

## **PROPS & WEAPONS POLICY**

Please read this entire policy before attending ThunderCon

### *Intent*

ThunderCon is invested in the safety of our volunteers, vendors, and guests. ThunderCon has adopted this policy to ensure that we minimize the threat of injuries associated with weapons or props at our events. As such, possession of a weapon is prohibited while on the event premises. Due to the nature of our events a series of guidelines for safe weapon and prop rules have been established.

### Policy

- All ThunderCon attendees, vendors and volunteers must comply with all Federal, Provincial and local laws and regulations regarding weapons, imitation weapons and props, as well as their usage.
- Attendees are reminded that while travelling to and from the event, to make sure due care is taken on your behalf to ensure any weapons or props, which could cause public alarm, are stored in bag or in a storage container.
- ThunderCon attendees are, under no circumstances, allowed to possess or bring to the convention grounds any actual weapons. Unlawful possession of weapons is an offence and will result in denied admission into the convention or prosecution.
- All weapons and props must be in plain sight at all times and are subject to mandatory inspections performed by ThunderCon staff. As a general rule, no metal prop weapons are allowed. Additional rules are outlined below.
- Any weapon, prop, or item not covered in this policy must be inspected by ThunderCon staff at the Prop Check Area; these items will be dealt with on a case by case basis.

#### 1. Prop Check Area

ThunderCon attendees with a prop may be stopped by ThunderCon staff and sent to the Prop Check Area. At the Prop Check Area, staff will inspect that your prop complies with the below rules and regulations regarding props.

If approved, you may enter the convention with your prop.

If not approved, attendees have the option of storing their prop in their car, home or hotel room.

For full rules and regulations regarding props, please see below.

#### 2. Guns and projectile weapons

Live firearms including airsoft, modern, hunting or historic, either functioning or de-commissioned, are not permitted at ThunderCon. Replica firearms made from metal, solid resin/plastic/rubber are not to be brought onto convention grounds. All other firearms/projectile weapons are required to have orange safety tips at all times on convention grounds, however they can be removable for photography or competition purposes as long as they are re-attached when moving around the convention.

No props or weapons capable of firing any projectile or powder charge of any kind. This is for the safety of both yourself and the people around you. Nerf guns and other foam dart guns ARE allowed, but they must not have any foam darts loaded at any time.

Bows and slingshots are allowed, however, they must be de-strung. There must be no capacity to fire any object from the bow or slingshot. Arrows and other items used in bows or slingshots are prohibited.

### 3. Swords, blades, knives and other melee weapons

Metal swords, metal knives and other active martial arts weapons are not allowed to be brought onto the convention grounds. Failure to comply will result in being banned from the event without refund and local authorities will be contacted.

If you buy a metal sword, knife or martial arts weapons at the convention, this is covered below in Section 5.

Blunt weapons such as baseball bats and hockey sticks are prohibited.

### 4. Prop weight and shape restrictions

No items can have sharp points, sharp edges, excessive weight or any other features that could be deemed dangerous to others (E.g. we do not allow metal replica samurai swords, "BB guns/air guns" even if they are not loaded). If the items are not approved during security inspection, they are forbidden on convention grounds. Non-approved items must be stored at the attendee's hotel room, vehicle or home. Failure to comply will result in being escorted off the event premises and banned from the event without refund.

Props with an excessive weight are subject to approval by staff at the convention entrance or Prop Check Area. There is no set weight limit, however, if it is deemed to be too heavy or unsafe, it will be requested that the item is stored at the attendee's hotel room, vehicle or home for the duration of the event. Please consider how heavy your props are as you are going to either be carrying them all day, or be instructed to check them.

### 5. Items purchased while at ThunderCon

Attendees who purchase imitation or replica weapon such as metal movie swords or knives from the vendors must not remove items from their original packaging until they have been secured in their hotel room or vehicle.

To use the purchased item as a prop or costume piece, items must be presented to Prop Check Area staff in their original packaging. If ThunderCon staff approves the item, it may be used in accordance with our props and weapons policy guidelines. Again, if the items are not approved, then they are forbidden on convention grounds out of their original packaging. Non-approved items must then be securely stored in the attendee's hotel room or vehicle until they are leaving the event. Failure to comply will result in being escorted off premises and banned from the event without refund.

### 6. Important Legal Stuff

ThunderCon will not be held legally responsible or liable for any misconduct, damages, injuries or death resulting from the actions of any ThunderCon attendee. Any inappropriate behavior or misconduct by any attendee will be not be tolerated by ThunderCon and may

result in expulsion without refund and local authorities being contacted. Please use your best judgment and discretion by refraining from swinging weapons around, or using them in intimidating or threatening manner.

If you have any more questions or inquiries, please do not hesitate to contact us.