

# TWELVE GLORIOUS CENTURIES

Lindisfarne 793 - Glenfield 1993



Seventh Australasian Mediæval  
Convention

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## DISCLAIMER

The Australasian Mediæval Convention Association Incorporated, and the Scouting 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 Sydney weather over Easter. Neither the Committee or the Association accept any liability over the authenticity, quality or value of goods on sale at the market.

## COVER DESIGN

"793. In this year terrible portents appeared over Northumbria, and miserably frightened the inhabitants: there were exceptional flashes of lightning, and fiery dragons were seen in the air. A great famine soon followed these signs; and a little after in that year on 8 January [*Should be 8 June - Ed.*] the harrying of the heathen miserably destroyed God's church in Lindisfarne by rapine and slaughter."

Laud Chronicle

The cover features the picture stone from the island which commemorates the 'first' Viking raid.

Design: Stephen Lowe

## WELCOME

Welcome to the Seventh Australasian Mediæval Convention. Regulars will recognise features from previous conventions as well as some new events this year.

The emphasis of this convention is both wider geographically and narrower historically than previous conventions, following the current trend of the movement.

We have again included simultaneous running of some events, but refined our timetabling to provide a better range of activities and options for people.

## SITE CONDITIONS

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

- Use or possession of weapons illegal in NSW is strictly prohibited.
- No damage to site property (includes burnable scout craft stuff etc.)
- Fires are to be kept within designated areas only.
- Modern items (clothes, watches, sunglasses, shoes) to be hidden at all times.
- After unloading, all cars **must** be moved to the nearby car parking area.
- No combatant is to take the field under the influence of perception changing drugs **including** alcohol, dope etc.
- All attendees **must** have signed the indemnity form before commencing combat.
- Every combatant has the right to refuse to take part in any combat at any time for any reason.
- With the exception of combat archery, all archery is to take place in the designated area.

## ACKNOWLEDGEMENTS

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; and Dryhtenfyrd and MARS in 1991, to the Zeibots for their catering expertise, Jonathan Wooding and the other speakers for their time and effort, Lean Lackenby and Hayward, Liverpool Pty. Ltd. for the loan of equipment to perform the survey; the Spinners and Weavers Guild of NSW; and to everyone who has worked to make this one **huge**.

## The Tavern

The Pike and Musket Society (aka. **the Routiers**) are very experienced at drinking and the handling of drink. They will be selling many tasty alcoholic treats at the Tavern, prominently marked on the site map.

A word on drinking... don't get written off and expect to be allowed to fight next day.

## What's on Today?

For a quick look at any changes and updates to the programme, see the chalkboard near the marquee. We'll also have a large poster of each day's scheduled activities near this board.

## Lost?

There are many people who will gladly tell you where to go. Look for any member of the **inner party** committee. They are the ones who look like they have had breakdowns lately. See the mug shots below.

## Suggestions

Do you have a suggestion or problem? Why not write it in the 'suggestions book' situated on the registration desk, next to the marquee. You don't have to sign it, but it would be a good idea to make yourself known if we need extra information. This book will be checked regularly. Nothing too suggestive, please !!

## Short of Money?

Autobanks are usually found lurking in the main streets and malls of such large centres as Ingleburn, Casula, Liverpool and Campbelltown. These places are well signposted from the main roads.

## First Aid

First Aid will be available at the small kitchen area near the tavern, from most group's camps or around the combat areas. Look for the blood splattered people with the manic grins and the 'Vinnie-the-Vulture' armbands.

## The Eighth Australasian Mediæval Convention, 1995

Have you had any thoughts about hosting the next convention? If so, why not try to attract our attention. Requirements for running such an event are: contacts in industries from caterers to aqueduct inspectors, about two hours free each day for eight to ten months, a club of enthusiastic and dedicated members (or a band of independents) and being two rivets short of a helmet.

## MEAT THE COMMITTEE



Sue Drain  
*Imperatrix*



Craig Gascoigne  
*Aerarii Præfectus*  
(*Carnifex Primus*)

## TIMETABLE

### Friday 9 April - Ancient/Late Iron Age Day

Committee contact for urgent matters when the registration desk is closed is Sue Drain.

- 10:30      Registration desk opens
- 11:30      **Market** Opens and continues until late
- 12:30      **Lunch**  
                  Gladiatorial Games  
                  Armouring, Arming, Craft and  
                  Jewellery competitions run.
- 1:30      **Marshals' meeting** on main field,  
  
                  **Discussion group - Noncombatant participation in the Movement**  
                  A group examining the special problems and difficulties experienced by  
                  noncombatants and the part they play in the movement.
- 2:30      **Combat display - The Roman Conquest of Britain, AD43 - AD84**  
                  A display of Roman and Celtic tactics and combat from antiquity.  
                  Legio XX V.V., Legio IX Hisp., the Anarchist Mercenaries,  
                  Dryhtenfyrd, Mayhem and bits of 1066.
- 3:00      **Combat - Ancient/late Iron Age Battles (to C. AD400)** Combat continues to 5:30.  
  
                  **Archery** range open for practice. Please notify the people at the registration desk  
                  before starting.
- 4:30      **Games** start  
  
                  **Siege Engine** range open for practice. Please notify the people at the registration  
                  desk before starting.
- 5:30      **Combat** - light stops play.  
  
                  **Lecture - Roman Military Manuals.** Justin Holland
- 6:30      **Late Iron Age/Early Middle Ages (Dark Ages) Feast**  
                  Brewing Competition  
                  Celtic Wrestling  
                  Various atrocities.



## Saturday 10 April - Mediæval Day

Committee contact for urgent matters when the registration desk is closed is Christobel Ferguson

- 10:00     **Combat display** - *Shield walls and other early mediæval tactical fomations.*  
1066 And All That.
- 10:30     **Board games** competition starts in marquee.
- Combat** - *Early Mediæval battles (AD500 - 1100).*
- Archery & Weapon** throwing ranges open for practice.
- 12:00     **Workshop** - *Dance I* in marquee. Late Mediaeval dance theory and practice.  
Robert Ely.
- Lecture** - *Spare* See the chalkboard near the marquee
- 12:30     **Lunch**  
            A demonstration tournament will be run by *the Companie of Knights Bachelor*  
            for your entertainment and viewing pleasure.
- 1:30     **Workshop** - *Spinning and Weaving* the Spinners and Weavers Guild of NSW.
- Lecture** - *Military Architecture.* Steven Wyley.
- 2:30     **Costuming competition** - divisions I & II
- Combat** - *Transition period / full plate battles*
- Discussion Group** - *Blacksmithing techniques.* A forum for the exchange of  
blacksmithing techniques and tips, panelled by Dave Robinson.
- 3:30     **Workshop** - *Dance II* in marquee. Mostly practice. Robert Ely
- Archery Competition** starts
- 4:30     **Key Lecture** - *Lindisfarne; 1200 Glorious Years.* Jon Wooding.
- 5:30     **Combat** - Light stops play.
- Lecture** - *Violence and Manners 1300-1700.* Stan Greaves.
- 6:00     Set up for banquet. Marquee closed 6:15 - 6:30
- 6:30     **High Middle Age Feast**  
            Bardic Competition  
            Entertainment by Carmina Semper  
            Mead supplied by Dave Robinson from the Mount Vincent Meadery, Mt
- 12:00     **Easter Mass** according to the Benedictine Office. c. AD1100.

## Sunday 11 April - Renaissance / Eastern Day

Committee contact for urgent matters when the registration desk is closed is Wayne Robinson.

- 10:30      **Board games** continue in marquee.
- Routier March & Drill** (for waking the dead) at the combat field.
- Thrown Weapons** competition (don't throw at the Routiers)
- Siege Engine** competition
- 11:30      **Costuming competition** division III
- Demonstration Combat - Byzantines against the Franks ca.. 1204**  
New Varangian Guard vs. Companie of Knights Bachelor display using NVG combat rules.
- Scottish Games**
- Workshop - Drumming for noisy buggers.** Graham (Booza) Brissett.
- 12:30      **Lunch**
- 1:15      **Lecture/Discussion group - Sports Injury Prevention and Treatment.** Gillian Traise
- 2:00      **Combat - Crusade period & Eastern Battles.** Combat continues to 5:30.
- Musket/Crossbow** competition.
- 3:30      **Musketeers vs. Archers** speed shoot.
- 4:00      **Lecture - What the West gained from the Nomadic Cultures.** Greg House.
- Lecture - Practical Brewing for Mediævalists.** Marian Castell.
- 4:30      **Display - Combat Archery**
- 5:30      **Combat - light stops** play.
- 6:30      **Eastern Feast**  
Fire eatynge  
Belly dancing  
Turkish delight and Turkish coffee

## Monday 12 April - International Day of the Hangover.

Committee contact for urgent matters when the registration desk is closed is either Craig Gascoigne or Mark Koens.

- 10:00      **Discussion Group - *The State of the Movement*.** Brett Kenworthy.  
Following on from addresses and discussion groups at previous conventions.  
followed by  
            **Selection of the host of the Eighth Australasian Mediæval Convention, 1995.**
- 11:00      **Workshop - *Mediæval Martial Arts*.** Simon Fowler.
- Combat** - periods by popular demand.
- Discussion Group - *Formation of a National Body, and the construction of a mediæval village as a permanent site*.** Includes input from Crossroads.  
Dave Robinson, with Ian McComb of Crossroads.
- 12:30      **Lunch**  
            Mediæval Trivia Quiz
- 2:30      **Close.**

## MEAT THE COMMITTEE (PART II)



Wayne Robinson  
*Secretarius*  
(*Bestiarius*)



Christobel Ferguson  
*Prima Ordinaria*  
(*St Christobel of the Immaculate Deception*)

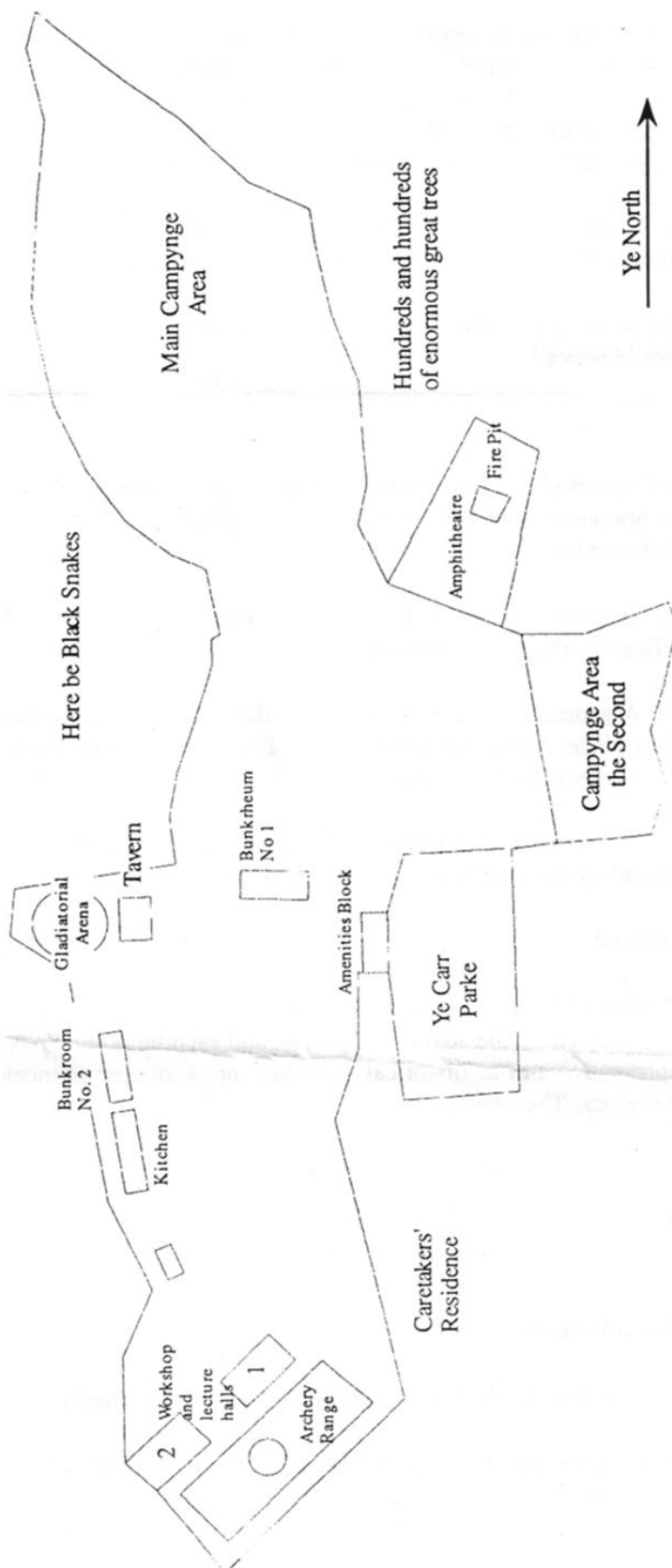


Mark Koens  
*Ordinaire Secundus*  
(*Carnifex Secundus*)



# Ye MAPPE

ix



Ye North

# GUIDELINES FOR COMBAT

## 1 Application

(i) 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' or 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.

(ii) 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.

(iii) In any place where these rules are found to be either insufficient or indistinct, common sense should prevail.

## 2 Structure

(i) Organised combat will be divided in to two types; those with head-blows, and those without. An announcement will be made regarding the type of combat by the marshals, immediately prior each combat.

(ii) Organised combat will only occur in a purposely roped-off area. The 'field of combat' is defined as the area within these ropes.

(iii) A general combatants' meeting will be held to explain the combat rules before any combat takes place. A marshal's meeting shall be held with club training sergeants prior to combat to clarify any rules in question.

(iv) 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 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:

200BC to AD400  
AD500 to AD1100  
AD1100 to AD1300  
AD1300 to AD1550

## 4 Requirements

(i) Only those proficient and safe in a weapon may employ that particular weapon in combat.

(ii) Weapons will be inspected by the sergeants from the respective clubs before combat; all sharp edges, hooks, spikes or rust must be removed.

- (iii) No sharp or pointed weapons of any type may be carried on to the field of combat.
- (iv) No weapon of any type, such as maces and 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.
- (v) No warrior will be admitted to the field of combat under the influence of alcohol or any other perception changing or performance enhancing drug or medication. Further, no alcohol or above mentioned drugs shall be taken prior to, or during the combat.
- (vi) 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.
- (vii) All combatants should have current tetanus and hepatitis immunity.
- (viii) Any bleeding combatant must leave the field of combat immediately and must not return until the wound is covered and the bleeding stopped.
- (ix) No person may join any combat once that combat has commenced.
- (x) No person is required to give a reason for refusing to fight any other person.

## **5 Marshaling**

- (i) 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 a 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.
- (ii) There will be a minimum of three marshals for each organised combat.
- (iii) The marshals shall inspect all weapons and costume prior to combat for safety and compliance with the nominated period.
- (iv) All combatants will follow the instructions of any marshal. The marshals shall have complete control of all organised combats.
- (v) Any member who refuses to obey any marshal with respect to these guidelines in the field of combat (except for situations provided for by 4(x) above), may be banned from the field for a period determined by the said marshal, not exceeding the duration of that day's combat.

(vi) Each marshal will carry a whistle. All combat will cease **immediately** the whistle is blown and the combatants shall await instructions from the marshal.

(v) 'Hold' may be called by any combatant or marshal on the field. When the word 'hold' is called, all combat shall cease immediately and the call shall be taken up by all combatants.

(vi) All disputes in combat will be resolved by the marshal. Discussion on any decisions will be left until after the combat.

(vii) Marshals are non-combatants and will not be touched or struck with any weapon.

## 6 Protection

(i) Minimum protection of a helmet and gauntlets must be worn during organised combat. Padding is recommended. Protection is left to the discretion of the participants in display combat.

(ii) Armour will be assumed to protect the wearer from harm exactly as it would have in the period in which it was worn.

(iii) Protection for the chest, mouth and groin areas is recommended for all warriors.

## 7 Blows

(i) No blows are to be aimed at or below the knees, at the groin or at the head, except where qualified below. No weapon may be used in a thrusting manner at the shaded areas shown in diagram (1) below.

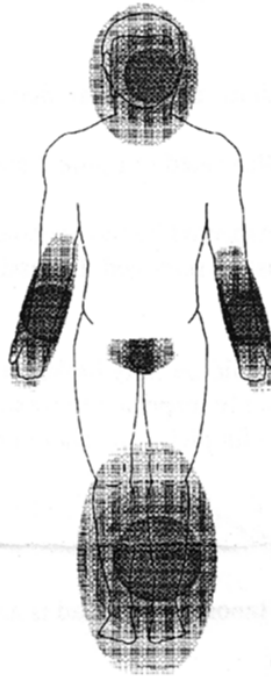
(ii) All blows connecting with opponent must be fully under control and slowed in such a way that upon striking your opponent you will not injure them. Grappling is permitted only if blows are fully controlled.

(iii) 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.

(iv) 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' combatant may be struck with any weapon.

(v) Any legitimate blow to a limb shall be deemed as incapacity or loss of the limb, depending on the type of weapon and type of blow. Combatants may continue to fight, but should avoid using the part which has been struck.

(vi) Loss of helmet either due to poor design, breakage, or deliberate removal counts as immediate 'death'.



**Figure 1**  
See rule 7(i).

## Missile Combat Annexure

### 8 Application

(i) 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

(i) The javelin shaft may be pine dowel or bamboo with a minimum diameter of 20mm (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.

(ii) 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)

(iii) 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.

(iv) The balance point should be no further than 1/3 of the length back from the head so the javelin does not turn in flight.



## 10 Requirements

- (i) Minimum armour standards apply for all missile combat. See rule 6(i).
- (ii) Javelins must comply to the standard illustrated in figure 2 and described in section 9 above.
- (iii) 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.
- (iv) 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.

## 11 Commentary

- (i) Targets are limited to those legal for the type of combat. Refer to figure 1. Accidental or deliberate blows to illegal areas should be ignored. The head is an illegal target in both head-blow and non-headblow combat.
- (ii) The minimum range for missile use is 4 metres.
- (iii) Under rule 3, javelins may only be used in an historically verifiable quantity by accurately dressed and armoured people.
- (iv) People who avoid being hit by removing their helmets, (as occurred at Armidale) effectively commit suicide by rule 7(vi).

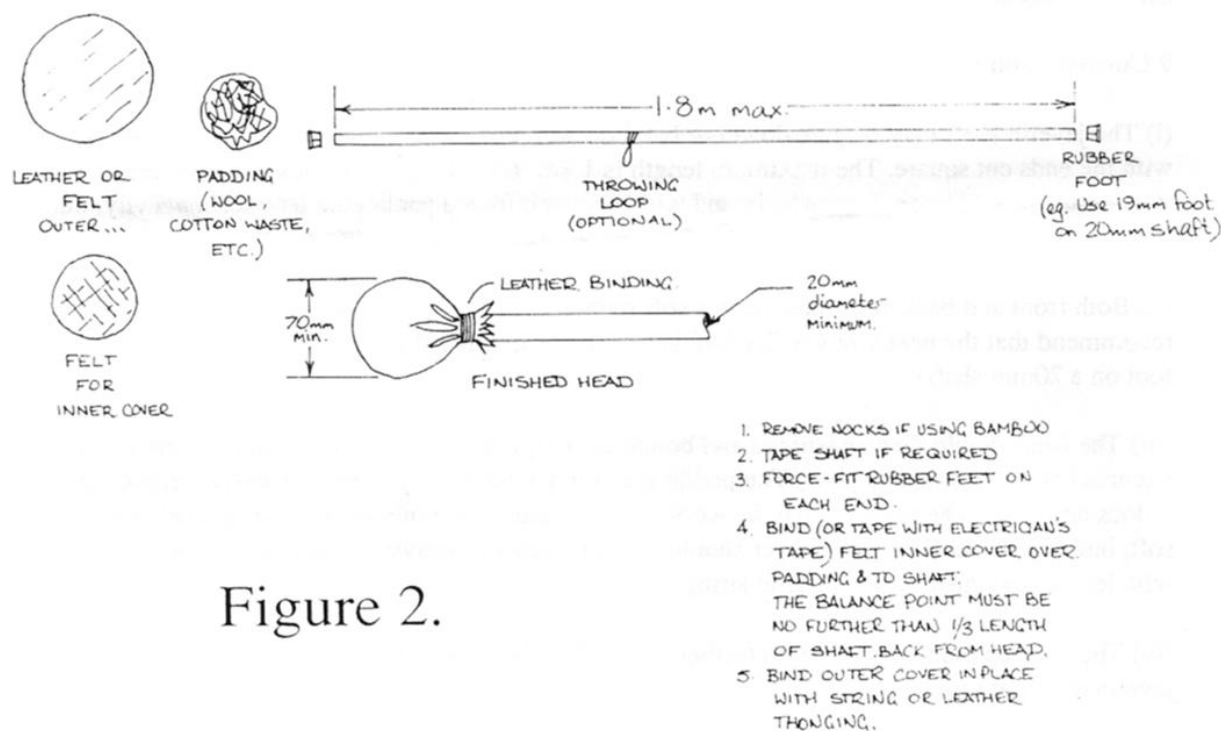


Figure 2.

## COMPETITION RULES

In all competitions, the judges' decision will be final. All bribes will be gratefully accepted, but will have no bearing on the outcome 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 AD *pila* must compete in *lorica*, *galea* and carry their *scutum* while throwing.

## ARCHERY

- 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.
- Outside of the contest time, you may practice at the long butts only after informing a member of the committee.

**BOWS** may be of any weight, and of suitable bare construction. No compound bows, cross bows, stabilisers, non-period string releases, kissers, clickers or bowsights are allowed.

**ARROWS** must be made of wood or aluminium with target heads and feather fletches.

**COMPETITION** We will be shooting two ends of six arrows at each target. The targets are:

Long Butt:	range 20m	score 20,10,5,1
	range 40m	score 40,20,10,2
Willow:	range 20m	score 60
Clout:	range 100m	score 40,15.

All arrows falling on a dividing line between two areas on a target are assumed to be within 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 a 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

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 3 metres (knife) or 4 metres (axe) away 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

Any style of dart, javelin, or spear able to be thrown by hand may be used. Targets are 3 rings, with diameters from 1 metre, 60 cm and 30 cm, suspended or raised so their centre is about 1.2 metres from the ground.

Each contestant gets two throws at 10 metres at the 1 metre ring. The contestant must get one javelin through the ring to attempt the 60 cm ring. This is repeated at the 30 cm ring. If one or

more contestants gets a javelin through the 30 cm 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

This time there will be separate Armouring and Arming competitions run along similar lines. There will be two divisions in each of these competitions; Advanced 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 ordinary should enter the advanced level. The convention committee reserve the right to move people from the amateur to the advanced 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 entrant: any assistance provided by others must be fully acknowledged. This would include, for example, assistance with assembly. We encourage entrants to document unusual pieces with references. Entries may comprise a single item or a set.

### CRAFT COMPETITION

A competition for those items not covered by the Arming, Armouring or Costuming competitions. There will be two divisions: Jewellery and Other Item. 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 materials supplied by the entrant.

Jewellery entries will also be judged on visual impact. Items need not be made of the original materials, although bonuses will be awarded for the use of precious metals etc.

### BARDIC

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

### BREWING

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.

### COSTUMING

Individual items of clothing (eg boots or headwear) should be entered in the 'Other Item' craft competition.

There are three divisions in this competition:

- I. **Ancient/ Dark Age** (to AD1100)
- II. **Mediæval** (1100 to 1350)
- III. **Post Mediæval/ Renaissance** (1350 to 1650)

Each entry will be judged by a panel of judges on the following criteria- authenticity of materials; degree of difficulty in construction; references or source material provided by the entrant;

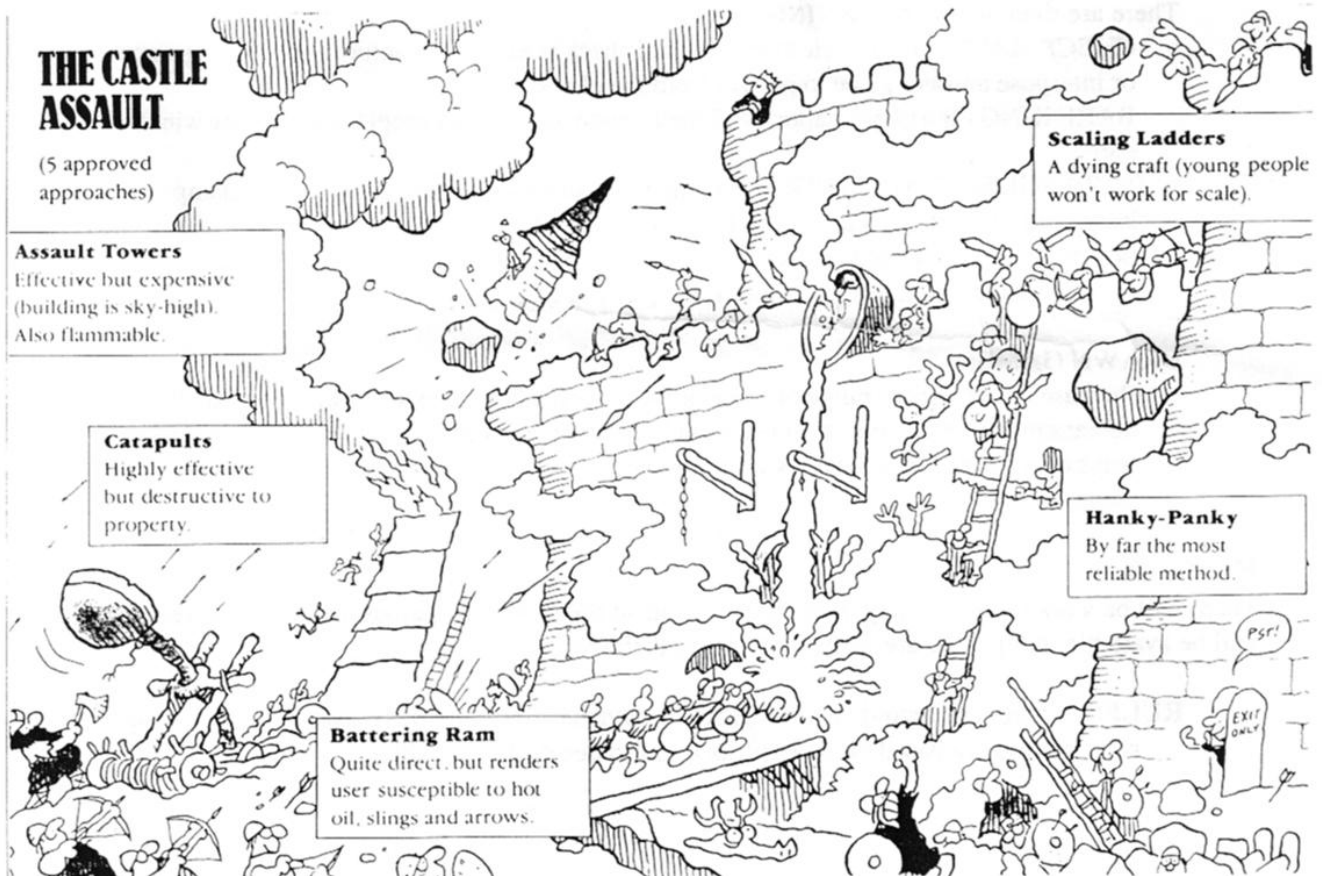
design authenticity; visual impact; and overall completeness of the outfit. Jewellery or other accessories need not have been made by the entrant. Judges will not confer until the scores are finalised.

## SEIGE WEAPONS

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) metres. 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 for a registered shot; for the 'best' registered shot, as calculated according to the power:weight ratio of the engine; and for the most authentically constructed machine. Non-projectile siege equipment (towers, rams and the like) should be entered in the Craft competition.



## 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.

**STRANGLER 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 king's 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'.



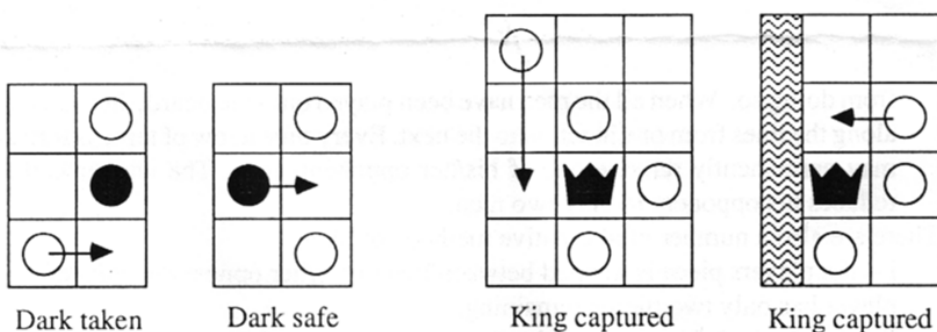
**BOARD** - The board is a plain grid, 11 X 11 squares. The centre and corner squares are the 'king's squares' and may only be occupied by the king piece (see below).

**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.

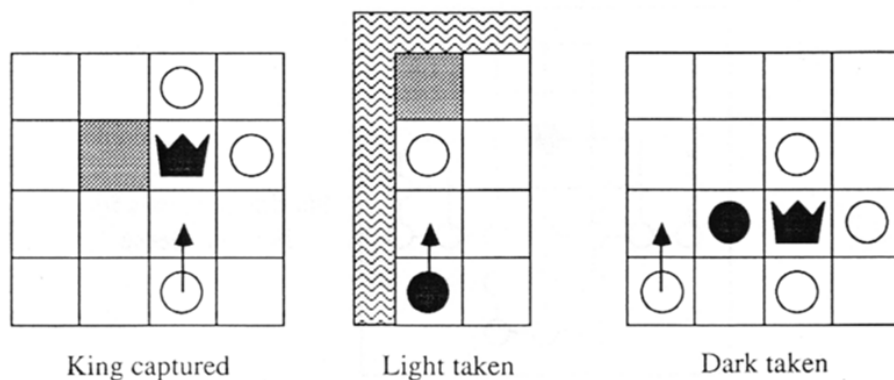
**OBJECTIVES** - The defender must manoeuvre the king to a corner square to win. The attacker wins by trapping the king, surrounding him in such a way that he cannot move.

**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.



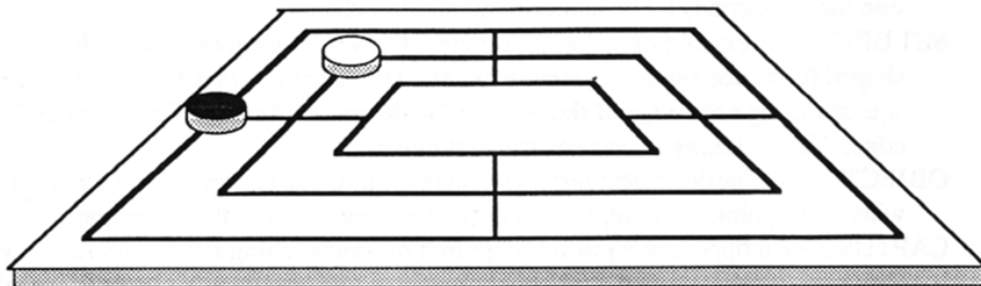
**SPECIAL RULES** - As the warrior pieces cannot enter the king's squares, the following two rules are necessary. The king is captured if he is adjacent to the centre square and surrounded by attacking pieces on the other three sides. A warrior piece blockading a corner square may be taken by pinning 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)

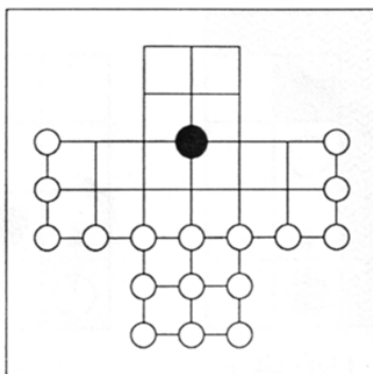
The aim is to form a row of three along any line, and at the same time prevent the other player from doing so. When all the men have been played onto the board, they are moved by turns along the lines from one junction to the next. Every time a row of three is formed, the player may permanently remove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

## The Lectures

### **Roman Military Manuals.** *Justin Holland. (Friday 5:30pm)*

This presentation will fall in to three sections, initially we will attempt to define a military manual; look briefly at the ancestry of such works in the Greco-Roman world; consider the authors of such works - their motivations etc. This will provide a rudimentary background for the main emphasis of the lecture. The *Epitome Rei Militaris* of Flavius Vegetius Renatus is the only real Latin Military Manual to remain extant. Here we will consider the composition of Vegetius' work, his sources, etc, in as much detail as time allows. Finally, we will consider the relevance of Vegetius' work against the changing nature of Roman defense policy.

### **Lindisfarne AD793 - 1993 - Twelve Glorious Centuries.** *Jon Wooding. (Saturday 4:30pm)*

The beautiful island of Lindisfarne was the scene of the earliest Viking raid upon Europe. That so venerated a European shrine was the subject of the Viking's dramatic entrance onto the European stage perhaps set the tone for the bad press the Vikings enjoyed over the following 1200 years. That Lindisfarne (along with its parent house at Iona) has come to be recognised more and more as the key centre of Christian art in Britain only served to highlight the false dichotomy of the "peaceful Celts / violent Vikings".

The image of the Vikings might be seen to have come full circle since then: with images of peaceful, industrious Vikings being at the centre of the growth of public archaeology (cultural resource management) and of the mediæval recreation movement through sites such as York, Dublin and Whithorn.

In this lecture I will discuss these controversies against the background of one of Europe's most interesting sites.

### **Violence and Manners 1300 - 1700.** *Stan Greaves. (Saturday 5:30pm)*

It is often said that we live in a violent age, that the good old days when one could walk the streets at night are fast receding. But what of 1346, when the streets were mud, and wolves roamed the countryside? This lecture will examine western society's changing perception of social violence from 1300 - 1700. there will also be examination of the changes in social mores and manners during this period, such as the introduction of the fork, handkerchiefs, and the decline in the acceptability of dinner guests blowing their nose on the tablecloth. The second half of this presentation shall be devoted to a discussion of violence and manners past and present. Hand outs with references used will be provided.

1066

PARRAMATTA NSW 2150

1066 - Victoria

Bill Payton

LANCEFIELD VIC 3435

Anarchist Mercenaries

Scott (Shanks) Jeffcott

PENRITH NSW 2750

Ancient and Mediaeval Martial Arts Society

Mark Kelly

FRENCH'S FOREST NSW 2086

Ancient Arts Fellowship

Jeffrey Davidson

MELBA ACT 2615

Brithwold D.A.R.S.

W (Toe) Johnson

BLACKTOWN NSW 2148

Carmina Semper

Robert Ely

St KILDA VIC 3182

Companie of Knights Bachelor

North Quay

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Draconarius

Claire Bamford

SURREY HILLS VIC 3127

Dryhtenfyrd Reenactment Society

Wayne Robinson

BLAXLAND NSW 2774

Fire & Steel

Darren Delany

WINDALE NSW 2306

Islandinga

Marian Castell

UPWEY VIC 3158

Mayhem

Helen Whalley

SPRINGWOOD NSW 2777

Mediaeval and Renaissance Society

Jim Adams

GREENACRE NSW 2190

Mediaeval Society of Tasmania

David Ilowski

SOUTH HOBART TAS 7004

New England Mediaeval Artisans' Society

Peter Traise

ARMIDALE NSW 2350

New Hedeby

Robert Ely

St KILDA VIC 3182

NVG - Blue Mountains

Graeme Walker

VALLEY HEIGHTS NSW 2777

NVG - Brisbane

Patrick Urquhart

TORWOOD QLD 4066

NVG - Mikligard (Sydney)

Martin Baker

LAKEMBA NSW 2195

**NVG - Port Hedland**

Stephen Lowe  
[REDACTED]

PORT HEDLAND WA 6721

**NVG - Riverina**

Jim Dunn  
[REDACTED]

via THE ROCK NSW 2655

**NVG - Sarkland (Central Victoria)**

Julie Heron  
[REDACTED]

SEBASTOPOL VIC 3356

**NVG - Valchernai (Melbourne)**

[REDACTED]

Melbourne University

PARKVILLE VIC 3052

**Outremer**

Sean Turkington  
[REDACTED]

GYMEA BAY NSW 2227

**Pike and Musket Society of NSW (Routiers**

Paul Fisher  
[REDACTED]

RICHMOND NSW 2753

**Raven, The**

Steve Alsford  
[REDACTED]

GIRRAWEE NSW 2145

**Southside Training**

Jim Bradman  
[REDACTED]

RIVETT ACT 2611

**The Trained Band**

Keith Baker  
[REDACTED]

ELIZABETH SA 5112

**Wellington Mediæval Guild**

Peter Lyon  
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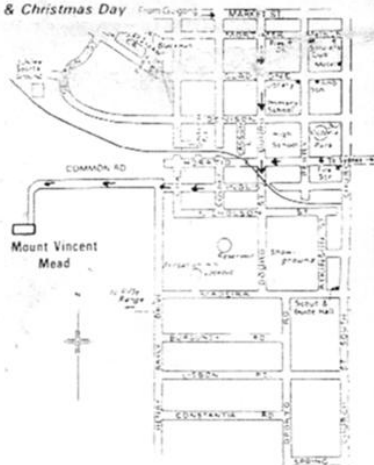
1  
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Ph: (063) [REDACTED] or (063) [REDACTED]

Come over and have a mead with us at the Convention. 'Sköl'.

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