

Weapon Safety Checklist

C.A.S.T.L.E. LARP Weapon Safety Checklist

Version 1.5

All Weapons:

- * Is the weapon the correct length?
- * Sword or Dagger? Note: These types of weapons are required to have a crossguard.
- * Striking surface compression - Make sure that all parts of the striking surface compress and expand easily with moderate pressure, and that no core can be felt during compression.
- * Blade attachment - If you correctly attached your blade it should not move more than ½" vertically (either up or down). Slight rattle is normal if your foams inner diameter didn't line up well with your core's diameter, but this may cause faster wear on the foam.
- * Thrusting tip - Make sure that your thrusting tip can quickly be compressed and expand, if it does not expand quickly enough try poking holes in the top of the cover to allow better airflow. Also ensure that core cannot be felt when pushing down on the thrusting tip. If core can be felt, place a larger cap. Also ensure that if you push on the side of the tip it does not come off. If you connect with a person with the side of your thrusting tip mid fight it should not come detached.
- * Whippiness - This is a question of what size core you used. Test by holding it horizontally from the grip, and placing moderate pressure on the end of the closed cell foam. If it appears to bend more than 4" from where it was when you weren't bending it, it is too whippy and can result in your swing being too fast, causing lower foam compression and therefore a harder swing, when you pull your blow at the last second, causing it to bend forward with a slightly higher speed.

Ultralight Weapons:

- * An Ultralight weapon's cores can only be made out fiberglass tube.
- * Verify the thickness of the foam: all Ultralight weapons should have approximately 5/8" or ¾" cushion - otherwise weapon strikes will sting. THIS ALSO APPLIES TO CAMPING FOAM AND FLATBLADES.
- * Check for water damage.
- * Check for any kite tape that may be peeling.
- * Most ultralights are meant for fast/light tapping at the tip of the blade. The top 5 to 8 inches of the blade (including the tip) will almost always be the most worn. Make sure this area is still solid and not worn away, and that the crush tip functions properly.

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Latex Weapons:

- * Verify that the foam of the striking surfaces is not torn – this is quite visible. Typically torn latex starts at the top but can be found in other areas of the weapon that are heavily used.
- * Check any tears in the latex for damage to the foam underneath.
- * Verify that the latex has not melted on any striking surfaces.
- * Verify the hardness of the weapon by seeing if it stings without armor.
- * Verify that the player knows that they cannot thrust.

Boffer Shields:

- * ALL SHEILDS MUST be covered in 5/8" closed cell foam on all edges if it is NOT a foam or latex shield.
- * Verify no sharp edges are protruding out of the foam (check all corners).
- * Verify complies with the size requirement (575 square inches).

Latex Shields:

- * Verify complies with the size requirement (575 square inches).
- * Verify all edges of the shield are not hard, and make sure no sharp edges are protruding