

**13<sup>th</sup> April – 16<sup>th</sup> April,**

**2001**

**A**

**Medieval  
Odyssey.**

**Lorrienne Holiday Lodge  
& Retreat.**

**Bowraville**

**NSW**

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## **1. Site Rules.**

Site Rules and conditions of entry.

These rules of the site are as requested by the owner. Any Breach of these rules will result in immediate removal from the site with no refund unless stated below.

1. No Cats, Dogs and vermin i.e. rats, ferrets etc.
2. No fires in the forest. Fires are to be limited to within the encampment area allocated to you.
3. No washing of clothes, eating and cooking utensils or yourself in the lake (no soap products) it is for use as a swimming hole and to take washing water away from.
4. Abuse of Conference Organisers will result in immediate removal from the site. Any subject may be broached but must be done so in a rational and civil manner.
5. Abuse of the Tavern Keepers and Cafe staff. A warning will be given, then barring and then removal from the site.
6. No Urinating in the lake.
7. No harming the wildlife.
8. No chopping down of trees. If you require timber then Ask Rob or Jason.
9. The large water drums around the site are for cooking and drinking water only. Please use them for this purpose only.
10. Rubbish will be dumped in a trailer over near the lodge. You will be responsible for taking your own rubbish to that area; we will deal with it from there. Please remove the lids of all plastic bottles and squash them before placing them in the rubbish.
11. The car park is on a private neighbouring property (i.e. someone's home). You must follow the designated path from the car park to the encampments with no deviation. Don't leave the path! Anyone straying from the path into the property will be asked to leave the event. If you have questions about the car park, approach the conference organisers, not the resident. No responsibility is taken for the vehicles but they will be under constant watch from the 2 adjacent houses.
12. Waivers. Without the signing of a waiver you will be asked to leave the site until you have done so.

## **2. Site Map. (See Attachment)**

This is a general guide to various points and encampment around the site. It is not to scale and should be used as a guide only

## **3. Time Table. (See Attachment)**

The timetable is as finalised, however we do advise that it may change between time of printing and the event due to any circumstances.

## **4. Combat Rules. (See appendix A)**

An informal combatants meeting will be held at 1pm outside the fort. The formal combatants meeting will be held 5pm Friday Evening in the Lodge. The Head Marshall for the event is Terry Fitzsimmons.

## **5. Projectile Combat Rules. (See appendix B)**

The Projectile combat at the moment has no formal organiser, or list marshals and falls outside the jurisdiction of the Combat marshal. Before this event can proceed we will need to have someone step forward as head Marshall of Projectile combat and at least 5 list marshals. You can decide this amongst yourselves over the previous days. Let Jason know prior to the start of Combat.

The projectile combat will be held on the lower field and as such has no fortifications but I am sure if people throw in a few dollars each, hay bales can be brought if any are left to use as make shift. Or we can use the bales from the archery range, as the competitions will be over by this stage.

## **6. Waiver. (See appendix C )**

This is to cover the event against legal action due to accidents. If you don't sign the waiver when asked you will be asked to leave the site as signing the waiver is part of the conditions of entry.

## **7. Competition.**

The person in Charge of the competitions is Lynne Simsen, of Duhb-Lynn NVG.

### **Active Competitions.**

Archery. Preliminary heats will take place on DAY at TIME at the archery range. The finals will take place on the DAY at TIME at the archery range. The location and any changes will be found on the main notice board outside the marque and also near the tavern. The rules for the competition will be published in the handbook.

Bardic. This competition will be judged by public acclaim and complemented by a panel of judges. There will be 2 awards, one for the "Most Popular Act." And the other for "Best ,most authentically inspired" presentation.

The Bardic Contest will be held in the Marquee on Friday night at 7pm.

Virulent Curse or Boasting Competition. This competition will take place on the Saturday night 8pm at the more active evening venue and will also be judged by public acclaim and a panel of judges.

Glima (Icelandic/Welsh) Wrestling. This is intended as a bit of late night entertainment. Should there however be dedicated entrants who want to compete in a more serious manner, let Lynne Simsen know and she will do her best to see that it happens. Another one to be judged by public acclaim and the trusty panel of judges, should they be sober and awake.

Brewing Competition. To be submitted by 3pm Friday, these will then be then judged and maybe taken for safe keeping (drinking) immediately thereafter. There will be to separate categories

-Grain based for Beers and Ales.

-Others for Wines, Meads and Cordials etc.

**Other Competitions.** To be registered with Lynne between 11am and noon Friday in the Lodge.

Entries in these will be on view at the market between 1.30pm –3.30pm in the marque and judging will commence at 2pm.

The categories are

-Armouring.

-Costuming.

-Weaponry.

-Woodwork.

-Jewellery.

-Leatherwork

-Handicraft. Includes Fine art, Textiles, Tablet weaving, Pottery and Domestic equipment. (should there be 2 or more items entered in any of these categories they may at the judging panels discretion, be moved into a category of their own.

Best camouflaged non-period item. This is self-explanatory and will be judged on inventiveness and imagination. I have seen a couple of 21<sup>st</sup> C items unbelievably camouflaged. Enter your own " I can't do with out my ----- over the next four day's" item and see how it compares with your fellow addict's. Its all good fun.

Guidelines for the Competitions. There will be two divisions in each category. The choice of which group you wish to enter is up to you, however as a guide, anyone who sells or claims their gear to be a cut above the rest should enter the professional category. The committee reserves the right to move entrants from amateur to professional on these grounds. All items will be judged on Authenticity of materials, workmanship, (including where applicable accuracy of reconstruction) degree of difficulty in construction , design authenticity, and the documentary reference/source provided. The item does not have to be an exact replica of an historical one, but it must look or act like it came from that period. You will need some documentary evidence to prove your item to a particular period, country, and purpose. Also please remember you will be judged on quality of supporting evidence, not the quantity. \*Should there be several complete outfits of clothing submitted a separate category will be created, otherwise you may select your best single item to compete with other single items. (Two items, if in different fabrics, will be allowed, each as a single items.) All clothing items must be clean (not worn since the last wash) or they **will not** be accepted for judging. **No Exceptions.**

Please check the Notice board outside the tavern area for last minute changes to any of the above

## **8. Workshops and Lectures.**

### **International Guest Speakers**

#### **Associate Professor Dan Carlsson**

11am Saturday Lodge

12pm Sunday Lodge

Ass. Prof. Carlsson's professional home is Visby University, but he lectures all over Europe and America. He is a co-founder of Viking Heritage and current president of that association. He began his archaeological career excavating at Birka in Sweden and has been involved in many excavations since, Karelia, fjole and currently Frojel Harbour to mention a couple. He has also been consultant to many other excavations from the Iron Age to Medieval. Prof. Carlsson is a sought after speaker, yet he has kindly agreed to appear at this event for the cost of his transportation only. Those of you who attended the 1999 Conference in Victoria will remember Prof. Carlsson as the highlight of the event. The positive feedback received after the 1999 Conference has prompted this invitation to return in 2001.

#### **Anders Soderberg**

Casting – Workshop

8am start Friday Workshop Area

Lecture

6pm Sunday Lodge

Anders Soderberg specialises in experimental archaeology, in particular, casting using ancient technologies from the Bronze Age through to the Medieval period. Anders uses his practical knowledge of bronze casting to assist him in making accurate copies of archaeological finds for museum displays etc. Anders conducts casting workshops throughout Europe and will be doing so at this event as well. He will be bringing wax copies of artefacts from Sigtuna and Birka for people to cast in clay moulds. Lost wax clay moulds are one of the traditional casting methods used to produce some very beautiful pieces of jewellery during the Viking age, as well as a number of normal household items. This is a chance for the jewellers and crafts men and women in the movement to learn authentic methods and techniques from one of Scandinavia's foremost experts on the subject.

## **Workshop/Lectures/Discussion Groups**

### **Silversmithing – Workshop**

Keith "Chips" Whitthread

All weekend by arrangement. Contact Chips at his encampment on Friday morning to book.

Make jewelry, belt buckles, cloak pins, brass circlets, etc. Cost will vary according to what you wish to make and the amount of silver used. (Anywhere from \$2 - \$30). Ongoing workshop will be conducted in Dubh-Linn's encampment.

### **Horn work – Workshop**

Keith "Chips" Whitthread

All weekend by arrangement. Contact Chips at his encampment on Friday morning to book.

Make drinking horns, spoons, horn tablets, weaving shuttles, etc. Cost will vary according to what you wish to make. (\$2-\$10) This workshop will be conducted in conjunction with and at the same time as the Silversmithing and bone-working workshop. Ongoing workshop will be conducted in Dubh-Linn's encampment.

### **Bone working - Workshop**

Keith "Chips" Whitthread

All weekend by arrangement. Contact Chips at his encampment on Friday morning to book.

Make various objects out of bone. This workshop will be conducted in conjunction with, and at the same time as, the Silversmithing and horn working workshop. Ongoing workshop will be conducted in Dubh-Linn's encampment.

### **Classical Clothing Workshop**

Paul Anderson

9.30am Ancients Encampment

### **Old English Reading Group – Beginner**

Steven Lowe

11am-12pm Friday Lodge.

**Bellydance – Workshop**

1pm-3pm Friday Lodge

**Medieval Shoe Making - Prebooked workshop**

Michael Boughey

3pm-5pm Friday Lodge

This workshop will cover the basics of medieval shoe making including:

- sources for designs and patterns;
- recommended materials and tools;
- authentic stitching; and
- techniques and tips.

Materials supplied:

- needles and waxed linen thread; small pieces of leather to practise basic stitches; and notes.

Participants should bring an awl (preferably curved or, even better, one curved and one straight).

**Dance Lessons**

Paul Andersen

4pm Friday Ancients Encampment

**Blacksmithing - Pre-booked workshop**

Richard Coumbe

8am – 11am Saturday Forge

Cost \$30.00 Pre-booked, but spaces may be available

**Spinning with Drop Spindle – Workshop**

Lynne Simsen

9am-10am Saturday

**Bowmaking – discussion group**

Cameron Turner

10am-11am Saturday Marquee

10am-11am Sunday Marquee

An informal discussion on the construction techniques used in Eastern style composite bows.

Cameron Turner is a local craftsman whose workmanship and attention to detail wins him “wordfame” no matter where he travels in the world.

**Longsword Combat - Lecture**

Scott McDonald

1pm-2pm Saturday Lodge

This lecture is a presentation of the Australian College of Arms syllabus on Longsword training based upon the Italian School of the 16th century and other primary sources. This lecture will cover the ACA syllabus on footwork, body postures, guard positions, classification of cuts and thrusts, techniques for longsword and demonstration of the movement style. The lecture itself will be followed by a 15mins question and answer period.

**Dyeing – Discussion Group**

Lynne Simsen

1pm – 2pm Saturday Marquee

Share experience and ideas on dyeing.

**Tablet Weaving – Workshop**

Lynne Simsen

2pm-4pm Lodge

**English Costume –discussion group**

Star Bradtke

4pm-5pm Saturday Lodge

English costume from Anglo Saxon 7th century to Stuart 1714. Discussing both male and female dress and its progression. Focus will be on styles and types of clothing rather than construction. Others are encouraged to bring along their own research to add to the discussion.

### **Women in the Crusades – Lecture**

Laura Chandler

5pm-6pm Saturday Lodge

This lecture will focus upon the experiences of women in Outremer at the time of the first three Christian Crusades. The divergence of women's experiences from their socially prescribed roles, particularly in the areas of combat and rule, will be discussed. Participants will be supplied with a handout of selected passages drawn from contemporary authors of the period.

### **Celtic Designs - Prebooked workshop**

Marta Lett

9am-12am Saturday Lodge

Total cost \$11. . Prebooked Includes materials.

### **Singing**

Lynne Simsen

2pm-3pm Sunday Lodge

### **Sword and Buckler Workshop.**

Peter Radvan

2pm-3pm Sunday Fort

### **Old English Reading Group – Advanced**

Steven Lowe

3pm-4pm Sunday Lodge

### **Dress Accessories - discussion group**

Star Bradtke

4pm-5pm Sunday Lodge

Women's headdress will be emphasised, but other topics to be addressed will include: men's head wear and hairstyles, footwear, belts, purses/pouches, commonly worn jewellery, etc.

### **9. Organisers.**

For any pressing matters, the main organisers are for solving problems. They are

Jason Miles

Rob Turnell

Laura Chandler.

For specific areas the people you need to talk to are-

Area of control	Who to talk to	Where to find them
Site layout	Jason Miles	Encampment A
Workshops and Lectures	Laura Chandler	Encampment A
Horses	Michael Boughey	Encampment C
Combat	Terry Fitzsimmons	Encampment N
Competitions	Lynn Simsen	Encampment D
Markets	Star Bradtke	Encampment E
Ancients	Paul Andersen	Encampment S

## **Appendixes**

A Combat Rules

B Projectile Combat Rules

C Waiver

## **Attachments**

Site Map and Legend

Timetables

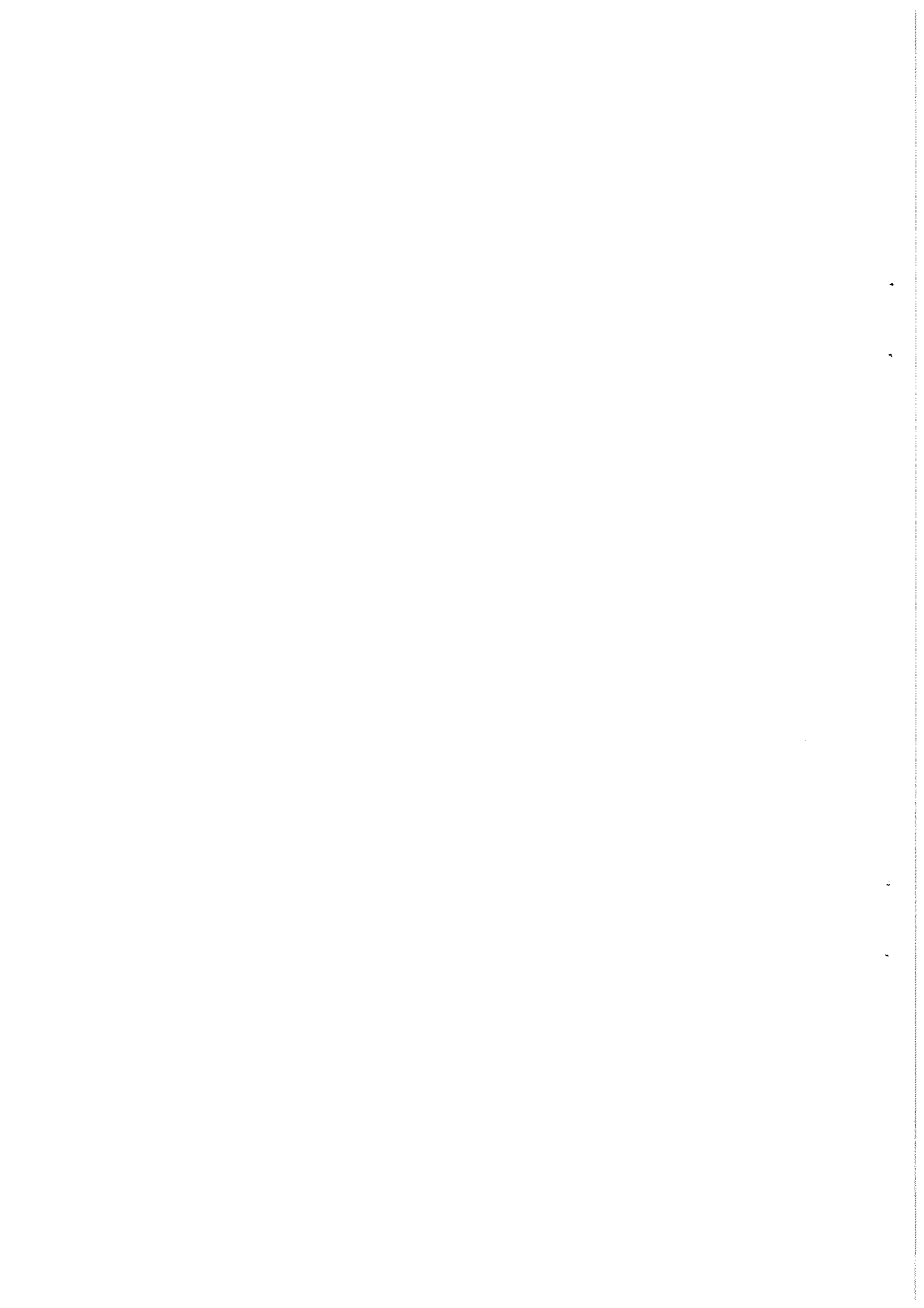
Friday 13<sup>th</sup>

Friday 13<sup>th</sup> Ancients

Saturday 14<sup>th</sup>

Sunday 15<sup>th</sup>

Monday 16<sup>th</sup>





# GUIDELINES FOR INTERCLUB COMBAT

\*as agreed by the meeting of combatants at the Sixth Australasian Mediaeval Conference at Cataract, NSW 1991, with amendments from Glenfield, NSW 1993, Brisbane, Queensland 1995, Geelong, Victoria 1997 and Bacchus Marsh, Victoria 1999 for use at the biannual conference and other interclub events at the discretion of the host body. They evolved from the discussions started at the Macquarie Conference in 1983.

An alternate set of rules is used by the New Varangian Guard Incorporated at their events. The NVG combat rules are at <http://www.geocities.com/Athens/Atrium/3696/NVGInc/combat.html>.

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The NAAMA Rules are used in New Zealand. The NAAMA combat rules are at <http://www.medieval.co.nz/Naama/combatru.htm>.

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<u>2 Structure</u>
<u>3 Requirements</u>
<u>4 Marshalling</u>
<u>5 Protection</u>
<u>6 Blows</u>
<u>Figure 1 - Prohibited Targets</u>
<u>Melee Weapons Annexure</u>
<u>Schedule 1 - List of Restricting Acts by State</u>

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## 1 Application

a) Combat will be organised either by the combat sub-committee of the Conference Association or as displays by individual clubs. The former is referred to as "organised combat" and the latter as "display combat" for the purposes of these rules. "Non-organised combat" (impromptu combat organised by individuals or clubs) may also occur and is bound by the same rules as organised combat unless otherwise agreed by the marshals.

b) These Guidelines shall be applicable to all organised and non-organised combat and all combatant displays, and shall be construed subject to the Constitution and By-Laws.

c) In any place where these rules are found to be either insufficient or indistinct, common sense should prevail.

## **2 Structure**

a) Organised combat shall be divided into two types: those with head blows and those without. An announcement will be made regarding the type of combat by the marshals, immediately prior to each combat.

b) Organised combat will occur only in defined areas. Each of these areas will be defined as a "field of combat".

c) A marshal's meeting shall be held with club training personnel prior to combat to clarify any rules in question. The marshal representing each group will then be responsible for answering the questions put forward by the group.

d) A marshal's area will be set aside so that non-organised combat can be reported to and cleared by the marshals. Non-organised combat will occur only with the approval of the marshals.

## **3 Requirements**

a) Only those safe in a weapon may employ that particular weapon in combat.

b) Weapons will be inspected by the marshals from the respective clubs before combat; all sharp edges, hooks, spikes and rust must be removed.

c) No sharp or pointed weapons are permitted on the field of combat.

d) No weapon of any type, such as maces and flails, banned under state legislation shown in Schedule 1, may be used in any capacity in any combat under the auspices of the Association unless a valid permit has been obtained and presented to the marshals for inspection.

e) No combatant will be admitted to the field of combat under the influence of alcohol and/or any other perception changing and/or performance enhancing drug or medication. Further, no alcohol or aforementioned drugs shall be taken prior to or during combat.

f) All combatants should have current tetanus and hepatitis immunity.

g) Any bleeding combatant must leave the field of combat immediately and not return until the wound is covered and the bleeding stopped.

h) No person may join a combat once that combat has commenced.

i) No person is required to give a reason for refusing to fight any other person.

j) At any point during combat, a combatant, marshal or any other participant may call:

**"STOP - MAN DOWN".**

All combat will cease immediately and the combatants shall await instructions from the marshal.

## **4 Marshalling**

a) Marshals will be nominated by each individual club from their most experienced members, and will be easily identified by a distinctive tabard and armbands. Their power will be:

- to start and finish the combat
- to stop the combat for reasons of safety, or to intervene to stop dangerous action taking place;
- to calm combatants or to request that they modify their behaviour;
- to require that dangerous combatants or equipment be removed from the field.

b) There will be a minimum of four marshals for each organised combat.

c) All combatants will follow the instructions of any marshal. The marshals shall have complete control of all organised combats.

d) Each marshal shall carry a whistle. All combat will cease immediately the whistle is blown and the combatants shall await further instructions from the marshal.

e) All disputes in combat will be resolved by the marshal. Discussion on any decision will be left until after the combat.

f) Marshals are non-combatants and will not be touched or struck with any weapon.

## **5 Protection**

a) Minimum protection of a helmet and gauntlets must be worn during organised combat. Padding is recommended. Protection is left to the participants in display combat.

b) There will be two categories of protection for "Dark Age and Mediaeval" combat:

**Non-Armoured** - Regarded as wearing no armour.

This category includes combatants wearing gambesons and similar padded armour. A non-armoured combatant shall accept all blows regardless of their potential force.

**Armoured** - Regarded as wearing mail.

This category includes combatants wearing mail, scale or lamellar. An armoured combatant may only accept blows to the body that have substantial potential force (i.e. that are delivered with long sweeping strokes). An armoured combatant need not accept glancing, slicing or flicking blows.

For all other periods of combat, armour will be assumed to protect the wearer from harm exactly as it would in the period in which it was worn.

c) Protection for the chest, mouth and groin areas is recommended for all warriors.

## 6 Blows

a) No blows are to be aimed at or below the knees, at the groin, head, spine, joints or hands, except where qualified below. No weapon may be used in a thrusting manner to the shaded areas on Figure 1.

b) All blows connecting with opponent must be fully under control and slowed in such a way that upon striking your opponent you will not injure them. Grappling is permitted only if blows are fully controlled.

c) A blow delivered to the crown of the head shall be deemed the only legal head blow. No stab or thrust may be delivered to this area. Spears and other stabbing weapons may not be used in this manner.

d) Any combatant that receives a "killing" blow shall immediately fall to the ground and shall not participate in further fighting for the duration of that combat. No "dead" or "dying" combatant may be struck with any weapon.

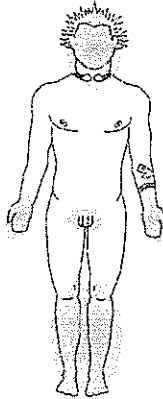
e) Any legitimate blow to a limb shall be deemed as incapacity or loss of the limb, depending on the type of weapon and type of blow. Combatants may continue to fight, but should avoid using the part that has been struck.

f) Loss of helmet due to poor design, breakage or deliberate removal counts as immediate "death".

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# Prohibited Target Areas

Figure 1



## Melee Weapons Annexure

- a) The maximum length for a spear used in "Dark Age and Mediaeval" combat will be 2.7 metres.
- b) All weapons with metal edges shall meet the following requirements:
- metal edges shall be rounded to a minimum diameter of 1.5mm;
  - metal points shall be rounded to a minimum of 20mm diameter (same size as a 5 cent piece)
- c) Pikes and over length spears may only be used in "later period" combat.

## Schedule 1

When in...	Governing Act
New South Wales	<u>Weapons Prohibition Act 1998 No 231 of 1998 (NSW)</u>  Maces and flails are prohibited weapons under this act
In New South Wales, care should also be taken to comply with:	<u>Summary Offences Act 1988 No 25 of 1988 (NSW) Section 11B</u>  A person shall not, without reasonable excuse (proof of which lies on the person), have in his or her custody an offensive implement in a public place or a school.  Section 11C(iii) provides a reasonable excuse is participation in a lawful entertainment, recreation or sport.  Section 11E(I) provides anyone using or carrying a visible knife "in a

	<p>manner that would be likely to cause a person of reasonable firmness present at the scene to fear for his or her personal safety is guilty of an offence" and further states "(ii) No person of reasonable firmness need actually be, or be likely to be, present at the scene."</p> <p>Section 3 of the act defines a knife as " (a) a knife blade, or (b) a razor blade, or (c) any other blade" but provides exemptions under <u>section 11A of the regulation</u> for "(b) any blades, other than knife blades or blades forming part of any of the following: (i) machetes, (ii) cleavers, (iii) swords. "</p>
Victoria	<p><u>Control of Weapons Act 1990 No 24 (Vic)</u>  <u>Control of Weapons Regulation (Vic)</u></p> <p>The act provides that a "lawful excuse" to possess a "regulated weapon" includes participation in any lawful sport, recreation or entertainment"</p> <p>The Regulation lists daggers having a blade length greater than 8cm with cutting edges along both sides as a proscribed weapon. Flails, morning stars, swords, falx, clubs and crossbows are regulated weapons under the <u>Regulation</u>.</p>
Queensland	<p><u>Weapons Act 1990 (Qld)</u>  <u>Weapons Categories Regulation (Qld)</u></p> <p>It should be noted that maces are category "R" weapons and Flails are restricted weapons in Queensland under the <u>Regulation</u>.</p>
Australian Capital Territory	<p><u>Weapons Act 1991 No 8 (ACT)</u>  <u>Prohibited Weapons Act 1996 No 75 (ACT)</u>  <u>Weapons Regulation (ACT)</u></p> <p>Maces and flails are prohibited weapons under the PWA, while the <u>Regulation</u> provides exemptions for performers in a production being staged by a theatrical, dramatic or historical society, or is a member of the society staging a production in which a restricted weapon or a dangerous weapon is used; and has the weapon in his or her possession for the purposes of the production.</p>

Prepared by Wayne Robinson,

Gasmules Society (Formerly The Australasian Mediaeval Conference Association Incorporated)

Last Updated 5 May 2000

## **Projectile Combat Rules**

### **4.1.0 General Rules**

4.1.1 The General Combat are to be followed if and when aspects of combat are not covered in this section. Where the rules for '*Projectile Combat*' and '*General Combat*' do overlap the rules for the former supersede the latter.

4.1.2 Projectile Combat is defined as individual or melee combat involving the use of approved missile weapons. It may or may not be mixed with infantry combat.

### **4.2.0 Off Target Areas**

4.2.1 There are no illegal target areas for projectiles.

### **4.3.0 Arrow Testing**

4.3.1 Every arrow must be tested before each combat in which it is intended to be used. The test method to be used is as follows:

4.3.1.1 Grasp the blunt between the thumb and forefinger of one hand and the nock between the thumb and forefinger of the other hand then flex the shaft slightly and inspect it for any splintering or cracking.

4.3.1.2 Rotate the shaft by 120° and repeat the process, rotate the shaft by another 120° and repeat the process again.

4.3.1.3 If the arrow shows any signs of splintering or other damage the arrow is to be discarded, until repaired if this is possible, and is not to be carried or used in further battles.

### **4.4.0 Missile Re-use During Combat**

4.4.1 Arrows, javelins, darts and rocks once used in a combat may not be picked up and reused in a combat unless directed otherwise.

4.4.2 In combat where missile re-use during combat is allowed every missile must be checked for damage immediately it is picked up. See Section 3. Arrow Testing.

### **4.5.0 Minimum Distances**

4.5.1 The minimum shooting distance for arrows and bolts is five metres.

Note: An archer may of course move away from a prospective target and so maintain the minimum shooting distance.

4.5.2 There is no minimum range set for javelins, darts or rocks (Note: the rocks referred to are specially prepared, see Projectile Combat Arms Specifications Section 4.8.0 - Rocks), but they must be released from the hand.

4.5.2.1 If javelins, darts or rocks are used in hand to hand combat their use must conform to the combat rules (eg. the blow must be pulled and on a legal target area).

4.5.3 The minimum firing distance for a siege engine is 10 metres.

#### **4.6.0 Blows against Missile Combatants**

4.6.1 An archer, missile hurler, slinger or any other missile combatant, shall be considered killed by infantry when they are touched by the combatant's weapon. This shall be done with an absolute minimum of force.

4.6.2 A combatant carrying both a bow and a sword or other such weapon are considered as archers until they discard their bow and can be killed by a simple touch of a weapon (as in Section 4.6.1).

#### **4.7.0 The Effect of Missile Blows**

4.7.1 A hit by a missile to the following areas is an instant kill:

- the helm,
- the torso.

4.7.2 A hit by a missile to any limb is considered to have rendered that limb totally useless.

4.7.3 A glancing blow is counted as a kill or an injury.

4.7.4 A hit by a missile from a siege engine anywhere on the body is an instant kill.

4.7.5 A hit by a missile on a bow renders it useless.

#### **4.8.0 Proof Armour**

4.8.1 The only item of armour which is considered proof against arrows, darts or javelins is the shield.

4.8.2 A shield is not proof against thrown or falling rocks, or machine hurled missiles.

#### **Siege Engines in Combat**

##### **5.1.0 Safety**

5.1.1 The safety of combatants and spectators is of paramount importance.

##### **5.2.0 Rules of Engagement**

5.2.1 All persons in the target zone must be informed before firing commences.

5.2.2 Low angle shots are to be discouraged.

5.2.3 Siege Engine Crew members must be armoured appropriately for the type of combat engaged in.

5.2.4 Siege Engine Crew members who wish to take part in combat must be qualified to do so.

##### **5.3.0 Other Siege Equipment**

5.3.1 The following equipment must never be used against combatants but may be used against fortifications:

- Battering ram,
- Siege ladder.



5.3.2 Other siege equipment must conform to the rules for General Equipment Sections 1.7.1.1 and 1.7.1.2.

## **Projectile Combat Armour Specifications**

### **6.1.0 General Standards**

6.1.1 The minimum armour required to participate in Projectile Combat is a helm fitted with missile proof face protection, complete neck and throat protection, body armour, gauntlets, groin protection for males, groin and breast protection for females.

6.1.2 The head and neck, down to the shoulders, must be covered in such a way that it is impossible for an arrow to penetrate through to the skin.

6.1.3 Combatants must cover all bare skin to avoid minor damage from missiles.

6.1.4 Additional armour is strongly recommended.

### **6.2.0 Gloves**

6.2.1 The minimum hand protection required by an archer is a pair of leather gloves.

### **6.3.0 Helms**

#### **6.3.1 Visors**

6.3.1.1 Projectile Combat helms (other than full-face helms) must be fitted with a visor of 3.5 mm woven wire mesh of 1.6 mm diameter minimum or perforated plate 16 gauge thick with holes 6 mm in diameter.

6.3.1.2 The visor must be riveted to a rigid frame constructed from steel a minimum of 3.0 mm thick and 10.0 mm wide.

6.3.1.3 The visor must extend past the temples and below the chin and be rigidly attached to the helm.

#### **6.3.2 Neck Protection.**

6.3.2.1 The back of the neck must be protected by an aventail or a thick leather coif or an arming cap.

6.3.2.2 If an aventail is used it must be securely attached to the visor so that they effectively become one piece.

6.3.2.3 A coif need not be laced to the helm.

#### **6.3.3 Full-face Helms**

6.3.3.1 Helms which normally provide full face cover (e.g. Barrel Helms) need only have 3.5 mm woven wire mesh of 1.6 mm diameter minimum or perforated plate 16 gauge thick with holes 6 mm in diameter attached to eye slits.

6.3.3.2 Other holes in the helm exceeding 6.0 mm diameter should also be covered with woven wire mesh or perforated plate.

#### **6.3.4 Perforated Plate.**

6.3.4.1 The minimum specifications for perforated plate are: 16 gauge thickness; and the holes 6 mm in diameter.

6.3.4.2 Other types of perforated plate must be tested and passed by the Training Officer before use.

6.3.5 Specific Projectile Combat Helms.

6.3.5.1 A helm used specifically for Projectile Combat may be of a thinner gauge than specified in Section 1.8.1.2 of General Combat.

#### **6.4.0 Throat Protection**

6.4.1 Throat protection must be worn for Projectile Combat.

6.4.2 The minimum requirement is a 3 mm leather collar covering the throat area from above the larynx down to the breastbone in one continuous piece and is to be lined with a minimum of 12 mm thickness of padding.

Note: Lamellar is considered to meet the requirement for 'one continuous piece' due to its construction.

6.4.3 Mail covering the throat area from above the larynx down to the breastbone with a minimum of 12 mm thickness of padding underneath is also acceptable.

#### **Projectile Combat Arms Specifications**

##### **7.1.0 General Standards**

7.1.1 Any arms proposed to be used in Projectile Combat will be first used on the proposer in a qualified test under the supervision of the President or Training Officer.

7.1.2 If a missile develops cracks or any other symptom which is liable to cause a hazard to combatants during combat the missile must be immediately removed from the combat area or rendered un-usable.

##### **7.2.0 Arrows**

7.2.1 Arrows must meet the following criteria:

7.2.1.1 Wooden shafts are the only acceptable type of shaft to be used.

7.2.1.2 The minimum arrow shaft size is 5/16 of an inch in diameter. However a shaft size of 11/32 inches in diameter is recommended.

7.2.1.3 The maximum length for an arrow is 28 inches measured from where the string sits in the nock to the back of the rubber blunt.

Note: Take into account how much of the shaft is inside the blunt when cutting the shaft to size.

7.2.1.4 The end of the shaft which is to be fitted into the rubber blunt must have its edge rounded.

7.2.1.5. All shafts must be taped longitudinally with fibreglass tape (Scotch 898 glass fibre tape or equivalent) from the base of the fletching to the tip of the shaft.

7.2.1.6 All arrows should be identified with the owners personalized fletching colours (see The Fletching Register held by the Secretary of the NVG Inc.) and initials on the shaft.

7.2.1.7 Each shaft must be fitted with a rubber blunt with a minimum diameter of 19 mm before rounding and a minimum face of 12 mm diameter after rounding. The Riverhaven rubber blunts (see Appendix 1) and the HTM rubber blunts (see Appendix 1) are the recommended type of blunts to be used.

### **7.3.0 Bows**

7.3.1 The only types of bows to be used in Projectile Combat are longbows, recurve bows and other bows of the period.

7.3.2 The maximum draw weight for a bow is 30 pounds at 28 inches.

7.3.3 The bow must not have any sights, limb marking or any other shooting aids.

### **7.4.0 Crossbows**

7.4.1 The maximum draw weight allowed for a crossbow is 600 inch/pounds or less.

7.4.2 The draw weight for a crossbow can be derived by the following calculation:

$$A * B = C$$

Where: A = Prod poundage.

B = The distance the string travels from the nut to rest.

C = The draw weight of the crossbow.

7.4.3 The crossbow is a restricted weapons in some states and will require a license from the Police or some cases Ministerial approval.

### **7.5.0 Crossbow Bolts**

7.5.1 Crossbow bolts must meet the following criteria:

7.5.1.1 Wooden shafts are the only acceptable type of shaft to be used.

7.5.1.2 The minimum bolt shaft size is 5/16 of an inch in diameter. However a shaft size of 11/32 inches in diameter is recommended.

7.5.1.3 The shaft length of a bolt will be dependant on the size of the crossbow.

7.5.1.4 The end of the shaft which is to be fitted into the rubber blunt must have its edge rounded.

7.5.1.5 All shafts are to be taped longitudinally with fibreglass tape (Scotch 898 glass fibre tape or equivalent) from the base of the fletching to the tip of the shaft.

7.5.1.6 Each shaft must be fitted with a rubber blunt with a minimum diameter of 19 mm before rounding and a minimum face of 12 mm diameter after rounding. The Riverhaven rubber blunts (see Appendix 1) and the HTM rubber blunts (see Appendix 1) are the recommended type of blunts to be used.

### **7.6.0 Darts**

7.6.1 Dart shafts must be made from wood.

7.6.2 A rubber blunt must be attached to the impacting end.

#### **7.7.0 Javelins**

7.7.1 Javelin shafts must be made from wood.

7.7.2 A rubber ferrule must be attached to the impacting end.

7.7.3 Rubber ferrules used for walking sticks or crutches are recommended for use because they are designed for continuous impact and wear.

7.7.4 Other types of rubber stoppers will be judged on a case by case basis.

#### **7.8.0 Rocks**

7.8.1 The rocks used in Projectile Combat are made of paper maché and have little appreciable weight.

#### **7.9.0 Siege Engine Ammunition**

7.9.1 The only types of ammunition allowed to be used in a siege engine are: - paper maché rocks.

#### **7.10.0 Slings and Staff Slings**

7.10.1 The maximum weight for a sling projectile is 75 grams.

7.10.2 A sling projectile must be made of a non-rigid materials and must be able to be compressed.

7.10.3 The shaft of a staff sling must be made of wood.

## WAIVER DEED

Please read this waiver carefully before you sign it. It is a legal document which affects your legal rights. By signing below you will be stating that you understand and accept the terms of this deed. If you do not understand any aspect of the deed we strongly recommend that you contact your legal representative. You are referred to throughout this form of waiver as the 'Participant'.

### THIS DEED OF WAIVER IS MADE ON THE DATE IN THE SCHEDULE

**BY:** THE PERSON IDENTIFIED IN THE SCHEDULE AS THE "PARTICIPANT" (the "Participant")

**IN FAVOUR OF:** THE AUSTRALASIAN MEDIEVAL CONVENTION ASSOCIATION INC, an association incorporated in Queensland, of 1 Magnet Close, Riverhills, Queensland ("AMCA"); and

ROBERT TURNELL (trading as Lorrienne holiday Lodge and Retreat ABN 15304191358) of South Arm Rd, Bowraville, New South Wales (referred to together with AMCA as the "Hosts")

**BACKGROUND:** The Participant seeks to participate in a weekend of medieval-themed events conducted and organised by AMCA during and around the period Friday 13th April to Monday 16th April 2001 inclusive (the "Odyssey") at Lorrienne Holiday Lodge and Retreat, South Arm Rd, Bowraville, NSW 2449 (the "Site") and understands that participating in the Odyssey could include hazardous activities with many risks. The Hosts are willing to permit the Participant to participate in the activities of the Odyssey and attend the Site subject to the Participant signing this form of waiver.

**OPERATIVE PART:** In consideration of the Hosts permitting the Participant to participate in the Odyssey and attend the Site the Participant (and where relevant the Participant's parent or guardian):

- (a) agrees to release and indemnify the Hosts from and against all liabilities, claims, damages, suits, expenses, causes of action, injuries and losses of any description whatsoever in respect of any loss or personal injury, death, property damage or any other loss:
  - (i) suffered by the Participant; or
  - (ii) caused or contributed to by the Participant to himself or herself or other persons or property, arising in any way out of or related to the Participant's participation in the Odyssey or attendance at the Site (even if such loss or personal injury, death, or property damage is caused or contributed to by negligence for which either of the Hosts would be liable but for this clause);
- (b) accepts all risks associated with participating in the Odyssey and attending the Site including but not limited to individual and small groups melees, evening manoeuvres, mass battles and fort battles, archery, camping, workshop activities, horse activities and use of the facilities at the Site;
- (c) acknowledges and agrees that AMCA has not made any statements, representations or warranties to the Participant in respect of the Participant's suitability or ability to participate in the Odyssey or the various events organised by AMCA to be conducted at the Odyssey;
- (d) agrees to accept and abide by:
  - (i) all instructions given or decisions made by AMCA or any of its officers, agents, contractors, voluntary workers or employees which that person reasonably considers necessary to ensure the good conduct and safety of the Odyssey; and
  - (ii) the combat rules as stated by AMCA (a copy of which the Participant acknowledges having received); and
- (e) agrees that he/she has not been induced or coerced by the Hosts to sign this deed and does so of his/her own free will.

All references to AMCA and the Hosts above include their officers, agents, contractors, voluntary workers and employees.

[PLEASE COMPLETE THE DETAILS OVERLEAF]

SCHEDULE	
Full name of the Participant:	
Full name of parent/guardian if under 18:	
Address:	
Date:	

**EXECUTED AS A DEED** (to be executed by a parent or guardian where the Participant is under 18 years of age)

SIGNED SEALED and DELIVERED by THE )  
 PARTICIPANT/PARENT/GUARDIAN (*strike*) )  
 out whichever is not applicable) in the presence of )

-----  
 Signature of witness

-----  
**THE PARTICIPANT/PARENT/GUARDIAN**  
 (*strike out whichever is not applicable*)

-----  
 Name of witness (print)

[PLEASE HAND YOUR COMPLETED DEED TO THE AMCA VOLUNTEER  
 YOU WILL THEN BE ISSUED WITH YOUR CONFERENCE TOKEN]