



Weapons Policy

For All Participants:

It is in the interests of all performers to maintain a safe and pleasant environment for both performers and customers. This includes all hours of faire [inclusive of set-up to tear-down] open to the public or not. Therefore, it is the responsibility of all performers to report any unsafe or dangerous behavior to the proper faire officials, faire security, or local law enforcement. It is not the responsibility of any performer to confront anyone engaged in unsafe or dangerous behavior. This does not mean an eminently dangerous situation should not be intervened upon, i.e. children playing with weapons.

It is the responsibility of each "Responsible Party" within each guild, vendor staff, and entertainer staff to discipline any member of their group displaying unsafe weapons use. Cain's Crossing will not recommend the participation of any guild/group/individual which allows or permits the unsafe or dangerous use of weapons, or does not take action against its members that engage in unsafe or dangerous use of weapons. Injured, sick, or fatigued performers shall not be permitted to perform with weapons.

Under no circumstances will any weapons usage be permitted without the prior approval by the faire board. Each guild, group, or performer must obtain permission from the faire officials to perform with weapons. It is incumbent on any guild, group, or individual utilizing weapons in their performances to have formal written safety regulation for the handling, storage, and use of weapons inside and outside of their encampment. Waivers of liability and medical release forms are strongly recommended for each performer.

Weapons not being used during a performance or rehearsal shall not be drawn or displayed in any unsecured area. Weapons carried about the faire must be secured in a manner to prevent them from being accidentally drawn, discharged, or used by anyone. This is commonly referred to as "peace-tied."

Each guild is responsible for arranging and securing their performance areas. All areas shall be approved by the faire officials and shall be sufficiently large to ensure that safety of both performers and customers. Adequate provisions must

be made by each guild, group or performer to prevent anyone, other than performers, from entering the performance area during the performance.

Projectile or thrown weapons (including whips, bows, firearms, darts and knives) are not allowed at Cain's Crossing Renaissance Faire. Bows/arrows are allowed only in the archery area or with prior permission from the faire board only. It is prohibited to these types of weapons outside of secured areas or without permission.

Anyone performing with a weapon or carrying an unsheathed weapon shall not consume anything that could adversely affect reaction time, judgment, or agility. It is the responsibility of each guild to prevent its members from indulging and using weapons.

All weapons must be sound, in good condition, and functional for the purposes of their use. Each weapons performing guild shall establish guidelines for its weapons. Edged weapons shall have blunted edges. No sharpened edged weapons shall be carried openly. Any weapon deemed to be in an unsafe condition shall not be displayed, carried openly, or performed with.

As with all combat routines, prior approval must be obtained from the event producer. Specific times and places must be agreed to. Combat that takes place outside an established stage, ("in the street"), the performing guild must provide adequate perimeter control to the satisfaction of the faire officials. Fights must be complete, rehearsed, and safe.

For vendors:

No customer under any circumstances shall be allowed to engage in any live weapons combat. Customers shall not be allowed to draw or display any weapon within the faire site. Vendors shall securely wrap or package all weapons prior to delivery to the customer.

Source: taken from CIRGA weapons policies online, <http://www.cirga.org>

Gramercy,

CCRF Board