

ARROWHEAD EVENTS

Live Action RolePlay straight to the next level...

VZW

WEAPON CHECK Player's edition



Revision 1.00

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Introduction

This document covers the rules for weapons brought to the event. It gives a general outline of those things that will not pass the weapon check.

Armour

Metal armour and fake versions

- rope-mail will not be allowed at Calam larp;
- non-metal plate armour (however real it looks) will not be allowed at Calam larp;
- light metal armour (aluminium/titanium/...) will not be allowed at Calam larp.

The reason for this is that the Calam larp has a game system that is very deadly. The advantage one would gain, however small it would be, by wearing rope-mail and/or plastic armour or any light metal armour creates an imbalance for those who wear the real deal. People who wear the real deal will more often than not wear it only when going to a battle. While people wearing the lightweight (fake) variant can wear it for the whole duration of the event and subsequently enjoy the bonus it gives the whole event (unless it's damaged IC of course).

Furthermore, the fake variants of armour (however real they look) will provide the opportunity to silently sneak/ambush people, while the real deal makes a lot of noise and will need special attention to make it less noisy. Finally, the cost of the real deal is less than the cost of the fake imitations.

We feel that Calam larp offers so much more than just the "fighting aspect". Thus for those people who can't wear the real deal due to health problems, we advice to try and play another kind of character. They can be equally challenging and might even become more important in the world through your role-playing.

Calam larp is trying to offer participants another way to experience a larp and to reach this goal we sometimes need to make a call for the better of the experience. We hope you all understand this.

Metal armour

Please make sure that your armour does not have any sharp points or edges! File points and edges away. Anything that can hurt someone attacking you is not allowed. For your own safety we will also check to see if your metal helmets will not hurt you when you're hit.



Melee weapons

No coreless melee weapons

On Calam we will not allow melee weapons without a fiberglass core. We are well aware that they can be as safe as the normal ones but due to several considerations they will not be allowed (for now).

Crossguards must have sufficient latex coating



The crossguard of your weapon should have sufficient latex coating. No reinforcements of wood, metal or another substance without ensuring the crossguard is still pliable.

Length

The maximum length for a melee weapon is 220 centimeters. The minimum length is 40 centimeters.

No tape-repaired weapons

Tape can cut, therefore the blade of your weapons can not be repaired with tape.



No flails

Since flails as such can't be controlled when they hit a surface they're deemed unsafe and are not allowed on Calam.

Suspension of disbelief

Your sword has to look real. Obviously, even without the tape the previous weapons would not be allowed.

Reinforced tip

The tip of your weapon must be reinforced with a less pliable material than latex (leather for instance).



Arrows

Tip

Spherical arrows are not allowed, only flat-surface arrows are allowed. The safety surface of a spherical tip is much smaller than that of a flat-surface arrow, making it easier to do damage to the eyes. The flat surface must be at least 5 centimeters in diameter.



All feathers accounted for

Please fix your arrows! Make sure all the feathers are there!

Maximum length

The arrow for a bow should be around 72 centimeters maximum.

Bows

String tension

Maximum draw strength of a bow is 30 pounds, everything higher is forbidden.

Crossbows

String tension

Arrows shot from a crossbow may fly a maximum of 15 meters.

Other ranged weapons

Coreless

All throwing weapons have to be without fiberglass core!

Maximum length

The maximum length is 220 centimeters.