

# Cosplay Rules

- Costumes may not contain any sharp edges. In case of studded bracelets or chokers the spikes may not exceed a length of 5 cm and must be blunt.
- Please ensure that protruding elements of your costume never harm other people or objects. A guideline for wings is a span of 1 m (fixed) and 2 m (flexible) per wing from the middle of your back. Skirts should have a maximum diameter of 2 m. Trains should not exceed a length of 1 m from the end of foot.
- Loose metal chains and pieces of armor need to be examined at the weapon check. Therefore we recommend to attach these to your costume.
- Make-up or bodypaint may not rub off or leave residue.
- Cosplays may not be too revealing. The chest, private parts and buttocks must be adequately covered with clothing. This applies to all.
- Contamination and damages which arise from using of your cosplay need to be taken care of by you.
- Do not take pictures or hug/touch cosplayers or costume pieces without permission.

# Weapons Rules

- real firearms whether they are loaded, unloaded or rendered unusable
- softair guns and gas pistols whether they are loaded, unloaded or rendered unusable
- real and similar ammunition i.e. cartridges, hand grenades
- cutting and stabbing weapons with sharp or blunt metal blades or with tips such as katanas, swords, shuriken, sabres, machetes, axes, morning stars, etc.
- Knives of any kind i.e. flick knives (except for penknives)
- Missiles such as throwing stars, throwing knives, etc.
- Pyrotechnics and explosive devices such as firecrackers, rockets, etc.
- Brass knuckles, slayers, steel rods
- weapons to gag other people such as nunchucks
- No genuine imitations of firearms are allowed to be carried along.