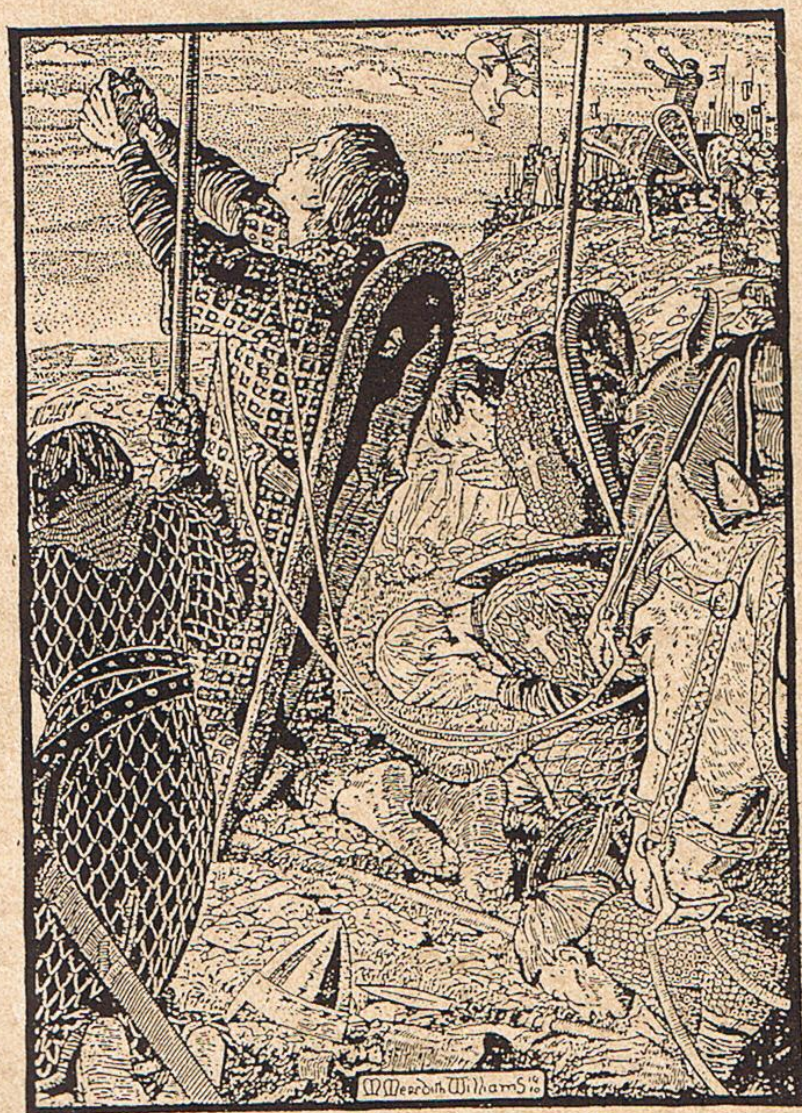


Clermont 1095-Brisbane 1995

❖ 900 years of Crusading Ardour ❖



Eighth Australasian Medieval Convention

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Welcome

Welcome to the Eighth Australasian Medieval Convention. Thank you for making the effort to travel further than you are used to. We trust that you will enjoy Brisbane's first Medieval Conference. We have endeavoured to cater for everyone's interests and tastes. As you will be able to glean from the timetable, we have tried wherever possible to allow for non-combatant activities not to clash with scheduled combats, however with such a full schedule, it became inevitable that some people would have to choose between them.

Special features that are appearing at this conference are the fort battles, full day Dark Age battle, Ancient Games and the forest battle. Another first is that the St John's ambulance will be in attendance for the major battle times each day.

Restrictions

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

- ⌘ Use or possession of weapons or substances illegal in Queensland 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 the general combats. Individual group combats, display combats will be at the discretion of the group presenting the combat.
- ⌘ No damage to site property or property belonging to other groups. Ample notice will be given of any structure that can be used/abused for battles etc)
- ⌘ Modern Items (clothes, watches, sunglasses, plastic, coke cans etc) to be hidden at all times.
- ⌘ After unloading, all cars must be removed to the nearby car park.
- ⌘ 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 conference, if necessary.

DISCLAIMER

The Australasian Medieval Convention Association Incorporated, and the Girl Guides Association of Australia are in no way responsible for any incorrect information in this booklet, any injuries or loss while in attendance at the Convention, or the vagaries of Brisbane weather over Easter. Neither the Committee or the Association accept any liability over the authenticity, quality of workshops /presentations and value of goods on sale at the market.

Cover Design

On the 27 of November 1095 Pope Urban II assembled over 300 bishops to constitute the Council of Clermont. It had been rumoured that the pope wished to make a very important announcement. The crowds which assembled that day to hear what the pope might have to say were so great that room could not be found for them in the cathedral where the council had convened and a platform for the pope to stand on was erected outside the city. The pope announced that the Christians in the east had appealed to him for help, and that the Turks were advancing into Christian lands. This was bad enough, but the desecration of Jerusalem with its multitude of holy places and the appalling indignities and brutalities to which pilgrims to the holy land were being subjected was even worse. It was time for Christians in the west to rise up in righteous wrath and march to the rescue. The response was immediate and overwhelming. "Dieu le Veult" - God willed it.....Less than four years later the crusaders in May of 1099 stood upon Mount Joie and beheld Jerusalem for the first time. Less than two months later on the 15 July 1099, Jerusalem fell to the crusaders. Once the crusaders were let loose inside the city, they succumbed to an immense and terrible bloodlust. The massacre lasted throughout the day and far into the following night.. When the sun rose on the 17 July, Jerusalem was a wilderness of corpses; the mosque of Al - Aqsa replete with crusader banners fluttering from its roof, and the Dome of the Rock were so full of bodies of the slain, that the blood ran knee deep on the

crusaders..... The crusades were to continue for the next 600 years. To this day, the church has not officially called off the crusades...

Acknowledgments

Thanks to the groups who have held conventions in the past - AMMAS in 1971; the Macquarie Hackers in 1983; the Melbourne Garrison of the New Varangian Guard in 1985 and 1989; 1066 in 1987; Dryhtenfyrd and MARS in 1991; and AMCA in 1993. Our thanks also to C&C Catering (Craig et al, this means you), our guest lecturers and invited stall holders, Able pallets (for the timber they donated) and, of course, the members of the Companie of Knights Bachelor and the Knights Guild of Wessex and Mercia for all the weekends they've spent doing 'Conference Stuff' (you know who you are...)

The Tavern

The Companie of Knights Bachelor and the Knights Guild of Wessex and Mercia are overseeing the conference's supply of libations from the Serpent's Lair. We will be offering a range of drinks (beers, cider, dark ales, port, wines, mead, soft drinks and citrus juice) at reasonable prices - For your convenience, pre paid "bar money" is available, please enquire about tickets from the Serpent's Lair. A word on drinking... don't get written off and expect to be allowed to fight the next day.

What's on Today?

For a quick look at any changes and updates to the program see the blackboard in the tavern or near the entrance to the main marquee. (See the map for locations.)

Lost?

There are many people who will gladly tell you where to go. Look for any member of the Committee (ask at the Companie of Knights Bachelor encampment or the tavern). See the photos overleaf.

Short Of Money?

Autobanks can be found at Victoria Point, Cleveland and Capalaba.

First Aid

First aid will be available from the St John's Ambulance tent (across from the Battlefield, near the Tavern) at the following times:

Friday:	1200 - 1800
Saturday:	0900 - 1800
Sunday:	0900 - 1800
Monday:	0900 - 1200

For after hour injuries, help can be obtained at the medical tent opposite the tavern. Please note that any injury, no matter how minor, should be reported to the medical tent, no matter what time, since the on site mobile phone will be kept at that location.

Marshall's Meeting

After consultation with members of past conference committees we have proceeded to attempt to formalise training of marshals for conference combat. This is intended to reduce confusion on the field and hence perhaps prevent injuries as well as letting marshals know the extent of their responsibilities. The training will involve viewing of video footage of potential problem areas and discussing the application of conference rules to various situations depicted. There will also be a thorough briefing of the rules.

All people who have volunteered to Marshall as well as one designated Marshall from each group will need to be present at the Marshall Training to be held at 10:30am of Friday in hall 2.

State Of The Movement Discussion

There will be two set topics and a set amount of time at the end of those two topics for general discussion.

Topic 1

Standardisation of Combat Rules for interclub combat

Topic 2

What is the "Medieval Movement" and where is it heading?

To facilitate the achievement of something lasting from these discussions it will be necessary for clubs to elect a representative speaker for them. Given the topic criteria, each club should send two representatives, one of whom should be the group's marshall or their representative. Interested parties, other than those elected by their groups may attend the discussion, but for the sake of maximising the two hours allotted, will not be able to speak. (Should you feel strongly about some aspect of the above topics, you should inform your elected rep to have them convey the point to the meeting.)

Could your club please contact Terry Fitzsimmons at the Companie of Knights Bachelor encampment with details of who your reps are.

Ninth Australasian Medieval Convention (1997)

Should you wish to hold the next convention please register your interest with the current President of AMCA Wayne Robinson, who can be contacted through the Drytenfyrd encampment shown on the site map.

Looking for a Committee Member?

You should be able to find at least one member of the Brisbane AMCA Committee at the Companie of Knights Bachelor encampment. If not, contact the Medical Tent and have one of us paged if it is urgent.

Seating at Meals

Groups will be able to pre-arrange with the committee to reserve a particular area of the feasting hall to be their own for the duration of the conference and may decorate it with their banners etc.

Vehicle Access

Vehicles will not be allowed on site after 1.00pm on Friday unless permission is obtained from the committee and exceptional circumstances can be demonstrated. An emergency vehicle is going to be kept adjacent to the battlefield, however this vehicle will be out of sight at all times to preserve an authentic feel to the site.

Public Access

Note that under no circumstance will any member of the public be admitted to the site. If you know of people who need to visit you on site then they either pay the day rate and come in costume or they wait for you at the registration desk at the front of the site at a pre-arranged time.

Timetable

The following timetable discloses times scheduled for events. Should there be any changes to the timetable or location of events these will be notified on the blackboards located in the tavern and at the entrance of the Main Marquee.

Time	Combat	Activities
Thursday: no activities - set up only-		
8.00am-Midnight		Early registration
Friday: Ancients/Iron Age Day		
Midnight-8.00am		Registration desk open
8.00am-9.00am		Breakfast
9.00am-1.00pm		Competition items to be placed for judging
9.30am	Practice Field Opens	
10.00am-4.00pm		Markets
10.30am-12.00pm	Marshall's meeting & Briefing	
11.00am-12.00pm		Lecture: 17th Century Swordsmanship - David Green
12.00pm-12.45pm		Lunch, Official Welcome and Orientation
1.00pm-2.00pm		Workshop: Inkleloom Weaving - Kirsten Bishop
1.00pm-2.00pm		Viewing of Competition items
1.00pm-3.00pm	Ancient Games - Thrown weapons competition	
1.30pm-2.00pm		Game: Medieval Jeopardie - Richard III Society
2.00pm-3.00pm		Lecture: Anglo Saxon Women and the Norman Conquest - Susan Drain
2.00pm-4.00pm		Judging of competition items
3.00pm-4.00pm		Lecture: A View of Female Monastic Life in the Middle Ages - Wes Jordan
3.30pm-6.00pm	Rome & Allies Vs barbarians & other enemies	
4.00pm-5.00pm		Discussion: Horsecwork in the Movement - Michael Hunter
5.00pm-6.00pm		Workshop: Spearfighting & two handed weapons - Dennis Nadazy
6.00pm		Registration desk closes - all enquires to Companie of Knights Bachelor encampment
7.00pm		Dinner (Dark Age Feast) & entertainment - Celtic wrestling, slave auction, ale competition, medieval games

Time	Combat	Activities
Saturday: Dark Ages - 1100		
8.00am-9.00am		Breakfast served
8.30am-9.00am	Dark age war briefing & side selection	
9.00am-9.30am	Sides go to their respective forts and plan action	
10.00am-11.00am		Dance workshop - Joanna Keenan
9.30am-1.00pm	Dark Age War	
11.00am- 12.00pm		Lecture: A Survey of War Wounds - Carole Chandler
12.00pm-1.00pm		Workshop: Archery, Beginners and Advanced - Steven Wyley
1.00pm-1.45pm		Lunch
2.00pm- 3.00pm		Lecture: A comparison of Warrior Elite Groups - Carole Chandler
2.00pm-6.00pm	Dark Age war continues	
3.00pm - 4.00pm		Old Icelandic Reading Group - Graeme McCowie
4.00pm - 5.00pm		Bellydancing Workshop - Barbara Medhurst
4.00pm-5.00pm		Anglo-Saxon Reading Group - Graeme McCowie
5.30pm-6.30pm		Keynote Lecture - Scott MacDonald
7.00pm		Dinner - Eastern Feast entertainment: fire breathing, belly dancing, bardic competition (to start towards end of meal)

Time	Combat	Activities
Sunday: Crusades, Eastern & Hundred Years War day		
8.00am-9.00am		Breakfast
9.30am-12.30pm	Crusades/eastern Battle	
9.30am-10.30am		Lecture: The Vikings of Russia - Steven Lowe
10.30am - 11.30pm		Lecture: Legal Rights of Caterpillars and Carriages in Early Medieval Europe - Stan Greaves
11.30am-12.30pm		Workshop: Spinning & Weaving - Miriam Carrington
12.30pm-1.30pm	Demonstration Tournament	Lunch
1.30pm-2.30pm		Discussion: Non-Combatants - Laura Chandler
1.30pm-5.30pm	Hundred Years War and Renaissance Plate Battles	
1.30pm-3.30pm	Crusader/Eastern Combat Archery - NVG rules	
2.30pm-3.30pm		Workshop - The European Medieval Broadsword - Simon Fowler
3.30pm - 4.30pm		Lecture: The Myth of Mail - John Topping
3.30pm-6.00pm	Archery competition	
5.00pm-6.00pm		Lecture: Eleanor of Aquitaine - Laura Chandler
7.00pm		Dinner - Renaissance feast - singers and dancers
Monday: Renaissance/English Civil war & Open combat day		
8.00am-9.00am	Breakfast	
9.30am-11.30am		Illumination Workshop - Tania Matthias
9.30am-11.00am	Renaissance to Civil War combat display/Forest Battle	
11.00am-1.00pm	Siege Engine, Musket and Crossbow competitions	
11.00am-1.00pm		Discussion on the state of the medieval movement
1.00pm-2.00pm		Lunch
2.00pm-6.00pm	Free combat/Village Football	

Tavern

The "Serpent's Lair" will be open during the following hours. Please note that since Queensland liquor laws are stricter than other states the opening times are slightly more restricted than in past years.

Thursday 13th April	4.00pm-12.00am
Friday 14th April	12.45pm-1.30pm 6.00pm-9.00pm
Saturday 15th April	10.00am-1.30am
Sunday 16th April	10.00am-1.30am
Monday 17th April	10.00am-6.00pm

The tavern will be serving beer, cider, mead, wine, port, fruit juice and soft drinks.

What's for Dinner? Lunch? Breakfast?

A complete menu has been included as Appendix 2 at the back of this brochure.

Smoking on Site

Due to the site being a nature reserve we have been asked to notify all participants to try to bring either pipes or "rollies". Under no circumstances are tailor made butts to be dropped as fauna has been killed by this in the past, and the Girl Guides were most pissed off. Please ensure that if you do use tailor made that there is a "butt bin" in your encampment or that they are put in the fire.

Dark Age Day

As noted in previous updates, Saturday will be an all day battle incorporating two forts. One fort will consist of two co-incentric walls positioned on higher ground approximately 1km from the other fort which will be of lighter, less formal construction but of formidable approach. The larger fort will have a 1 metre high outer wall of 100m circumference, with an inner stepped and crenellated wall of approximately 2m height and 30m circumference.

The battle will be between two sides, both protecting a banner (which will be supplied) The sides will be determined on the day by

BRISBANE A.M.C.A. COMMITTEE



TERRY FITZSIMMONS - PRESIDENT



TANIA MATTHIAS - SECRETARY



AURA CHANDLER - TREASURER
DISCUSSIONS & LECTURES



JOHN TOPPING - CATERING & PERMITS



MIRIAM CARRINGTON
STALLHOLDERS
GAMES & COMPETITIONS



DAVE KENNEDY - MARSHAL



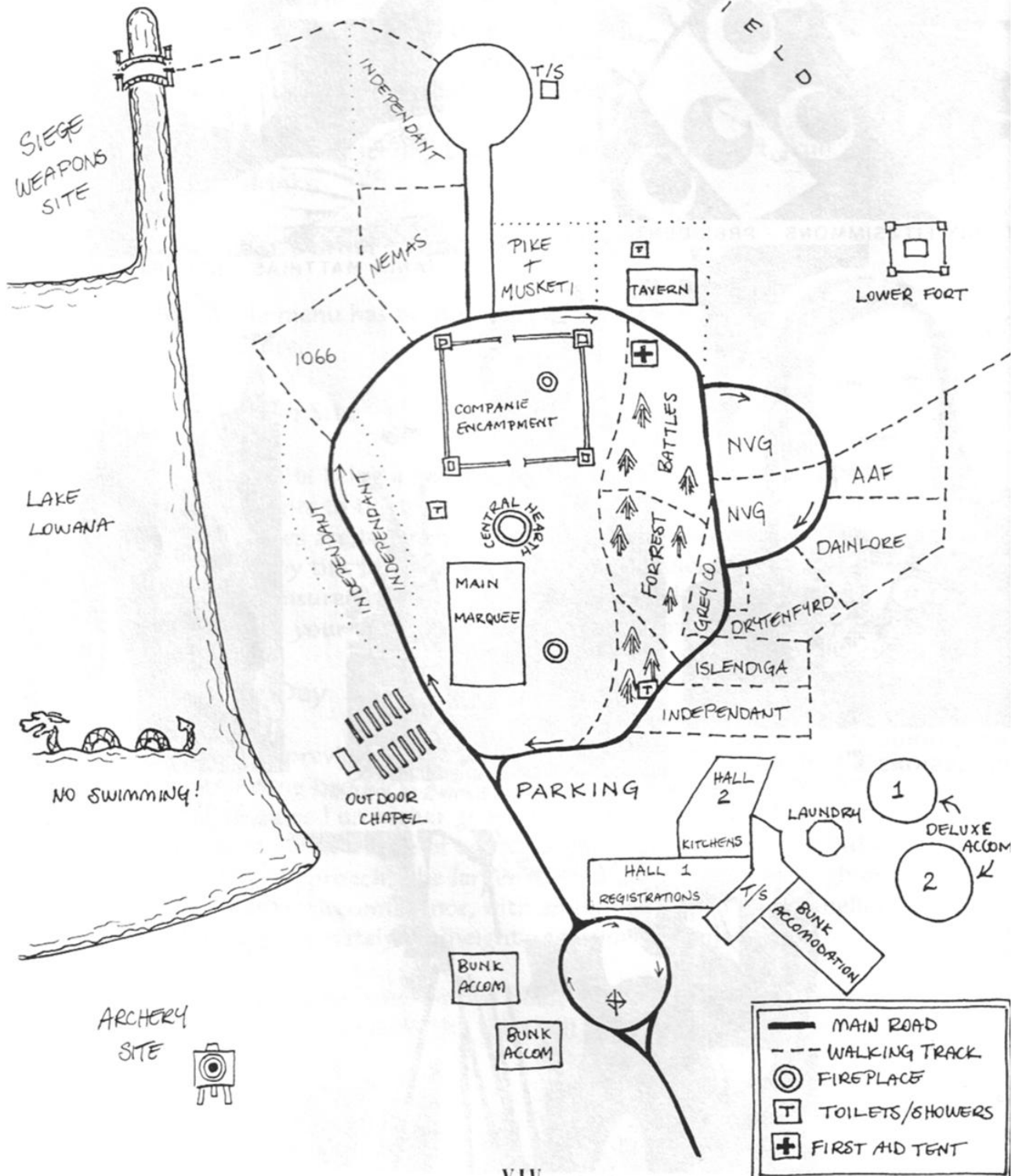
HILL FORT

Kindilan

BATTLE



FIELD



club vs club groupings. Both sides will be issued distinctive armbands. It is hoped that this scenario will give rise to open field battles and the sieges reminiscent of Armidale.

There will be fight marshalls wearing the distinctive white and purple surcoats of previous conferences and their word on the field will be law.

If you are "killed" during the battle you will be required to spend 15min in "Valhalla" which will be a marshalls' area screened off by hessian set off the middle of the field. Upon reaching Valhalla you will hand over your armband for the required time. In the tent will be files and cleaning materials to allow you to take burrs etc from affected weapons. Note that padded javelins will also feature in this combat but must conform with the dimensions outlined in the second update and included in the rear of this brochure.

Note also that the forts positioned on the battlefield have been constructed purely for use at the conference and can be completely trashed. We have already noted several large fallen trees that could be used as battering rams but feel free to bring your own.

Head blow/Non-Head blow

Note that all Saturday's combat will be non-head blow. Other combats for Sunday and Monday will be non-head blow for the first two hours and then after an appropriate break and announcements the remaining 1 hour or so will be purely head blow combat. The exception to this will be the Crusades/Eastern battle, which will be entirely head-blow.

Discussion Groups, Workshops and Lectures

There are a number of interesting lectures, discussion groups and workshops offered at this year's Conference. We would encourage you to take advantage of such a rich and diverse programme of events. For a description of content, and venue of activities, see appendix 4.

Competition Documentation

Items entered into competitions held during the Eighth Australasian Medieval Convention must have supporting documentation, to prove that the submitted item has relevance to a particular medieval period and that its creator has not only researched it but also understands the item's purpose and historical method of manufacture.

Your research should therefore include:

- ✧ what the item is;
- ✧ when and where it was used;
- ✧ the historical method of manufacture, including materials;
- ✧ the technique and materials that the item entered for judging is actually made of; and
- ✧ why (if applicable) any changes to the design, manufacture, materials etc. were necessary.

The item entered into a competition does not have to be an exact replica of a historical one, but it should look or act like it came from the period; if you make changes to a historical example, the changes should be documented too (eg if you are making a copy of a pottery vessel which has a diamond pattern on it and you find that a wave pattern is also appropriate to the period, your vessel may have a wave pattern on it, but you will need to provide documentation for both the vessel and the pattern.)

Judging and Marking in the competitions will be based on the quality of supporting evidence, not the quantity (the judges will not have time to read a thesis) so presentation of documentation should be clear and concise. The ideal form of documentation will consist of a photocopy or photograph of the item that has been copied or has inspired the item entered for judging, and a summary in point form of the necessary information as given above (your research.)

Primary Documentation (i.e. the actual historical item, in a museum etc) will be almost impossible to produce in these circumstances. Therefore, the preferable sort is secondary documentation - a photograph or photocopy of the item as presented in a book (bibliographical details, please!) or technical line drawings from an archaeological study.

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, although it may be very useful in gaining an overall "feel" for the period or item. Please cross-check your documentation against other sources - the more sources you use, the better documentation you produce - and please do not use generalisations ("always", "never") as new information constantly comes to light and it is unlikely that we in the twentieth century can be 100% sure that we are right.

If it is at all possible, documentation should be kept to a maximum of five pages, for ease of judging, but feel free to have "back-up" documentation if you feel there may be a dispute about accuracy, authenticity, etc. Please use a bibliography/list of sources in your documentation - this is essential in any research and is also useful information for the judges if cross-referencing is required..

Registration

You must register for the conference before you enter the site. The registration desk will be open from 8.00am on Thursday until 6.00pm on Friday night, and then from 8.00am-6.00pm each day. After these times enquires should be directed to the encampment of the Companie of Knights Bachelor. Registration will include payment of any outstanding monies, collection of final receipt, collection of conference token (which will be your proof of payment and your entry to meals) as well as a conference handbook detailing times of events.

Note further that a notice board will be maintained outside the feasting hall and the tavern notifying events for the day as well as any timetabling changes and urgent messages.

No one will be allowed to enter the Conference site without first having signed the Conference waiver.

Crusaders Vs Eastern Combat Archery Event

This combat event involves the use of bows as part of the combat and the rules in appendix 1 will govern the conduct of the event. You may recognise the rules as the latest NVG rules for projectile

combat, that is because they are. Note that appendix 1 applies only to this session of combat and no other.

Video

We have received many requests for a conference Video, and so will be providing one after the conference. Obviously, this involves filming, and the use of video cameras. We will make every effort to keep cameras as inconspicuous as possible, but your tolerance is requested, as the resulting video will provide hours of enjoyment long after the momentary annoyance of spotting a camera is gone.

Laundry Facilities

A coin operated laundry is available behind the registration desk.

Guidelines for combat

The combat rules are the same as for Glenfield 1993 with few exceptions. Please read these carefully.

1. Application

- a) Combat will be organised either by the combat sub-committee of the Convention 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 combat displays, and shall be construed 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 will 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. This area will be defined as the "field of combat".
- c) A marshal's meeting shall be held with club training sergeants prior to combat to clarify any rules in question. The marshal representing your group will then be responsible for answering the questions put forward by their group.
- d) A marshal's area will be set aside so that non-organised combat can be reported to and cleared by the marshals. Non-organised combat will occur only with the approval of the marshals.

3. Period

Combat will be divided into four periods. All weapons, armour and costume must fall within the advertised period, and each individual must be representative of an historical archetype, not a mixture of races, cultures or periods. The periods are:

- ✠ 400BC - AD 500
- ✠ AD 500- AD 1100
- ✠ AD 1100 - AD 1300
- ✠ AD 1300 - AD 1500

4. Requirements

- a) Only those proficient and safe in a weapon may employ that particular weapon in combat.
- b) Weapons will be inspected by the sergeants 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 Prohibited Weapons Act, 1989 and amendments 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 warrior 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 above mentioned drug shall be taken prior to, or during the combat.
- f) Before taking part in combat, all combatants must have signed an indemnity (or have one signed by their parent or guardian if under 16). Participation in any combat is undertaken at the participant's own risk and indicates full acceptance of these rules. The indemnity signing will be at the point of registration and the committee reserves the right to refuse to allow an individual to participate in combat if the indemnity is not signed.
- g) All combatants should have current tetanus and hepatitis immunity.
- h) Any bleeding combatant must leave the field of combat immediately and must not return until the wound is covered and the bleeding stopped.
- i) No person may join any combat once that combat has commenced.
- j) No person is required to give a reason for refusing to fight any other person.

5. Marshalling

- a) Marshals will be chosen from the body of experienced combatants by the combat sub-committee and will be easily identified by a badge of office. 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) The marshals shall inspect all weapons and costume prior to combat and compliance with the nominated period.
- d) All combatants will follow the instructions of any marshall. The marshals shall have complete control of all organised combats.
- e) Any member who refuses to obey any marshall with respect to these guidelines in the field of combat (except for situations provided for by 4j above), may be banned from the field of combat for a period determined by the said marshall, not exceeding the duration of that day's combat. With a right of appeal to the combat sub-committee who as previously notified will have the right to ban a participant from all combat bar display combat for the duration of the Conference.
- f) Each marshall will carry a whistle. All combat will cease **immediately** the whistle is blown and the combatants shall await instructions from the marshall.
- g) "Hold" may be called by any combatant or marshall on the field. When the word "hold" is called, all combat shall cease immediately and the call shall be taken up by all combatants.
- h) All disputes in combat will be resolved by the marshall. Discussion on any decisions will be left until after the combat.
- i) Marshals are non-combatants and will not be touched or struck with any weapon.

6. 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) Armour will be assumed to protect the wearer from harm exactly as it would have in the period in which it was worn.
- c) Protection for the chest, mouth and groin areas is strongly recommended for all warriors.

7. 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 One.
- b) All blows connecting with opponent must be fully under control and slowed in such a way that upon striking your opponent 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 may not be used in this manner.
- d) Any combatant "mortally" struck with a legal blow will fall to the ground and shall not participate in further fighting for the duration of that combat. No "dead" or "dying" participant 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 which has been struck.
- f) Loss of helmet either due to poor design, breakage, or deliberate removal counts as immediate "death".

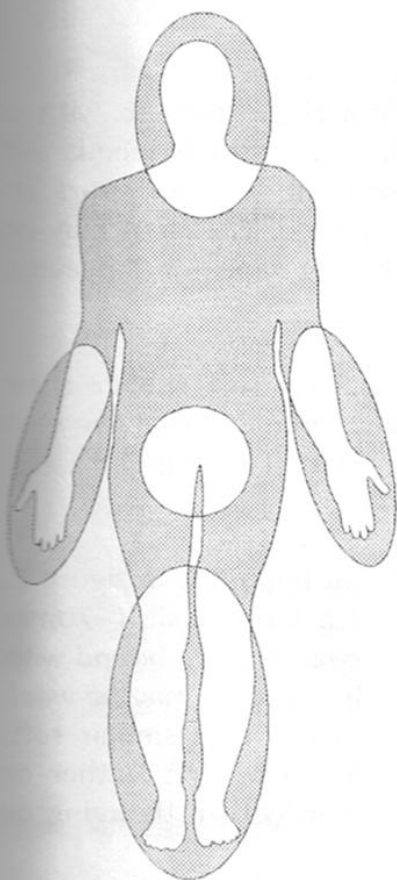


Figure One - see rule 7a.

Padded Javelin Combat Annexure

8. Application

- a) This annexure shall be applicable to all organised and non-organised combat and all combat displays involving the use of the NSW pattern missiles, and shall be construed subject to the Constitution, By-Laws and Guidelines for Combat. The NVG pattern missile combat may occur as display combat only and is also to be construed subject to the Constitution and By-Laws of the Association.

9. Construction

- a) The javelin shaft may be pine dowel or bamboo with a minimum diameter of 20mm ($\frac{3}{4}$ inch) with the ends cut square. The maximum length is 1.8m (6'). All spurs or nocks must be removed if using bamboo. The shaft may be bound with fibre-reinforced packaging tape for longevity, but this is not essential.
- b) Both front and back ends must have a soft rubber chair foot or stopper firmly affixed. We recommend that the next size smaller foot is used and force-fitted to the shaft (eg: Use a 19mm foot on a 20mm shaft).
- c) The head should then be padded and bound as in figure 2. This should be at least the size of a tennis ball. (~70mm diameter) The padding and inner cover may be bound with tape, provided it does not show. The padding may be wool, cotton waste, foam rubber cut to shape, or a similar soft, bulky material. The outer cover should be soft leather or heavy felt, and should be bound with leather thonging or jute or sisal string.
- d) The balance point should be no further than $\frac{1}{3}$ of the length back from the head so the javelin does not turn in flight.

10. Commentary

- a) Minimum armour standards apply for all missile combat. See rule 6a).
- b) Javelins, like other weapons, will be inspected by the marshals before combat; all sharp edges, hooks, spikes, spurs or splinters must be removed. Excessively hard or small heads will not be permitted.
- c) Any javelin which cracks in combat should be fully broken to prevent re-use. Javelins which are picked up during combat should be (quickly) inspected for cracks and splinters by the combatant before being thrown. Any damaged javelin picked up should not be used.

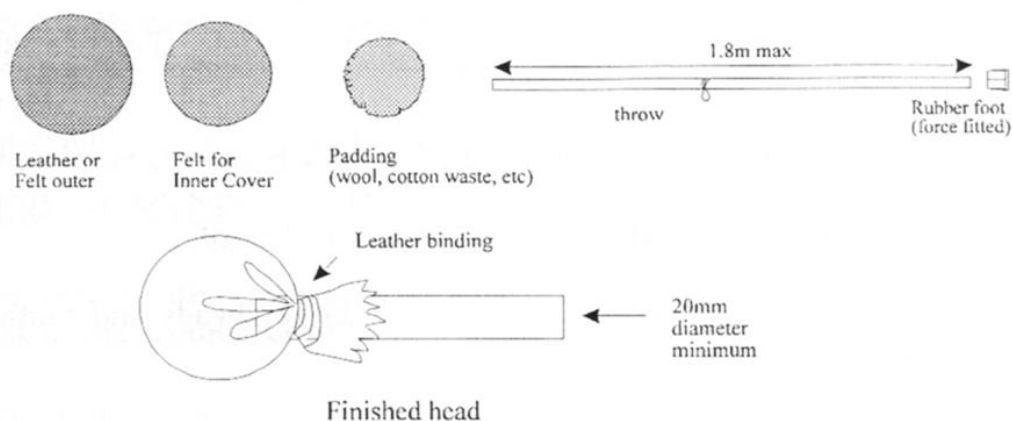


Figure Two:

1. Remove nocks if using bamboo
2. Tape shaft if required
3. Force-fit rubber feet on each end
4. Bind (or tape with electricians tape) felt inner cover over padding and to shaft.
5. Bind Outer cover in place with string or leather thonging.

Competition Rules

- ✧ In all competitions, the judge's decision is final and no correspondence will be entered into.
- ✧ All contestants must be in full costume, including armour if appropriate. For example, someone wanting to enter the javelin competition using 1st century *pila* must compete in *lorica* and *galea* and carry their *scutum* while throwing.

Archery (Sunday 3.30pm-6.00pm)

- ✧ All contestants, on pain of disqualification, will comply with the requests of the marshal while in the archery area.
- ✧ No one may go forward of the mark until told to by the marshal.
- ✧ No knocked arrow shall be pointed in any direction other than the target.
- ✧ All shooting will cease on the marshal's command, even if your string is drawn ready for release.

- ⌘ No practice will be allowed outside practice time. (Practice time will be posted on the blackboards)
- ⌘ Bows may be of any weight, and of suitable bare construction. No compound bows, cross bows, stabilisers, non-period string releases, kissers, clickers or bow sights are allowed.
- ⌘ Arrows must be made of wood with target heads and feather fletches.
- ⌘ We will be shooting two ends of six arrows at each target. The targets are Long Butt, Willow and Clout - ranges and points to be announced.
- ⌘ All arrows falling on a dividing line between two areas on a target are assumed to be in the higher scoring one.
- ⌘ In the event of a tie in the final, a shoot-out of one end on the long butt, at a range determined by the marshal, will be held; to be repeated until there is one winner.
- ⌘ An additional award will be given for the best total score with a bow of 30lb draw weight or less.

Knife and Axe Throwing (Friday 1pm, archery field)

Each contestant has three throws per try and three tries per round, against a target with a 30cm white square at its centre. Contestants may choose their mark, at least three meters (knife) or four meters (axe) from the target. A point is scored if the greater part of the point or blade that penetrates the target is in the white square. At the end of the round the points are tallied: If there is a tie, the contestants concerned throw another round until there is a winner.

Javelin Throwing (Friday 1pm, siege weapons area)

Any style of dart, javelin or spear able to be thrown by the hand may be used. Targets are three rings, with diameters of 1m, 60cm and 30cm, suspended or raised so that their centre is about 1.2m from the ground. Each contestant gets two throws at 10m at the 1m ring. The contestant must get one javelin through the ring to

attempt the 60cm ring. This is repeated at the 30cm ring. If one or more contestants gets a javelin through the 30cm ring, a sudden death contest will be held. Each contestant throws at the 30cm target, at a distance to be set by the marshal, until only one contestant gets a javelin through the ring, the others missing.

Throw for Distance

One throw with a javelin for maximum distance. The point must stick in the ground for at least five seconds to count.

Armouring and Weapon Smithing Competitions (Friday 10am, main marquee)

Like last Conference, there will be separate Armouring and Weapon Smithing competitions run along similar lines. There will be two divisions in each of these competitions, Professional and Amateur. The choice of which group you enter is up to you, however as a guide, anyone who sells or claims their gear to be a cut above the rest should enter the Professional category. The convention committee reserves the right to move people from the amateur to the professional level on these grounds. Items will be judged on accuracy of materials, techniques and workmanship. They will also be judged on functionality, if appropriate. The basic construction and design of the item must be the work of the contestant: any assistance provided must be fully acknowledged. This would include, for example, assistance with assembly. We insist that entrants document all pieces with references. Entries may comprise of a single item or a set.

Craft Competitions (Friday 10am, main marquee)

Competitions for those items not covered by the Weapon Smithing, Armouring or Costuming competition are in this category, and will also be judged in either Amateur or Professional classes. There will be five divisions: Jewellery/Fine Art; Woodwork; Metalwork; Leatherwork, Textiles and other Item. Documentation must be provided for all entries. All craft items will be judged on the following criteria: authenticity of materials; workmanship (including accuracy of the reconstruction); the degree of difficulty; and the documentary reference/source provided by the entrant. Entries will also be judged on visual impact, and be made of the original

materials, although bonuses will be awarded for their use . (eg precious metals, etc, in the Professional class.

Costuming (Friday 10am, main marquee)

The entry should be a complete outfit - individual items of clothing (eg boots or headgear) should be entered into the craft competitions. Documentation must be provided for each entry. There are three divisions in this competition:

- ✧ Ancient/Dark Age (to Ad 1100)
- ✧ Medieval (1100 to 1350)
- ✧ Post Medieval/Renaissance (1350 to 1650)

Costumes entered in the competition do not have to be modelled, but can be presented on a hanger or laid out on a table.

Each entry will be judged by a panel of judges on the following criteria - authenticity of materials; degree of difficulty on construction; references or source material; design authenticity and visual impact.

Bardic (Saturday, Dinnertime)

This competition will be judged by public acclaim and complemented by a panel of judges. There are two prizes, one for "most popular act", and the other for "best and most authentically inspired" presentation.

Brewing (Friday, Dinnertime)

This competition will be run during the feast on Friday night, and will be judged by the committee of the Convention Association. There will be two separate categories: Grain Based, such as beers and ales, and Others, for cordials, meads and such like.

Siege Weapons (Monday 10am, siege weapons area)

This competition is open to machines of any size, utilising any of the power sources known to ancient and medieval humanity, including twisted ropes, bent wood or equivalent materials, counterweights and person-power, but excluding explosives. Machines should be constructed of historically available materials, save that modern

equivalents may be substituted where the original is no longer easily available, or for safety reasons (eg steel cable for winches, steel plates, nuts and bolts at stress points).

For safety's sake, machines should be previously tested beyond their maximum expected capacity, especially the projectile holder, the release mechanism and the winch, if used. It is recommended that any trigger mechanism be so designed as to be operable from a distance of at least three (3) meters away. Hand-pulled pins are strongly discouraged. Projectiles may be of stone or any other appropriate material, except that **projectiles likely to shatter on impact and produce shrapnel are expressly forbidden** eg baked clay.

Each machine will be allowed three registered "shots". Any number of practice shots may be made at any time during the competition, as well as during the preceding arranged practice session. Awards shall be offered for the longest distance achieved by a registered shot; and for the most authentically constructed machine. Non-projectile siege equipment (towers, rams and the like) should be entered in the craft competition.

Games (Saturday, 10.30am, hall B)

Rules for the games have been included as appendix 3 at the rear of the brochure.

Credits

The committee wishes to thank the following people for their help in making this conference a success

Cameron Boyd

Cheryle Edwards

Maria Howell

Michael Matthias

Robert Ring

Elizabeth Bolton

Robert Valentine

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GENERAL PROJECTILE COMBAT RULES

1.0 General Rules.

- 1.1 The rules of general combat are to be followed if and when aspects of combat are not covered in this section. Where these rules do overlap these rules supersede the general combat rules.
- 1.2 Projectile combat is defined as: individual or melee combat involving the use of approved missile weapons. It may or may not be mixed with infantry combat.

2.0 Off Target Areas.

- 2.1 There are no illegal target areas for projectiles.

3.0 Arrow Testing.

- 3.1 Every arrow must be tested before each combat in which it is intended to be used.

The test method to be used is as follows:

- 3.1.1 Grasp the blunt between the thumb and forefinger of one hand and the nock between the thumb and forefinger of the other hand then flex the shaft slightly and inspect it for any splintering or cracking.
- 3.1.2 Rotate the shaft by 120° and repeat the process, rotate the shaft by another 120° and repeat the process again.
- 3.1.3 If the arrow shows any signs of splintering or other damage the arrow is to be discarded, until repaired if this is possible, and is not to be carried or used in further battles.

- 4.0 Missile re-use during combat.
- 4.1 Arrows, javelins, darts and rocks once used in a combat may not be picked up and reused in a combat unless directed otherwise.
- 4.2 In combat where missile re-use during combat is allowed every missile must be checked for damage immediately it is picked up. See section '3.0 Arrow Testing'.
- 5.0 Minimum distances.
- 5.1 The minimum shooting distance for arrows and bolts is five metres.
- Note: An archer may of course move away from a prospective target and so maintain the minimum shooting distance.
- 5.2 There is no minimum range set for javelins, darts or rocks (note; the rocks referred to are specially prepared, see Arms Specifications 8.1 - Rocks), but they must be released from the hand.
- 5.2.1 If javelins, darts or rocks are used in hand to hand combat their use must conform to the combat rules (eg. the blow must be pulled and on a legal target area).
- 5.3 The minimum firing distance for a siege engine is 10 metres.
- 6.0 Blows against Missile Combatants.
- 6.1 An archer, missile hurler, slinger or any other missile combatant, shall be considered killed by infantry when they are touched by the combatant's weapon. This shall be done with an absolute minimum of force.
- 6.2 A combatant carrying both a bow and a sword or other such weapon are considered as archers until they discard their bow and can be killed by a simple touch of a weapon (as in section 6.1).

- 7.0 The Effect of Missile Blows.
 - 7.1 A hit by a missile to the following areas is an instant kill;
 - the helm,
 - the torso.
 - 7.2 A hit by a missile to any limb is considered to have rendered that limb totally useless.
 - 7.3 A glancing blow is counted as a 'kill' or an 'injury'.
 - 7.4 A hit by a missile from a siege engine anywhere on the body is an instant kill
 - 8.0 Proof Armour.
 - 8.1 The only item of armour which is considered 'proof' against arrows, darts or javelins is the shield.
 - 8.2 A shield is not 'proof' against thrown or falling rocks, or machine hurled missiles.
- SIEGE ENGINES IN COMBAT.**
- 1.0 Safety.
 - 1.1 The safety of combatants and spectators is of paramount importance.
 - 2.0 Rules of Engagement.
 - 2.1 All persons in the target zone must be informed before firing commences.
 - 2.2 Low angle shots are to be discouraged.
 - 2.3 Siege Engine Crew members must be armoured appropriately for the type of combat engaged in.
 - 2.4 If Siege Engine Crew members who wish to take part in combat they must be qualified to do so.

SIEGE ENGINES IN COMBAT.

- 3.0 Other Siege Equipment.
- 3.1 The following equipment must never be used against combatants but may used against fortifications;
 - Battering ram,
- 3.1 Other siege equipment must conform to the rules for *General Equipment 7.1.1 and 7.1.2.*

ARMOUR SPECIFICATIONS

- 1.0 General Standards.
- 1.1 The minimum armour required to participate in projectile combat is a helm fitted with missile proof face protection , complete neck and throat protection, gambeson, gauntlets, groin protection for males, groin and breast protection for females.
- 1.2 The head and neck, down to the shoulders, must be covered in such a way that it is impossible for an arrow to penetrate through to the skin.
- 1.3 Combatants must cover all bare skin to avoid minor damage from missiles.
- 1.4 Additional armour is strongly recommended.

- 2.0 Gloves.
- 2.1 The minimum hand protection required by an archer is a pair of leather gloves.

ARMOUR SPECIFICATIONS

- 3.0 Helms.
- 3.1 Visors.
 - 3.1.1 Projectile Combat helms (other than full-face helms) must be fitted with a visor of 3.5 mm woven wire mesh of 1.6 mm diameter minimum or perforated plate 16 gauge thick with holes 6 mm in diameter.
 - 3.1.2 The visor must be riveted to a rigid frame constructed from steel a minimum of 3.0 mm thick and 10.0 mm wide.
 - 3.1.3 The visor must extend past the temples and below the chin and be rigidly attached to the helm.
- 3.2 Neck Protection.
 - 3.2.1 The back of the neck must be protected by an aventail or a thick leather coif or an arming cap.
 - 3.2.2 If an aventail is used it must be securely attached to the visor so that they effectively become one piece.
 - 3.2.3 A coif need not be laced to the helm.
- 3.3 Full-face Helms.
 - 3.3.1 Helms which normally provide full face cover (e.g. Barrel Helms) need only have 3.5 mm woven wire mesh of 1.6 mm diameter minimum or perforated plate 16 gauge thick with holes 6 mm in diameter attached to eye slits.
 - 3.3.2 Other holes in the helm exceeding 3.5 mm diameter should also be covered with woven wire mesh or perforated plate.

3.0 Helms.

3.4 Perforated Plate.

3.4.1 The minimum specifications for perforated plate are: 16 gauge thickness; and the holes 6 mm in diameter.

3.4.2 Other types of perforated plate must be tested and passed by the Training Officer before use.

3.5 Specific Projectile Combat Helms.

3.5.1 A helm used specifically for Projectile Combat may be of a thinner gauge than specified in the helm section of the General Combat Rules (8.1.2).

4.0 Throat Protection.

4.1 Throat protection must be worn for Projectile Combat.

4.2 The minimum requirement is a 3 mm leather collar covering the throat area from above the larynx down to the breastbone in one continuous piece and is to be lined with a minimum of 12 mm thickness of padding.

NOTE: Lamellar is considered to meet the requirement for 'one continuous piece' due to its construction.

4.3 Mail covering the throat area from above the larynx down to the breastbone with a minimum of 12 mm thickness of padding underneath is also acceptable.

1.0 General Standards

1.1 Any arms proposed to be used in Projectile Combat will be first used on the proposer in a qualified test under the supervision of the Marshalls.

1.2 If a missile develops cracks or any other symptom which is liable to cause a hazard to combatants during combat the missile must be immediately removed from the combat area or rendered un-usable.

2.0 Arrows.

2.1 Arrows must meet the following criteria:

2.1.1 The minimum arrow shaft size is 5/16 of an inch in diameter. However a shaft size of 11/32 inches in diameter is recommended.

2.1.2 The maximum length for an arrow is 28 inches measured from where the string sits in the nock to the back of the rubber blunt.

Note: Take into account how much of the shaft is inside the blunt when cutting the shaft to size.

2.1.3 The end of the shaft which is to be fitted into the rubber blunt must have its edge rounded.

2.1.4 All shafts must be taped longitudinally with fibreglass tape (Scotch 898 glass fibre tape or equivalent) from the base of the fletchings to the tip of the shaft.

2.1.5 If possible, all arrows should be identified with the owners personalized fletching colours and initials on the shaft.

ARMS SPECIFICATIONS

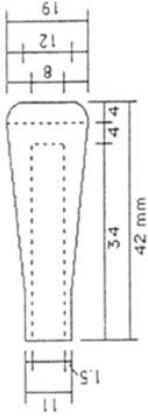
2.0 ARROWS.

2.1 Arrows must meet the following criteria:

- 2.1.7 Each shaft must be fitted with a rubber blunt with a minimum diameter of 19 mm before rounding and a minimum face of 12 mm diameter after rounding. The Riverhaven rubber blunts (see figure 1) and the HTM rubber blunts (see figure 2) are the recommended type of blunts to be used.

ARMS SPECIFICATIONS

Figure 1. A HTM rubber blunt.



All measurements in mm
Scale 3 pixels : 1mm
approximately 1:1

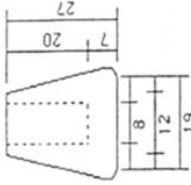


Figure 2. A Riverhaven rubber blunt

ARMS SPECIFICATIONS

3.0 Bows.

3.1 The only types of bows to be used in 'Projectile Combat' are longbows, recurve bows and other bows of the period.

3.2 The maximum draw weight for a bow is 30 pounds at 28 inches.

3.3 The bow must not have any sights, limb marking or any other shooting aids.

4.0 Crossbows.

4.1 The maximum draw weight allowed for a crossbow is 540 inch/pounds or less.

4.2 The draw weight for a crossbow can be derived by the following calculation;

$$A \times B = C$$

Where A = Prod poundage.

B = The distance the string travels from the nut to rest.

C = The draw weight of the crossbow.

4.3 The crossbow is a restricted weapon in Queensland and will require a license from the Police.

5.0 Crossbow bolts.

5.1 Crossbow bolts must meet the following criteria:

5.1.1 Wooden shafts are the only acceptable type of shaft to be used.

5.1.2 The minimum arrow shaft size is 5/16 of an inch in diameter. However a shaft size of 11/32 inches in diameter is recommended.

ARMS SPECIFICATIONS

5.0 Crossbow bolts.

5.1.3 The shaft length of a bolt will be dependant on the size of the crossbow.

5.1.4 The end of the shaft which is to be fitted into the rubber blunt must have its edge rounded.

5.1.5 All shafts are to be taped longitudinally with fibreglass tape (Scotch 898 glass fibre tape or equivalent) from the base of the fletchings to the tip of the shaft.

5.1.6 Each shaft must be fitted with a rubber blunt with a minimum diameter of 19 mm before rounding and a minimum face of 12 mm diameter after rounding. The Riverhaven rubber blunts (see figure 1) and the HTM rubber blunts (see figure 2) are the recommended type of blunts to be used.

6.0 Darts.

6.1 Dart shafts must be made from wood or bamboo.

6.2 A rubber blunt must be attached to the impacting end.

7.0 Javelins.

7.1 Javelin shafts must be made from wood or bamboo.

7.2 A rubber ferrule must be attached to the impacting end.

7.3 Rubber ferrules used for walking sticks or crutches are recommended for use because they are designed for continuous impact and wear.

7.4 Other types of rubber stoppers will be judged on a case by case basis.

7.5 AMCA Conference design javelins may be used.

ARMS SPECIFICATIONS

8.0 Rocks.

8.1 The rocks used in Projectile Combat are made of paper maché and have little appreciable weight.

9.0 Siege Engine Ammunition.

9.1 The only types of ammunition allowed to be used in a siege engine are:

- soft fruit (eg. tomatoes);
- paint (water soluble) and water bombs, maximum liquid content = 500mL;
- and paper maché rocks.

10.0 Slings and Staff Slings.

10.1 The maximum weight for a sling projectile is 75 grams maximum.

10.2 A sling projectile must be made of a non-rigid materials and must be able to be compressed.

10.3 The shaft of a staff sling must be made of wood or bamboo.

projcomb\NVGSW04

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Appendix II

C AND C CATERING

THE MENU FOR THE APRIL CONFERENCE IS AS FOLLOWS:

LUNCHES (DAY 1-4)

A SELECTION OF COLD MEATS (SOME FROM THE PREVIOUS NIGHT ONLY)

A SELECTION OF FRUITS

VARIOUS BREADS, LOAVES AND ROLLS (WITH BUTTER AND SELECTED SPREADS)

TO VARY FROM DAY TO DAY (A SELECTION)

FRIED HAM

MEAT BAKE WITH WILD THYME

BAKED VEGETABLES

TEA AND COFFEE IF REQUIRED

BREAKFAST - ALL (DAY 2-4)

BOILED EGGS, BACON AND SAUSAGES,

VARIED BREADS, LOAVES AND ROLLS (INCLUDING CROISSANTS ON THE FINAL MORNING)

PORRIDGE (OAT AND BARLEY), SERVED WITH A CHOICE OF HONEY, BROWN SUGAR, WHISKEY AND CREAM.

JAMS, SPREADS, AND BUTTER WILL BE PROVIDED.

COFFEE AND TEA WILL BE SERVED WITH SUGAR AND MILK.

A SELECTION OF FRUITS WILL BE AVAILABLE AFTER THE MAIN BREAKFAST IS SERVED

DINNER - DAY 1

MARINATED ROAST VENISON WITH RED CURRENT GRAVY AND VELOUTE SAUCE

SCOTCH BROTH

COD A LA TERAT

LEEKS WITH OLIVES AND RED WINE

CELERY IN AN ONION SAUCE

TURNIPS IN GRAPE JUICE AND HONEY

BRAISED LETTUCE

FRENCH FRIED CAULIFLOWER AND MUSHROOMS

BRAISED CABBAGE

BRANDIED GRAPES

FRUIT MINCE PIES AND FRESH CREAM

A SELECTION OF CHEESES

CRANACHAN (CREAM CROWDIE)

A FRUIT PLATTER

DINNER - DAY 2

IFLAGUN (A TURKISH ROLL STUFFED WITH MEAT AND CHEESE)

BOILED EGGS

SELECTED MIDDLE EASTERN FRUITS

C AND C CATERING

CAULIFLOWER IN YOGHURT
VEGETABLE SALAD (COOKED)
ONION SALAD
PUMPKIN AND MUSTARD SALAD
FELAFEL

MUTTON STEW (SERVED WITH ROLLS AND SAFFRON RICE)
GOAT BROTH

FLUMMERY
CREAMED OATS
STEWED PRUNES

DINNER - DAY 3

HONEY GLAZED ROAST PIGS, STUFFED WITH A SELECTION OF FOWL
A SPIT ROASTED SIDE OF GLAZED VEAL

A SELECTION OF :

TUSCONIAN FRENCH BEANS
BEETROOT IN A SWEET SOUR SAUCE
GLAZED ONIONS
MUSHROOMS IN A CIDER SAUCE
PEAS IN LEMON AND GARLIC
ZUCCHINNI PROVENCALE
CELERY SLAW
CREAMED BUTTER BEANS
GLAZED CARROTS
ROASTED PARSNIPS
VERMICELLI WITH A GREEN SAUCE

APPLE PIES, APRICOT PIES
PEARS EN COMPOTE
CUSTARD AND CREAM

Appendix III

GAMES

Chess (mediæval rules- court of Charlemagne, c.760AD):

There will be a draw for each day. It is up to entrants to organise their games - some sets will be available, but people are welcome to bring their own. Play-offs on Monday (if required).

RULES - Similar to the modern game, except as noted below:

BOARD - The board is a plain grid, 8 X 8 squares.

PIECES - There are a number of differences to the modern pieces:

KING - moves one square in any direction, as normal.

PRIME MINISTER - substitutes for present Queen. Moves one square diagonally either forwards or backwards. The opposing P.M.'s are not permitted to attack each other. (Unlike in today's society!)

ELEPHANT - Sits in the place of the modern bishop. Moves diagonally two squares, forward or backwards, can jump over a piece on an intervening square but cannot attack it. The four elephants cannot attack each other because of their different paths.

WARHORSE - Moves as the current knight, i.e. 1 square straight, one diagonally, forwards or backwards. Can jump over intervening pieces but cannot attack them.

RUKH - As the modern rook, except cannot castle. Moves straight forwards, backwards or sideways any distance. Cannot jump over pieces.

PAWNS - Normal move is one square forward, captures by moving one square diagonally. When the pawn reaches the far side of the board it is promoted to the rank of Prime Minister.

The **FIRST MOVE** is decided by a dice throw.

There are three ways of **WINNING**:

CHECKMATE - king unable to move out of check or unable to capture the checking piece or interpose another piece to protect from the check.

BARE KING - If a player captures all their opponents pieces except the king, they win the game.

STRANGLED STALEMATES - If a player is stalemated, s/he is allowed to exchange the king with any other piece on the board, provided the king is not in check in the new position. This is counted as the kings move and the game then continues. If a stalemated king is unable to exchange positions, the game is lost.

DRAWN GAME:

Because of the limited range of some of the pieces, a larger force is sometimes unable to defeat a much weaker one stationed on favourable squares, and in spite of there being three ways of winning, drawn games were frequent. Perpetual check was considered a drawn game.

Hnefatafl:

There will be a draw for each day. It is up to entrants to organise their games. Again, some sets will be available, but people are welcome to bring their own.

RULES - There is no record of how this Scandinavian battle game was played. The following rules are mostly based on those of its Lappish descendant, 'Tablut'.

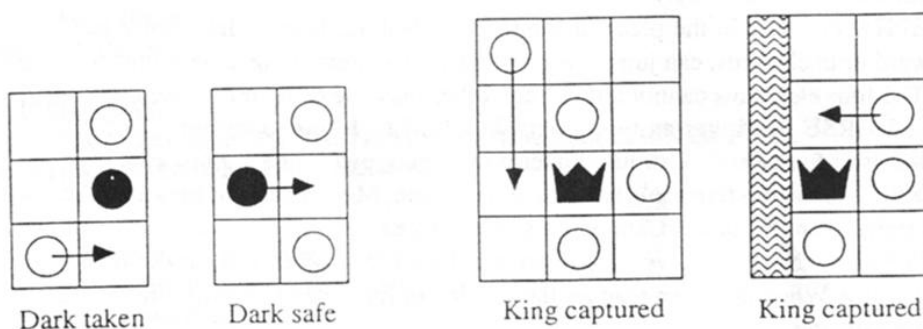
BOARD - The board is a plain grid, 11 X 11 squares. The centre and corner squares are the 'king's squares' and may only be occupied by the king piece (see below).

PIECES - The players have unequal sides, the attacker has 24 warrior pieces, the defender 12 warriors plus the *hnefi* (king). All pieces may move any number of squares in a straight line (not diagonally), but cannot jump another piece.

SET UP - The king occupies the centre square. His twelve warriors surround him in a diamond shaped formation on the adjacent squares. The attacker's pieces occupy the five middle squares along each edge of the board, plus the middle square of the row one in from the edge. The attacking player has the first move.

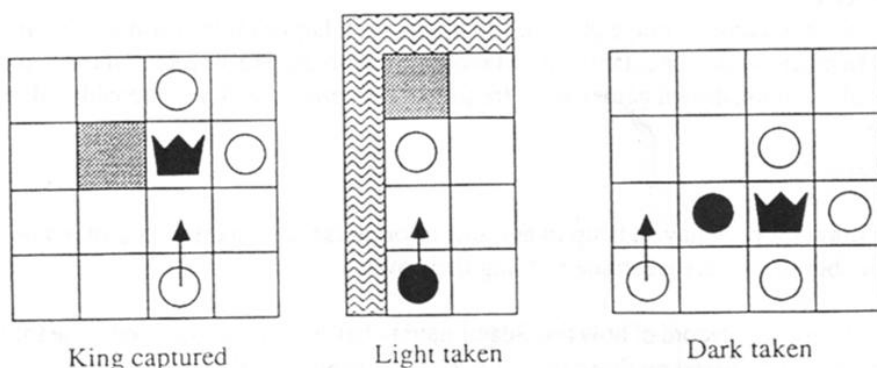
OBJECTIVES - The defender must manoeuvre the king to a corner square to win. The attacker wins by trapping the king, surrounding him in such a way that he cannot move.

CAPTURE - An opponent's piece is captured by sandwiching it between two of your own. However, a piece moved deliberately between two opponent's pieces is not taken. The king may not be taken in this way, nor may he participate in the capture of another piece.



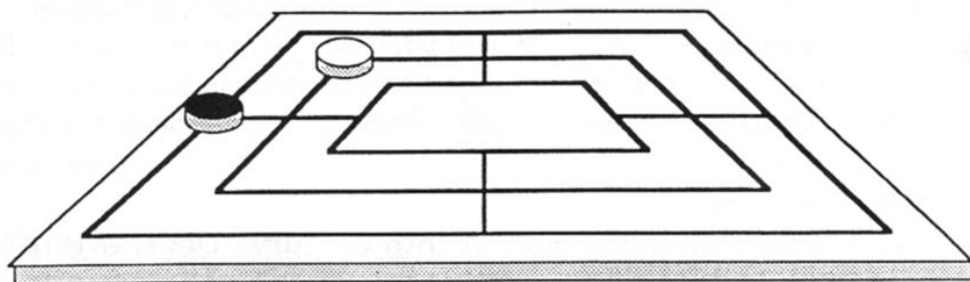
SPECIAL RULES - As the warrior pieces cannot enter the king's squares, the following two rules are necessary. The king is captured if he is adjacent to the centre square and surrounded by attacking pieces on the other three sides. A warrior piece blockading a corner square may be taken by pinning it against that square. A defending warrior protecting a king surrounded on the other sides by the enemy may be taken by pinning it against the king. The attacker also wins if his/her pieces are able to encircle all the king's pieces.

Due to the uneven nature of the sides and objectives, one player will have an advantage. Therefore a round will consist of two games, with players swapping sides. In the event of a tie, the player who lost the least number total of warrior pieces in both games will be the winner.



NINE PERSON'S MORRIS (MILL):

Two players have nine pieces each, and enter them alternately one at a time on any vacant intersection on the board:



NINE PERSON'S MORRIS (MILL)

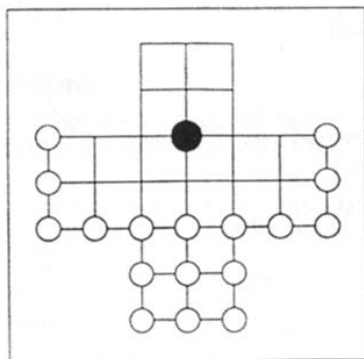
The aim is to form a row of three along any line, and at the same time prevent the other player from doing so. When all the men have been played onto the board, they are moved by turns along the lines from one junction to the next. Every time a row of three is formed, the player may permanently remove one of his/her opponents men. The winner is the player who reduces his opponent to only two men.

There are also a number of alternative methods of play:

- i - if a player's piece is trapped between two of his/her opponents, it is removed, until one player has only two pieces remaining.
- ii - (quick play) the winner is the first to form a row of three.

Fox and Geese

The aim of the game for the geese is to trap the fox in a position from which it is impossible to move. The fox must deplete the geese to prevent this. Seventeen geese are arranged on the board as shown below, and the fox is positioned on any vacant place. The fox and geese can move in any direction along a line to the next contiguous point. The fox may also move diagonally, but may not jump this way. If the fox jumps over a goose and lands on an empty point beyond, the goose is killed and removed from the board. Two or more geese can be killed in one move by a series of short jumps by the fox. The geese can not jump the fox, but they try to crowd it into a corner and make it impossible for the fox to move. If the fox is immobilised, the player loses the game, but if the geese are so depleted they are unable to trap the fox the fox wins.



Starting positions for
Fox and Geese

Appendix 4

This is a brief outline of what to expect at each lecture/discussion group/workshop:

Friday, 14th April

11.00am-12.00am:

Swordsmanship in the Seventeenth Century - David Green

Hall 1. This workshop will entail a physical display of swordsmanship of the late 16th and early 17th centuries. It will follow the styles of Morozzo, Fabris and Capoferro who were the main influences of the time. There will be short demonstration bouts with discussion.

1.00pm-2.00pm:

Inkleloom Weaving Workshop - Kirsten Bishop

Hall 1. This workshop will provide a hands-on demonstration of the complexity of the inkleloom.

1.30pm-2.00pm:

Jeopardie - Richard III Society

Richard III tent. The Richard III Society (Qld Inc) will be running as entertainment a medieval game show "Fifteenth Century Jeopardie - hosted by Antonio Barberi". Anyone wishing to participate will need to pick up a free entry from between 10.00am-1.00pm, when four of the entrants name will be drawn out of a hat to become contestants for the game and will play for prizes donated by the Richard III Society. Questions will range over the broad spectrum of medieval history to about 1500ad. Onlookers/Cheersquads for the contestant will be gladly welcomed!.

2.00pm-3.00pm:

Anglo Saxon Women and the Norman Conquest - Susan Drain

Hall 1. Some previous knowledge assumed.

3.00pm-4.00pm:

A View of Monastic Life in the Middle Ages - Wes Jordan

Hall 1. A look at female monastic life in the Middle Ages with reference to social structure of the communities, customs and practice, finances and the relationship of the nunneries with the monasteries.

4.00pm-5.00pm:

Horsework in The Medieval Movement - Michael Hunter

Hall 1. A discussion on the use of horses in the movement. All interested parties are invited to attend.

5.00pm-6.00pm:

Spearfighting and Two Handed Weapons - Dennis Nadazdy

Hall 1. A detailed discussion of hand and foot co-ordination and the use of effective posture and angling in the use of two handed weapons. The aim of the discussion is to enhance safety and effectiveness with two handed weapons. An introduction to quarterstaff will also be included in this lecture. Suitable for beginner to expert. Please bring your own spears, staffs and other weapons for practical demonstration and participation.

Saturday, 15th April

10.00am-11.00am:

Dance Workshop - Joanna Keenan

Hall 1. A dance workshop where the attendees will choose the type of dancing they wish to learn.

11.00am-12.00pm:

The Wounds of War - Carole Chandler

Hall 1. With regard to military history, a great deal of attention has been paid to tactics, strategy and the movement of men and armies in the field. In contrast, the physical results of warfare in the ancient and medieval world - fear, injury and death - have been little

studied. This lecture looks at the types of injuries and wounds sustained through a brief survey of combat from Classical times to the Early Middle Ages.

12.00pm-1.00pm:

Archery: Beginners and Advanced - Steven Wyley

Archery Range. Practical study of archery.

2.00pm-3.00pm:

Warrior Elite Groups - The Joms Vikings
and Knights Templar - Carole Chandler

Hall 1. Where there is war, there is always heroes. But there are, down through the ages, groups of fighting men recognised both by their contemporaries and by later observers as warriors of the first order. This lecture aims at defining those characteristics that set these men apart from their peers in the field through an examination of two of the more famous military elite groups in history - the Joms Vikings and the Knights Templar.

3.00pm-4.00pm:

Old Icelandic Reading Group - Graeme McCowie

Hall 1. A reading group designed for beginners and more advanced readers of Old Norse. Reading material will be provided.

4.00pm-5.00pm:

Anglo-Saxon Reading Group - Graeme McCowie

Hall 1. A reading group designed for beginners and more advanced readers. Reading material will be provided.

5.30pm-6.30pm:

Keynote Lecture - The Weapon Must Dictate the Style,
Not The Style Dictate the Weapon - Scott MacDonald

Hall 1. Because a re-enactment group strives to emulate all characteristics of the people and/or the time period it proports to reconstruct, it must be stressed that this same ethos must also be equally applied to both combatant and non-combatant pursuits.

general consensus when we all get together. I would like to cover basic spinning techniques on a drop-spindle, a little on dyeing, card weaving and general medieval textile production; I would prefer the session to be a sharing of knowledge rather than a show and tell session, so if you have any interest in spinning, fibre craft or related subjects, come along (bring your spindle etc if you have one!) Historically speaking, the time period we will be dealing with is pre-spinning wheel (before 14th century).

1.30pm-2.30pm:

Non-Combatant Discussion Group - Laura Chandler

Hall 1. What does it mean to be a non-combatant in the Medieval Movement in Australia? What is the importance of the non-combatant? What can non-combatants achieve within the movement? Both combatants and non-combatants are welcome.

2.30pm-3.30pm:

The European Broadsword and Circular Shield
- Simon Fowler

Main Marquee. A workshop for all levels. Hands on training in the use of broadsword techniques, drilling and exercises.

3.30pm-4.30pm:

The Myth of Mail - John Topping

Hall 1. An overview of armour of the late dark ages to the early Middle Ages.

5.00pm-6.00pm:

Eleanor of Aquitaine - Laura Chandler

Hall 1. A lecture on the life of this extraordinary woman, who was Queen of France and Queen of England in one lifetime. The lecture will follow Eleanor throughout her life as a leading figure in the politics of Europe in the twelfth century.



EVERGREEN THERAPIES
MASSAGE SERVICE
FOR THE WOUNDED WARRIORS
THERAPEUTIC MASSAGE FOR
YOUR ACHES AND PAINS &
TREATMENT FOR BRUISES AVAILABLE
TENT BETWEEN THE
1066 & KNIGHTS BACHELORS ENCAMPMENT

Monday 17th April

9.30am-11.30am:

Illumination Workshop - Tania Matthias

Hall 1. Create an illuminated letter from your favourite time period. Learn how to ink, apply gold and use shading in your colours to create the perfect introduction to your calligraphy. All materials supplied. Limit of ten in the class.