

Prop Weapons Policy

We recognize that costume-related weapons are sometimes an important part of the costume experience, so our convention has the following weapons policy for costume-related weapons in place:

ALL weapons must be non-working and peace-bonded (see below).

- No functioning projectile weapons includes water pistols, silly-string guns, and ping-pong pistols. Bladed weapons must be cased or sheathed at all times.
- No "live-steel", aluminum, or other metallic bladed weapons are allowed to be without casing or sheathing, even if the blade has been dulled.
- There will be absolutely no play-acting with props indoors
- Explosives or chemicals of any kind including, but not limited to, smoke powder, sparklers, and fireworks, are not permitted at the con. Do not bring anything that would annoy another attendee.

Peace-Bonding

PEACE-BONDING is the act of making it clear that your weapon cannot be used (either by a brightly colored tie, or trigger lock) and that your intentions are peaceful. In order to display a costume related weapon on your costume, your weapon must be peace-bonded; to do so, it must be brought to the Pink Paladins Guild Base (Convention Operations, "Ops") room which is located on the 3rd floor of the Radisson near the restrooms. Do not presume that the peace-bonding from another or a previous convention will do. Items producing light or sound must be checked with the Pink Paladins for decisions about peace-bonding.

These rules apply solely to costume weaponry. **Our convention does not permit any real weapons to be used or brought to the convention at all as per our general policies above; violation of this rule will require immediate reporting to proper authorities.**

Due to our proximity to the Ontario International Airport, we ask that you properly cover up or place costume-related weapons in bags when not in convention areas or on convention property.

