



Shields at Eos Events

No shield may be used that has an area larger than 1800 square inches.

Shields are designed to block blows and must never be used to attack other players; this includes 'shield charges'.

All edges must have sufficient foam padding and be taped (firm pipe lagging for example, low density would be unsuitable). The padding should be at least 12mm thick with no hard protrusions, it should be resistant to being torn and crushed to avoid exposing the hard shield rim.

Any bolts used in construction must be countersunk or padded. Any bolts used in the construction must be securely fastened, and able to remain that way for the duration of the event. Wing nuts are not considered suitable.

There should be no 'hard' embellishments protruding from the shield that may snag, tear or bind a weapon. All sharp edges on the inside of the shield must also be padded to avoid injury.

Shields made of transparent materials or with windows are not allowed.

A shield will fail if the method by which the shield is strapped to the user's arm could cause injury. The straps should be of sufficient strength and integrity so as to not break in combat, letting the shield flap about dangerously. Centre-boss shields should have a secure handgrip for this purpose.

The front surface of the shield may be padded, but this is not mandatory. However you must ensure that there are no splinters or shards of wood or metal that could cut or tear skin or weapons striking it.