



Steampunk and Pop Culture Convention 2019



Weapons Policy



WEAPONS/PROPS PURCHASE AND COSPLAY – REGULATIONS FOR PUBLIC

It is the policy of CapriCon Steampunk and Pop Culture Convention that each of its visitors and staff shall be provided with a safe and healthy place to work and visit.

To achieve this, Rockhampton Regional Council are committed to making every reasonable effort in the areas of hazard control, injury protection and health preservation to every practical extent.

In conjunction with this undertaking, the following series of safe weapon and prop rules have been established.

All CapriCon attendees, exhibitors and staff must comply with all Federal, State and local laws and regulations regarding weapons, imitation weapons and props, as well as their usage. Any failure to do so will result in the notification of the appropriate law enforcement agency.

CapriCon organisers urge all attendees to make sure that you take due care and caution with your props and costumes whilst travelling to and from our convention and/or associated events. If you are carrying any props which may cause public alarm, please ensure that they are safely stored in a bag or storage container.

CapriCon attendees are not permitted to possess or bring to the event any actual weapons. For more detailed descriptions and definitions of banned items, please check the Queensland Government's *Weapons Act*. Unlawful possession of weapons is an offence and local authorities will be contacted.

All props are subject to mandatory inspections performed by CapriCon staff for all convention attendees with any type of non-firearm weapon, replica or prop. The judgement of CapriCon staff will be deemed final and absolute in matters of prop and costume suitability and safety for the event.

Items which fail to meet the requirements of this policy will be confiscated for the duration of the CapriCon event.

Deliberate refusal to comply with event policies may result in items being confiscated and your removal from CapriCon.

Please note that metal props or weapons are strictly prohibited for general public attendees.

DISCLAIMER: Oversized Weapons and Props that are required to be stored is done so at the owner's risk. While every care is taken to make sure that items brought to or at the event are safe, CapriCon takes no responsibility for any damage to props, weapons or cosplay items either on the person, or kept in storage by the CapriCon event staff.

Please adhere to the following restrictions:

One Metre (1m) Length Restriction: All props and weapons cannot be over 1m in length while inside the pavilions. This restriction does not apply in the outdoor areas. You will need to store your prop at the appropriate location as identified upon entry to the event, where you may collect it when you require it again.

NB: For our Jedi, Sith and Force adepts, your lightsabres are exempt from this restriction so long as they are fitted with polycarbonate or other suitable plastic blades, and must be handled in a safe manner at all times. Any sort of duelling or fighting beyond posing for photographs is not permitted.

No actual firearms: These include bb/airsoft, gel shooters, modern, hunting or historic, either functioning or de-commissioned.

No replica firearms: Anything that is designated a replica made from metal, solid resin/plastic/rubber is not to be brought into the event grounds.

Toy/prop guns require orange tips: These are required to have orange safety tips at all times during the event, however they can be removed for photography or competition purposes as long as they are re-attached when moving around the convention. They may not be made out of any prohibited material listed for replica weapons including metal.

No firing projectiles: Props or weapons capable of firing actual projectiles of any kind are prohibited.

No utilising of powder charge or flammable fuel: Props or weapons that utilise a powder charge are prohibited, this includes (but is not limited to) cap guns. So too are any items that contain flammable fuel (liquid or gas).

Nerf guns must be unloaded: Nerf foam dart type guns, bows and other foam shooters (including modified versions) are allowed as props, however they must be unloaded and foam darts/projectiles are prohibited in all areas of CapriCon.

No functional bows/slingshots/crossbows: Functioning bows, slingshots and crossbows are not permitted on event grounds. Non-functional prop versions are permitted provided they meet length requirements, are not made of metal and have no high-tensile stringing.

Real arrows and other items able to be used as projectiles from bows or slingshots are also prohibited. Prop arrows are permitted provided they are not made of prohibited materials such as metal and carbon fibre and are securely attached to your costume and not loose at any time.

No laser pointers: If you have a laser pointer in your prop or weapon, make sure it cannot function (ie. removing the batteries). If you are seen to be using a laser pointer, it will be confiscated and returned at the end of the event.

No metal weapons or props: Due to the weight and the sharp edges involved with metal items, these are not permitted at CapriCon. Any items purchased during CapriCon which are metal must remain in their original packaging until you leave the event. This includes all cast, laser cut and forged props of any kind. Example prohibited materials: steel, aluminium, bronze, copper and brass. Props included but are not limited to: shields, swords/daggers/knives and poles/rods.

NB: Lightsabre hilts may be exempted under the blade and behaviour requirements listed earlier.

Metal armour parts are permitted, however they must have no sharp edges or points that could cause harm to a person (including yourself), or damage to equipment, structures or environment.

Active martial arts weapons are prohibited: Examples include nunchaku, throwing stars and any weapon made for actual martial arts combat. Prop versions are permitted as long as they are not made of metal or have sharp points or edges.

Sports equipment: Any sports equipment used as a prop must comply to the same restrictions as a martial arts weapon. Baseball bats in particular can be quite dangerous due to their weight and must be carried in a "down" position (ie NOT over the shoulder) when not in active use for photographs or similar.



How can I tell if my weapon is considered a replica?

A replica weapon is classified as an exact reproduction of a real weapon, can be easily or rightfully mistaken for a real weapon, and/or possess no obvious features that distinguish it from an illegal or prohibited weapon.

Toys or props made to look like a real weapon, but cannot be mistaken for a working firearm or weapon and does not have the ability function as a firearm, are permitted. Where there is a strong resemblance to a real firearm, an orange safety cap is required.

As there is an obvious requirement for personal judgement in many cases, whether by security, staff or other patrons, the requirement for weapon check-in, or weapon alteration (to include an orange/yellow tip to the weapon, or removal of sharp edges) may be advised on a case by case basis. All patrons and exhibitors are required to comply with the request of staff, as per the terms and conditions of entry to the event.

Items purchased while at CapriCon

Attendees who purchase imitation or replica weapons/props, such as metal movie/tv swords, knives, sabres and staffs from vendors which do not comply to our general props policy must not remove items from their original packaging until they have been secured in their home or vehicle.

If you wish to use a purchased item as a prop or costume piece, items must be presented to a CapriCon event staff member in their original packaging. If the CapriCon weapons check-in team approves the item, it may be used in accordance with our weapons policy

If the items are not approved, then they are prohibited on event grounds out of their original packaging. Non-approved items must then be securely stored in a vehicle or left with CapriCon event staff until you are leaving the event.

Weapons or dangerous items to be autographed must be packaged and left with event organisers until such time as they are ready to be signed. Seek assistance from event staff before removing items from packaging.

Important Legal Stuff

Rockhampton Regional Council, CapriCon Steampunk and Pop Culture Convention will not be held legally responsible or liable for any misconduct, damages, injuries or death resulting from the actions of any CapriCon attendee. Any inappropriate behaviour or misconduct by any attendee will be not be tolerated by Rockhampton Regional Council or local authorities. Please use your best judgment and discretion by refraining from swinging weapons around, as there is always the possibility of injuring other convention attendees.

Contact information

If you have any questions or enquiries, please do not hesitate to contact the event organisers by emailing capricon@rrc.qld.gov.au or calling 4936 8039.

