



#1028-2480 E. Hastings St. Vancouver BC - V5K 1Z1
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WEAPONS POLICY 2013

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WEAPONS POLICY 2013

INTRODUCTION

We understand and acknowledge that there are Cosplay Costumes that use weapons, props and items. We would like people to enjoy Cosplay but also ask that everyone be respectful of the Law and to help ensure that everyone enjoys a safe Anime Revolution 2012 Convention experience. This weapons policy guide is written policies to provide a fun experience while trying to keep a safe environment for all attendees. We don't want to see any one get hurt. Please refer to the following policies, rules and regulations below

GENERAL RULES

This policy section will outline Anime Revolution 2012's policies, rules and regulations for Weapons, and Prop items brought to the convention by the attendees. As there are too many weapons/ props/ items to define the following outlines and guidelines for the weapons, props and items, and how they will be handled at the convention are as follows:

- 1.) Any weapon / prop or item that is deemed to be illegal, inappropriate, unsafe, a hazard, or dangerous as per the discretion of the Peace Bonding table, Any Attendee Service Member Or Executive Staff Member will be asked to leave the item at guest services to be picked up at the end of the day or the con, which ever is best for the attendee. Failure to comply with this will result in denied entrance to the convention.
- 2.) NO Attendee may use his or her weapon in any way, shape or form to physically assault, intimidate, harass or threaten anyone. This will result in ejection from the convention. As well as the proper authorities may be contacted.
- 3.) All weapons/ props and items will be subject to being assessed on a case to case basis at ANY time by (AST) Attendee Services Team Member.

ATTENDEE SERVICES TEAM PERSONNEL (AST)

All members of the Attendee Services Team (AST) will be someone who will be helping attendees, inspecting weapons, props, and items, patrolling and supervising around the convention to ensure that the operation, management and security of the convention is running smoothly. Their role is to help answer any questions, directions, peace bond, crowd control, attending emergencies, and various other duties that are needed to help you and the convention.

HOW THE TEAM IS DIVIDED

(SASTL) Senior Attendee Services Team Leader: Leader of the Attendee Services Team. His job is to ensure the management, operation and security of the convention is running smoothly and to ensure the safety of all attendees and staff members. He will be in charge of managing the entire Attendee Services Team in respect to dealing with any emergencies, disputes or decisions that need to be made. He will be working directly with the Executive Members, but will also be leading his team on the ground and patrolling as well.

(SAS) Senior Attendee Services Member: These Senior Team Members have past convention and other related experience and are there to support and assist other team members in making decisions on the convention floor when needed. These members will be patrolling the convention floors assisting (AS) Attendee Service members and Staff.

(AS) Attendee Services Members: These members are here to help provide directions, assisting with decision making, patrolling, peace bonding, crowd control and to ensure things are running smoothly on the convention floor.

All Weapons, Props, and Items will be subject to inspection by any(AST) Attendee Services Member at any time should a weapon, prop or item be called into question.



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PEACE BONDING

All Weapons (of ANY kind, including any props and items deemed as a weapon) MUST, and will, be peace bonded at the Peace Bonding table before entering the convention. The Peace Bonding must remain on your weapon, prop or item while in the convention and on convention grounds. If the Peace Bonding comes off, falls off, or detaches in any way, please find an (AST) Attendee Services Member or go to the Peace Bonding Table and advise them. You will receive a new peace bond.

Please note, If you are caught to be deliberately removing, or walking around without your peace bond, especially after being directed to the Peace Bonding table you will be given a Strike/ Warning. If you are warned for a second time Attendee Services Team Personal will seize or confiscate your weapon or ask you to leave your weapon outside of the convention.

REMEMBER ALL WEAPONS WILL BE PEACEBONDED BEFORE ENTRY!

STRIKE / WARNINGS

Anime Revolution 2012 Staff would like all attendees to act appropriately and within the law at the convention. If an attendee acts in a way that is inappropriate, dangerous, unsafe, or does something that is deemed inappropriate, dangerous or unsafe, they may be given a Strike or Warning by a Staff or (AST) Attendee Services Member.

Anime Revolution has a Three Strikes/ Warning rule for all attendees:

1st Strike or Warning: The attendee is given a strict warning to cease whatever action they were doing that caused the strike or warning immediately or face further consequences. Any Staff Member or Any (AST) Member can give a strike or warning and hole-punch your badge once.

2nd Strike or Warning: This will involve a Senior (AST) Member. The attendee is given a second strict warning to cease whatever action they were doing that caused the strike or warning or face further consequences. Only a Senior (AST) Member can hole-punch your badge for a second time and a second warning will be given.

3rd Strike or Warning (Final Strike): This will involve the (AST) Team Leader and an Executive Member. The attendee is given a strict warning to cease whatever action they were doing that caused the strike or warning, immediately. They will then upon the decision of the (AST) Team Leader or Executive Member hole punch your badge for a third time and revoke it. The (AST) Team Leader or Executive Member will talk to and inform the attendee why he is having his badge hole punched and taken away and that he must leave the convention immediately. The attendee will be escorted out of the convention and off convention grounds by the (AST) Team Leader, Senior Attendee Services Members and an Executive Member. The person will then be banned for the rest of the Anime Revolution 2012 Convention and will not be permitted to return.

WEAPONS - MAJOR VIOLATIONS OF POLICY, RULES & REGULATIONS

Any attendee who violates the weapons, prop and items policies, rules and regulations or the direction or warning of a Staff or (AST) Attendee Services Member may be given a strike or warning and have their badge hole punched. If the offense is serious enough or deemed serious by any (AST) Member or Executive Member the attendee may be ejected and may have their badge revoked depending on the severity of the situation and upon the decision of the (AST) Team Leader and/or Executive Member.



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BREAKING THE LAW

Any Attendee, who is found to be breaking the Law will have their badge revoked, will be turned over to the proper authorities and will be banned from the Anime Revolution Convention.

BUYING WEAPONS IN THE DEALERS HALL

Vendors at the Dealer's Hall sometimes sell weapons that are banned or prohibited at the Anime Revolution 2013 convention for use or display. We allow the sale of these weapons at dealer's hall with the following rules: If an attendee decides to buy a weapon or weapons, from an authorized vendor at the Dealer's Hall they may carry their bought weapon(s) with them as long as the weapon(s) stays in the original box it came in and is sealed/ taped/ or secured. The box must also be peace bonded to show that it is a weapon. No attendee may take the weapon(s) bought from a vendor out of the original box it was sealed in. No Attendee may display or "Brandish" the weapon for photo opportunities or for any other reason on convention grounds.

If a person is caught removing the peace bond, original packaging, is caught brandishing the weapon(s) or if the attendee is acting or using the weapon in a manner deemed to be inappropriate, unsafe, dangerous or hazardous, they may have their badge hole-punched or revoked and may be asked to leave the convention and may possibly be escorted off convention grounds upon the decision of the (AST) Team Leader and an Executive Member and depending on the severity of the situation.

VENDORS: SELLING WEAPONS

Vendors must have the original box or something (Box, container, etc.) that can safely package and secure the weapon(s) that the vendor is selling as to ensure the attendee or buyer is not walking around with the weapon(s) or displaying them in an inappropriate, unsafe or dangerous manner.

1. BANNED & PROHIBITED WEAPONS, PROPS, OR ITEMS

1a. Banned Weapons/ Props/ Items

- No Attendee will be permitted to carry any kind of functional projectile weapon. This includes thrown weaponry. No throwing any weapons, props or items of any kind.
- Yaoi Paddles are banned
- Real Swords are banned
- No functioning Crossbows – Although homemade crossbows that are Non-Functioning and cannot fire any type of projectile, may be assessed on a case by case basis.
- No Collars of any type that is attached to any type of leash. No leashes of any kind attached to costumes that are intended for being a "pet" or being pulled by another attendee.
- No attendee shall bring any weapon or projectile that is meant to be fired, or thrown at anyone.
- Any weapon that the Attendee Services Team deems unsafe, inappropriate or dangerous

1b. Prohibited and/or Illegal Weapons

Any attendee who brings a prohibited and/ or illegal weapon such as but not limited to: Asp Batons, Pepper Spray, Grenades, Incendiary Devices and Explosives of any kind, etc. will be asked to leave the convention immediately and the proper Law Enforcement Agencies will be contacted.

There are **NO EXCEPTIONS** to these Banned and Prohibited Weapons



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2. HOMEMADE WEAPONS, PROPS & ITEMS

2a. GENERALLY ACCEPTABLE WEAPONS MATERIALS

The following is a list of generally accepted weapon materials

- Wood
- Paper/ Cardboard
- PVC/ Plastic
- High Density Foams
- Metal – On a case-by-case basis. For example a metal handle may be generally accepted but a metal sword will not be.

2b. FORBIDDEN WEAPON MATERIALS (WITH EXCEPTIONS)

The following is a list of materials that are forbidden

- Glass
- Ceramics
- Metal - On a case-by-case basis. For example a metal handle may be generally accepted but a metal sword will not be.

3. BLADED WEAPONS - SWORDS, KATANAS BROADSWORDS, ETC

Any Attendee may bring a sword as long as it is made out of the Generally Accepted Materials. NO bladed part of the weapon may be metal. The exception to this is if the handle of the sword is metal.

Please note NO fully metal swords, katanas, broadswords or real swords allowed. This includes weapons bought at a vendor(s) at the Dealers Hall.

4. ARCHERY BOWS & ARROWS

An attendee may bring a bow or homemade bow as long as the bow is not strung nor has string. For Photo Opportunities the attendee may string the bow but MAY NOT place, notch or cock an arrow, or any type of projectile in the bow string as if it were to be fired.

An attendee may bring arrows or homemade arrows as long as they are not capped. If the arrows are homemade then please refer to the Generally Accepted Materials above. Please note that NO attendee shall bring metal arrows.

5. Firearms - Replicas, Guns, Airsoft, Paintball, Toy Guns, Nerf, Cap Guns, Homemade etc.

As stated at the beginning, we understand and acknowledge that there are Cosplay Costumes that use firearms, guns, rifles, pistols, homemade weapons, exotic weapons, etc. We would like people to enjoy Cosplaying while being respectful of the Law and making sure that everyone enjoys a safe Anime Revolution 2012 Convention Experience. We take this into consideration when writing policies to provide a fun experience while trying to keep a safe environment for all attendees. We don't want to see any one get hurt. Please refer to the following policies, rules and regulations below.

Please remember while transporting any firearm look-a-like or replica that it should be in a case until you get to the convention grounds. When leaving the convention DO NOT take your replicas with you, put them back in the case, or leave them with customer service, do not be the one to ruin it for everyone. Remember that outside the convention we have no control over what the public or the Vancouver Police Department, perceive of your costume or the Firearms, Guns, or Replicas you decide to bring. If you are unsure, Please ask or don't risk it.

All Airsoft, Paintball, Replica Firearms, and Firearm look-a-likes, including but not limited to: Toy Guns, Cap Guns, Homemade Weapons, Nerf Guns, Props, etc. will be approved on a case-by-case basis only AFTER certain requirements have been met, as outlined below



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5a. REPLICA FIREARMS, TOY GUNS, CAP GUNS, HOMEMADE GUNS, ETC

All Replica Firearms, Toy Guns, Cap Guns, Nerf, Homemade Guns, Etc. and gun-like props are allowed as long as they are Non-Functioning and unable to fire projectiles of any type. They MUST have a barrel blocking device, a blaze orange tip, and/or are clearly not a real firearm, eg. Lady gun from devil may cry

5b. PAINTBALL MARKERS

All paintball markers MUST have no air attached to them as well no hoppers and/or magazines or paintballs, in the marker. A barrel blocking device MUST be on at all times, unless at a approved photo session, or location.

5c. AIRSOFT GUNS/MARKERS

All Airsoft Guns/Markers MUST have a transparent upper body and/or a blaze orange tip. A barrel blocking device MUST be used at all times. An airsoft weapon must be Non-Functioning. By this we mean the weapon must not be able to accidentally discharge, as well there is to Never be a magazine or BB'S in the airsoft weapon, unless at an approved photo session or location.

Airsoft pistols are to stay in a holster as much as possible with exceptions of photo taking at approved photo shoots or locations. It is recommended that Airsoft Rifles be attached to a sling of some type. If you have any questions about your airsoft, paintball, replica firearms, and firearm look-a-likes, including but not limited to toy guns, cap guns, homemade weapons, etc. do not hesitate to ask.

5d. REAL, ILLEGAL, PROHIBITED FIREARMS, INERT FIREARMS, AND INERT AMMUNITION

Real, Illegal, Prohibited Firearms, Inert Firearms, and Inert Ammunition of ANY kind are NOT PERMITTED in any shape or form. There is no discussion to this. You will be denied entrance to the convention. Case Closed.

Remember each Airsoft, Paintball, Replica Firearms, and Firearm look-a-likes, including but not limited to Toy Guns, Cap Guns, Homemade Weapons, Props, etc. will be assessed on a case to case basis at the Peace Bonding table.

NO Attendee shall point any type of firearm, replica, airsoft, paintball, etc. at anyone, with the exception of a photo shoot where **all attendees in the photo give their consent** for the poses taking place with the firearms weapons, props or items.

6. EXOTIC WEAPONS, PROPS AND ITEMS

Any attendee that brings exotic weapons, props, or items will be dealt with on a case by case basis. Please refer to the Generally Accepted Materials for homemade exotic weapons, props or items.

7. HANDCUFFS, RESTRAINTS, CHAINS, COLLARS, ETC

Any attendee that brings any type of handcuffs, restraints, or chains, etc. may have them on their person if it is part of their cosplay or costume, but NO Attendee may handcuff, restrain or tie up anyone.

In the past some attendees of conventions have worn collars, homemade or chain collars. An attendee may wear a collar if it is part of their cosplay or costume with the exception that NO Attendee may wear a collar that is attached to any kind of leash. This includes all types of collars attached to any type of leash. There have been too many instances at other conventions were a leash or collar has choked an attendee or caused serious injury to an attendee.



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8. FINAL THOUGHTS ON WEAPONS, PROPS AND ITEMS

It is the aim of everyone affiliated with Anime Revolution 2012 to create a safe, enjoyable experience for both the attendees and for the staff members. We ask that attendees please use common sense and safety when bringing any types of weapons, props, or items. If you have any questions please feel free to ask ahead of time.

All Anime Revolution 2013: Weapons, Props and Items Policy, Rules and Regulations are subject to change at anytime.

Thank you! We hope you enjoy Anime Revolution 2013!

Version: 1.7 Dec. 12th, 2012.

Revision History

First Draft created Feb. 1, 2012.

1st Revision Feb. 1st, 2012.

2nd Revision Feb. 3rd, 2012

3rd Revision Feb.4th, 2012

4th Revision Feb. 5th, 2012

5th Revision Feb 6th, 2011.