

Players will engage in combat using their boffers only

If a player is struck on the arm, they cannot use the arm

If a player is struck on the leg, they bend to a knee, and cannot stand

Players are considered dead if struck on the torso, or lose two limbs

Headshots do not count as hits, be careful to avoid these

You cannot pick up another player's boffer

Grabbing an opponent's boffer during combat is an instant death for the individual who grabbed the boffer

Be reasonable when swinging, the goal is to have fun, not to harm anyone

If you or someone near you is injured, inform a moderator immediately

Gameplay objectives will vary from game type to game type

If you die, place your boffer on your head and remove yourself from the battle

Intentionally feigning death by placing your boffer on your head is considered a death

Contact a moderator if a sword breaks, or if PVC is exposed; do not swing a broken sword

Team Name: \_\_\_\_\_ Team Captain (required): \_\_\_\_\_ Captain's E-mail: Captain's Phone #: (cell) \_\_\_\_\_\_ (alt.)\_\_\_\_\_ Captain: Player 2: Player 3: Player 4: Player 5: FOR STUDENT INVOLVEMENT USE ONLY: CASH\_\_\_\_\_ CHECK #\_\_\_\_\_ Date received:\_\_\_\_\_