



ACCREDITATION RULES

OLDTOWN FESTIVAL 2021

1. General rules

- A player is required to be in possession of the following items (without them they will not be allowed to play):
 - a costume in post-apocalyptic style,
 - **eye protection gear (glasses, goggles) with a minimum strength of 2J - mesh gear is not acceptable,**
 - yellow reflective vest.
- Please come dressed in your LARP attire for the accreditation.

2. Safe weapons

- The melee weapon replica must be made of safe materials. If there is a hard core, it must be safely wrapped in soft material.
- The melee weapon replica must visually resemble the weapon it is intended to represent. For example, a replica of a melee weapon intended to function as a dagger in the story must resemble that dagger.
- Weapons that visually look like a piece of foam wrapped in duct tape (the so-called silver sausage) will not be permitted to play.
- Each melee weapon replica will be rigorously evaluated during accreditation. Only melee weapons replicas accredited by the organisers that meet both safety and visual requirements will be allowed in the game.
- Only weapons in three variants (including the handle) will be allowed in the game:
 - up to 50 cm - short weapon (the only weapon with which you can perform Assassination; can be used with a shield),
 - up to 120 cm - one-handed weapon (can be used with a shield),
 - up to 200 cm - two-handed weapon (requires two hands to fight, cannot be used with a shield).
- Allowing safe weapons to play is a subjective decision by the organisers.
- It is not permitted to use rubber training knives or other replica weapons intended for fencing training during the game.

- The core of the safety weapon must end at least 5 cm from the lower end of the handle and the tip of the weapon.
- Only glass fibre or carbon fibre rod cores are permitted.
- The user is responsible for the weapon in use and its safe use.
- In case of doubt a safe weapon may be tested on its owner ;p

3. ASG replicas

- You can start the game with one ASG replica. Additional ASG weapons can only be purchased during the game at in-game Gun Shop (see the Special Rules section in the Mechanics).
- The ASG must visually resemble a tattered weapon. For example, clean new guns must be soiled / tattered / wrapped in rags etc.
- ASG weapons with a discharge velocity of no more than 450 fps measured on 0.25g balls may be used during the field game.
- The maximum permitted velocity for ASG weapons used in buildings and when shooting from moving vehicles may not exceed 350 fps.
- No grenade launchers or ASG grenades are permitted in the game.
- Gas powered ASG weapons (Green Gas / CO2) must be fully loaded at accreditation (under the supervision of a designated person):
 - gas capsules replaced with the accrediting person present,
 - gas tanks filled to capacity.
- In case of doubt about the power of the replica, the exit velocity will be checked on a zeroed hop-up.
- Replicas with easily replaceable springs may not be allowed in the game.
- Self-made replicas that meet the fps requirements are allowed to play, however we ask for prior consultation with the organisers.

4. Bows

- Bows with a draw strength on a standard 28" not exceeding 35 lbs (~15.5 kg) are allowed.
- Bows will not be accepted for play:
 - compound bows,
 - with adjustable draw force which does not require a change of the bowstring,
 - with protruding parts (e.g. stabilisers) which may be potentially dangerous,
 - bows which are in a questionable state of repair (this applies in particular to self-made and bows bearing signs of being modified).
- The bowstring is a component of the bow and is also subject to accreditation and non-invasive marking.
- Arrows not eligible for play:
 - whose shafts made of materials other than glass fibre or carbon fibre,

- the shafts of which are taped/covered (with the exception of painting or wrapping intended to improve visibility / aid identification),
- which are topped with anything other than a head (rubber tip) of a diameter greater than the eye socket,
- which are equipped with a hand-made head,
- which are in a technical condition giving rise to any objection.
- A player using not accredited or damaged archery equipment will be removed from the festival site immediately.

5. Safe thrown weapons

- Safe thrown weapons must be short, coreless, sufficiently soft and look realistic.

6. Armour

- The armour is an assortment of rigid, striking, reasonably uniform pieces of attire, made of rigid materials (such as metal, plastic, tyres, thick rubber...) that is consistent with the post-apocalyptic style.
- The armour must be visible to other players. It may be covered by some kind of material, but only partially, so that the presence and position of the armour can be seen at a glance.
- Any armour allowed in the game will be marked accordingly by the organisers.
- Chain mail (or elements of chain mail) are permitted to play as long as they meet the visual criteria. Please contact the organisers in advance for consultation.
- All "power armours" and other unique armoured constructions are subject to individual evaluation for special benefits to be granted. Please contact the organisers in advance to arrange this.

7. Shields

- The shield must be made of safe materials, preferably soft, including properly protected edges.
- The shield may have a core or be made on the basis of a hard material but it must be properly protected.
- The maximum size of the shield is 80×80 cm or 60×100 cm. Any shape that falls within the outlines given above is acceptable.
- Each shield will be rigorously assessed during accreditation and only those which meet both safety and visual requirements will be allowed to play (the shield must look realistic - foam rectangles are out).

8. Cyborgs

- We allow characters with cybernetic modifications (cyborgs) as long as the costume made by the player clearly indicates that they are a cyborg and which body parts are artificial.

- If you are interested in playing a cyborg character, you must contact the organisers in advance.
- Please note that playing a cyborg by default does not provide any additional benefits.

9. Mutants

- We allow mutant characters to participate in the game, as long as the outfit made by the player clearly indicates that they are a mutant
- If you are interested in playing as a mutant character, it is necessary to contact the organisers in advance.
- Please note that playing as a mutant by default does not give any additional benefits.

10. Vehicles

- Vehicles allowed to play must be suitably modified and fit the post-apocalyptic style of the LARP.
- Each vehicle must be equipped with a fire extinguisher, a first aid kit and a warning triangle.
- A player who wants to become an in-game driver must have a valid driver's licence and must take part in a compulsory safety training. Players who do not attend the training will not be allowed to drive in-game vehicles.
- Elements used in the styling of vehicles (e.g. protruding out of the vehicle) must not endanger the life and safety of the driver, passengers nor pedestrians.
- The in-game vehicle must have a red light mounted on the roof (or, if there is no roof, in another clearly visible place) which is visible from a distance and which indicates that the vehicle is still in the game.
- The organisers reserve the right not to admit a vehicle into the game if it does not meet the aesthetic or safety criteria.
- We encourage you to send photos of your modified vehicles in advance for consultation.

11. Others

- Slave collars are items tagged with an RFID chip and require accreditation.

Contact us

Are you in doubt? Something is unclear?
Write to us at contact@oldtownfestival.net!