

WEAPONS POLICY STATEMENT

Comic Gong is committed to providing a safe environment for everyone to enjoy. As it is our Duty of Care to create and maintain this safe space, our attendees also have a Duty of Care to ensure that they do not place others at risk of injury or harm.

Event Staff maintain absolute discretion to determine whether a prop or a weapon is deemed suitable for entry to the event. If Event Staff determine that a prop or a weapon is not suitable, Event Staff are entitled to refuse entry to the event. Alternatively, Event Staff may offer to permit entry and to store any props or weapons in the Weapons Check-In for the duration of the event. The Weapons Check-In is NOT a cloak room; it is storage for items that Event Staff have deemed unsuitable for the event.

***Disclaimer:** Props and/or weapons placed in the Weapons Check-In are done so at the owner's risk. While Event Staff will take every care to ensure that checked-in items are kept safely, Comic Gong takes no responsibility for any loss or damage to any props and/or weapons placed in the Weapons Check-In. If you fail to collect your props and/or weapons at the end of the event, Event Staff may dispose of these items.*

State legislation regarding firearms, imitation firearms, and weapons:

https://www.police.nsw.gov.au/online_services/firearms/faqs

Excessive weight/size

Props and weapons with an excessive weight/size are subject to approval by Event Staff. There is no set weight/size limit, however, if Event Staff deem your prop/weapon to be too heavy, large, or unsafe, it must be removed from the event environment immediately, or relinquished to Event Staff, who will place it in the Weapons Check-In, until the close of the event.

Swords, blades, knives and other melee weapons

The following are strictly prohibited at Comic Gong:

- Metal weapons and/or props including, but not limited to, daggers, knives, swords, ninja stars, metal chains, and metal baseball bats, regardless of sharp/blunt edges, live blade or training replica
- Any prop/weapon with sharp points and/or edges
- Active martial arts weapons
- Any prop/weapon made of glass
- Barbed wire.

Failure to comply will result in expulsion from the event. Local authorities may be contacted.

Firearm and projectile props/weapons

The following are strictly prohibited at Comic Gong:

- Actual firearms including airsoft, modern, hunting or historic, either functioning or de-commissioned
- Imitation/Replica firearms
- BB/air guns
- Projectiles loaded into any toy/item capable of firing such an object. This includes, but is not limited to, Nerf/foam darts, gel caps, arrows or bolts, powder caps, explosive/powder charges, or any kind of liquid, including water.

Toy firearms, those sold as toys from toy shops or similar, are permitted providing they have a fluorescent tip at the end of the barrel to indicate that they aren't functional. Please refer to state laws for weapons which are/aren't acceptable in a public space.

Nerf guns, other foam dart guns, and water guns are permitted, as long as they remain unloaded/empty at all times.

Bows and slingshots are allowed as long as they remain un-strung at all times.

If any firearm/projectile weapon/projectile is deemed unacceptable by Event Staff, and you fail to comply with the ruling, local authorities will be contacted.

Laser pointers

Laser pointers are strictly prohibited at Comic Gong. If you have a laser pointer in a prop, weapon, or costume, please make sure it cannot function by removing the batteries.

Items purchased at Comic Gong

Some items offered for sale at Comic Gong may be in violation of our Weapons Policy Statement. These items come fully packaged and MUST remain so for the duration of the event. If you take a restricted prop/weapon out of its packaging within Comic Gong, you will be asked to check the item at the Weapons Check-In, or you may be removed from the event.

Have a question about any of the above?

Contact us at comicgong@wollongong.nsw.gov.au