

Central Texas College Policy Excerpt: Simulated Weapons

Note: A weapon is defined as a manufactured device designed to injure or kill another being, or a device designed to look like a weapon. Examples of weapons include, but are not limited to: handguns and/or long guns (loaded or unloaded), knives capable of inflicting serious bodily injury or death, shanks, bombs and explosives (or any incendiary device or component of any incendiary device, whether actual or hoax), fireworks, firearms, air guns, pellet guns, stun guns, spear guns, BB guns, paintball guns, crossbows, long bows, swords, martial arts weapons, hunting or fishing knives (e.g. bowie), brass knuckles, chemical weapons, slingshots, billy clubs, replica or imitation firearms, or any device defined as prohibited by the Texas Penal Code, or the applicable laws of the domicile state, as well as federal laws.

For example, costume items that may not be considered simulated weapons include: light sabers, phasers, staffs, wands. However, these items will still need to pass inspection at the door and be tagged.

Simulated weapons shall be constructed of these materials only:

- Corkboard
- Cardboard
- Foam
- Plastic
- Paper/Paper mache

No simulated weapon constructed of metal or metal parts will be allowed, including, but not limited to: Any simulated weapon with a blade, simulated hand guns or simulated long guns.

All simulated weapons capable of firing projectiles must be rendered inoperable, excluding non-modified Nerf guns.

Simulated weapons must be inspected on the day of the event. Once approved, the CTCD Police will tag the simulated weapon and the weapon must show the most recent inspection date for the event.

All simulated weapons must clearly be imitation. All "real looking" simulated weapons are prohibited and subject to confiscation.

Any exceptions to the simulated weapons policy (presenters and costume groups) must be approved by the Campus Police and Risk Management at least 14 days prior to the event.