

**Seventh Australasian Mediæval Convention**  
**April 9th - 12th, 1993**

**Update 5, February 1992**

It looks like this will be the biggest Convention ever, with over 190 participants already, and more expected. Thank you to all those who have already sent in their registrations.

**REGISTRATION:**

**GOOD NEWS:** Due to the excellent early response the payment increase from \$140 to \$170 can be postponed until **March 1st 1993**, so if you are still thinking about coming, send your payment or \$35 deposit as soon as possible.

**COMPLETION OF PAYMENT:** Those who have sent a deposit are requested to forward the remainder by **March 31st 1993**. Please make cheques out to '**Australasian Medieval Convention Inc.**', and send to: [REDACTED].

**ENTRY AT THE GATE:** Due to the strain on the catering from an anticipated 230-plus guests, IT WILL NOT NOW BE POSSIBLE to offer unlimited no-notice at-the-gate payment for entry. There will be ONLY A HANDFUL of unreserved places available each day, so those who were planning to pay at the gate (even for a day pass) are strongly advised to SEND A DEPOSIT (so we can keep a place for you) AS SOON AS POSSIBLE TO AVOID DISAPPOINTMENT.

**STALLHOLDERS' ENTRY:** For those coming only to sell at the Market (Friday afternoon), a special rate of \$35 for day entry and Friday lunch has been offered. Contact the Committee ASAP. The Market should be huge, with 30 or 40 stalls offering a wide range of goods.

**IDENTIFICATION:** To combat the problem of freeloaders, sadly it will be necessary to issue each registrant with a distinctive token as they arrive. The token should be kept on your person but need not be openly displayed. Token checks will be carried out, especially at meal-times.

**THE SITE: GLENFIELD SCOUT CAMP, GLENFIELD N.S.W.**

**HOW TO GET THERE:** Glenfield Scout Camp is located on the upper Georges River, 38km southwest of Sydney along the Hume Highway. It is easily reached by road (see map on the back of this Update), take the Glenfield Rd. exit south of Liverpool, cross the railway line, then go through the roundabout onto Cambridge Av., the Scout Camp entrance is on the right, after the Georges River crossing. Follow the signs to the parking area. The nearest rail station is Glenfield (on the Campbelltown line) about 3km distant. We can pick you up from the station, ring the site Office upon arrival (ph: (02) [REDACTED]). Anyone flying in to Sydney can previously notify the Committee to arrange a lift if required.

**DESCRIPTION:** The Camp is set amongst several acres of bushland and open fields, hired solely by the Convention (no 4WD gatherings nextdoor!). The buildings are grouped together in one section. The facilities include a large modern toilet and shower block, huts with bunks for those without tents, halls for meetings and lectures, an outdoor amphitheatre and firepits, a grassed camping area with road access, and on-site parking away from the encampment. A large marquee will serve as the centre of activity and feasting hall. The grounds have ample and varied terrain for combat and other activities.

## NEW AND ALTERED COMPETITIONS:

See Update 3 for details of most competitions, but note the following additions and changes:

- 1. Costuming:** There will be NO "Best Overall" prize.

The divisions are: **I. Ancient/Dark Ages** (to 1100AD)  
**II. Mediæval** (1100 to 1350)  
**III. Post-mediæval/Renaissance** (1350 to 1650).

**Judging:** A panel of five different judges will be selected from the various groups for each division. They will be asked to award a mark out of 10 for each of the following six criteria - **Authenticity of materials**; **degree of difficulty** (effort expended) in its construction; **documentary reference/source materials** provided by the entrant; **design authenticity** according to the supplied references; **visual impact**; and overall **completeness** (head to toe) of the outfit. Judges shall not be allowed to confer until the scores are finalised.

**Awards** shall be offered to the winner and the runner-up in each Division.

- 2. Historical Re-enactor(s) 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 authentic appearance of their clothing and personal equipment; their campsite; and their demeanour over the entire course of the weekend. To be judged by the Committee, substantial prizes are on offer.

- 3. Brewing:** Due to substantial interest the competition will be divided.

The Divisions are: **I. Grain-based Beverages** (fermented from grain, eg. beer)  
**II. Others** (eg. fermented honey or milk drinks, cordials etc.).

- 4. Archery:**

Consideration must be given to those with low-poundage bows, therefore in the **Clout** round range will be reduced to 100 metres. An additional award will be offered for the best total score with a bow of 30lb draw weight or under. Archers using crossbows should participate instead in the Black Powder competition (below).

- 5. Musket / Crossbow Target Competition:**

To be run if interest is sufficient. Official entry is restricted to licensed users of smooth-bore black powder firearms or crossbows of 17th century or earlier design. The range, number of rounds, and other rules are to be determined by agreement amongst the participants.

## LECTURES, DEMONSTRATIONS AND WORKSHOPS:

The following people, and others, have offered to share their knowledge and skills with you:

**Blacksmithing Discussion Group** (chaired by D.Robinson & J. Bradman)  
**Combat Archery Display** (NVG/CKB) NVG weapon/armour standards and rules apply.  
**Dance Workshops** (Not yet allocated. Do we have any volunteers?) Something to do at feasts besides eat & drink!  
**Gladiatorial Games Demo** (AMMAS) Place your bets - blood sport for all! Thumbs up!  
**Jonathan Wooding** (Sydney Uni) will give the Keynote Lecture, on '*Lindisfarne*'.  
**Leather Workshop** (M. Hunter) Tips from a professional leatherworker.  
**Lecture topics** include '*Prevention & Treatment of Sporting Injuries*', '*Roman Military Manuals*', '*Practical Brewing for the Medievalist*' and many more.  
**Roman Warfare Display** (AMMAS et al.) LEGIO IX et LEGIO XX vs. the *barbarii*.  
**Shield Wall Demonstration** (1066) Group tactics and manoeuvres.  
**Spinning & Weaving Workshop** (Hand Spinners & Weavers Guild of NSW).  
**Tourney Demonstration** (CKB) Colour, honour, and knightly deeds of arms.  
**Turkish Archery Demo** (al-Zinj Brotherhood) An arrow a day keeps the Crusaders away.  
**Wargaming Demonstration** (M.Beasley et al.) Small-scale mayhem for the tactically inclined.

**Do you want to run a Workshop or Demonstration?** Its not too late...call us now.

## TIMETABLE

This timetable is not final. Events listed are subject to change, notifications will be issued.

### FRIDAY - ANCIENT/DARK AGES DAY

	<u>MARQUEE</u>	<u>MAIN FIELD</u>	<u>ELSEWHERE</u>
11.30am	Registration Desk opens		
12.30pm	LUNCH Gladiatorial Games Arms/ Armour Comps. Other Craft Comps.		
1.30pm	MARKET open (until whenever)	Marshall's meeting	Lecture/Workshop
2.30pm		Roman display fights	
3.00pm		Ancient/Early Dark Ages Battles (to 400AD) start	Archery range opens for target practice
4.30pm			Games (tug'o war etc.) Siege engine range open for practice
5.30pm		light stops play	Lecture
6.30pm	DARK AGES FEAST Brewing Comp Celtic Wrestling Comp		

# SATURDAY - HIGH MEDIEVAL DAY

	<u>MARQUEE</u>	<u>MAIN FIELD</u>	<u>ELSEWHERE</u>
10.00am		Shield-wall Demo	
10.30am	Board Game Comps start (runs all day)	Early Medieval Battles (500-1100AD) start	Throwing & archery ranges open for practice
12.00pm	Dance Workshop I		Lecture
1.00pm	LUNCH Tourney Demo		
1.30pm			Lecture/Workshop
2.30pm	Costuming Comp (Div. I & II)	Late Medieval Battles (Transition/Plate) start	Wargaming Demo (a.m. start for players) Blacksmithing Group
3.30pm	Dance Workshop II		Archery Competition
5.30pm		light stops play	Lecture
6.30pm	HIGH MEDIEVAL BANQUET Bardic Competition		
12.00am			Easter Mass (c.1100AD)

# SUNDAY - RENAISSANCE/EASTERN DAY

	<u>MARQUEE</u>	<u>MAIN FIELD</u>	<u>ELSEWHERE</u>
10.30am	Board Games continue	Routier drill and march	Thrown weapons Comp Siege Engine Comp
11.30am	Costuming Comp (Div. III)	Combat Archery Display	Scottish Games Craft workshop
1.00pm	LUNCH		
1.30pm			Lecture
2.00pm		Crusade/Eastern Battles	Musket/Crossbow Comp
3.30pm			Powder v. Bows Comp
4.00pm			Lecture/Workshop
5.30pm		light stops play	
6.30pm	EASTERN FEAST		

## MONDAY - INTERNATIONAL DAY OF THE HANGOVER

	<u>MARQUEE</u>	<u>MAIN FIELD</u>	<u>ELSEWHERE</u>
10.00am	Open meeting on next Convention		
11.00am	Workshop	Battles - periods by popular demand	Workshop
12.30pm	LUNCH Medieval Trivia Quiz		
2.30pm	CLOSE		

## **YOUR QUESTIONS ANSWERED:**

We have had a number of enquiries following publication of the earlier Updates. If you have any questions, or require clarification of any Convention material, please contact one of the representatives below, or another Committee member known to you, if you prefer.

*Q: Is it possible to arrive and set up on the Thursday evening? When must we leave by?*

**A:** Yes, the site will be attended on Thursday. You must be gone by early Tuesday morning. If you turn up on Thursday, expect to be asked to help set up.

*Q: What do I need to bring to the feasts?*

**A:** Bring your goblet, plate, bowls, knife, spoon etc., as well as a jug or other vessel to empty your modern bottles into (BYO beverages, or buy at the Routier Tavern). Bring candles, some holders will be supplied, but bring your own as well if you wish. Simple tablecloths will be provided. Your club should bring banners and hangings to decorate your section of the marquee.

*Q: What will the combat Marshals be wearing? Do they need armour?*

**A:** The Marshals will be issued with a distinctive white surcoat with a vertical purple stripe, and will carry a whistle and a staff. Minimum armour standards (*ie.* at least a helmet & gloves) will apply to Marshals (and standard bearers *and* idiot photographers or anyone else) on the field.

*Q: Are there any changes to the combat rules?*

**A:** No, no specific objections to the combat rules we were raised, and most of the comments were favourable. There are one or two clarifications given below. There are, however, changes to the missile combat rules. They are:

- the minimum range for missile use is 4 metres
- the head is a prohibited target in all headblow and non-headblow combat.
- missiles are not for use in all combat, a few combats will be announced as missile combat during each day.

*Q: In combats where head blows are allowed, why can't I do a cut to the crown of the head with a spear (Combat Rules section 6-iii)?*

**A:** We are aware that many clubs allow a spear to be used in this way. While this may be fine in small group combats, in a large melee there will not be sufficient room to safely perform this type of attack, especially as the point of the weapon would have to be brought up past the target's face. Spear points should be directed no higher than the armpit level. Because a spear is basically a thrusting weapon, arguably it would not cut effectively against any halfway decent helmet anyway, unlike a two-handed chopping weapon such as a broadaxe or halberd. A thrust to the head region is of course unacceptably dangerous.

**Q:** *Is there a minimum age restriction on combatants?*

**A:** No minimum age limit has been set for combatants, although we would suggest that large scale melees with unfamiliar opponents are not suitable for anyone under sixteen. Maturity and ability will obviously vary with the individual, so we rely on the judgement of the responsible club officials to ensure that their young members are adequately trained to act sensibly and with safety in melees. Note that the waiver form to be signed by all combatants will require that minors (all those under eighteen) have *signed permission from a parent or guardian* to participate in combat. An adult supervisor should be present on the site at all times.

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ENQUIRIES should be directed at:

Sue Drain



Wayne Robinson

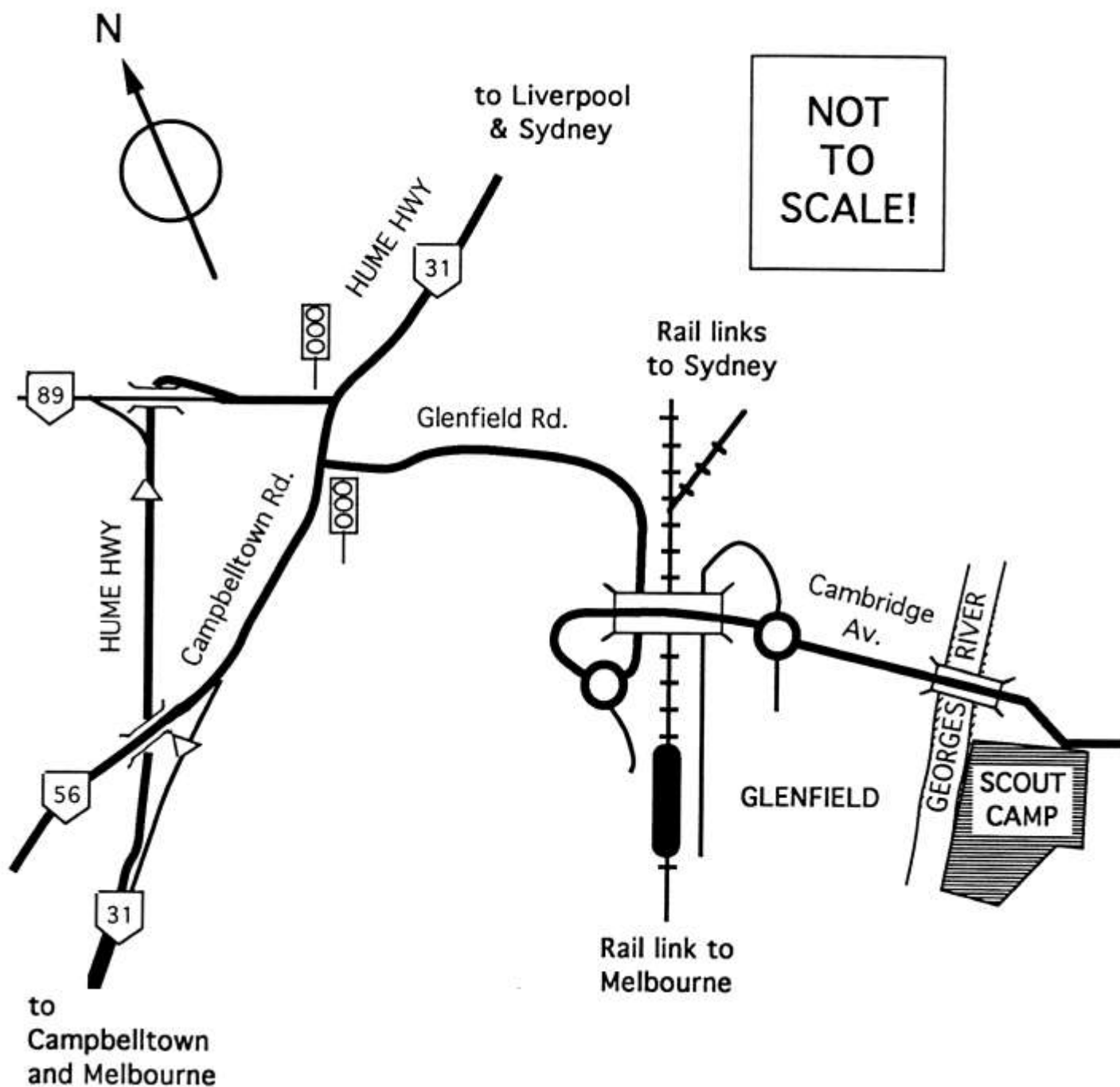


Next update: Convention Handbook!

See you there.

THE AUSTRALASIAN MEDIAEVAL CONVENTION ASSOCIATION  
INCORPORATED<sub>ASN 3915</sub>





## GLENFIELD SCOUT CAMP LOCALITY MAP

Seventh Australasian Medieval Convention Site