

Weapons Check guidelines – Outcast LRP

Outcast LRP accepts no responsibility for damage occurred to any weapon while it is being checked. Our staff are tested and trusted to do their job without causing undue stress to any weapon while it is being checked. Should a weapon be damaged while it is being checked it is assumed that the particular weapon in question is of sufficiently poor quality that safe use of that weapon in combat would be jeopardised anyway during normal combat use. Any complaints about a weapon checker should be raised in either writing to the Outcast LRP mailing and e-mailing addresses at the end of this document, or if more serious at the event where a representative of Outcast LRP will endeavour to resolve the issue raised.

Remember you are checking for safe weapons, not the safe use of weapons

These guidelines are as stated guidelines. If in any doubt ask a more senior member of staff for their opinion on the condition of the weapon. A thing to note on weapons checking is that you are looking for anything which would put other people at risk of injury if used. It does not matter how “pretty” a weapon looks. Cosmetics are just that, cosmetics. Gaffa tape, peeling latex, a quarterstaff that looks more like pugel sticks are not failures, just embarrassing for the user.

General

- No weapon striking surface should contain metal in its construction. This can be tested with a metal detector.
- The foam (common material used is LD42 Plastazote) should be firmly adhered to the core all along the length of the weapon. This also includes the handle. A gentle squeeze and twist should confirm this. Be careful when doing this as damage could be caused.
- Handles should ideally be padded but it is not essential.
- Weapon flex is a subjective thing. Some weapons flex more than others and it is down to an individual opinion. Common sense should be used when gauging. Just consider the factors involved. If a weapon was to be swung and then sharply pulled you could get a whip action which can cause harm to the target. If the weapon seems solid enough and the “whip” is not too great then there should be no reason why it would not be safe to use. If however a 6’ two-handed sword that weights several kilos and flexes 3-4’ when “whipped”, it should be failed as the momentum of the sword in question combined with the weight and speed would be dangerous in a heated battle, and can cause harm.
- Lead or white metal weighting is allowed in certain weapons. This should **ONLY** be manufactured in the handle. If there is metal in the weapon then it should be covered and preferably padded, but definitely securely fixed.
- No striking surface should contain any hard objects such as gems, stones etc.

Blades

- There should be a minimum of 6mm of foam on any non striking surface and 12mm on the striking surface. This is the case of all blades (including daggers).
- The tip should be checked to see if it is starting to come through the foam. A cloth tip over the core of the weapon should prevent this, but with time and misuse tips can degrade quickly and easily. The best method of checking this is to place your thumb on the side of the blade where the core ends and press gently. If little or no resistance is felt and you can feel the tip of the core then the weapon should be failed.
- Pommels should be firmly attached to the core. If a pommel is loose or not present then the weapon should be failed.
- Hilt guards should be made of foam **ONLY**. No metal/fibre glass/carbon fibre cross hilts will be permitted at any time. They also have to be attached to the core firmly.
- Handles do not have to be padded.

Hafts

This covers quarterstaves, axes, maces, clubs, and anything else that has a haft in its construction.

- There should be a minimum of 12mm padding on the length. It is considered that the entire length of the weapon can be and probably will be used to strike a target.
- The ends of the haft should have sufficient padding to prevent the core from being felt when tested. Put your thumb on the end of the weapon and push down. If the core is felt then fail the weapon.
- Any handle binding on quarterstaves should be firmly attached. Due to the nature of the weapon and how it is used, one of the handles could be liable for hitting an opponent so it is considered the entire weapon has to be safe for striking an opponent. Handles should also have 12mm padding to reflect this.

Maces, Hammers, Clubs

- The heads of these weapons should be sufficiently padded. A “whack” test is sufficient on the palm of the hand. If it hurts or considered too hard then fail the weapon.
- Two-handed versions of this should be test with a “swing” test against the owner. Weight has to be considered and these weapons have a tendency to be more “whippy” than others. Soft foam is preferred as it absorbs the impact from an inadvertent heavy blow. Just remember that sound doesn't mean pain.
- All heads of these weapons should be firmly attached to the core. Any splitting will fail the weapon.

Bows and Crossbows

- All bows and crossbows should not have more than 30lb pull at full extension. Some bows are right on this limit and when “cold” can cross this threshold. Give the owner time to warm the bow up by flexing it for a minute or so and test again.
- Ensure the bow string is not twisted as this can result in increased poundage on the test.
- Make sure the archer strings his own bow in front of you before testing.
- Crossbows must be intact and have no loose parts. The bungee cord has to be firmly attached.
- All arrows must be solid, and flights and nocks firmly attached.
- No splinters in the shafts of arrows should be present.
- The heads must be firmly attached and the foam padding intact.
- IDV moulded arrows are permitted in Outcast LRP. These are black in colour, with black injection moulded rounded heads. The same testing procedure should be taken.

Armour and Shields

- **Only female weapons checkers can test armour being worn by women.**
- No armour should have any sharp protruding edges. If found they should be filed down or padded to prevent harm
- All armour should be worn by the owner and checked for protrusions with the backs of hands.
- Shields do not have to have padding on the front; however there should be a minimum of 12mm padding over the edges and the immediate face of all shields.
- Shield handles should not have any bolts protruding at the back. So long as they are shortened and rounded it is fine. It is not essential to have padding over them.
- Shield handles should be firmly attached.
- Centre boss shields should have 12mm padding over the boss area at the front.

Claws

- No solid core.
- Not attached to the back of the hand or arm.
- Securely attached to a glove, not by straps.
- 3” to 6” in length from the end of the finger.
- Must not be able to form a fist. Movement of fingers and thumb is allowed however.
- Claws must be secured onto the hand to prevent it from flying off when fighting.
- No metal decorative rings. No decorative gems ... in fact all decoration **MUST** be made of foam.
- Thumb does not have to be made to look like a claw. It can be omitted completely if wanted. The nature of how claws are used means that the thumb does not become a striking point. N.B. exposed thumbs look silly and should be pointed out to the owner.

Additional Notes

Any weapon that does not fall into these categories should be passed to a senior weapons checker for evaluation. This would include things such as Ogre bows, ballista's etc. Not that some of them would be allowed in the system anyway.

IF IN DOUBT ASK!!!!