

## Northern Ontario Expo TimminsCon Costume Contest Rules and Regulations

Please read the rules and regulations and select the Division that best applies to you to compete in.

**Junior Division:** 0-6 years old. Costumes may be self-made, parent-made, purchased or rented in this division. Children who have made their own costumes may enter in the higher division if they so choose.

**Novice Division:** 7-12 years old. Costumes are bought or homemade. No professional costumers are permitted in the Novice Division. A professional costumer is someone who creates costumes for a living, working for themselves or for a company. You may enter as a group of two or more.

**Journeyman Division:** Those of all ages who have tried their hand at making their costumes, and must be at least 50% homemade. No professional costumers are permitted in the Journeyman Division. A professional costumer is someone who creates costumes for a living, working for themselves or for a company. You may enter as a group of two or more.

**Master Division:** Costumes are 75-100% self-made. Professional costumers may enter the Masters Division. A professional costumer is someone who creates costumes for a living, working for themselves or for a company. You may enter as a group of two or more.

The Northern Ontario Expo TimminsCon is a family-friendly event, with many young children in attendance. We ask that cosplayers please keep that in mind when selecting their costumes.

**Weapons and Props:** For the safety of all con attendees, the following policy towards such items will be strictly enforced. Costumers are expected to read and comply with the policy completely. Failure to do so will result in warnings and potentially loss of convention membership.

1. **NO live firearms.** Removal of the firing pin or bolt does not negate this rule!
2. **NO prohibited weapons** (as defined by applicable Canadian Laws).  
*Examples include (but are not limited to):* • Bali-Song ("butterfly knife") or switchblade/drop blade style knives. • Nunchucks, Tonfas, Shurikens, or similarly restricted Martial Arts Weapons, which are illegal under the Criminal Code of Canada (*Foam models of these items are permitted*). • Law Enforcement items such as Batons, Tasers or Mace.
3. **NO Replicas of Contemporary Firearms** (i.e. beginning from the era of revolvers - U.S. Civil War forward to any currently manufactured firearms).
4. **NO metal weapons.** Metal weapons shall include but not be limited to swords, knives and daggers. (Plastic or wood that LOOKS like metal is permitted.)
5. **All weapons must be holstered, sheathed or slung in an approved fashion.**
6. Weapons will not be drawn or displayed outside of convention function space or in any public or crowded area except for specific photo ops areas.

7. Due and full consideration must be given to physical safety and peace of mind of other persons at all times, this includes the general public and convention staff, not just other convention attendees.

8. All weapons or large props must be checked and authorized by the Weapons Masters at the Weapons Registration tables at the NOE Cosplay Table. Upon approval, the weapon(s) will be bonded and your convention badge marked accordingly.

9. Any weapons which fail to meet the safety criteria of the Weapons Masters must be immediately (and discreetly) returned to storage (e.g. your vehicle) for the duration of the convention.

10. NOE Convention Staff members reserve the right to inspect weapons, peace bond and convention badge markings at any time. Any signs of tampering will be referred to the Weapons Master for confirmation of authenticity.

**11. Horseplay (of any kind, whether participants are consenting parties or not) with weapons will not be tolerated.** All persons involved may be penalized depending upon the nature of the severity of the offense. All complaints of behaviour of this nature will be dealt with immediately by NOE Staff.

12. Failure to adhere to one or more of the above rules will result in any or all of the following penalties being swiftly enforced. • Immediate loss of the privilege to carry weapons • Expulsion, without refund, from the NOE Convention • Any act of gross negligence or public endangerment may result in criminal charges beyond the control of NOE (please remember that the general public may have no idea that the convention is in progress and may react in the extreme if they feel threatened).

Please note that certain exemptions to rules 3, 4, and 6 may be considered for the purpose of the Costume Masquerade ONLY. If you wish to submit a weapon or routine for special consideration, please consult with the Cosplay Coordinators prior to the masquerade registration deadline. The decisions of the Weapons Master and NOE Staff members are final and will be strictly enforced to ensure a safe environment for all convention attendees.

**Prizes:** Will be awarded for Best in Show in the Junior, Novice, Journeyman, and Masters divisions. Groups are responsible for dividing up any prize amongst themselves. Prizes will be announced prior to the contest date. Any questions, comments, or concerns, please contact the NOE Cosplay Coordinator Sherry-Lynn Farrell, at [TimminsConCosplay@gmail.com](mailto:TimminsConCosplay@gmail.com) .