

## WEAPONS POLICY STATEMENT

Comic Gong is committed to providing a safe environment for everyone to enjoy. As it is our Duty of Care to create and maintain this safe space, our attendees also have a Duty of Care to ensure that they do not place others at risk of injury or harm.

Event staff maintain absolute discretion to determine whether or not a prop or a weapon is deemed suitable for entry to the event. If event staff determine that a prop or a weapon is not suitable, event staff are entitled to refuse entry to the event. Alternatively, event staff may offer to permit entry and to store any props or weapons in the Weapons Check-In for the duration of the event. The Weapons Check-In is NOT a cloak room; it is storage for items that event staff have deemed unsuitable for the event.

***Disclaimer:*** Props and/or weapons placed in the Weapons Check-In are done so at the owner's risk. While event staff will take every care to ensure that checked-in items are kept safely, Comic Gong takes no responsibility for any loss or damage to any props and/or weapons placed in the Weapons Check-In. If you fail to collect your props and/or weapons at the end of the event, event staff may dispose of these items.

### **Excessive weight/size**

Please consider how heavy your props are because you're going to be carrying them for the duration of the event. Props and weapons with an excessive weight are subject to approval by event staff. There is no set weight limit, however, if event staff deem your prop/weapon to be too heavy or unsafe, it must be removed from the event environment immediately, or relinquished to event staff, who will place it in the Weapons Check-In, until the close of the event.

No props or weapons exceeding one metre in length are allowed to be carried around the event. Items which exceed this length must be removed from the event environment immediately, or relinquished to event staff, who will place it in the Weapons Check-In, until the close of the event.

### **Swords, blades, knives and other melee weapons**

The following are strictly prohibited at Comic Gong:

- Metal weapons and/or props including, but not limited to, daggers, knives, swords, ninja stars, metal chains, and metal baseball bats, regardless of sharp/blunt edges, live blade or training replica
- Any prop/weapon with sharp points and/or edges
- Active martial arts weapons
- Any prop/weapon made of glass.

Failure to comply will result in expulsion from the event. Local authorities may be contacted.

### **Firearm and projectile props/weapons**

The following are strictly prohibited at Comic Gong:

- Actual firearms including airsoft, modern, hunting or historic, either functioning or de-commissioned
- Imitation/Replica firearms
- BB/air guns
- Projectiles loaded into any toy/item capable of firing such an object. This includes, but is not limited to, Nerf/foam darts, gel caps, arrows or bolts, powder caps, explosive/powder charges, or any kind of liquid, including water.

Toy firearms, those sold as toys from toy shops or similar, are permitted providing they have a florescent tip at the end of the barrel to indicate that they aren't functional. Please refer to state laws for weapons which are/aren't acceptable in a public space.

Nerf guns, other foam dart guns, and water guns are permitted, as long as they remain unloaded/empty at all times.

Bows and slingshots are allowed as long as they remain un-strung at all times.

If any firearm/projectile weapon/projectile is deemed unacceptable by event staff, and you fail to comply with the ruling, local authorities will be contacted.

### **Laser pointers**

Laser pointers are strictly prohibited at Comic Gong. If you have a laser pointer in a prop, weapon, or costume, please make sure it cannot function by removing the batteries.