

Ealdormere Youth Combat Armour Inspection Card

<i>Armour type</i>	<i>Division 1 (6-8)</i>	<i>Division 2 (9-12)</i>	<i>Division 3 (13-17)</i>
<i>head</i>	helm with face protection: wire face sport helmets chinstrap no steel helms, max 3lb	helm with face protection: wire face sport helmets chinstrap metal helms allowed, max 6lb	helm with face protection: wire face sport helmets chinstrap metal helms allowed
<i>head/neck</i>	<i>n/a</i>	camail or coif to protect neck/throat	
<i>neck</i>	gorget: light leather is the minimum		gorget: medium leather is the minimum
<i>torso</i>	padded gambeson	padded gambeson + kidney protection + breast protection for developing girls	padded gambeson + kidney protection + rigid sternum and xiphoid protection + breast protection for girls
<i>groin</i>	jock or jill		
<i>arms</i>	long sleeves + elbow pads		long sleeves + hard elbow pads
<i>hands</i>	light gloves	street hockey gloves	
<i>legs</i>	fully covered + knee pads		fully covered + hard knee pads
<i>feet</i>	sturdy shoes, closed toe		
<i>The above standards are bare minimums. Many fighters will want more equipment.</i>			
<i>shield</i>	- plastic or aluminium - edges covered by foam and a layer of duct tape - reasonable size - no hard projections	- wood, plastic, aluminium or equivalent - edges covered by tubing, leather or foam. - reasonable size - no hard projections	- wood, plastic, aluminium or equivalent - edges covered by tubing, leather or foam. - reasonable size - no hard projections - hand protection required

This is just a summary for convenience. The canonical standards are in the MBC Handbook at <http://ealdormere.ca/MinorBoffer.pdf>

Ealdormere Youth Combat Weapon Inspection Card

<i>weapon type</i>	<i>Division 1 (6-8)</i>	<i>Division 2 (9-12)</i>	<i>Division 3 (13-17)</i>
<i>sword</i>	<ul style="list-style-type: none"> - foam, golf tubes and duct tape only (including quillions) - minimum of 2" diameter blade - yellow tape - contrasting striking edge - 1 red ring marks it as division 1 	<ul style="list-style-type: none"> - schedule 40 PVC - 0.5" minimum internal diameter or two golf tubes (one inside the other) - both ends must be capped - strapping tape - 0.5" closed cell foam extending 1.5" past tip of PVC - yellow tape - contrasting striking edge - 2 red rings mark it as division 2 	<ul style="list-style-type: none"> - schedule 40 PVC - 0.5" minimum internal diameter - both ends must be capped - strapping tape - 0.5" closed cell foam extending 1.5" past tip of PVC - any colour tape - contrasting striking edge - 3 red rings mark it as division 3
<i>thrusting tips</i>	n/a	<ul style="list-style-type: none"> - closed cell foam and tape - minimum 2" in diameter extend 4" inches past the end of the PVC or golf tube - should not completely fold over upon impact. - different colour of tape from the sword. 	<ul style="list-style-type: none"> - closed cell foam and tape - minimum 2.5" in diameter extend 3" inches past the end of the PVC or golf tube (two-handed weapons must extend 4" past PVC cap) - should not completely fold over upon impact.
<i>mace, axe</i>	<ul style="list-style-type: none"> - single-handed only, same construction rules as for swords 	<ul style="list-style-type: none"> - permitted, same construction rules as for swords 	<ul style="list-style-type: none"> - permitted, same construction rules as for swords
<i>great weapons</i>	n/a	<ul style="list-style-type: none"> - Maximum length of all great weapons is the height of the combatant - Polearms will adhere to the 18 inch striking surface rule. - Great swords will adhere to the 18-inch Maximum pommel length rule. 	<ul style="list-style-type: none"> - require inspection for wear and cracks immediately before each use. - Size limits: <ul style="list-style-type: none"> - Axe - 5' - Glaive - 6' (max. 18" striking surface) - Great sword - 6' (max 18" haft) - All tips and striking edges must be clearly marked and identified.
<i>spears</i>	n/a	n/a	n/a

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