

# Rattan Combat Rules

## Armor Rules

Definitions for Armor:

### 1. Rigid Material



- a. Steel of no less than .04in(1.02mm), or aluminum of no less than 0.075 inch (1.9mm)
  - b. Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel, bronze, etc.
  - c. High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above
  - d. Heavy leather (as defined below) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently harden the leather
  - e. Two layers of untreated heavy leather (as defined below)
2. Heavy Leather: stiff, oak-tanned leather nominally 11/64 inch (.171875 inch or 4.4 mm) thick. This is referred to as 11 ounce leather
3. Heavy Padding: an equivalent of 3/8 inch closed cell foam, and/or quilted material of enough bulk to provide protection from the impact of an EMP weapon during typical combat situations.

Helms:



1. Helms must be constructed of steel of no less than .052in(1.29mm), or of equivalent material.
  - a. Alternative materials such as stainless steel, brass, bronze, or like materials are permissible as long as the materials are functionally equivalent to .052in(1.29mm)thick steel.
2. All joints or seams shall be constructed in one or a combination of the following ways:
  - a. Welded on the inside and outside.
  - b. Welded with a single bead that extends through both surfaces.
  - c. Lap joints welded or brazed at the edges of both pieces.
  - d. Helms must be riveted with iron or steel rivets no more than 2-1/2 inches (63.5 mm) apart, or with equivalent riveting techniques. Screws and or pop type rivets, along with other lightweight rivets, must not to be used.
  - e. Welds must be sound and all rivets must be fully secure (no loose rivets).
3. Face guards must prevent a 1-inch (25.4-mm) diameter dowel from entering into any of the face guard openings.

4. The face guard must extend at least 1 inch (25 mm) below the bottom of the chin and jaw line when the head is held erect.
5. Bars used in the face guard must be steel of not less than 3/16 inch (4.8 mm) in diameter, or equivalent.
  - a. If the span between crossbars is less than 2 inches, 1/4-inch diameter bars may be used.
6. All visors must be attached and secured in such a way that the chance that it will become detached or come open in normal combat use is minimized.
7. There must be NO major internal projections; minor projections of necessary structural Components shall be padded.
  - a. All metal shall be free of sharp edges.
  - b. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.
8. All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of ½ inch (13 mm) of resilient or closed-cell foam, or shall be suspended in such a way as to prevent injurious contact with the wearer.
9. If eyewear is worn it must not be allowed to contact the helm itself during normal combat conditions. The lens of all eyewear shall be shatterproof industrial safety glass or plastic. The wearing of contact lenses or "sports glasses" is strongly recommended.
10. All helms shall be designed to prevent the helm from being dislodged during combat.

Gorget:

1. The circumference of the neck must be covered must be covered by one or a combination of the following.
  - a. Rigid material, it is advised to augment this with foam or other equivalent padding designed to minimize the possibility of severe impact trauma during typical combat situations.
  - b. A collar of heavy leather lined with a minimum of .25in (6mm) of closed cell foam or equivalent
  - c. Mail or heavy leather camail or aventail that hangs or drapes from the helm to absorb the force of a blow. If the camail or aventail lays in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of heavy padding

Cuirass, Hauberk, and Codpeice:

1. The kidney area and the lower spine shall be covered with a minimum of heavy leather.
2. The groin must be covered by a minimum of rigid material (e.g., a gender appropriate hockey, soccer, karate, boxing, or baseball cup, is recommended), worn in a manner designed to hold the armor in place during normal combat situations.

Gauntlets:

1. The outer surfaces of the hand and wrist of both arms must be covered by one or a combination of the following:
  - a. A metal basket hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket hilt is used, a vambrace or partial gauntlet shall cover the remaining portions of the hand and wrist.
  - b. A gauntlet of rigid material and .25 inch (6 mm) closed cell foam or equivalent.
  - c. A gauntlet of heavy leather lined with .5 inch (12 mm) of closed-cell foam or heavy padding. (Note: An ice hockey glove is considered to be the equivalent, but looks blatantly modern and their protective quality is at a minimum; their use is discouraged.)
  - d. A strapped shield with a shield basket or equivalent.
  - e. A center-grip shield with hand protection, if the grip is less than 12" from the edge of the shield.

Arm Armor:

1. The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least .25 inch (6 mm) closed cell foam or equivalent. a. This armor shall be attached in such a way that the elbow remains covered during combat.

Leg Armor:

1. The kneecap and both sides of the knee joints must be covered by rigid material lined by at least .25 inch (6 mm) of closed cell foam or equivalent.
  - a. This armor shall be attached in such a way that the knee remains covered during combat.

2. The shins and both points of the ankle shall be protected by a minimum of heavy leather.
3. All individuals will wear sturdy footwear while engaged in combat activities.

Shields:

1. Shields must be edged with material that shall minimize their capacity to damage rattan weapons or other fighters.
2. No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of a shield without being padded.
  - a. Shield bosses are not considered to be projections.

## Weapon Construction Rules

### General

1. No material that may shatter or deform into a potential cutting surface may be used in the striking surface of any weapons.
2. All weapons must make an acceptable attempt at appearing like the actual weapon they represent while strictly adhering to all safety regulations.
3. Weapons may be constructed of rattan or equivalent material and may have rope or equivalent material mounted to it defining the blade or relevant striking surface.
4. Any rattan blade or striking surface shall be no less than 1 ¼ inches (33 mm) at its widest point.
5. No striking surface shall be able to penetrate a standard bar grille more than ¾ of an inch.
6. Thrusting tips on weapons designed to be used one handed are to be constructed of at least 1 1/4 inch (33mm) of closed-cell foam or equivalent.
  - a. The thrusting tip will be securely attached with at least ½ inch (12.5mm) of progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon.
  - b. It shall not be possible to force the thrusting tip more than 3/4 inch (19 mm) into a legal face guard.
7. Thrusting tips on weapons designed to be used two handed are to be constructed of at least 2 inches of closed-cell foam or equivalent.
  - a. The thrusting tip will be securely attached with at least 1 inch (25mm) of progressive give and shall provide progressively resistant “give” under pressure without allowing contact with the rigid tip of the weapon.
  - b. It shall not be possible to force the thrusting tip more than 3/4 inch (12.5 mm) into a legal face guard.
8. The full length of the blade or head, including the tip, or any portion of the weapon routinely suffering impact shall be treated in a manner which allows no rattan splinters to protrude.
9. One handed weapons shall weigh no more than 5 lbs.
10. Two handed weapons shall weigh nor more than of 7 lbs.
11. The hafts and handles of all weapons shall be of no less than 1¼ inches (33 mm) in diameter.
12. Guards and pommels shall be firmly and securely affixed to the haft and leave no means of penetrating a standard visor in the course of normal combat.

13. If grips or guards are used, they shall have no sharp edges or protruding unpadded points. 14. Rattan shall not be treated in any way that will substantially reduce its flexibility (i.e. treated with wax, resin, fiberglass, etc).

#### Swords:

1. Swords shall have a defined edge.

#### Mass Weapons:

1. The head shall not be constructed of solely rigid materials.
  - a. Split rattan heads are permissible.
2. The head shall be firmly and securely attached to the haft.
3. The head shall allow at least a ½ inch (12.5mm) of progressive give between the striking surface and the weapon haft.
4. Total mass weapon length designed for single-handed use shall not exceed 42 inches.
5. Total mass weapon length designed for two-handed use shall not exceed 7 ½ feet.

#### Pikes:

1. Pikes shall not have a cutting or smashing head.
2. Pikes shall measure between 7 ½ feet and 12 feet.
3. No pike shall weigh in excess of 5 lbs.
4. Pultruded fiberglass piping only may be used.
5. The piping must be 1¼ inch (33 mm) in diameter and have a sidewall of not less than 1/8-inch (3.2 mm) thickness.
6. It must have an interior diameter of 1 inch (25.4mm).
7. The end of the shaft which will have the thrusting tip attached must be covered with an endcap and firmly glued.
  - a. The thrusting tip may then be attached over this cap, and shall meet the requirements for pike thrusting tip.
8. Pike thrusting tips must be constructed so that there is a minimum of 3 inches (75 mm) of resilient material in front of the PVC end cap and shall provide progressively resistant “give” under pressure without allowing contact with the endcap.
  - a. It shall not be possible to force the thrusting tip more than 3/4 inch (19 mm) into a legal face guard.

- b. The heads of pikes shall be firmly affixed to the shaft and shall not bend to any side significantly during typical combat situations.

#### Flails:

1. Flails shall be no longer than 48 inches long.
2. Flails shall weigh no more than 5 lbs.
3. The head of a flail shall weigh no more than 1.5 lbs
4. The flexible portion of a flail shall be no longer than 15 inches from the end of the haft to the attachment point of the head and shall be a minimum of 1 inch in width.
5. The head of a flail shall be affixed in such a manner that it cannot become detached during typical combat situations.

#### Bows and crossbows:

1. A legal mechanical device will fire a "Standardized Test Projectile" a maximum distance (first hit on the ground) when fired on a flat trajectory from a height of 4ft (122cm). The test should be conducted by firing three projectiles.
2. Standardized Test Arrow – 100 ft: An arrow with a 28" draw made with a .25" solid fiberglass rod, A clear Baldar Blunt and an Asgard APD
3. Standardized Test Bolt – 100 ft: A bolt with a 14" shaft made of .25" solid fiberglass fiberglass rod, A clear Baldar Blunt and an Asgard APD
4. Standardized Stone – 100 ft: An ITF (International Tennis Federation) approved ball.

#### Missile Weapon Ammunition

1. An approved projectile must be designed in such a way that it cannot penetrate the face of a legal helmet from any direction or angle more than  $\frac{3}{4}$  of an inch.
2. All parts of the projectile must be designed in a way that prevents the parts from disengaging during expected use.
3. Missile Weapon shafts shall be made of solid pultruded fiberglass of between .25 (6.5 mm) and .375 inch (9.5 mm) diameter. Metal shafts are strictly forbidden.
  - a. Fiberglass shall be of a good quality, defined as significant 'bending' when pressure is applied.
4. All projectiles should be inspected before each use. Gleaning(reusing ammunition mid scenario) is acceptable but ammunition must be re-inspected by the archer before reuse.
5. Projectiles may not be used as melee or thrown weapons.

## Thrown Weapons

1. An approved Thrown Weapon must be designed in such a way that it cannot penetrate the face of a legal helmet from any direction or angle more than  $\frac{3}{4}$  of an inch
2. A thrown weapon can not have any metal as part of its construction(crossguard, pommel etc.)
3. Thrown weapons should provide at least  $\frac{1}{2}$ " of progressive give-on points and striking surfaces (including the butt) that are expected to impact with another combatant. (This does not include the shaft of the weapon)