

BLAST R6 MAJOR

COSPLAY GUIDELINES



ALL CHANGES TO THIS DOCUMENT MUST BE APPROVED BY THE EVENT SECURITY MANAGER AND/OR THE EVENT PRODUCER.

For any questions, comments or concerns, please contact SixMajor-Security@ubisoft.com

PUBLIC

level
1

This document is not subject to any restriction.

SCOPE

This document must be followed by, without being limited to, all cosplayers attending the Rainbow Six Siege Majors.

DEFINITIONS

COSPLAY

The hobby of dressing as and pretending to be a character from a game, film, comic book, etc.

WEAPON

A weapon is defined as any item or object designed or used for inflicting harm and physical damage.

EVENT SECURITY MANAGER

The event security manager is the Ubisoft representative who implements and enforces this policy, either directly or via designated staff.

PROHIBITED AND/OR ILLEGAL ITEMS

A prohibited item is one that the event does not allow on its perimeter. An illegal item is one that is not allowed to be possessed, displayed, or sold in the country where the event is held. The prohibited and/or illegal items are banned from the Ubisoft event and must be immediately removed from the venue perimeter. Ubisoft and/or its delegate reserves the right to notify local authority if necessary.

ALLOWED ITEMS

All allowed items are items that have been previously examined by the security personnel of the event and are permitted to be brought into the event. A tag (sticker) will be placed on the item to identify it as acceptable.

VALIDATION DESK

The validation desk is the area at the event where all items that may be considered potentially dangerous will be inspected by the security personnel and determined to be either prohibited or allowed.

GENERAL BEHAVIOR & HARASSMENT

We believe that all events should be fun in all aspects for everyone, regardless of gender, disability, physical appearance, race, religion and so on. Ubisoft wants you to be respectful with fellow attendees.

Ubisoft has a zero-tolerance policy for harassment of any kind. Engaging in harassment is grounds for immediate removal from the event premises.

If you are being harassed, notice that someone else is being harassed or have any concerns, please contact a member of the event security personnel on-site or by email at SixMajor-Security@ubisoft.com. The expected response time for email inquiries is 24h.

Harassment includes, but is not limited to:

- Offensive verbal comments about another attendee's gender, sexuality, age, race, apparent disability, appearance, clothing, or cosplay;
- Deliberate intimidation;
- Shaming;
- Stalking;
- Inappropriate pictures, videos and/or gestures;
- Unwelcome physical contact (i.e., groping, grabbing, etc.);

All attendees must follow these general behavioral guidelines when attending a Ubisoft event:

- Do not touch a cosplayer's body and/or it's costume/weapons without consent;
- Ask permission to take pictures;
- Consider appropriate timing to interact with a cosplayer;
- Don't be inappropriate in your speech and gesture with a cosplayer;
- Use judgement and remember a cosplayer is not a doll;
- Do not point/aim your fake/prop weapon at the face of other attendees without his consent.

COSTUME DESIGN

GENERAL

- Doesn't pose any danger to other attendees or themselves;
- Doesn't contain any sharp or pointed components;
- Doesn't reveal any intimate body parts / offensive to others (i.e., upper body, genitals, etc.);
- Doesn't have any explicit and/or discriminatory content (i.e., racism, sexism, ableism, transphobic, homophobic, hate groups, etc.);
- Don't be barefoot.
 - "Invisible shoes" or clear flip flops are encouraged as an acceptable alternative to bare feet;
- Roller blades, skateboards and other personal transportation devices are not allowed to be worn or used inside the convention space;
- Cosplay masks are permitted on the venue floor, but they are not permitted in public spaces as per local law;
- Backpacks used as part of a cosplay costume will be allowed upon inspection of its content;
- Doesn't degrade Ubisoft or any other brand or game.
- Doesn't contain symbols or marks prohibited by local law.

SIZE

- Must be able to fit in a standard size door;
- Must be able to move by yourself to different areas without falling and/or causing damage to anyone and/or anything;

- Must be aware of your surroundings and don't block busy areas;
- For large costume and props, please make sure you are accompanied by someone who can lead the way and assist if necessary;
- Don't be a tripping and/or slipping hazard.

ALLOWED ITEMS

Prop weapons must be easily distinguishable as fake from 10 feet or 3 meters away. Even if part of the following list, the items are subject to the approval of the event security personnel. Prop guns must have no moving parts, must be completely plugged, and must have a non-removable orange tip. Make sure that all weapon imitations are properly recognizable with their colors and/or size, but also with the following requirements:

- Weapon imitations made of:
 - Soft plastic and/or 3D printed;
 - Foam;
 - Latex;
 - Rubber;
 - Cardboard;
 - Other soft materials.

**Note that wood cores are allowed only if the wood is covered with a sufficient amount of soft materials.*

- Non-functional bow and/or crossbow
 - Without functional strings;
 - Fake arrows without hard and/or sharp edges;
- Fake/propweapon projectiles
 - Must be soft and flexible;
 - Can't have sharp and/or solid edges;
 - Can't be shot inside the venue;
- Other items
 - Ammo magazines must have the spring and spring follower removed;
 - Fake grenade (smoke, impact, flash, etc.) are allowed, only if they are imitation, made with allowed materials and non-functional.

PROHIBITED ITEMS

This list is partial and all items are subject to the approval of the event security personnel.

- All kinds of real firearms;
- Real ammunition & working magazines;
- Airsoft/ paintball guns;
- Pyrotechnics, explosives and/or fireworks;
- Real throwing weapons (i.e., Shuriken, knives, etc.);

- Knives with sharp or dull blades;
- All kinds of real or ornamental swords, sabers, or katana;
- Nunchakus;
- Laser pointers;
- All kinds of arrows;
- All kinds of whips;
- All kinds of irritating sprays;
- All kinds of tasers and/or electroshock devices;
- All kinds of brass knuckles;
- Roller blades, skateboards, scooters, hover boards, bicycles, unicycles, and similar rolling and/or jumping devices;
- Animals (unless used for accessibility / assistance needs)

VALIDATION PROCESS

Each Ubisoft events should have a dedicated cosplay queuing line and/or validation desk with competent security personnel in order to verify the compliance of your costume and/or accessories with the present policy and/or the law. Each item will be duly inspected, tagged, and registered by the security personnel. The security personnel are also responsible for approving or refusing the entrance of a specific individual and/or its accessory depending on the conditions listed in this policy.

Keep in mind that the venue staff won't be allowed to keep / store rejected accessories at the venue. All rejected items must leave the perimeter of the venue at time of decision.

TRAVELLING WITH COSPLAY COSTUMES & WEAPONS

When travelling to and from the venue, please be aware that not everyone knows about cosplay. Realistic costumes and/or accessories could cause fear for the safety of the public.

- Please keep all fake weapons covered at these times;
 - This is also for your own benefit as it could avoid unnecessary intervention from local authorities;
- We strongly recommend considering changing into your costume at the venue itself.

CHANGING ROOMS FOR COSPLAYER

Dedicated room will be made available for the cosplayers at the venue.

Access to the room will be managed by security and a system put in place by the venue.

Specific details will be provided on-site.

COMPLIANCE

NON-COMPLIANCE

Failure or refusal to comply with the entirety or parts of this document may subject to sanctions, which may include and not limited to warning and/or event removal. Depending on the gravity of the offence, the sanction can be conducted without prior warnings.

A person who receives the event removal sanction will see his event wristband remove and all event-related advantages revoked.

Only the Ubisoft Security, the Ubisoft esports management, and/or the local authorities can decide, apply, and communicate on the applied sanction.

EXCEPTION

Any exception to these requirements must be properly documented and formally approved by the Ubisoft security, the event producer and/or other relevant authorities.