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DISCLAIMOR

The Ninth Australasian Medieval Conference Committee Inc. and PLAST - the Ukrainian Scouts Association are in no way responsible for any incorrect information in this booklet or any injuries or loss while in attendance at the Conference. Neither the Committee of the Association accept any liability over the authenticity, quality or value of goods on sale at the market, or the content of workshops and lectures.

Mercowa

We in Islendinga as the hosting group welcome you to the Ninth Australasian Medieval Conference. Islendinga, as a Medieval Icelandic group, prides itself on its hospitality, and we are certain that no belly will be empty, no cup unfilled this Conference. We have strived to offer you an action-packed, varied Conference, with both activities for non-combatants and combatants, and so we wish you all a thoroughly enjoyable time. SKOL.

The Sokil Souvenir Piece

The 1997 Sokil souvenir piece was especially created for the Ninth Australasian Medieval Conference by Roy Castell of "Oak and Castle". The distinctive reproduction is based on the 10th century iron axe found at Mammen in Denmark. It is from this artefact that the style of Mammen jewellery takes its name. The Mammen style universally occured throughout the Viking sphere of influence, from South Russia to the British Isles. Entwined animal, acanthus-like limbs and spiralling hips is a fitting representation of the force that unites all re-enactors from Australasia.

INFORMATION ABOUT THE SITE

General layout: SOKIL is a semi-forested site, with 4 distinct areas: A) a large area for main activities (marquee, tavern, kitchen, shop and function tents) & 1 toilet block; B) upper area with battle field, workshop and Children's tent, Chapel, hard accommodation & 1 toilet block C) campsites set further back in the property with 2 Toilet blocks; D) Combat area over creek for Fort Battle and permanent archery/ shooting range - no forest wandering over the creek in area D is allowed. (There is a pit toilet near the fort if your desperate) Please refer to MAP.

Site Conditions - The following conditions apply to all persons on site:

- Modern items (clothes, shoes, watches, sunglasses etc.) should be hidden at all times
- After unloading, please park your car/bus in the car parking area. No cars are to remain in the campsite area during the Conference.
- No damage to any property on the site (buildings, trees etc.)
- Fires in campsites please use a fire pit or surround with rocks/bricks if available, for safety. Never leave fires alight in an empty campsite please ensure it is thoroughly extinguished.
- Use or possession of drugs that are illegal in Victoria are prohibited.

Toilet blocks - Male & Female, each with toilets and hot water for showers. Toilet blocks also have power. Water is pumped from freshwater creek - please note that this water is not drinkable! Drinking water is supplied in the main marquee at all times. Melbourne has suffered an unusual dry spell this summer, so please try to be "water wise" and not over-use the facilities - thanks!

Smoking - the marquee, tavern and workshop tent are NO SMOKING areas - please go outside for a smoke. Also, as the site is surrounded by a State Park, we have been asked to ensure that no cigarette butts are dropped on the ground. Native animals eat these butts when grazing, and can become very ill and die. We would prefer it if you could use "roll your owns" but if using cigarettes, please put your stubbed out cigarette butt in a bin.

Information - There are blackboards at the toilet blocks in the campsites, outside the main marquee and at Yoretimes - Emporium of History in the main area. Any changes to the program or information will be on these boards, as will a copy of the days activities.

Need help? - There will be an "Officer of the Day" hanging around the office at the rear of the Tavern (First Aid area). Please go to this person first. There is also a photo board in this office with a photo of each Committee Member. Please seek them out if you have a problem and they will help you.

First Aid - St. Johns Ambulance will be in attendance and will be found in the office at the rear of the Tavern when not near the battlefield. A Register is also kept here of trained First Aiders.

No pay telephone on site (there is one phone for emergency use only)

Banks - the nearest ATM's are a good few KMs away in Waurn Ponds or Anglesea.

Information about the Site

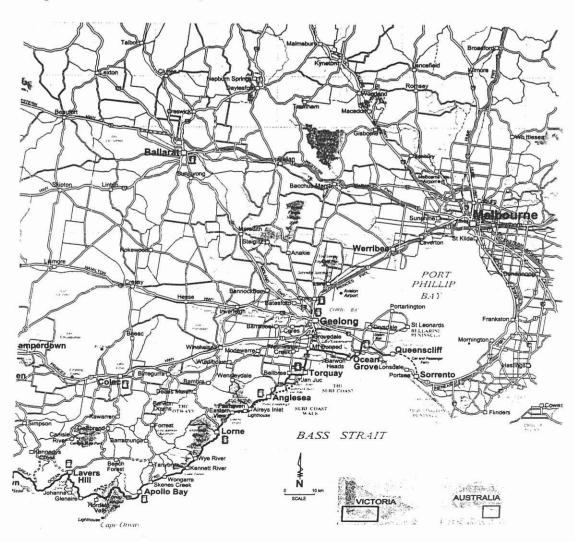
Club campsites will be marked with posts. Please refer to the map, showing the area for your club. How each club arranges themselves in the given area is up to you, but we would ask that period tents and equipment be placed to the fore of your site along any road. Fires are allowed in campsites unless a Total Fire Ban is in force (notification will be given) with the usual precautions (i.e. make sure fire is out before leaving campsite unattended, etc.) Rakes and spades are available for clearing sites and digging trenches.

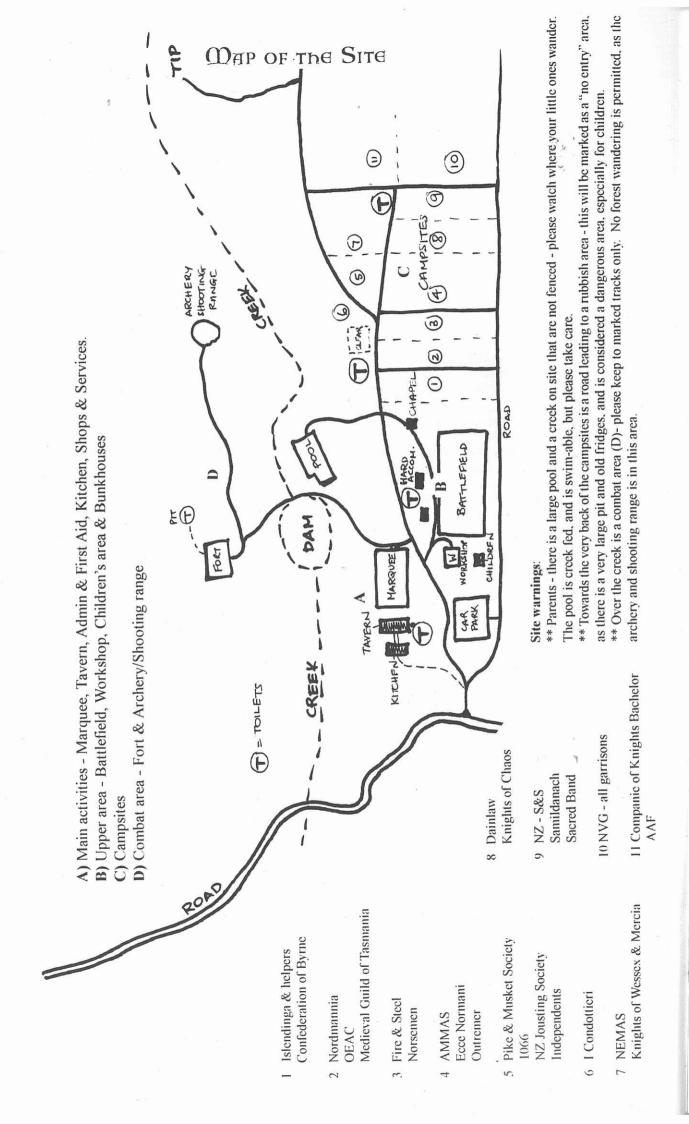
The Tavern - The "Routiers" are again running the New Magdeburg Tavern. This is located between the Marquee and the kitchen area. We thank the Routiers for all their efforts in providing ales & ciders with their own inimitable style. The staff and pricing policy fall under the purview of the "Routiers", so please address any concerns you may have to them. The Conference is providing snacks to be available from the Tavern between meals, for the truly rayenous.

Other services offered - Yoretimes - Emporium of History; Massage Tent- Karl of Bethlehem: The Handmaiden. Please refer to articles at the rear of this book. Situated in the main marquee area.

The Tenth Australasian Medieval Conference 1999 - If you are thinking about holding the next Conference (or Convention - whatever), please contact a member of the committee to arrange a brief presentation of your bid just before the Feast on Friday night. The vote will be taken at the 'State of the Movement' discussion on Monday morning. We can highly recommend this as a rewarding and enriching, although sleep-depriving and sanity-threatening, experience that you should try at least once.

Thank yous - We would like to thank all the groups who held conferences in the past: AMMAS in 1971; the Macquarie Hackers in 1983; the Melbourne Garrison of the NVG in 1985 and 1989; 1066 in 1987; and Dryhtenfyrd and MARS in 1991; the Australasian Medieval Convention Association Inc. in 1993; Companie of Knights Bachelor and the Knights Guild of Wessex and Mercia in 1995. We would also like to thank all those who gave offers of help, suggestions, information and encouragement. Islending is a relatively small group and we are gratified that so many of you have given us assistance at one stage or another.





Тіфетавье

	ACTIVITIES 3 COMBAI
TIME ACTIVITIES 1 ACTIVITIES 2 AC	
BREAKFAST Registration	
	1500 р.ш.)
	items to be placed for General/Individual Combat udging.
11:00am Workshop: Tablet Weaving Lecture: Fighting by the Book: -	
Lynette Simson A.Brew, S.Hand, D.Green and P.Radvan	
mbat	
AICHCI) Dian Courc Lan	
1:00pm LUNCH	Marshall's Meeting & Presentation (Margney)
2:00pm Market - Set-up	
2:30pm Market Lecture: How to win at Competition items to re-enactment melee combat market.	
1	items to be judged at the
3:30pm Archery Competition	Competition items to be judged at the market. Workshop: Bellydancing. All welcome. Marian Castell
4:00pm	Bellydancing. All farian Castell Weapon Workshops: Spear, sword & shield sword †, and dagger-Steve Wyley
5.00pm Workshop: Medieval Paul Anderson	judged at the . All
	udged at the All
5.30pm	udged at the . All . and . All . and
5.30pm 6.00pm	udged at the All ncing.
5.30pm 6.00pm 6.30pm Marquee opens 6.30pm	udged at the All

Тіфатавіа

7:00pm	6:30pm	6.00pm	5.00pm	4.00pm	3:00pm	2:00pm	1:00pm 2:00pm	12:00pm	11:00am	10:00am	8.30am 9.30am	TIME
Etast - FRENCH 14THC. Entertainment includes: Finalists from the Bardic Competition, musicians; Medieval Dance performance and the presentation of awards for the competitions.	Marquee opens		2	Workshop: Singing Louise Atkinson		Key note lecture: Reproduction, Birth and Contraception Dr Anne Gilmour-Bryson	Market - Bardic Competition - Tart of Ember day bake off LUNCH		BREAKFAST	Saturday March 29th ACTIVITIES 1		
					Workshop: Calligraphy Mark Dancer			Workshop: Bellydancing - Formation of troupe Marian Castell.	Lecture: Intro to textiles for new re-enactorsLynette Simson			ACTIVITIES 2
			Workshop: Medieval Dancing Paul Anderson		Workshop: Costuming Metalwork - Keith Witthread			Lecture: Reconstruction and use of Seige Engines - Russell Miners & John Southall		Lecture: Fighting by the Book - A.Brew, S.Hand, D.Green & P.Radvan		ACTIVITIES 3
					Combat: Fort Battle					Mass Combat - Club Orientated		COMBAT

Тішетавье

	7.00pm	6:30pm	5:00pm	4:00pm	3:30pm	3:00pm	2:30pm	2:00pm	1:00pm 2:00pm	12:00pm	11.004111	10.00am	9.30am	TIME	
	FEAST - EASTERN Entertainment includes: Bellydance Troupe, Fire dance and 'La Casbah' music ensemble.	Marquee Opens		Lecture: Rus. The Pagan Empire: Paganism & Heresy in the Middle Ages Ian Rogers & Mark Chapman					LUNCH	Lecture: Violence & Animals - Stan Greaves		Metalwork - Keith Witthread	DREAKTASI	ACTIVITIES 1	Suiday Narch 50th
-			Lecture: The Ups and Downs of Horse Combat - Graham Billings		28°		Workshop: Tablet Weaving - Lynette Simson				(Adv. & troupe work) Marian Castell	Workshop: Ballidansing		ACTIVITIES 2	
		- 10					 Plate only battles Pike & Musket Display 	Late period Combat - Knights tournament;		Lecture: History of Archery - Stephen Wyley	the Norman conquest- Sue Drain.	Todaya Anala Caran raman and		ACTIVITIES 3	
				Combat: Bridge Battle 3.30 - 6pm				Combat Archery: Fort Battle 2 -4pm		10 pt	Objective: grad a chesis	4 way "slash & grab" - divide into 4 groups		COMBAT	

TIMETABLE

	8:30am 9:30am		7:00pm	6:30pm	5.00pm	4:00pm	2:00pm	2.00pm	1:00pm	12:00pm	11:00am	10:00am	8;30am 9;30am	TIME	
Pack up & make our way home	BREAKFAST	Tuesday April 1st	FEAST	Marquee Opens		Discussion: Medieval Cookery for the re-enactor Melissa O'Brien.			LUNCH			State of the Movement Discussion	BREAKFAST	ACTIVITIES 1	Monday March 31st
										Lecture: Finds from the Osberg & Gokstad ships Andrea Reddan				ACTIVITIES 2	
											Lecture: Pre-Christian European Practices - Sean Galladar, Lord Green of Dremor			ACTIVITIES 3	
							Compat: Free compat and games	C. L. Francosphot and comes				Combat		COMBAT	

There are a number of interesting lectures, discussion groups and workshops at this year's conference. We suggest you make the most of such a diverse and educational program of events. The following is a brief description.

Friday, March 28th

10:00am-1:00pm: Combat: General Individual Main Battlefield

Come and personally meet your fellow combatants on the practice field. Get to know some new friends and their different styles of combat. This way, any misunderstandings on the field of battle will be between personal friends rather than nameless opponents.

11:00am-12:00pm: Lecture: Fighting by the Book Marquee

- Andrew Brew, Steve Hand, David Green and Peter Radvan

A discussion of the primary sources available for the single combat styles of the medieval and early modern periods and their practical application. For over two decades re-enactment societies have largely been making it up as they go along with single combat styles. Amongst many people this has been done in the mistaken belief that little or no evidence exists for fighting styles prior to about 1600. In fact the first European fencing manual dates from about 1300 and a clear progression of style can be demonstrated from then up until the decline of the rapier in the late 17th century. It is our intention to examine some of the source material available, to give practical demonstrations of the styles contained in these manuals and to try to pass on some of these techniques in a series of workshops.

11:00am-12:00pm: Workshop: Tablet Weaving in the Workshop

- Lynette Simson

Lyn has a great deal of experience in the art of tablet weaving. She will show beginners how to set up their tablets and discuss pattern design. Please bring your 2 balls of coloured 5 ply wool and cardboard.

12:00pm-1:00pm: Lecture: Target and Combat Archery in the Marquee

- Blair Cooke

Blair is an experienced archer and this informative and instructive lecture will benefit those of only some skill to those quite experienced. Those wishing to take part in the Combat Archery battle may find it useful to attend.

12:00pm-1:00pm: New Hedeby Discussion in the Workshop

- David Earl

New Hedeby is back! - one representative from each club is invited to attend this discussion on the direction of New Hedeby. The Routiers will supply complimentary refreshments to ease the proceedings.

2:30pm-3:30pm: Lecture: How to win at Re-enactment melee combat in the Workshop

- Simon Fowler

Once again, Simon will share his experience and skills with other combatants.

3:00pm-3:30pm: Children's Puppet Show at the Market

- kindly presented by 1066 Melbourne. Be there at the market for all the fun.

3:00pm-4:00pm: Workshop: Bellydancing Marquee

- Marian Castell

Everyone, from beginners to advanced, is welcome to join in this fun workshop.

3:30pm-5:30pm: Weapons Workshops Main Battlefield

An hour long series of workshops on four different weapon types which will be repeated in the second hour. The different weapon types are: spear - Dennis Nadazdy & Roy Castell; sword and shield - Simon Fowler; 15th century sword and dagger Andrew Brew, Stephen Hand, David Green & Peter Radvan; dagger - Stephen Wyley; and single and double handed axe.

4:30pm-5:30pm: Workshop: Medieval Dancing Marquee

- Paul Anderson

A brief talk and instruction of medieval dancing. Dances taught today will be different to dances taught tomorrow so make sure you catch both these workshops. There will be six dances taught over the two workshops. They are: 2 ring dances, a progressive double line dance, a May dance, Allemande and Indian Queen.

Saturday, March 29th

10.00am-1.00pm: Combat Battlefield

Club oriented mass combat on the main battlefield.

10:00am-1:00pm: Tart of Ember day Bake-off at the Market

At the market near the kitchen. Bring along your cookery know-how and any special 'secret' ingredients. Blind pastry casing and basic ingredients supplied.

10:00am-11:00am: Workshop: Fighting by the Book Marquee

- A.Brew, S.Hand, D.Green & P.Radvan.

Practical demonstrations of the styles of combat that were taught in Friday's lecture, 'Fighting by the Book'.

11:00am-12:00pm: Lecture: Introduction to textiles for new re-enactors in the Workshop

- Lynette Simson

A helpful discussion on choosing the appropriate fabric and textiles for costume.

12:00pm-1:00pm: Workshop: Bellydancing Marquee

- Marian Castell

All welcome again today. The troupe formation for tomorrow night's feast will be decided today.

12:00pm-1:00pm: Lecture: Reconstruction and use of Siege Engines in the Workshop

- Russel Miners & John Southall

A number of medieval manuscripts show siege engines known as trebuchets in use. We will discuss the historical background, the reconstruction and use of trebuchets. A modest counterweight trebuchet will demonstrate issues of use to potential trebuchet builders. Non scholars are welcome to witness displays of "tossing".

2:00pm-3:00pm: Key-note lecture: Reproduction, Birth and Contraception in the Marquee

- centered on the theme of Medieval Sexuality. Dr Anne Gilmour-Bryson is from Melbourne University and is an eminent academic in the field of Medieval History.

3:00pm-4:00pm: Workshop: Beginning Calligraphy in the Workshop

- Mark Dancer

This workshop teaches the art of broad pen calligraphy. It also includes a discussion on historical writing instruments and materials, particularly the quill and parchment. The rediscovery of the broad-nib pen and the development of modern calligraphy will also be outlined. Those taking part will be introduced to the modern broad-nib pen, and shown how to produce the basic strokes characteristic of historical forms. Four historical lettering styles will be introduced. (10 people per session - please contact Officer of the Day)

3:00pm-5:30pm: Combat: Fort Battle Fort.

Islendinga and her adoring (i.e. well paid) allies versus the Very Common Masses.

PS "Fragile - handle with care"

4:00pm-5:00pm: Workshop: Singing in the Workshop

- Louise Atkinson

A 'hands on' singing workshop incorporating various periods and items, and focusing on personal singing development and enjoyment. Louise is a qualified Music Teacher at a leading Victorian girls secondary college and has performed in the early music ensemble 'Veritas'.

5:00pm-6:00pm: Workshop: Medieval Dancing in the Marquee

- Paul Anderson

A continuation of the previous workshop held yesterday. This time different dances that were not taught yesterday will be taught today.

Sunday, March 30th

10:00am-1:00pm: Combat: Mass Combat Main Battlefield

Four way combat of slash and grab. Combatants will be divided into four groups with the objective being to obtain three chests which will be placed in the middle of the field.

10:00am-11:00am: Workshop: Costuming Metalwork in the Workshop

- Keith Witthread

Keith will teach you how to make belt buckles, cloak clasps, fasteners etc. Some cost involved to cover the cost of materials. (4 people per session - please contact the Officer of the Day)

11:00am-12:00pm: Workshop: Bellydancing Marquee

- Marian Castell

The final of the bellydancing workshops, this one being exclusively a practice session for tonight's feast. The troupe will be dancing at the feast.

11:00am-12:00pm: Lecture: Anglo-Saxon Women and the Norman Conquest in the Workshop

- Sue Drain

12:00pm-1:00pm: Lecture: The History of Archery Workshop

- Steve Wyley

Looks at the development of archery over the centuries.

12:00pm-1:00pm: Lecture: Violence and Animals in Early Modern Europe Marquee

- Stan Greaves

Looks at the changing attitude to violence and animals in medieval and modern times.

2:00pm-3:30pm: Combat: Projectile Combat Fort (or what's left of it)

Fort battle for the not so feint hearted combatants.

2:00pm-4:00pm: Combat: Later Period Combat Main Battlefield

Knights tournament and plate only battle, and pikes and musket display.

2:30pm-3:30pm: Discussion: Weaving Forum in the Workshop

- Talisien Bleechmore

Suitable for beginners and experienced alike. Subjects include: basic outline of weaving; discovery of resources - where and how to find them; projects to suit simple looms for re-enactment; forum of techniques to make it as easy as possible. Come one and all to compare experiences.

3:30pm-6:00pm: Combat: Bridge Battle Bridge over pool

The Medieval Submariners Guild is celebrating its bi-annual meeting here. Be there and be wet.

4:00pm-6:00pm: Lecture: Rus, The Pagan Empire: Paganism and Heresy in the Middle Ages. in the Workshop

- Ian Rodgers & Mark Chapman.

This is a two part lecture, each part one hour long. Part 1 will include a talk on the legend of Prester John and the background of Russian Paganism. Part 2 will be on the subject of Heresy and the Christian Response and will also cover implications for further studies.

5:00pm-6:00pm: Lecture: The Ups and Downs of Horse Combat in the Marquee

- Graham Billings

The triumphs and pitfalls of horse combat experienced over 14 years. The rise of our group from amateur to semi professional stuntmen. The talk will include an open discussion on horse safety, rider safety, crew safety, all the equipment used and public relations. We can only speak of our experiences, but we are interested in others' ideas.

Monday, March 31st

10:00am-1:00pm: <u>Combat: Mass Battle</u> Main Battlefield This combat will be general consensus, depending on numbers etc.

10:00am-12:00pm: Discussion: State of the Movement Marquee

Includes a public discussion on the state of the movement and voting on the bids for the next medieval conference from Friday night's presentations. This discussion may take place outside in the open air if the weather is kind. Keep posted to the notice boards for more information.

12:00pm-12:01pm: Kiss and make up.

11:00am-12:00pm: Lecture: Pre-Christian European Practices in the Workshop

- Sean Galladar

12:00pm-1:00pm: Lecture: Finds from the Oseberg and Gokstad ships in the Workshop

. - Andrea Reddan

A talk on two of the most famous of the historical viking longship finds in recent history.

2:00pm-6:00pm: Combat: Mass Battle Main Battlefield

Includes conference last stand.

4:00pm-5:00pm: Discussion: Medieval Cookery for the Re-enactor in the Workshop

- Melissa O'Brien

Just an informal get-together for all those who have cooked medieval dishes - the triumphs, the failures, the great sources, the not-so great etc.

ENTERTAINMENT - NOTES

Friday 28th

Games (Hnefatafl; Dicing)

Wrestling Competition (2 weight classes)

Virulent Curse Competition (winner by popular acclaim) Holmganger - presented by members of Islendinga

Slave Auction - Auctioneer & co-ordinator - Craig Gascoigne, proceeds to charity

MC: Robert Ely

Saturday 29th

Competition Awards

Music and performance by Robert Ely & Sarah Johnson

Bardic Competition (finalists) Medieval Dance display

MC: Robert Ely

Sunday 30th

Eastern ensemble "La Casbah" featuring members from the Medieval ensemble "Cantigas"

Bellydance display

Guidelines for Competitions

Notes on 'Anonymous entry':

Those that wish to enter a competition item must first have it registered at the competition table at the market. Your name will be entered on a Register with a description of the item entered, to enable the organisers to return the items after the competition. You will then be allocated a registration number. This number will be noted on the Competition Entry Form instead of the entrants name. Then each entrant must complete the details on the Competition Entry Form, listing: items name; a brief description of the item and its usage. The Competition Entry Form is attached to the item, ready for impartial judging.

Notes on Documentation:

All items entered into competitions held during the Ninth Australasian Medieval Conference must have supporting documentation, to prove that the submitted item has relevance to a particular medieval period. Also the item's creator must know the purpose and historical method of manufacture of the item. Therefore your research must include the following: what the item is; the period it was used and where it was used; the historical method of manufacture and the materials involved; how this particular item was made and the materials that were used; and why (if applicable) any changes to the design, manufacture or materials were necessary.

The actual item doesn't have to be an exact replica of an historical one, but must look or act like it came from that period. If any changes are made from the historical example, the changes need to be documented also. The ideal form of documentation will consist of a photograph, photocopy, technical line drawings from an archaeological study, or textual description from a period source, and a summary in point formation of the necessary information as given above. Tertiary documentation, that is, your own visual representation of an item described in text or twentieth century line drawings based on a historical item, is not acceptable. It may however prove useful in gaining an overall "feel" for the period or item. Make sure you cross-check your documentation against other sources - the more sources that you use, the better your documentation will be. Please use a bibliography/list of sources in your documentation to assist the judges.

Remember that bigger is not always better, the judges do not have time to wade through pages of information, so keep it clear and concise. You will be judged on the quality of supporting evidence, not the quantity. Therefore, documentation is to be kept to a maximum of five pages. In case of a dispute, you may keep some documentation as back up, so you can resolve things easily.

Competitions

Active Competitions:

Archery Competition: Friday 3:30pm-6:00pm

Bardic Competition: Trials at the market Friday afternoon & Saturday morning; Finalist perform at

feast & winner decided by popular acclaim.

Virulent Curse Competition: Friday night Feast

Glima Wrestling: Friday night Feast

Other Competitions: Items to be registered by 12.00 pm Friday in the Marquee; on view at Market, then Judging at 2.30pm. 3 classes for each competition: A) professional, B) non-professional, C) novice (i.e. has never entered anything in a competition before).

Armouring

Weaponry

Costuming (item only)

Textiles

Fine Art

Brewing

Jewellery

Domestic equipment

Leatherwork

Woodwork

Best camouflaged non-period item - 1 class only

and Australasian Medieval Convention Association Competitions. Information available at the Conference.

Guidelines for Projectile Weapons

PROJECTILE WEAPON USAGE

<u>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.</u>

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.

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 it's 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: 2 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 combatants 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.

Guidelines for Projectile Weapons

WEAPON STANDARDS (Projectile Weapons)

Bow

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

Arrow

Arrows shall meet the following criteria:

- a) The minimum standard shall be a wooden shaft of 11/32nds of an inch diameter. Aluminium, fibreglass, and carbon shafts shall not be used.
- b) Arrows shall be a maximum of 28 inches in length as measured from the nocking point to the back of the rubber blunt.
- c) The end of the shaft which will be inserted into the rubber blunt shall have it's end rounded.
- d) 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.
- e) 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.
- f) Each shaft shall have some form of permanent marking so that it may be readily identified with its owner. The owners initials are not acceptable.

Javelins

Javelins shall meet the following criteria:

- a) The shaft shall be a maximum length of 1.8m and a minimum length of 1m.
- b) The shaft shall be a maximum diameter of 25 mm and a minimum diameter of 16.0 mm.
- c) The shaft shall be made of wood, bamboo, or other suitable materials. Metal, fibreglass, and carbon shafts shall not be used.
- d) The preferred blunt shall be a well fitted black rubber chair leg or walking stick stoppers of a minimum of 2 mm thickness.
- e) 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

- a) Slings and staff slings may be constructed from any historically accurate material to any historically accurate pattern.
- b) 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

- a) Rocks shall have a maximum diameter of 40 cm and a minimum diameter of 20 cm.
- b) 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

- a) Siege Engines may be constructed from any historically accurate material to any historically accurate pattern.
- b) Siege Engine projectiles may not be fruit or water/paint/flour bombs.
- c) Siege Engine projectiles shall have a maximum diameter of 30 cm and a minimum diameter of 15 cm.
- d) 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.

GUIDELINES FOR PROJECTILE WEAPONS

PROJECTILE COMBAT RULES

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:

- a) A projectile combat helm in place of a standard helm.
- b) Throat protection.
- c) Females shall wear breast protection.
- d) Combatants who do not use hand to hand weapons may wear leather gloves in place of gauntlets.
- e) 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.

- a) 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 be 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.
- b) 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.
- C) 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, are encouraged to attempt to hide or disguise the historically inappropriate additions to the helm in any conveniently and practical manner.

Throat Protection

- a) 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.
- b) The collar is to be lined with sheepskin a minimum of 6 mm thick and a maximum of 12 mm thick.
- c) When worn, the collar and padding will have a minimum of 10 mm clearance from the throat when facing forward.
- d) Lamellar and scale collars both offer acceptable throat protection but must be securely attached to the armour.

Breast Protection

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

Produced by: Blair Cooke (Projectiles) for the Ninth Australasian Medieval Conference

GUIDGLINGS FOR COMBAT

The combat rules for Sokil '97 are the same as for Glenfield '93 and as amended Brisbane '95.

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 (Amendment) Act 1994-No.30 1994, 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.
- 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:

"STOP - MAN DOWN".

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

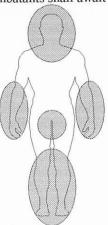


Figure. 1

Guidelines for Combat

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.
- 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 chest, mouth and groin areas is strongly recommended for all combatants.

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".

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.

Menn

Breakfast - Each day

Bacon

Sausages

Scrambled Eggs *

Bread (sliced) ***

Jam, Honey & Vegemite

Tea & Coffee

Porridge ***

Snacks

Fresh Fruit ***

Dried Fruit & Nuts ***

Some additional snacks available at the tavern.

Friday Lunch - Roman

Fresh Apples, Pears, Citrus & Grapes ***

Dried Figs & Raisins, Almonds ***

Olives ***

Bread Rolls ***

Honey Glazed Hams

Hard Italian Style Cheese, Herbed Soft Cheese,

Smoked Cheese *

Mushrooms with coriander & red wine ***

Cos & Endive Salad ***

Beets With Leeks & Coriander ***

Friday Feast - Viking

Rye & Wholemeal Bread ***

Smoked Cheese & Cheeses *

Smoked Fish & Smoked Sausages

Goats Milk Cheese (contains no rennet) *

Skyr (soft cheese from yoghurt without rennet) *

Mixed Boiled Eggs *

Herb soup ***

Mixed Greens ***

Kokt rensdyrkjott (Reindeer Stew)

Pea soup ***

Bergens Fiskesuppe (Bergen Fish Stew)

Roasted meat with Goat-cheese sauce (Gjetost)

Rodkaal (Braised cabbage) ***

Rodgrod med Flode (Red fruit pudding) ***

Saturday Lunch - English Medieval

Bread, Wholemeal & White Cob Type Loaves ***

Cheddar Cheese *

Salad With Flowers ***

Vegetable & Barley soup ***

Ham & Sage Sauce

Pickled Onions ***

Compost (Mixed Vegetable Pickles) ***

Honey Butter & Honey *

Tart on ember day *

Gingerbread *

* =Vegetarian ***= Vegan

Saturday feast - French High Medieval

White Loaves ***

A Selection of Cheeses *

Salat ***

Butter

First Remove:

Soup A L'Oignon ***

Carrots tossed in Parsley ***

Chicken in Rose petal Sauce

Mushroom Pasties (For Vegetarians Only) *

Second Remove:

Mutton Stew

Lentil Stew ***

Golden Leeks ***

Third Remove:

Roast Pork

Apple Sauce

Roast Turnips & Parsnips ***

Braised Spring Greens ***

Forth Remove:

Honey & Saffron Quiche *

Three Colour Blancmange *

Marzipan Fruits ***

Fresh & Dried Fruit ***

Sunday Lunch - Middle Eastern

Hommous ***

Garlic Sauce ***

Pita Bread ***

Feta Cheese *

Salad Of Mixed Lettuce & Cucumber ***

Dolmas *

Chickpea salad ***

Cold Roast Lamb

Turkish Delight ***

Sunday Dinner - Middle Eastern

Hommous & Eggplant Dips ***

Feta Cheese & Olives *

Fresh Radishes ***

Artichokes Hearts (dressed with lemon juice) ***

Ful medames ***

Spit Roasted Goats & Lamb

Cabbage with spinach, mint & coriander ***

Laymuniwya - Chicken with lemon

lentil soup ***

Baklava

Monday Lunch - Italian Renaissance

Prosciutto

Italian style cheeses *

Olives ***

Foccacchia ***

Tortellini & Funghi sauce

Cheese & spinach ravioli (for vegetarians) *

Veal rolls with herbs

Broad beans with parsley & mint ***



SERVICES

The Handmaiden Hairdressing services - near the main marquee. Never have a "bad hair day" at a Conference again!

Yoretimes -Emporium of History

Medieval wares.
See the lovely Angela at the
Yoretimes tent.

also emergency supplies (eg toothpaste etc.)

Located near the main marqee.

OAK AND CASTLE

ROY CASTELL

FINE MEDIEVAL
JEWELLERY

CRAFT COMPUTITION WINNER IN PAST CONFORMINGS.

SEE NIM AT THE MARKET.

PROFESSIONAL GROUP PHOTOGRAPHS

ANY INDIVIDUAL, OR CLUB, WISHING TO HAVE A COMMEMORATIVE PHOTOGRAPH TAKEN, PLEASE CONTACT AELFGYFU AT THE MASSAGE TENT TO ARRANGE A TIME AND PLACE FOR A SITTING.

PHOTOGRAPHS AND POSTAGE MUST BE PAID FOR IN ADVANCE.

QUALITY GUARANTEED