Construction Guidelines:

This document provides guidelines for weapon, armor, shields, and misc gear.
All gear must pass a safety inspection to be used in the larp, there is no guarantee that gear will pass, even if it follows these guidelines, and even if it has previously passed. We say this to make it clear that safety is always the top priority for us, and any concerns of safety override any other rules or guides we put forth. When designing or purchasing gear a few key points should be considered and these go for all equipment. Ask yourself the following:

Will the equipment hold up to being hit in combat?
Is it likely to damage other players gear?
Can things get caught on it?

You want to avoid nails or staples sticking out, rough edges, spikes hooks or other shapes that are likely to catch another persons weapons or clothing. And your equipment needs to hold up, if it breaks it is likely to be dangerous. A weapon, partiicularly boffers can break in combat over time, the moment they do they should not be used, and should be taken out of the game until they can be fully repaired or replaced.

Overall we support a wide variety of equipment, both home made and purchased. There are no specific companies you must purchase gear through, though Calamacil and Epic Armory generally are solid choices. Weapons have size restrictions so when purchasing or making weapons refer to the chart below.

Weapon Type	Head Size	Total Length	Allowed Core Size(s)	Grip Size
			Small Melee Weapons	
Dagger (Small)	x	<20"	1/2"	1"-7"
			Short Melee Weapons	
Short Sword	x	>20"-35"	1/2"	1"-8"
Short Axe	6"-18"	>20"-35"	1/2"	1"-8"
Short Hammer	6"-18"	>20"-35"	1/2"	1"-8"
Short Mace	6"-18"	>20"-35"	1/2"	1"-8"
			Long Melee Weapons	
Long Sword	x	>35"-50"	3/4"	1"-10"
Long Axe	6"-18"	>35"-50"	3/4"	1"-10"
Long Mace	6"-18"	>35"-50"	3/4"	1"-10"
Long Spear	6"-12"	>35"-50"	1/2"	10"-25"
			Great Melee Weapons	
Polearm	12"-24"	>50"-75"	1"	1"-50"
Great Sword	x	>50"-75"	1"	1"-14"

Staff	x	>50"-75"	1"	0"-9" (x2)
			Thrown Weapons	
Javelin (Long)	x	>35"-50"	NO CORE	1"-10"
Thrown Weapons	x	<20"	NO CORE	1"-7"
			Archery	
Bow	x	>20"-75"	3/4"	n/a
Crossbow	x	>20"-75"	3/4"	n/a
Slingshot	x	>20"-75"	3/4"	1"-10"

The only cores allowed for weapons are PVC or CPVC. Any thrown weapon may not have a core. Homemade latex weapons are permitted byt must be made to the same standards as retail latex weapons.

Swords and daggers are recommended to have crossguards, though not required. Crossguards cannot be larger than 10” in lenght/width and no more than 5” in height.

The Head of a weapon is the physically distinct striking surface that is not the body of the weapon.

Spears need to have a distinct head that flares outward outside the shaft.

All boffer weapons require a 2’ or more thrusting tip.

Any latex weapon without the proper give on the thrust tip may be allowed provided the wielder does not use it for thrusting.

Weapons that are constructed should use silver duct tape or paint on the blades or weapon heads so that they are distinct and appear as a weapon would be expected to.

Weapon construction must follow specific materials (see the build a boffer section.) but other gear such as armor, shields, etc. Follows a “Stag Prop” rules, if it looks and behaves like the material it is intended to be (and offers no safety or durability concerns) then it is treated as the intended material.

As a general rule to that, metal items should not bend under their own weight and maintain there shape. Leather should have some rigidity to it and should not flop.

Shield Construction Guidelines:

Shields must be a solid unbending single piece of materials. Plywood, titanium, aluminum, XPS foam are all valid construction materials for this. Shield edges must be padded for safety.

Shields require the use of one hand, they offer no benefits simply strapped onto a player (that would be armor’s job.) A shield needs to be controllable like any other weapon, if it is too large for a player to maintain control of it against wind or hits it is to large,

We are experimenting with no size limitations for shields beyond this. However there are a few gameplay caveats. Shields (Non-round) that are particularly large. may be considered Tower Shields, A Tower Shield only grants defense when the wielder is not moving. Shields

may not be layered against each other in a formation. We also remind players that a shield you can entirely hide behind may count as turtling.

Helmets

We are experimenting with the use of helmets, they count towards upper body armor, a helmet must not reduce a players ability to hear or see.

Bows & Arrows:

Flare Supports two types of archery, the use of an actual bow with a draw strength no more than 35 lbs, and we recommend 25 lbs. Larp safe arrows must be purchased for the use of these weapons, at the current time we are not allowing home crafting of these arrows.

Like all weapons the use of the bow requires you to be in control of your weapon, which means you can only fire an arrow against a target you can reasonably expect to hit. Archery is not allowed into large frays, nor are volleys.

Spacket based archery is also allowed. These are simply thrown spackets with a call of “Physical Steel Standard” (Which can be shortened to Physical) and require the player to “draw” their bow, which needs not be an actual bow, but a stand in prop is allowed. This is also the case for crossbow type weapons.

Grimoires (Spellbook / Craftbooks)

A grimoire is required for any character that can cast rituals, magic, or make crafts. It must resemble a book and be at least 6 inches on one side. The Grimoire must include a list of all crafts, spells or rituals the player knows in order to perform those individual abilities, and for spellcasters must also include their 10 syllable incantation.

Wands:

A wand is a specific magic item some spellcasters have, it needs to be 8 inches long.

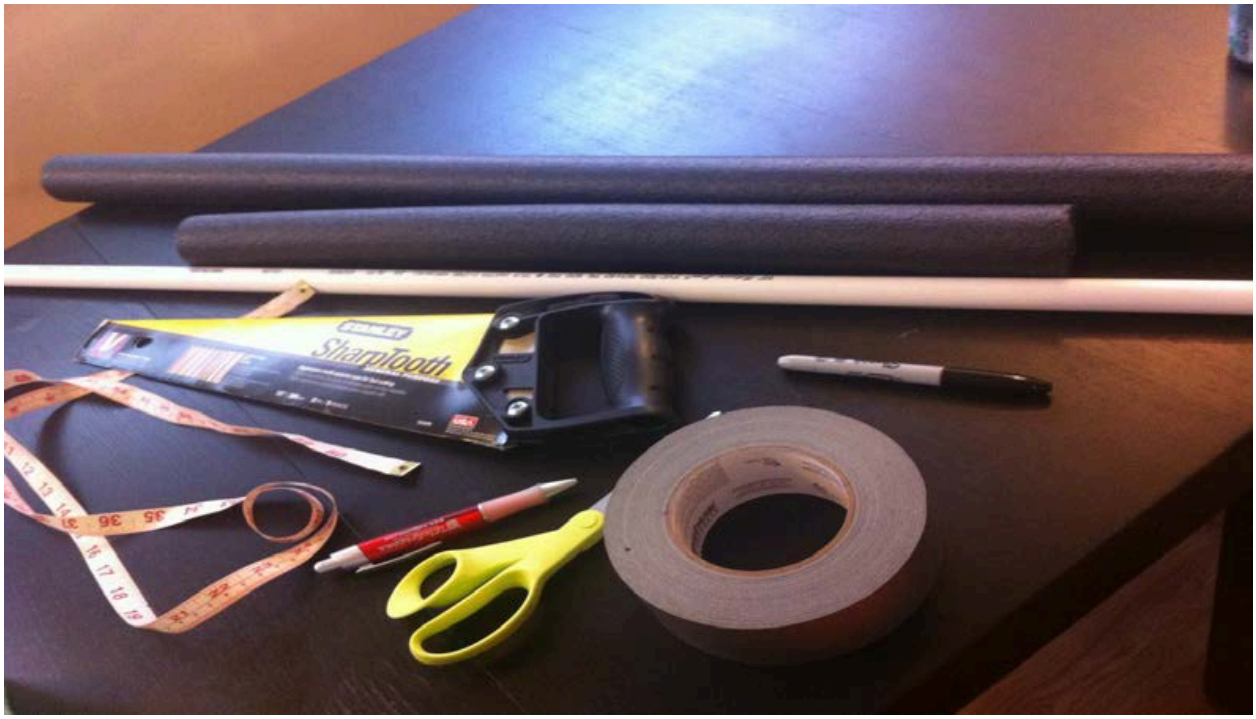
Magic Items:

Magic Items can be anything but they should where possible be similar to the what the item is called (if it is a magic necklace, it should be a necklace for example) and they must be at least 3 inches on one side. A magic item must be attuned to a player in order for them to use it, which is done with a rest action, and a magic item must be visible on the person in order to be used. Magic Items tucked under your clothes, or in pockets do not function.

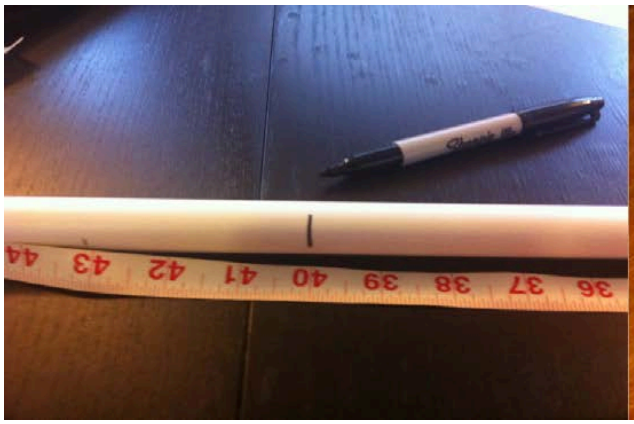
Build a Boffer:

This section goes over the step by step process of making a Boffer Sword, and is a reconstruction of the C.A.S.T.L.E. LARP Boffer Weapon Construction Guide Ver 1.5 and is used with permission.

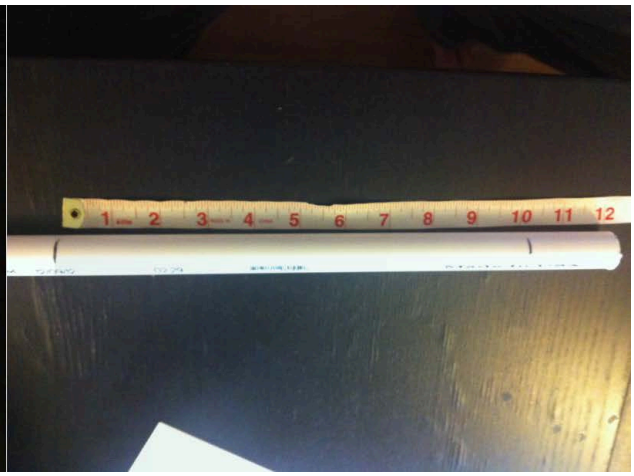
Step 1. Decide what kind of weapon you want to make, this tutorial goes over the basics for making a LARP safe boffer broadsword (Long sword). After you've decided what kind of weapon you are going to use, gather up the necessary tools and materials needed. PVC pipe, closed cell pipe foam (5/8 inch wall thickness), tape (here we are using duct tape), scissors, measuring device, sharpie, saw, sandpaper.



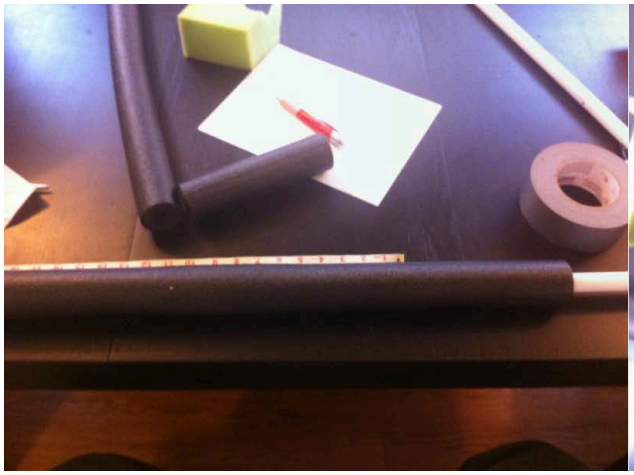
Step 2. Measure out your PVC to a length 6 -7 inches shorter than the finished length of the weapon you want. Here we are making a 46 inch sword so we've cut the PVC pipe to 40 inches. Be sure to sand off any plastic burs on the cutting edge



Step 3. Next mark about 2 inches from the bottom of your sword, for the hilt, and then mark the length of your hand grip. I chose to make a 10 inch hand grip.



Step 4. Insert your pipe into the pipe foam; be sure there is about an inch of foam between the top of the pipe and the end of the sword, then plug the end of the pipe foam with some smaller pieces of foam. This is to pad the end of the pipe as to not injure anyone.



Step 5. Now take another length of pipe foam as long as your blade and cut it into fourths long ways. This is to make the wide blade portion of the sword.

Step 6. Using duct tape, attach the pipe foam quarters to the main sword, on opposite sides going le lengthwise along the shaft of the blade, make sure all of the pipe foam is covered. Be sure to extend the tape into the pipe core as to secure the foam to the pipe

Step 7. Next using a small length of pipe foam we are making the cross guard, measure to the center of the pipe foam and cut a hole so you can push it up onto the PVC pipe. To the blade, again we are going to plug the pipe foam to solidify it. Cover fully with tape.




Step 8. Using about a 2-3 inch piece of pipe foam we are going to make the pommel of the sword. Just like with the other end of the sword and the cross guard we are going to cap off and fill in the end of the pipe foam. Cover with tape and secure down to the handle of the sword.


Step 9. Next we cut the thrusting tip out of high density open cell foam. This foam should cover the entire tip of the sword and be no less than 2 inches thick. Attach to the end of the sword using tape. Then perforate the thrusting tip with a pin or your scissors as to allow the tip to be easily crush when struck.

Step 10. Lastly finish the handle with some tape, common tapes to use are, duct tape, electrical tape, and sports tape.

And here’s the completed weapon!