

COSPLAY FAQ's

Can I come to Cambridge Comic Con in Cosplay?

Yes please do! The CCC staff are costumers themselves and we look forward to seeing your amazing Cosplay. Those attending in cosplay will help add to the atmosphere of this amazing event. We would remind all our costumers that this is a family friendly event so should dress and behave appropriately.

Do I have to come to Cambridge Comic Con in Cosplay?

Simply put No. You do not have to attend in cosplay, if you're not comfortable letting your Geek flag fly high then come wearing whatever you're most comfort wearing.

Is there somewhere I can get changed into my costume?

Sadly no, we are unavailable at this time to provide changing areas.

Is there somewhere for me to store suitcases for cosplay?

Yes we have a limited space cloakroom available for the storage of bags etc. whilst you are attending and having fun at our event in return for a small charitable charge of £1 per item that will be donated to Addenbrookes Cancer ward.

Do you have any rules about costumes, weapons, and props?

Yes we do. We want everyone to look incredible whilst having as much fun as possible but more importantly we also want them to do this safely and in a family friendly environment as possible. Our rules can be found in full on our [CAMBRIDGE COMIC CON COSTUME, WEAPONS & PROPS RULES](#) page.

My costume has broken, what can I do?

Please find a member of our team and ask them to get in contact with a member of the Cosplay and Costuming Team, sadly we cannot offer you any physical repair assistance at the event. We recommend that you factor in for such an event happening just encase when planning your costume.

The wristband/Pass won't fit over my costume what do I do?

If you have a weekend wristband you **must not** remove it over the weekend as to do so will render it void. Your wristband/pass **must be** visible throughout your time at the event so please take this into consideration and plan your cosplay accordingly. If your wristband/pass is removed or cannot be seen you will be denied entry into the event.

Can I take photos with the costumes and Cosplayers?

Most of the people in costume/cosplay will happily pose for pictures with you if asked nicely. Please be polite and ask first. Please respect the Cosplayers decision. CCC would like to remind all attendees that **Cosplay Is Not Consent** and as such we are against inappropriate social behaviour of a sexual and/or stereotypical nature for all its attendees. Anyone found in breach of this will be removed from the event and reported to relevant the authorities.

CAMBRIDGE COMIC CON COSTUME, WEAPONS & PROPS RULES

Last Updated: 14 Dec 2018 Check for a newer version

CCC reserve the right to deny entry, withdraw access, or cancel tickets without refund to this event to anyone deemed to be breaking the rules. CCC and security for the event and venue reserve the right to reject any weapon or prop if deemed likely to cause a nuisance or harm to other attendees.

If you have an unusual item or need further clarification, please contact our Cosplay and Costuming Team via a PM on our page remembering to start your message with “**Cosplay Clarification**”. Note that no absolute assurance can be given without seeing and holding the item in question.

Contents:

- **Banned and Prohibited Items**
- **Attire & Costume**
- **Mundane items e.g. pans, walking sticks**
- **Melee weapons e.g. swords, key blades, and scythes**
- **Guns and Projectiles e.g. pistols, rifles, and bows**

BANNED AND PROHIBITED ITEMS:

Note that the following items are banned from Cambridge Comic Con:

- **Metal blade weapons or Articles whether sharp or blunt** (swords, axes, kunai, ice skates, and knives).
- **Guns, Rifles or artillery** (including Airsoft guns, BB guns, Paintball guns or props built from parts of these items).
- **Hard bats, paddles or clubs** (wooden or metal baseball bats, golf clubs)
- **Functional projectile weapons** (strung bows or crossbows)
- **Sharp items** (arrows, bolts, protruding nails)
- **Heavy tools and power tools** (iron pokers, crowbars, drills, chainsaws)
- **Chemical weapons, explosives, and incendiary devices** (mace, pepper spray)
- **Large pressurised containers and gas canisters.**
- **Any items restricted or prohibited from being carried by law** (Knuckledusters, Nunchucku, and Bokken (a type of hard wooden or toughened plastic training weapon).
- **Laser pointers, Vuvuzelas, Silly string, and Drones** (even if part of a costume).
- **Other prohibited items** (glass bottles and vessels, alcohol, and E-cigarettes).

Attendance at Cambridge Comic Con must not be used as a defense to carry a prohibited item unless permission has been expressly granted in writing.

No exceptions are made for special licenses, memberships, or training. Police may destroy confiscated items without warning. Attendees bring items to an event at their own risk.

CCC may give permission for anything usually forbidden by these rules e.g. to an exhibitor or sponsor for a promotion.

CAMBRIDGE COMIC CON COSTUME, WEAPONS & PROPS RULES

Attire & Costume:

Cambridge Comic Con is a family friendly event therefore all attendees must ensure that the following attire rules are adhered to with regards to all costumes:

- **Nudity is not permitted**, nor are costumes that expose or use prosthetic genitalia. Adult fetish attire such as extreme BDSM gear is also unsuitable. If unsure please contact our Cosplay and Costuming Team via a PM on our page remembering to start your message with “**Cosplay Clarification**”.
- **Skimpy costumes are permitted** though concessions to accuracy are needed if skimpy to the point of negligible coverage i.e. less than typical swimwear. Precautions should be taken beneath a skimpy or delicate costume to avoid accidental exposing of yourself completely in the event of a costume malfunction.
- **Wristband/Pass**. It is the responsibility of attendees to ensure that a wristband can be placed directly on your wrist, not over costume or clothing.
- **Maximum dimension** of a costume is two meters between any two points, excluding fabric trains and collapse accessories e.g. wings that fold. In the event of a costume being bulky, made of hard materials or includes parts outside of usual human dimensions you must have at least one person with you to act as a guide/helper.
- **Attire or costumes with the following are not permitted**. Profanities or sexual acts, inciting of hate crimes and uniforms, emblems, or flags of organizations responsible for crimes against humanity.

Mundane Items:

Mundane items that people normally carry such as umbrellas or walking sticks, as well as small mundane items such as pans, rolling pins, and racquets are allowed up to a length of 150cm.

- **Most musical instruments** e.g. guitars are allowed.
- **Lightweight plastic or foam bats, paddles, and clubs** are fine.
- **Roller skates and roller blades, skateboards, scooters, go-carts etc** are **not** permitted at this event. Ice skates are not allowed, even with skate guards attached.
- **Weapons made of any sensible material** are permitted (wood, foam or card). Attendees are advised to avoid materials that may shatter into sharp pieces or otherwise pose a danger.
- **The maximum size permitted** is 150cm, or 180cm in the case of a staff. Larger items must be dismantled into smaller pieces without tools. These items should be so dismantled before entering crowded areas or on the request of CCC staff.
- **Scythes** are a particularly difficult item to carry safely. As such, they must be made to disconnect into two parts for carrying regardless of size.
- **Shields** are allowed as long as they do not exceed 1 metre in height or width.
- **Whips** are permitted if kept coiled.
- **Theatre items** such hollow aluminum retracting swords with no sharp edge are permitted.
- **Foam weapons** built round a core such as those used for live action role-playing are permitted.
- **Lightsabers** are permitted - including those with a metal hilt.

CAMBRIDGE COMIC CON COSTUME, WEAPONS & PROPS RULES

Guns and Other Projectiles

Cambridge Comic Con would like to remind attendees that whilst traveling to and from the event that they take into consideration the transportation of any form of fire prop can cause alarm to the general public resulting false alarms, wasting police time and resources which may risk creating stricter rules and laws in future, therefore all attendees must ensure the following:

- **Take care** when outside or transporting any form of firearm prop to and from this event regardless of how realistic it looks, ensure it is completely hidden while travelling and be aware of your surroundings, attire, and the appearance of your props to bystanders when outside. Don't assume a costume reassures people that the weapon is a prop.
- **Unrealistic and toy guns** such as those sourced from modern children's programming (made of brightly coloured plastics, with flashing lights and stickers), or that are clearly science fiction based (phasers, blasters) are permitted; maximum size is 150cm.
- **Prop versions of antiquated muzzle loading guns** such as flintlock pistols & blunderbuss made from lighter materials (not metal or hard wood) are similarly allowed.
- **Other Realistic imitation firearm props (excluding airsoft guns, BB guns, deactivated guns, paintball guns and metal gun props)** are permitted with a brightly coloured tip on the end of the muzzle of the gun which is clearly visible from most angles OR if they have significantly brightly coloured portion. In the case of a brightly coloured tip, it does not have to be permanently fixed to the item and can be removed for photographs if fitted back in place immediately afterwards.
- **Caps, incendiaries and any ammunition that can be fired** are not allowed.
- **Compressed air chambers and batteries for weapons** are similarly not permitted.
- **Replica rocket and missile launchers, mortars, and other anti-aircraft or artillery props** are not sensible items to transport or bring to the event. If you do so, do not expose them to view when outside. This is particularly important due to the events close location to Cambridge airport.

Bows and crossbows

- **Bows and crossbows** are allowed if unstrung or if they are prop bows that cannot effectively fire an arrow or bolt i.e. drawing the string does not create tension in the arms and/or string that could be used to fire a projectile effectively, said string must also not be adjustable via tightening to fire a projectile effectively.
- **Prop strung bows shaped to look like a bow under tension** without actually being under tension are allowed if not contrived somehow to fire projectiles effectively.
- **Slings and catapults** are not allowed.

The Cambridge Comic Con team would like to thank you for reading this important notice. For any further questions or feedback please contact our Cosplay and Costuming Team via a PM on our page remembering to start your message with "Cosplay Clarification"