

Blerdcon Weapons and Properties (Props) Policy

When in doubt, ask yourself these basic questions:

- Is it now, or has it ever been designed to be used as a functional weapon?
- Can it easily injure someone unintentionally? For example: posing for a photo and accidentally injuring someone behind you.
- Will it impede me or others if I have to exit the premises in an emergency?
- Is it disruptive to other people present at Blerdcon?
- Is it illegal in Arlington County and/or the Commonwealth of Virginia?

If any of the above are true, your prop is most likely prohibited.

Prohibited Weapons and Props:

- No weapons more than 6 feet 7 inches, approximately the height of the doorways. Weapons must also not be exceptionally heavy or difficult for the wielder to carry. Generally this means no weapons more than 50 pounds, but please check with the Safety department to be sure.
- No Live Steel. This includes swords, knives, or any type of blade; shuriken, throwing knives or stars, or any other metal implement that can be sharpened to an edge.
- No weapons that can fire a projectile: This includes, but is not limited to, airsoft guns, BB/pellet guns, dart guns, bows, crossbows, or any gun originally designed to fire ammunition or a substance. This applies whether the weapon is currently operational or not.
- No real projectile ammunition, such as real arrows, darts, bolts, etc.
- No weapons that can generate an electric charge, such as tasers, stun guns, or prods.
- No blunt weapons such as clubs, batons, paddles, nunchucks, night sticks, metal baseball bats, etc.
- No props that make excessive noise (for example: bullhorns, air horns, sirens, vuvuzelas).
- No devices that create or expel smoke, fire, liquids or other chemicals.
- No props that have very sharp spikes or edges, regardless of material, i.e., sharp enough to easily scratch or break skin.
- No wood or metal bats.

Some Exceptions:

- Toy replica, or “prop” guns that have no moving parts and have an orange colored tip identifying them as a toy.
- “Prop” bows that are not strung with bowstring, and are not strung taut enough to fire a projectile with force.
- “Prop” crossbows, providing they have no moving parts.
- “Prop” projectile ammunition such as arrows, bolts, or darts, as long as they are not sharp and are handled responsibly.
- “Practice” weapons, such as bokken, shinai, or any rubber or plastic weapons, provided they are handled responsibly.

- Chains are allowed, as long as they are less than 3 feet in length and handled responsibly. Keep in mind, chains or similar materials are not to be used to connect, bind, restrain, or lead people (like a leash) at any time.
- Most musical instruments are allowed provided they do not create excessive noise or are used in a disruptive manner.
- Stereos, boomboxes, and other devices used to play music or sounds are allowed as long as the volume level is not disruptive, and said devices are not used near the doors of or inside of panel or event rooms while an event is taking place.

Weapons Purchased at Blerdcon:

Any weapons bought in the Dealer Hall must remain boxed and must be taken off the convention floor as soon as possible. Some dealers may allow you to pick up your purchases at a later time. If your purchases include weapons prohibited on the floor, we suggest you take this option.

Disruptive Behavior:

Using a prop or weapon in a disruptive or unsafe manner will result in Blerdcon or the hotel confiscating the item(s) until you leave the premises. This includes, but is not limited to:

- Attacking other people with your prop.
- Using your prop to purposely impede or interrupt the flow of attendees.
- Using your prop to disrupt an event.
- Swinging your prop in a dangerous manner.
- Using your prop to disrupt attendee activities (e.g., blocking photos).