



COSPLAY GUIDELINES & WEAPONS POLICY

COSPLAY GUIDELINES

The following rules & regulations applying to cosplaying at Metro Comic Con, and any subsequent rules regarding entry to any cosplay competitions and events are designed to meet the National Best Practice of Workplace and Public Safety Acts & Initiatives. For further information on Victoria's specific laws regarding imitation and replica firearms and weapons we refer you to Victoria: [VIC Police Firearm Classifications](#) & [Imitation Firearms Quick Guide](#).

Further rules & regulations may apply to cosplay competitions and events at Metro Comic Con and will be listed in the details of such events; this section, however, is about the safety and comfort of all cosplayers and other show attendees.

Serious breaches of these rules and regulations may result in removal from Metro Comic Con for the remainder of the event and possibly future events, depending on the severity of the breach. Such determinations are at the sole discretion of the event organisers.

Please read through these rules thoroughly, and if unsure, please contact us for further clarification at cosplay@metrocomiccon.com.au.

Costumes based on original characters, fashion styles & cultural elements are welcome at Metro Comic Con, but are unlikely to be valid for competition entry. Please bear this in mind and refer to the rules & regulations of any Metro Comic Con competitions or events you wish to enter when planning your costume/s.

No metal props are permitted, nor are flammable/incendiary devices or other items deemed dangerous by event staff, including but not limited to: replica guns, blades, fireworks, or flammable liquids. If you are unsure whether a planned element of your costume is permitted, please contact us for clarification. A strict weapons policy will be enforced. If you do not surrender a prop when asked, this will be considered a breach of cosplay rules & regulations and you may be asked to leave the premises.

Large props and/or weapons are not allowed to be carried through the venue. All weapons & any item over a metre in length must be inspected by event staff at the Cosplay Registration & Weapons Check booth & may be required to be checked at the booth. Such props can be checked out for photographs and any competitions or events you are entering, but must remain at the booth at all other times. For further information, please see the Metro Comic Con Weapons Policy below.

Do not create a mess with your costume. If your costume contains any elements that detach from it, please make sure to collect them before you leave. Liquids, sticky substances, laser pointers, glitter or anything else that could damage the venue or pose a hazard to other attendees is not permitted.

Hate symbols are not permitted at Metro Comic Con; it is at the sole discretion of Metro Comic Con staff whether something is considered a hate symbol. Refusal to remove any hate symbols will be grounds for removal from the event.

Real military or police uniforms are not permitted at Metro Comic Con.

Metro Comic Con is a family-oriented event and overtly sexualised or overly revealing costumes are not permitted, nor are costumes consisting primarily or solely of body paint. If your costume is deemed to contravene this rule, you will be required to cover your costume until it is deemed appropriate.

Appropriate footwear must be worn with all costumes. If your costume would normally feature bare feet, you may remove your footwear for photos or during competitions or events, but otherwise must replace them as soon as is practical.

Costumes may also be deemed as inappropriate for reasons beyond those itemised in these rules & regulations, at the sole discretion of event organisers.

Ignorance of the rules & regulations does not warrant exemption from them.

Please read all rules & regulations thoroughly; if you are unsure if your costume, or any elements of it, will be deemed inappropriate, please contact us for clarification.

WEAPONS POLICY

Attendees must have all weapons checked by Metro Comic Con staff at the Cosplay Registration & Weapons Check booth located at the show entrance. Weapons deemed unsafe will not be allowed into the event and may only be retrieved when you are leaving the event.

Misuse of any weapon or other large prop, such as swinging it in a public area, or using them in any way that could potentially cause a hazard to attendees, will result in the weapon or prop being deemed unsafe for the convention. If a weapon or prop is deemed unsafe for the event due to misuse, it must be immediately removed from the venue.

The following items are **not** permitted at Metro Comic Con:

- Functional firearms (including air soft guns, BB guns, cap guns, paintball guns and pellet guns)
- Realistic replica firearms (including reproduction, fake or toy guns that can be confused for functional firearms)
- Functional projectile weapons (including blow guns, crossbows or other bows, silly string, slingshots, water balloons and water guns)

- Electric current emitting devices (including tasers)
- Acoustic or light emitting anti-personal devices
- Laser pointers with an accessible emission limit of greater than 1mW
- Explosive, incendiary or pyrotechnic devices (including firecrackers and fireworks)
- Chemical weapons (including mace and pepper spray)
- Sharpened non-metal bladed weapons, or sharpened or dull metal-bladed weapons (including axes, daggers, hatches, knives, kunai, shuriken, swords, sword canes and switch blades)
- Hard blunt weapons (including brass knuckles, clubs, extendable batons, nunchaku, baseball bats, cricket bats or any other hard sporting implement)
- Any other metal weapons
- Concealed weapons
- Hard prop weapons (including props made of metal, fiberglass and glass)
- Instruments that cause excessive noise levels like vuvuzelas, grenade whistles and grenade horns
- Any prop weapons over 1 metre in length.

Please note, Metro Comic Con staff have sole discretion in determining whether a weapon or other prop may affect public safety, or may in any other way compromise the integrity of the event.

If you are unsure if a weapon or prop is permitted, it's always best to check before the event, or at the Cosplay Registration & Weapons Check booth for clarification.