

## Elko Pop Con Costume, Cosplay, & Weapon Policy

No functional weapons are allowed at the Elko Pop Convention. Simulated or costume weapons are allowed as a part of your costume, subject to compliance with the following guidelines:

1. All costume weapons must conform to state and federal law.
2. All weapons must be easily distinguishable from real weapons and must be constructed from safe, lightweight material. Approved materials for weapons are wood, plastic, foam, rubber, cardboard, paper, and thermoplastics (Worbla, Kydex, Sintra, etc.). Metal fashionings may be used to accent the cosplay items, but must not be used as the primary construction material.
3. No wooden or aluminum/metal bats are permitted. This includes baseball bats, cricket bats, clubs, paddles, golf clubs, and similar objects. Bats made from other approved materials are allowed.
4. No 'Live Steel' Weapons are allowed on the show floor. 'Live Steel' refers to any bladed article, sharp or otherwise. Eg. no swords, knives (of any kind) - for example, no "Edward Scissorhand" bladed finger gloves, or other similar items.
5. Costume swords/daggers made from approved materials are allowed, but may not have any sharp edges. Wooden swords are allowed but must be tied to your costume in such a way that they cannot be drawn or unsheathed. You may zip-tie your sword to your sheaths to ensure that they cannot be drawn. If you wish to draw your sword to pose for a picture, it must be made of approved materials. Metal blades are not allowed, whether they are sheathed or not.
6. Saws, brass knuckles, nun-chucks, or other types of weapons, may not be crafted from metal. These items must be used in a display function and not used for engagement. Metal Barbed-wire will also not be permitted.
7. All prop firearms must be incapable of firing projectiles and have an orange cap on the barrel. Projectiles or any type of ammunition are forbidden. BB guns, paintball guns, dart guns, blowguns, and water guns and their accompanying ammunition will NOT be permitted. Airsoft guns must be rendered completely inoperable before entering the event. Nerf guns are allowed, but ammunition of any kind (foam or otherwise) is prohibited.
8. Real firearms, regardless of any degree of disassembling, are forbidden.
9. Small, lightweight, metal objects like lightsaber handles, umbrellas, Captain America shields, and wooden wands a.k.a. "Harry Potter wands" are allowed, but must not be used as functional weapons.
10. Arrows and bolts for bows and crossbows must be fashioned out of approved materials (not metal). The tips for these items must not be metal or sharpened.
11. Staffs, staves, Escrima Sticks, bo-staffs, canes, or other weapons must be constructed from the approved list, not metal.
12. Bullwhips, lassos, ropes, and other similar items must be coiled and secured to the Cosplayer.
13. Incendiary, spark-creating, or other flammable weapons are PROHIBITED. Likewise, any items classified as an ECD (taser, stun guns, etc) are PROHIBITED.
14. Do not display your weapons or props in a threatening or menacing manner. (For instance, it's ok to pose for a picture, but a person should not brandish weapons while walking the event floor.)
15. Keep prop weapons in convention areas. If you leave the premises or go out into public for any reason, please put away any and all prop weaponry immediately.
16. Bags and backpacks are allowed but are subject to a bag check at the discretion of Elko Pop Convention and security.

**If you do not want to have your costume weapons inspected, or if you are unwilling to comply with these policies, please leave them at home. Failure to willingly comply with official cosplay rules and weapons policy may result in ejection from the convention and/or potential legal action, if necessary. \*\*\*All rules and regulations are subject to change. \*\*\***

Elko Pop Convention reserves the right to inspect all costumes and weapons on an individual basis in order to ensure that the event remains completely safe and family-friendly. Those who violate these rules assume all responsibility in the event of injury.

**PROPS/WEAPONS THAT, UPON INSPECTION, DO NOT COMPLY WITH THE ABOVE STANDARDS MUST IMMEDIATELY BE REMOVED FROM CONVENTION PROPERTY OR THROWN AWAY.**