

SHREWSBURY COMIC CON

Cosplay policy

- This is a family event. Costumes should be family friendly. Nudity and semi-nudity are not appropriate, even if key areas are painted. Highly sexualised costumes are also not permitted. Whilst we appreciate that female characters are often portrayed wearing revealing clothing, you should not wear anything that provides less coverage than a two-piece swimsuit.
- Anything that could be considered offensive should be avoided – costumes that include symbols of intolerance or hatred will not be allowed. This includes symbols that were historically neutral or positive but are now associated with hate groups.
- Please avoid purposefully causing distress to other attendees.
- Make sure the attendee wristband is always visible. We will try to find an appropriate location for the wristband, but it cannot be attached to anything easily detachable.
- Costumes that are large or heavily restrict movement are not recommended. If you choose to wear such a costume, make sure someone is always with you to help avoid accidents - and drink plenty of water!
- Please handle all costumes and weapons responsibly.

Cosplay Weapons – What is allowed

- Unrealistic guns made of plastic that are clearly sci-fi/fantasy based, under 1.5m and are not heavy enough to be used as a blunt weapon.
- Toy guns under 1.5m that are not heavy enough to be used as a blunt weapon.
- Realistic replica guns that have a brightly coloured tip on the end of the muzzle and are peace bonded.
- Theatrical weapons, such as hollow aluminium swords.
- Weapons made of lightweight materials, such as foam, plastic, light wood or cardboard.
- Loosely strung bows or crossbows that are incapable of being fired.
- Most ranged weapons if no ammunition can be loaded.
- Cosplay Weapons longer than 1.5m that can be dismantled into pieces shorter than 1.5m long are permitted, but they must be disassembled in busy areas.
- You must be able to demonstrate that any replica is unable to be fired – this means that, where applicable, the magazine must be empty, and the batteries removed.
- Solid replica weapons must be peace bonded.
- Please make sure that your cosplay weapons don't hit other attendees, accidentally or otherwise.
- Cosplays that make use of speakers, musical instruments, or other ways of generating noise MAY be allowed, at the discretion of the con organiser.

Cosplay competition exceptions

Cosplay weapons longer than 1.5m that can be disassembled may be assembled for direct participation in the cosplay competition and should be disassembled both before and after the competition.

Weapons longer than 1.5m that cannot be disassembled can form part of a cosplay competition entry but must be stored before and after the competition – weapon storage is at your own risk.

Weapons that are not permitted

- Any real firearm.
- Solid metal blades, including swords, knives, and axes (sharp or blunt)
- Explosives, incendiary devices, pyrotechnics, and fireworks.
- Heavy bats and paddles, including wooden and metal baseball or cricket bats, golf clubs and so on.
- Strung bows or crossbows that are capable of being drawn and/or fired.
- Any arrows or bolts with sharp/metal tips.
- Protruding nails, barbed wire, or other sharp items.
- Weapons over 1.5m or staves/walking sticks over 1.9m.
- Anything that is restricted or prohibited by UK law.
- Weapons with a solid core
- Roller-skates, roller blades, scooters, skateboards, and the like are not permitted in indoor areas.

No exceptions for anyone.

Anyone found to be carrying any of the above items may at the organiser's discretion:

- Have their items held at the front desk until the end of the event, or the attendee leaves the event.
- Be asked to remove the items from the event venue (including car park)
- Be removed from the event
- Exceptionally, the police may be called.