

Steampunk Society of Vermont, Ltd.
Event Weapons Policy

ALL WEAPONS AND PROPS MUST CONFORM TO LOCAL LAW.

All types of guns (realistic and fantasy): Guns must be non-functioning and have neon orange tape or paint applied to the ends of the barrel, unloaded clips (or no clips!), and must be submitted for weapons check if asked. You may be stopped and asked to inspect them at any time. Nerf and water type guns may be functioning, but must be unloaded. Real firearms (functioning or not) are not allowed.

Whips: Must be carried looped at all times when there are people around. No whip cracking.

Swords: Must be in sheath. Live steel must be peace tied.

Other Forms of Steel: No live steel that cannot be and is not sheathed and peace tied.

Staves, Spears: Allowed but may not be brandished. Spears may not have sharpened or steel points.

Arrows: May not have live points. Must be tied together as a bundle within a quiver so as not to be drawn.

Lightsabers, Plastic, Foam & Wooden Weapons and anything else which could be interpreted as a weapon: Please exercise EXTREME caution in carrying these weapons. You are responsible for where it is and what it does to persons or things at all times. Please be aware of any sharp points or hazards.

No Chemical, Aerosol, Fire, Explosive or Incendiary weapons or devices. No tasers.

We reserve the right to refuse any object we deem to be unsafe.