

The Seventh Australasian Mediæval Convention

(April 9th- 12th 1993)
Progress Report, June 1992.

Introduction

The Seventh Australasian Medieval Convention will be held over Easter 1993 at Hume District Scout Camp, Glenfield, 30km south-west of Sydney (near Liverpool). For the first time, the hosts are a group of individuals (with various club affiliations) who are co-operating to produce the best and most eclectic event possible. Overseeing the preparations is a Steering Committee, with Sue Drain as President; along with Craig Gascoigne as Treasurer; Wayne Robinson as Secretary; and Christobel Ferguson and Mark Koens as ordinary members. The committee reports back to an open meeting of interested people from the movement at regular intervals, everyone is welcome at these meetings. In keeping with the current high ambitions for authenticity in the movement, we have decided to maintain a specific period on each day, with food; entertainment; and combats planned accordingly. Period costume for each theme would be ideal, but is in no way compulsory.

Meals

Friday - Will be Ancient/Dark Ages day. The banquet will feature such delicacies as boiled pork; fish; stews; and spiced ale.

Saturday - The major feast on Saturday night will be Medieval/Early Renaissance (1200-1500AD), with roast birds and other choice items.

Sunday - The banquet will be a Eastern feast set in the Crusade Period, notable for an absence of pork. Breakfasts will be B.Y.O.; lunches (catered) will be as authentic as possible. Some period snacks will be on sale. Vegetarians can be provided for (if they give notice). For those who prefer a liquid diet, the Routiers have been asked to open the 'New Magdeberg Tavern' once more.

Combat

Scheduled mass combats have been divided into broad time frames. These will include: **Ancient** (200BC-400AD); **Early Middle Ages** (dominance of mail, 400-1100AD); **Crusade/Eastern** (transition to plate armour, 1100-1300AD); and **Late** (full plate, 1300-1550AD). There will also be opportunities for melee involving projectiles, and the usual free-for-alls for those ancient Celts who want to go against Gothic plate. All combats will be marshalled, and it is hoped that each club attending will provide marshals for the pool so that everyone gets the chance to fight. Any group that wants to run a training session or do a display of their special martial style eg. Routier's pike drill, or AMMAS' gladiator duels, please contact the Committee so that we can assign you an official time slot and training area.

Activities

Alternatives to combat will include workshops; lectures; discussion groups; games; and Hollywood's medieval offerings in the form of videos. Anyone prepared to present a relevant seminar or run a workshop is encouraged to contact the organisers as early as possible. The Market will also be slotted in earlier than usual so that you can make more use of your purchases at the Conference. Craftspersons - if you wish to advertise your wares in the official handout, let us know, we will be happy to oblige.

Competitions

Many competitions to be held will be similar to those at past Conventions, but this time we want you to bring REFERENCES. With each entry in a manual skill competition, documentary evidence for the original item and the method of manufacture of the replica should be provided. This is to take some of the responsibility of being 'authenticity police' off the judges (who really can't be expected to know it all).

Entries are invited for the following competitions and categories as listed below:

- **Weapon Making** - Professional; Amateur.
- **Armouring** - Professional; Amateur.
- **Craft** - Jewellery; Other Items.
- **Costume** - Best in Each Period: Ancient/Dark Ages; Medieval; PostMedieval/Renaissance. Judging will occur in daylight.
- **Beverages** (includes all types of potables).
- **Archery.**
- **Thrown weapons.**
- **Bardic** - Musical; Spoken (Prose/Poetry); Theatre (all should be at least inspired by authentic originals).
- **Combatant** - Most Authentic in each period division (includes equipment/appearance, skill, and style).
- **Authenticity Encouragement Award.** All attendees will automatically be entered in this competition (whether by group; pair; or individual - your choice). The winner will be judged by the appearance of their clothing and personal equipment; their campsite; and their demeanour over the entire course of the weekend.

Restrictions

The following restrictions will be applied to all persons on site:

- Use or possession of weapons illegal in NSW is strictly prohibited.
- No combatant is to take the field under the influence of perception changing drugs **including** alcohol, dope etc.
- No damage to site property (includes burnable scout craft stuff etc.)
- Modern items (clothes, watches, sunglasses) to be hidden at all times.
- After unloading, all cars **must** be moved to the nearby car parking area.

What you need to bring:

- Period costumes.
- Sleeping furs/bags.
- Eating utensils ie. bowl, knife, spoon, mug, drinking horn.
- Breakfast.
- Towel (showers are available).
- Money for on-site costs eg. market; booze; Conference T-shirt.
- Tent - optional, some bunks are available in scout huts.

Can YOU help?

Sub-committees have been formed for organising catering; publicity; safety; banquets; combats; games; movies; and lecture/workshop programmes; and for running the competitions and the market. All of these groups would appreciate your involvement. If you would like to be involved please contact Sue, who will put you in touch with the appropriate people. Also, we are looking for a design for the Conference T-shirt. If you have an idea for an attractive or amusing design, get in touch soon.

Enquiries may be directed to:

Sue Drain



Wayne Robinson



THE AUSTRALASIAN MEDIAEVAL CONVENTION ASSOCIATION INCORPORATED

Provisional Timetable (This timetable may be subject to change):

FRIDAY - ANCIENT/DARK AGES DAY:

- MORN. Arrival, Set-up.
- LUNCH Market.
Gladiatorial Games (AMMAS).
- ARVO. Ancients Battles (eg. Rome vs. Barbarians).
Thrown Weapons Competitions.
Early Medieval Battles (to 1066).
Costuming Competition (Division 1 - Ancient/Dark Ages).
- EVE. Dark Ages Feast.
Bardic Competition - Spoken (Prose/Poetry).

SATURDAY - MEDIAEVAL DAY:

- MORN. Early Medieval Battles (inc. bridge battle?).
Board Game Competition
Group Medieval Games
Dance Workshop - I (for High Medieval Feast).
Craft Competitions.
- LUNCH (entertainment to be announced)
- ARVO. Late Medieval (Transition / Full Plate) Battles (inc. bridge battle?).
Costuming Competition (Division 3 - Post-Medieval/Renaissance).
Dance Workshop - II (for High Medieval Feast).
Craft Competitions.
- EVE. High Medieval Feast (main feast).
Bardic Competition - Musical.

SUNDAY- EASTERN DAY:

- MORN. All-in battles (inc. fort battle, if any).
Costuming Competition (Division 2 - Medieval).
Combat Archery.
Craft Competitions.
- LUNCH (entertainment to be announced)
- ARVO. Archery Competition.
Musket/Crossbow Target Competition.
Powder vs. Bows rate & accuracy Competition.
Eastern Battles (Crusades etc.).
- EVE. Eastern Feast.
Bardic Competition - Theatrical.

MONDAY- 'SILLY MIXED-UP DAY':

- MORN. Althing (if any).
Medieval Football.
All-in Battles, if anyone still has the energy.
- LUNCH
- ARVO Pack up, leave.