



MCM COMIC CON COSTUME, WEAPONS & PROPS RULES

Last Updated: 05th February 2017 [Check for a newer version](#)

MCM reserve the right to deny entry, withdraw access, or cancel tickets without refund at any MCM event to anyone deemed to be breaking these rules. Moreover, MCM and security for the event and venue reserve the right to reject **any** weapon or prop if deemed likely to cause a nuisance.

If you have an unusual item or need further clarification, please email cosplay@mcmexpo.net
Note that no absolute assurance can be given without seeing and holding the item in question.

Contents

Click on a section title to move directly to that section:

[Banned Items](#)

[Attire & Costume](#)

[Mundane items e.g. vegetables*, walking sticks](#)

[Melee weapons e.g. swords, keyblades, and scythes](#)

[Guns and Projectiles e.g. pistols, rifles, and bows](#)

*Yes, people do ask about vegetables, particularly leeks.

BANNED ITEMS

Note that the following items are banned from MCM Comic Cons:

- Metal blades whether sharp or blunt e.g. swords, axes, and knives.
- Actual guns, rifles, or artillery.
- Heavy bats, paddles or clubs including wooden or metal baseball bats.
- Bokken- a type of hard wooden (or toughened plastic) training sword.
- Explosives and incendiary devices.
- Functional strung bows or crossbows, sharp arrows or bolts.
- Heavy gas canisters.
- Protruding nails or other sharp items.
- Laser pointers regardless of whether or not they are part of a costume or prop.
- Any other items restricted or prohibited from being carried in public by the relevant country's law; there is some allowance for imitation firearms.

But... I bought it at the event!

Just as you can buy a knife in a shop and take it home but can't carry it around in public otherwise, you may be able to buy banned items while at the event.

The sale is conditional on the items remaining in their packaging and hidden from view until you get home. You may have to collect it when leaving, at which point your entry is revoked. Do not collect such an item with a weekend wristband if you wish to return the following day.

There are no exceptions made to these rules for special licences, memberships, or training.

If you have any queries regarding the display or transportation of a weapon or prop outside of the event, contact the relevant authority. Police may destroy confiscated items without warning. Attendees bring items to an event at their own risk.

MCM may give permission for anything usually forbidden by these rules e.g. to an exhibitor or sponsor for a promotion. Therefore, breaking the Costume, Weapons, and Props Rules on the basis of what you have observed at the event will not be accepted as an excuse.



MCM COMIC CON COSTUME, WEAPONS & PROPS RULES

Attire & Costume

Nudity is not permitted, nor are exposed costume or prosthetic genitalia. Adult fetish attire such as extreme BDSM gear should be checked for suitability by emailing: cosplay@mcmexpo.net

Skimpy costumes are permitted though concessions to accuracy are needed if skimpy to the point of negligible coverage i.e. less than typical swimwear. Take extra precautions beneath a skimpy or delicate costume to avoid exposing yourself completely should something go amiss.

With regards to costumes, please note that:

- It is the responsibility of attendees to ensure that a **wristband** or **handstamp** (at MCM's discretion) can be placed directly on your left wrist, not over costume or clothing. Take this into account with designs or adjustments to the costume.
- The maximum dimension of a costume is three metres between any two points, excluding fabric trains and parts that collapse to a smaller size, e.g. wings that fold.
- If a costume is bulky and made of hard materials, or includes parts outside of usual human dimensions you must have at least one person with you as a guide.
 - Examples include full fur suits, armour, wings, and robots.
- Costumes, props, performances, and displays must not involve or create naked flames, explosions, nor arcs or bursts of exposed electricity.

While not expressly banned, MCM reserve the right to intervene in the case of attire or costumes with the following: profanities or sexual acts; inciting of hate or crime; and uniforms, emblems, or flags of organisations responsible for crimes against humanity.

Mundane Items

Items that people normally carry such as umbrellas or walking sticks, as well as small mundane items such as vegetables, pans, rolling pins, and racquets are allowed up to a length of 150cm.

Lightweight plastic or foam bats, paddles, and clubs are fine.

Roller skates and blades, skateboards, scooters, go-carts, etc. are only permitted in areas that the venue allows their use. Assume any part of a venue under a roof forbids their use.

Ice skates are not allowed, even with skate guards attached.

Heavy items that could be used as weapons e.g. iron pokers, heavy cast iron pans, or crowbars are not permitted. Nor are power tools such as actual chainsaws or hedge trimmers.

Melee Weapon Props

Except items mentioned or tantamount to those in the Banned Items list (e.g. blades, bokken, and heavy bats) melee weapon props are permitted. Any sensible material is permitted e.g. wood, foam, card; avoid materials that may shatter into sharp pieces or otherwise pose a danger.

The maximum size permitted is 150cm, or 180cm in the case of a staff. Larger items must be dismantlable into smaller pieces without tools and be so dismantled before entering crowded areas.

Scythes are a particularly difficult item to carry safely. As such, they **must** be made to disconnect into two parts for carrying regardless of size.

Shields are allowed as long as they do not exceed 1 metre in height or width.

Theatre items such as hollow aluminium retracting swords with no sharp edge are permitted.

Foam weapons built round a core such as those used for live action roleplaying are permitted.

Lightsabers are permitted- including those with a metal hilt.



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Guns and Other Projectiles

Please take care when outside or when transporting any form of firearm prop.

Regardless of how realistic it looks, ensure it is completely hidden while travelling and be aware of your surroundings, attire, and the appearance of your props to ignorant bystanders when outside.

Failure to do so has caused problems for the event & the police on countless occasions!

Unrealistic and toy guns such as those sourced from modern children's programming (made of brightly coloured plastics, with flashing lights and stickers), or that are clearly science fiction based (phasers, plasma guns, blasters), and foam firing toys are permitted; maximum size is 150cm.

Antiquated muzzle loading gun props such as flintlock pistols & blunderbuss are similarly allowed.

Realistic imitation firearms such as accurate plastic pistols or rifles, airsoft guns, or BB guns are allowed (if legal!) with a brightly coloured tip on the end of the muzzle of the gun **OR** if they have significantly brightly coloured portion. This does not have to be permanently fixed to the item and can be removed for photographs if fitted back in place immediately afterwards.

Metal deactivated guns or metal gun props are not recommended. Staff and security will assess such items on a case by case basis and reserve the right to consider any such item as breaking the rules at their discretion.

Caps, incendiaries and any ammunition that can be fired are not allowed. Compressed air chambers and batteries for weapons are similarly not permitted.

Replica rocket and missile launchers, mortars, and other anti-aircraft or artillery props are not sensible items to transport or bring to the event. If you do so, do not expose them to view when outside. This is particularly important for the London and Birmingham shows.

Bows and crossbows

Bows and crossbows are allowed if unstrung **or** if they are prop bows that cannot effectively fire an arrow or bolt i.e. drawing the string does not create tension in the arms and/or string that could be used to fire a projectile effectively; said string must also not be adjustable via tightening to fire a projectile effectively.

Many actual bows simply look like sticks without string and may therefore be unsuitable for use as part of a costume.

Prop strung bows shaped to look like a bow under tension without actually being under tension are allowed if not contrived somehow to fire projectiles effectively.

Slings and catapults are allowed but must never have ammunition loaded.

*Thanks for reading!
Further questions or feedback?
Email: cosplay@mcmexpo.net*