

## WEAPONS GUIDELINES

Upon arrival at the MCM Expo all weapons MUST be brought to the Cosplay desk, where they will be checked for safety and compliance to the rules. Once checked your weapon will be marked as "safe". If MCM Expo staff see a weapon that is NOT marked as safe, you will be asked to go to the Cosplay station to get it checked or asked to leave the event.

MCM Expo reserves the right to disallow any weapon or prop if it is deemed to be unsafe or likely to cause a nuisance. Likewise anyone seen acting inappropriately with a replica weapon or prop may have the item/s confiscated and/or be asked to leave the MCM Expo. Confiscated items can be collected upon departure from the event.

In most cases such items will be permitted for use in the Masquerade competition, in which case they will be kept at the Cosplay desk until the competition.

In ALL cases weapons should be kept sheathed, holstered or stowed while walking around the MCM Expo.

These policies are in place to ensure public safety and allow Cosplayers to successfully portray a character. If your character is based entirely on the large weapon they use, then we suggest saving it for the masquerade.

The following are guidelines on what will or will not be allowed; if you are unsure if your prop or weapon is suitable please contact the Cosplay coordinators on the Forum or at ([cosplay@mcmexpo.net](mailto:cosplay@mcmexpo.net)) describing the item as fully as possible.

- weapons and props that are made of lightweight material such as Plastic, Foam or Balsa wood are allowed up to a length of 1.5m. All care should be taken to make large items as safe as possible, edges should be rounded off and ends padded etc.
- Weapons and props greater than 1.5m may be used in the masquerade only.
- Metal/Wood or otherwise solid replica weapons are allowed but must be sheathed and 'peace bonded' (unable to be drawn) from their scabbard/costume. Any such weapon that expo staff see drawn, will be confiscated on sight.
- Plastic toy guns fitted with a coloured 'Blaze' tip and unrealistic weapons such as Light guns or sci-fi replica guns are allowed.
- Caps, incendiaries or any sort of projectile are not allowed, magazines and batteries for weapons should be left at home or handed into the

Cosplay desk.

- Realistic replica handguns such as plastic pistols and BB guns are allowed as long as the magazine is shown as empty, and the battery given to us, or shown to not be in the gun, but should still be kept holstered, only being drawn for photographs.

Larger replica guns such as Rifles or SMG's are allowed only in the masquerade and are NOT permitted as part of a floor costume.

Metal replica guns such as .22 airguns or deactivated guns are not allowed under any circumstances.

Never wave a replica gun around or point it at someone.

Lastly, Remember to keep everything well-wrapped and out of site whenever you are not in the MCM Expo halls. You are responsible for transporting props and weapons so be safe and have fun!