

Rapier Inspections

A. General

1. All armor and weapons must be inspected prior to participation in any of the battles, tournaments or any other fighting activity at Gulf Wars.
2. Fighters must show proof of authorization as well as their medallion during inspection. Digital proof of authorization is acceptable.
3. All fighters are required to have read and understood these Gulf Wars conventions prior to inspection. Copies will be available at rapier point.
4. Fighters should make an effort to be inspected by a marshal from their home kingdom. If they are unable to, they may be inspected to society standards. Inspection stickers must be worn prominently on masks or helmets. Only GW inspection stickers may be used. Kingdom specific inspection stickers are not valid. Stickers will be issued to each inspected fighter upon successfully being inspected. The GW Medallion Number of the inspecting Marshal will be written on the fighter's sticker.
5. Those wishing to assist with inspections must be an authorized rapier marshal. Marshals may perform inspections only after signing in to the Marshal Log Book by presenting the Marshal of the Day with proof of authorization and site medallion.

B. Spear Inspections

1. Due to a history of failures of some rubber spear tips, rapier spears must be inspected each day before the start of fighting. This is to be done by the marshals at Rapier Point. A piece of duct tape of a specific color (determined by the RMiC) with the date written on it will be added to the spear.
 - a) Fighters are encouraged to inspect their own spears on a daily basis and after each iteration of a scenario, looking for signs of wear, tears, degradation of the foam/rubber, etc.

C. Projectile Weapon Inspections

1. RCA weapons and ammunition are to be inspected at Combat Archery Point only. There will be different colored stickers used to indicate whether it can be used on both combat fields or only on the armored combat field.
 - a) Crossbows and Bows will be checked prior to the scenario for the inspection sticker to ensure the correct poundage is being used. Ammunition will be checked to ensure the right heads are being used.
2. RBGs must be inspected either in their kingdom camps or at Rapier Point. Their inspection will be similar to a rigid parrying device inspection.