

TWOA Weapon Specifications

- All weapons must comply to these standards
 - ❖ Pass safety test. A light, medium, and hard hit to tester(s). A weapon must not leave a bruise, red mark, or otherwise stinging sensation on its hardest hit.
 - ❖ All weapon striking surfaces must be at least 1 ½ inches in width.
 - ❖ Weapon tips must not extend more than 3 inches past core. (**NOTE:** any longer tips will break/fold too easily and become unfixed/bent from desired position).
 - ❖ Weapons must be secured to core. A twist test and pull test must be successfully done to foam without it detaching from core (**NOTE:** Using sand paper to sand over PVC is better for gluing. DAP contact cement is the sturdiest glue and will hold up better in all weather conditions.)
 - ❖ Weapons must not flex more than 45 degrees.
 - ❖ Must look presentable, all striking/non-striking edges must be covered in cloth and/or tape (**NOTE:** Cloth over striking edges is recommended for breathability of foam). Handles may be covered in rope, tape, and/or leather.
 - ❖ If a throwable/throwing weapon, all parts of weapon must be covered in foam, I.E. pipe insulation over the complete handle.
 - ❖ At least 1/3rd of the entire weapon length must be a striking surface, at least another 1/3rd of it must be lightly foamed/covered by pipe installation. Only a **MAXIMUM** 1/3rd of a weapon's handle may be uncovered/bare. (**NOTE:** This is to ensure safety during over extension/reach of a weapon when swung, preventing exposed core from contacting a player).
- Red weapons are large and heavy enough that they are only effectively wielded with two hands.
 - ❖ Red weapons must be at least 48 inches in length, measured from pommel to tip.
 - ❖ If using PVC core, Red weapons must have ¾ diameter core. If more than 6 feet in length, diameter of PVC core must be 1 inch or more. (**NOTE:** This is to ensure it passes flex test).
- Blue weapons are small and light enough that they are effectively wielded with a single hand. Players may use two hands on a blue weapon, but this will not grant Red weapon status.

- ❖ Blue weapons must be under (48) inches in length, measured from pommel to tip and must be at least (20) inches in length.
- ❖ Diameter of PVC is normally ½ inch.
- Green weapons are weapons that can be used to stab. Other weapon types such as blues and reds can fit into this category, although some weapon such as spear are only green weapons.
 - ❖ All tips must conform to tip standards and be made with open celled foam (cushion type foam) at least 1 ½ inch in length.
 - ❖ Tips may be made with a closed cell foam, open cell foam, and closed cell foam sandwich technique (which is also preferred for stability).
 - ❖ Cloth is highly recommended for any green type weapon due to breathability (**NOTE:** Tape covering can restrict and/or negate the effects of using open celled foam).
- Yellow weapons are throwing/projectile weapons, this includes weapons that are only meant for throwing and weapons that can be thrown.
 - ❖ Throwing daggers/small weapons minimum length is 6 inches, with the maximum being 19 inches.
 - ❖ Arrows tips must be wider than an eye socket (2 ½ inches). All foam used must be this diameter.
 - Arrow tips apply the same as green tips. They must use open celled foam and must be clothed.
 - Arrow shafts must not poke through foam and should be capped with a penny.
 - It's recommended to have 2 closed celled foam pieces, an open celled foam 1 ½ inch length piece, and 1 closed celled foam in a sandwich effect.
 - ❖ Spears, javelins, and other projectile weapons **MUST** be completely covered in light to full foam (I.E. pipe insulation).
- Black type weapons are special weapons that hold circumstances. These weapons must be reviewed by the leaders of Allegora to determine their killabilty and how they can be used in battle/be made to meet safety standards. All weapons listed have been reviewed and must be used and made EXACTLY as stated.

- ❖ Flails- were used to use compacted force and momentum to penetrate armor. A weight ball connected by a few feet of chain to a handle and swung around. Flails can Red shields and armor and actively counts as a Red weapon.
 - This weapon **MUST** only contain a small amount of closed celled foam as a core to the actual striking ball. The striking ball **MUST** be made of 80% open cell foam, with at least 3 inches in width all the way around.
 - The ball **MUST** be clothed over and not taped.
 - The chain should be 3 inch in circumference. If using anything but braided cloth, the chain must be foamed in notches with no more than ½ inch between each one from the handle to the ball.
 - The chain should be between 6 inches to 18 inches.
 - The chain has to be one piece and threaded through the handle. All, tied in a knot and foamed over, glued down and taped down.
 - The completed flail must be able to be pulled on each end without coming apart and must pass a light, medium, and hard test with an underhand swing.

- ❖ Hook Swords-Are two blue type weapons that can hook other weapons out of the way and may also hook together to increase range known as “Dragon Tailing”. These were weapons used by the shaolin monks and everything besides the handle is has a cutting edge
 - These weapons must be made as throwable and have its handle padded but are **NOT** throwable. (this is for the safety of dragon tailing only).
 - The hook of each weapon must be no more than 1/3rd or its total length. It must also be at a slight angle. They should be big enough to hook most boffer weapons (around 7 inches in space)
 - These weapons are **NOT** allowed to hook/trip other players
 - These weapons must be able to be hooked onto a solid object and pulled full force without much to no bending/breaking to be used.

- Dragon tailing does not count as a Red hit

- ❖ Boas- are two balls attached to each other using a string (Historically used for tripping).
 - This weapon is made with scrap foam and two knee high socks. Fill each sock with foam until a ball like shape is made.
 - Tie off each end by creating a knot or using a hair tie.
 - Tie loose ends together, creating one piece.
 - Boas can **ONLY** take a limb by wrapping around it. If hit and bouncing off/not wrapping it doesn't count.
 - Boas can **ONLY** make a direct kill by a head shot. If hit anywhere else that would normally count as a direct kill, it doesn't count.