

Larp ranged weapon regulation

Version 1.3 (a)

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(Preliminary English translation. Typos and grammatical errors possible)

1. Introduction

- 1.1. Current rules define ranged weapons and firearms as imitations that have been specifically constructed or modified for larp use and do not classify as restricted or forbidden weapons as per the Weapons Act of Republic of Estonia (RT I 2001, 65, 377).
- 1.2. Current rules define ammunition as projectiles that do not cause injuries to persons without protective equipment, regardless where the projectile strikes.
- 1.3. It is categorically prohibited to use weapons that are restricted or forbidden for civilian purposes as larp weapons!
- 1.4. The use of projectiles that are dangerous to humans is strictly prohibited!
- 1.5. It is prohibited to aim or shoot at animals with larp weapons!
- 1.6. It is prohibited to shoot props or equipment on purpose. Special care should be taken near fragile (glass, ceramics) items or items that include a fire hazard (lanterns, torches).
- 1.7. Ranged weapons safety is an interaction of technical requirements, safety rules and responsible behavior. All those factors must be observed at all times and simultaneously.
- 1.8. Technical requirements and safety rules reduce the risk of accidents but do not substitute responsible behavior and do not exempt the user of ranged weapons from liability.
- 1.9. The user of ranged weapons is always responsible for all injuries or material damages that his projectiles cause to other players. It is the duty of a ranged weapon user to always be careful, cautious and when in doubt, not use ranged weapons.

- 1.10. The strike of projectile that meets the safety requirements should be similar to a strike with a tennis ball. It may be uncomfortable but should not cause bruising or abrasions even when hitting soft tissues or facial area.
- 1.11. The projectiles of ranged weapons are and remain the most dangerous weapons in larp battles. Be absolutely certain that you know how to make and use them with sufficient care and caution. When in doubt, do not use ranged weapons on larp.

2. Ranged weapon license

- 2.1. To use any ranged weapons at all the player must have a valid **Larp Ranged Weapon License** (hereinafter license) that is divided into two levels.
- 2.2. Level one is meant for a player (regardless of prior experience) who wishes to use a ranged weapon on larp for personal purposes.
 - 2.2.1. To acquire the first level license a player must pass both a theoretical and practical test.
 - 2.2.2. Theoretical test verifies the knowledge of combat rules and is not limited to ranged weapons only. The test is based on last year's Nordic Equinox official rules.
 - 2.2.3. For the practical test, the player must build and provide 5 arrows that conform with the safety regulations (can be built beforehand). At the discretion of the examiner, one of those arrows will be disassembled to verify its inner construction. The player must be able to explain the building process of specific parts, their functions and the reasons for the safety regulations.

- 2.2.4. As an additional task in the course of the practical test, a player may be asked to check a number of arrows. He must be able to identify all arrows that do not conform with safety regulations and explain why they do not and what the results of using them in larp battles may be.
- 2.2.5. If a player does not pass the theoretical or practical test, he must retake both. The chance to retake tests depends on the examiner but is never less than 2 weeks from the failed attempt.
- 2.2.6. After having passed both tests a unique license mark (a color combination with which he will mark all his ranged weapons and projectiles) will be registered to the player. A special card that can be worn will be issued that the player must always carry with him when using a ranged weapon on larp.
- 2.3. With the first level license, it is prohibited to use weapons that:
- 2.3.1. can fire multiple projectiles with one shot;
 - 2.3.2. allow for multiple shots with one trigger press (automatic weapons);
 - 2.3.3. use compressed gas/liquid or a chemical reaction to give kinetic energy to the projectile.
- 2.4. Level two license is meant for a player who already has a level one license and who wishes to use more advanced ranged weapons or siege weapons in addition to regular ranged weapons.
- 2.4.1. To acquire the second level license the player must have had the first level for at least a year and participated on at least one larp that uses the current rules, during that time.
 - 2.4.2. The player must retake the theoretical test that now includes also specific siege related questions. In addition, the player must be able to calculate the kinetic energy of projectiles with a given masses and velocities. He must be able to explain the possible effects and dangers of a hit with those projectiles depending on their shape, size and hardness.
 - 2.4.3. On a successful completion, a new license card with a new validity period will be issued to the player.
- 2.5. With the second level license, it is allowed to use weapons listed in paragraph 2.3 as well.
- 2.6. License card and validity period
- 2.6.1. Regardless of level the license card is valid for 5 years. It can be renewed after that time without any tests if the player has participated on a larp that uses the current rules, within last 2 years.
 - 2.6.2. If the license card has expired or the player has not participated on any (appropriate) larp within last two years, he must retake the tests. A second level license holder must also retake first level tests but will retain second level if successful.
 - 2.6.3. If the license card is lost a player can request a new one and will get it without examinations. If the card is lost during a game, the player cannot continue using ranged weapons during that event.
 - 2.6.4. At any time, the player is issued a license card, the player must provide a valid ID photograph and pay a registration fee (to cover the costs involved in issuing the card).

3. General rules for using ranged weapons

General rules apply regardless of weapon type or usage

- 3.1. Every ranged weapon and each projectile (ex. siege weapons) always belong to a specific player and are marked with his license mark.
- 3.2. It is prohibited to carry or use weapons or projectiles, belonging to another player.
- 3.3. It is prohibited to shoot blind or without aiming.

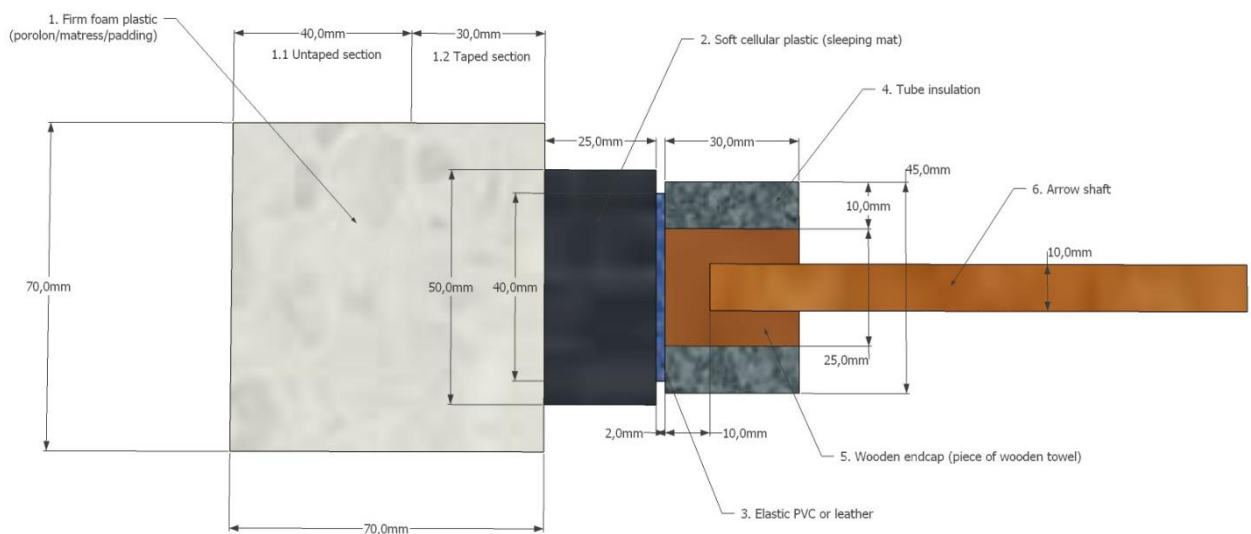
- 3.4. You must verify that the padding of the projectile is intact before each shot. Do not shoot damaged or dirty projectiles. Make sure the padding does not have foreign objects (thorns, twigs, dirt, gravel etc.).
- 3.5. The projectile must always be dry before shooting it. Soaked padding will have a substantially increased mass and does not conform with technical requirements.
- 3.6. Projectiles cannot be used as melee weapons.
- 3.7. If the draw strength can be controlled by you, always use minimal force. Do not draw fully when shooting at opponents who are very near. When shooting opponents from afar, make sure no one can unexpectedly step in the line of fire.
- 3.8. Players without a license can pick up projectiles only to carry them to the ammunition gathering point. They cannot carry ammunition intended for use by a license holder.
- 3.9. A license holder may pick up foreign projectiles only to carry them to the ammunition gathering point. He may not carry ammunition intended for use by another license holder.
- 3.10. Players without a license are categorically prohibited to pick up, carry or use any kind of larp ranged weapon.
- 3.11. It is prohibited to pick up and re-use ammunition during an engagement. To re-use ammunition it must be thoroughly checked for safety and function.
- 3.12. A license holder must carry two quivers/ammo bags. One for inspected and usable ammunition, the other for ammunition that has been picked up during an engagement. The used ammunition quiver/bag must be clearly marked with red-white plastic tape.
- 3.13. There are no prohibited strike zones for ranged- or siege weapons. Strikes to the head, neck or groin also count. Ranged and siege weapons ignore all armor and immediately remove hit points. Regardless of that, if possible a player should aim somewhere else than the head – especially at close distances.
- 3.14. Siege weapons and their ammunition must be marked with the license marks of all the players allowed to use it.
- 3.15. The users of siege weapons are collectively responsible for its use. In case of a rules violation all users of the weapon will be penalized, regardless who actually perpetrated the violation.

4. Technical requirements for ranged weapons

- 4.1. **The draw strength of bows and crossbows must not exceed 25 pounds (11,33 kg).**
- 4.2. The kinetic energy of the projectile at exit velocity, must remain under 18 joules!
- 4.3. The projectile may not weigh over 300 grams.
- 4.4. It is prohibited to use modern composite or compound bows, even if their draw strength is within allowed limit!
- 4.5. It is allowed to modify bows in a way that effectively reduces their draw strength to within allowed parameters. This modification/limiter may be temporary but must be sturdy enough that it cannot be removed during the game/usage. In addition to the limiter, shorter arrows must be used that will not allow for drawing over allowed limit, even in case of limiter failure.
- 4.6. Siege weapons draw strength (license level 2) may not exceed 40 pounds (18,14 kg). The kinetic energy of their projectiles at exit velocity must remain under 28 joules and projectile weight under 500 grams.
- 4.7. Siege weapons must be stationary when fired. They must be construction on a support, frame or tripod that will ensure their stability. Firing them while moving is prohibited.
- 4.8. Game Masters have the right to prohibit the use of any ranged weapon in a specific situation, if they deem it to dangerous.

5. Bow and crossbow arrows and their construction

- 5.1. Arrows must always be specially constructed. The modification of sports of hunting arrows for larp purposes is strictly prohibited!
- 5.2. Only round wooden lath, aluminum tubing or carbon-/glass-fiber tubing can be used as the shaft. Other materials (or full metal/fiber lathes) cannot be used.
- 5.3. The length of the arrow from the nock to the beginning of the padding cannot exceed 80 cm.
- 5.4. The weight of the whole arrow must remain under 300 grams.
- 5.5. The color of the arrow is not regulated but it must be marked with its owner's license mark (color combination, usually in the form of painted or taped circles).
- 5.6. The arrow must be constructed according to the following standard (see schematic):
 1. Strike face padding. Cross section of at least 70 mm (more recommended). Thickness of at least 70 mm. At least 40 mm from the tip uncovered, bottom part covered with tape for at least 30 mm. The cross section of the strike face must be round. The edges of the strike surface can be rounded if the tip will retain its correct width when compressed 10mm.
 2. Force dampener. Porous sleeping mat or camping mat. Diameter at least 50 mm and thickness at least 25 mm.
 3. Penetration protector, linoleum, rubber or leather. Thickness at least 2mm. Diameter at least 40 mm but not more than the diameter of tubular insulator (section 4 below).
 4. Tubular insulator (soft), outer diameter at least 45 mm, thickness at least 9 mm, length at least 30 mm.
 5. Shaft end-cap/protection. Wooden, diameter of at least 25 mm, length of at least 30 mm. Thickness of material in the tip, at least 10 mm (the depth of the hole in the end cap must always be less than 10 mm from its length).
 6. Arrow shaft, thickness at least 8 mm (recommended 10 mm), length no more than 80 cm. Full length must be covered with fiber tape.
 7. Components 1-4 must be fixed to each other securely, using contact glue or tape. Components 4-6 must be fixed to each other securely using epoxy glue or waterproof wood glue.
 8. Arrowhead must be fixed with tape (ex. parts described in section 1).



- 5.7. The arrow must have at least 2 feathers that have been securely attached to the shaft, near the nock. The length of the feathers must be between 5-8 cm and their height from the shaft between 2-6 cm.
- 5.8. The back end of the arrow must be fitted with additional padding that will provide enough protection in case the arrow bounces back or changes direction in flight, so that no player can be hit with unpadded nock.

The construction of arrows, using those technical specifications (and safety checking of arrows) is demonstrated in the following video:

<https://www.youtube.com/watch?v=OiQ3-YYk64M>

6. Violations and liability

NB! Game Masters have the right to issue warnings for activities not included in this list. This list is an example and not exhaustive. Ranged weapon user is always under closer scrutiny on larp and has as a source of heightened danger also heightened responsibilities.

- 6.1. The use of ranged weapon without a license
 - 6.1.1. For the first infraction, the player must go to Valhalla for an hour (regardless of contest rules).
 - 6.1.2. For the second infraction, the player cannot take part in any fighting for the current event. His name will be recorded and he will be unable to apply for a license for 12 months.
- 6.2. Light warning – no penalty, the game master allows the player to correct his mistakes
Examples:

- Shooting blind or without aiming
 - Disregarding safe range/overdrawing
 - Careless aiming and/or shooting towards fragile items
 - Leaving a ranged weapon or its ammunition untended, resulting in possibility that someone else uses it.
- 6.3. Medium warning – the player's character is declared dead and he must go to Valhalla for an hour (regardless of contest rules). Examples:
 - Repeatedly ignoring light warnings.
 - Using ammunition picked from the ground without inspecting it (or re-using ammunition in one engagement).
 - Using a ranged weapon without carrying the license.
 - Causing material damage with careless shooting.
 - Deliberate giving of personal ranged weapon or ammo to another player (even another license holder).
 - 6.4. Heavy warning – same penalty as for medium warning, in addition ban from using ranged weapons for the current event. The warning will be documented. Examples:
 - The player will be given a third medium warning during one event.
 - The use of unmarked or foreign ammo.
 - The use of broken ammo or ammo not conforming with the safety/technical regulations.
 - The use of a foreign ranged weapon or ranged weapon not conforming with the safety/technical regulations.
 - 6.5. The stopping of license for 12 months:
 - The player gets a third heavy warning during last year.
 - Disregarding previous warnings or not complying with the penalties.
 - Causing a serious injury to a fellow player with a ranged weapon.