

**AUSTRALASIAN MEDIEVAL CONVENTION**  
**ASSOCIATION.**

**A SURVEY OF THE COMBAT RULES, TRAINING SYLLABI AND  
RESPONSES THE PROPOSED TO CHANGES TO THE CODE OF  
PRACTICE FOR MARSHALS OF INTERCLUB COMBAT FROM THE  
VARIOUS MEMBER ORGANIZATIONS OF THE AUSTRALASIAN  
MEDIEVAL CONVENTION ASSOCIATION.**

**PART A.**

**BY**

**STEPHEN FRANCIS WYLEY**

**29/4/94**

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## INTRODUCTION

At the 'Combatants Meeting' at the 7th Australasian Medieval Convention (April 12th 1993) the subjects of '*the danger of differing standards of training and wildly different [combat] rules*' were discussed. I volunteered to co-ordinate a collation of club combat rules and training syllabi. To this end I have written to all the clubs on the list of the AMCA and have endeavoured to obtain each clubs combat rules and training syllabus. This has been hampered by a large number of clubs not replying to my letters, including some of the more older and more organized clubs.

With the information I have collated I have put together this document (Part A), at this stage covering the very basic questions, such as;

- [1] Does your club have combat rules?
- [2] What are your combat rules?
- [3] Does your club's have arms and armour standards?
- [4] What are your club's arms and armour standards?
- [5] Does your club have a training syllabus?
- [6] What is your club's training syllabus?

Later, I plan to put together a more detailed club by club comparison charts of combat rules, arms and armour standards (Part B). Once all this information is collated I will ask for comment from all groups. With all this in hand I will put together a discussion paper on a National Standard Combat Rules and a National Training Syllabus.

I also volunteered to co-ordinate an expansions of the Code of Practice for Marshalling of Interclub combat. This has been hampered for the same reasons as the above mentioned exercise. In this document I have listed the comments of those groups who responded to questions regarding marshalling.

S.Wyley  
December 1993

## ACKNOWLEDGMENTS

I would like to acknowledge a large number of people but especially my very supportive and my long suffering wife Denise.

The list of people and organizations which provided support, encouragement and information are as follows:

The Committee of the AMCA.

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Josephine Nunn, The Medieval Society of Tasmania  
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Gerard Regan, Riverina Garrison, New Varangian Guard Inc.  
Richard Robinson, New England Medieval Artisan's Society  
Wayne Robinson, Dryhtenfyrd Re-enactment Society  
Craig Sitch, Sarkland Garrison, New Varangian Guard Inc.  
Patrick Urquhart, Rusland Garrison, New Varangian Guard Inc.  
Graeme Walker, Mountains Garrison, New Varangian Guard Inc.

# SECTION 1 - RECORD OF CORRESPONDENCE.

TABLE 1. A LIST OF THE CLUBS CONSULTED & A SUMMARY OF THEIR REPLIES.

Name of club	Replied (Y/N)	Sent 2nd letter (Y/N)	Replied (Y/N)	Summary of correspondence
1066 - New South Wales	N	Y	Y	Combat rules supplied.
1066 - Victoria	N	N	N	-
Ancient Arts Fellowship	N	Y	Y	Supplied combat rules, grading levels and requirements. Sent letter asking about arms and armour standards, requesting comments on marshalling..
Ancient & Medieval Martial Arts Society	N	Y	Y	Supplied combat rules, training regime and comments on marshalling.
Byrhtwold Re-enactment Society	Y	N	N/A	Two letters outlining their rules, training procedure and thoughts on marshalling. Sent letter asking about MARS rules and two handed axe use.
Companie of Knights Bachelor	Y	N	N/A	The CKB is currently updating their rules. Copies of original rules supplied. I provided comment on their current rules.
Dryhtenfyrd Re-enactment Society	N	Y	Y	Combat rules supplied.
Fire & Steel	N	Y	Y	Currently updating combat rules (verbal via G. Walker)
Grey Company	N	Y	N	-
Iselendiga	Y	N	N/A	Iselendiga is currently updating their rules (verbal).
Knights Guild	N	Y	N	-
Legio VIII Hispana	N	N	N	Combat rules still being formulated.
Lion Rampart	N	Y	N	-
Mayhem	N	Y	N	-
Medieval and Renaissance Society	N	Y	N	-
The Medieval Society of Tasmania	N	Y	Y	Supplied copy of combat rules.
New England Medieval Artisan's Society	Y	N	N/A	New England Medieval Artisan's Society is currently updating their rules (verbal).

N/A stands for not applicable.

# SECTION 1 - RECORD OF CORRESPONDENCE.

TABLE 2. A LIST OF THE CLUBS CONSULTED & A SUMMARY OF THEIR REPLIES.

Name of club	Replied (Y/N)	Sent 2nd letter (Y/N)	Replied (Y/N)	Summary of correspondence
<b>NEW VARANGIAN GUARD AUSTRALIA INC.</b>				<b>A set of national combat rules is being prepared.</b>
Dun Laoghaire Garrison (NVG Inc.)	Y	N	N/A	Letter stated that the follow Vlachernai's rules. Provided comments on marshalling.
Mountains Garrison (NVG Inc.)	Y	N	N/A	Letter stated that the follow Vlachernai's rules with minor variations. Provided comments on marshalling copy of combat rules.
Miklagard Garrison (NVG Inc.)	Y	N	N/A	Writing one set of proposed national NVG combat rules. Sent letter asking about progress.
Riverina Garrison (NVG Inc.)	Y	Y	N/A	Uses basic N.V.G. rules. Supports adoption of national combat rules and training syllabus.
Rusland Garrison (NVG Inc.)	Y	Y	N/A	Follows Vlachernai's rules.
Sarkland Garrison (NVG Inc.)	Y	N	N/A	Follows Vlachernai's with variations. Comments to come.
Vlachernai Garrison (NVG Inc.)	Y	N	N/A	Provided copies of combat rules and draft training manual. Comments on marshalling to follow.
Outremer	N	Y	Y	Combat rules supplied.
The Routiers	N	Y	N	-
The Raven	N	Y	N	-
Southside Training	Y	N	N/A	General information supplied. Further information to follow.
The Trained Band	Y	Y	N/A	Have not currently got any combat rules or training syllabus, planning to put them together in 1994. Sent letter asking for comment on marshalling.
Wellington Medieval Guild	N	Y	Y	Supplied basic combat rules (currently under review) and comments on code of practice for marshals. Combat rules are currently under review.
Sword & Simitar	Y	N	N/A	Adopted the rules the Vlachernai Garrison of the NVG.

N/A stands for not applicable.

## SECTION 2 - SUMMARY OF INFORMATION SUPPLIED.

**TABLE 3. SUMMARY OF INFORMATION SUPPLIED - COMBAT RULES, WEAPON STANDARDS, ARMOUR STANDARDS, TRAINING SYLLABI, COMMENTS ON THE REVISION OF THE CODE OF PRACTICE FOR MARSHALS OF INTERCLUB COMBAT.**

Name of club	Combat Rules (Y/N)	Weapon Standards (Y/N)	Armour Standards (Y/N)	Training Syllabi (Y/N)	Comments on Marshalling (Y/N)
1066 - New South Wales	YES	YES	YES	YES	NO
1066 - Victoria	?	?	?	?	NO
Ancient Arts Fellowship	YES	YES	YES	YES	YES
Ancient & Medieval Martial Arts Society	YES	?	YES	YES	YES
Byrhtwold Re-enactment Society	YES	YES	YES	YES	YES
Companie of Knights Bachelor	YES	YES	YES	YES	NO
Dryhtenfyrd Re-enactment Society	YES	YES	YES	?	NO
Fire & Steel	YES	?	?	?	NO
Grey Company	YES	YES	YES	?	NO
Iselendiga	YES	?	?	?	NO
Knights Guild	?	?	?	?	NO
Legio VIII Hispana	NO	NO	NO	NO	NO
Lion Rampart	?	?	?	?	NO
Mayhem	?	?	?	?	NO
Medieval and Renaissance Society	?	?	?	?	NO
The Medieval Society of Tasmania	YES	YES	YES	YES	NO
New England Medieval Artisan's Society	YES	?	?	?	NO
Dun Laoghaire Garrison (NVG Inc.)	YES	YES	YES	YES	YES
Mountains Garrison (NVG Inc.)	YES	YES	YES	YES	YES
Miklagard Garrison (NVG Inc.)	YES	YES	YES	YES	NO
Riverina Garrison (NVG Inc.)	YES	YES	YES	YES	NO
Rusland Garrison (NVG Inc.)	YES	YES	YES	YES	NO
Sarkland Garrison (NVG Inc.)	YES	YES	YES	YES	YES
Vlachernai Garrison (NVG Inc.)	YES	YES	YES	YES	NO
Outremer	YES	YES	YES	?	NO
The Routiers	?	?	?	?	NO
The Raven	?	?	?	?	NO

## SECTION 2 - SUMMARY OF INFORMATION SUPPLIED.

**TABLE 3. SUMMARY OF INFORMATION SUPPLIED - COMBAT RULES, WEAPON STANDARDS, ARMOUR STANDARDS, TRAINING SYLLABI, COMMENTS ON THE REVISION OF THE CODE OF PRACTICE FOR MARSHALS OF INTERCLUB COMBAT.**

Name of club	Combat Rules (Y/N)	Weapon Standards (Y/N)	Armour Standards (Y/N)	Training Syllabi (Y/N)	Comments on Marshalling (Y/N)
Southside Training	NO	NO	NO	YES	YES
The Trained Band	NO	NO	NO	NO	YES
Wellington Medieval Guild	YES	YES	YES	YES	YES
Sword & Simitar	YES	YES	YES	?	NO



## SECTION 3 - TRAINING SYLLABUS

**TABLE 4. - COMPARISON OF DIFFERENT CLUB'S TRAINING SYLLABI.**

Name of club	Training Syllabi
1066 - New South Wales	<p>"1.1.1 There are three classes of combatant; Trainees, Combatants and Huscarls (or senior Combatants). All combatants are expected to be financial members of 1066 and to have and understood the combat rules and signed the indemnity form.</p> <p><b>Trainees:</b> Trainees have not been passed in any weapon and may not fight in shows. Use of metal weapons in training is at the discretion of the training officers.</p> <p><b>Combatant:</b> Must have been training consistently for at least three months. Combatants should have full equipment, including their own weapon, for the period 960 - 1066*. They have passed in least spear and shield and may fight in 1066 events using any weapon they have been passed in.</p> <p>* Members who joined prior to 1992 may have full equipment for a different period of choice, but should be working towards obtaining gear for this period.</p> <p><b>Huscarls (senior):</b> Must have been in 1066 as a combatant for a least one year. Passes in Spear and shield, Dagger, Sword, plus one other weapon of choice. Huscarls are expected to take an active role in training and in maintaining standards of safety and authenticity."</p>
1066 - Victoria	-

## SECTION 3 - TRAINING SYLLABUS

TABLE 4. - COMPARISON OF DIFFERENT CLUB'S TRAINING SYLLABI.

Name of club	Training Syllabi
Ancient Arts Fellowship	<p>"COMBATANT AND GRADING REQUIREMENTS</p> <p>The following criteria represents the standards that must be met at each rank for combatants to be graded.</p> <p><b>Recruit</b> - Initial training in fighting techniques. Possession of gloves or hand protection required.</p> <p><b>Levy</b> - Must have basic knowledge of fighting techniques. Possession of armoured gloves (gauntlets), baton, T-tunic and shield. Training - Wooden weapons and basic metal weapons.</p> <p><b>Man at Arms</b> - Must have competency in shield and baton, spear, sax and dagger to a level where metal weapons can be safely used. Possession of helmet, shield, sax, gauntlets, body protection and basic costume. Training - All standard metal weapons, battle field manoeuvres, individual display combat.</p> <p><b>Sergeant</b> - Must have effective use of all standard metal weapons (sword, axe, spear, dagger) and ability to use a non-standard weapon. Full costume and body armour. Ownership of a major personal weapon and secondary weapon. Suitable attitude at training and on the battle field. Training - Advanced fighting techniques with both standard and non-standard weapons and armour. Co-ordination of fighters in combat and display situations.</p> <p><b>Warrior</b> - Must have advanced and varied fighting ability. Possession of equipment and gear that covers two time periods (Saxon, Viking, Norman, Crusader, etc). Knowledge of a particular historical event or weapons/armour. Ability to train other ranked combatants and lead fighters in both battle and display environments."</p>
Ancient & Medieval Martial Arts Society	<p>"Training: All weapons are "graded" - no combatant can fight in a show with a weapon that he/she has not passed the grade in.</p> <p>- No combatant can be "graded" with any other weapons until they have passed with spear and shield (one weapon) and dagger. Some weapons have more than one grade (Spear: one hand; two handed; overhand) (Sword; broad; short; rapier; two handed).</p> <p>- To maintain Standards, combatants must attend a minimum number of training sessions per year, or lose combatant status."</p>

### SECTION 3 - TRAINING SYLLABUS

TABLE 4. - COMPARISON OF DIFFERENT CLUB'S TRAINING SYLLABI.

Name of club	Training Syllabi
Byrhtwold Re-enactment Society	<p><u>"Training Standards:</u></p> <p>All initial training is done using a sledge hammer handle. A member of the clubs with the rank of Bondr or higher initially gives instruction in the strike zones, the eight basic sword blows/block and the level of force required to made a legal hit. Safety standards are strictly adhered to during basic training. Nest we issue the Thrall a shield and instruct them in the uses of the basic shield types. The Thrall is the given a sledge hammer handle and sent up against their trainer who then instructs the Thrall in basic sword/shield co-ordination. The Thrall uses the shield/sledge hammer handle for a period of no less than three months. When the Combat Committee is satisfied that the Thrall can use his/her wooden weapon in a safe manner then the Thrall is slowly weened onto a light hand weapon. When the Combat Committee is satisfied that the Thrall can safely use a light and weapon then the Thrall is allowed to train with any weapon not prohibited by either the club of the law.</p>
Companie of Knights Bachelor	-
Dryhtenfyrd Re-enactment Society	-
Fire & Steel	-
Grey Company	-
Iselendiga	-
Knights Guild	-
Legio VIII Hispana	-
Lion Rampart	-
Mayhem	-
Medieval and Renaissance Society	-
The Medieval Society of Tasmania	-
New England Medieval Artisan's Society	-

## SECTION 3 - TRAINING SYLLABUS

TABLE 4. - COMPARISON OF DIFFERENT CLUB'S TRAINING SYLLABI.

Name of club	Training Syllabi
NEW VARANGIAN GUARD AUSTRALIA INC.	Currently all garrison used very similar training regimes. An example of the training regime is set out in Draft Training Manual 1.2. (a copy has been supplied to the AMCA).
Dun Laoghaire Garrison (NVG Inc.)	Training is conducted under Vlachernai supervision.
Mountains Garrison (NVG Inc.)	-
Miklagard Garrison (NVG Inc.)	<p>Taken from the Rules for Hand-to-Hand Combat (16.11.93) Section One - Definitions of Combat Types</p> <p>A) <u>Supervised training</u>: Training of a novice by an approved combatant, under the supervision of the presiding Marshal. There is no intent to land a blow on the 'opponent', eg. footwork, or shield work classes. Recommendation: Normally to be carried out at reduced pace, each sequence of attacks and/or parrys to be practised should be clearly indicated by verbal or physical means to the trainee before their enactment.</p> <p>B) <u>Practise combat</u>: Free-form training of a trainee by an approved combatant, using weapons approved for hand-to-hand combat. This can involve striking the opponent, and is to be conducted under the close supervision of a Marshal.</p> <p>C) <u>Individual combat</u>: One-to-one combat between combatants who are currently approved as competent by the marshals, using weapons approved for hand-to-hand combat. The presiding Marshal must be aware of the bout, but need not supervise it.</p> <p>D) <u>Melee Combat</u>: Combat involving groups of approved combatants (see above). At least one Marshal must supervise and control melees."</p>
Riverina Garrison (NVG Inc.)	-
Rusland Garrison (NVG Inc.)	-
Sarkland Garrison (NVG Inc.)	-
Vlachernai Garrison (NVG Inc.)	The training regime of the Vlachernai Garrison is set out in Draft Training Manual 1.2. (a copy has been supplied to the AMCA).
Outremer	-
The Routiers	-
The Raven	-

### SECTION 3 - TRAINING SYLLABUS

TABLE 4. - COMPARISON OF DIFFERENT CLUB'S TRAINING SYLLABI.

Name of club	Training Syllabi
Southside Training	"...Training syllabi do not exist junior fighters are expected to squire themselves to an experienced fighter. If some one wants to learn something they find someone to train them. A lot of group consensus goes into the training and style."
The Trained Band	-
Wellington Medieval Guild	-
Sword & Simitar	-

**SECTION 4 - COMMENTS ON THE REVISION OF THE CODE OF  
PRACTICE FOR MARSHALS OF INTERCLUB COMBAT.**

**TABLE 5. - COMPARISON OF DIFFERENT CLUB'S COMMENTS.**

Name of club	Comments
1066 - New South Wales	-
1066 - Victoria	-
Ancient Arts Fellowship	-
Ancient & Medieval Martial Arts Society	-
Byrhtwold Re-enactment Society	<p>"...On the subject of marshals.</p> <p>We do not need large numbers of marshals to ensure that inter club fights are safe, We need good quality training and to reinforce on some people that this is something that we do for fun, not because we are so competitive that we go out to hurt someone. Increasing the number of marshals to the levels proposed will only kill mass inter-club combat to the extent that groups such as mine will think twice before attending events where such rules are in place."</p>
Companie of Knights Bachelor	-
Dryhtenfyrd Re-enactment Society	-
Fire & Steel	-
Grey Company	-
Iselendiga	-
Knights Guild	-
Legio VIII Hispana	-
Lion Rampart	-
Mayhem	-
Medieval and Renaissance Society ---	-
The Medieval Society of Tasmania	<p>"...I agree that inter-club combat must be more organized, it was frightening to see the poor safety standards of some of the people participating in melees at easter, an no-one authorised to tell them it wasn't good enough."</p>
New England Medieval Artisan's Society	-

**SECTION 4 - COMMENTS ON THE REVISION OF THE CODE OF  
PRACTICE FOR MARSHALS OF INTERCLUB COMBAT.**

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<b>Name of club</b>	<b>Comments</b>
Dun Laoghaire Garrison (NVG Inc.)	"...the response of the garrison to the revised code of practice for Marshalling has not been one of great interest. As we have not been involved in combat involving the marshalling system we have a unbiased view of these amendments. They seem by all accounts, however to be sensible and safe amendments to the previous situation..."
Mountains Garrison (NVG Inc.)	16/7/93 - "...I reluctantly agree that a marshallate is required (but please not like the SCA) and your outline is sensible. I don't think an Althing style court would be anywhere near as effective and probably a lot more political."  12/10/93 - "...I've also checked up on our reply to the Collation of Club Rules. This was sent to you on 16/7/93. We agreed with ideas for marshalling outlined there, and originally formulated at the Easter convention. The groups in the movement are fiercely independent however, and enforcement of penalties will be haphazard. Collation of the rules to show point of agreement, and widespread publicizing to combatants is the first step towards creating the right atmosphere for a Code of Ethics/Combat."
Miklagard Garrison (NVG Inc.)	-
Riverina Garrison (NVG Inc.)	-
Rusland Garrison (NVG Inc.)	-
Sarkland Garrison (NVG Inc.)	-
Vlachernai Garrison (NVG Inc.)	-
Outremer	-
The Routiers	-
The Raven	-

**SECTION 4 - COMMENTS ON THE REVISION OF THE CODE OF  
PRACTICE FOR MARSHALS OF INTERCLUB COMBAT.**

**TABLE 5. - COMPARISON OF DIFFERENT CLUB'S COMMENTS.**

Name of club	Comments
Southside Training	<p>Item one We collectively are happy to support any system of penalties that the host group/organising committee wishes to have. Generally we feel that any person who uses unsafe antics or foolish behaviour should first be informed of their error and then if the person does not show improvement they should be banned for the remainder of the event. Some discretion should be used on this point by the marshals.</p> <p>Item two Not sure what you are after here a system of warnings and communication? besides having a person from each group that is the official communicator for the group who presumably will sort out problems.</p> <p>Item three Marshalling hierarchy, obviously you need a Head Honcho other than that the marshalling needs to be flexible to meet situations. Some further notes appendix two.</p> <p>Item four see long rave appendix 1..."</p> <p>"...One other point that needs to be sorted out is that in both the systems.outlined in the appendixes. Both marshals and first aiders need to understand the importance of supporting each other both internally within their area and with each other. Nothing is more damaging of for that matter annoying to find some one who does not support a decision. In short if I acting as a first aid person, was to have my decision overruled by some one who was not in a superior position one of us would leave. I marshals, first aiders and others supplying support services don't support each other no system will work."</p>



**SECTION 4 - COMMENTS ON THE REVISION OF THE CODE OF  
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**TABLE 5. - COMPARISON OF DIFFERENT CLUB'S COMMENTS.**

Name of club	Comments
Southside Training	<p><b>"Appendix 1.</b> A couple of points re the first aiders</p> <p>...While there will always be "calls" that are wrong the marshals and the first aiders can sit down and sort out problems in informed debate. Marshals should always agree with a first aider until the situation can be sorted out.</p> <p>First aiders should also be seen to be and should be, impartial to other decisions and therefore should be seen as a separate body that the marshals seek opinions from and consult the first aiders. That is, decisions made by the first aiders should be first aid decisions only. Naturally the first aiders should make recommendations as should every responsible medievalist where safety is concerned.</p> <p>I would therefore suggest that the first aid person in charge should not be marshal and that if the person decides to fight they should delegate a competent person in their place..."</p> <p>"...When disputes about the ability of a combatant to fight they should be referred to the marshalling system for dispute settling."</p> <p><b>"Appendix 2.</b> Notes on marshalling</p> <p>I have divided this up into two sections one on gear and the other on fighting.</p> <p>I believe that it is important that when any interclub event happens clear rules of engagement and standards both of authenticity and equipment be specified.</p> <p>The rationale for splitting up the two different areas is in part to spread the work load and also allow more people to fight. I also believe that it gives more opportunity to train marshals with new marshals starting out with gear inspections.</p> <p>Splitting up the areas of responsibility also makes it easier to concentrate on the area. I would like to see some sort of accreditation for marshals but feel that this should be only short term say for the two year period between conferences.</p>

**SECTION 4 - COMMENTS ON THE REVISION OF THE CODE OF PRACTICE FOR MARSHALS OF INTERCLUB COMBAT.**

**TABLE 5. - COMPARISON OF DIFFERENT CLUB'S COMMENTS.**

Name of club	Comments
Southside Training	<p><b>Gear marshalling</b>  Gear marshals set standards of equipment and ensure that those standards are maintained.  All gear should be brought to a central point for checking at the beginning of an event. Any gear not passed should be fixed and the re checked by the person that failed the item. Items that failed the inspection and cannot be fixed or are not intended for combat must be held well away from the combat areas in such a way the item would not be available for use in combat. One or two marshals should have a wander through fighters before each combat to ensure that not items have sustained any damage in previous combats. All fighters should be encouraged to look out for each other and note any gear that is not up to standard. The gear marshals have a monitoring role and therefore can join in the combat after they have decided that items are up to standard.</p> <p><b>Penalties</b>  Persons that are using gear that has been failed by a marshal are banned for the entire event. Items that have been damaged and not repaired effectively result in a warning the first time and then expulsion if the item is not fixed. Helmet straps etc that are not done up are counted as failed gear as is anything else that the marshals consider to be a deliberate infringement of the rules. If a group has several warnings issued then the group as a whole could be suspended.</p> <p><b>Fight marshals</b>  I think that there should be Three levels of marshals that is a head marshal for each even, a marshal in charge of each fight and field marshals that actually get on the field. Naturally they can rotate a bit so that all get a chance to fight if they wish.</p> <p>The head marshal is more a political position and would not be expected to actually marshal generally and is there to finalise any problems, act as an appeal judge and generally try to smooth things along where necessary. It could be seen that this is a position of extreme power but it should be more a position where with a bit of skill and co-operation He She never does anything. Most of the persons time should be spent fighting and having a quick chat to the other marshals before and after the fights to look out for any problems. As an aside this position should not go to any one who wants it! It is seen as an event only position and should rotate as much as possible.</p>

**SECTION 4 - COMMENTS ON THE REVISION OF THE CODE OF  
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**TABLE 5. - COMPARISON OF DIFFERENT CLUB'S COMMENTS.**

Name of club	Comments
Southside Training	<p><b>Fight marshals</b></p> <p>They check that all people know the rules and standards and co-ordinate the field marshals.</p> <p><b>Field marshals</b></p> <p>The field marshals enforce the rules and standards.</p> <p><b>Penalties</b></p> <p>The penalties that are outlined seem right but I feel that there should be possibilities of expelling the group for consistent infringements. The basis of this is that unruly members will respond better to peer pressure than to other methods. Getting banned from an event has in some eyes a measure of kudos, getting your group banned is really uncool.</p> <p>Naturally there will be appeals and the like so the rules hierarchy would run like so. Field marshals are always right until the end of the fight. Field marshals can always discuss the problem with the fight marshal if a hold has been called. If a combatant dislikes the decision they can appeal to the fight marshal bringing along a representative of their group.( after the fight) If the field marsh, fight marshal and the two cannot make some sort of peace then a tribunal (presided on by the event marshal) of all the fight marshals and the person under discussion and their group representative would have to be called. It would be in the interest of the fight marshal to call a tribunal if a decision to expel a fighter was made. It is here that the communication skills of the event marshal come into play. One other point I feel that previous infringements over the last few years should be taken into account. I have noted that in the SCA some fighters get away with numerous infringements but they are not seen as a collective whole.</p>
The Trained Band	Sent letter asking for comment.
Wellington Medieval Guild	"...Regarding the Decision's sheet, I completely agree, but note that where clubs send a small contingent, that providing a marshall would be a problem..."
Sword & Simitar	-

## CONCLUSIONS.

- 1) The responses or lack of responses clearly indicate the lack of interest by over of a third of the clubs sent questionnaires to the topic of combat rules, training and marshalling.
- 2) Of those who did respond most did have combat rules but few supplied written training syllabi let alone indicated that even a verbal one existed.
- 3) A number of clubs indicated that they were in the process of re-writing their combat rules. I have only received Miklagarðr's since December 1993.
- 4) Of those respondents who bothered to offer comments on marshalling issues most were in favour of a hierarchy of marshals or just that a good system of applying marshalling during interclub combat should be put in place.
- 5) And finally, its not going to mean a pinch of salt if combatants don't follow there own club rules let alone the of the event. If some one get seriously the shit will hit the fan and then it will stick to all of us. We are moving to a more litigious society ( eg. people are more willing to sue each other), if we don't make things better for combat, combat for legal reasons will become untenable, especially for those without insurance.