

Kingdom of Northshield Boffer Division Rules in a Nutshell

	Child's Boffer Division (ages 6-9)	Youth Boffer Division (ages 10-13)	Teen Boffer Division (ages 14-17)
Armor			
Head	Rigid material, no opening more than 2", chin strap	Rigid material, no opening more than 2", chin strap	Rigid material, no opening more than 2", chin strap
Neck	Larynx only, belt-grade leather over closed-cell foam	Larynx and cervical spine, belt-grade leather over closed-cell foam	Larynx and cervical spine, "hard over soft" rigid material
Torso	Shirt or tunic	Shirt or tunic; rigid breast protection for girls as appropriate	Rigid protection for kidneys, sternum, and xiphoid; rigid breast protection as appropriate
Arms	Cloth covering shoulders, elbows, and hands	Cloth covering shoulders and armpit, padded elbows and gloves	Cloth covering shoulders and armpit; min. medium leather covering elbows, gauntlets covering hands (lacrosse gloves acceptable)
Legs	Cloth covering legs, sturdy non-open shoes required	Cloth covering legs, sturdy non-open shoes required, padded knees	Cloth covering legs, sturdy non-open shoes required, min. medium leather covering knees
Groin	Minimum light leather, athletic cup, or equivalent	Athletic cup, padded skirt, leather, or equivalent	Athletic cup or rigid pubic arch protection for males; closed-cell foam, heavy leather or equivalent (not male athletic cup) over pubic bone for girls
Weapons			
Core	Golf tubing	Schedule 40 PVC, inner diameter 0.5" to 1.0" (two-handed min. 0.75"), ends capped	Schedule 40 PVC, inner diameter 0.5" to 1.0" (two-handed 1.0"), ends capped; lanyard on one-handed weapons
Maximum Length	Proportional to combatant, max. five feet (60")	Proportional to combatant, max. six feet (72")	Six feet (72") for great weapons, seven-and-a-half feet (90") for spears; great sword haft max. 18"
Shield Grip	No guard required	No guard required	shield basket, hockey glove or full gauntlet
Combat			
Authorization Categories	One authorization encompasses all weapons	Single-Handed and Two-Handed	Single-Handed, Two-Handed, and Face Thrust
Target Area	Entire body except hands.	All body above 1" above the knee except hands	All body above 1" above the knee except below 1" above the hand
Face Thrusting	Not allowed	Entire head allowed, touch only	Face only, touch only
Blow Calibration	Touch	Positive force for cutting blows, touch for thrusting blows	Light force for cutting blows, positive force for thrusting blows; armored combat calibration is acceptable
Blow Acknowledgement	Any hit scores a victory. Most kids prefer to act out limb hits anyway, which is technically wrong, but why stop them?	Arm blow results in loss of use of arm, leg blow results in loss of use of leg, head or torso counted as kill	Arm blow results in loss of use of arm, leg blow results in loss of use of leg, head or torso counted as kill

Compiled by John Chandler – any errors are his fault.