

CARRIERCON CONVENTION POLICIES FOR ATTENDEES AND PRESS

All attendees and press should read and adhere to these policies. They will also be located at the Information Desk and anyone who attends CarrierCon is expected to follow these rules.

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Disruptive Behavior Policy

Your registration at CarrierCon entitles you to enjoy the primary benefit of that registration: you get to attend CarrierCon! It does not entitle you access to staff only areas or to damage or otherwise disrespect the ship, which is a National and State Historic Landmark.

We do not tolerate disruptive behavior of any sort and can and will act if we see something that we deem as dangerous or disruptive to the Museum, staff, volunteers, or other attendees. This action may range from a warning to forcible ejection from the convention, revocation of your registration at CarrierCon, or even criminal charges. (The action taken is solely at the discretion of the USS Hornet Sea, Air & Space Museum.)

Disruptive Behavior can include but is not limited to:

- fighting (fake or real)
- heckling
- impeding traffic flow
- offensive behavior

- failure to observe basic hygiene
- public inebriation (or similarly being under the influence)
- any other failure to follow the rules and directions of staff members or volunteers

CarrierCon's Anti-Harassment Policy

CarrierCon has a ZERO TOLERANCE POLICY for harassment of any kind, including but not limited to: stalking; intimidation; offensive verbal comments; physical assault and/or battery; harassing or non-consensual photography or recording; sustained disruption of panels, signings and other events; bathroom policing; inappropriate physical contact; unwelcome physical attention in relation to, but not limited to: race, color, national origin, gender, gender identity, gender presentation, sexual orientation, age, body size, disability, appearance, religion, citizenship, or pregnancy.

If a person engages in harassing behavior, CarrierCon staff will consider it Disruptive Behavior and will act as is described above, including expulsion from the Museum with no refund. Our policy applies to EVERYONE at the convention. Artists, Attendees, Speakers, Guests, Media, Staff, Volunteers, and Security are all subject to our anti-harassment policy.

Anyone can report harassment. If someone's behavior has made you uncomfortable or if you witness the same happening to someone else, you should immediately contact CarrierCon's Security, Staff, or Volunteers.

If necessary, we will contact local law enforcement or otherwise assist those experiencing harassment to make sure they feel safe for the rest of their time aboard USS Hornet.

Remember: Cosplay is not consent. Keep your hands to yourself. If you would like to take a picture with or of another Attendee, always ask first and respect that person's right to say no. Be respectful and kind to each other.

Line Etiquette

Waits in lines may last much longer than you'd expect, though CarrierCon will try to mitigate line waiting as best we can. Please be patient and respectful and remember that following the directions of staff members and volunteers will make the lines smoother for everyone!

Anyone caught jumping in line will be sent to the rear of the line. You will not be allowed to hold places in line. Lines cannot block entrances, exits, or fire lanes so leave a gap in front of the door.

Cameras at CarrierCon

Photography is allowed on board the ship in most spaces and allowed within the Artists Alley at the discretion of the individual artist. Permission must be obtained from the artist for photography of any kind.

Fixed position and free-standing photography gear (including but not limited to: flashes, light modifiers, reflectors and bounce boards) must be for non-commercial use only and is not allowed in spaces where it noticeably disrupts other attendees' movements.

Events that allow photography will be marked as such.

Children at CarrierCon

CarrierCon is family-friendly but guests also need to respect the inherent cautions of the location. USS *Hornet* is a WWII aircraft carrier and has hatches, steep ladders, and labyrinth passageways. All guests with children under the age of 14 must adhere to the following:

- A parent or guardian must always accompany all children under the age of 14.
- Children under the age of 14 are always required to carry some form of written or digital identification and/or parent/guardian contact information with them so that CarrierCon staff may contact the parents or guardians should the need arise.

The Museum does have a paging system, but it is not always projected in all spaces throughout the ship and we may be unable to page you or your child if he/she becomes lost. In the case that you cannot find your child at your designated meeting place and cannot establish contact, please notify the CarrierCon Information Desk.

Signs at CarrierCon

Attendees are restricted from carrying signs unless the sign is an established part of a costume.

Signs asking for food, money, hugs, etc. are considered panhandling by the Alameda Police Department, and signs offering to exchange any sort of sexual favor (kisses, hugs, glomps, etc.) are considered solicitation. Signs with offensive content are not allowed regardless of whether they are "in character."

Signs in violation of this policy will be confiscated. Repeat offenders will be considered in violation of the disruptive behavior policy.

Props/Weapons at CarrierCon

All props must be under 6'4" in height and 36" in width. Non-functioning bags (cannot be opened or used to store items) are considered props and must meet these requirements as well.

Exceptions may be made for modular props which can be taken apart and put back together.

All props must be examined by CarrierCon staff for safety and tagged at the Peace Bonding station prior to entering the Museum. Real weapons, props that are too realistic, or props that are deemed dangerous will not be permitted.

Props must be carried carefully and in a neutral position, especially in crowded areas. Long or tall props are to be carried vertically and swords or guns should be holstered or otherwise secured.

Misuse of any prop will result in immediate revocation of privileges. Props are not to be used in a threatening manner towards any person.

RESTRICTED ITEMS

Functional weapons are not allowed. Weapon props created out of plastic, cardboard, foam or other such materials are permissible provided they are not too realistic in appearance. Projectile guns or other weapons (even if non-functional), realistic replica guns, swords with metal and other weapons that have metal components are not allowed. Please note all props must conform to the height/width dimensions.

The ONLY exception to the restriction on guns will be prop guns or resin models that are easily identifiable as toys if they possess no moving parts.

NO EXPLOSIVES or CHEMICALS of any kind including, but not limited to: smoke powder, sparklers, or fireworks of any kind.

Finally, if it is illegal outside in the City of Alameda and/or State of California, it is illegal inside the convention.

Behavior with Weapons/Props

Misuse of a weapon or prop, such as swinging it in a public area or posing a hazard to others, will result in the weapon or prop being deemed unsafe for the convention, and you will be asked to remove the item from the convention area.

All props and weapons brought into the convention may be inspected and either approved or rejected by CarrierCon staff (see Peace Bonding), including those that may have had prior approval (other conventions, previous conventions, or pre-convention approval by CarrierCon staff).

Any item that poses a potential safety hazard may need to be removed from the convention. This includes any costume, prop, or accessory that obstructs doors or hallways, or otherwise poses any kind of danger to other attendees, staff, or convention center property.

When in doubt, check with CarrierCon staff. Please note that just because a staff member has not stopped you to check your item does not mean that the item is allowed. All decisions made by CarrierCon and/or the Public Safety Staff of the venue are final.

Peace Bonding Policy

All weapons, costume props, and any costume item that could be considered a weapon must be taken to the Peace Bonding table for inspection before entering the convention. If you purchase an item(s) that you would like to use as a prop for your costume that could be considered a weapon or dangerous (*see weapons policy) then you are required to clear it through peace bonding.

We do not allow concealed weapons. Your cosplay weapon may be zip-tied into the holster or sheath and may not be removed during the convention. All props and weapons must be certified regardless of whether they were peace bonded at a different convention or at a previous CarrierCon.

PEACE BONDING GUIDELINES

- The effectiveness, or ineffectiveness, of the item or the skill, or lack of skill, of the person in possession of the item is irrelevant when determining whether it is a weapon.
- All weapons & props must be approved at the Peace Bonding table before entering the Museum.
- If you purchase a weapon or prop such as: swords, knives, stars, air soft guns, plastic pellet guns, gun blades, wooden katanas, Kendo sticks, etc. and you intend to carry it around the convention as a prop you need to take it to Peace Bonding to have it approved. If you do not intend to use it as a prop, we would appreciate it if you kept it in the packaging and placed it in your vehicle.