

Rapier Armor/Weapons Inspection Checklist: Kingdom of Caid

Perform check with fighter in complete armor:

1) Torso/groin:	Ask what material armor is made of (<i>must be puncture resistant-material</i>).
2) Armpits:	Puncture resistant material must cover bottom half of the arm at the armpit seam, and extend to at least 1/3 the distance to their elbow. Triangular or oval gusset shapes ok.
3) Groin area:	Entire front groin area must have puncture resistant material. Men must have cups. Rigid breast/groin protection <i>optional</i> for women (but recommended!).
4) Overlaps:	3 inches of overlap recommended when standing. Have them assume a fighting stance to make sure overlaps don't gap.
5) Arms:	Tug on sleeves to make sure they don't ride up easily to expose skin.
6) Gloves:	Check for holes, overlap.
7) Mask:	Must be 12k. (<i>note: all Castello brand masks fail</i>). Must be secure and not fit loosely on their head. (elastic band on back, tied on, etc).
8) Coif:	Have them tilt head forward then back. Check for large gaps, openings.
9) Gorget (SGL):	Have them tilt head forward then back. Check for large gaps, openings.
10) Arms/legs:	Ask what material armor is made of (<i>must be abrasion-resistant material</i>).

Check Blades and All Offhand Weapons:

1) Look:	- Check for single gradual curve. - Inspect for kinks, S-curves, twisting, rust, discoloring of blade.
2) Feel:	- Run (gloved) hand along blade to check for any nicks or sharp edges.
3) Flex:	- Flex to test stiffness. - Flex to check curve. The blade should go back roughly to the original curve. If the curve stays significantly upon flexing, check for soft spot developing.
4) Tip:	- Tug on tip to check if it is secure. - Must have rubber/plastic tip and be secured with bright colored tape (not black, gray, white etc.). Bright colored tool-dip does not need tape. End must be brightly colored, even if tape not needed (i.e. tip is epoxied on).
5) Guards:	- Should not have openings large enough to admit a tipped (3/8") blade. - Swept hilts allowed for <i>Schlager only</i> . - Odd/large openings: allowed if the opening is <i>not likely</i> to trap a blade.
6) Quillions:	- Maximum 12" length. No sharp points! Knuckle guards are fine. - Blade catchers allowed for <i>Schlager only</i> .