

Bladed Weapons

- Pommel:-** A minimum of 12mm thick foam, fixed securely to the core. Any solid decoration (such as gems) must be recessed into the foam and have at least 12mm of foam between it and the core, any surface mounted decoration must not be made of hard materials and have sufficient give (25% of its thickness is a good rule of thumb). It is permissible to weight the weapon, any weighting, however, that extends from the hilt to the pommel must be covered by 12mm of foam and fixed securely to the core.
- Hilts:-** Must be made of foam. Any solid reinforcement (i.e. fibreglass / carbon fibre core) must be securely fixed to the core, covered by 10mm of foam and not extend 10mm past the edge of the blade. Flexible reinforcement (e.g. leather) is permissible.
- Handles:-** The handle must be firmly fixed to the core, but does not necessarily need to be padded. *If the handle is longer than two hand spans, for a one handed weapon (or three hand spans for a two handed weapon), it has to be padded as if it were a striking surface.* Any weighting must be securely attached to the weapon and not extend past the guard.
- Blade:-** A minimum of 12mm thick foam on the striking surface and 6mm on the non-striking surface (i.e. the flat of the blade) this is after carving (not 6mm thick with a blood groove carved into it). The foam should be securely fixed to the core and layers of foam must be glued together (not delaminating). Where possible the tip of the core should be rounded to prevent it working through the foam and be reinforced (using cloth tape, thin leather or suede). The core should be stiff, especially with regard to longer weapons so that they do not flex or “whip” excessively.(20% of it’s length).

Example - construction of a sword.

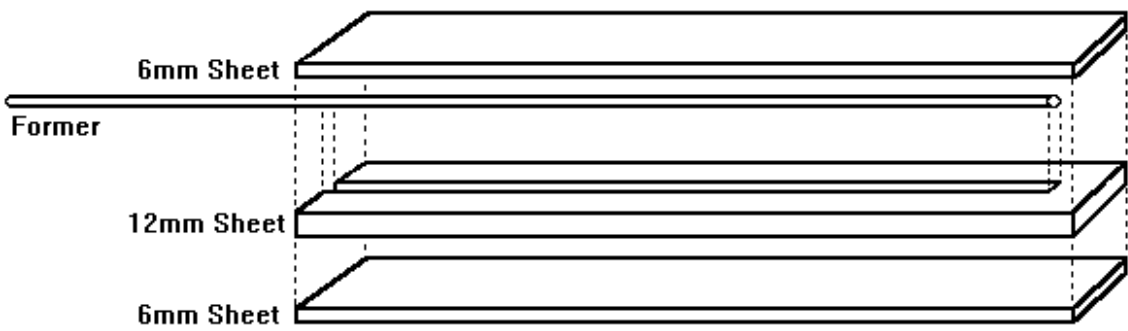


Figure 5 - Schematic Assembly.

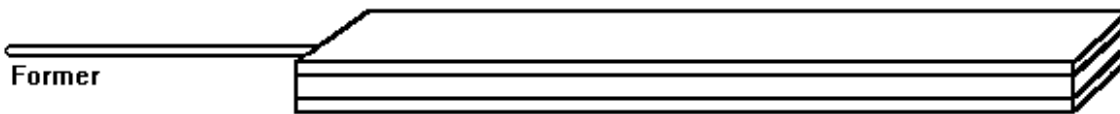


Figure 8 - The Foam Sandwich.



Figure 15 - The Hilt Block.



Figure 22 - The Pommel Block.

Please note that the measurements on these diagrams are for demonstration purposes only and not necessarily a reflection of the actual measurements that each weapon is based on.

Hafted Weapons

- Pommel:-** A minimum of 12mm thick foam, securely fixed to the core. Any solid decoration (such as gems) must be recessed into the foam and have at least 12mm of foam between it and the core, any surface mounted decoration must not be made of hard materials and have sufficient give (25% of its thickness is a good rule of thumb). It is permissible to weight the pommel but, any weighting that extends from the pommel to the hilt, must be securely fixed to the core and covered by 12mm thick foam.
- Hilt / Grip:-** The hilt must be securely fixed to the core of the weapon but does not necessarily need to be padded. *If the hilt is longer than two hand spans, for a one handed weapon (or three hand spans for a two handed weapon), it has to be padded as if it were a striking surface.*
- Shaft:-** From the hilt / grip onwards is considered a striking surface and therefore should be covered by a minimum of 12mm of foam (after carving) and securely attached to the core.
- Head:-** Obviously a striking surface so a minimum of 12mm thick foam. Don't get carried away with the size of the head as you have to be able to pull your blows. High density foam should be securely fixed to the core with a softer foam head (such as upholstery foam), these foam layers must be firmly glued together (not delaminating). The heavier (larger) the head the softer the foam should be. Any spikes should be no longer than 2 inches and the spikes should be completely collapsible.
- Axeheads:-** Axeheads are also obviously striking surfaces. These should contain no rigid core. Acceptable reinforcing include silk, nylon, leather, denim or cloth. The reinforcing should not come within 12mm of the edge of the head. The head should also be securely fixed to the core.

Flails

- Pommel:-** A minimum of 12mm thick foam, securely fixed to the core. Any solid decoration (such as gems) must be recessed into the foam and have at least 12mm of foam between it and the core, any surface mounted decoration must not be made of hard materials and have sufficient give (25% of its thickness is a good rule of thumb). It is permissible to weight the pommel but, any weighting that extends from the pommel to the hilt, must be securely fixed to the core and covered by 12mm thick foam.

- Hilt / Grip:-** The hilt must be securely fixed to the core of the weapon but does not necessarily need to be padded. *If the hilt is longer than two hand spans, for a one handed weapon (or three hand spans for a two handed weapon), it has to be padded as if it were a striking surface.*
- Shaft:-** From the hilt / grip onwards is considered a striking surface and therefore should be covered by a minimum of 12mm of foam (after carving) and securely attached to the core.
- Links:-** Should be made of leather / string / rope or similar. You are allowed one half link protruding from the haft and one half link from the ball / head. These are then joined by a single, full link. So half link - full link - half link. A full link is 50mm long by 20mm across. The total distance between shaft and head should therefore not be more than 100mm.
- Head:-** The head should have no solid core, be made of foam, preferably open cell polyurethane foam (such as sponge or upholstery foam).
For morning star type flails, the spikes should not be more than ½ inch in length.
For nunchaku type flails one end should be completely coreless - this is the striking end. This should be easily distinguishable from the handle, to avoid confusion and unintentional handle strikes in a mêlée.

Staves and Polearms

- Haft:-** Must be padded with foam, to a minimum of 12mm (after any carving), securely fixed to the core, this includes any grips on the weapon.
The handles must be padded to the same level as the shaft of the weapon. A polearm will fail if it has any unpadded grips. It is essential that the core is sufficiently rigid to prevent excessive flexing (whipping), 20% of the weapon length is the maximum allowable flex.
- Blade:-** A minimum of 12mm of foam (after carving) on the striking surface and 6mm on the non-striking surface (the flat of the blade). The foam must be securely fixed to the core and any layers of foam firmly glued together (not delaminating). The tip of the blade should be reinforced (e.g. with cloth tape, thin leather or suede) where the core ends.
- Poleaxes:-** Axeheads should contain no rigid core. Acceptable reinforcing include silk, nylon, leather, denim or cloth. The reinforcing should not come within 12mm of the edge of the head. The head should also be securely fixed to the core.

Throwing Weapons

- Should not be weighted (e.g. marbles, coins, plasticine, washers) or be of a size likely to cause injury to the person hit.
- May be reinforced internally using cloth or leather.
- Very large items (such as barrels or chests) built for throwing must be hollow.
- Throwing weapons must not be used in mêlée (hand-to-hand) combat.

Armour

- General:-** Armour must be weapons checked if it contains fibreglass, plastic or metal, this includes raised studs or rivets on cloth, padded or leather armour.
All armour will be checked on an individual basis and judged on its own merits. What appears to be identical may not be and may not pass.
Metal and plastic studs should not protrude more than 6mm from the surface if the armour, tower studs cannot be used. All studs should be securely affixed to their backing.
All rivets and chainmail links should be fully closed to prevent damage to weapons and people.
All straps and lacings should be securely attached.
All nuts and bolts should be secure and unlikely to come undone. Bolts should have rounded heads; hex bolts should be avoided where possible.
- Rigid:-** All armour made from metal or another rigid material (e.g., fibreglass, carbon fibre or plastic) must have any edges rounded off, or turned over, for safety.
All steel armour of less than 1mm thick should have the edges rolled or folded.
Steel of less than 0.5mm (22SWG) should not be used.
All aluminium armour of less than 1.5mm thick should have the edges rolled or folded.
Aluminium of less than 1mm thick should not be used.
All rigid armour will be checked for burrs and sharp edges. These must be filed, covering the edge with gaffer tape is not acceptable. This applies equally to edges inside and outside of the armour.
Articulated gauntlets should not create raised edges on the fingers, when the hand is closed around a weapon.
Articulated pauldrons and tassets (and similarly constructed items) should be secured in such a way that items cannot get between the overlapping plates since when the plates close they can cut like a guillotine.
Fibreglass should not be cracked or splintered in any way.
Gothic flanges protecting joints on platemail may be unsuitable for LRP, as they provide a large protruding edge with may damage weapons or people.
- Helmets:-** Should follow all the above guidelines, and it should be noted that *rigid* protruding spikes, horns, flanges or wings will not be allowed on site.

Shields

- Wooden:-** 8-12mm plywood or solid wood should be used. Hardboard and chipboard are not suitable as they are not strong enough.
The front surface of the shield does not have to be padded but is recommended that it be padded with at least 6mm of foam.
The edges should be padded with at least 12mm of foam. This padding should extend at least 20mm onto the front and back surfaces and be firmly attached.
- Foam:-** The reinforcement / core should be faced with at least 12mm of foam and should end at least 20mm from the edges.
- Shield Face:-** There should be no hard or sharp protrusions (e.g. bolt-heads) on the either face of the shield. Where such are required for construction they must be countersunk and/or covered with a secure layer of high density foam.
- Bolts:-** Bolts should protrude no more than 5mm past the nut, if it is cut off it should be filed

to remove sharp burrs. No wing-nuts should be used in construction.

Bosses:- Bosses and decoration made of metal or other rigid materials are not permitted and any decoration beyond 20mm thick should be flexible (compressible to 50% of it's depth).

Bows and Crossbows

General

All archers are expected to have taken a Bow Competency test.
All archers will be expected to carry their Bow Competency card when using their bow (except where they are taking a Bow Competency Test).
All archers will be expected to provide their Bow Competency card on arrival at weapons checked.
Due to the adjustable nature of compound bows they will not be permitted. Also, Mongolian design bows are not permitted within this system.
Hand crossbows must be powered by bungee cord and utilise a rigid prod.
Prod driven hand crossbows will not be allowed
Ogre bows must be mounted on a stand and have a full team of three people for use.
IDV Engineering Mark 1 LRP arrows are not suitable for use with this system.
If the weapons check department is unsure of the construction of a home-made arrow, a Senior Weapons Checker may request that a sample be cut open in order to check the construction. If this is done, the Senior Weapons Checker will return the bolt to you, so that if the construction is called into question again, you will have a cutaway to show.
In these guidelines – high density foam is foam with a density of 45kg per cubic metre (i.e. LD45).

Draw:-

Longbows and recurve bows will be tested using a standard set of bowscales draw to a distance of 28 inches. The draw weight at this distance must not exceed 30lbs. Crossbows will have their draw weight measured at full draw, this must not exceed 30lbs.
Ogre bows will have their draw weight measured at full draw (this must not exceed 28 inches) and must not exceed 30lbs.

Arrows:-

The shafts should not exceed 28 inches from nock to the base of the arrowhead. The shaft should not splinter when lightly flexed or put under torsion. Shafts should be made of wood or fibreglass tube. Dowel, Metal and carbon fibre shafts are not acceptable.
The nock should be securely attached to the shaft and should not be cracked or broken. It should hold the arrow securely against the bowstring.
The fletching should be securely attached to the shaft either in a set of three (one perpendicular to the line of the nock and the remaining two set at 120° and 240° around the shaft from the first), or a set of four (one set at 30° to the line of the nock and continuing around the shaft at 150°, 210° and 330° to the line of the nock).

Bolts:-

The shaft should not splinter when lightly flexed or put under torsion. Shafts should be made of wood or fibreglass tube. Dowel, Metal and carbon fibre shafts are not acceptable.
The fletching should be firmly attached to the shaft either in a set of two (the second set at 180° to the first) or in a set of three (set at 0°, 120° and 240° around the shaft) or a set of four (one set at 30° to the line of the nock and continuing around the shaft at 150°, 210° and 330° to the line of the nock). Note triple fletched bolts should only be used with a crossbow designed to take them.

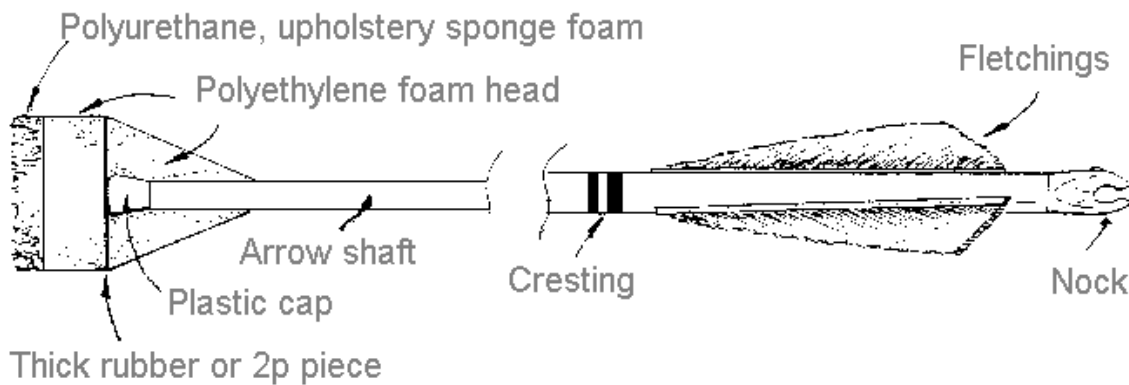
Heads:-

The head of an arrow or quarrel / bolt should be at least 2 inches in diameter. There should be **no** sharp points, bodkins, broad heads, bullet tips or piles on the end of the arrow shaft *even under the foam*.
The front face of the arrow should be made of upholstery foam at least 1½ inches thick (this face may have a hemispherical dome to improve its aerodynamics). The foam face should be securely attached to a piece of LD45 foam at least 1 inch

thick. This should be backed by industrial rubber / leather (bicycle inner tube or boot leather tend to be sensible), no less than 3mm thick.

A piece of LD45 foam at least 1 inch thick (with a hole to accommodate the shaft) is then securely glued in place. The shaft is then securely glued to the rubber / leather pad and the sides of the hole in the foam. Behind this another 2-3 inches of LD45 foam should be glued to further support the shaft, this extra foam can be tapered or left as a cylinder.

Construction of a general Irp arrow – as a guide only.



Projectile Weapons

This includes catapults and slings.

To use these, a competency certificate is required (such as is required for a bow).

Projectile weapons must conform to the arrows and bolts or the thrown weapon safety guideline (whichever is appropriate).

Hoopaks and staffslings will be judged on an individual basis by the Head Weapons Checker or a Senior Weapons Checker.

Siege Weapons

All siege weapons will be checked on an individual basis by the Head Weapons Checker, the Head Ref and the IC and OOC management (or their deputies).

If you plan to bring siege weaponry, please inform the LT beforehand, so that we are aware that some is coming.

Non-Combat Props

These are pieces of kit or costume that add atmosphere and realism to the game, but are NOT intended for use in combat. Some examples include banners, boxes or barrels that are used to store money, water, anything else that may be taken into an area when combat may occur. These items do not have to adhere to the strict guidelines covering weapons, but must conform to the basic standards above. They MUST NOT be used in any form of combat, as an offensive or defensive weapon. They will be identified by a NCP card, signed by a senior weapons checker.

OOO Cards

These are pieces of kit or costume used for an OOC reason i.e. walking sticks as an aid for the player rather than the character. They MUST NOT be used in any form of combat, as an offensive or defensive weapon. They will be identified by a yellow OOC card, signed by a senior weapons checker.

Claws and Natural Weapons

General:- There are 2 types of claws, Natural Claws and Weapons Claws. Any claws without a special creature or card stating they are natural claws will be classed as weapons claws.

All claws, wings, tails etc. must be checked on an individual basis by a senior weapons checker. Claws must be constructed of foam or similar soft material and must not have a core.

You may not strike with claws whilst wielding any other weapon or shield in the clawed hand.

Providing weapons blows are parried with the weapon claw, it strikes the weapon rather than your armour / location. This does not mean that weapons should be grabbed, held or hooked to parry them.

Claws should protrude at least 3" past the tips of the fingers.

You must not be able to ball your fist and still have the claws in a striking position whilst wearing them (i.e. no punching).

All claws must fasten to the wearers open hand. Claws made to be strapped over a clenched fist will not be permitted.