

26 April 2018

# ASIA GAME FESTIVAL 2018

## COSPLAY SAFETY GUIDELINES

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

In the case that you do not want to have your costume weapons and/or props inspected, or if you do not consent to comply with these policies, please choose to leave those items at home. Failure to comply with AGF's official rules and competition safety guidelines may result in ejection from the competition or convention (with no refund) and/or potential legal action, if necessary. The rules and regulations stated in this document are subject to change.

### A. COSTUMING AND PROPS

- i. All military, law enforcement and other emergency service costumes should be easily distinguishable from official uniforms.
- ii. No nudity or graphic content is allowed. Body Paint costumes are not allowed.
- iii. No functional props or weapons are allowed in the venue. Simulated or costume weapons are allowed as part of your costume, subject to approval by security and compliance with the following:
  1. *All costume props and weapons must be inspected at the bag check counters before entry into the convention venue. Fake or prop weapons are permitted if they are in no way dangerous to fellow convention attendees.*
  2. *All prop firearms must be incapable of firing projectiles. Projectiles or any type of ammunition are forbidden. BB guns, paintball guns, dart guns, blow guns, water guns and their accompanying ammunition is NOT permitted. NO ACTUAL FIREARMS ARE PERMITTED INSIDE THE CONVENTION VENUE AT ALL TIMES. Nerf guns and plastic air soft guns are permitted as long as no ammunition or projectiles are accessible.*
  3. *All weapons must be easily distinguishable from real weapons and must be constructed from safe materials. Approved materials include: rubber, plastic (PVC, etc.) foam, cardboard and papier-mâché.*

4. *Metal weapons of any kind are prohibited. This includes hammers, scissors, screwdrivers, saws, chains, nun-chucks, brass knuckles, shields, claws, handcuffs, etc. Metal swords, knives, blades of other weapons of any kind are not allowed in the event premises.*
5. *Swords/daggers made from approved materials are allowed as long as they do not possess any sharp edges. Such props must not have sharp edges or tips and must be zip-tied for security for entry into areas such as the concert areas.*
6. *Props such as bullwhips, ropes and lassos are allowed, but must be rolled and secured when not in use for posing.*
7. *Staves are allowed but must not possess sharp edges or tips and be made of lightweight material.*
8. *Incendiary or flammable weapons are not allowed, including items that can ignite sparks or flames, or can burn, exploded or combust.*
9. *Bags and backpacks are allowed but will be subject to a bag check at the entrance to the convention.*