MvCon'S PROP WEAPON POLICY

Cosplay/costuming is highly encouraged at MyCon. We feel that this fun form of creative personal expression is both an amazing display of our con-goers' passion for fandom and a crucial part of the convention experience. We know how much blood sweat and real tears go into creating the amazing costumes and props and we look forward to seeing them year after year. It is our goal to create an atmosphere of free expression while still making sure everyone is safe.

Please read this entire policy to help insure a positive experience when attending MyCon.

Failure to comply with this policy may result in your removal from the convention without refund.

Convention attendees who fail to comply after an initial warning from our security staff will be removed from the convention without refund.

PROP AND WEAPONS CHECK IN PROCEDURE

The Props and Weapons Check-in takes place at the security desk located on the main causeway just across from registration. All prop and costume weapons must be inspected at the Security Desk before entering ANY AREA of the convention.

- •All prop weapons that could be mistaken for a real world firearm must be inspected and tagged prior to entry into the show. All other prop weapons will be inspected at the security desk and will be approved or disapproved based on the judgment of the security member on duty.
- •If you are found with a questionable prop weapon inside the show, a security member will either inspect your prop on the spot or you will be escorted to the prop/weapons check-in to have your weapon inspected and tagged, if necessary.
- •If you have a weapon that does not pass inspection, you will not be able to enter the show.
- •If you are not sure about a prop weapon, or have a prop weapon that does not meet these policies, please leave it at home in order to assure entrance.
- •Please exercise common sense regarding your props. If they could be considered dangerous in a crowded space, ie: sharp points, dangerous edges, trip hazards, etc, leave them at home or make considerations for safety in your designs before unveiling them at MyCon.

PROHIBITED ITEMS

- •ABSOLUTELY NO functional firearms. Including but not limited to: BB, Pellet, airsoft, and paintball guns. ***See below in section Item Exceptions for approved nonfuncational airsoft guns.
- •Use of Laser sights or Laser pointers on props or integration of lasers in costumes without prior approval by convention staff during special performances or exhibitions during the convention.
- •Functional projectile weapons Including but not limited to: blow guns, crossbows, longbows, silly string, slingshots, water balloons, and water guns) ***See below for approved bows and arrows.
- •Sharpened metal-bladed weapons. Including but not limited to: axes, daggers, hatchets, knives, kunai, shuriken, swords, and sword canes.
- •Explosives. Including but not limited to: firecrackers and fireworks.
- •Chemical weapons. Including but not limited to: mace and pepper spray.
- •Any explosive device that derives its destructive force from nuclear reactions, either fission or a combination of fission and fusion. Including but noit limited to: fissin bomb, thermonuclear weapon.

ITEM EXCEPTIONS

- •Prop weapons of all kinds will be allowed providing they are composed of plastic, resin, cardboard, foam, wood, or other materials that are of a non-functional nature.
- · Airsoft guns must be rendered inoperable, batteries and chambers removed, and triggers zip-tied. If your airsoft

prop is found to be loaded or operable in any way, it must leave the premises or it will be confiscated by our security staff.

- •Bows will be allowed providing they are unstrung and all arrows must have tips removed or have foam tips and bundled. Foam bows or bows with no string tension (unable to fire) may be strung.
- •Metal-bladed weapons can be bought and sold provided they remain sheathed while on display, and are placed in sealed boxes immediately upon purchase or are taken out of the convention space for storage.

OTHER EXCEPTIONS

As Costume and prop enthusiasts ourselves, we have a sensitive spot for the plight of the cosplayer that works hard to make a convincing kit and then falls victim to the needs of security at a large scale event such as ours. We have added the following to our policy that allows certain exceptions regarding props whilst they are in front of the lens in our photo room or onstage at our Masquerade.

- •All prop weapons must be checked by security BEFORE entering the photo Room or entering the Masquerade.
- •Stringing your bow for photographs in the photo room is allowed, but it must be unstrung before leaving the photo area or entering the Masquerade. Firing any projectile from a prop bow will be considered grounds for immediate removal from the show without refund.
- •Removing the security tag on your prop weapon for photos in the photo room or for your onstage performance in the Masquerade is permitted so long as it is re-tagged before leaving the photo room or upon completion of the Masquerade.
- •Use of real metal swords or "live steel" is allowed in the Photo Room and for onstage demonstration during the Masquerade so long as said props are stored outside of the convention area immediately upon leaving the Photo Room or upon completion of the Masquerade.
- •Your prop weapons will be re-checked before you are allowed onstage for the Masquerade.