



Gaming By The Lake Cosplay Guidelines

Hello Cosplayers! We encourage you to join us and show off your finery! There will be a Cosplay Showcase at 1:00 pm, though we encourage you to wear your outfits throughout the event!

Please review our entire weapons policy before attending Gaming by the Lake. City of Lake Stevens staff shall have sole discretion in any matter that they believe may affect public safety or is in violation of this policy or state, county, and local laws. Failure to adhere to our policy or laws may result in your item being confiscated, your removal from the event, and/or your exclusion from City of Lake Stevens parks.

The following items are forbidden at Gaming by the Lake:

- **Functional firearms** (this also includes 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, pepper spray, and aerosolized mustard)
- **Blunt weapons** (including brass knuckles, hockey sticks, clubs, nunchaku, baseball bats)
- **Hard prop weapons** (including props made of metal, fiberglass and glass)
- **Instruments that cause excessive noise levels** (like vuvuzelas, grenades, whistles and grenade horns)
- **Whips**
- **Hate symbols** (including as part of cosplay, items that contain hate symbols or appropriate the symbolism of hate groups, including, historical/comic-related/satirical costumes, and items associated with Nazis.)

The following will be allowed if *inspected and tagged at the Info Booth* upon arrival:

- **Lightweight Plastic and Metal Shields**
- **Lightweight Plastic/PVC Props/Lightsabers**
- **Prop/Toy Firearms** (must be visually different from real ones, cannot shoot projectiles, have an orange tip on the barrel, and the barrel is covered with brightly-colored caps.)
- **Prop bows** (must be destrung and arrows must have soft tips of foam/cardboard.)
- **Prop weapons** (composed of foam or cardboard only)
- **Remote controlled or otherwise operational robotics and/or droids** (as part of an individual's worn cosplay, or as necessary for medical purposes.)