

Standards d'homologation de Bicolline



Version 1.0



This booklet is by no means an exposé of foam weapons manufacturing. It is limited to the homologation method used at the Bicolline events.



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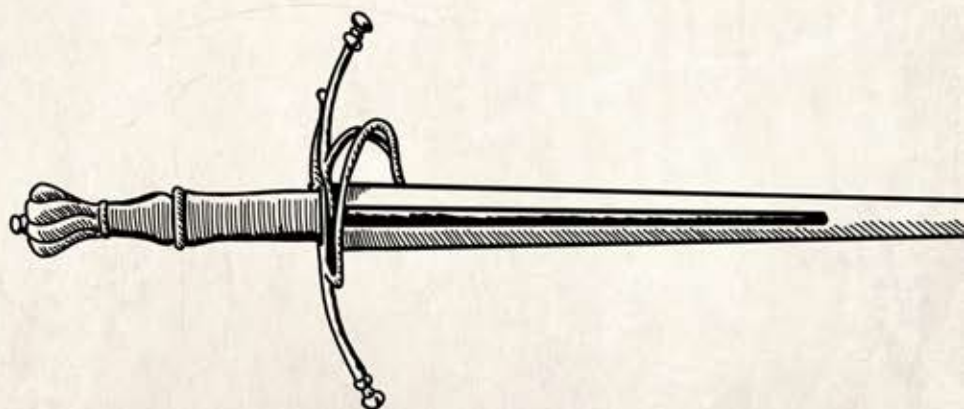
Homologation

Combat activities always involve a degree of risk, even if the weapons used are dummy weapons developed for this kind of hobby. To ensure maximum safety for participants, a number of basic checks must be carried out before any activity where weapons are used.

All weapons and shields entering a combat zone must bear a homologation label. It is the responsibility of each participant to have his or her equipment certified if he or she wishes to take part in the fights. A fixed homologation point is provided for the verification of weapons and shields at each Duché de Bicolline event. If the equipment is authorized by the organization, it will be identified with an homologation label.

Please note:

- Any weapon deemed unsafe or not meeting Bicolline's safety standards will not be allowed on the battlefield. Any participant breaking this rule may be expelled from the event on the spot.
- A marshal can refuse a weapon that weighs too much or if the weight is poorly distributed, which could present a safety issue.
- A marshal may refuse a weapon whose design or origin he does not readily recognize.
- A weapon whose manufacturer does not allow stabbing will be refused.
- A safe weapon is no longer safe if used too forcefully and indiscriminately. Each participant must remember that it's the touch that counts, not the force.
- Bicolline uses the metric system. The imperial system is used in this document for information purposes only.
- The weapon must have an appearance appropriate to the activity.
- Bicolline is not a weapons manufacturer and has no intention of regulating or explaining how to make weapons.
- Bicolline reserves the right to remove any weapon, projectile, shield or piece of equipment from the game without notice or justification.
- Some activities on the site may have additional restrictions to the general rules, for example Trollball.





Melee weapons

Objects less than 20 cm

Length	0 to 20 cm (0 to 8")
Homologation	<ul style="list-style-type: none">• No damage and homologation.• Not considered weapons.

Weapons without skeletons

Length	20 to 40 cm (8 to 16")
Homologation	<ul style="list-style-type: none">• Must be made of foam or soft material.• No rigid parts.

Weapons with skeleton

Length	20 to 112 cm (8 to 44")
Homologation	<ul style="list-style-type: none">• Secure skeletal ends.• Must be covered with protection from tip to hilt.• The point should be padded and safe for stabbing.• Sufficient foam density so you don't feel the skeleton.• Can have one or two joints, for a maximum total spacing of 12 cm (5").

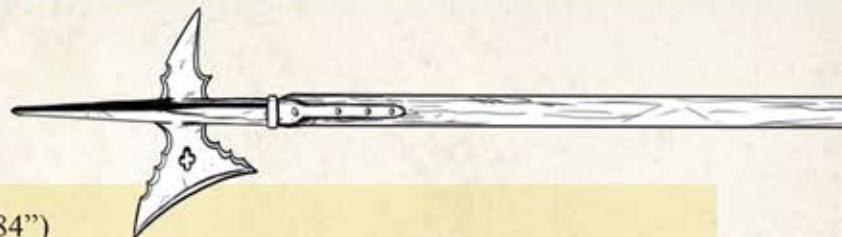
Skeleton weapons (2-handed)

Length	112 to 180 cm (44 to 72")
Homologation	<ul style="list-style-type: none">• Secure skeletal ends.• Must be covered with protection from tip to hilt.• The point should be padded and safe for stabbing.• Sufficient foam density so you don't feel the skeleton.• No joints allowed.





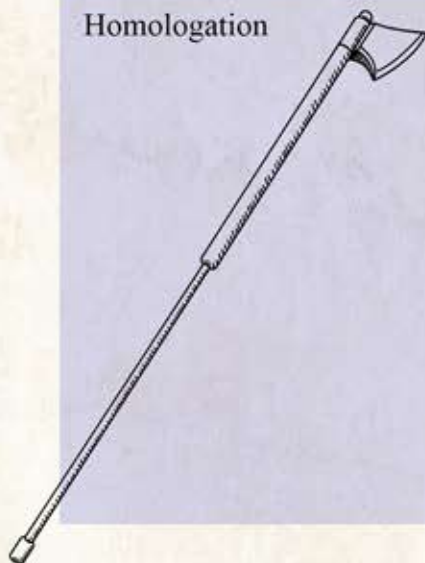
Hast weapons



Length

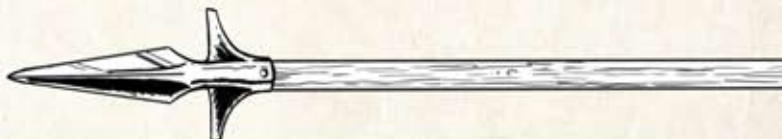
180 to 214 cm (72 to 84")

Homologation



- Secure skeletal ends.
- Must be covered with protection from tip to hilt.
- The point should be padded and safe for stabbing.
- Sufficient foam density so you don't feel the skeleton.
- No joints allowed.
- An uninterrupted section of foam, with a minimum of 90 cm (36") of protection under the weapon head.
- Protected, flexible base or knob.
- Weapon skeleton made of bamboo or material that does not produce a splint.
- Structure rigid enough for combat and does not whip.
- Must have a shape that clearly indicates the ability to give a cutting stroke.
- Head weight must not exceed 900 grams (2 pounds).

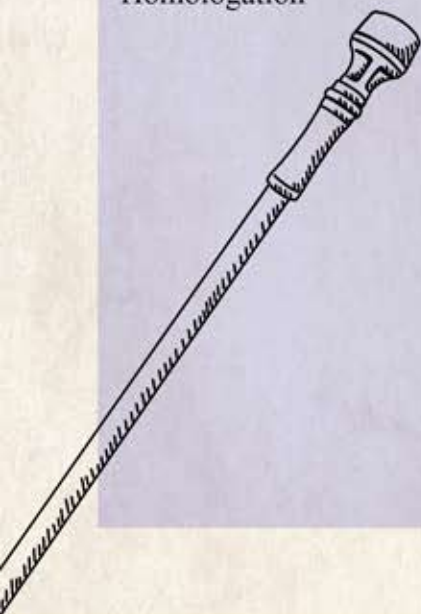
Stabbing weapons (Spear)



Length

214 to 274 cm (84 to 108")

Homologation



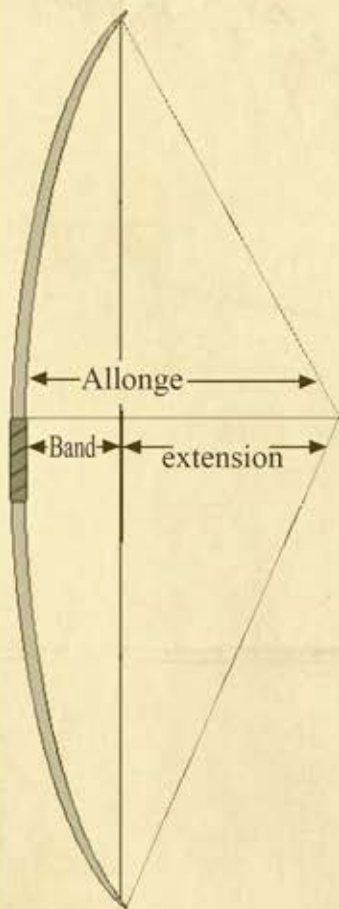
- Secure skeletal ends.
- Must be covered with protection from tip to hilt.
- The point should be padded and safe for stabbing.
- Sufficient foam density so you don't feel the skeleton.
- No joints allowed.
- An uninterrupted section of foam, with a minimum of 90 cm (36") of protection under the weapon head.
- Protected, flexible base or knob.
- Weapon skeleton made of bamboo or material that does not produce a splint.
- Structure rigid enough for combat and does not whip.
- The tip of the spear should be at least 5 cm (2") in diameter.
- Every weapon over 214 cm must have a clearly identified embossed mark 50 cm from its pommel.
- Must have a shape that clearly indicates a purely stabbing weapon.



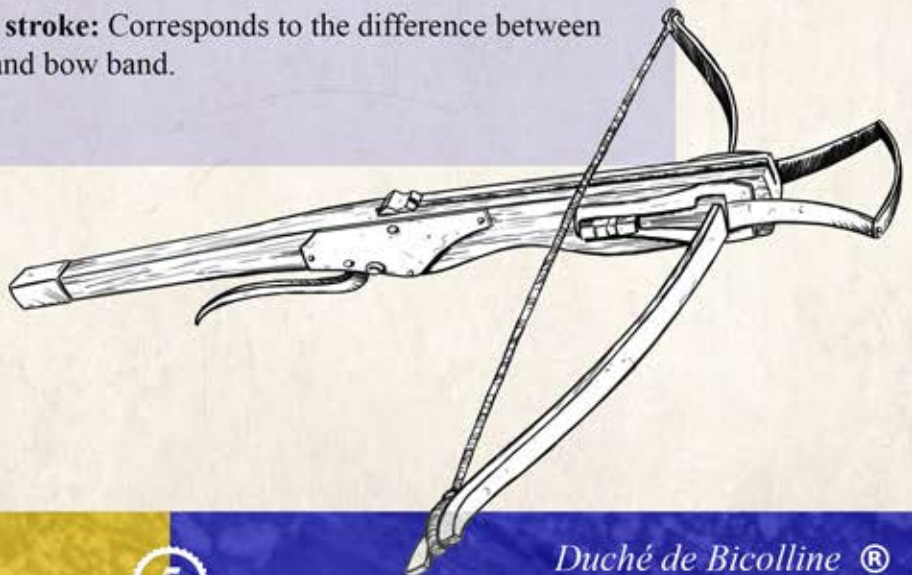
Shooting weapons

Bow and Crossbow

Homologation



- Maximum throwing force must not exceed 28 joules.
- Compound weapons are prohibited.
- To find out the maximum permissible tension for a weapon corresponding to a maximum throwing force of 28 joules, first determine its **extension stroke**. Secondly, transpose the measurement into the **Maximum Weapon Tension** table.
- For all weapons that can use arrows with the maximum extension of the table, the extension stroke is found by subtracting the bow band from the maximum extension of the table.
- For weapons that cannot have the maximum draw length shown in the table, the actual maximum draw length of the weapon must be deducted from the bow band
- **Maximum draw length:** Distance measured between the bow handle and the bowstring at full extension.
- **Bowstring:** Gap between the inside of the bow grip and the string of the weapon without extension.
- **Extension stroke:** Corresponds to the difference between extension and bow band.





Please note

- In order to facilitate homologation of shooting weapons, we have kept their specification relatively simple. However, the assessment of a weapon's safety remains at the discretion of the homologator.
- If your weapon shoots at more than 30 m (100'), it will be refused homologation, even if it falls within the accepted values in the table. In addition, it may be removed during the event. A pressure plate test or other mechanical test may be required.

Maximum gun voltage

Extension stroke in inches	Extension stroke in cm	Maximum voltage in lbs	Maximum voltage in kg
8" and under	20 cm and under	60	27.2
9	23	56	25.5
10	25	51	23.0
11	28	46	20.9
12	30	42	19.2
13	33	39	17.8
14	36	36	16.5
15	38	34	15.5
16	41	32	14.5
17	43	30	13.7
18	46	29	13.0
19	48	27	12.3
20	51	26	11.7
21	53	25	11.2
22	56	24	10.7
23	58	23	10.2
24	61	22	9.8
25	64	21	9.5
26	66	20	9.1
27	69	19	8.8
28	71	19	8.5



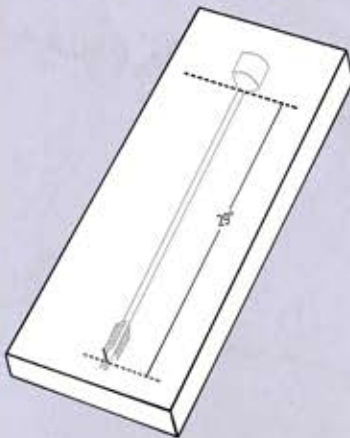
Projectiles

Arrows and squares

Length

Maximum extension of 73.7 cm (29")

Homologation



- Skeleton tip end secured.
- Arrow skeleton tip secured so that the skeleton cannot pass through the tip protection at **any time**.
- The tip is finished with sufficient protection to protect the eye from impact at **all times**.
- The tip must be a flat surface with a minimum diameter of 5 cm (2").
- Projectiles must bear the name of their owner.
- All projectiles must be approved and marked.
- Only glass or carbon fiber rods are accepted.

Javelines

Length

130 to 154 cm (51 to 60")

Homologation



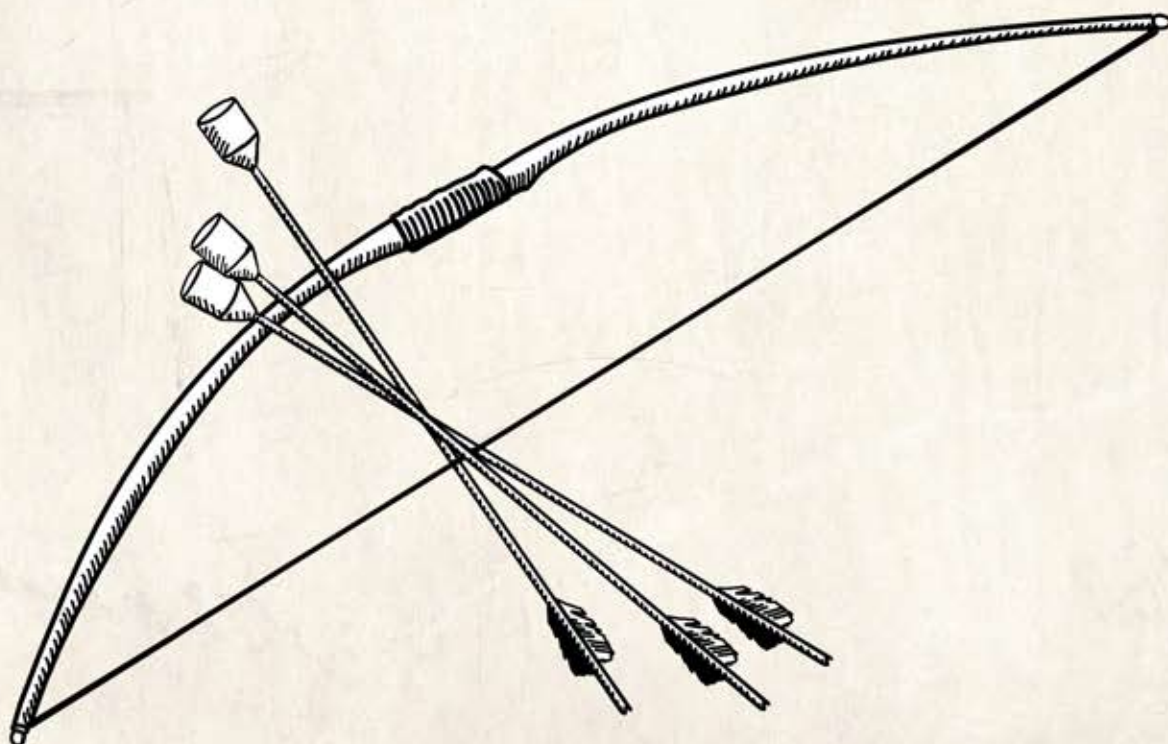
- Skeleton tip end secured.
- Javelin skeleton tip fixed so that the skeleton cannot pass through the tip protection at **any time**.
- The tip is finished with sufficient protection to protect the eye from impact at **all times**.
- The tip must be a flat surface with a minimum diameter of 5 cm (2").
- Must be clearly identifiable as a javelin.
- Fins must be made of foam.





Please note

- The only projectiles allowed are arrows, tiles, javelins and war machine projectiles.
- Projectiles are not designed for hand-to-hand combat. It is therefore forbidden to use them in this way.
- It is your responsibility to ensure that the projectile is in good condition before use.
- It is your responsibility to ensure that the metal points of the arrows/frames you buy/use have been removed and that the skeleton is adequately secured. Homologators and marshals may at any time seize an arrow/frame and open it to check its workmanship.
- Weapons 1.8 meters (6') and under must have a consistent finish (latex, injected foam, fabric covering, etc.). Duck tape or equivalent finishes are not acceptable.
- Repairs with "duct tape" or equivalent to the point of a weapon are not accepted. The point is defined as the last third of the blade.
- Repairs with "duct tape" or equivalent that remain relatively minor other than at the tip (first third of the blade or first quarter of the complete weapon, whichever is shorter) may be accepted, but reconstruction of part of the weapon will not be accepted.
- Arrows and tiles must have a consistent finish (latex, injected foam, fabric covering, etc.). Duct tape or equivalent finishes are not acceptable.
- A participant who fights with a bow or crossbow must have at least 6 projectiles on his person to be admitted to the battlefield.
- If a weapon, projectile, shield or other piece of equipment is removed from the game, Bicolline and its representatives are not responsible for its management.
- Crossbows must be used 2-handed.





Shields

Shields

Area 0 to 1.12 m² (12 sq. ft.)

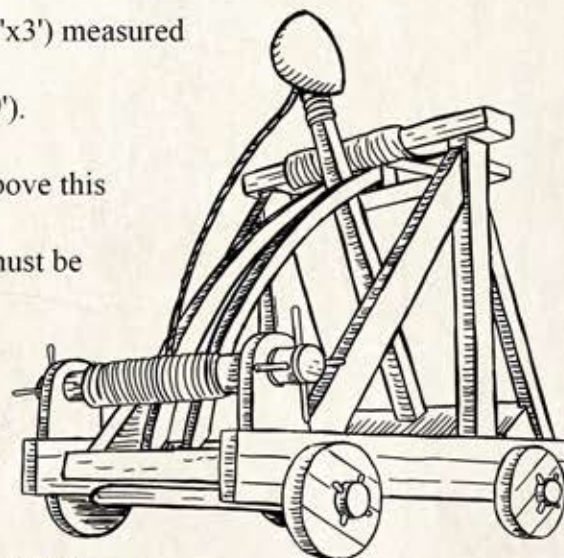
Homologation

- The edge and/or contour must have a round finish 2 cm (3/4") in diameter or be padded with foam.
- The rim and/or contour must not have any sharp edges or protrusions that could injure others and/or damage the weapons.
- Must have an appropriate appearance to be easily recognizable as a shield.



War machines

- The only authorized war machines are ballista, cannon, bulwark and catapult.
- War machines can only belong to one category at a time.
- Minimum dimensions, without decoration, are 1m x 1m x 1m (3'x3'x3') measured on the longest part)
- Maximum dimensions, with decoration, are 3m x 3m x 3m (9'x9'x9').
- The minimum weight is 50kg (110 lbs).
- The direct fire range must be 30 m (100 ft.) or less. A single shot above this distance disqualifies a war machine
- A war machine must have a snap hook ring on the front. The ring must be visible and free of obstructions.
- The war machine requires 2 to 3 operators to move it around, identified by a red armband.
- Only one operator per war machine is authorized to fire projectiles. This operator is the gunner and is also identified by a red armband.
- Ballistas and catapults must be fitted with an arming system with trigger. Appearance and balance are taken into consideration.
- Cannons must be equipped with physical mechanisms to limit their power.





War machine projectiles

Trait de Baliste

Length	71 to 91 cm (28 to 36")
Homologation	<ul style="list-style-type: none"> • Secure skeleton tip end. • The tip of the line skeleton must be fixed in such a way that the skeleton cannot pass through the tip protection at any time. • Line finished with sufficient protection to protect the eye from impact at all times. • Foam fins only. • Must be red.

Cannonballs, Bombarde

Length	7 cm (2.75") minimum diameter
Homologation	<ul style="list-style-type: none"> • The ball must be made of soft material. • Must be red.

Catapult balls, Trébuchet

Length	31cm (12") minimum diameter
Homologation	<ul style="list-style-type: none"> • The ball must be made of soft material. • Must be red.



Monsters

It's a privilege to play a monster at Bicolline. There's no guarantee that you'll be allowed to play it on the battlefield.

Before any monster can even hope to be approved, you must submit a story explaining its origin and past, which the organization must have seen and approved.

The main criterion in creating a monster is appearance; it must, without a shadow of a doubt, possess a monstrous appearance in terms of mass, size, equipment, texture, bulk, etc.

Example :

- **Mass or size:** Monsters must measure over 2.15 m (7') and be so bulky that they cannot pass through the ranks of soldiers without disturbing them.
- **Appearance:** The creature's equipment and form must be clearly different from that of a large warrior in armor. There are many orcs, goblins, dark elves and other creatures who, on the battlefield, are not considered monsters. If you remove your mask or a specific element of your costume, will other players still think you're a monster? Do you inspire fear and/or respect?
- **Background:** What's the role-play reason for your monster's appearance in the Bicolline universe? Is this the first time we've heard of you? Do you fit into Bicolline's scenario or universe?
- **Details:** Is your monster neat and detailed from head to toe?
- **Power Player:** Is your monster designed to abuse the rules? Is it well balanced?
- **Weaponry:** A monster can use 1.52m (60") weapons or a weapon and shield.

These are all subjective criteria, and it's impossible for us to be more precise without becoming limiting. It will therefore be up to homologation to decide on any points that could lead to confusion.

Prerequisites for playing a monster :

- Before June 1st of each year, send the combat committee (combatGB@bicolline.org) the history of the monster, any images, sketches, concepts available for pre-evaluation and/or renewal. The monster will be added to and/or retained in the bestiary if compliant. It is important to communicate all modifications made to a monster.
- At the time of homologation (which remains mandatory), it is the participant incarnating the monster on the battlefield who must present himself fully costumed and armed. Only a creature appearing in the bestiary can be homologated.
- The monster must provide another person to act as monster attendant. This person must have been designated in advance and must have undergone mandatory online training beforehand.