

Cosplay weapon rules Abunai!con

<p>The following tekst contains the rules related to the possession and use of Cosplay weapons at Abunai!con</p>	<p>Use:</p> <ul style="list-style-type: none"> ● Cosplay weapons and / or props longer than 1 meter must be worn close to the person at all times. Dragging or otherwise hindering bystanders is strictly prohibited. ● A cosplay weapon that is not worn by hand must be secured in such a way that it takes two actions to draw the weapon. ● It is forbidden on and around the convention ground to hit, stab, push or otherwise annoy other visitors with Cosplay weapons and/or props. ● The Super stewards and steward manager at all times have the right to take cosplay weapons in case of improper use.
<p>In addition to the Dutch Weapons Act, Abunai! uses the following rules.</p>	
<p>General:</p> <ul style="list-style-type: none"> ● Cosplay weapons may not be made of solid metal. ● Cosplay weapons and props may not contain sharp edges or points. ● Cosplay weapons and props may not be larger than 2 meters.. ● Cosplay weapons and props may not be wider than the person who carries it. 	
<p>LARP:</p> <ul style="list-style-type: none"> ● LARP weapons are allowed at all times if made of the correct materials. ● It is not allowed to stab or hit visitors and staff with LARP weapons. 	<p>Break the rules: When breaking the rules, the following will happen.</p> <ul style="list-style-type: none"> ● <i>Attending the convention with a weapon that is prohibited by law.</i> <ul style="list-style-type: none"> ○ The person will be requested to remove the weapon of the convention. ○ If it is a real firearm or explosive, 112 is called immediately.. ● <i>If this does not happen or the person refuses to store the weapon, then:</i> <ul style="list-style-type: none"> ○ The weapon will be collected by the Steward manager or any other Super Steward. The owner can retrieve the item when leaving the convention. ● <i>Interfering with visitors or staff.</i> <ul style="list-style-type: none"> ○ First this person will receive a warning, if this person ignores the warning and keeps interfering others the Cosplay weapon will be taken, and shall be returned when leaving the convention. ○ If the prop is so large that it always hinders, it will be taken and can be picked up when leaving the convention. ● <i>Accidentally injuring a visitor or staff.</i> <ul style="list-style-type: none"> ○ The weapon is taken immediately and the owner receives a warning. ● <i>Intentionally injuring a visitor or staff.</i> <ul style="list-style-type: none"> ○ The weapon is taken immediately and the owner receives 1 warning. The police will be called in case of serious injuries
<p>Toy/fake weapons: This category is divided into:</p> <ul style="list-style-type: none"> ● Fire weapons ● melee/stab weapons <p><u>Attention! All toy/fake weapons that look realistic are forbidden by law.</u></p>	
<p>Fire weapons: Without a firing mechanism:</p> <ul style="list-style-type: none"> ● Getting your prop checked at the prop checkpoint is mandatory. You will be given a bright colored band for around the weapon. <p>With firing mechanism:</p> <ul style="list-style-type: none"> ● Getting your prop checked at the prop checkpoint is mandatory. ● The firing mechanism may not work. ● You are obliged to secure the trigger. This can be done at the cloakroom or by the (designated) steward by means of special tie-rips. ● It is forbidden to fire anything with cosplay weapons. 	
<p>Melee/stab weapons:</p> <ul style="list-style-type: none"> ● These cosplay weapons may only be worn on the body. With the exception of the by Abunai! Indicated photo locations. <p>Airsoft:</p> <ul style="list-style-type: none"> ● All types of Airsoft are prohibited <p>Bows:</p> <ul style="list-style-type: none"> ● Bows may not have any tension on the string. ● The use of arrows is prohibited. ● Crossbows are forbidden <p>Other sports articles:</p> <ul style="list-style-type: none"> ● Sports items that can be used as melee weapons are not allowed 	