



## MCM COMIC CON COSTUME, WEAPONS & PROPS RULES

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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](mailto:cosplay@mcmexpo.net)  
Note that no absolute assurance can be given without seeing and holding the item in question.

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### BANNED ITEMS

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

- Metal blades whether sharp or blunt e.g. swords, axes, kunai, ice skates, and knives.
- Guns, rifles, or artillery including airsoft guns, BB guns, paintball guns or props built from parts of these items;
- Hard bats, paddles or clubs e.g. wooden or metal baseball bats, golf clubs;
- Functional projectile weapons e.g. strung bows or crossbows;
- Sharp items e.g. arrows, bolts, protruding nails;
- Laser pointers, vuvuzelas, silly string, and drones (even if not part of a costume);
- Heavy tools and power tools e.g. iron pokers, crowbars, drills, chainsaws;
- Chemical weapons, explosives, and incendiary devices e.g. mace, pepper spray;
- Large pressurised containers and gas canisters;
- Any items restricted or prohibited from being carried by law e.g. knuckledusters, nunchucku, and bokken (a type of hard wooden or toughened plastic training sword).  
Attendance at an MCM Comic Con must not be used as a defence to carry a prohibited item unless permission has been expressly granted in writing.

*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.

Any item that cannot usually be carried in public by law will be posted to you after the show.

If returning to a future MCM Comic Con, you are not permitted to bring banned items back with you just because it was bought at an event.

Note that some venues prohibit other items e.g. glass bottles and vessels, alcohol, and e-cigarettes. Please check with the venue before bringing such items.

No exceptions are made for special licences, memberships, or training. 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.



## 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 is also unsuitable; email [cosplay@mcmexpo.net](mailto:cosplay@mcmexpo.net) if in doubt.

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 in the event of a costume malfunction.

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, smoke 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. Most musical instruments e.g. guitars are allowed.

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

Most melee weapon props are permitted **except** those listed or tantamount to items in the Banned Items list on Page 1 of this document. 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.

Whips are permitted if kept coiled.

Theatre items such 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.



## MCM COMIC CON COSTUME, WEAPONS & PROPS RULES

### 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 bystanders when outside. Don't assume a costume reassures people that the weapon is a prop.

False alarms waste police resources and risk creating stricter rules and laws.

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) are permitted; maximum size is 150cm.

Prop versions of antiquated muzzle loading guns such as flintlock pistols & blunderbuss made from lighter materials (not metal or hard wood) are similarly allowed.

Airsoft guns, BB guns, deactivated guns, paintball guns or metal gun props or props built using these or parts of these as a base are **not** permitted.

Other Realistic imitation firearm props (excluding airsoft guns, BB guns, deactivated guns, paintball guns and metal gun props) are permitted with a brightly coloured tip on the end of the muzzle of the gun which is clearly visible from most angles **OR** if they have significantly brightly coloured portion. In the case of a brightly coloured tip, it does not have to be permanently fixed to the item and can be removed for photographs if fitted back in place **immediately** afterwards.

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](mailto:cosplay@mcmexpo.net)*