

Seventh Australasian Mediæval Convention
April 9th - 12th, 1993

Update 3, October 1992

Due to an unexpectedly high initial response to our invitation, we are currently re-evaluating the accomodation and transport requirements. We request that all club Secretaries send us the following information ASAP. Please put your answers in the response section at the bottom of this page and return it to the address thereon:

- 1. How many attendees** estimated from your club?
- 2. How many tents** are you bringing, how large are they, and are there other affects that need ground space?
- 3. Will anyone require transport from the station?** How many?
- 4. Will anyone need bunk-house accomodation?** How many?
- 5. Does anyone need a Market stall?** What sort of goods to be sold?

CALL FOR MARSHALS etc.

We are gratified to report that a number of people have already offered to act as marshals for combat, judges for competitions or workshop presenters. Keep 'em coming, folks! We would like all such offers to be in before Christmas, to assist planning.

Not having clubfuls of members behind us, we are also keen to hear from anyone who would be prepared to give up an hour or so of time over the weekend to help the Association keep the show running smoothly.

NEW PAYMENT RATES:

DAY RATES: Day passes will be available, \$50 if paid by January 1st, 1993, \$60 thereafter, up to March 31st, 1993.

GROUP DISCOUNT: Any group of 20 or more paying by a single cheque before January 1st will be eligible for a 5% discount.

DEPOSITS: Sorry - due to budget restrictions, no concessions for students or the unemployed will be possible. But do remember our \$35 deposit system - the price is held at the day you pay, and there is no need to pay the remainder all at once. See the attached registration form.

----- (detach) -----

Your Group: _____

Post response to:

Q1. attendees (N°): _____

Q2. tents (N°): _____

(details):

Q3. pickup (yes/no) _____ (N°) _____

Q4. bunks (yes/no) _____ (N°) _____

**7th Australasian
Mediæval Convention**



Q5. merchants:

NB- advertising space is available
in the Convention handout.

CHANGES TO TIMETABLE:

See Update 2 for the current timetable, but note the following changes and additions:

Friday: Battles will be Ancient/Early Dark Age to 400 A.D. (not to 1066 as previously stated). The weaponmaking and armouring competitions will be held during the market (late morning-midday). The thrown weapon, bardic and costuming competitions have been moved to the Saturday and Sunday.

Saturday: At midnight on Saturday night will be an Easter Mass (Cistercian Order, c. 1100AD).

Sunday is now half-and-half Renaissance day and Eastern Day, featuring a 17th century midday meal. The Scottish Games and seige engine competition will be run in the morning.

COMPETITIONS:

We are near to finalising the rules for all the competitions.

A. HANDCRAFT COMPETITIONS

Judging (General): Unless otherwise stated, all craft items will be judged upon the following criteria - **Authenticity of materials and design, work'man'ship** (including the **accuracy** of the reconstruction) and the **degree of difficulty** (effort expended) in its construction, and the **documentary reference/source materials** provided by the entrant. Documentation is very important, as it may help judges to make informed decisions outside their area of personal expertise. Therefore it will benefit entrants to supply the fullest possible references for their item.

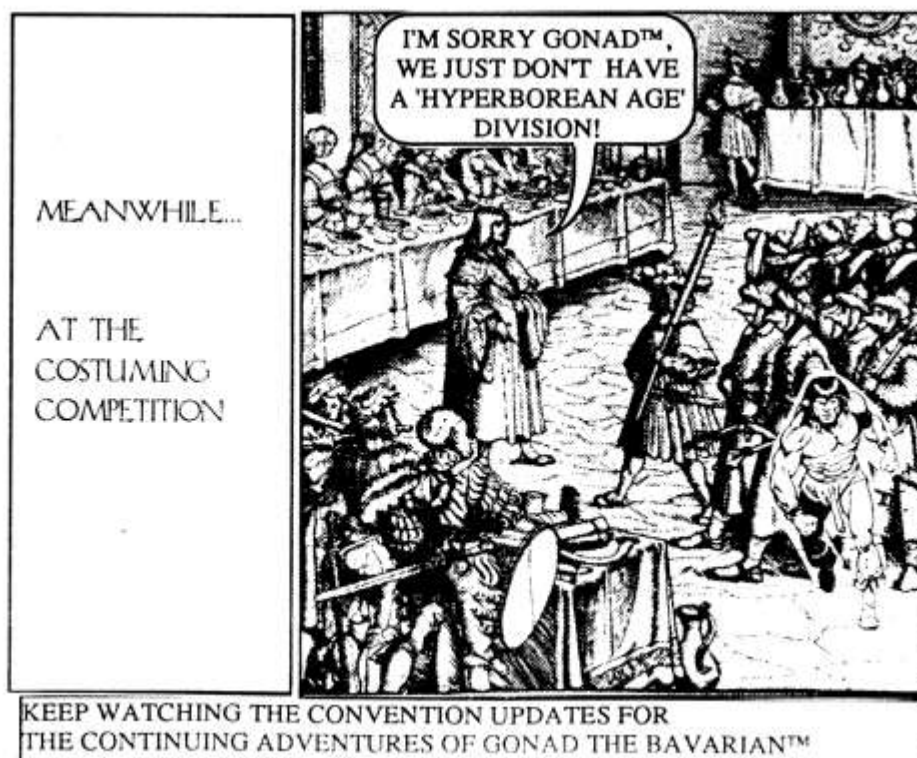
1. Costuming: There will be NO "Best Overall" prize.

The divisions are:

- I. Ancient/Dark Ages** (to 1100AD)
- II. Mediæval** (1100 to 1350)
- III. Post-mediæval/Renaissance** (1350 to 1650).

Additional Judging Criteria: Entries will also be judged according to the overall completeness (head to toe) of the outfit and its visual impact. Jewellery or other accessories need not have been made by the entrant.

Individuals wishing to enter single items of clothing (e.g. boots or headwear) should enter the '**Other Items**' craft competition (see below), not the costuming.



2. Weaponmaking:
3. Armouring:

Two divisions each: **I. Professional** (as assessed by the entrant - at the discretion of the committee).
II. Amateur.

Entries in the armouring competition may comprise a single piece or a set.

Additional Judging Criteria: Items will be also judged on their 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.

4. Jewellery: One division only.

Additional Judging Criteria: Visual impact. Items need not be made of their original materials, although bonuses will be awarded for the use of precious metals etc.

5. Beverages: As this competition is to be judged by the committee at the feast on Friday night, judging criteria are extremely subjective, depending on the judge and the species of liquid involved. Clarity (or cloudiness where relevant), fragrance, appearance and taste are all likely to be involved at some stage.

6. Other Items: For any item or set of items that does not fit in the above categories. This may include, for example, a tent, musical instrument, or eating utensils. One division only, although subdivisions are possible if sufficient entries are received.

B. BARDIC COMPETITION (Entertainment)

The infamous "audience acclamation" method of judging will be complemented by our impartial panel of special guest judges! Basically, there are two prizes, one for "most popular act", the other for the best and "most authentically inspired" presentation.

C. MARTIAL ARTS COMPETITIONS

1. Target Archery:

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

ARROWS must be made of wood, with target (conical) heads and feather fletches.

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

Long Butt:	range 20m	score 20 (bull), 10, 5, 1.
Willow:	range 20m	score 60 (split the willow).
Clout:	range 150m	score 40 (bull), 15.

All arrows falling on a dividing line between two areas on a target are assumed to be within the higher scoring one.

Practise sessions will be on the long butt targets only. In the event of a tie in the final, a shoot-out of one end of the long butt will be held; to be repeated until there is a winner.

SAFETY RULES - 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 permitted by the marshal.
- No nocked arrows shall be pointed in any direction other than at the target.
- All shooting will cease on the marshal's command, even if your string is drawn for release.
- Outside contest time, you may practise at the long butts only in the presence of a marshal or other delegated person.

2. Knife & Axe Throwing:

RULES: Each contestant has three throws per try and three tries per round, against a target with a 30 cm 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 points are tallied: if there is a tie, the contestants concerned throw another round until there is a winner.

3. Javelin Throwing:

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

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

If more than one contestant gets a javelin through the 30cm ring, a sudden death contest will be held. Each contestant throws at the 30 cm target, at a distance to be determined by the marshal, until only one contestant gets a javelin through the ring, the others missing.

THROW FOR DISTANCE: No second chances! One throw with a javelin for maximum distance. The point of the javelin must stick into the ground for at least 5 seconds for the throw to count.

4. Seige Weapons Competition:

GUIDELINES: Size of engine must allow it to be manouevered and safely fired by a crew of no more than 4 people. The winner will be the engine hurling a standard projectile the greatest distance. Competition may be restricted to 'stone' throwers. Projectile size and type are yet to be determined. We would like the opinion of potential entrants. How does a 2kg (max.) sack of flour sound? Non-projectile seige equipment (eg. towers, rams) should be entered in the 'Other Items' craft competition. Rules and safety procedures will be included in a subsequent update.

D. GAMES AND OTHER PASTIMES:

The following will be run as competitions, note however that many other mediæval games will be also be available 'just for fun'.

1. **Scottish Games:** Includes hernia-inducing Highland favourites such as caber tossing and hammer throws. BYO truss. Rules to be included in a later update.
2. **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. Playoffs 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.

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 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.

3. **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'.

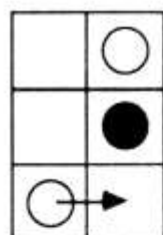
BOARD - The board is a plain grid, 11 X 11 squares. The centre and corner squares are the 'king's squares' and may only be occupied by the king piece (see below).

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.

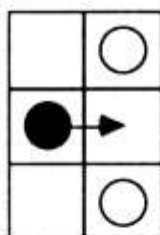
SET UP - The king occupies the centre square. His twelve warriors surround him in a diamond shaped formation on the adjacent squares. The attacker's pieces occupy the five middle squares along each edge of the board, plus the middle square of the row one in from the edge. The attacking player has the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

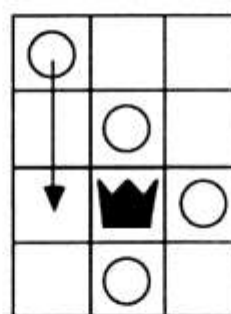
CAPTURE - An opponent's piece is captured by sandwiching it between two of your own. However, a piece moved deliberately between two opponent's pieces is not taken. The king may not be taken in this way, nor may he participate in the capture of another piece.



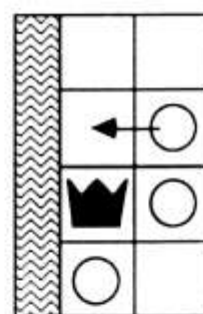
Dark taken



Dark safe



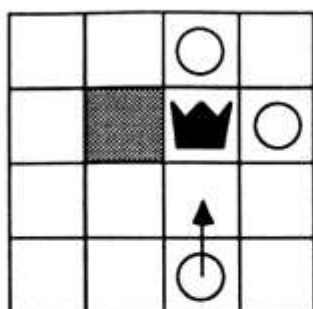
King captured



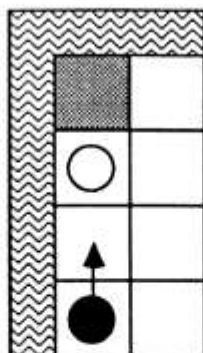
King captured

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.

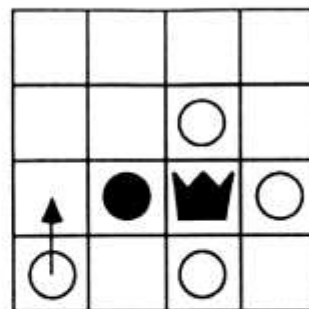
Due to the uneven nature of the sides and objectives, one player will have an advantage. Therefore a round will consist of two games, with players swapping sides. In the event of a tie, the player who lost the least number total of warrior pieces in both games will be the winner.



King captured



Light taken



Dark taken

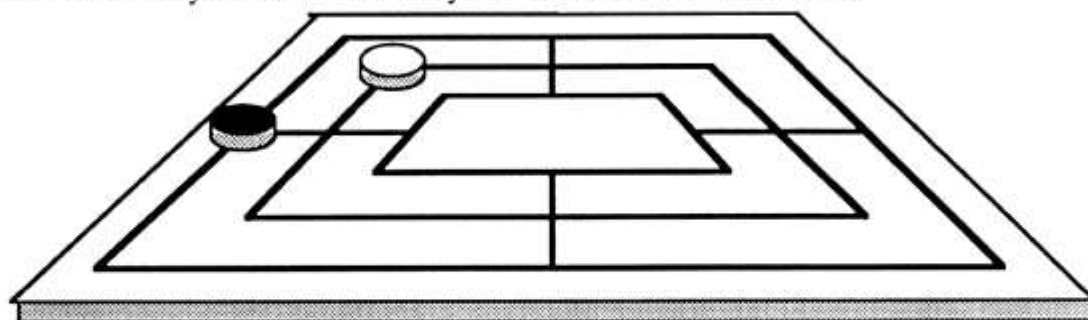
4. **Celtic Wrestling:** This competition will feature as part of the Friday night banquet entertainment - rules to be published in a future update.

Other Games: The following pastimes are also planned to be available to those who wish to participate on a non-organised basis. Rules will be published in coming updates:

OUTDOOR - Tug O'War; Tierce (circle chase); Medieval Football; Quoits.

INDOOR (In the marquee and the tavern) - Ringing the Bull; Nine Person Morris (see below); Alquerque; Fox & Geese.

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)

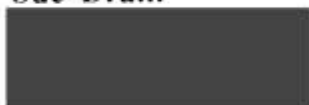
The aim is to form a row of three along any line, and at the same time prevent the other player from doing so. When all the men have been played onto the board, they are moved by turns along the lines from one junction to the next. Every time a row of three is formed, the player may permanently remove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

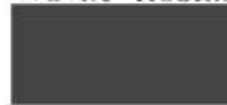
- i - if a players piece is trapped between two of his/her opponents, it is removed, until one player has only two pieces remaining.
- ii - (quick play) the winner is the first to form a row of three.

ENQUIRIES should be directed to:

Sue Drain



Wayne Robinson



Next update: DECEMBER 1992.

THE AUSTRALASIAN MEDIEVAL CONVENTION ASSOCIATION
INCORPORATED ASN 3918