussed with a member of Cosplay HQ at the earliest opportunity.