

# Costume design rules for visitors and exhibitors at the RPC 2018

## Basic information

Cosplayers are a fixed part of the RPC and shape the unique character of this event. The dedication and great craftsmanship with which the costumes are created over weeks and even months is always astonishing and remarkable. As the costumes of many cosplayers require reproductions of weapons (dummy/imitation weapons) or weapon-like objects in order to look as authentic as possible, here we provide concrete information regarding the design of costumes, props and weapons.

We do not want to limit the great creativity of the cosplay community unnecessarily with these rules. However, several rules must be observed on the trade fairs grounds which are a direct result of both the Arms Act of the Federal Republic of Germany as well as the house rules or obligations of Koelnmesse GmbH as event organizer.

To ensure that the RPC 2018 remains in the minds of all trade fair participants as a great experience with many fond memories, we ask all cosplayers, but also all other visitors and, last but not least, the exhibitors, to adhere to these rules out of fairness and for the safety of everyone involved. In this regard, there is no differentiation between cosplayers as walking acts booked by an exhibitor or private visitors.

At the entrance, there will be a checkpoint where trained security staff will assess the dummy weapons and accessories visitors bring. Please note: Anyone who refuses to have their imitation weapon checked must hand it in at a additional charge. Within the scope of the house rules, Koelnmesse GmbH retains the right to prohibit the carrying of imitation weapons and other dangerous props.

## Permitted imitation weapons/dummy weapons, objects, accessories

Permitted imitation/dummy weapons, objects and accessories may be carried at and throughout the entire duration of the RPC 2018. However, Koelnmesse also retains the right to prohibit permitted imitation/dummy weapons, objects and accessories at the entrance in the case that, for unforeseen reasons, this is required by security. However, this has never been the case in the past.

Permitted imitation/dummy weapons, objects and accessories include:

- Imitation weapons made from foam, rubber, cardboards and soft material
- LARP weapons ("Live Action Role Play" made from foam or latex replicas with a stabilizing core)
- Non-functioning bows without real strings up to a maximum of 1.50 m and quivers with dummy arrows
- Imitation weapons and rods made from a combination of wood/plastic/soft material, if wood does not account for the majority
- Throwing weapons made from soft, flexible materials without a solid core
- Riding crops less than 1 m long

### **Prohibited imitation weapons/dummy weapons, objects, accessories**

Prohibited imitation/dummy weapons, objects and accessories may not be brought into the Koelnmesse grounds or halls or carried on your person. It makes no difference whether the owner is in possession of a valid weapons permit permitting them to carry a weapon.

Prohibited imitation/dummy weapons, objects and accessories include:

- Soft air/paintball and gotcha weapons, even if non-functioning
- Alarm and gas guns
- Real ammunition
- Pyrotechnics, explosive devices and fireworks
- Throwing weapons (e.g. throwing stars, darts, throwing knives)
- Knuckledusters, blackjacks, steel rods
- Nunchakus
- Cutting and stabbing weapons with sharp or blunt metal blade or with points (katanas, swords, sabers, machetes, hatchets, flails, knives of all kinds)
- Replica and imitation firearms made from metal or wood
- Cutting and stabbing weapons with blade replacement made from wood, plastic, etc.
- Rods or pipes made from wood, metal, fiberglass, hard plastic or combinations thereof, also consisting of several pieces (e.g. bamboo swords, lances, etc.)
- Arrows of all kinds, regardless of material
- Riding crops over 1 meter long, hand whips of any kind

**Furthermore, the following costume design rules apply at the ROLE PLAY CONVENTION 2018**

**Costume design rules (maximum measurements for expansive costumes):**

- Fixed wings may have a maximum span of 1 m per wing
- Flexible wings (that can be folded and extended) may be a maximum of 2.00 m per wing when extended; folded a maximum span of 1 m per wing. Extending the wings is only permitted briefly for photos with sufficient surrounding room
- Maximum height for costumes: 3.20 m  
Please note that costumes higher than 2.20 m will not fit through all doors and gates
- Trains and tails may be a maximum of 1 m long
- Costumes may not be too revealing, i.e. upper body, intimate areas and buttocks must be sufficiently clothed
- Make-up and painting as part of costumes may not rub off
- It is prohibited to wear gas masks and full-face latex masks
- Armor parts made from metal must be securely fastened to the body
- In the case of bracelets/necklaces with spikes, the spikes may not exceed a length of 5 cm and must be blunt
- Chains made from wood and/or plastic must clearly belong to the outfit. Chains made from metal may not be carried loose and must be securely fastened to the costume

We would like to point out that all visitors and exhibitors carry or wear their imitation weapons and costumes at their own risk and are liable for any damages caused.