



KLAMATH COMIC-CON WEAPONS POLICY:

All weapons and props must be brought to the prop check station for inspection by staff. Any item(s) as well as some costumes may warrant inspection as well. The prop check station will assess any problems on site and on a case by case basis. Staff will also be happy to answer any questions regarding these items.

Upon entering the building, all weapons will be checked and peace-bonded if possible. Peace-bonding will consist of using a zip tie to fasten the weapon to its holster. The zip ties may not be removed until the owner has left the event for the day.

Bladed weapons must be sheathed and peace-bonded and may not be drawn at any time during the convention. Items with real blades are not allowed.

Real firearms are not allowed, nor are working projectile weapons. This may include, but is not limited to, toy guns that shoot water or bubbles.

Realistic-looking firearms and realistic-looking bladed weapons must be holstered/sheathed and peace-bonded into a sheath(s) or holster(s). They may not be drawn at **any** time during the convention. If the item(s) cannot be peace-bonded they will not be allowed. Realistic-looking firearms may never be pointed at any person under any circumstances.

Nonrealistic-looking firearms and nonrealistic-looking bladed weapons must be peace-marked. However, we prefer that they be also be holstered/sheathed and peace-bonded when possible.

Large props must be peace-marked, and especially large and unwieldy props may be held at the prop check station if deemed necessary by staff.

The staff at our comic-con reserve the right to amend these policies without prior notice and any ruling made by the staff is final. The staff reserves the right to verify peace-bonding and peace-marking at any time during the convention.