



2024

# COSPLAY POLICY

## SIX INVITATIONAL 2024

FINAL

*Last update: January 16, 2024*

**ALL CHANGES TO THIS DOCUMENT MUST BE APPROVED BY THE EVENT SECURITY MANAGEMENT, THE EVENT PRODUCER AND THE VENUE MANAGEMENT.**

For any questions, comments, or concerns, please contact [SI-Security@ubisoft.com](mailto:SI-Security@ubisoft.com)

**PUBLIC**

This document is not subject to any restriction.



# 1. SCOPE

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This document must be followed by, without being limited to, all cosplayers attending the Six Invitational 2024.

## 2. DEFINITIONS

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### 2.1. Cosplay

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

### 2.2. Weapon

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

### 2.3. Event security manager

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

### 2.4. Venue security

The venue security is the host venue representatives that will perform the final validation of the cosplay costume and items on-site at the event. They have final decision on what is allowed and prohibited to enter the venue perimeter.

### 2.5. 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, state and/or city where the event is held. The prohibited and/or illegal items are banned from 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.

### 2.6. Allowed items

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

### 2.7. 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.

### 2.8. Changing room / Cloak room

The changing room / cloak room is a secure area where cosplayers will be able to change into their costumes and store their belongings for the duration of the day. It can also be use as a rest/chill area for cosplayers.



### 3. GENERAL BEHAVIOR & HARRASSMENT

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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 [SI-Security@ubisoft.com](mailto:SI-Security@ubisoft.com)

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.);

#### **COSPLAY DOES NOT MEAN CONSENT**

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.

### 4. COSTUME DESIGN

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#### 4.1. General

- Doesn't pose any danger to other attendees or themselves;
- Doesn't contain any sharp, solid edges 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, homophobic, etc.);
- Don't be barefoot;
  - "Invisible shoes" or clear flip flops are encouraged as an acceptable alternative to bare feet;
- Roller blades, skateboards, hoover boards, and other personal transportation devices are not allowed to be used inside the venue perimeter;



- Cosplay masks are permitted on the venue floor, but they are not permitted in public spaces as per local law and must be removed for the security screening process;
- For the safety of movement around the venue, facial masks or face coverings must not obscure vision;
- All bags must be no larger than 12" x 12" x 6";
- Doesn't degrade Ubisoft or any other brand or game.
- Doesn't contain symbols or marks prohibited by local law.

## 4.2. 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.

## 5. ALLOWED ITEMS

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Prop weapons must be easily distinguishable as fake from 20 feet or 6 meters away. Even if part of the following list, the items are subject to the approval of the event/venue security personnel. Prop weapons must not look realistic, must be soft and flexible, must not be projectiles, must have no moving parts, must be completely plugged, and must have a non-removable orange or colored 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;
  - Wood\*;
  - 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
  - Made from soft materials as listed above;
  - Without functional strings;
  - Fake arrows without hard and/or sharp edges;



## 6. PROHIBITED ITEMS

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This list is partial, and all items are subject to the approval of the event/venue 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)

## 7. VALIDATION PROCESS

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Each Ubisoft events should have a dedicated cosplay entrance 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.

For the Six Invitational 2024, the dedicated cosplay entrance will be located at the **left side of the main entrance**. 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.

Re-entry to the venue is allowed but will be subject to the same thorough security search.

Law enforcement personnel along with venue security personnel will be present on-site and will determine if the costumes and props are respecting the cosplay policy and local regulations.

If a costume is assessed as "unsafe", Blast, Ubisoft, venue security and/or law enforcement personnel will have the rights to deny access to the venue.



## 8. TRAVELLING WITH COSPLAY COSTUMES & WEAPONS

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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;
- We strongly recommend changing into your costume at the venue itself.

This is also for your own benefit as it could avoid unnecessary intervention from local authorities.

## 9. CHANGING ROOMS FOR COSPLAYER

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The dedicated cosplay entrance, located on the left side of the main entrance, will have a changing area with access managed by security.

- Specific details will be provided on-site.

## 10. COMPLIANCE

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### 10.1. Non-compliance

Failure or refusal to comply with the entirety or parts of this policy may be 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 rights (ticket, wristband, credential, etc.) removed and all event-related advantages revoked.

Only Ubisoft, Blast, the venue security and/or the local authorities can decide, apply, and communicate on the applied sanction.

### 10.2. 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.

# QUESTIONS? ISSUES?

PLEASE CONTACT US AT

[SI-SECURITY@UBISOFT.COM](mailto:SI-SECURITY@UBISOFT.COM)

