

Weapon Construction

Type of Weapon	Minimum Size	Maximum Size
Small Melee	12"	21"
Medium Melee*	20"	44"
Large Melee (2 Handed)	43"	60"
Polearm*	50"	72"
Staff	50"	72"
Brawlers (Brawling Skill) or Monk Fists*	12"	18"
Claws/Other Natural Weapons*	12"	21"
Small Thrown	4"	12"
Large Thrown	13"	36"
*May be made for Thrusting		

Melee Weapons: Boffer weapons require 1/2" to 5/8" thick closed cell foam on all possible striking surfaces, with the exception of Small Melee or Brawlers, which may use 3/8". Thrusting tips and large pieces such as axe blades and hammers should be made of open cell foam. Weapons may not be used for thrusting unless specifically constructed to do so, with a thrusting tip of at least 3" for Medium Melee, and 4" for Polearms. **You may not thrust with another person's weapon, regardless of construction.** Weapons should have no sharp edges, hard edges (handle excluded) and should only be made of PVC, graphite, foam, and latex. Weapons

constructed with wood, metal or other materials will be rejected, as they are much more dangerous if the weapon breaks. Weapons with a fiberglass core will be approved on a case by case basis. You are responsible for the care and maintenance of your own boffers and must check them throughout the event; use of an unsafe weapon is grounds for penalty points. Handles should be wrapped in some manner, in a way that the weapon will not twist or slide in your grip.

Thrown weapons: Thrown boffer weapons should be coreless. They must meet the “Minimum Size” in at least one measurement, or they will automatically fail the safety inspection. You may not use any non-foam material to weight a thrown weapon.

Shields: A small shield is any shield that is 20” or less at its tallest or widest measurement. Anything bigger is counted as a large shield. To determine if a large shield is legal, the height of its tallest point multiplied by the width of its widest point must not exceed 900 inches. The maximum height of any shield is $\frac{2}{3}$ the height of the owner. Shields must be constructed from a safe material, but may not have any exposed wood, metal, or edges. Shields may not have loose handles, spikes, or any non-boffer protrusions, and you may never strike someone with a shield.

Bows, Mechanical Weapons and Firearms: For bows, mechanical weapons, and firearms: arrows or darts must meet safety requirements. We allow the use of real or Nerf bows, but crossbows (considered Mechanical Weapons) must fire foam darts or spell packets. Nerf darts/arrows are allowed, so long as they do not have a suction-cup end. We highly recommend using glow-in-the-dark ammo. **You must write your player number on all arrows and Nerf darts.** You may not weight your ammunition. You should try not to bring more than 20 Nerf darts to game, and should always make an effort to retrieve your darts both during and after combat. Bows at SG must not have a higher draw weight than 30 pounds. Bows brought to SG will be tested with a bow scale, and if a bow is tested and draws 31 pounds or higher, you will be relegated to Packet Archery until you can obtain a bow with a safe draw weight. If your dart blaster is modified in a way we deem unsafe or unfair, such as having too much firing strength, it may not pass or you may be asked not to use it at the following event. Bows crafted with a foam tip should have a bottlecap taped to the end of the shaft from the foam is taped on.

Genre: All weapons must be constructed or repainted to look in-genre for Sacred Grounds. Neon colors are not allowed, except for orange safety tips on the barrels of Mechanical Weapons or Firearms. You may not use patterned tape for your boffers, and any lights or sound effects on dart blasters must remain off or be disabled. Exceptions may be made by staff if you provide advance notice and a good reason.