

AEthelmearc Rubber Band Gun Rules

Rules for the use of RBGs in AEthelmearc - published in the April Astel

III. Weapons Specifications

D. Projectile Weapons:

- 1. Rubber band guns (RBGs), weapons firing a flexible round (rubber bands or surgical tubing), may be used in rapier melee combat only. Their use in melee will be at the discretion of the marshal-in-charge, and may be subject to additional restrictions, such as: limit to the number of shots per gun, a limit to the number of guns per side, no gleaning or a limit to the number of shots per fencer.**
- 2. The use of any projectile weapon is forbidden within formal rapier tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.**
- 3. RBGs should mimic the appearance of period firearms, shall be constructed of wood and/or light weight metals, and must conform to the rules restricting the construction of rigid parry items. Gun barrels large enough to admit the tipped end of a blade must be plugged. All RBGs and rounds must be inspected before use.**
- 4. Ammunition must be of entirely flexible material (i.e. no washers), except for the plastic connectors used to hold the round together, which must be covered either by the round itself or by shrink tube in a manner that prevents the plastic from striking the target of the round.**
- 5. All hits from RBGs count as a thrust to the body part struck. If the round strikes a weapon or parrying device, then both that weapon and the hand holding it are lost. Accidental discharges of the gun count as per normal.**
- 6. RBG bullets penetrate bucklers and soft non-rigid devices in a straight line. (e.g. they are not bulletproof.) Active marshalling shall be used to aid in the acknowledgement of hits.**
- 7. It shall be understood that fencing helms, large bucklers and heavy cloaks may impede accurate acknowledgement of RBG bullets. Active marshaling shall be used to aid in acknowledgement of hits. Ill-tempered behavior by either fencer shall not be tolerated.**
- 8. It is strongly recommended that RBGs only be used from outside of rapier engagement range. (i.e. if you are close enough to kill them with a sword, use the sword).**
- 9. Due to the risk of being hit by stray rounds, marshals supervising RBG melees will wear eye protection such as protective goggles, or a fencing mask - as long as vision is unimpaired (i.e. can you still see a broken weapon) and they can be clearly distinguished from the combatants.**