



## Cosplay & Costuming Weapons Policy

We've borrowed some pointers from the Chicago Entertainment and Comic Expo (C2E2). Please read this entire policy before attending an event at Adler Planetarium. Failure to follow this policy may result in your removal from the museum without refund.

The following items are generally forbidden:

- Functional firearms (including air soft guns, BB guns, cap guns, paintball guns and pellet guns)
- Realistic replica firearms (including reproduction, fake or toy guns that can be confused for functional firearms)
- Functional projectile weapons (including blow guns, crossbows, long bows, silly string, slingshots, water balloons and water guns)
- Sharpened metal-bladed weapons (including axes, daggers, hatches, knives, kunai, shuriken, swords, sword canes and switch blades)
- Explosives (including firecrackers and fireworks) Chemical weapons (including mace and pepper spray)
- Blunt weapons (including brass knuckles, clubs and nunchaku)
- Hard prop weapons (including props made of metal, fiberglass and glass)
- Instruments that cause excessive noise levels like vuvuzelas, grenade whistles and grenade horns
- Whips
- Aerosol mustard

Prop weapons will be allowed providing they are composed of cardboard, foam, wood or other light materials. Prop firearms are allowed only if they cannot be mistaken for real weapons.

The barrel of all prop firearms must be covered with brightly-colored caps. Prop bows will be allowed providing all arrows have soft tips. All weapons will be inspected by a member of our security staff at entry. Permissible items are subject to the museum's discretion.