



Animethon Cosplay and Prop Check Frequently Asked Questions

Updated May 2025



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1. Using this document

This FAQ is meant to act as a guide and provide clarification to any cosplayer planning on attending Animethon events. While Animethon Staff will attempt to adhere to these guidelines whenever possible, the information presented here is not absolute. ASAPA policy and Edmonton Convention Centre venue restrictions will always take precedence.

This document is intended to be continuously expanded and updated. The newest version of the document will always take precedence over all older versions.

If you have any questions or concerns regarding Animethon's prop and cosplay policies, please reach out to props@animethon.org.

2. Cosplay

2.1. What is Cosplay?

Cosplay, a blend word of "costume play", is an activity and performance art in which participants called cosplayers wear costumes and fashion accessories to represent a specific character. ([Wikipedia](#))

Cosplay outfits can be purchased, thrifted, or created by hand, and are often accompanied by various props and accessories.

2.2. What are the expectations for Cosplayers at Animethon?

As with any individual attending or participating at the event, it is expected that cosplayers treat all attendees, staff, guests, and others with respect.

Cosplayers are expected to adhere to the attire and prop policies outlined by the venue and the event. This includes submitting any props for inspection at Prop Check, and ensuring that a valid peace-bond is attached to the prop at all times.

Props may not be swung or brandished, unless done for the express purpose of posing for photography.

Cosplayers are expected to adhere to local decency laws.

2.3. What types of outfits are NOT permitted at Animethon or have additional restrictions?

Military and Law Enforcement uniforms: Animethon is held at the Edmonton Convention Centre in downtown Edmonton. This venue is in extremely close proximity to Canada Place, a federal government building. As a result, Animethon takes an especially strict approach towards any cosplay that could potentially be confused for actual military or law enforcement uniforms. Any such outfits must be easily identifiable at a distance as fictional, even to someone who may not be familiar with the source material.

Realistic looking Emergency Personnel outfits: Any cosplay that could be mistaken for emergency response personnel (firefighters, EMS workers, police officers, etc) will not be permitted at Animethon. In the case of an actual emergency, it is important that patrons or other Animethon participants not be mistaken for emergency personnel.

Security guard outfits: Any cosplay that could be mistaken for Edmonton Convention Centre Security staff will not be permitted at Animethon. In the event that an individual needs immediate assistance from ECC Security, it is important that they be able to identify them without confusion.

High-visibility vests: High-visibility vests may only be worn by authorized members of Animethon staff, and are not allowed as part of any cosplay.

Balaclava-style masks: The Edmonton Convention Centre does not permit Balaclava-style masks in their venue.

Text and symbols: Text or symbols that pertain to real-world government organizations may not be displayed by cosplayers who do not actively represent that organization. This includes text such as SWAT, FBI, EMS, EPS, CIA, etc. This also includes symbols such as military insignia and police badges. Hate symbols will not be tolerated, and may lead to immediate expulsion from the event.

Stilts: Stilts may not be used inside the Edmonton Convention Centre.

3. Props

3.1. What is a Prop?

A prop is any element of a cosplay meant to be carried/held by the cosplayer rather than worn. This most commonly refers to prop weapons such as swords, guns, bows, staffs, etc.

3.2. What does Prop Check do?

Prop Check's job is to ensure that any prop carried at Animethon is not likely to pose a significant danger to others in attendance. Staff at Prop Check will inspect every prop to ensure that they follow Animethon's policies.

3.3. What is a peace-bond?

A peace-bond is a conspicuous lock, tie, or mark which makes or identifies something unusable, such as a weapon, and shows that the owner's intentions are purely peaceful. ([Wikipedia](#))

Animethon Prop Check staff will use peace-bonds to indicate that a prop conforms to Animethon's policies and is considered safe to carry around the event.

Animethon uses brightly coloured wrist-bands as peace-bonds, which allow them to be easily identified at a distance. A peace-bond must be attached so as to be highly visible at all times. This includes when the prop is holstered or sheathed.

3.3.1. Can I remove a peace-bond?

Peace-bonds must remain affixed to their props at all times while at the event. Once a peace-bond is removed from a prop, the prop must be re-submitted to Prop Check for inspection before it can be carried in the venue again.

3.3.2. What should I do if my peace bond falls off?

Immediately return to Prop Check to have the prop re-inspected and peace-bonded.

3.3.3. Will a peace bond damage my prop?

Animethon uses Tyvek wristbands often used as admission bands at other venues and events. They are designed to adhere to themselves, but not the item they are wrapped around, and should not cause any damage to your prop.

3.4. Should I get my costume/prop/mobility aid/sports equipment/etc checked?

As a general rule, if you are unsure about a specific item or prop, please feel free to speak with a member of our Prop Check Staff, either during the event at the Prop Check desk, or by sending an email to props@animethon.org.

3.4.1. What items are commonly exempt from Prop Check?

Item permanently affixed to a costume: In general, if an item is permanently affixed to a costume, and is not actively carried by the cosplayer, it does not need to be submitted to Prop Check. This includes accessories such as wings, tails, armour, etc.

EXCEPT any item meant to convey the appearance of carrying a weapon. For example, a gun or sword handle permanently attached to a holster or sheath.

Helmets: Typically, do not have to be submitted to Prop Check.

EXCEPT helmets with especially large horns or other protrusions may be required to be submitted to Prop Check at Animethon Staff's discretion.

Umbrellas: If you are carrying an umbrella strictly to protect yourself from the rain, then you do not need to submit it to Prop Check. However, if you are carrying an umbrella as an element of a cosplay, then it must be peace-bonded.

EXCEPT certain novelty umbrellas have handles meant to resemble the handle of a katana or sword. These must be submitted to Prop Check regardless of their intended purpose.

Hand fans/folding fans: Standard paper folding fans do not have to be submitted to Prop Check.

Mobility aids: Do not have to be submitted to Prop Check.

3.5. What if I purchased a prop in the exhibitors hall?

If a prop is purchased from a vendor in the Exhibitors Hall, it is expected that the purchaser immediately brings the prop to the Prop Check Desk to have it inspected and peace-bonded. Alternatively, the purchaser may immediately remove the item from the venue.

3.5.1. Peace-bonded props

Animethon works with a variety of vendors, many of which may sell cosplay props. In some instances, Prop Check Staff may collaborate with these vendors to peace-bond products in advance. In these cases, such props may be freely carried around the event once purchased.

3.5.2. Replica props

Animethon may feature vendors that sell replica props manufactured with steel or other more realistic materials. The sale of these items will come with additional conditions, communicated by the vendor. Typically, these items may not be taken out of their packaging, and must be removed from the venue immediately once purchased. Failing to adhere to these conditions may result in immediate expulsion from the event.

3.6. What do I do if my prop was not approved by Prop Check?

Props that have not been approved by Prop Check and have not been peace-bonded may not be carried at the event. If your prop has been denied at Prop Check, it is your responsibility to immediately remove the prop from the venue. In some cases, depending on size, it may be acceptable to store your prop at the ECC Coat Check (additional fees will apply).

3.6.1. How can I fix my prop so that it gets approved?

If your prop has been denied by Prop Check, they will always explain which policy or restriction it fails to adhere to. While Prop Check Staff may make suggestions on how to modify your prop so that it complies, it will remain your responsibility to make any modifications and re-submit your prop for inspection. Animethon's Cosplay Repair Room will not be able to assist with these modifications, as the prop will not be permitted within the event.

3.7. What types of props are NOT permitted at Animethon or have additional restrictions?

Real weaponry: A weapon is any implement or device whose primary function is to cause harm to another being. Weaponry is not permitted to be carried at the ECC, and anyone found to be carrying a weapon will be asked to leave. This includes concealed weapons, and self defence items such as tasers or pepper spray.

Anything capable of firing a projectile: Any prop capable of firing a projectile is not permitted at the event. This includes items such as Nerf guns, airsoft guns, slingshots, water guns, etc.

If a prop would normally be able to fire a projectile, it must be modified so as to completely disable the firing mechanism in a manner that is not easily reversible. Not carrying ammunition does not count as disabling the firing mechanism.

Bows and other similar props must be constructed out of rigid materials and may not significantly flex or spring. Bow strings must be made of non-elastic materials and may not be attached to the prop under significant tension.

Sports equipment: Sports equipment will be subject to the same rules and restrictions as any other prop, and must be submitted to Prop Check.

Whips: Whips may only be made of lightweight cordage or fabric, and can not be weighted in any way. Materials such as leather or plastics are not permitted. This includes items such as fibre-optic light whips. Prop whips that adhere to these requirements may be used to pose for photography, but must otherwise be carried rolled up.

Power tools: Functional power tools may not be used as props.

Live animals: Live animals are not permitted at the event. Service animals are exempt, as per local legislation.

Unsanitary, messy, or odorous props: Items or substances that could cause a health hazard, create a significant unpleasant smell, or are likely to cause a mess are not permitted at the event.

Loud props: Props that make noise are generally allowed at Animethon. However if a prop creates noise at an unsafe level, or creates a nuisance for an extended period of time, Animethon Staff may ask for it to be disabled or removed from the event, at their discretion.

Any item that simulates the sound of a firearm is not permitted.

Skateboards, roller blades, motorized vehicles: These are not permitted within the Edmonton Convention Centre. Motorized vehicles include devices such as hoverboards, one-wheels, Segway scooters, etc. Mobility aids are exempt.

Pyrotechnics and explosives: Are not allowed.

Large props: Props should be built so that they can be easily carried and manoeuvred by a single person. If a prop is large or unwieldy, Animethon Staff may request that it not be carried up or down the escalators. In some cases, excessively large props may not be approved by Prop Check.

4. Materials

4.1. What materials are commonly NOT allowed by Prop Check?

Wood: A prop may not be primarily constructed from wood. Wooden structural components may be permitted, however they must be adequately padded with another material such as foam.

Metal: Metal is almost universally not acceptable as a prop construction material, with the exception of small decorative components.

Glass: major glass components or panels will not be approved by Prop Check. In some cases, polycarbonate or acrylic sheets may be an acceptable alternative, however their use should still remain primarily decorative.

“Messy” materials: Any materials that could create a mess, or potentially damage property will not be approved by Prop Check. This can include wet paint, uncured epoxy, food, Silly String, confetti, etc.

4.2. What materials are commonly considered acceptable by Prop Check?

These are some of the most common materials approved by Prop Check. This list is far from exhaustive, so if you have any questions about specific materials, please reach out to props@animethon.org.

PVC pipe: Often an excellent base for staffs, swords, canes, etc. PVC pipe is commonly available at hardware stores. However, be aware that it is often sold alongside black ABS pipe which is denser and heavier, and may not be approved by Prop Check.

EVA foam: An excellent cosplay material, typically sold in sheets at craft stores. Also commonly used to make floor mats. Great for making plate armour, or carving out and wrapping around prop weaponry.

Plastics: Plastics come in a near-endless variety of shapes and types, and are an incredibly versatile material for cosplayers and prop-makers. Plastics are usually allowed by Prop Check, but it is still best to avoid particularly dense or heavy components, and ensure that there are no pointed or sharp edges.

3D printed plastics: ensure that your infill density is set relatively low. Very dense or heavy parts may not be approved by Prop Check.

Thermoplastics: A type of plastic that can be heated and moulded into a desired shape. Commonly used in vacuum forming processes. Thermoplastics are an excellent material choice for cosplayers.

Lightweight wood: Lightweight woods such as balsa or basswood are usually acceptable.

Structural dowel: ASAPA policy also allows for a 1” wooden dowel to act as the core or handle of a prop. It must still be adequately padded.

Bamboo: Bamboo is an extremely versatile material that can be processed in many different ways. It is typically acceptable when used in the form of strips, skewers, chopsticks, or lightweight, small-diameter rods. However, laminated bamboo, or larger diameter poles may not be approved.

Fabrics and leather: Near-universally acceptable as a cosplay material.

Decorative components: Small decorative components may be made out of materials that would otherwise not be permitted. For example, glass beads on a pendant, or metal buckles and clasps.

5. General Policies

5.1. What are ASAPA general policies?

ASAPA general policies are a set of policies to which all Animethon participants are expected to adhere. The full policies can be found here:

<https://animethon.org/policies>.

5.2. What are Venue Specific Rules?

Animethon is held every year at the Edmonton Convention Centre. This venue has its own set of rules that we are expected to follow during our event.

5.3. Prop Policy clarifications

9.2 Props must be handled in a safe and responsible manner. They cannot impede traffic or be a hazard to others.

Large or cumbersome props and outfits are commonly allowed by Prop Check, however it is up to the cosplayer to ensure that they are not creating a hazard or impediment to the flow of traffic. The Edmonton Convention Centre consists of three separate levels, and numerous staircases and escalators must often be used to fully navigate it. If a cosplayer is unable to safely navigate the venue, they may be asked to limit their movement to a single floor or area while in costume.

9.4. Props cannot be a disguised weapon.

It is generally prohibited in Canada to carry a concealed weapon. This means that a prop can not use a real weapon as a base, even if it is completely disabled, or hidden.

Sword canes may not be carried at Animethon.

9.6 Props that resemble the form or function of a projectile weapon have a few additional restrictions:

Due to its proximity to Canada Place, as well as the recent proliferation of easily 3D-printable firearms, Animethon has needed to take an increasingly strict stance towards prop guns. In addition to the requirements outlined in the ASAPA policies, Prop Check Staff will also take certain additional factors into consideration:

- Prop guns may not have a trigger that can be pulled back. Any trigger mechanism must be completely blocked, or preferably removed entirely.
- Prop guns can not make noise.

9.6.3. If it has a barrel it must be blocked with an orange tip and not easily unblocked.

The barrel must *both* be blocked, *and* have an orange tip visible from the front and side of the barrel. It is not necessary that the orange tip be the component specifically blocking the barrel.

9.6.4. Cannot propel a projectile at any time.

The prop must not be *capable* of propelling a projectile at any time. Not carrying ammunition is not considered an acceptable workaround.

9.7. Props have certain construction restrictions and exceptions:

9.7.1 – 9.7.3

Please see FAQ Sections [4.1](#) and [4.2](#) for clarification

9.7.4. Props cannot have sharp edges or points. Blunted/rounded edges or points may be permitted.

This does not only apply to blades and spikes. Any sharp point or edge may be deemed a hazard. This can include items such as protruding fasteners.

9.8. At the discretion of the person in charge of Prop Check, Safety or the EVENT, certain props may be deemed unacceptable regardless of compliance with these policies.

Excessive weight is the most common cause for a prop to be denied even while adhering to all other policies. Even if it is extremely well padded, a heavy enough object is still capable of causing significant harm, and may be rejected.