

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

Update 4, December 1992

Thanks to the clubs that have responded to our survey, and to those individuals who have already sent in their registration. Remember that registration fees increase to \$170 on January 1st 1993, so if you are thinking of coming, send your payment or \$35 deposit as soon as possible.

NEW PAYMENT RATES:

REGISTRATION FEES increase on January 1st 1993, from \$140 to \$170. Forms postmarked '1992' will be eligible for the lower rate. 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. All payments are fully refundable up until March 31st, 1993.

CHILDREN'S RATES: UNDER 7: free. 8 - 12: \$30. 13 AND OVER: full adult registration.

*Gonad,
have you
registered yet?*



COMBAT:

RULES: The combat rules have been formulated by a committee of representatives from many Sydney clubs, and take into account all of the general points of agreement made at the 1991 Convention combatant's discussion, as published in the subsequent issue of *New Hedebý*. A copy of the rules for combat and projectile use is attached. **All the combat rules are open for comment until 4:00pm on Friday, 15 January.** Please address all correspondence to Wayne.

'FORT' BATTLE: There will be no 'fort' as such at the 1993 Convention. Instead, a number of tactical situations utilising the local terrain features and minimal fortifications will be offered.

'BRIDGE' BATTLE: The possibility of a bridge battle is still being investigated. Stay tuned for details.

NEW AND ALTERED COMPETITIONS:

See Update 3 for details of most competitions, but note the following additions and changes:

1. Target Archery:

By popular demand, a long-range round (2 ends) at the long butt has been added:

Long Butt: range 40m score 20 (bull), 10, 5, 1.

The maximum total score possible is now 1680 points (from 8 ends of 6 arrows).

2. Seige Weapons Competition:

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. Interested entrants should contact the Committee for a copy of the full competition rules and safety restrictions.

3. **Celtic Wrestling:** This competition will feature as part of the Friday night banquet entertainment. The few rules will be explained immediately before the competition starts.

LECTURES AND WORKSHOPS:

Turkish Archery Demonstration: Run by the Brotherhood of al-Zinj, probably on Sunday.

Do you want to run a Workshop or Demonstration? Get in touch real soon.

YOUR QUESTIONS ANSWERED:

We have had a number of enquiries following publication of the earlier Updates. If you have any questions, or require clarification of any Convention material, please contact one of the representatives below, or another Committee member known to you, if you prefer.

Q: Why does this Convention cost so much? What is the all the money for?

A: Your money will be spent in the following way:

Site Fees \$18, Catering \$85, the main tent \$9, furnishings \$4, competitions \$2.50, lectures, games and entertainment \$6, publicity mailouts \$5, transport \$1.50, insurance and legal costs \$6, State taxes, bank charges, financial duties \$1. Compared with \$120 for Cataract in 1991, and \$80 for Maldon in 1989 (sans site costs), we feel this represents good value.

Q: I only have armour and weapons for one historical period. With the period restrictions on combats, how can I fight on other days? Is it possible to organise my own combats with other individuals or groups? Can I then use my own combat standards and rules?

A: We will have a large area set aside for the organised period combat and larger demonstration combat. Smaller areas will also be provided for use by people who want to have their own fights, without the period restrictions. All these combats must be with the knowledge of the marshals. If you want to use your own standards and rules, it is possible but you will not be covered by the combatants' insurance.

Q: The combat rules prohibit the use of 'weapons illegal in NSW' on the site. How does this apply to (i) maces; (ii) large-bore black powder ordnance (cannon etc.); and (iii) crossbows, if they are legal and/or a licence is held in another State?

A: Unfortunately, we are bound by the Prohibited Weapons Act and as such;

(i) there is no way, no how anyone will ever get a licence to have a flanged or studded mace or flail outside a locked, alarmed cabinet inside a museum. We've tried. Smooth headed maces without flanges or studs are legal.

(ii) Prohibited firearms include...

'A cannon or other weapon... which will expel a projectile by the action of an explosive or other propellant, and which has a bore in excess of 10 gauge, other than—

(b) an antique muzzle loading firearm.'

The act specifies that a weapon '*that substantially duplicates in appearance*' another weapon (ie. a reproduction) is considered to be legally equivalent to the original weapon. For those who only speak English, cannon are all right as long as there is a substantially similar original. A current Shooters' Licence is required for the people handling and firing the cannon.

(iii) Permits for the possession and use of Crossbow are available from the office of Minister for Police and Emergency Services. They cost approximately \$300. Interstate licences/permits may not be used.

Under the act, any Prohibited Weapon must be kept by a person who is authorised by a permit, or have it impounded by a member of the Police Force.

Q: Can horses be brought onto the site?

A: Horses may be brought on to the site, but must be kept out of the camping area, the parade ground and around the huts. They must be coralled, and fodder must be provided. Portable electric fences should not be used, due to the presence of children and drunks. Horse owners **must** provide their own insurance, as the Scout Association's insurance won't cover incidents involving horses and neither will the Combatant's insurance we intend to provide.

ENQUIRIES should be directed at:

Sue Drain



Wayne Robinson



Next update: FEBRUARY 1993.

NOTE: All registered delegates receive updates posted directly to their home.

THE AUSTRALASIAN MEDIAEVAL CONVENTION ASSOCIATION
INCORPORATED ASN 3915