

Swordcraft Weapon and Shield Construction Rules

1. WEAPON CONSTRUCTION AND USE

- 1.1 Swordcraft and its Field and Equipment Check Marshals reserve the right to refuse any weapon on safety grounds.
- 1.2 As a general rule, only commercially manufactured foam or latex prop weapons may be used. Home made weapons may be approved subject to detailed information of construction technique, and investigation which may include destructive investigation of items.
- 1.3 Weapon construction:
 - (a) Weight and dimensions: Weights and dimensions are shown in Table 3 Weapon Size and Weight, for each category of weapon.
 - (b) Weapons must be designed so as to minimise the risk of serious or permanent injury to persons, and damage to foam prop weapons.
 - (c) Cores of weapons may be either fibreglass or carbon fibre rods or tubes that break cleanly or “feather” rather than result in splinters. The hafts of pole arms may also be constructed of wood or bamboo.
 - (d) Weapons must be padded with injection or closed cell foam, or equivalent, so that:
 - (i) Damage dealing surfaces, and any surfaces likely to come into contact with another player are soft to touch;
 - (ii) The solid core on any part likely to come into contact with another player is not readily apparent to firm finger pressure; and
 - (iii) A blow struck to an unarmoured part of the body with normal force will not cause greater injury than a temporary stinging sensation.
 - (e) Rigidity: the core of a hand weapon should be reasonably rigid so as to simulate a real weapon without being likely to result in blows being struck with excessive force. The core of a weapon should be sufficiently rigid so that it is not unrealistically whippy.
 - (f) Thrusting tips must be designed so as to minimise the risk of serious injury to the eye and body and must have Kevlar or equivalent reinforced tips to minimise the risks of the core penetrating the foam.

Homemade thrusting tips (for swords and spears) will need to include an anti-penetration device (rubber stopper) over the shaft in following arrangement

■ shaft | stopper

and the whole then covered by a foam head of sufficient thickness so the shaft cannot be felt even with firm pressure of the level likely to be encountered in combat.

Table - Weapon Size and Weight

	Size and Weight							Max Weight
	Length (cm)							
Metric	10 to <85	85 to <110	110 to <125	125 to <155	155 to <183	183 to <214	214-300	Grams
Short one-handed weapon or throwing weapon								400
Medium one-handed weapon (sword, axe, mace, war hammer, club, flail)								600
Long one-handed weapon (bastard/hand and a half sword, axe, mace, war hammer, big club, flail)								800
Two-handed weapon (great sword, battleaxe, 2h-mace, 2h-club, 2h-war hammer etc, two handed club)								1100
Staff								1100
One-handed spear (thrust only)								-
2-handed pole weapon capable of cutting/slashing (poleaxe/halberd, glaive, sword staff, flail etc)								-
2-handed spear (thrust only)								-
Arrow		82cm (32½) max						-
Crossbow bolt	43cm (17) max							-
Band for mock black powder weapons								-
Javelin or Ballista Bolt								600
Siege engine ball/siege rock		minimum diameter 65mm, maximum diameter 500mm						-
Shield	Round: 70cm max diameter			All other shield types: 60x90cm max				-

1.4 Hand Weapons

(a) The following hand weapon types may be used:

- (i) Improvised weapons: club, stick, chair leg, beer mug, and other improvised weapons approved for the game or event . An improvised weapon may only be SWUNG (Note: the entire surface of staff weapons must be covered in foam) and may only be used one handed.
- (ii) One-handed weapons: dagger, sword, axe, mace, flail, and war hammer. A one-handed weapon may be SWUNG or THRUST provided it has an appropriate and safe damage dealing surface. For example, a sword can be swung or thrust while a mace can only by swung.
- (iii) Two-handed weapons: sword, axe, mace, war hammer. A two-handed weapon may be

SWUNG or THRUST provided it has an appropriate and safe damage dealing surface.

- (iv) Two handed staff: May only be SWUNG. The entire staff must be padded.
- (v) Two-handed cutting or smashing pole weapons: pole axe, sword staff/naginata/glaive, 2-h flail. A two-handed cutting or smashing pole weapon may be SWUNG or THRUST provided it has an appropriate and safe damage dealing surface.

A two handed cutting or smashing pole arm must be padded to the first 40cm and must have as a minimum a rubber stopper or padding on the butt.

- (vi) One-handed spear. A one-handed spear may only be used for THRUSTING. A one handed spear must be padded to the first 40cm and must have as a minimum a rubber stopper or padding on the butt.
- (vii) Two-handed spear. A two-handed spear may only be used two-handed and may only be used for THRUSTING.

A two handed spear must be padded to the first 40cm and must have as a minimum a rubber stopper or padding on the butt. The wielder of the spear may use it in any manner which is safe to those around them.

- (b) Players must not use a weapon which is unsafe. A Marshal may demand that any weapon be handed to the Marshal for inspection at any time. If the Marshal determines that a weapon does not comply with these rules or is otherwise unsafe, the weapon may not be used in the game.
- (c) The head and chain on a flail weapon must be soft and the "chain" on a flail weapon cannot exceed 15cm in length or be dangerous to other players.

1.5 Missile Weapons

- (a) Permitted missile weapons: arrows, crossbow and bandguns, javelins, and small throwing weapons. Some missile weapons may not be permitted under local public laws.
- (b) Only approved missile or thrown weapons may be used. The only arrows and bolts approved for use are those manufactured by IDV Engineering (Germany).
- (c) Only bows with a max draw of 28lbs @28 may be used. Only crossbows with a maximum draw of 28lbs @15 may be used. Bows and cross bows must not be used for parrying.
- (d) Javelins must be entirely padded other than a small area near the middle for holding. Construction will otherwise be similar to a one-handed spear save that core must be either fibreglass or bamboo.
- (e) Mock black powder guns (bandguns)
 - (i) Bandguns may only fire a rubber band gun style projectile (6mm+ diameter surgical tubing – which cannot have noticeable hard parts).
 - (ii) May have a cap system that goes off on the band being fired.
 - (iii) Bandguns must have the appearance of pre-1600 muzzle loading black powder firearm (including distinctive serpentine or hammer as a minimum).
 - (iv) Bandguns must not be used for parrying.
 - (v) Bandgun pistols (bandgun shorter than 1m): Bandgun pistols may only be single barrel and single shot.
 - (vi) Bandgun long arms (bandguns of at least 1m):
 - A Single barrel and single shot: Do not require a pole or carriage for firing.
 - B Multi-barrel and/or more than one shot - requires a pole or carriage for firing.
- (f) Small throwing weapons:
 - (i) Small throwing weapons must be coreless and constructed wholly of closed cell or injection moulded foam.

- (ii) Small throwing weapons means daggers, knives, throwing stars, axes, rocks, energy balls, grenades, and beer mugs.
- (g) All parts of a missile or missile weapon (other than the shaft) likely to come into contact with another person must be designed so as to minimise the risk of serious or permanent injury to persons, and damage to equipment.
- (h) Missiles must be designed so that they are not likely to cause serious injury to the eye and/or have a face that is larger than the eye socket (5cm). The head of an arrow or bolt may be of the flat or rounded head type manufactured by IDV.

1.6 Shields

- (a) Construction:
 - (i) Shields are to be made of plywood, plastic or metal with foam edging, or wholly of foam/latex.
 - (ii) Shields may be strapped or have a centre boss. The centre boss may be constructed of plastic or metal.
- (b) Shields must be designed so as to minimise the risk of serious or permanent injury to persons, and damage to foam prop weapons.
- (c) Players must not use a shield which is unsafe. A Marshal may demand that any shield be handed to the Marshal for inspection at any time. If the Marshal determines that a shield does not comply with these rules or is otherwise unsafe, the shield may not be used in the game.