

Weapons and Cosplay Regulations for ZURICH POP CON & Game Show



The costumes of many cosplayers require replicas of costume accessories, props, weapons or weapon-like items such as staffs or shields to provide an authentic appearance. In this regard, some rules must be followed to ensure the safety of all visitors. The following explains which items may be carried and which are not permitted on the premises of ZURICH POP CON & Game Show.

Basic Information:

For security reasons, a weapons check will be carried out before the festival entrance. This check is mandatory for all weapon carriers before they go through the ticket control and is signposted accordingly on site. Weapons allowed at the event must be marked accordingly at the weapons check. The marking will be applied without damaging the surface or condition of the weapon. In case of refusal to mark a permitted weapon, entry to the premises will be denied. The decision of the security personnel made in this case is final and cannot be appealed.

At ZURICH POP CON & Game Show, there will be distinguished two types of weapons:

1. Prohibited Weapons:

Prohibited weapons are forbidden on the whole festival area. The unauthorized bringing on the festival area can be punished with house ban and/or ticket devaluation.

Prohibited weapons include, for example:

- Real weapons, real ammunition, pyrotechnics and explosive devices (firecrackers, rockets, etc.)
- Airsoft and gas pistols (even unloaded)
- Imitation firearms and replicas made of metal, metal/wood, plastic, where there is risk of it being confused with a real firearm.
- Throwing weapons (e.g. throwing stars, arrows or throwing knives)
- Knuckledusters, clubs, steel rods
- Gags (e.g. nunchakus)
- Cutting and thrust weapons with a sharp metal blade or with points (e.g. katanas, swords, sabres, machetes, axes, morning stars, knives of all kinds)
- Knives that can be operated single-handedly (butterfly knives, spring knives, etc.)
- Knives with a double-edged blade
- Riding crops over 1 m in length, hand whips with a tape longer than 1.5 m, rod whips with a rod longer than 1 m and a tape longer than 1.5 m
- Arrows of any kind, regardless of the material, excluding LARP (Live Action Role Play) padded arrow heads

All weapons that can be confused with real and functional weapons are NOT allowed. This is also the case if they are recognizable as imitation when viewed up close. Also rifle or pistol barrels with red breech or other colors like the original are not allowed.



2. Permitted Weapons

Permitted weapons may be carried at ZURICH POP CON & Game Show for the entire duration of the event. When entering the event, they are clearly identified so they do not have to be repeatedly checked.

Permitted weapons include, e.g.:

- Cutting and thrust weapons with a blunt metal blade and rounded points (e.g. katanas, swords, sabres, machetes, axes, morning stars, knives of all kinds excluding penknives) for the purpose of exhibition fights and with exhibition fighting standards
- Cutting and thrust weapons with a blade made from wood, plastic, etc. (e.g. katanas, swords, sabres, machetes, axes, knives of all kinds except in prohibited weapons)
- Imitation weapons made from foam, rubber, cardboard, soft plastic
- LARP weapons (generally reproductions made of foam or latex with a stabilisation core)
- Weapons and rods made from a combination of wood and/or cardboard/plastic/soft material
- Rods that are clearly recognisable as being used for stabilisation purposes only
- Bows and quivers, but without arrows, unless they are LARP arrows with a padded arrow head
- Riding whips, hand whips (if not specified in the list of prohibited weapons)

Props & Cosplays:

- For spiked arm bands and collars, the spikes must not exceed 5 cm in length and must be blunt
- Chains made of wood and/or plastic must clearly belong to the clothing
- Chains made of metal must be attached to the clothing in such a way that they cannot be removed
- Clothing should not have sharp corners and edges
- Drags, tails, etc. must not be longer than 1 m (special care should be taken with escalators)
- Costumes must not be too revealing, i.e. chest area, intimate area and bottom must be sufficiently covered.
- Cosplays in connection with symbols/uniforms of extreme associations or real war parties, advertising figures as well as blasphemous, discriminatory or indecent costumes are not allowed.

General:

Cosplayers are fully liable for any damage or costs caused by them.

Exceptions to the wearing of weapons will only be granted to walking acts / show acts booked by ZURICH POP CON & Game Show by means of a written agreement. Visitors from abroad must inform themselves about customs and import regulations in Switzerland.

Weapons purchased at the event from sword dealers may not be unpacked on the exhibition grounds and must be taken home in their packaging carton.

Admission to the festival may be denied - despite a valid ticket - if the weapons and cosplay rules are not observed or the house rules are not followed. There is no entitlement to a ticket refund in case of refusal of admission or expulsion.

In Zürich, there is a ban on masking in public areas and on public transport. We ask our visitors to refrain from wearing masks, helmets and the like in public spaces. By behaving in an exemplary manner, please help to ensure that ZURICH POP CON & Game Show will be remembered by the residents and authorities of the city of Zürich.