MCM Comic Con is a family event that encourages costumes. It is necessary to balance the desire of some of our attendees to accurately portray characters or display items from their collections with the safety of our attendees of all ages, the concerns of the police and local authorities, the terms of the venue, and conditions of our insurers.

A reminder of common sense: costumes, props, performances, and displays must not involve or create naked flames, explosions, nor arcs or bursts of exposed electricity.

Each type of common weapon and prop type now has a section devoted to it with tailored rules and recommendations. You can scroll down to the relevant section or click on the title:

- **Melee weapons**
  - e.g. knives, swords, keyblades, scythes, clubs.

- **Guns and other projectiles**
  - e.g. pistols, shotguns, rifles, bows, crossbows.

- **Bulky items and costumes**
  - e.g. wings, robots, dummies.

- **Mundane items**
  - e.g. umbrellas, walking sticks, rolling pins.

The following must **not** be brought to MCM Comic Cons:

Any weapons or replica weapons that are either banned outright or subject to any restrictions from being carried OR sold in this country should not be brought to MCM Comic Cons by attendees regardless of any special licences or club memberships.

If such prohibited items are sold at the MCM Comic Cons, the sale is conditional on the items remaining bound in their packaging, hidden from view.

**THIS TAKES PRECEDENCE OVER ANY OTHER STATEMENT IN THIS DOCUMENT**

### Melee Weapons

Melee weapons up to a length of 1.5m with edges are rounded off, ends padded, and no dangerous parts attached (e.g. nails or blades) are permitted, but note that:

- If the weapon is made of lightweight material such as plastic or foam or has delicate decorations then it can be carried in hand. Care must be taken especially in crowded situations; do not carry the weapon slung over your shoulder nor dangling from your hand so that it is a trip hazard.

- Wooden and otherwise solid non-metal melee weapons (not including anything made from metal) are allowed but must be secured to your person so they cannot be easily drawn or taken from you.

**Note that wooden bokkens are a restricted item by law and can only be transported between home and an official training hall or competition concerned with a sport involving bokkens.**

**MCM Comic Cons are neither of these things so do not bring them.**

If a weapon exceeding 1.5m can be made smaller by e.g. the handle disconnecting into two pieces, then it can be carried if put together only for photo shoots in a clear area or MCM organised cosplay events.

Scythes are a particularly difficult item to carry safely. As such, they must be made to disconnect into two parts for carrying, and put together only for photo shoots in a clear area or MCM organised cosplay events.

Melee weapons that do not meet these restrictions must be stored in a bag and removed only in controlled circumstances for photo shoots or MCM organised cosplay events, noting the overriding rule that any weapons or replica weapons that are either banned outright or subject to any restrictions from being carried OR sold in this country should not be brought to MCM Comic Cons by attendees regardless of any special licences or club memberships.
Guns and Other Projectiles

Unrealistic and toy guns such as those suitable for children's programming (made of brightly coloured plastics, with flashing lights and stickers), or that are clearly science fiction based (phasers, plasma guns, blasters), and foam firing toys are allowed as long as they do not exceed 1.5m in length.

Realistic replica handguns without brightly coloured portions such as accurate plastic pistols and BB guns are allowed if the magazine is empty and battery not in the gun. These must be kept holstered however, being drawn only for photographs. Ensure that you have a clear space around you and do not draw it suddenly or in front of children who may be excitable or easily scared.

Larger replica guns with coloured ‘blaze’ tips that also have a **significant brightly coloured portion** are permitted. Note that some venues are close to airports; keep such items packed in bags when not at the venue including for photo shoots or travelling to hotels or restaurants.

Larger replica guns realistic to an untrained eye including shotguns, rifles or sub-machine-guns without brightly coloured portions are only allowed in MCM organised cosplay events and must **NOT be visibly carried**. When not on stage or backstage preparing for an event, they must be kept packed and out of sight.

Replica rocket and missile launchers, mortars, and other anti-aircraft or artillery props are not sensible items to transport or bring to the event. If you do so, they must be stowed out of sight while outside.

Bows and crossbows are allowed if unstrung, or if strung with a weak elastic that cannot feasibly fire projectiles. Prop strung bows shaped to look like a bow without being under tension are allowed if not contrived somehow to fire effectively. Arrows or bolts must be secured or capped to make them safe.

Caps, incendiaries and any ammunition that can be fired from a gun are not allowed. Magazines and batteries for weapons should be left at home or handed into the Cosplay Desk.

Bows and crossbows are allowed but must never have ammunition loaded.

Caps, incendiaries and any ammunition that can be fired from a gun are not allowed. Magazines and batteries for weapons should be left at home or handed into the Cosplay Desk.

**Bulky Items and Costumes**

If a costume is bulky, made of hard materials, or includes parts outside of usual human dimensions you should have at least one person with you to assist with warning people nearby and guiding you to avoid accidental collisions. Examples include full fur suits, armour, wings, and robots.

You must ensure edges are rounded off and padded, and no dangerous parts attached e.g. nails or blades.

**Mundane Items**

Items that people normally carry in public such as umbrellas and walking sticks, as well as light or small mundane items such as vegetables, small pans or rolling pins, and racquets are permitted.

Roller skates, roller blades, skateboards, scooters, and similar wheeled items are not forbidden by MCM but venues often forbid them. If in doubt, assume any part of a venue under a roof or cover forbids their use.

Heavier items that could effectively be used to bludgeon people such as cricket and baseball bats, heavy rolling pins, large cast iron pans, golf clubs must be secured to your person so they cannot be easily drawn. If this is not possible they must be stored in a bag and removed only in controlled circumstances.

**Further Information**

Please contact the MCM Cosplay Team by emailing them at **cosplay@mcmexpo.net** if you want further clarification describing the item as fully as you are able, with a photograph of the item if possible.

MCM reserves the right to disallow any weapon or prop if it is deemed to be unsafe or likely to cause a nuisance. Anyone seen acting inappropriately with a weapon or prop will have the item(s) confiscated and may be removed from the event. Confiscated items can be collected upon departure unless they have been passed to the police.

MCM further reserves the right to grant individuals dispensation to carry a weapon or prop which would typically not be allowed. This may be necessary for an exhibitor or sponsor’s promotion for example. Attendees must always abide by these rules and not make assumptions on what is permitted by the weapons and props of others.

Remember always that there are also weapon and prop restrictions from venue owners, police, and local authorities. If you have any queries regarding the display or transportation of your weapon or prop outside of the hall, please contact the relevant authority.