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Weapons Guidance & Policy

V.01

Introduction

We have aimed to make our combat system as simple to understand and execute as possible. As players & crew at Drift, you will have access to a variety of **melee** and **ranged** weaponry. With this in mind, this document describes our weaponry guidelines and rules.

Many of our Game Team and Refs are Weapons Check trained. They will perform weapons check before Time In on Fridays, and may ask to check your weapons at any time.

Failure to ensure your weapons have been checked by our staff may result in a temporary combat ban, through to event banning if this is a repeat offense. We take our player and crew safety incredibly seriously.

If you have any concerns about your weapons or others’, please speak to one of our Refs at any time.

Weapon Construction

We are aware that our attendees have a wide array of skills and experience in the LARP field. This includes people who will enjoy building and modifying their own weapons and armour. We have listed below some general guidance that all equipment must adhere to at our events.

Melee Weapons

Category	**Size**
Small Weapons	7” to 18” (17.5cm to 45cm)
One Handed	18” to 42” (45cm to 105cm)
Two Handed/Polearm	42” to 84” (105cm to 210cm)

Materials

- Foam used to construct weapons should be of the **high-density closed cell type**. Upholstery foam may be used as an **outer layer** of padding, but the core of a weapon must still be padded with high-density foam to the required depth as stated below.
- All foams must be securely attached to the core and other areas of an item using a suitable glue.
- Weapon cores should be made from fibreglass or carbon fibre rod. They should be stiff, especially in long weapons, which should not flex and ‘whip’ when swung. Where possible a core should be round in cross-section, and the tip must be rounded to prevent it working through the foam.
- Axes, Polearms etc. must not be made in a manner where blades, hooks etc. are rigidly reinforced.
- Weapon tips should be reinforced with at least two layers of inner-tube rubber, nylon cloth, leather or similar material. The reinforcing should extend at least 1” (25mm) above and below the core’s tip, and 1/2” (12.5mm) to either side.

Padding

- All striking areas of items, including pommels, staff and spear ends etc., must have at least 1/2” (12mm) of high-density foam covering the core.
- On all other surfaces there must be at least 1/4” (6mm) of high-density foam over the core.
- On **small weapons** the above can be reduced to 3/8” (10mm) for striking areas and 3/16” (4mm) for all other areas.

Stab-Safe Weapons

- The shaft of a stab-safe weapon should be constructed in the same way as any other LARP weapon (see above).
- After reinforcing the tip of the core, add 2" (50mm) of LD 45 foam and then at least 6" (15cm) of soft foam for the squishy stabbing surface.
- The outer layers of the sandwich must be made of LD 45 foam and should not extend more than 3" (75mm) up the sides of the tip.
- Reinforcement (in leather etc, in between the layers of the sandwich) extends from a point at least 1" (25mm) down the core and up over the pod and over the point where the soft foam joins the LD 45.

Ranged Weapons

Eye Protection "eye pro"

As a LARP event with projectile weapons, we have the following safety rules regarding eye protection:

- Eye Protection must be worn whilst actively engaging in combat.
- Eye Protection is recommended to be worn at other times in the IC area.

Eye Protection "eye pro" must consist of suitable construction to prevent a Nerf dart from reaching your eye. Recommendations are safety glasses, mesh, plastic face shields. Bonus points if you incorporate it into your costume!
We will be operating a three strike system for failure to wear eye protection whilst engaging in combat. If you're not wearing them whilst out of combat, keep a pair of glasses in your pocket in-case it kicks off! Drift will not be providing eye protection for player use, but will be providing it for Crew use.

Throwing Weapons

These should be a maximum length of 18” (45cm) along the largest dimension. We recommend at minimum, any protrusions should be 2” (50mm) wide (broader than an eye socket!)

Materials:

- Ideally, thrown weapons should be entirely made of foam and latex. **Thrown weapons may not be built around fibreglass or carbon fibre rods,** but may have weighted cores such as rubber balls.
- If a thrown weapon has no solid support, the foam need not be high-density; upholstery foam would be acceptable.
- If a thrown weapon has any solid support, the core must be padded on all sides by at least 1/2” (12.5mm) of high-density foam. The foam must be securely attached, with a suitable glue, and the support must not be able to be felt through the padding.
- Thrown weapons must not contain any hard, pointed protrusions, nor may any metal be used in their construction.

Bows & Crossbows

All players who wish to use a Bow or Crossbow MUST be assessed by our Bow Competency team members.

Bows:

- All bows must have a draw weight of 30lbs (13.6kg) or less, at the user's draw length.
- If the bow has replaceable limbs, these must be fibreglass and not composite.
- No bow may have any mechanism for adjusting the draw weight once the limbs are attached.
- Bowstring nocks must be sound, showing no signs of cracking or splitting.
- No matter how a bow is constructed, if it is judged by the weapon checking team to shoot arrows too hard it will be disallowed.

Crossbows:

- All crossbows should have a draw weight of 30lbs (13.6kg) or less at the mechanism's full draw.

Arrows & Bolts:

- Arrow and bolt shafts should be made of POC or a suitable alternative such as the fibreglass shafts specifically made for archery. We strongly advise the use of fibreglass, rather than wood shafts. Aluminium and carbon fibre shafts are not permitted.
- The arrow/bolt shaft must be blunt and not have a metal head.
- All shafts must be properly flighted, and all arrows must have a proper nock securely attached. It is recommended that all missiles are 'over fletched' (i.e. use larger than normal fletchings), as this increases stability, compensating for the oversized head.
- Arrow shafts should be a **maximum** of 29" (72.5cm) long, measured from the nock to the start of the head.

All arrows and bolts must have a suitable head constructed and attached for maximum safety:

- The head must be securely attached to the shaft so that it cannot accidentally be removed or become separated.
- The impact surface of the head must be at least 2" (50mm) in diameter (i.e. larger than an eye socket), and padded with at least 1" (25mm) of high-density foam, measured from the tip of the shaft.
- Missile heads must be constructed to contain a layer of strong material over the end of the shaft, so as to prevent it working its way through the foam. Thick leather, thick rubber etc. are suitable for this.
- The head of the shaft must be circular in section, not square or octagonal.

Nerf Weapons

We accept both “Toy-Grade” (purchased and unmodified nerf blasters available from high street stores) as well as modded blasters. No blaster will reach above 130fps.

The following standards apply to **all blasters**, regardless of their history. Blasters should be:

1. Structurally Sound; blasters should generally be in one piece.
2. Safe to Hold; blasters must be free of sharp edges and other hazards.
3. Able to Fire; blasters must be capable of actually discharging a system-legal dart below the system’s maximum velocity. Regardless of dart type, the limit is 130 feet per second.

A structurally sound blaster is one free of cracks, and held together securely with screws or other fixings. A well-used and obviously worn blaster is unlikely to fail. A blaster that only hangs together thanks to duct tape or cable ties is unlikely to pass.

A safe to hold blaster, aside from being free of obvious sharp edges, should also be generally safe when struck with a LARP-safe melee weapon. Whilst parrying with a blaster is not allowed, accidents happen. Blasters that might catch and tear a stray sword, or the arm holding it, are unlikely to pass.

A blaster with mechanical or electronic faults that stop it firing reliably is unlikely to pass. Similarly, blasters with sticky triggers that cannot stop firing will also not pass.

Cosmetic Modifications

Many players and crew enjoy painting up their guns to make them more fitting for the setting. We actively encourage this, as it really helps with immersion! A blaster's cosmetic modifications must not compromise its structural soundness, render it unsafe to hold or stop it from firing.

You can paint your blasters in realistic colours/bodywork, but you must be aware of your responsibilities under the Violent Crime Reduction Act covering realistic imitation firearms.

Banned Builds

- No blaster may use an external high-pressure air tank, external compressor or other compressed gas
- Anything above 130fps

Ammunition

Whilst you will be required to bring your own weapons, we do supply your ammo. This means that you should ensure your chosen blasters comply with the below ammo types:

- Full standard nerf darts (eg. Elite)
- Half darts
- Rival balls

Players should note that system-supplied ammunition is of multiple different types and brands. We cannot guarantee availability of any specific brands/models, but players are welcome to swap un-preferred ammunition with the player referee responsible for ammunition. Players who would prefer to bring their own ammunition may do so, but it is subject to being checked by the game team during weapons checking, and recognise that return of their ammunition is unlikely, and the game team cannot support sorting and recollecting player-owned ammunition.

Shields

Maximum size of a shield is 60" (150cm) in height and 36" (90cm) in width

Rims:

- All rims must be padded to a depth of 12mm (1/2 inch) with high-density foam as described above for hand weapons. Low-density pipe lagging is not suitable, as this will tear and crush very easily, thus exposing the hard shield rim very quickly.
- Shields must have no hard pointed protrusions.
- All sharp edges/fixings (e.g. screws, nuts and bolts) on the inside or outside of the shield must also be padded to avoid injury.

Faces:

- All front faces of shields must have a 6mm (5/8 inch) thick layer of high-density foam padding.
- There should be no hard or sharp protrusions such as bolt-heads that are not covered with a secure layer of high-density foam.
- Any bolts used in the construction must be securely fastened, and able to remain that way for the duration of an event.

Straps:

- All shields, other than those with a centre-boss, should have an adequate method to secure them to the user's arm.
- Straps should be of sufficient strength and integrity to not break in combat.
- Centre-boss shields should have a secure hand grip for this purpose.