

## **FEBRUARY 2010 MIDLANDS MCM EXPO WEAPONS & PROPS RULES**

The MCM Expo Cosplay email address is: **cosplay@mcmexpo.net**

The Expo is a family event, and is often crowded. The intention of these rules is to ensure that attendees of all ages can enjoy the event safely.

These policies are in place to ensure public safety while allowing cosplayers to successfully portray a character. If your character is based entirely on the large weapon or other prop they use, then we suggest saving it for the masquerade.

Upon arrival at the MCM Expo all weapons and any large props **MUST** be brought to the Cosplay desk, where they will be checked for safety and compliance to the rules. If MCM Expo staff see a weapon or large prop that is **NOT** considered safe, you will be asked to go to the Cosplay desk to hand it in or asked to leave 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.

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 Expo. Confiscated items can be collected upon departure from the event.

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As a general rule, we recommend that any weapons or replica weapons that are banned from being carried OR sold in this country should not be brought to the Expo. Such weapons or replica weapons **MUST NOT UNDER ANY CIRCUMSTANCES** be carried on your person inside the Expo hall, and should be handed in at the Cosplay Desk.

Below is an explanation of what is and is not allowed. Please contact the Cosplay Coordinators on the Expo forums or by emailing them at [cosplay@mcmexpo.net](mailto:cosplay@mcmexpo.net) if you want further clarification describing the item as fully as possible.

- As a general rule, if you feel a weapon or prop may cause an injury to someone if a sudden movement (eg. running, sneezing, shoving) caused a collision with the weapon or prop, then it is not suitable for the Expo hall and should be kept in a bag or at the Cosplay Desk.
- Weapons and props (excluding guns, see below) that are made of lightweight material such as Plastic, Foam or Balsa wood are allowed up to a length of 1.5m as long as they have been made as safe as possible with any edges should be rounded off, ends padded, and no dangerous parts attached eg nails.
- Weapons and props greater than 1.5m may be used in the masquerade only.
- Wooden and otherwise solid but legal 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 is subject to confiscation 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 battery shown to not be in the gun, but they should still be kept holstered. They may be drawn for photographs, but ensure that you have a clear space around you and do not draw it suddenly or in front of people such as small children who may be excitable or easily scared.
- 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.

It is important that weapons or props are never waved around, especially replica guns which must never be pointed at someone.

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