

## **WEAPON AND ARMOR MINIMUM STANDARDS**

One of the primary risk reduction measures is to ensure that all weapons, regardless of brand or age are checked and tagged before entering the battlefield. At battles, bring your weapons to check-in and you can have them checked and tagged immediately after.

### **1 HANDED MELEE WEAPON:**

- **Length:** minimum 1ft - 4ft maximum
- **Recognizable:** All weapons must be immediately recognizable as a weapon.
- **Thematically Appropriate:** Weapons should be appropriate for the medieval fantasy setting. No chainswords, lead pipes, or baseball bats, etc.
- **Professionally Made:** No home-made weapons or DIY weapon parts.
- **Lightweight:** The weight of the weapon itself must not cause a strike with excessive force.
- **Good Condition:** Weapons must not have exposed foam, crumbling/dried latex, exposed core, or be in a state of general disrepair.
- **5lb Test:** Weapons foam must compress under 5lbs of pressure and when striking with normal combat force without the core being felt. Foam should return to its original shape after compression.
- **Smooth Surface:** Free of abrasive edges or hard protrusions.
- **Pommel:** All weapons must have a foam/rubber pommel or butt end without exposed core material.
- **Core Material:** Cores must be: Fiberglass or carbon fiber.
- **Foam Coverage:** Weapons over 6ft must have at least 1/3 of their length covered in foam. Weapons under 6ft must have at least 1/2 of their length covered in foam.

### **2 HANDED MELEE WEAPONS**

Same as 1 handed weapons with following additions

- **Length:** 4ft+ (no maximum length)
- **Core Material:** Cores must be: Fiberglass, carbon fiber, or composite aluminum-PVC/fiberglass (specifically B3 Imagination Studio spears).
- **Foam Coverage:** Weapons over 6ft must have at least 1/3 of their length covered in foam. Weapons under 6ft must have at least 1/2 of their length covered in foam.
- **2 Handed Red Marker:** Weapons over 7ft must have a raised red marker 20 inches from the bottom of the weapon. One or both hands must remain above this marker when in use.

### **THROWING WEAPONS**

- **Recognizable:** All weapons must be immediately recognizable as a weapon.

- **Coreless:** weapon completely made of foam and does not have a solid core
- **Size and Weight:** Total length must not exceed 12in long, total weight must not exceed 10oz

### **BOW/CROSSBOW STANDARDS**

- **Draw Weight:** Bows Must have a 28lb at 28in. Crossbows: 420 inch pounds (draw weight x draw length).
- **Arrow Brands:** The only arrows that are approved for use are: **IDV flat head, B3 Flat head,** and **Calimacil Flathead.** Other brands will not be accepted.
- **Arrow Condition:** Shafts must be in good condition with no breaks or cracks. All fletching/veins must be intact and attached. Nocks must be intact.

### **SHIELD STANDARDS**

- **Size:** Up to 12sq ft
- **Recognizable:** Instantly recognizable as a shield appropriate to the setting.
- **Lightweight:** Shield weight would not cause injury if dropped on a person.
- **Smooth Edges/Surfaces:** Free of sharp or abrasive edges or protrusions.
- **Foam Edges:** Have edges made of, or covered in foam. Thin leather or cloth covering foam edges is also acceptable
- Shields may be DIY/Home made and not made by a professional as long as they meet all other requirements.

### **ARMOR STANDARDS**

- **Recognizable:** instantly recognizable as armor.
- **Thematically Appropriate:** must be appropriate to the setting and recognizable as the material it represents (metal should look like metal, even if made of plastic).
- **Smooth Edges/Surfaces:** free of sharp or abrasive edges or protrusions.
- **Ridged:** if the armor type requires the material to be ridged, it must hold its shape when not worn.

### **THINGS THAT DON'T COUNT AS ARMOR:**

- Clothing, including garment weight leather.
- Unarmored Footwear (such as leather boots, even steel toe).
- Belts/corsets (unless it also looks like armor).
- Halloween costume armor, faux cloth chainmail (should not be worn at game)
- Modern sports equipment like hockey, motocross, or football gear (should not be worn at game).