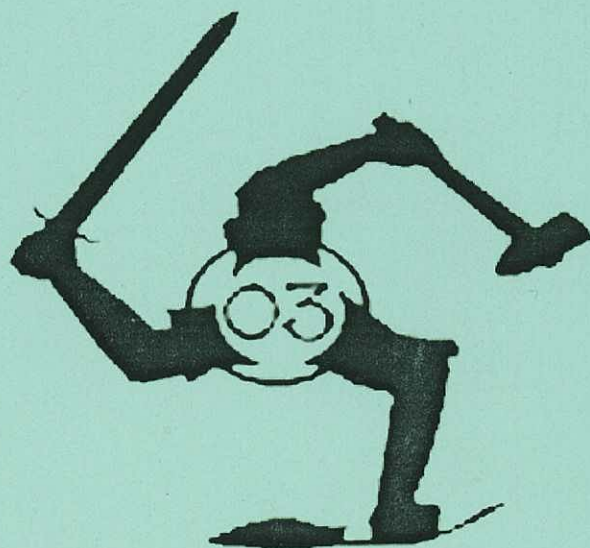


*XII Australasian*



*Medieval Convention  
Porepunkah, 2003*

# 12<sup>th</sup> Australasian Medieval Convention



## Porepunkah, Victoria 2003

On behalf of the entire Convention Committee I would like to welcome all attendees, including kids, to Noonameena Lodge. We hope you have a great Convention and that the event lives on through the next Convention Committee. Have fun, eat and drink to your heart's content.  
Heather

### **Ideology of the committee**

Our concept of a convention is to run a non-profit, non-commercial and fun, social event. We will try to provide you with the best atmosphere and amenities possible.

We see fellow re-enactors as a network and a resource for everyone and the AMC being the best place for everyone to meet and share information.

Convention is a place to socialise and learn new skills or just have a relaxing / amusing time.

## Committee Members

Rose Payton  
Lynne Simsen  
Michelle Ferlazzo  
Roy Castell

Heather Payton  
Steven Biggs  
Sandy Sempel

## Disclaimer

The committee or members of the Incorporation shall not be held liable for any loss or damage during the event. At all times belongings remain the responsibilities of the owner. Dependents must be under the supervision of a guardian at all times.

## Acknowledgements

Cameron, Jan and family at Noonameena Lodge, Tim (Chef) and Staff, Star Bradtke, Nick Smith and Blair Cooke

**All other re-enactors and civilians who have generously offered their time, support, energy, person power and homebrew to help us through the organising of this event.**

## Tokens/Convention Symbol

The tokens for the 12<sup>th</sup> Australasian Convention have been designed and produced by Roy Castell. The token design was inspired by a Gotlandic standing stone.

## Restrictions

- Use or possession of weapons or substances illegal in Victoria are strictly prohibited
- No combatant is to take the field under the influence of any perception – altering drug.
- No person under the age of 16 will be permitted in general combat.
- Participation in individual group combat and display combat will be at the discretion of the group involved.
- No damage to site property or property belonging to other groups. (Ample notice will be given of any structure, which can be used/abused for battles etc...)
- Modern items (clothes, watches, sunglasses, plastic, non-period bottles, cans etc...) are to be hidden at all times and if sighted by the committee may be removed.
- After unloading all cars and trailers must be removed to the car park. **Cars cannot be moved during the event** – a daily shuttle will operate from the convention site into Porepunkah/Bright.
- The word of the marshals is final on the field and only subject to review by a meeting of marshals, after the close of any given combat period. The organisers of the event reserve the right to enforce the judgement of the marshals by removing participants from combat events for the duration of the convention, if necessary.

## Public Access

- Under no circumstances will any member of the public be admitted to the site. If you need to be contacted in person during the event arrangements will be made via the committee. If any member of the public wishes to attend they will be required to pay a day rate (conditions apply) and will need to be appropriately dressed in costume (you know the rules).

## Facilities

- On site facilities include toilets, bathrooms (some unisex) and showers. These facilities are for use by all attendees, please use them responsibly and keep them clean and tidy.
- All rubbish needs to be picked up and placed in bins provided

### Fires

- Due to drought conditions in previous years fire pits will be limited. Groups are asked to share fireplaces for breakfasts as lunch and dinners are fully catered. Fireplaces will be marked
- Anyone making/using an unauthorised fireplace will be asked to leave.

### Smoking

- All smokers please feed your addiction responsibly; smoking is prohibited in scrub areas. Please ensure that you dispose of butts into a 'butt bin' (e.g. A tin can with 2 inches of water in the bottom) or in an authorised fireplace.

## Administration/ Committee

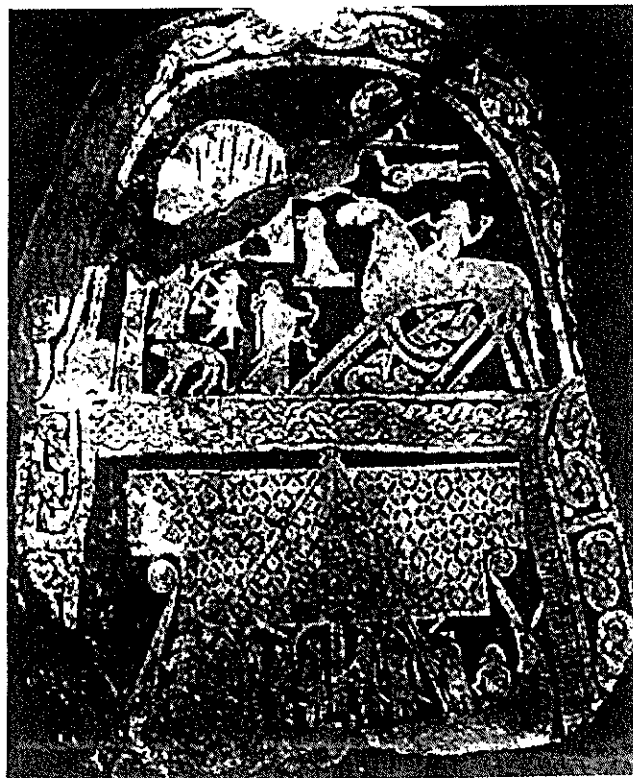
- During the event there will be a notice board and contact person at all times located in the dining room (administration area).
- There will also be a notice board located in the marquee that will be updated daily.
- Committee members will be wearing coloured armbands with the convention symbol on them.

## First Aid

The members of the Bright Red Cross will be on site from Friday to Monday to look after us all. The proceeds of the Slave Auction held during the Roman Feast will be donated to the Red Cross.

## State of the Movement

Issues will be discussed as they arise. If there are issues you would like to discuss, please make suggestions to the admin person. The State of the Movement Discussion has been scheduled for the Sunday afternoon directly after lunch and before the Fort Battle, this allows all people attending, not only those who are left on Monday afternoon, to participate.



## Tavern

- The tavern will be run by the convention committee and assistants. The tavern will be located in the marquee and will provide tasty cool alcoholic and non-alcoholic beverages throughout the day and night.
- Please note the bar staff reserves the right to refuse service at any time if they feel the liquor licence is compromised.
- Will run on re-enactors time.
- The tavern will be selling a variety of beer (including light), sweet, dry and draught cider, mead (Maxwell's), Whitehead's Mead (locally produced), and soft drinks.
- Water and Lemon Cordial will be available all day from the Tavern

## Feasting

- Each night a group particular to the evening time period, will be featured and provide us with entertainment as they wish. For the Friday night the Sydney Ancients are providing entertainment.
- Feature Groups for the Saturday, Sunday and Monday (lunch) will be chosen on the Friday night based on their ability to be a Feature group.
- Ingredients for all dishes will be posted in the administration area during the event, serving staff will also be informed of ingredients.
- Anyone attending the event who has food allergies/dietary requirements should have contacted the committee before the event.
- Dishwashing facilities will be available during meal times in front of the marquee.
- During the event there will be special children's meals, these will be served earlier in the evening in the Rec. Hall. Please talk to a committee member if you are interested.

## Perki Kemaki

Purveyors of fine coffees, tea and the sweetest of delicacies at reasonable prices. Run by the marvelous Angela Vanzella of Yoretymes fame the Perki Kemaki will again be the centre of social life during the Convention. The Perki Kemaki will be located close to the Marquee and the Tavern.





# Menu

<p><b>Friday Lunch – Ancients</b></p> <p>In Ovis Hepaliz – Eggs with pine nut sauce          Spicy Italian or Smoked Sausages          Flat Bread          Olives          Roasted Almonds          Fruit – Melons, Honeydew, Cantaloupe</p> <p><b>Friday Dinner – Ancients</b></p> <p><i>1<sup>st</sup> Course</i>          Braised Cucumbers          Fetta and Honey Fetta          Spiced Olives          Bread</p> <p><i>2<sup>nd</sup> Course</i>          Athenian Cabbage          Lentil and Chestnuts/Hazelnuts          Beets and Leeks          Lamb Stew</p> <p><i>3<sup>rd</sup> Course</i>          Mushrooms in wine, herbs and coriander          Marrow/Squash Alexandria Style          Parthian Chicken          (Baked Fish with coriander)</p> <p><i>4<sup>th</sup> Course</i>          Cheesecake          Nutcakes          Halva          Grapes          Figs</p>	<p><b>Saturday Lunch – Dark Ages</b></p> <p>Mutton Stewyd          Worties Stewyd (parsnips, turnips and carrot)          Rye and Brown Breads          Hard Cheese          Dried Apples          Fresh Apples, Pears and Strawberries</p> <p><b>Saturday Dinner – Dark Ages</b></p> <p><i>1<sup>st</sup> Remove</i>          Soussed Fish (Pickled white fish)          Pihaa Hiohukaiset (spinach pancakes)          Cheese          Dried apples, currants and prunes          Brown and Rye breads</p> <p><i>Second Remove</i>          Carrot and Chervil or Yellow Pea soup</p> <p><i>Third Remove</i>          Spitroast Venison          Egourdouce (sweet sour spiced rabbit)          Or          Roasted Quayle          Gravlaxsas (mustard sauce)          Pepperrotsmor (horseradish sauce)          Mushroom patties/tart          Frumenty (grain dish)</p> <p><i>Fourth Remove</i>          Appelkaka (baked pudding of apples)          Skya          Pyonad (stewed apples and pears with pinenuts)</p>
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<p><b>Sunday Lunch – Crusades</b></p> <p>Mujaddara (Lamb Lentil Stew, vegetarian option)  Fatoush (salad)  Shiraz Bi-buquali (mixed pickles)  Flat Bread  Fresh figs and Dates  Dried apricots, figs and dates</p> <p><b>Sunday Dinner - Crusades</b></p> <p><i>1<sup>st</sup> Course – Eastern</i>  Olives  Nuts  Warm Cheese Dip  Eggplant Dip  Humus Dip  Tabbouli</p> <p><i>2<sup>nd</sup> Course – Western</i>  Cheese Lasagne  Fish Pancakes  Salad de Herbes  Grete Peacock Pye  Leeks and sops in Wine  Jazr (carrots from the caliph's kitchen)  Green Pea Pottage</p> <p><i>3<sup>rd</sup> Course</i>  Shurba (Lamb, chic pea and rice stew)  Shurba (vegetarian option)  Malih Bi Khall Wa – Khardel (Fish Dish)  Muqarrasa (spicy meat cakes)</p> <p><i>4<sup>th</sup> Course</i>  Basbousa Bil Los  Hais Balls  Turkish Sweets</p>	<p><b>Monday Lunch - Renaissance</b></p> <p>Cheese (hard and soft)  White High Tin Bread  Scotch collops of mutton (or veal)  Dutch Pudding (meatballs in cabbage)  Salad  Artichoke Pie (globe artichokes and dates in pastry)  Buttered Potato Root (sweet potatoes)  Dyet Bread</p> <p>2 Desserts</p> <p>Fresh Fruit</p> <p><b>Monday Dinner</b></p> <p>POT LUCK  <i>(whatever is leftover and edible)</i></p>
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# Competitions

**Archery** - Preliminary heats and finals will take place at the archery range

- The location, times and any changes will be found on the notice boards, outside the marquee and Admin area
- The rules and times for the competitions TBA

**Bardic** - will be judged by public acclaim and a panel of judges.

- There will be 2 awards - one for the "Most Popular " and the other for "Most Authentically Inspired".
- The warm ups / practice runs will be held Saturday afternoon at the Medieval Fayre and the finals will be held in the Marquee on Saturday night from 8pm.

**Virulent Curse or Boasting Competition** - will take place on the Saturday night in the marquee and be judged by public acclaim and a panel of judges for those who have just been to the Viking as a Second Language Workshop give it all you've got!

**Glima (Icelandic/Welsh) Wrestling** - late night entertainment.

- If anyone is interested in competing on a more serious level, please contact the committee and we will attempt to organise it.

**Hnefatafl & Kubb** - will be a round robin tournament during the Fayre or as agreed by any serious contenders. Junior competitions will be held any time there are sufficient players.

**Brewing Competition** - please submit entries by 3pm Friday. All items will be placed in safekeeping for judging at the appropriate time.

- Panel of judges will be made up of brewers & drinkers
- Categories - Beer & Ale; Cider; Pery & Mead; Wine

**Other Competitions** - to be registered at admin between 11 am and 5pm Friday.

- Entries will be on view during the market - Saturday between 2:00pm –3:30pm in the marquee and judging will commence at 2pm.

Categories will be as follows

- |             |               |
|-------------|---------------|
| - Armour    | - Costuming * |
| - Weaponry  | - Woodwork    |
| - Jewellery | - Leatherwork |

**Handicraft** - includes Fine art, Textiles, Tablet weaving, Pottery and Domestic equipment.

- If 2 or more items are entered under any of these categories at the judges' discretion may be moved into a category of their own.



- The committee reserves the right to move entrants from the amateur to the professional category.
- All items will be judged on
  - Authenticity of materials
  - Workmanship - including accuracy of construction
  - Degree of difficulty
  - Design authenticity and the documentary reference / source provided.
  - You will need some documentary evidence to prove your item to a particular period, country, and purpose.
  - 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 item entry). All clothing items must be clean (not worn since the last wash) or they **will not** be accepted for judging.

**No Exceptions to this final rule.**

## Workshops

- Workshops will be held in various locations around the site. Most taking place in and around the Rec. Hall, the Marquee and the Battlefield
- A timetable will be located during the event in the Marquee
- The timetable is likely to change, so please look at the boards in the marquee as to venues and events.
- Some workshops require a fee to cover the costs of materials. These include shoe making and woolcraft. Please check the updated timetables for this information.

### Kids

- Please remember that parents must supervise all kids under 5 at all times.
- All other children attending activities should be supervised. We will take as much care as possible with your kids during activities however these activities are not a babysitting service and the committee cannot be held liable.
- Again please check the notice boards for updated timetables and venues

# Convention Timetable - Friday

	Workshops	Combat	Kids
<b>Breakfast</b> 9.30 – 11.00		Greek Drill Display (9.00)  Hoplite Greek Drill (10.00) – open to all (require tunic, spear – approx. 8ft. long and round shield)  Marshal's Meeting (10.30 – 12.00) Roman Republic Drill Display (11.00)	
<b>11.00 – 12.30</b>	Medieval Games and Market in and around the Marquee		Rock Making for the Fort Battle in the Rec. Hall with Lynne
<b>ROMAN LUNCH</b>			
<b>1.30 – 3.00</b>	Authentic Ancients Olympics and Games on the battlefield (nudity)	Metal Weapons Workshops (continue all afternoon) <ul style="list-style-type: none"> <li>• Roy Castelli</li> <li>• Michael Brown</li> <li>• Craig Stich – Metalwork</li> <li>• Andrew Brew – German Longsword Demonstration</li> <li>• Stephen Hand – Historically accurate sword and shield combat</li> </ul>	Bread making and Dyeing Eggs with Heather and Lynne in the Rec. Hall (2.00 p.m. onwards)
<b>3.00 – 5.00</b>	Workshop: Woolcraft part 1 run by Aimee and Sarah (3.00 p.m. onwards)		Children's bath times (Boys 4.30 – 5.00, Girls 5.00 – 5.30) Children's meals served in the Rec. Hall (5.30 – 6.30)
<b>5.00 – 6.30</b>	Lecture: Shoes through the Ages run by Duncan McHarg  Workshop: Viking as a Second Language part 1. 'Meeting and Greeting' run by Michael Horgen in the Marquee		
<b>ROMAN FEAST</b>			
<b>Feature Group - Sydney Ancients</b> Grand Procession of Hellenistic King Libations for the Banquet Greek mini-drama Kotobos Wrestling (Greek)			
	Slave Auction Impromptu Poetry contest		

# Saturday

Workshops		Combat	Kids
Breakfast			
9.30 – 11.00			
11.00 – 12.30		<b>MARKET</b> <ul style="list-style-type: none"> <li>• Plate Display (Tourney)</li> <li>• Bardic competition rehearsals</li> <li>• Puppet Shows</li> </ul>	
Workshop: 16 <sup>th</sup> and 17 <sup>th</sup> Century Playford Dance run by Sue Drain in the marquee (from 11.30 – 12.30)			
<b>VIKING LUNCH</b>			
1.30 – 3.00	Workshop: Bellydancing part 1 with Prue Walsh	Mass Combat	Knife and Hawk through with Steve for 10 –15 year olds
3.00 – 5.00	Workshop: Woolcraft part 2 (or repeat) run by Aimee and Sarah (depending on interest)		Making juggling balls and learning how to juggle with Heather in the Rec. Hall
5.00 – 6.30	Workshop: Viking as a Second Language part 2: 'Fighting and Flying' run by Michael Horgen in the Marquee		Children's bath times (Boys 4.30 – 5.00, Girls 5.00 – 5.30) Children's meals served in the Rec. Hall (5.30 – 6.30)
<b>DARK AGES FEAST</b> <ul style="list-style-type: none"> <li>• Glima Wrestling</li> <li>• Bardic Competition</li> <li>• Virulent Curse Competition</li> <li>• Viking Chess</li> </ul>			

# Sunday

	Workshops	Combat	Kids
<b>Breakfast</b>	Sunday Hymn Singing in the Rec. Hall all welcome (9.00 onwards)		
<b>9.30 – 11.00</b>	Workshop: Fabric dyeing and colours run by Lynne Simsen in the Rec. Hall (from 9.30 onwards)  Demonstration: Woodblock Printing with Victoria in the Rec. Hall (10.00 – 11.00)  Market in and around the marquee	Archery Competition	Easter Egg Hunt with Maree for up to 12 year olds
<b>11.00 – 12.30</b>	Workshop: Bellydancing part 2. With Prue Walsh in the Rec. Hall	Mass Combat	Troggle Workshop (Weaving) with Sarah \$5 per head. (Venue TBC.)
<b>CRUSADES LUNCH</b>			
<b>1.30 – 3.00</b>	<b>State of the Movement Discussion (Marquee) Followed by the FORT BATTLE</b>		
<b>3.00 – 5.00</b>			
<b>5.00 – 6.30</b>	Knattleikr demonstration run by Sven on the Battlefield		Children's bath times (Boys 4.30 – 5.00, Girls 5.00 – 5.30) Children's meals served in the Rec. Hall
<b>CRUSADES FEAST (EAST and WEST)</b>			
• Belly Dance Performance			

# Monday

Breakfast	Workshops	Combat	Kids
9.30 – 11.00	Workshop: Pole Lathe Construction and use with Duncan	Combat Archery	Pole Lathe Construction and use
11.00 – 12.30	Market in and around the marquee	Mass Combat	12 – 12.30 Medieval Singing and Dancing with Louise outside the Rec. Hall.
RENAISSANCE LUNCH			
1.30 – 3.00			
3.00 – 5.00			
5.00 – 6.30			
POT LUCK FEAST			

## Additional Workshops

During the Convention there are several Workshops which will run continually or often depending on the availability of the Workshop leader and the interest shown. These workshops are **Shoe Making with Duncan McHarg** and **Jewellery run by Keith Whittread**. The venues for both of these workshops will be Trader's Lane, which runs between the Marquee, The Perki Kemaki and up towards the campsites. For workshop times and other information please see the notice boards, the committee or the workshop leaders.

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# Marshals

- Marshals are required to be at the combat field 30 minutes before any battle, for a clear overview of their responsibilities before commencement of combat.
- All marshals must attend the marshals meeting scheduled for Friday morning.

## Guidelines for Combat

All combatants please read these carefully.

### 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 to by the marshals.
- b) These guidelines shall be applicable to all organised and non-organised combat and all combatant displays, and shall be 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 them.
- d) A marshal's area will be set aside so that non-organised combat can be reported to and cleared by the marshal's. Non-organised combat will occur only with the approval of the marshals.

### 3. Requirements

- a) Only those proficient and safe in the use of 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 or rust must be removed.
- c) No sharp or pointed weapons of any type may be carried on to the field of combat.
- d) No weapon of any type, such as maces or flails, banned under the 'Control of Weapons Act: [http://www.austlii.edu.au/au/legis/vic/consol\\_act/cowa1990216](http://www.austlii.edu.au/au/legis/vic/consol_act/cowa1990216), shall be used in any capacity in any combat under the auspices of the Association unless a valid permit has been attained and presented to the marshals for inspection.
- e) No combatant will be admitted to the field of combat under the influence of alcohol or any perception changing or performance enhancing drug or medication. Further, no alcohol or aforementioned drugs shall be taken prior to or during the combat.
- f) All combatants should have current tetanus and hepatitis immunity.

- f) All combatants should have current tetanus and hepatitis immunity.
- g) Any bleeding combatant must leave the field of combat immediately and must not return until the wound is covered and the bleeding stopped.
- h) No person may join any 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 other participant may call: **"HOLD"**

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

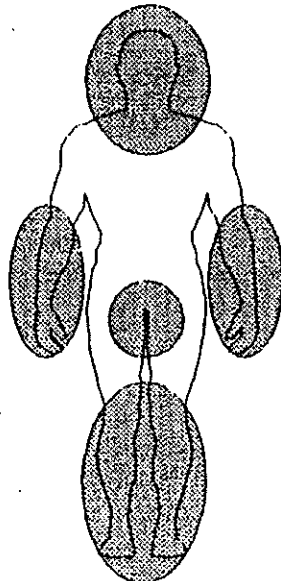


Figure 1.  
Shaded areas are no strike zones.

#### 4. Marshalling

- a) Marshals will be nominated by each individual club, from the most experienced members, and will be easily identified by a distinctive tabard and armbands. Their powers 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 marshal shall have complete control of all organised combats.
- d) Each marshal will carry a whistle. All combat will cease immediately the whistle is blown and the combatants shall await 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.



a)

In recent discussions of Protection it has been proposed that minimum protection standards be adopted. These standards are *highly recommended* by the committee for all combatants. During the State of the Movement discussion a vote will be taken as to whether these standards should be required by all combatants. The standards are:

Minimum protection of a tunic or padding is to be equal to at least 2 layers of good wool plus a linen shirt, must be worn during combat.

All combatants will be required to have all target areas covered by the above minimum protection. This excludes the lower leg as it is not a target area but does include the forearm and head. Shoes are also required.

- b) There will be two categories of protection for 'Dark Age and Medieval' 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, and lamellar. An armoured combatant may only accept blows to the body that have substantial potential force (ie. 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 neck, chest, mouth and spine areas is strongly recommended for all combatants.
- d) Groin protection is required.

## 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 at the circled areas shown in Figure 1.
- b) All blows connecting with a combatant must be fully under control and slowed in such a way that upon contact with the combatant 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 and then only in head blow combat. 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 received 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 the type of blow. Combatants may continue to fight, but should avoid using the part that has been struck.
- f) Loss of helm due to poor design, breakage, or deliberate removal counts as an immediate "death".
- g) Blows, stabbing weapons, no strike is to be delivered to above armpit. All thrusts to be horizontal or downward for safety.
- h) No weapon to be pointed at the face.

## **7. Melee Weapons Annexure**

- a) The maximum length for a spear used in 'Dark Ages and Medieval' combat will be 2.7 meters.
- b) All weapons with metal edges shall meet the following requirements:
  - metal edges shall be rounded to a minimum of 1.5mm diameter;
  - metal points shall be rounded to a minimum of 20mm diameter (5 cent piece).
- c) Pikes and over long spears may only be used in 'latter period' combat.

# **Guidelines for Projectile Weapons**

All combatants and participants on the field of combat (including marshals) must wear armour as specified in the 'Projectile Combat Armour Standards'. Spectators may not be present unless they are wearing suitable armour or are confined in an area of suitable protection.

The use of all hand to hand weapons during projectile combat shall conform to the requirements of melee combat. A combatant armed with a projectile weapon may use a hand to hand weapon provided their equipment conforms to the standards for melee combat. A hand to hand weapon shall never be used to intentionally strike or block a projectile weapon or projectile.

## **Projectile Combat Armour Standards**

The minimum Armour required to participate in projectile combat shall be the same as for melee combat with the following additions:

1. A projectile combat helm in place of a standard helm.
2. Throat protection.
3. Females shall wear breast protection.
4. Combatants who do not use hand to hand weapons may wear leather gloves in place of gauntlets.
5. Additional Armour is always recommended.

## **Projectile Combat Helm**

Projectile combat helms shall conform to the standards for helms in addition to the requirements set out below.

1. The helm shall be fitted with a woven wire mesh visor that extends past the temples and below the chin. The visor shall be supported by a rigid steel frame and shall be firmly and rigidly attached to the helm. The woven wire mesh shall be a maximum of 6 mm and a minimum wire diameter of 1.4 mm. A closed face helm need only have woven wire mesh attached to any openings that exceed 6 mm diameter.
2. An aventail shall be fitted or a coif and arming cap shall be used in conjunction with the helm. The aventail is to be securely fitted to the helm and visor so that they effectively become one piece and a projectile may not pass through the gap.
3. Due to the necessity for protection during projectile combat, it is impractical to require that helms should conform to historical styles and construction. It is therefore acceptable to construct a helm specifically for the purpose of projectile combat, that does not represent any specific historical style. Combatants, however,

### **Javelins**

Javelins shall meet the following criteria:

1. The shaft shall be a maximum length of 1.8m and a minimum length of 1 m.
2. The shaft shall be a maximum diameter of 25 mm and a minimum diameter of 16 mm.
3. The shaft shall be made of wood, bamboo, or other suitable materials. Metal, fibreglass, and carbon shafts shall not be used.
4. The preferred blunt shall be a well fitted black rubber chair leg or walking stick stoppers of a minimum of 2 mm thickness.
5. The overall weight of the javelin shall be a maximum of 500gm. The head of the javelin shall be padded to at least 7cm diameter.

### **Slings and Sling Projectiles**

1. Slings and staff slings may be constructed from any historically accurate material to any historically accurate pattern.
2. Sling projectiles shall have a maximum weight of 75gm and made from any no rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with one hand.

### **Rocks**

1. Rocks shall have a maximum diameter of 40 cm and a minimum diameter of 20 cm.
2. Rocks shall have a maximum weight of 800gm and made from any no rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with two hands.

### **Siege Engines and Siege Engine Projectiles**

1. Siege Engines may be constructed from any historically accurate material to any historically accurate pattern.
2. Siege Engine projectiles may not be fruit or water/paint/flour bombs.
3. Siege Engine projectiles shall have a maximum diameter of 30 cm and a minimum diameter of 15 cm.
4. Siege Engine projectiles shall be a maximum weight of 600gm and made from any no rigid, malleable materials that shall be able to be compressed when reasonable pressure is applied with two hands. Fruit, water, paint, or flour bombs shall not be used.

All other weapons shall conform to the standards for melee combat.

### **PROJECTILE WEAPON USAGE**

Prior to combat, all projectile weapons and projectiles shall be inspected by marshals to determine their suitability for the combat. The use of all projectile weapons and projectiles are at the marshals discretion at all times of combat.

Prior to 'each' combat, arrows and other projectiles shall be checked for cracks, splits, and damage to the rubber blunt. Any projectile that is found to be defective shall be discarded. No projectile that has been previously used shall be collected and re-used during a given combat.

1. are encouraged to attempt to hide or disguise the historically inappropriate additions to the helm in any conveniently and practical manner.

#### **Throat Protection**

1. The minimum requirement is a 3-mm thick sole-leather collar covering the throat area from above the larynx to below the breastbone in one continuous piece.
2. The collar is to be lined with sheepskin a minimum of 6 mm thick and a maximum of 12 mm thick.
3. When worn, the collar and padding will have a minimum of 10-mm clearance from the throat when facing forward.
4. Lamellar and scale collars both offer acceptable throat protection but must be securely attached to the armour.

#### **Breast Protection**

1. Commercially available, rigid, one piece breast protectors shall be the preferred standard.
2. Breast cups, as used in fencing, do not provide an acceptable level of protection and shall not be used.
3. Combatants may opt to wear a rigid armour, such as a breast plate, scale corset or lamellar corset, as their breast protection.

### **WEAPON STANDARDS (Projectile Weapons)**

#### **Bow**

1. Long bows, short bows, and recurve bows made from wood, fibre-glass, or laminate may be used.
2. Compound bows and take-down bows are not acceptable.
3. Sights, stabilisers, adjustable arrow rests, release aids and any other accessories not appropriate to the period shall not be used.
4. Bows shall have a maximum draw weight of 30 pounds at 28 inches (30# @ 28").
5. Wherever possible, bows should be made to look historically authentic by any suitable means.
6. The bow shall have some form of permanent marking so that it may be readily identified with its owner. The owner's initials are not acceptable.

#### **Arrow**

Arrows shall meet the following criteria:

1. The minimum standard shall be a wooden shaft of 1 1/32nds of an inch diameter. Aluminium, fibreglass, and carbon shafts shall not be used.
2. Arrows shall be a maximum of 28 inches in length as measured from the nocking point to the back of the rubber blunt.
3. The end of the shaft which will be inserted into the rubber blunt shall have its end rounded.
4. It is recommended that shafts be taped with Scotch 898, or equivalent, fibreglass tape from the base of the fletching to the tip of the shaft.
5. Each shaft shall be securely fitted with a rubber blunt. HTM and Riverhaven MKII style blunts shall be the preferred standard. Plastic blunts are not acceptable and shall not be used.
6. Each shaft shall have some form of permanent marking so that it may be readily identified with its owner. The owner's initials are not acceptable.

A projectile weapon shall not be intentionally aimed at the groin, spine, throat, or hands of another combatant. A projectile weapon shall not be intentionally used to block or strike during combat.

The only type of armour that is considered 'proof' against a projectile is a shield. The effects of projectiles striking particular areas on the body are the same as for the effects of hand-to-hand weapon blows. The exception to this is for siege-engine projectiles for which a shield is not considered 'proof' and a strike to any area is considered a killing blow.

A ricochet blow from a projectile (off a tree, shield, fence, etc.) is still considered a legitimate blow. The exception to this is a ricochet off the ground, a weapon, or another combatant; in which case the blow is ignored. To be considered a ricochet blow, the projectile must not change its original direction of travel by more than 45 degrees, and the projectile must still strike with acceptable force.

### **Minimum Ranges**

- Bow and Arrow: Full Draw: 10 meters, Half (14 inch) Draw: 5 meters.
- Javelin: 3 meters.
- Sling: 10 meters.
- Siege Engines: 10 meters.
- Rocks: There is no minimum range for a rock.

A combatant may move away from a prospective target to achieve the minimum distance. If a combatant is closer than the minimum range of another combatant's projectile weapon, the combatant with the projectile may acknowledge an automatic kill by dropping to the ground and the opposing combatant need not strike them.

### **Rocks**

Rocks shall only be used during fortified combat and shall only be considered a legitimate blow when dropped or thrown from above the opponent. A rock may not be thrown at an upward angle.

### **Siege Engines**

The siege engine shall not deliver a projectile at a vertical angle of less than 45 degrees. Care should be taken to ensure that the projectile shall not come in contact with a combatant until it has reached the descent stage of flight. If a siege engine is struck by a siege engine projectile, the siege engine is considered inoperative for the duration of that combat. A siege engine may only be operated by combatants who are proficient with the particular siege engine and have permission from the owner of the siege engine.

### **Bow and Arrow**

A bow and arrow shall only be used during 'Projectile Combat'.

### **Crossbows and Darts**

The use of crossbows and darts during target and combat events will not be permitted



