



General cosplay policy:

The London Video Game Orchestra aims to take a common-sense approach to cosplay at our events, but we have written this policy for the sake of disambiguation. These rules are based on MCM Comicon's cosplay rules.

LVGO reserves the right to deny entry, withdraw access, or cancel tickets without refund at this event to anyone deemed to be breaking these rules. Moreover, LVGO and Questors Theatre management reserve the right to reject or confiscate any weapon or prop if deemed likely to cause a nuisance. Confiscated items that can legally be returned to you can be collected as you leave the event.

If you have an unusual item or need further clarification, please email team@lvgo.co.uk with as much detail and images of the item as possible so we can advise. Note that no absolute assurance can be given without seeing and holding the item in question.

Props and costumes are brought to the event at your own risk. LVGO accepts no responsibility for damage to props and costumes brought to the event by attendees.

Regardless of how realistic it looks, we usually do not allow prop weapons.

False alarms waste police resources and risk creating stricter rules and laws.

The following items are banned from LVGO concerts and events:

- Metal blades whether sharp or blunt e.g. swords, axes, kunai, ice skates, and knives.
- Guns, rifles, or artillery including airsoft guns, gel blasters, BB guns, paintball guns, including if unpowered, or props built from parts of these items;
- Hard bats, paddles or clubs e.g. wooden or metal baseball bats, golf clubs;
- Metal pans, including lightweight aluminium are not allowed
- Gun props, regardless of material or colour
- Functional projectile weapons e.g. strung bows or crossbows;
- Slings and catapults
- Sharp items e.g. arrows, bolts, protruding nails;
- Claws or small hand held blades made of metal, wood or other hard or sharp materials
- Laser pointers, vuvuzelas, silly string (even if not part of a costume);
- Heavy tools and power tools e.g. iron pokers, crowbars, drills, chainsaws;
- Chemical weapons, explosives, and incendiary device e.g. mace, pepper spray;
- Large pressurised containers and gas canisters;
- Fog or vapour machines and smoke grenades;
- Martial arts training weapons e.g. bokken (a type of hard wooden or toughened plastic training sword).
- Any items restricted or prohibited from being carried by law e.g. knuckledusters, nunchucks,
- Heavy items that could be used as weapons e.g. iron pokers, heavy cast iron pans, or crowbars are not permitted. Nor are power tools such as actual chainsaws or hedge trimmers.
- Drones and small remote control toys (even if not part of a costume);
- Skateboards, scooters, inline skates or shoes with built-in wheels (even if not part of a costume);

- Realistic replica rocket and missile launchers, mortars, and other anti-aircraft or artillery props
- Props including glass elements
- Helium Balloons (even if not part of a costume)
- Caps, darts, incendiaries and any ammunition that can be fired

Prop weapons guidance:

Melee Weapons

Some melee weapon props are permitted except those listed in the Banned Items list, or anything that management considers tantamount to those items. Remember, if it is a particularly large prop your choice of material will affect the weight and therefore safety of the item.

- Any sensible material is permitted e.g. lightweight wood, foam, card, PLA/3D printing; avoid materials that will make the prop very heavy, e.g. lots of wood, may shatter into sharp pieces or otherwise pose a danger or be banned by the venue e.g. props including a glass item in their construction; ensure any sharp points are rounded off.
- The maximum size permitted must fit under your seat when the item is dismantled and should not impede the view or comfort of those around you.
- Scythes are a particularly difficult item to carry safely. As such, they must be made to disconnect into two parts without tools regardless of size i.e the blade removes from the handle
- Shields are allowed, including lightweight metal, as long as they do not have any sharp edges and follow the previous size rule.
- Whips are permitted if kept coiled.
- Foam weapons built round a core such as those used for live action roleplaying are permitted.
- Lightsabers are permitted- including those with a metal hilt, excluding replicas containing glass in their construction..

Guns and Other Projectiles

- Gun props of any kind are banned, including toy guns and props from modern children's programming (made of brightly coloured plastics, with flashing lights and stickers), or that are clearly science fiction based (phasers, plasma guns, blasters).
- Replica rocket and missile launchers, mortars, and other anti-aircraft or artillery props are not allowed.

Bows and crossbows

Bows and crossbows are allowed if unstrung or if they are prop bows that cannot effectively fire an arrow or bolt i.e. drawing the string does not create tension in the arms and/or string that could be used to fire a projectile effectively; said string must also not be adjustable via tightening to fire a projectile effectively. The string should be easily removable so that it can be removed at management's request.

Prop strung bows shaped to look like a bow under tension without actually being under tension are allowed if not contrived somehow to fire projectiles effectively.

Prop arrows completely fixed in place in the quiver are acceptable and loose arrows or bolts must be blunt

Costume guidance:

Any makeup, paint, or other effects (e.g. glitter) that can be easily rubbed off or stain while you are sitting are banned. Additionally, any item that could cause damage to the theatre's fabric seats should be used with caution. You may be held liable for any damage caused by your costume, prop, or makeup.

Makeup

With the explosion of pop culture in our everyday lives and the growth of social media it is important for cosplayers to consider that their costumes will likely be seen by people from a vast range of cultures and countries, both inside and outside the pop culture community.

The use of makeup, including prosthetics, to change your natural skin tone or features to those of another realistic race has been a contentious topic for a number of years in the global cosplay community. While not usually intended to cause offence, this use of makeup carries connotations of historical practices that were inherently racist and it creates an environment where people of colour are made to feel uncomfortable to portray a wide variety of characters, therefore it is not acceptable at our shows.

Attire & Costume

Nudity is not permitted, nor are exposed costume or prosthetic genitalia. As a family friendly, event suggestive lingerie/boudoir costumes and Adult fetish attire such as extreme BDSM gear is also unsuitable; email us if in doubt.

Take extra precautions beneath a skimpy or delicate costume (e.g. swimsuits or lace) to avoid exposing yourself completely in the event of a costume malfunction.

With regards to costumes, please note that:

- You must fit in a standard theatre seat without impeding the comfort of view of others around you.
- If a costume is bulky and made of hard materials or includes parts outside of usual human dimensions, it must be easily removable and able to be stored under a theatre seat. No coat check is available.
- Examples include full fur suits, metal armour, wings, and robots.
- Costumes, props, performances, and displays must not involve or create naked flames, explosions, smoke nor arcs or bursts of exposed electricity.

LVGO reserves the right to intervene in the case of attire or costumes with the following: insensitive or unnecessary use of makeup; profanities or sexual acts; inciting of hate or crime; and uniforms, emblems, or flags of organisations responsible for crimes against humanity (including their use in comic-related or satirical portrayals).