



*Blood Red Roses Weapons Criteria and Safety Standards*

This document is intended to be a guide to the basic construction of safe Live Roleplaying weapons, and an explanation of what the Ref team will be looking for when examining your weapons prior to an event, be they self-built or purchased from a weapons manufacturer.

Every weapon must be submitted to the Ref team for inspection prior to the start of every event for safety checks and will be checked solely on its own merits and flaws in its given state when submitted. The following information does not guarantee a weapon will pass - a given weapon may meet minimum standards for foam depth but if the core is so heavy it can be felt through the padding it will still fail weapon inspection.

If you have any queries with regard to this guide, or want a weapon inspected prior to an event please speak to a member of the Ref team.

**Melee Weapons**

Melee weapons at Blood Red Roses come in two sizes, single-handed and double-handed.

Single handed weapons are up to 3 feet/90cm in length.

Double handed weapons are over 3 feet/90cm in length.

There are a few exceptions, certain types of one-handed spears for instance can be longer than 3 feet but still considered to be single handed weapons.

Weapons should not be so large as to be unrealistic or inauthentic - oversized weapons may be disallowed due to difficulties in handling the weapon safely. Weapons that are not thematically or "historically" appropriate may be disallowed. As a general rule stick to medieval style weapons and avoid weapons that look like they belong in a Fantasy or Science Fiction setting.

**General Construction**

Foam construction - Foam used should be LD45 Plastazote or an equivalent closed cell foam of approximately 45kg/m<sup>3</sup> density. Lower density foams may be too soft to sufficiently cushion blows, whereas denser foams may be too hard. The foam must be at least 12mm thick on the striking surfaces and 6mm thick on the non-striking surfaces. The foam must be securely fixed to the core and the core rounded to prevent it working through the foam and reinforced with an appropriate material. Handles must be firmly affixed to the underlying core or foam and any wrapping must not be fraying or coming loose. Pommels and other elements below the grip must not be made of rigid materials and must have sufficient give (25% of thickness). Cross guards and other elements in front of the grip must be made of foam and if structurally reinforced must be treated as striking surfaces and have at least 12mm of foam coverage. Latex coatings must be in good condition with no rips, holes or tears that would allow water ingress. The weapon should not flex more than 20% of its length.



### **Injection Moulded Weapons**

Injection moulded weapons must have a density of foam approximately as discussed above. Be aware that many weapons manufactured using injection moulding methods may be significantly harder than LD45 weapons at the point of manufacture and may fail weapon inspection as a result. Injection moulded foam does tend to soften with use and so training and sparring with such weapons may bring them into compliance with weapon inspections, however do not assume this will be so. Several manufacturers of injection moulded weapons also used solid pommels and decorations and so may also fail inspection as a result. Buyer beware.

### **Stab “Safe” Weapons**

The stabbing tips of such weapons should be made of upholstery foam, potentially reinforced with LD45. Construction must be such that the tip can deform upon striking to absorb impact, normally this is assisted with pin holes to allow for the evacuation of air to allow the foam to compress. The end of the spear's core must be suitably reinforced to prevent it working its way through the foam tip. Foam in the stabbing tip must not be delaminated in any way.

### **Shafted Weapons**

The entire distance from the handle furthest from the striking end should be considered a striking surface and so covered by a minimum of 12mm of foam.

### **Hammerheads and Maces**

Minimum of 12mm of foam. Standard weapon foam should be securely fixed to the core with softer foam such as upholstery foam forming the final striking surface. The heavier/larger the head is the softer the foam should be. Construction must be such that the softer foam can deform on impact in a similar fashion to spear tips. Any spikes should be no longer than 50mm and should be completely collapsible. Be aware that excessively large Hammerheads or Maces can be difficult to fight with safely due to the inertia of such designs.

### **Axeheads**

Axeheads are obviously striking surfaces. These should contain no rigid core but may be reinforced with flexible materials. Reinforcing materials should not come within 12mm of the striking faces of the head. The axehead itself must be firmly affixed to the core.

### **Claws**

Whilst relatively rare Blood Red Roses does have the occasional clawed monstrosity or weapon. Claws must be constructed of LD45 and affix to an appropriate sealed glove. The claws must fasten to the wearer's open hand in such a way that it is impossible to strike with a closed hand or fist - we do not want anyone accidentally punching someone else. Claws must extend at least 75 mm past the tips of the fingers.

### **Flails**

Flails are particularly tricky weapons to use and so Refs will require safe use is demonstrated before using one at an event. Flails must have distinct and readily identifiable handles and striking heads. The striking head must be completely coreless. Any spikes on the striking head must be less than 50mm long and completely



collapsible. The handle may have a core and must follow construction guidelines for shafted weapons (12mm foam depth). Links must be constructed of a flexible, non-elastic material such as rope, firm rubber or leather. The combined distance from striking head must be no more than 100 mm and no individual link can be longer than 50mm. Alternatively a single section of rope no more than 100mm may be used. Sectional flails using 3 or more staves may not be used.

## **Projectile Weapons**

### **Bows**

Compound bows, Mongolian composite bows and bamboo bows are not permitted. A bow should have no evidence of cracks, splinters or other damage. The bowstring must firmly attach and be in good condition with no graying or damage. Bows should be made of wood or fiberglass. Handles should be of wood, fibreglass or metals. Bow limbs may be wrapped in material, but this material must not interfere with the mechanics of the bow.

### **Draw**

Bows must not exceed a draw weight of 30lbs/13.63kg. Bows may be compared to a known, calibrated, bow at inspection to verify this.

### **Arrows**

The Head of an arrow must be at least 50mm in diameter. There should be no sharp points, bodkins, broad heads, bullet tips or piles on the end of the arrow even under the foam. The front face should be made of upholstery foam at least 25mm thick, which may have a hemispherical dome to improve aerodynamics. Any latex, tape or other coverings around the outside of the foam should leave at least 25mm of foam clear above it. The foam face should be securely attached to a piece of LD45 foam at least 25mm thick. This should be backed by industrial rubber or leather no less than 3mm thick. LD45 foam at least 25mm thick must be behind this which can be tapered or left as a cylinder. Shafts should be made of wood or fibreglass tube. Metal and carbon fibre shafts are not acceptable. Dowelling should not be used as arrow shafts due to the risk of splintering (doweling often has end-grain along the side of shaft and is not constructed to resist the flexing or torsion forces of being loosed). Nocks must be securely attached to the shaft and not be cracked or broken.

### **Injection Moulded Arrows**

IDV engineering and other injection moulded LARP arrows tend to struggle with passing inspection for the same reasons and issues as with melee weapons.

### **Throwing Weapons**

Throwing weapons should not be weighted or be of a size likely to cause injury to the person hit. The skin of the throwing weapon must not have rips or tears that could allow ingress of water that could make them hard when thrown.