

Meridian Weapons Guidelines

It is our goal to provide a safe and fun environment for as many folks as possible. Because of this, it is our decision that we will be allowing a wide range of different types and styles of live action safe foam weapons. Although we would like to promote the great look of the safe “latex style” weapons, we understand that many people already own or prefer to use cloth covered and duct taped “boffer” weapons.

This is why, in order to make the fighting system work for this range of weapons, we use a “light touch” to register hits. A hit from a weapon should be strong enough to feel the hit but not so strong as to cause pain, injury or knock someone down. Please use your best judgment in determining your force of hit onto another participant. Hit checks will also be reviewed upon entrance into an event, can be practiced with the Academy Guild or at the Arena and will be observed by the Marshals throughout the event.

More exotic and original concepts should be checked and approved with Quixotic Tendencies before an event. If you follow these basic guidelines you should have no problem getting your weapon approved. Keep in mind, these are guidelines, and if one wishes to experiment with different shapes and sizes please consult Quixotic Tendencies to discuss options. Most live action safe foam weapons that have been approved for other systems should pass as long as there are in good shape and pass inspection.

Safety is a very important part of Quixotic Tendencies events. An authorized Quixotic Tendencies weapons checker must check all weapons, armour, shields and projectiles brought into an event. Items deemed unsafe are not to be used and must be stored in your vehicle or safely in your tent. If you wish a second opinion on a weapon or piece of equipment, you may request another checker to verify. Please note, the second check will be the final decision.

The following guidelines should give you a good idea of what items are and are not allowed at an event. These guidelines have been created to protect participants from dangerous, badly made or poorly maintained equipment that may be used in combat.

Items not allowed:

The following items are not being allowed into the event due to safety or because they are not suitable for the theme of the event.

- Real weapons, including camping knives, re-enactment weapons or any kind of non-replica firearm.
- Javelins, spears or any kind of thrusting weapon.
- Replica firearms made from foam.
- Flexible weapons, including whips, flails, chains etc.
- Futuristic or modern items
- Novelty items, including but not limited to: inflatable/blow up furniture or props, rubber and plastic knives and weapons, “nerf” guns and glow jewelry.
- Absolutely no pyrotechnics or fireworks of any kind

Melee Weapons

This type of weapon is a safe foam constructed weapon used to physically hit another participant. Because of this, there are strict regulations for safety. For a sword, or similar type weapon, there should be no less than ¼” of foam on a non hitting surface. An area used to hit another participant MUST be padded with at least ½” of foam. Any weapon using a carved wood effect grain, such as a staff, must still have ¼” of foam from the interior of a groove detail to the core .

Lengths for melee weapons:

Dagger – 12” maximum, tip to pommel

Bladed/Blunt – 13”- 60” tip to pommel

Long weapon – 61”- 84” end to end

Melee weapons will fail safety inspection if:

- Core of the weapon is exposed, working through the foam or not stuck to the foam
- Insufficient foam protection on tip and pommel, striking and non-striking areas
- Any sharp or rough edges, protruding hard bits including any detail such as gems, bones, metal, etc.
- Core of the weapon is made of wood (like a dowel or bamboo) or a metal (like aluminum).
- Core is an inappropriate thickness for the length of the weapon causing too much flexibility and creating a “whip” effect.
- Core is too thick for type of weapon making weapon to rigid.
- Foam density is too soft causing the core to be felt through the foam.
- Foam is too dense or large in an area causing too much momentum when struck.
- Weapon is too heavy causing too much momentum when struck.
- Tape on weapon has become too old and brittle causing insufficient cover for the foam.
- Latex or plastic coating has become worn or cracked, causing insufficient cover for the foam.
- Fabric covering has become unstitched, ripped or otherwise insufficiently covering foam.

Firearms

This weapon type are Springlocks, Muskets and Hand Cannons. Springlocks and Muskets are represented by replica flintlock pistols and rifles made to fire safe toy caps. Hand cannons are special custom built weapons that project a foam ball, made exclusively for Quixotic Tendencies. These weapons should NEVER be used as a melee weapon to hit or block another participant; anyone doing so will be immediately ejected from the event.

Springlocks and Muskets:

These replicas are usually made from wood, metal, plastic, cast resin, or a combination of such materials. Some models of these replica firearms can be bought that already have a pin for a cap. Most require a simple conversion to epoxy a pin into the Frizzen or Pan cover. Directions for conversions as well as dealers to purchase replicas will be available on line. Replicas should represent “lock” style firearms from the late 1500’s (commonly called wheel locks) through the 18th century “flintlocks”, but not past “frontier” or “colonial” styles after the mid 1800’s. The “cap” head style caps are the ones sold in strips, NOT the flat caps that come in rolls.

Hand Cannons:

These large hand held cannons are a powerful, unpredictable and rare item to be found. Quixotic Tendencies has had these items specially designed and fabricated exclusively for the Meridian world. The cannons fire a safe foam ball up to 30', can be loaded similar to the loading style of a cannon and provide a great role playing opportunity.

Please check on the website at: www.meridianfest.com for updated information and availability. Items will be available on line as well as at Quixotic Tendencies events.

Claws

- Must not be shorter than 6"
- Must not exceed 10"
- Must not have a core
- Must otherwise conform to the basic melee requirements.
- When using claws in a melee, one MUST strike using an open palm, like you would strike with claws, and NOT a closed fist. Please be aware of the short distance when using claws so as to not slap the opponent. Using a closed fist to strike has been determined unsafe due to the ability to punch the target.
- Claws must be made for an open hand. Claws made to go over a clenched fist are strictly forbidden.

Thrown Weapons

Weapons specifically designed for throwing at another opponent. Only approved weapons are used to throw and NEVER a normal melee weapon.

A throwing weapon will fail if:

- There are any hard areas.
- There are any protruding details that can enter an eye socket.
- There is any detectable rigid core.
- The weapon is too heavy would gain too much momentum when thrown.

Missile Weapons

This weapon type is for bows and crossbows that are a low pound pull and fire safe foam headed arrows or bolts. Participants using missile weapons are to comply with the basic guidelines of safety and control as those using melee weapons.

Bows and Crossbows will fail if:

- The string is frayed
- The wood is brittle or cracked
- The string is working loose from the notches
- The draw of the bow exceeds 20lbs.
- The catch of a crossbow is worn.

Arrows and Bolts

All projectile ammo is required to be checked and approved at the beginning of an event. It is also asked that participants check their projectiles regularly throughout the day in case of damage.

Arrows or Bolts will fail if:

- The head of the arrow is covered with latex or a plastic coating.
- There is insufficient padding from the end of the arrowhead to the end of the stave. We recommend at least 3", 2' of soft poly foam and 1' of more dense closed cell foam.
- The stave of is made of wood.
- A fiberglass stave is cracking or flaking.
- Any tape near the head of the arrow.
- The padding on the head is small enough diameter to fit in the eye socket.
- The metal head or any point on the stave has not been removed.
- The notch is damaged or missing.
- The padded head is not sufficiently glued to the stave.
- The arrow flies too erratic and unpredictably.

Shields

Shields may be made out of a variety of things, however they should not be too heavy and they should never be used to knock down another participant. Even bashing shields with another shielded player is forbidden. Any bolt heads in the front need to be counter sunk or rounded head bolts. No bolts should protrude greatly on the back and it is best if they are cut short, sanded and covered.

Shields will fail if:

- There are protruding heads on the front or bolts on the back
- The edge is not sufficiently padded or the padding is worn. It is often best to use pipe insulation for this purpose.
- There are any sharp or protruding edges that may cause injury to skin, clothing or weapons.
- There are splinters or rough spots on the front or back.

Costumes and Armour

These items should not have sharp or pointed details or decoration that may cause injury during play. Armour made of metal and other hard materials should not have sharp or rough edges, protruding burs or snags that may catch or cause injuring during play, or damage weapons and clothing.

If you are in doubt about your weapons, costumes and/or armour, please see an authorized Quixotic Tendencies weapons checker for questions and approval.