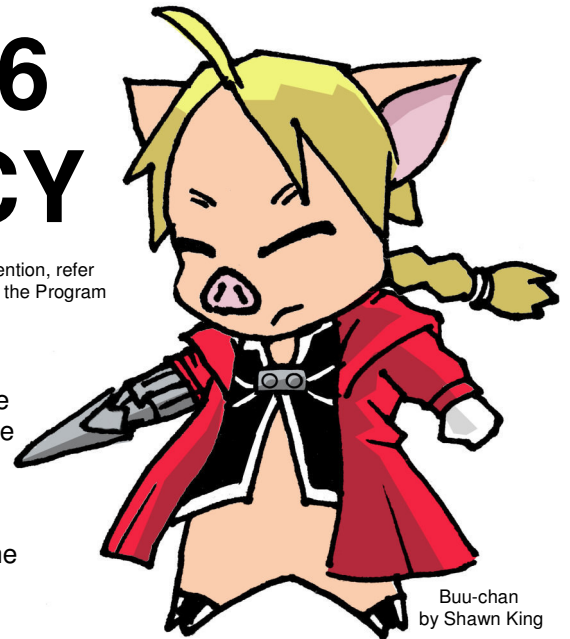


ANIMEIOWA 2006 WEAPONS POLICY

(Please note that this policy is subject to change. For the latest version of this policy prior to the convention, refer to the Animelowa website at www.animelowa.com. During the convention, the policy will be printed in the Program Book and a final version will be kept at the Bridge.)

Wearing a costume to Animelowa makes it even more fun, and so we encourage you to dress as your favorite anime or manga character! We also want everyone to have a safe and enjoyable time, so please adhere to the following policy when your costume includes a weapon. The intention of the Animelowa Weapons Policy is to minimize unfortunate weapons-related accidents, not to limit anyone's creativity or fun. Anyone caught violating the weapons policy risks being "uninvited" to the convention without refund of their registration and other fees.



Buu-chan
by Shawn King

Note that **bold terms** in this policy are further explained in the DEFINITIONS section at the end of this document.

1. All weapons and large props must be brought to the Bridge for inspection by the Operations Staff, who will **peace-bond** or **peace-mark** them according to this policy. The staff there will also be happy to answer any questions about carrying a particular item.
2. **Bladed weapons** must be sheathed and **peace-bonded** and may not be drawn at any time during the convention. The only exception to this rule is when photographs are being taken in an officially designated "**Photo Op Zone**." The weapons must be re-bonded immediately upon leaving the zone.
3. **Real firearms** are not allowed, nor are working **projectile weapons**.
4. **Realistic-looking firearms** and **realistic-looking bladed weapons** must be holstered/sheathed and **peace-bonded** and may not be drawn at any time during the convention. The only exception to this rule is when photographs are being taken in an officially designated "**Photo Op Zone**." The firearms and bladed weapons must be re-bonded immediately upon leaving the zone. Note that if **realistic-looking firearms** and **realistic-looking bladed weapons** cannot be **peace-bonded**, they are not allowed. **Realistic-looking firearms** may not be pointed at any person under any circumstances.
5. **Nonrealistic-looking firearms** and **nonrealistic-looking bladed weapons** must be **peace-marked**. However, we prefer that they be holstered/sheathed and **peace-bonded** if possible.
6. **Large props** must be **peace-marked**.
7. Any costume that includes **realistic-looking firearms** and gives the appearance of a member of law enforcement or the military will not be permitted.
8. Costumes such as those listed in rule #7, or accompanied by weaponry that would not be permitted under any other rule, may be worn while the wearer is participating in a special convention function or programming item such as the Cosplay only. The weaponry may only be worn for the duration of the function.
9. The Animelowa Executive Committee reserves the right to amend these policies without prior notice and any ruling made by the Executive Committee is final. The Operations staff reserves the right to verify peace-bonding and peace-marking at any time during the convention.

DEFINITIONS:

- **Bladed Weapon:** Any weapon with a metal edge, or an edge capable of cutting or inflicting significant damage. Some examples of bladed weapons would be swords, knives, bokkens, and shuriken.
- **Large Prop:** Any costume accessory more than six (6) feet long. Some examples of large props could be Miroku's staff or Sango's boomerang from *Inu Yasha*, but only if the items are at least six feet long.

- **Nonrealistic-Looking Bladed Weapon:** A toy, look-alike, or imitation bladed weapon that does not duplicate a real bladed weapon and cannot be perceived to be one. Nonrealistic-looking bladed weapons have their edges and tips blunted, and are constructed of a non-metallic material. Other features that can identify a bladed weapon as nonrealistic-looking can include a greatly exaggerated size, or a principal color that is not black, blue, silver, or gray. (The Animelowa Executive Committee reserves the authority to determine whether a weapon qualifies as nonrealistic-looking.) Some examples of nonrealistic-looking bladed weapons would be those made from a material such as paper mache, or the gunblades used in the Final Fantasy video games.
- **Nonrealistic-Looking Firearm:** A toy, look-alike, or imitation firearm that does not duplicate a real firearm and cannot be perceived to be one. Nonrealistic-looking firearms are preferably identified by a blaze orange marking permanently affixed to the exterior surface of the firearm's barrel, circling the barrel and extending from the muzzle down the barrel for a length of at least six (6) millimeters (which is a little more than 1/4 inch). Other features that can identify a firearm as nonrealistic-looking can include a greatly exaggerated size, or a principal color that is not black, blue, silver, or gray. (The Animelowa Executive Committee reserves the authority to determine whether a weapon qualifies as nonrealistic-looking.) Some examples of nonrealistic-looking firearms would be those with the blaze orange marking described above, Vash the Stampede's huge handgun or Milly's stun gun from *Trigun*, the "ray guns" used in *Cyborg 009*, or the Orbo guns used in *Witch Hunter Robin*.
- **Peace-Bonding:** A peace-bonded weapon is one tied to its sheath, holster, or container with a functional binding. It prevents someone else from taking your weapon without permission, and is a traditional and visible sign to everyone that you are a responsible person. Bonding material is available on the Bridge.
- **Peace-Marking:** Nonrealistic-looking firearms, nonrealistic-looking bladed weapons, and large props will have peace-bonding material tied to the weapon as a visible sign that it has been checked and approved by the Operations staff. Marking material is available on the Bridge.
- **Photo Op Zone:** A "Photo Opportunity Zone" is an isolated area specially designated, marked, and separated from convention traffic. Its purpose is to provide a safe space where costumed convention attendees can brandish their weapons and pose for photographs without presenting a hazard to others. Photo Op Zones are to be used strictly for photography. No real sparring is allowed, just posing. Photo Op Zones are the ONLY convention location where peace-bonded weapons may be drawn, and weapons must be re-bonded immediately upon leaving the zone.



Nyana
by Kitty

- **Projectile Weapons:** If it projects a solid, liquid, gas, or energy, it is considered a working projectile weapon. Laser-light pistols emit a beam that can be damaging to the eyes, so they are working projectile weapons. Toys such as Nerf guns and water pistols are considered projectile weapons, but if they are holstered and peace-bonded or peace-marked according to rules #4 or #5, and they are kept unloaded/empty ("non-working"), they are allowed.
- **Real Firearm:** Any weapon from which a shot is fired by the force of an explosion or pressurized air. Some examples of real firearms would be pellet guns, B-B guns, paintball guns, handguns, rifles, and shotguns.
- **Realistic-Looking Bladed Weapon:** A toy, look-alike, or imitation bladed weapon having the general appearance, shape, and/or configuration of a real bladed weapon. Some examples of realistic-looking bladed weapons would be theatrical props, collector replicas, or toy swords/knives that appear similar to real bladed weapons.
- **Realistic-Looking Firearm:** A toy, look-alike, or imitation firearm having the general appearance, shape, and/or configuration of a real firearm. Some examples of realistic-looking firearms would be theatrical props, collector replicas, or toy guns that appear similar to real firearms.