

Refer to the handbook for full descriptions and guidance**Marshals are**

- 1. not guaranteeing or certifying that anything is completely safe, and its use is without risk**
- 2. inspecting to see if the weapons & armour comply with published standards or not**
- 3. not going to allow weapons, armour or other equipment that don't meet standards to be used**

The primary responsibility for the Safety of weapons and armour remain with the fighter

	Ask for consent to touch the fighter during the inspection
Note	During combat, the head and neck must be protected by a combination of helm and neck protection
Helm construction	1. The helm, including the face guard, needs to have sufficient coverage to protect the bones of the skull and face. 2. All parts of the helm that might come into contact with the head must be padded with a minimum of 1/2 inch (12.7 mm) of resilient material, or suspended in such a way as to prevent injury 3. The inside of the helm which might come in contact with the neck or body, must be padded with a minimum of 1/2 inch (12.7 mm) of resilient material 4. The helm needs to have a chin strap or other means of preventing it from being dislodged and prevent metal from contacting the face during combat
Helm off Inspection	Before the fighter puts their helm on, inspect the interior for: (a) broken welds, loose rivets, and internal projections that could cause injury, (b) the presence and condition of padding or a suspension system. Padding and suspension systems degrade over time with use and wear and will need to be repaired or replaced.
Helm on Inspection	Have the fighter put their helm on and assume their normal fighting stance. (a) Check that the larynx and cervical vertebrae are covered. If it appears likely these areas will not remain covered when the fighter moves, have the fighter turn or tilt their head to typical combat positions to see that the required protection remains in place. (b) Check the face guard and eye slots do not have openings greater than 1 inch (25.4mm) that would allow a weapon to penetrate. (c) Verify that the faceguard will not hit the fighter's face by putting your hand on the front of the helm, and have the fighter push against it. A gentle touch of the tip of the nose to the face guard at maximum pressure is undesirable, but not grounds to disqualify the helm. (d) Check that the chinstrap is secured by lifting the helm gently
Face guard	1. Face guards must prevent a 1 inch (25.4 mm) diameter dowel from entering into any of the face guard openings. 2. The face guard must extend at least 1 inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect 3. A movable visor must be attached and secured in such a way that there is minimal chance that it will become detached or come open in normal combat use
Eye ware	1. Lenses must be constructed of shatterproof industrial safety glass or plastic 2. No ordinary glass lenses
Neck	The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.: 1. helm 2. gorget of rigid material 3. A collar of 11/64 inch (4.4 mm) or 11 oz thick stiff leather lined with a minimum of 1/4 inch (6 mm) of close cell foam or equivalent padding. 4. A mail or 11/64 inch (4.4 mm) or 11 oz thick stiff leather camail or aventail that hangs or drapes to absorb the force of a blow (See handbook for more information)

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Kidneys & floating ribs	The kidney area and the floating ribs must be covered by a minimum of 11/64 inch (4.4 mm) or 11 oz thick stiff leather worn over 1/4 inch (6 mm) of closed-cell foam or equivalent padding, or armor that provides equivalent protection. Check for kidney and floating rib armor. Kidneys are located in the back, at the bottom of the rib cage (about elbow height) not down on the hips.
Elbow	The point of the elbow and the bones at either side of the elbow joint must be covered by rigid material worn over at least 1/4 inch (6 mm) of closed-cell foam, or equivalent padding. Check that the point and sides of each elbow are covered. If you are concerned about coverage during combat, have the fighter flex their arm to confirm that the elbow remains covered.
Forearm	Not required but recommend that the entire medial side of the forearm (the ulna) is protected by rigid material. A partial or full vambrace, or equivalent, should suffice. also recommend 1/4 inch (6 mm) of closed-cell foam, or equivalent padding under the rigid material, and no more than a 1 inch (25.4mm) gap between the forearm protection and other required arm or hand armor
Hand and Wrist	The outer surfaces of each hand, to 1 inch (25.4 mm) above the wrist and including fingers and thumb, must be covered by one or a combination of the following: (a) A gauntlet of rigid material lined with 1/4 inch (6 mm) of closed-cell foam or equivalent, or designed to transfer potentially injurious impact to the surfaces being grasped. (b) A gauntlet of 11/64 inch (4.4 mm) or 11 oz thick stiff leather lined with 1/2 inch (12 mm) of closed-cell foam. (c) A gauntlet of heavy padding. i. An ice hockey glove is considered to be heavy padding, but looks blatantly modern, so fighters are encouraged to use something else. ii. Street hockey gloves are not equivalent, as the padding is lighter than a regular ice hockey glove. Street hockey gloves can be treated as padding in other hand protection if thick enough. (d) A partial gauntlet of rigid material, or a partial gauntlet of 11/64 inch (4.4 mm) or 11 oz thick stiff leather lined with 1/4 inch of closed cell foam or equivalent padding to cover the back of the hand and at least the first knuckle of the thumb, as well as the points and back of the wrist, used in combination with: i. a rigid basket on a weapon or side-strapped shield, a center-grip shield, or cup hilt with enough bars or plates to prevent a blow from striking fingers or the back of the hand. ii. If the fighter is using a basket or cup hilt, a side-strapped with a shield basket, or center-grip shield, their forearm armor and/or partial gauntlet must cover the remaining exposed portions of their hand, wrist, fingers, and thumb. Check the gauntlet and/or basket hilt to see if the combination covers the required area (the hand, fingers and thumb, and one inch of the forearm) and for signs that the equipment is faulty.
Groin	Ask the fighter if they are wearing the appropriate groin protection. It is up to the combatant to know what they need to wear. Do not attempt to check for it physically
Knees	The kneecap, including the area 1 inch (25.4 mm) above and below it, and both sides of the knee joints, must be covered by rigid material worn over at least 1/4 inch (6 mm) of closed-cell foam, or equivalent padding. Check that the front and sides of the knee are covered. If you are concerned about coverage during combat, have the fighter flex their knees (either a deep knee bend or raise one knee at a time) and see that the knee remains covered. Check for signs that the equipment is faulty