

# Weapons Policy

This page details the policies on carrying and creating weapons at Bellingham Makerspace.

## Firearms

- No type of firearm may be crafted at the Makerspace or with Makerspace tools.
- Firearm paraphernalia (e.g. holsters, engraved grips, etc.) may be crafted on a per-project basis with advance notice to, and permission from, management.
  - In general, only personalization projects - e.g. engraving someone's name or association on a grip - and carriers (holsters, mag pouches, etc.) may be allowed for members in good standing.
  - Aftermarket accessories - extra magazines, rails, any attachments (scopes, laser sights, silencers) - will not be allowed.
  - No firearms may be brought into the space for the purpose of referencing, sizing, etc. while crafting approved firearm paraphernalia.
- Attempting to craft firearms, or firearm paraphernalia without advance permission, is grounds for immediate termination of membership and banning from the space.
- **Bellingham Makerspace does not permit the carrying of concealed firearms on its premises.**

## Replica Firearms

- No replica firearms that are made to look like realistic firearm models (real or imaginary) may be crafted at the Makerspace or with Makerspace tools.
- Replica firearm paraphernalia is subject to the same restrictions as real firearm paraphernalia.
- Examples include "80% lower receivers", 3D-printed lower or upper receivers, BB pistols that look like real pistols except for an orange tip, dart pistols, etc.
- Attempting to craft replica firearms, or replica firearm paraphernalia without advance permission, is grounds for immediate termination of membership and banning from the space.

## Tension Weapons

- Tension weapons includes bows, crossbows, ballistas, catapults, trebuchets, etc.
- No type of tension weapon may be crafted at the Makerspace or with Makerspace tools.
- Attempting to craft tension weapons in the Makerspace or with Makerspace tools is grounds for immediate termination of membership and banning from the space.

## Melee Weapons

- No type of functional melee weapon may be crafted at the Makerspace or with Makerspace tools.
- Melee weapon paraphernalia (e.g. sheaths) may be crafted on a per-project basis with advance notice to, and permission from, management.
  - No melee weapons may be brought into the space for the purpose of referencing, sizing, etc. while crafting melee weapon paraphernalia.
- Examples include sharp-edged blades and weighted blunt weapons.
- Attempting to craft melee weapons, or melee weapon paraphernalia without advance permission, is grounds for immediate termination of membership and banning from the space.

## Exotic Weapons

- Exotic weapons include apparatus powered by chemical, pyrokinetic, explosive, compressed gas, electroshock, or other means intended to cause personal harm or property damage.
- No type of exotic weapon may be crafted at the Makerspace or with Makerspace tools.
- Attempting to craft exotic weapons is grounds for immediate termination of membership and banning from the space.

## Toy/Prop Weapons

- Toy or prop weapons may be crafted at the Makerspace and with Makerspace tools.
- This includes Nerf-style foam dart blasters, cartoonish 3d-printed melee weapons, foam melee weapons, and non-functional fantasy/sci-fi cosplay weapons clearly meant for play (bright colors, exaggerated proportions, etc).
  - If a toy projectile weapon is powered by means such as compressed gas, tension, electricity, etc. assembling and/or testing the power source may only be done after providing advance notice and a safety plan to management and receiving approval of the scheduling and safety plan.

Bellingham Makerspace will proactively and voluntarily cooperate with law enforcement regarding any violations of our weapons policy and, in particular, violations of the law regarding weapons.

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