

Behaviour

We want everyone to have a great time at our events and consequently these guidelines on behaviour for ALL attendees are very important to us. Any violation of the following policies will result in you being asked to leave the event:

- Be respectful towards fellow attendees and their time.
- Always ask before taking a photograph of a Cosplayer and be mindful of where you take photos.
- Cosplay is not consent, so don't touch a cosplayer's body, costume, or prop. Ask before putting an arm around a cosplayer's waist or shoulders.
- Don't monopolize a cosplayer's time or hang around them. Ask before taking a photo of a cosplayer.
- Act responsibly with your cosplay props, if you are found to be acting inappropriately with a prop you may be asked to leave the event
- This also applies to offensive behaviour once inside the event. This includes but is not limited to:
 - Touching other attendees (and their costumes) without consent
 - Aggressive behaviour towards other attendees
 - Aggressive behaviour towards crew
 - Inappropriate gestures and poses
 - Inappropriate comments
 - Excessive swearing
- Don't wear gang signs or racist symbols, Emblems of genocide are also prohibited.
- Don't be disrespectful, Don't make snide remarks about a cosplayer's skill level, or criticize them for their race, gender, or body size. If you can't say anything nice, don't say anything at all.

Violence

- Any violence, threats of violence or intimidation towards any attendee or crew member will result in immediate removal from the event
- This also includes simulated violence / staged fights both with and without props
- You may be permitted to perform a fully choreographed scene as part of a cosplay masquerade performance but this must be pre-approved by the Cosplay Coordinators and will be dependent on suitable staging

Indecency

- If your cosplay is deemed to be offensive to the casual observer it will not be allowed inside the event
- We have a zero tolerance for nudity
- Costumes must be no smaller than standard swimwear
- If your cosplay is revealing ensure vital parts are covered at all times and consider the use of tape to keep your costume secure
- Costumes which give the illusion of nudity are also not permitted

Weapons and Props

We know that your props are an integral part of your cosplay but, many members of the public find weapons offensive - When traveling to and from the venue or simply relaxing outside be mindful that not everyone knows about cosplay. Realistic props could cause worry or concern for the safety of the public. Please keep ALL props covered and stowed away at these times, this is also for your own benefit as it could stop unnecessary interaction with police.

We ask that you refer to the rules below before bringing your prop or weapon to an event.

Not Allowed

- Firearms
- Realistic Replica Firearms
- Props or weapons with sharp edges
- Bokken
- Functional bows or crossbows
- Darts
- Sligshots
- Unsecured whips
- Pyrotechnics/explosives (including glitter and smoke bombs)
- Sharp Arrows

Allowed

- Non realistic weapons
- Replica firearms with a red/orange tip. The tip must be clear and visible from a distance
- Blunt metal weapons in a sheath
- Unstrung or loosely strung bow
- Coiled and secured whips
- Plastic / wood / LARP weapons
- Tools
- Props longer than 6ft accompanied by an experienced spotter

All props will be checked at the door before you enter the venue and any items that do not adhere to the rules above will not be allowed into the event. Staff cannot store any banned props.

Bright Coloured tips should be suitable and proportionate enough to identify the weapon as a prop from a distance.

Costume Size

- We welcome and encourage any costume that falls within the rules outlined above, but ask you to be aware of the following:
- This Event is mainly outside so please be aware of the weather.
- You must be able to get through a standard size door unaided
- We have no restrictions on tails or trains, but ask you to be aware in busy areas to avoid becoming a trip or slip hazard
- No hard and sharp pointy bits