

# COSPLAY CONTEST POLICY

**The following guidelines are meant to ensure the safety and enjoyment of all attendees. These guidelines apply to all costumes regardless of age.**

- As this is an all age event, we do ask that regardless of the character you are portraying to please refrain from overly revealing clothing.
- Do not wear any uniforms that may be too realistic - you should not be confused with official law enforcement, military personnel, or security staff.
- Make sure your costume is sturdily put together. This means making sure that all pieces are secured and durable for movement.
- If you have extra parts that need to be carried around with you, please make sure they are in your possession at all times as the library is not responsible for lost or stolen items.
- Changing rooms will not be provided - library bathrooms are for the usage of patrons, not for changing in or out of costumes.
- No excessive application of fake blood or loose makeup. The event location will have carpeting. Please do not have dripping or free flowing components to make up.
- Latex - Some patrons may be allergic to latex, which is commonly used in some special effects makeup. Keep usage of these products to a minimum.

## PROP GUIDELINES

**For the security of attendees as well as library patrons and staff, we ask that you adhere to the following guidelines for props:**

- All prop weapons are to be checked by library staff member at the event. Failure to be approved means the weapon needs to be removed from the library.
- Prop weapons must be easily distinguishable from real weapons.
- No Airsoft guns allowed.
- Metal weapons are not permitted.
  - Props should be made of lightweight materials.
  - Props should not be able to fire, launch, or eject any type of projectile or object. If your prop has this capability, it must be disabled or unloaded.
  - No play-acting or stunt fighting with props allowed during the event on library property.
  - Oversized props that are difficult to handle or move through doorways are prohibited.

