



Weapons Policy

We have updated our Cosplay Weapons policy and will be enforcing very strict regulations on weapon props at the show. Please understand and abide by all rules and follow all instructions given to you by police officers and ToyXpo security personal on site.

No functional weapons are allowed at ToyXpo. Simulated or costume weapons are allowed as a part of your costume in compliance with the following guidelines:

- 1. All costume weapons must conform to state and federal law.**
- 2. All weapons must be easily distinguishable from real weapons and must be constructed from safe, lightweight material. Approved materials are: rubber, plastic (PVC, worbla, etc.), foam, cardboard and papier-mâché.**
- 3. All prop firearms must be incapable of firing projectiles and have an orange cap on the barrel. Projectiles or any type of ammunition are forbidden. BB guns, paintball guns, dart guns, blow guns and water guns and their accompanying ammunition will NOT be permitted.**
- 4. Nerf guns are allowed, but ammunition of any kind (foam or otherwise) is prohibited. Nerf guns must have triggers zip-tied to prevent guns from firing.**
- 5. Plastic air-soft guns are permitted with several requirements: No ammunition or projectiles of any kind will be allowed. Air-soft guns must be rendered completely inoperable beforehand, that is the gun shall not have any batteries installed, nor gas/propellant in the chamber and the chamber must be filled with wax or similar material. All air-soft guns must have a clearly visible orange tip on the barrel. All air-soft guns must have their triggers zip-tied to ensure that the gun is incapable of firing.**
- 6. Metal weapons of any kind are forbidden, including hammers, scissors (including "safety scissors"), screwdrivers, saws, chains, nun-chucks, brass knuckles, shields, X-Men-style claws, handcuffs and the like. No "live steel" is allowed, such as metal swords, knives or blades of any kind. If you have any of these types of weapons with your costume, please make sure they are made out of approved materials.**
- 7. Small, lightweight, metal objects like Sonic Screwdrivers, Lightsaber handles and umbrellas and wooden wands a la "Harry Potter" are allowed, but must not be used as functional weapons. These items will all be subject to weapons check.**
- 8. Costume bows are allowed, insomuch as they are not strung and cannot shoot projectiles of any kind. All types of bows must have bowstrings removed.**
- 9. Costume swords/daggers made from approved materials are allowed, but may not have any sharp edges. Wooden swords are allowed, but must be tied to your costume in such a way that they cannot be drawn or unsheathed. You must zip-tie swords to their sheaths to ensure that they cannot be drawn. If you wish to draw your sword to pose for a picture, it must be made of approved materials. Metal blades are not allowed, whether they are sheathed or not.**
- 10. No wooden or aluminum/metal bats are permitted. This includes baseball bats, cricket bats, clubs, paddles, golf clubs and similar objects. Bats made from approved materials and wiffle ball bats are allowed.**
- 11. Staffs (staves), similar to those found in "Lord of the Rings," for instance, will be allowed, insomuch as they are used for walking and/or decoration, and not as a weapon. Wooden**



- staffs are allowed, but must be lightweight and may not have any sharpened edges or tips.
12. Items such as bullwhips, ropes and lassos are allowed, but must remain rolled and secured at all times. These items can be subject to a weapons check.
 13. Incendiary or flammable weapons are prohibited, including any items that are capable of igniting sparks or flames, burning, exploding or combusting.
 14. Do not display your weapons or props in a threatening or menacing manner. (For instance, it's ok to pose for a picture, but no one should brandish weapons while walking the show floor.)
 15. Keep prop weapons in convention areas. If you leave the premises or go out into public for any reason, please put away any and all prop weaponry immediately.

If you are unwilling to comply with these policies, please leave your weapons at home. Failure to willingly comply with ToyXpo official cosplay weapons policy may result in ejection from the convention (without a refund) and/or potential legal action if necessary. ***All rules and regulations are subject to change.***

ToyXpo reserves the right to inspect all costumes and weapons on an individual basis in order to ensure that the event remains completely safe and family-friendly. Those who violate these rules assume all responsibility in the event of injury.