

Prohibited Projects & Activities

Projects involving work on, or are derived from, or are intended to produce, any of the below are prohibited on ProtoHaven premises and at official ProtoHaven events, whether on- or off-site:

- Firearms, explosives, or accessories thereof (See Firearms Policy)
- Drug paraphernalia
- Taxidermy
- Used liquid propane tanks and compressed gas cylinders
- Gasoline canisters and tanks
- Radioactive metals and heavy metals such as lead, mercury, and chromium
- Hateful, obscene, sexually explicit or harassing objects, items or prints
- Objects, items or prints that could reasonably be considered inappropriate for the Protohaven community
- Items prohibited by local, state, or federal law
- Projects which are harmful/dangerous to others/self or pose an immediate threat to the well-being of others.
- All other projects and materials not expressly listed here but deemed unacceptable by Protohaven staff

Prohibited Activities

Members must not use the Protohaven equipment computers or space to create or modify objects that are:

- Prohibited by local, state, or federal law,
- Unsafe, harmful, dangerous, or pose a perceived or immediate threat to the wellbeing of others
- Obscene or otherwise inappropriate according to Protohaven's community guidelines.
- In violation of another's intellectual property rights. For example, using devices to replicate someone else's designs or articles of manufacture may infringe the copyright, patent or trademark protection.

All use of computing resources must be in accordance with Protohaven policies and local, state, and federal laws. These laws and policies cover such areas as illegal access to computer systems, networks, and files, copyright, and harassment issues.

Prohibited Areas

Members and guests are only permitted in Protohaven common areas and are not to enter the supply room, janitorial closet, maintenance room, staff offices, or other areas designated as Staff Only without being accompanied by a staff member, instructor, or Shop Tech.

Firearms

All work on firearms, as defined by the Protohaven in section 1 below, is strictly prohibited unless specifically exempted in section 2.

- "Firearm" within this policy is deliberately far broader than most legal definitions
- "Work" or "Working" on a firearm means creating, modifying, or assembling section 1 item(s) together with other section 1 item(s) or section 2 item(s)

Violation of this policy may lead to expulsion from Protohaven and/or filing a criminal complaint with the relevant authorities.

1. Section 1: Work on the following items is explicitly and strictly prohibited:

1. Firearm: a device that expels a projectile or projectiles by means of a deflagrating propellant (i.e. the deflagration or detonation of gunpowder or other similar propellant). This includes not only the BATFE definition of a firearm - its receiver - but also firearm-specific components that attach to a firearm (unless specifically exempted in section 2) including but not limited to barrels, cylinders, magazines, charging handles, safeties, buffers, actions, barrel bushings, linkages, extractors, firing pins, trunions, recoil springs, gas blocks.
2. Replicas: Meant to closely resemble a firearm while lacking the ability to expel a projectile or projectiles
3. Suppressors or Silencers: Reduce the sonic concussion of expelling a projectile or projectiles
4. Reloading: All activities associated with the production of ammunition, including but not limited to processing primers, gunpowder/propellant, cases, and projectiles

2. Section 2: Work on the following firearm-related items are exempted, subject to conditions:

1. Devices that expel a projectile or projectiles by non-deflagrating propellant means: Examples include springs, compressed air/gas, electronic, mechanical action. Not exempted are components interchangeable with firearms as defined in the previous section.
2. Slings: Slings and sling attachments opposite point of attachment to the firearm
3. Fasteners and commodity hardware: Standard components used on firearms not specific to firearms
4. Sights: Scopes, sights, lasers, flashlights, etc not integral to the firearm
5. Bipods: And other firearm supports if removable without tools
6. Stocks and grips: May be made, refined, or modified at Protohaven
7. Props: Non-firearm devices that do not closely resemble actual firearms such as sci-fi, fantasy, steampunk creations. Must not include devices from section 1.

3. Checking the fit of exempted items (i.e. stock, sling, sights, etc) from section 2 to a firearm in section 1 at Protohaven is prohibited. Section 2 items may be separated from Section 1 items at Protohaven, however they are not to be attached at Protohaven.

