

## **Our Weapons Rules at FANTASYDAYS®**

Please don't cringe, of course we're not talking about real weapons. However, as costumes of many cosplayers and costumed guests require replicas of weapons or weapon-like items such as a sword or shield to look authentic, we have to establish rules as to which items can be carried and which we cannot allow at the convention to guarantee the safety of our visitors.

### **General comment:**

The German Weapons Law (Deutsches Waffengesetz) dictates a number of guidelines that have to be adhered to. Even a liability amount is mandatory by law: 10,000 EUR in case of injury, 100,000 EUR in case of death and 500,000 EUR in case of disability. For security reasons we thus have to check all weapons.

### **We distinguish between three different kinds of weapons:**

#### **Prohibited Weapons**

#### **Rejected Weapons**

#### **Permitted Weapons**

Please note that we have not established these rules to disgruntle costumed fans but because they're required by Federal German Law, which you can read at <http://www.gesetze-im-internet.de> (in German language). Of course we know that no one is coming to the con with the intention of running riot with their weapon replicas, but it's entirely possible that accidents may happen, e.g. another person plays around with it in a moment of inattention. The convention staff members will have the final say. Decisions made in these cases are final and may not be challenged. We apologize for the inconvenience and kindly ask for your understanding.

#### **Prohibited Weapons**

Prohibited weapons may not be carried onto the premises of FANTASYDAYS. Those who will try will risk their ticket becoming void and will immediately be banned from the premises. It is irrelevant if the owner has a permit that allows them to carry and use this weapon.

Prohibited weapons are for instance:

- Real firearms, SoftAir- and gas pistols (even unarmed), real ammunition
- Pyrotechnics and explosives (firecrackers, firework rockets, etc.)
- Throwing weapons (e.g. throwing star, throwing arrows, throwing knives)
- Knuckle-dusters, blackjacks, steel rods
- Choking weapons (e.g. Nunchaku)
- Cut and thrust weapons with sharp or blunt metal blade or tips (e.g. Katanas, swords, sabers, machetes, axes, flails, knives of any kind except for pocket knives)

#### **Rejected Weapons**

Rejected weapons will have to be handed in upon entry onto the premises and will be stored against receipt in a separate area of the con. Should you need these for the Cosplay Awards or other contests, they will be brought to you prior to the performance by con staff and may only be

carried and used during the performance. They have to be handed in again immediately after the performance. Upon leaving the premises, these weapons can be collected at the cloakroom.

Rejected weapons are for instance:

- Firearm imitations and replicas made from metal or metal/wood
- Cut and thrust weapons with blade substitutes made from wood, plastic, etc. (e.g. Katanas, swords, sabers, machetes, axes, flails, knives of any kind except for pocket knives)
- Rods or pipes made from wood, metal, fibreglass, uPVC (hard plastic) or a combination thereof, also if in several parts (e.g. Kendo equipment, bamboo swords, lances, etc.)
- Arrows of any kind, irrespective of the material
- Riding crops longer than 1 m, hand whips longer than 1.5 m, stick whips with a stick longer than 1 m and a band longer than 1.5 m

### **Permitted Weapons**

Permitted weapons may be carried at FANTASYDAYS the whole time. They will be checked upon entry onto the premises and will be marked so that they don't have to be checked again every time you leave and re-enter.

Permitted weapons are for instance:

- Weapon imitations made from foam, rubber, cardboard or soft plastic
- LARP weapons / latex imitations (usually foam with stabilizing core)
- Weapons and rods made from a combination of wood and/or cardboard/plastic/soft material (if not dominated by wood parts)
- Rods that are clearly identifiable as merely being stabilizing parts
- Bow and quiver but without arrows
- Riding crops, whips (if not listed above under rejected weapons)

Please note: If you refuse to have your permitted weapon marked, it will have to be handed in and can be collected again at the cloakroom when you leave the premises.

### **Clothing Accessories:**

- Studded bracelets or collars may not have studs longer than 5 cm and the studs must be blunt.
- Chains made from wood or plastic have to clearly belong to the clothing or costume.
- Chains made from metal have to be fastened to the clothing so that they cannot be easily removed.
- Clothing may not have sharp edges.

### **Why are these weapon rules necessary?**

This is an example of an e-mail inquiry that was sent to the Connichi con in Kassel:

*"(...) For my cosplay I need a sword. The problem is that I have a sharp-edged sword. Can I carry it with me? Because it's the only one I have. And without the sword the cosplay would look stupid. It is an approx. 96 cm long Katana. Sharp (you have to be at least 18 to buy it in the store). It also has a sheath. I would leave the sword in the sheath the whole time. (...)"*

The answer was: "Don't even think about it."

**Legal groundwork for the weapons rules as an excerpt from the German Weapons Law (WaffG) in German language:**

### **§ 1 Gegenstand und Zweck des Gesetzes, Begriffsbestimmungen**

(1) Dieses Gesetz regelt den Umgang mit Waffen oder Munition unter Berücksichtigung der Belange der öffentlichen Sicherheit und Ordnung.

(2) Waffen sind 1.Schusswaffen oder ihnen gleichgestellte Gegenstände und 2.tragbare Gegenstände, a)die ihrem Wesen nach dazu bestimmt sind, die Angriffs- oder Abwehrfähigkeit von Menschen zu beseitigen oder herabzusetzen, insbesondere Hieb- und Stoßwaffen; b)die, ohne dazu bestimmt zu sein, insbesondere wegen ihrer Beschaffenheit, Handhabung oder Wirkungsweise geeignet sind, die Angriffs- oder Abwehrfähigkeit von Menschen zu beseitigen oder herabzusetzen, und die in diesem Gesetz genannt sind.

(3) Umgang mit einer Waffe oder Munition hat, wer diese erwirbt, besitzt, überlässt, führt, verbringt, mitnimmt, damit schießt, herstellt, bearbeitet, instand setzt oder damit Handel treibt.

(4) Die Begriffe der Waffen und Munition sowie die Einstufung von Gegenständen nach Absatz 2 Nr. 2 Buchstabe b als Waffen, die Begriffe der Arten des Umgangs und sonstige waffenrechtliche Begriffe sind in der Anlage 1 (Begriffsbestimmungen) zu diesem Gesetz näher geregelt.

### **§ 42a Verbot des Führens von Anscheinswaffen und bestimmten tragbaren Gegenständen**

(1) Es ist verboten 1.Anscheinswaffen, 2.Hieb- und Stoßwaffen nach Anlage 1 Abschnitt 1 Unterabschnitt 2 Nr. 1.1 oder 3.Messer mit einhändig feststellbarer Klinge (Einhandmesser) oder feststehende Messer mit einer Klingenslänge über 12 cm zu führen.

(2) Absatz 1 gilt nicht 1.für die Verwendung bei Foto-, Film- oder Fernsehaufnahmen oder Theateraufführungen, 2.für den Transport in einem verschlossenen Behältnis, 3. für das Führen der Gegenstände nach Absatz 1 Nr. 2 und 3, sofern ein berechtigtes Interesse vorliegt. Weitergehende Regelungen bleiben unberührt.

(3) Ein berechtigtes Interesse nach Absatz 2 Nr. 3 liegt insbesondere vor, wenn das Führen der Gegenstände im Zusammenhang mit der Berufsausübung erfolgt, der Brauchtumpflege, dem Sport oder einem allgemein anerkannten Zweck dient.

More information about the German Weapons Law (**WaffG**) in German language can be found here: [http://www.gesetze-im-internet.de/waffg\\_2002/index.html](http://www.gesetze-im-internet.de/waffg_2002/index.html)