

Costume Weapons Policy:

NO functional weapons are allowed at ComiCon Erie. If you have costume or simulated weapons as part of your attire, the following applies to all attendees:

- All costume weapons must conform to state and federal law
- Projectile costume weapons must be rendered un-operable
- Functional/real arrows must have tips removed and zip tied to a quiver
- Projectile weapons (Nerf/Airsoft guns) must be disabled and unloaded
- Costume swords must be tied to costumes in a way that they cannot be drawn
- If a sword (or any weapon) is steel, it will not be permitted in the building
- Any heaving solid props, such as staves, that have the ability to injure other attendees with a moderate force swing will not be allowed
- ComiCon Erie reserves the right to not allow costume weapons or articles that Comicon Erie deems as unsafe or unsuitable for the event.

Aiming or pointing any and all weapons at other attendees will not be tolerated. Although it may be in good fun, there will be no drawing of any play weapons. ComiCon Erie and the staff of Erie Promotion's reserve the right to remove any attendee who chooses not to follow these rules without refund.