

Exhibitor Weapon Sales Compliance Rules

Introduction

- Quebec City Comiccon is committed to providing a safe and welcoming environment for all persons attending the convention.
- The Exhibitor Code of Conduct (included in the Quebec City Comiccon Exhibitors Guide) states that Exhibitors must "follow the guidelines, rules, regulations and policies of Quebec City Comiccon".
- Quebec City Comiccon prohibits the display (including under the counter storage) and sale of
 weapons that are not legally allowed to be sold in Canada as well as those weapons prohibited
 by the event. (for additional information refer to the Quebec City Comiccon weapons policy).

Quebec City Comiccon's Responsibilities

- Provide information to Exhibitors on the weapons policy, the Vendor Weapon Sales Compliance Procedures, and their obligations;
- Promote compliance with the policy through Exhibitor education and support and compliance checks (review of weapons on display and for sale at Exhibitor booths); and,
- Enforce the policy in a timely, fair, consistent, and transparent manner.

Exhibitor Responsibilities

As a condition of their involvement with Quebec City Comiccon, Exhibitors agree not to display
or sell any illegal and/or prohibited weapons at the convention. It is the Exhibitor's responsibility
to be familiar with the regulations prescribing illegal and/or prohibited weapons. Click on this
links below to review the Canada Border Services Agency's and Justice Canada's information
regarding illegal weapons:

http://www.cbsa-asfc.gc.ca/publications/dm-md/d19/d19-13-2-eng.html http://laws-lois.justice.gc.ca/eng/regulations/SOR-98-462/FullText.html

- Exhibitors will fully cooperate with Quebec City Comiccon's review, inspection, and examination of any goods on display or for sale at the convention;
- Exhibitors will fully comply with all Quebec City Comiccon directions regarding the enforcement of the weapons policy and Vendor Weapon Sales Compliance Procedures;



• Exhibitors will immediately remove from the convention all weapons deemed by Quebec City Comiccon to be illegal and/or prohibited.

Quebec City Comiccon Procedures for Enforcing Compliance

- 1. Quebec City Comiccon staff will conduct ongoing compliance checks with Exhibitors.
- 2. If Quebec City Comiccon staff become aware that an Exhibitor is selling illegal and/or prohibited weapons, not respecting the Weapons Policy, or not following these procedures, they will:
 - Complete an Incident Report (IR), immediately file the IR, and provide a briefing to the Exhibition Hall Director, or their designate;
 - Ensure that the IR includes the staff's name, the Exhibitor name and booth number, along with a description of the illegal weapon and/or policy breach;
 - Take no enforcement action against the Exhibitor unless directed to do so by the Exhibition Hall Director or their designate.
- 3. The Exhibition Hall Director (or their designate) will, in a timely manner:
 - Review and sign the IR;
 - Discuss the issue with the Exhibitor;
 - Verify that there is a policy breach and/or an illegal and/or prohibited weapon on display or for sale. This may involve a re-examination of the weapon by the Exhibition Hall Director (or their designate) or others, at the discretion of Quebec City Comiccon; and,
 - Warn the Exhibitor that they are in violation of Quebec City Comiccon policy and direct them to comply with the policy and/or immediately remove any and all illegal and/or prohibited weapons from the convention for the duration of the show.
- 4. Exhibitors who do not comply with enforcement or compliance direction from the Exhibition Hall Director, or their designate, (e.g. they refuse to remove any and all illegal weapons) or who are found to be violating the policy after receiving a warning, will face further sanctions from Quebec City Comiccon, which may include:
 - Immediate removal from Quebec City Comiccon; and/or
 - A ban from Quebec City Comiccon and other conventions affiliated with Quebec City Comiccon; and/or
 - Other actions deemed appropriate by Quebec City Comiccon.