

Padding and length requirements for weapons.

All lengths represented in Inches

Length	Handle/ Pommel	Striking Surface	Length	Handle/ Pommel	Striking Surface
Short			Reach		
	19 6.333333333	12.66667		49 16.33333	32.66667
	20 6.666666667	13.33333		50 16.66667	33.33333
	21	7 14		51	17 34
	22 7.333333333	14.66667		52 17.33333	34.66667
	23 7.666666667	15.33333		53 17.66667	35.33333
	24	8 16		54	18 36
	25 8.333333333	16.66667		55 18.33333	36.66667
	26 8.666666667	17.33333		56 18.66667	37.33333
	27	9 18		57	19 38
	28 9.333333333	18.66667		58 19.33333	38.66667
	29 9.666666667	19.33333		59 19.66667	39.33333
	30	10 20	Minimum Striking		
	31 10.333333333	20.66667	Pole	Padding	Surface
	32 10.666666667	21.33333		60 20	12
	33	11 22		72 24	12
	34 11.333333333	22.66667		84 28	12
	35 11.666666667	23.33333		96 32	12
	36	12 24		108 36	12
				120 40	12
Long				132 44	12
	37 12.333333333	24.66667		144 48	12
	38 12.666666667	25.33333			
	39	13 26			
	40 13.333333333	26.66667			
	41 13.666666667	27.33333	Round Shield		
	42	14 28	Diameters		
	43 14.333333333	28.66667	Max Small	Sq. Feet	
	44 14.666666667	29.33333		23.25	2.947755
	45	15 30	Max Medium		
	46 15.333333333	30.66667		30.25	4.98995
	47 15.666666667	31.33333	Max Large		
	48	16 32		36	7.06725

A field guide to Amtgard.

Class	Garb	Weapons	Shields	Armour
Anti-Paladin	White Belt Black Phoenix	All Melee Javelins	Large	4 points
Archer	Orange Sash	Dagger, Short Long, Any Bow	None, Initially	3 points
Assassin	Black Sash Mask	Dagger, Short Long, Throwing	None, Initially	None, Initially 2 points @ level
Barbarian	Fur Sash that Can't be mistaken for other classes	All Melee Short Bow Throwing, Javelins	Large	2 Points
Bard	Blue Sash	See magic lists	Medium	None
Druid	Brown Sash	See magic lists	Small	None
Healer	Red Sash	See magic lists	Medium	None
Monk	Gray Sash	Dagger, Short Long, Pole Arm Throwing @ level	None	None
Monster	Varies	Varies	Varies	Varies
Paladin	White Belt White Phoenix	All Melee Javelins	Large	4 Points
Raider	Black/white Headband	Dagger, Short Long, Reach	Large	None
Scout	Green Sash	Dagger, Short Long, Staff Throwing, Short Bow	Small	3 Points
Warrior	Purple Sash	All Melee Javelin @ level	Large	4 Points initially, 6 points @ level
Wizard	Yellow Sash	See magic lists	None	None

Sashes: 2" wide and worn from shoulder to opposite hip (Diagonally across chest)

Phoenix: Paladin & Anti-Paladin only. Must be openly displayed on garb or armour.

Weapon specs: Strike legal parts must be at least 2.5" in diameter. Pommels, tips, crossguards must also be 2.5" and padded.

Courtesy Padding: Must be at least 1/2" thick over the core. (pipe insulation is ideal)

Shields: Must have a sturdy base. Needs 1" thick padding on the facing and 1.5" on the edges.

Weapon	Minimum	Maximum	Strike Legal	Handle/Pommel
Dagger:	16"	18"	12"	6"
Short:	19"	36"	2/3	1/3
Long:	37"	48"	2/3	1/3
Reach	49"	60"	2/3	1/3
Pole Arm:	61"	None	12"	Courtesy pad 1/3

Hinged: Combined strike surface & chain – 18" max. Overall length max: 36"

Madu: Spear joined to a shield. Stab only. If any part is damaged, the whole thing is disabled.

Spear: 61+" length. Stab only. 6" strike legal @ tip. Courtesy padded the upper 1/3.

Staff: 60-96" length. Double ended. 12" strike legal on both ends. 1/3 courtesy padded each end.

Bow: Short 59" or less when strung. Long: 60" or more when strung.

Projectiles:

Throwing: knives, axes, darts, etc. May not have rigid or granular cores.

Rocks: Must be 12" diameter, red damage when thrown 2-handed.

Javelin: Stab only in melee. 6" strike legal @ tip. Rigid core OK. Padded 100% to be throw legal.

Arrows: Tips must be 2.5" of padding on the point.