



Capital City Comic Con – Weapons Policy

While we LOVE cosplay, we must stress the importance of this being a fun, family friendly event. The safety and security of our attendees and volunteers is our top priority.

All weapons MUST pass through the cosplay weapons checkpoint to be peace bonded upon arrival at the convention. Approved costume weapons will be tagged by our weapons team. Don't bring any weapons that you don't want to have tagged. Your approved weapon may be revoked at any time if you are handling it in a way that is deemed threatening by other attendees.

The following weapons and items are not allowed at Capital City Comic Con:

- Metal-bladed weapons like knives, samurai swords, axes, daggers, hatches, shuriken, swords, sword canes and switch blades. If it is sharp and pointy, it is not welcome.
- Water guns are not allowed. No shooting any liquid please.
- Exploding items including, but not limited to, firecrackers and fireworks.
- Chemicals like mace, pepper spray, bear spray and dog spray. No chemical weapons.
- Loud noise items including, but not limited to, horns, loud speakers and portable stereos
- Projectile weapons or weapons that shoot objects. This means bows cannot have string and arrows must have foam tips. Please do not shoot any projectiles at the convention.
- Skateboards, rollerblades, roller skates, unicycles, bicycles, hoverboards, scooters and other similar devices.
- Pogo sticks, spring shoes, jumping shoes, kangaroo shoes, and similar devices.
- Weapons with laser pointers or laser sights on them.
- Paintball and airsoft guns.
- All ammunition including grenades.
- Silly string guns or cans.
- Yaoi paddles.
- Weapons or props that are classified as illegal or restricted under City, Provincial or Federal mandates (ie. drones).
- Hate symbols or hate speech will not be permitted on costumes, clothing or anywhere at the Convention.
- Footwear must always be worn.

The following cosplay props are allowed at Capital City Comic Con:

- Prop weapons made of cardboard, foam or other lightweight materials are allowed. However, if we see you being inappropriate with those weapons, your weapon and possibly you will be removed from the convention.
- Solid prop weapons must be attached to your costume so they cannot be drawn including, but not limited to props made of metal, fiberglass and glass. No sharp props please.
- Plastic lightsabers are allowed. Hilts can be made of lightweight metal.
- Shields without sharp edges that are made of plastic, wood or lightweight metal.
- Airsoft guns are admissible if all mechanism inside are pulled out and left at home. They cannot be in a working state and need to have an orange tip. No gas containers or projectiles.
- Nerf guns and other foam dart guns are admissible, but they must not have any foam darts loaded at any time.
- Please note that we may put a zip-tie around triggers so they can't be used.

Continued Assessment:

All weapons/prop tags MUST stay intact and be visible for the duration of the event. Weapons/props may be subject to continued assessment throughout the event by the weapons team or event staff. Non-compliance may result in having your items confiscated or your convention pass being revoked.

Information on Purchased Weapons:

All weapons purchased from exhibitors at Capital City Comic Con must be taken to the weapons checkpoint immediately to be inspected and tagged prior to display. If a purchased weapon does not meet the acceptable weapons standards, it must be left with the exhibitor for safekeeping until you exit the convention.

Storage:

Any prop/weapon that is not permitted by our weapons team may be stored at our weapons checkpoint until you leave the convention. Capital City Comic Con is not responsible for theft, misplacement or damage to any weapon stored at the weapons checkpoint. You are welcome to take the weapon/prop off premise and re-enter without it.

Costume Complaints:

If there is at any time a complaint regarding any cosplayer's attire, an assessment will be made by event staff. If the costume is found to be in lewd or poor taste, the attendee must depart the venue and/or change before being permitted re-entrance into the convention. Failure to comply may result in the revocation of convention passes without refund.

Oversized Costumes:

Any costume that is over 7 feet in height or 4 feet in diameter may require the use of a guide to help the cosplayer move around the venue in a safe manner. If your line of sight or ability to move easily and freely is in question, you will require a guide. Capital City Comic Con does not supply guides for cosplay

use. It is the responsibility of the cosplayer and their guide to ensure the cosplayer moves around the venue in a safe manner.

If you have any questions regarding props, weapons or cosplay, please email us at info@capitalcitycomiccon.ca