

Outside/Third-Party Items Policy for MES Conventions

Policy Statement

This document will cover the rules and restrictions on what kind of outside/third-party items will be permitted at MES convention events. Outside/third-party items are any items or objects brought into a MES convention event by any attendee and includes, but not limited to, props of any kind, such as weapons of any kind and costuming items. MES reserves the right to inspect and approve or prohibit any outside/third-party items at any MES convention event. This policy does not prohibit mobility assistance devices such as crutches, canes (with the exception that sword canes are not permitted), or walkers.

This document does not supersede the membership handbook code of conduct on page 15 that reads: *We are safe during all club activities. For safety reasons, actual weapons or overly realistic weapon props, stunting, blood drinking, and other activities a club officer judges likely to cause physical harm are specifically not allowed at events. The presiding coordinator makes this determination in their sole discretion. All physical contact must be consensual.*

All outside/third-party items at any MES convention must comply with all federal, state, and local laws, rules, regulations, and policies as well as those of the venue and location of the MES convention and nothing in this policy shall supersede any such laws, rules, regulations, and policies.

Violations of this policy may result in non-admission to or expulsion from the MES convention event with no refund of any fee or costs and may result in additional sanctions under the MES Membership Handbook.

- If the weapon prop is required to be peace bound or sheathed according to the guidelines below, and the peace binding is broken and/or the weapon prop is removed from its sheath at any time, the individual responsible is to be immediately ejected from the event. This is a zero tolerance policy, as this action endangers everyone present, no matter how dull or useless the actual replica is.

General Rules

1. No outside/third-party item may be swung, waved or make contact with another individual or object.
2. No outside/third-party item may be 'fired' or discharged in any way or have usable ammunition of any kind.
3. No outside/third-party item may be swung at any individual with the intent of intimidating or used with the intent of forcing a physical reaction (even if contact with the prop was not intended).
4. No outside/third-party item may be pointed or aimed at a an individual within 3 feet of the holder of the outside/third-party item.

5. No outside/third-party item may be used to simulate a hostage situation at any time, even if the situation is consensual for all involved.
6. Outside/third-party items that are or simulate weapons must be holstered or sheathed or put down during a scene if a an individual directly involved in the scene requests it.
7. Any lead or second (ST or Coordinator) at the event can require that any outside/third-party item be removed from the convention space entirely at any time, for any reason.
8. Choreographed combat involving outside/third-party items that are or simulate weapons *may* be permissible in game space with the prior approval of the all of the following people:
 - a. Convention Lead, Security Lead and Venue Lead.
9. If the choreographed combat is for OOC programming the following people must approve:
 - a. Convention Lead, Security Lead and Floor/ Programming Lead

If any one of these rules seems ambiguous or slightly open to interpretation, do not bring a prop weapon with you to the convention.

Foam & Latex Weapon Outside/Third-Party Items

1. All parts of the boffer must be of a soft material (camping foam, pipe insulation, etc), an exception is allowed for the grip.
 - a. A latex, cloth or paint coating is permissible over the boffer, but must not become extremely rigid.
 - b. The core of the boffer cannot be felt through any part made to strike an individual or guards (pommel, hilt, ect).
 - c. All determination of permissible boffers are at the discretion of the Coordinator overseeing the event.
2. All boffers are there strictly as props. Combat or fighting of any kind with boffers is prohibited.

Replica Melee Weapons

Replica weapons made from steel or other hard materials may be allowed, but must meet the following requirements

1. All replica melee weapons must not be functional. This means they cannot hold a sharp edge if a blade.
2. No replica axes, polearms or other large bladed weapons are allowed if they can not be sheathed in a way that the blade is not exposed.
3. Holstered firearms need to have orange tape visible on the butt of the firearm to indicate prop status to the attendees, as well as the tip.
4. Firearms must remain holstered or slung except during an approved choreographed scene.
5. All replica melee weapons that are bladed must be able to be kept in a sheath.
6. All replica melee weapons that are bladed must be peacebound at all times.
 - a. The binding must be done with a zip tie that can be easily seen against the weapon and sheath (Example: if the weapons/sheath is dark colored, the zip tie must be light colored). The individual bringing the replica melee weapon is responsible for providing all necessary zip ties.

- b. If the peace binding is broken and/or the weapon removed from its sheath at any time, the individual responsible for breaking the binding shall be immediately ejected from the event. This is a zero tolerance policy, as this action endangers everyone present, no matter how dull or useless the actual replica is.

Bows

Bows are allowed as props (either real, replica or boffer).

A bow may not be strung (have a string attached to fire an arrow from) for any reason.

Arrows

Arrows are allowed as props (either real, replica or boffers) given they follow the following rules.

1. All arrows must be bound together with a zip tie. They must not be able to be individually removed.
2. All arrows must be stored in a quiver.
 - a. They must be tied to the quiver so they may not be removed from the quiver.
 - b. If an arrow is removed from the quiver, then the individual responsible for doing so shall be immediately ejected from the event. This is a zero tolerance policy, as this action endangers everyone present, no matter how dull or useless the actual arrow is.
3. Real or replica arrows may not have an arrowhead or sharp point.

Guns

Gun props are allowed (replica or boffers) given the following rules.

1. Real firearms of any kind, functional or not, loaded or unloaded are not permitted. **No exceptions**
2. Firearms must remain holstered or slung except during an approved choreographed scene.
3. Holstered firearms need to have orange tape visible on the butt of the firearm to indicate prop status to the attendees, as well as the tip.
4. All replica or prop firearms must have a clearly visible orange tip on the barrel, regardless of what color the main body of the firearm is.
 - a. This does not need to be permanent color change and can be orange tape at the tip for the event.
5. Replica firearms are permitted provided they are fully non-functional.
 - a. This means they must not fire any projectile.
6. Nerf or other soft dart launching guns may be permitted, as long as they have no ammunition in them.
 - a. These may not be cocked and fired, even if empty.

Shields

Shield are allowed as props (either real, replica or boffers) given they follow the following rules.

1. No spikes or sharp points may exist around the shield, or from the front of any shield.
2. An exception may be made *if* the following criteria are met:
 - a. the spike or point is not hard tipped,
 - b. less than 4 inches tall/wide and collapses when pressed.
 - c. For real and replica shields, a foam cover is allowed along the edges to soften points, but no metal or hard spikes may protrude from the front of the shield.

Armor

Armor is allowed as long as it follows the following rules.

1. The armor cannot have sharp points/edges that protrude from the armor.

2. An exception may be made *if* the following criteria are met:
 - a. the edge or point is covered with 1 inch of foam or other acceptable material
 - b. the point is less than 4 inches tall/wide and collapses when pressed.
 - c. No metal or hard points/edges protrude from the armor..

Miscellaneous Weapons

1. No weapon props involving chains or rope are permitted, including, but not limited to flails, kusari-gama, nunchaku/nunchucks, multi-section staffs, etc.
2. Whips may be permitted as long as they are bound into a coil with a zip tie.
 - a. If the zip tie is broken and/or the whip removed from its tie at any time, the individual responsible is to be immediately ejected from the event. This is a zero tolerance policy, as this action endangers everyone present, no matter how useless the actual replica is.
3. No explosives or fireworks, or replicas of explosives or fireworks, of any kind are permitted.
4. Props for thrown weapons may be permitted, but only if they are boffers. They may not be actually thrown for any reason. Throwing such an item may result in immediate ejection from the event.
5. Sword Canes are not permitted.

Definitions

1. Boffer- All types of foam & latex weapons will be referred to as 'boffers' throughout this document. A boffer is a mockup of a weapon made from foam or latex.
2. Replica- Replica weapons made from steel or other hard materials. All replica weapons must not be functional. This means they cannot have a sharp edge or fire ammunition.
3. Peace Binding- Peace binding is where the weapon is tied to its sheath in a way that will not allow the weapon to be drawn without breaking the binding. The binding must be done with a zip tie that can be easily seen against the weapon and sheath.

If any one of these rules seems ambiguous or slightly open to interpretation, do not bring the prop or weapon with you to the convention.

MIND'S EYE SOCIETY

Conventions