

# Homologation Standards of Bicolline



*Version 1.2*



*This document is in no way a guide to the manufacture of foam weapons.  
It is limited to the homologation method used at Bicolline events.*



Homologation Standards Version 1.2.....	1
Introduction to Homologation.....	2
Homologation Process.....	2
Important General Rules.....	3
Melee Weapons.....	4
Items under 20 cm.....	4
Weapons without a frame.....	4
Weapons with a frame.....	4
Weapons with a frame (two-handed).....	4
Polearms.....	5
Pike weapons.....	5
Finishing and repairs.....	6
Projectile Weapons.....	6
Bows and Crossbows.....	6
Projectiles.....	7
Arrows and Bolts.....	7
Javelins.....	7
Shields.....	8
Shields.....	8
War machines.....	8
Projectiles from War Machines.....	9
Arrows.....	9
Cannonballs.....	9
Monsters.....	10



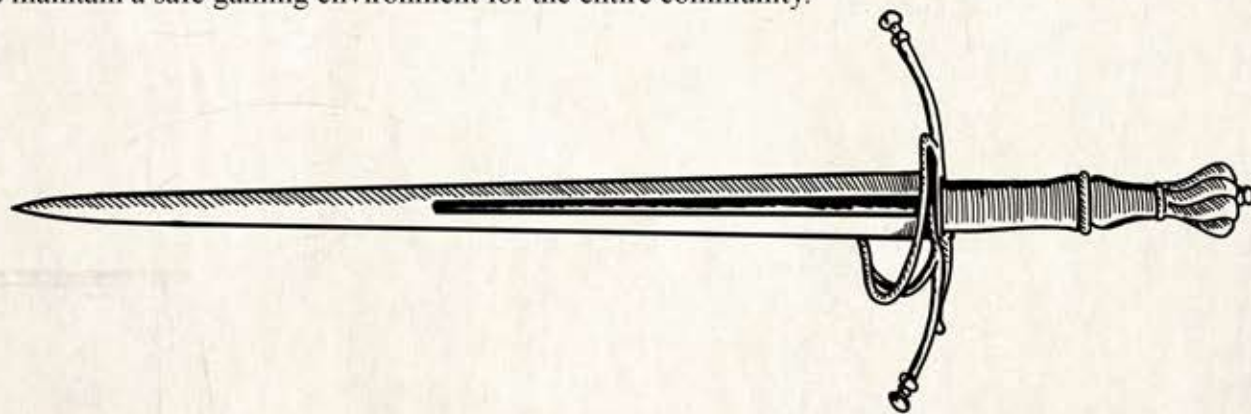
## Introduction to Homologation

Weapon inspection is an essential step in ensuring the safety and consistency of combat at Bicolline. Any weapon used in-game must be inspected and approved by the inspection team before it can enter the battlefield. This inspection aims to confirm that the weapon complies with current standards. Particular attention is paid to wear and tear, repairs, and modifications that could compromise the safety of the equipment. A weapon deemed too rigid, damaged, or posing a risk may be refused or temporarily removed until corrections are made.

Once approved, the weapon receives a visual identifier certifying its approval for the season or event. This identifier must remain visible at all times. Marshals may inspect a weapon at any time and remove any equipment that no longer complies from play.

Homologation is not a permanent validation. Any damage may result in a new inspection, and maintenance of the equipment remains the participant's responsibility. Furthermore, homologation is neither a guarantee nor a seal of approval from Bicolline. It is a subjective inspection, carried out largely by volunteers, which aims to assess the weapon's compliance at the time of verification.

This process helps maintain a safe gaming environment for the entire community.



## Homologation Process

All weapons or shields entering a combat zone must be affixed with an approval label. It is the responsibility of each participant to have their equipment approved if they wish to take part in combat.

Fixed homologation stations are set up to inspect weapons and shields during each event held by the Duché de Bicolline. If the equipment is approved by the organization, it will be marked with a homologation label.



## Important General Rules

Furthermore, Bicolline reserves the right to remove any equipment (weapons, projectiles, shields, etc.) from the game at any time without notice or justification.

Certain activities on the site may have additional restrictions beyond the general rules, such as Trollball.

The weapon must have an appearance appropriate for the activity.

## Safety First

Any weapon deemed unsafe or failing to meet Bicolline's safety standards will not be permitted on the battlefield. Any participant violating this rule may be immediately expelled from the activity.

A weapon whose design does not allow for thrusting will be refused

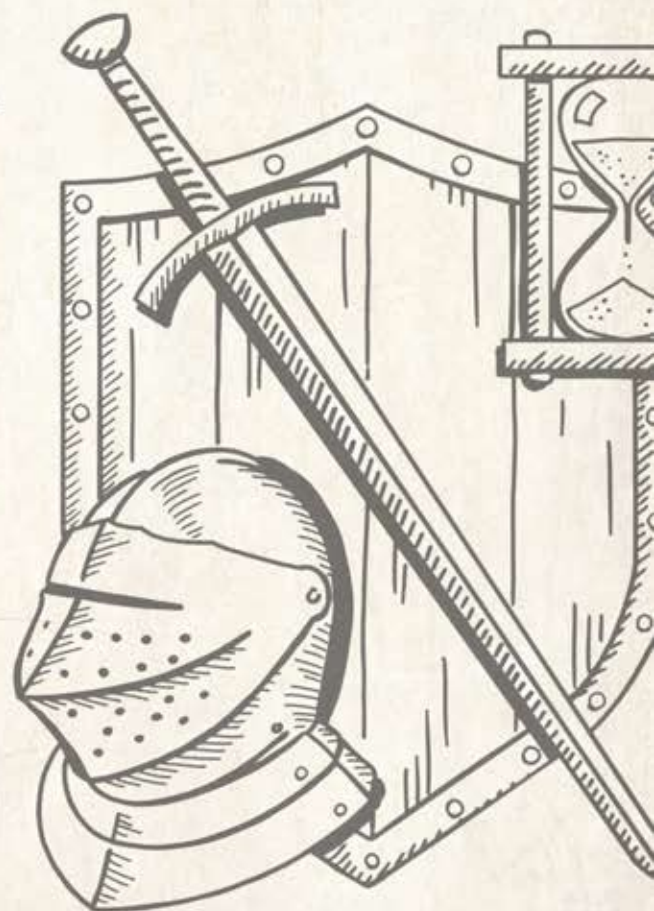
## Discretionary authority of the marshals

A marshal may refuse a weapon that is excessively heavy or poorly balanced, posing a safety risk.

A marshal may refuse a weapon whose design or origin they cannot easily identify.

## Measurement system

Bicolline uses the metric system.





# Melee Weapons

## Objects less than 20 cm

Length	0 to 20 cm (0 to 8")
Approval	<ul style="list-style-type: none"><li>- Causes no damage in-game</li><li>- Are not eligible for approval.</li><li>- Are not considered weapons.</li></ul>

## Weapons Without Skeleton

Length	Over 20 to 40 cm (8 to 16")
Homologation	<ul style="list-style-type: none"><li>- Must be made entirely of foam or soft material.</li><li>- Must not contain any rigid parts or internal structures.</li></ul>

## Weapons with Skeleton

Length	Over 20 to 112 cm (8 to 44")
Homologation	<ul style="list-style-type: none"><li>- The ends of the skeleton must be secured.</li><li>- The weapon must be fully covered with protective material, from the tip to the guard.</li><li>- The tip must be adequately padded and safe for thrusting.</li><li>- The foam density must be sufficient so that the frame is not detectable to the touch.</li><li>- May have one or two joints, with a maximum total spacing of 12 cm (5").</li></ul>

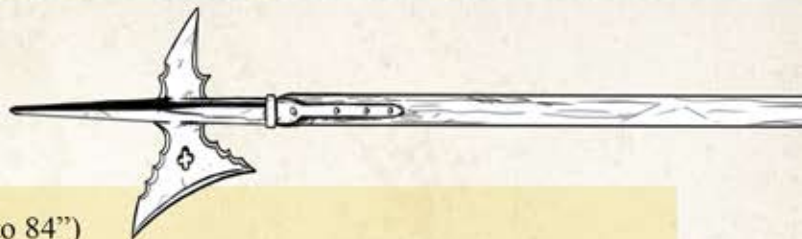
## Weapons with Skeleton (two-handed)

Length	Over 112 to 180 cm (44 to 72")
Homologation	<ul style="list-style-type: none"><li>- The ends of the frame must be secured.</li><li>- The weapon must be fully covered with protective material, from the tip to the guard.</li><li>- The tip must be adequately padded and safe for thrusting.</li><li>- The foam density must be sufficient so that the frame is not detectable to the touch.</li><li>- No joints are permitted.</li></ul>





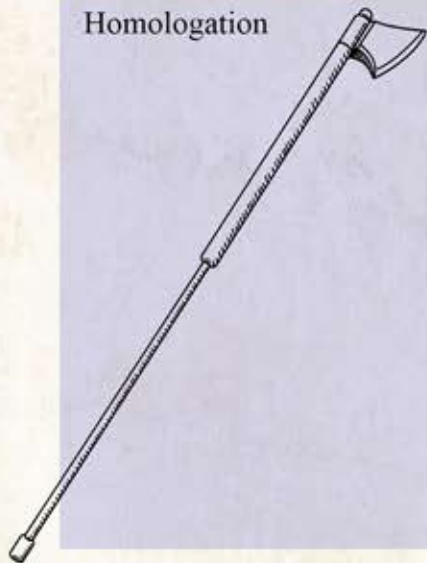
## Hast Weapons



Length

Over 180 to 214 cm (72 to 84")

Homologation

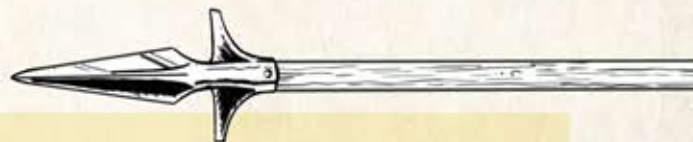


- The ends of the frame must be secured.
- The tip must be adequately padded and safe for thrusting.
- The foam density must be sufficient so that the frame is not detectable to the touch.
- No joints are permitted.

### Specific Requirements.

- An uninterrupted section of foam measuring at least 107 cm (42") from the tip of the weapon is required.
- A protected base or pommel.
- A frame made of bamboo or a material that does not splinter.
- A structure sufficiently rigid for combat, without a whipping effect.
- A shape that clearly indicates the ability to deliver cutting blows.
- The weight of the head must not exceed 900 g (2 lbs).

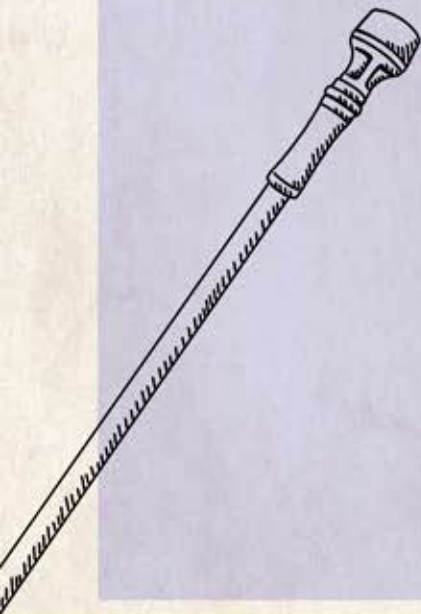
## Stabbing Weapons (Spear)



Length

Over 214 to 274 cm (84 to 108")

Homologation



- The ends of the frame must be secured.
- The tip must be adequately padded and safe for thrusting.
- The foam density must be sufficient so that the frame is not detectable to the touch.
- No joints are permitted.

### Specific Requirements.

- An uninterrupted section of foam measuring at least 107 cm (42") from the tip of the weapon is required.
- A protected base or pommel.
- A frame made of bamboo or a material that does not splinter.
- A structure sufficiently rigid for combat, without a whipping effect.
- A tip with a minimum diameter of 5 cm (2").
- Any weapon longer than 214 cm must have a raised mark clearly identifiable 50 cm from its pommel.
- The shape must clearly indicate that it is a weapon intended exclusively for thrusting.



## Finish and Repairs

- Weapons 180 cm (72”) and shorter must have a uniform finish (latex, injected foam, fabric covering, etc.).
- Finishes using “duct tape” or equivalent materials are prohibited.
- Minor repairs to a weapon may be accepted. However, the inspector reserves the right to reject a weapon if they deem that the repair compromises or could compromise its safety.
- Arrows and darts must also have a uniform finish. Finishes using duct tape or equivalent materials are prohibited.

## Shooting Weapons

### Bow and Crossbow

#### Acceptable Draw Weight

- Bows: The draw weight measured by chronograph must not exceed **24 joules** at a draw length of **28 inches**.
  - A bow deemed too powerful will be rechecked using a fish scale, and the limit will be **28 lbs**.
- Crossbows: The power measured by a chronograph must not exceed **18 joules**.

#### Simplified energy calculation (joules)

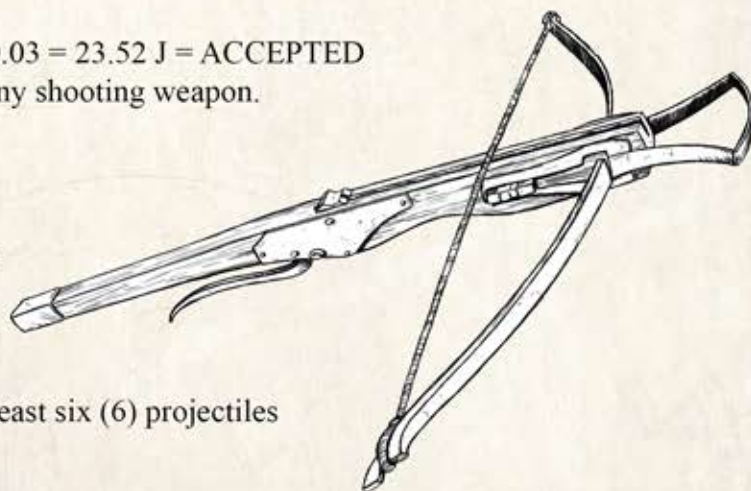
- (number of pounds of draw weight) X (draw length in inches) X (coefficient) = joules
  - The coefficient is a mathematical shortcut that combines unit conversions, the physical formula, and the weapon’s actual measured efficiency.
    - Bow coefficient = 0.03
    - Crossbow coefficient = 0.04
- For example, a 28-pound bow:  $28 \text{ lbs} \times 28 \text{ inches} \times 0.03 = 23.52 \text{ J} = \text{ACCEPTED}$
- Bicolline reserves the right to refuse to homologate any shooting weapon.

#### General Requirements

- Compound bows are prohibited.
- Crossbows must be used with both hands at all times.
- Crossbows must be longer than 500 mm.

#### Conditions for Admission to Combat

- A combatant using a bow or crossbow must carry at least six (6) projectiles on their person to be admitted to the battlefield.





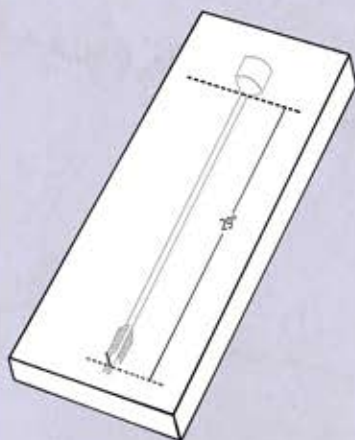
# Projectiles

## Arrows and Bolts

Length

Maximum extension of 73.7 cm (29")

Homologation



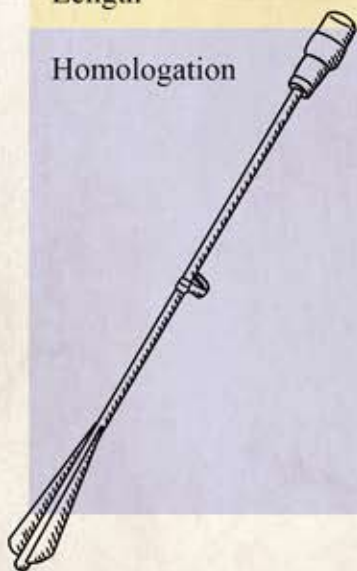
- The boom head must be fixed, secured, and non-removable.
- **Threaded (screw-on) heads are prohibited.**
- The head guard must provide sufficient protection to ensure eye safety in the event of an impact.
- The head must have a flat surface with a minimum diameter of 5 cm (2").
- Projectiles must be clearly marked with the owner's or guild's name.
- All projectiles must be homologated.
- Only fiberglass or carbon shafts are permitted.

## Javelines

Length

130 to 154 cm (51 to 60")

Homologation



- The tip of the shaft must be secured.
- The javelin head must be secured in such a way as to prevent the shaft from penetrating the protective barrier.
- The head protection must be sufficient to ensure eye safety upon impact.
- The tip must have a flat surface with a minimum diameter of 5 cm (2").
- The weapon must be clearly identifiable as a javelin.
- The fins must be made of foam.
- Projectiles must be clearly marked with the owner's or guild's name.



# Shields

## Shields

Area 0 to 1.12 m<sup>2</sup> (12 sq. ft.)

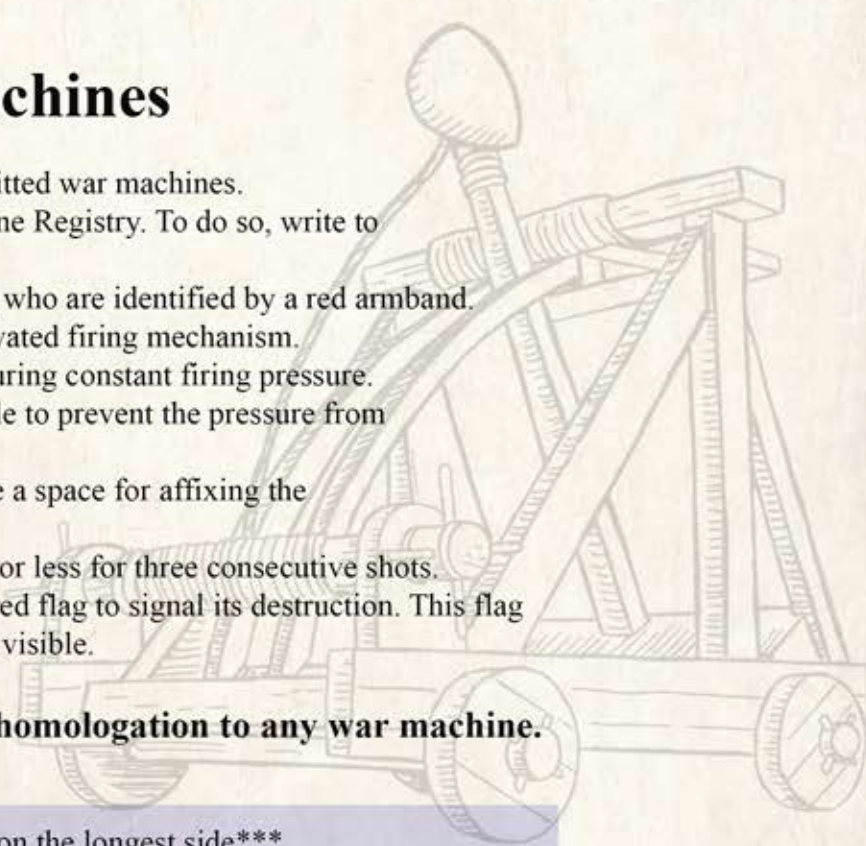
### Homologation

- The rim and/or edge must have a rounded finish with a minimum diameter of 2 cm (3/4") or be adequately padded with foam.
- The rim and/or outline must not have any sharp edges, sharp corners, or protrusions that could injure a participant or damage a weapon.
- The shield must have an appropriate appearance and be clearly identifiable as such.



## War machines

- The ballista and the cannon are the only permitted war machines.
- All machines must be listed in the War Machine Registry. To do so, write to [activites@bicolline.org](mailto:activites@bicolline.org)
- The war machine requires three (3) operators, who are identified by a red armband.
- Ballistas must be equipped with a trigger-activated firing mechanism.
- Cannons must be equipped with a system ensuring constant firing pressure.
  - This mechanism must be lockable to prevent the pressure from being altered during the event.
  - The locking system must include a space for affixing the homologation label.
- The direct-fire range must be 30 m (100 feet) or less for three consecutive shots.
- Every war machine must be equipped with a red flag to signal its destruction. This flag must be large enough to be easily spotted and visible.
- **Bicolline reserves the right to refuse homologation to any war machine.**



### Dimensions

\*\*\*Measurements taken on the longest side\*\*\*

- Minimum (without decoration): 1 m x 1 m x 1 m (3 x 3 x 3 feet)
- Maximum (with decoration) 3 m x 3 m x 3 m (9 x 9 x 9 feet)
- Minimum weight: 50 kg (110 lbs).



## War Machines Projectiles

- All projectiles must be clearly marked with the owner's or guild's name.
- All projectiles must be certified at the same time as your war machine.
- Handcrafted projectiles are prohibited.
- Operators agree to maintain a minimum firing distance to ensure the safety of other participants. A short-range shot deemed unsafe by a marshal may result in a warning.

**Bicolline reserves the right to refuse homologation for any projectiles.**

### Balista Traits

Length	71 to 91 cm (28 to 36")
Homologation	<ul style="list-style-type: none"><li>- The tip of the shaft must be securely attached to prevent it from piercing through the protective gear.</li><li>- The spear must have a tip with a minimum diameter of 5 cm and sufficient protection to prevent any impact to the eye.</li><li>- The fins must be made exclusively of foam.</li><li>- The ends must be secured.</li><li>- The spear must be red.</li></ul>

### Cannonballs

Length	7 cm (2.75") minimum diameter
Homologation	<ul style="list-style-type: none"><li>- The ball must be made entirely of soft material.</li><li>- If a casing is added, it must not in any way alter the ball's flexibility or cushioning effect.</li><li>- The ball must be red</li></ul>



# Monsters

Playing a monster in Bicolline is a privilege. No guarantee is given regarding the right to play one on the battlefield.

## Prior Approval Required

Before it can even be submitted for approval, every monster must:

- Submit a detailed history explaining its origin and background;
- Submit any available images, sketches, or visual concepts;
- Obtain official approval from the organization.
- Without prior approval, no monster may be certified.

## Evaluation Criteria

The evaluation of a monster is based primarily on its appearance and its consistency with the Bicolline universe.

### 1. General Appearance

- A monster must, without a doubt, have a monstrous appearance.

This can be demonstrated by:

- Its size
  - Its mass
  - Its bulk
  - Its texture
  - Its features
  - Its overall visual impact
- The monster must be over 2.15 m (7 feet) tall.
  - It must be bulky enough that it cannot pass through the ranks of soldiers without disrupting their formation.

### 2. Visual Distinction

- The monster's appearance must be clearly distinct from that of a mere large warrior in armor.
- Certain creatures (orcs, goblins, dark elves, etc.) are not automatically considered monsters on the battlefield.



- A key question to ask yourself:
  - If you remove your mask or a distinctive element of your costume, will the other players still perceive your character as a monster?
- The monster must inspire fear and/or respect by its mere presence.

### 3. Narrative Consistency (Backstory)

- The monster must fit credibly into the Bicolline universe.  
Consider:
  - What is the role-play justification for its appearance?
  - Is it already known in the universe?
  - Does it fit into the current storyline?

### 4. Quality and Finish

- The costume must be well-made and detailed from head to toe.
- A monster cannot rely on a single strong visual element: the whole must be coherent and well-crafted.

### 5. Game Balance

- A monster must not be designed to exploit or circumvent the rules.  
It must be:
  - Balanced in terms of gameplay;
  - Suitable for the group experience;
  - In keeping with the spirit of the rules.
  - Any concept designed to gain an excessive advantage will be rejected.

### Weapons

- A monster can use a weapon up to 152 cm (60") long, with or without a shield.



## **Nature of the Evaluation**

These criteria involve some degree of judgment. It is impossible to make them entirely objective without restricting creativity.

The final decision rests with the homologation committee, which will resolve any ambiguous situations.

## **Requirements for portraying a monster**

- 1- Annual submission: by June 1st of each year, the participant must submit the following to the combat committee ([activites@bicolline.org](mailto:activites@bicolline.org)):
  - a- The monster's backstory
  - b- Images, sketches, or visual concepts
  - c- Any modifications made to the costume or concept
  - d- The monster will be added to or retained in the bestiary if deemed compliant.
  - e- Any significant changes must be reported.
  
- 2- **Mandatory Approval**  
During approval:
  - a- The participant portraying the monster must arrive fully costumed and armed.
  - b- Only creatures listed in the bestiary may be approved.
  
- 3- **Monster Attendant**  
- Each monster must be accompanied by an attendant designated in advance.  
This person must:
  - a- Have completed the mandatory online training;
  - b- Act as the person responsible for monitoring and supervising the monster on the battlefield.