

XIIIth Australasian Re-enactment Conferention Herns Hill, Victoria 2005



XIIIth Australasian
Re-enactment Conferention
HERNS HILL, 2005

"Italian life during the Renaissance was a boat with youth in the prow
and pleasure at the tiller." anonymous historian of the time.



Participant Liability Release Form

I hereby agree to release, discharge and to hold the XIIIth Australasian Re-enactment Conferention Committee and venue Landowner harmless for any accidents, harm and/or loss which I may suffer as a result of my participation in the Conferention activities.

I accept the inherent risk of the event and possibility of personal injury, death, property damage or loss resulting therefrom.

I confirm that I have read and understand this liability release prior to signing it and agree that this Agreement will be binding on my heirs, next of kin, executors, administrators and successors.

I agree that this Agreement shall be governed in all respects and interpreted in accordance with the law of Victoria.

Print Name

Address

.....

Signature

Date

XIIIth Australasian Re-enactment Conferention Herns Hill, Victoria 2005

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Welcome

On behalf of the entire organisational team we would like to welcome everyone to Herns Hill for the XIIIth Australasian Re-enactment Conferention. We hope you all have a fabulous and memorable time here, and that the Conferention continues to grow and prosper.

Committee members

Meagan Baldwin

Angella Vanzella

Melissa O'Brien

Craig Sitch

Cherilyn Fuhlbohm

(Steve Nicoll)

And a cast of hundreds of helpers

Our aim for the XIIIth ARC:

We want to run an event that is fun and exciting, where people can sit down and socialise all day long, but where you can also learn new things and make new friends and of course, catch up with old friends.

We are not out to make money, far from it. We are not out to make commercial gains either. We just want to provide the place and a great atmosphere for people from all over the place to gather and enjoy themselves.

Disclaimer

The Committee wishes to advise that we shall not be held liable for any loss or damage caused during the event.

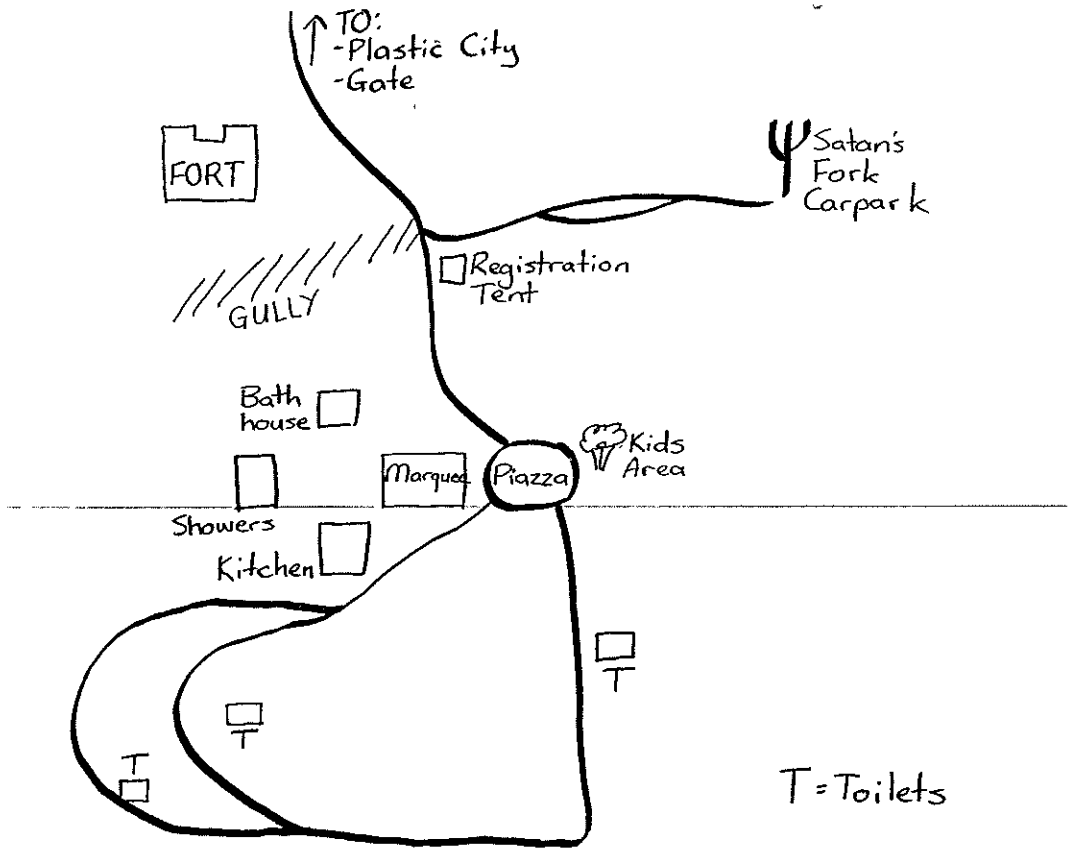
All belongings (including Children) remain the responsibility of the owner/parent at all times.

Acknowledgements

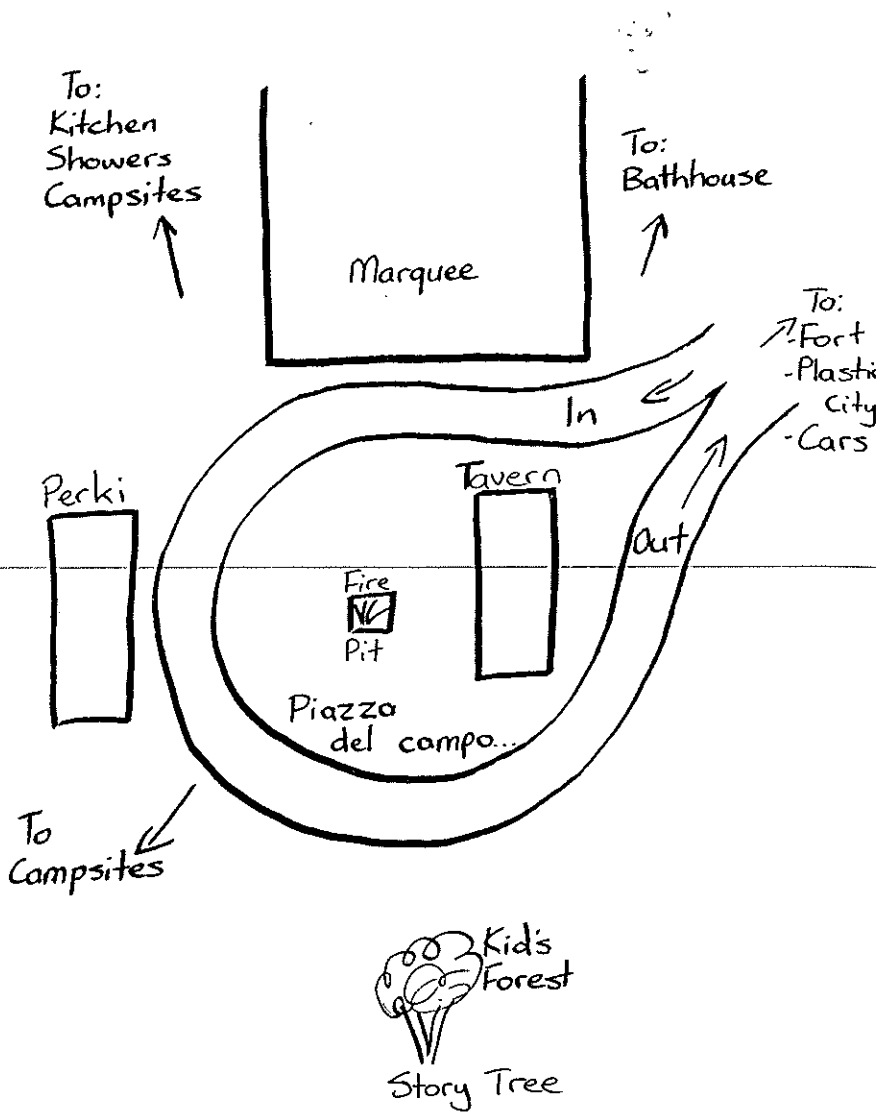
Thank you to Godfrey for letting us use his property for this event. Thanks also to the residents of the area for their generous support. Thanks to Melissa's team of cooks for giving up their valuable time off to cook for us.

To everyone who has generously offered assistance in countless ways, thank you for helping us organise and run this event smoothly.

MAP - General



MAP - Piazza area



Some information and rules

In the event of an emergency, a bell or horn will sound continuously.
Please make your way quickly and calmly to the open area around the fort.

General

- shut the gates.
- put all rubbish in the bins provided.
- the property owner has specifically requested there be no dogs at the Conferention.
- If you see anything out of the ordinary, please contact a Committee member via the perki Kaimaki.
- Use or possession of any weapons or substances illegal in Victoria are strictly prohibited.
- No damage to site property or property belonging to other groups will be tolerated. (Ample notice will be given regarding any structure which may be used/abused for battles etc.)
- Modern items such as watches, sunglasses etc. are to remain hidden at all times.
- Cars are to remain in the car park from Friday morning until Monday afternoon. We hope to have cart facilities available for those who need to move heavy or large items.
- Be careful where you set up camp as some trees may drop branches.

Combat

- No person is to take the combat field under the influence of any perception-altering substances. (including prescription drugs)
- No person under 16 y.o. will be permitted to participate in general combat.
- Participation in individual group combat and display combat will be left to the discretion of the people involved.
- It is recommended that all combatants using shields with metal rims, cover the metal with a leather edging. Any metal rimmed shields deemed unsafe by the Marshals will be removed from the field.
- The word of the Marshals on the combat field is final. Marshals will review any issues during Marshals meetings after the close of combat. The Committee reserve the right to enforce the judgement of the Marshals by removing participants from combat for the duration of the event if necessary.
- For all the combat rules please refer to the Combat guidelines towards the back of this booklet.

More information...

Facilities

- On site facilities include toilets, showers and bath house. These are for the use of all people attending the event, so please use them responsibly and keep them clean and tidy.
- If you encounter any problems with the facilities please notify one of the organisers via the perki Kaimaki.
- All rubbish needs to be disposed of in the bins provided.

Fires

- Due to drought conditions in previous years, fire pits will be limited.
- Please see one of the Committee BEFORE you dig a fire pit to ensure it is in a suitable location.
- Anyone using fires irresponsibly will be asked to leave the event.

Really, really need to talk to a Committee Person?

Seen something extraordinary, out of the normal, (ha ha) dare I say it complain, need more info, lost all your money in the toilets maybe? (we can't help you with that one, sorry!) No need to worry, just make your way to the Perki Kaimaki and for ask Angela. Someone will answer to that name or help you on your journey.

If you can't find Angela, try these other names...

Meagan, Melissa, Craig or Cherilyn.

All the Committee members will be easily identifiable by the stressed look on their faces, and bloodshot eyes. (though that could also be most of the Routiers after Thursday night!)

Community Notice Board

For the duration of the event there will be a notice board outside the perki and possibly the Tavern.

Map of area at these points (Which way is the toilets?)

Get your news here first - what is happening before it happens and the consequences of the happenings (know what I mean ????)

Also workshop details and updates (we do run on re-enactment time!)

First Aid

There will be first aiders (and a first aid tent) on site from Wednesday morning through to Monday night to look after us all. If you are feeling unwell or are injured etc. please go and see the first aid folk who will be more than happy to help you.

Time

A bell will toll on the hour during the day to give you the time.

A cannon will fire at midday to announce lunchtime and the beginning of the Markets.

State of the Movement

If there are any issues you would like to discuss please leave them with one of the organisers via the Perki Kaimaki. We have organised to have the State of the Movement discussion on Monday, during which time any issues will be discussed and we can hopefully reveal the hosts of the next Conferention.



French Miniature, 1448

The Piazza Area

(ALL ROADS LEAD TO THE PIAZZA)

This is the place to see, be seen and just the place to be at the Conferention!!!

A place where all the essentials in life are at your fingertips (or a stagger/ walk away from each other)

LINCS' TAVERN

Meet and greet over your favourite beverage

BREAKFAST AND LUNCH

Had a heavy night? Need to eat but cant see through the blur. No worries. Breakfast and lunch can be purchased, relax in the ambience of the PIAZZA while trying to remember last night!!!

PERKI KAIMAKI

Coffee, tea, sweet house and lounge area (you know the story !! relaaaaaaaax)

PAMPER PARLOUR

Where is a girl to go? (or the sensitive guy) Hair, nails, foot baths, shoulder massages, oooooooooohhhhhhhhhh

MIDDAY MARKETS

Every day from 12.00- 1.00 meet and greet and bargain with those Merchants trading on MERCHANTS LANE

Some Merchants will be trading longer so check out who you can haggle with for longer!!!

MIDDAY CONCERTS

Every day during the lunch time break 12.00- 1.00 take time to be seen seeing the MIDDAY MUSIC CONCERT in the PIAZZA, take the opportunity to buy lunch, buy a beer, lounge at the perki, byo picnic lunch (ants have been supplied) or cook over the community fire, just enjoy the Musicians creating a harmonic atmosphere whatever the theme of the day!

COMMUNITY FIRE PLACE

Come and share the heat with all the other budding camp chefs (maybe pick up some tips!!)

MARQUEE

all evening meals will be served from there which will be in the same vicinity of the PIAZZA area (you will not be ale to miss it !!)

Here you have it! How much more could we provide to make your Conferention one to remember? (you don't have to answer that)

The PIAZZA is the place to be seen and in the know - just enjoy it! What better excuse to make some new 'good old days'

Food, Glorious Food - The Menu

The menu may be changed after printing of this booklet.

The children's menu has not been finalised at time of printing.

Thursday

(ECW)

Cheese & bread

Hotchpot and mixed meat stew -

Vegie stew

Spice cake

Friday

(Roman)

Olives, cheese in herbs, mushrooms in red wine & coriander

Fish in white wine & herbs

Fava beans a la vitellus

Carrots in cumin

Marinated roast pork

Pear patina

Saturday

(Crusader and East meets West)

Dips, eastern bread, felafel & salad

Turnip & parsnip soup

Eastern eggplant dish

Beef pottage

Spit roast lamb & carmelene sauce

Honey & saffron tarts

Sunday

(Italian Renaissance)

Antipasto

Red chickpea broth

Cabbage nut rolls

Chicken in pomegranate sauce

Pasta pies (vegetarian versions available)

Whipped sweet ricotta

Monday

(Viking)

Skyr, smoked goods & bread

Split pea soup (with optional salt pork)

Creamed mushrooms

Turnip stew

Spit roast beef with gjetost sauce

Stewed raspberries with cream

General Food and Beverage Info

Eating and Feasting

- We will be providing a nightly meal for Conferention participants. Except on Sunday night when the Renaissance Masked Ball will be accompanied by a feast.
- Please BYO breakfasts and lunches unless you wish to buy these from the vendors in the Piazza area.
- each evening a particular culture and time period is featured and entertainment for the night will befit the theme.
- patrons are encouraged to wear attire suitable for the evening's feature to add to the feel, but this is not essential.
- ingredients for the evening meals will be available from the kitchen tent if required. Serving staff will also be informed of ingredients before the meal.
- anyone with food allergies or dietary requirements should have already contacted the committee.
- dishwashing facilities will be available beside the kitchen around meal times.
- Children will receive dinner at 5.30pm in the Marquee (provided parents/guardians have let the Committee know before the event)

Lincs' Tavern

- The tavern is kindly being run by Lincoln Dunn of Nordmannia (hence the name).
 - The Tavern will be providing a range of alcoholic and non-alcoholic beverages throughout the event.
 - It will be open whenever Lincoln feels like it.
-

Shopping service

There will be a food courier service available Friday to Monday to bring requested items to the site. (e.g.. groceries, ice, toiletries). This will be charged at retail price plus a fee to cover fuel etc. A deposit must be paid in advance.

An order book will be at the Perki.

Workshops

Workshops will be held in various venues around the site.

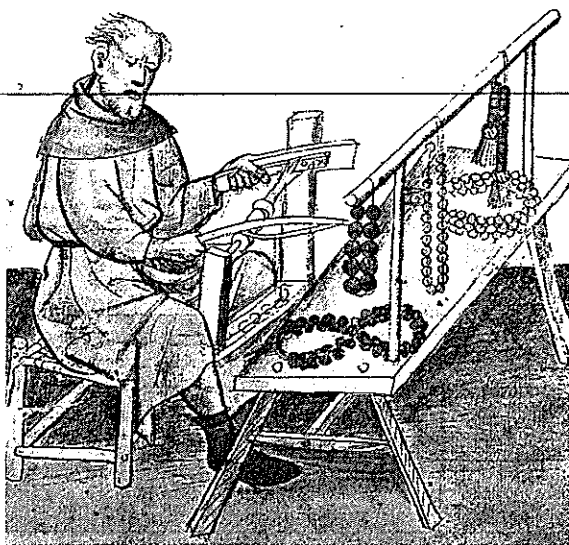
Please check the notice board for up to the minute info and any changes.

Some workshops may require a fee to cover the cost of the materials. Please check or ask the person running the workshop.

Chips will have his traders stall set up in Merchants Lane of the Piazza area, and is happy to assist people in making jewellery items. Please just come up and visit him at your leisure to arrange a suitable time etc.

Markets

The markets will be running every day of the Conferention. Officially the Markets will start at midday, but some merchants will be open longer hours (at their discretion). If you have something/some things you would like to sell, feel free to pull up a blanket or set up a table. Please note that tables borrowed from the Marquees will need to be returned each day well before dinner.



Turning beads for paternosters - German, c.1425

Kids at the Conferention

Children are a welcome part of Conferention 2005, we encourage families to participate in this event and engage with the themes of history and nature in this community setting. Children are the responsibility of parents or guardians at all times, although we encourage adults to organise their own shared care of kids. Some daily activities and resources for play are currently being planned by interested people. We will establish infrastructure and resources so that we can all make this experience fulfilling and interesting for kids. Please let us know if you have any workshop ideas or skills you would like to share. Conferention will be great fun for kids of all ages, from kids workshops, play spaces to making your own fun!

Play Spaces :

* Kids Camp 'The Nest' (sheltered little kids camp set up for younger children) including children's Viking tents, rugs and sheepskins soft spaces. Instruments and camp utensils, cloth enclosure, (fabric maze) wooden toys, dolls, dress ups etc. Parents are asked to be responsible for their children while in this space.

* Story Tree (Feature Tree with seating circling) A place to meet together each morning and listen to stories and share a piece of fruit. Each day we hope to present a tale from the daily time theme (followed by related play and activities)

* Children's Tent (bell tent) a space to relax, perhaps for older kids to hang out, with games and cushions. or for use for activities or workshops especially (incase of rain especially)

* Message Tree (tree, blackboard, 1st aid) This is a place to meet, and keep track of children's activities. The blackboard will list all workshops and activities and we encourage anyone interested to add and activity they want to run. There will be a message book to record, communicate or request anything. A first aid kit and other safety items will be available here. Kids at Conferention will find fun in the environment around them. We hope to provide some raw materials, spaces and tools so that kids and teenagers can also create their own wonderful spaces and experiences. These could include swings, cubbies and adventure courses. The best fun is, after all, the fun you make yourself. Anyone with special interests and skills for kids would be fantastic! Including: education, music, dance, nature, art, craft, stories, entertainment and history - and that would be all of us! (an hour or so is more than enough)

* FULL PARENTAL/GUARDIAN RESPONSIBILITY FOR SUPERVISION/NEGOTIATION OF SUPERVISION FOR CHILDREN Additional care must be negotiated individually with other adults including during all activities and workshops.

Competitions

Archery

Rounds will take place at the archery range.

Archery co-ordinators are Sven and Quarf.

3 classes - Master, Intermediate, and Novice.

On Saturday we will be running a Popin Jay and Turkish shoot more for fun.

On Sunday is the serious target-archery competition.

Bardic

Practice to be held at the Tales in the Tavern on Saturday afternoon from 5pm.

Finals to be held after Saturday nights dinner. To be judged by public acclaim.

Virulent Curse or boasting

This will take place after the bardic comp on Saturday evening. It will be judged by public acclaim.

Wrestling

If anyone is interested in competing seriously, please contact the committee and we will attempt to organise it.

Games - Hnefatafel, Kubb and Knattleikr

Will be round robin tournaments - time and place to be agreed by serious contenders. BYO equipment.

Brewing

Entrants will need to supply roughly 500mls for judging, and it is preferred that the brew be supplied in its original bottle (as opposed to jugs, barrels etc.).

Entries should be submitted to the marquee on Saturday straight after lunch.

Categories:

- beer and ale
- mead
- cider
- wine.

Entries will be judged on:

- Taste
- Consistency
- Colour
- Authenticity (please supply your documentation and recipe)

War craft and Hand craft Competitions:

To be submitted to Cherilyn in the marquee after lunch on Saturday at the latest. Judging will commence after all the entries are logged and recorded.

Competition categories:

- Arms
swords, knives etc.
- Armour
body armour, helms, shields etc.
- Domestic items
household, tableware, kitchen items
- Jewellery
bracelets, brooches, pendants etc.
- Accessories
belts and fittings, pouches, shoes etc.
- Clothing
hand sewn; machine sewn, hand finished
- Hand crafts
tablet weaving, spinning, weaving, naalbinding etc.

Judging Information for the above categories:

- Classes for the above categories are Amateur and Junior

There is to be no professional/expert class. These people are asked to display their wares in a nightly fashion parade to coincide with the theme of the day - e.g. Ancient, Early Medieval, Renaissance. This way we hope to see more people actually entering the competitions. We ask that people who display items in the fashion parade will also judge an appropriate category in the competitions.

- Judging to be carried out by a group of judges - ideally people who are displaying similar items in the fashion parade
- The system to be a point demotion system - each entry taking part starts with 400 points and has points demoted for areas found to be incorrect or lacking.
- Judging also to be divided up into sections - Documentation and sources; construction methods; materials used; overall appearance & presentation with each of these sections being worth 100 points out of the 400 points total.
- Where an entrant doesn't enter a section (e.g. documentation) they forfeit that section's allotted 100 points.
- Judging sheets to be given to the entrant at the end of judging to help them improve for the future.
- Where there is only one individual item entered in a Class/category the item is to remain in the same class, but two similar categories will be merged and judged jointly.

Judging criteria for the Sections: out of the total available 400 points with each of these sections being allotted 100 points.

Documentation and sources:

Aim - to see if the item being reproduced has been accurately researched.

Use of primary source materials e.g. manuscript illuminations, photos of original pieces etc.

Construction methods:

Aim - to see how the item being reproduced has been done so.

Use of appropriate techniques for the period in which the item was made originally e.g. forging not angle grinding.

Materials used:

Aim - to ensure the materials used in the reproduction are as close as possible to those used in the original.

Use of correct materials e.g. silk thread rather than polyester.

Overall appearance & presentation

Aim - that the overall appearance of the item be as close as possible to the original piece.

Living History Encampment Judging Info & Criteria

Groups or individuals wishing to participate should register at the perki on Friday. Judging will commence Saturday after a meeting with Cherilyn.

Judging criteria

- Judging to be carried out by a group of judges - one from every group taking part in the encampment competition as this will minimise personal conflicts (Option: they might be split up and to only judge certain sections at certain times i.e. Cooking / Kitchen area at mealtimes)
- The system to be a point demotion system - each encampment taking part starts with 500 points and has points demoted for items found not to be right.
- Judging also to be divided up into sections - Inside of Tents, Outside of Tents, Cooking / Kitchen area, Outside Living area, Overall Encampment appearance & presentation with each of these sections being worth 100 points out of the 500 points total.
- Where a group doesn't enter a section they forfeits that section's allotted 100 points.
- Option : Groups - might want to have a nominated Closed Tent which will not be judged - except for the outside look of it - in which modern items which can be put in and kept.
- Judging sheets to be given to the groups at the end of judging to help them improve for future encampment judging

Judging criteria for the Sections: out of the total available 500 points with each of these sections being allotted 100 points.

Inside of Tents:

The aim is that the following items be consistent for time period being re-enacted, and that there be no obvious modern items visible or visibly used in the construction of the items used and displayed.

Flooring - * note there might want to be allowances for an alternative to straw and hay with canvas or hessian for health reasons like asthma, hay fever etc.

Bed and Bedding - * note there might want to be allowances for an alternative to

sleeping on straw and hay or the ground with beds made in the styles of the time. Or with camp stretchers that are suitably disguised with suitable coverings for health reasons like asthma, hay fever, back problems etc.

Inside furniture / domestic items

Documentation

Overall presentation of the inside of the tent.

Outside of Tents:

The aim is that the following items be consistent for time period being re-enacted, and that there be no obvious modern items visible or visibly used in the construction of the items used and displayed.

Style of tent

Tent construction

Tent pegs, eyelets, ropes etc.

Documentation

Overall presentation of the outside of the tent.

Cooking / Kitchen area:

The aim is that the following items be consistent for time period being re-enacted, and that there be no obvious modern items visible or visibly used in the construction of the items used and displayed.

Pots/cauldrons used for cooking

Fire stands / tripods etc.

Cooking utensils

Domestic furniture

Documentation

Overall presentation of the Cooking / Kitchen area

Outside Living area:

The aim is that the following items be consistent for time period being re-enacted, and that there be no obvious modern items visible or visibly used in the construction of the items used and displayed.

Domestic furniture

Eating / Drinking / Domestic Utensils

Shade Awning / bath / toilet areas

Documentation

Overall presentation of the Outside Living areas:

Overall Encampment appearance & presentation:

The aim is that the following items be consistent for time period being re-enacted, and that there be no obvious modern items visible or visibly used in the construction of the items used and displayed.

Campsite Activities

Campsite Layout

Documentation

Overall presentation of the Encampment

Combat marshals

Marshals are to report to the fort 30mins before scheduled combat for a clear overview of their responsibilities etc.

Cherilyn would also like to see all marshals for a very brief gathering on Friday afternoon at the Perki.

Guidelines for Combat

All combatants please read these carefully.

Table of Sections

1 Application

2 Structure

3 Requirements

4 Marshalling

5 Protection

6 Blows

Figure 1 - Prohibited Targets

Melee Weapons Annexure

1 Application

a) Combat will be organised either by the combat subcommittee of the Conference 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 by the marshals.

b) These Guidelines shall be applicable to all organised and non-organised combat and all combatant 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 shall 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. Each of these areas will be defined as a "field of combat".

c) A marshal's meeting shall be held with club training personnel prior to combat to clarify any rules in question. The marshal representing each group will then be responsible for answering the questions put forward by the 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 Requirements

- a) Only those safe in a weapon may employ that particular weapon in combat.
- b) Weapons will be inspected by the marshals from the respective clubs before combat; all sharp edges, hooks, spikes and rust must be removed.
- c) No sharp or pointed weapons are permitted on the field of combat.
- d) No weapon of any type, prohibited under the Control of Weapons Act 1990 or Control of Weapons Regulation 2000 (Vic), may be used in any capacity in any combat unless a valid permit or exemption has been obtained and presented to the marshals or the event organisers for inspection.
- e) No combatant will be admitted to the field of combat under the influence of alcohol and/or any other perception changing and/or performance enhancing drug or medication. Further, no alcohol or aforementioned drugs shall be taken prior to or during combat.
- f) All combatants should have current tetanus and hepatitis immunity.
- g) Any bleeding combatant must leave the field of combat immediately and not return until the wound is covered and the bleeding stopped.
- h) No person may join a combat once that combat has commenced.
- i) No person is required to give a reason for refusing to fight any other person.
- j) At any point during combat, a combatant, marshal or any other participant may call:
"HOLD".

All combat will cease immediately and the combatants shall await instructions from the marshal.

4 Marshalling

-
- a) Marshals will be nominated by each individual club from their most experienced members, and will be easily identified by a distinctive tabard and armbands. Their power 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) All combatants will follow the instructions of any marshal. The marshals shall have complete control of all organised combats.
 - d) Each marshal shall carry a whistle. All combat will cease immediately the whistle is blown and the combatants shall await further instructions from the marshal.
 - e) All disputes in combat will be resolved by the marshal. Discussion on any decision will be left until after the combat.
 - f) Marshals are non-combatants and will not be touched or struck with any weapon.

5 Protection

- a) Minimum protection of a helmet, gauntlets and period clothing or padding, equal to at least one layer of good wool plus a linen shirt must be worn during organised combat. Protection is left to the participants in display combat.
- b) All combatants will be required to have all target areas covered by the above minimum protection. This excludes the lower leg as it is not a target area but does include the forearm and head. Shoes are also required.
- b) There will be two categories of protection for "Dark Age and Mediaeval" combat:

Non-Armoured - Regarded as wearing no armour.

This category includes combatants wearing gambesons and similar padded armour. A non-armoured combatant shall accept all blows regardless of their potential force.

Armoured - Regarded as wearing mail.

This category includes combatants wearing mail, scale or lamellar. An armoured combatant may only accept blows to the body that have substantial potential force (ie. that are delivered with long sweeping strokes). An armoured combatant need not accept glancing, slicing or flicking blows.

For all other periods of combat, armour will be assumed to protect the wearer from harm exactly as it would in the period in which it was worn.

- c) Protection for the chest and mouth is recommended for all warriors. Groin protection such as a cricket box for all combatants and rigid breast protection for female combatants is mandatory.

6 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 to the shaded areas on Figure 1.
- 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. No stab or thrust may be delivered to this area. Spears and other stabbing weapons may not be used in this manner.
- d) Any combatant that receives a "killing" blow shall immediately 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.
- e) 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 that has been struck.
- f) Loss of helmet due to poor design, breakage or deliberate removal counts as immediate "death".

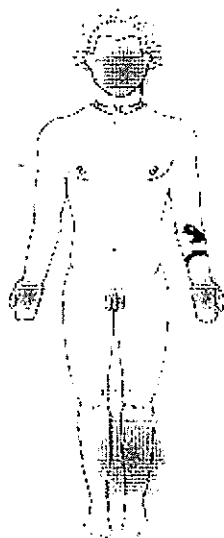


Figure 1
Shade areas are no strike zones
Prohibited Target Areas

Melee Weapons Annexure

- a) The maximum length for a spear used in combat will be 2.7 metres.
- b) All weapons with metal edges shall meet the following requirements:
 - metal edges shall be rounded to a minimum diameter of 1.5mm;
 - metal points shall be rounded to a minimum of 20mm diameter (same size as a 5 cent piece)
- c) Pikes and over length spears may only be used in "later period" combat.

Guidelines for Projectile Weapons

Table of Sections

- B1 Projectile Weapon Usage
- B2 Minimum Ranges
- B3 Weapon Standards for Projectile Weapons
- B4 Projectile Combat Rules
- B5 Projectile Combat Armour Standards

B1 Projectile Weapon Usage

Prior to combat, all projectile weapons and projectiles shall be inspected by marshals to determine their suitability for the combat. The use of all projectile weapons and projectiles are at the marshals' discretion at all times of combat. Prior to each combat, arrows and other projectiles shall be checked for cracks, splits, and damage to the rubber blunt. Any projectile that is found to be defective shall be discarded. No projectile that has been previously used shall be collected and reused during a given combat.

A projectile weapon shall not be intentionally aimed at the groin, spine, throat, or hands of another combatant. A projectile weapon shall not be intentionally used to block or strike during combat.

The only type of armour that is considered 'proof' against a projectile is a shield.

The effects of projectiles striking particular areas on the body are the same as for the effects of hand-to-hand weapon blows. The exception to this is for siege-engine projectiles for which a shield is not

considered 'proof' and a strike to any area is considered a killing blow.

A ricochet blow from a projectile (off a tree, shield, fence, etc.) is still considered a legitimate blow. The exception to this is a ricochet off the ground, a weapon, or another combatant; in which case the blow is ignored. To be considered a ricochet blow, the projectile must not change its original direction of travel by more than 45 degrees, and the projectile must still strike with acceptable force.

B1.1 Rocks

Rocks shall only be used during fortified combat and shall only be considered a legitimate blow when dropped or thrown from above the opponent. A rock may not be thrown at an upward angle.

B1.2 Siege Engines

The siege engine shall not deliver a projectile at a vertical angle of less than 45 degrees. Care should be taken to ensure that the projectile shall not come in contact with a combatant until it has reached the descent stage of flight. If a siege engine is struck by a siege engine projectile, the siege engine is considered inoperative for the duration of that combat. A siege engine may only be operated by combatants who are proficient with the particular siege engine and have permission from the owner of the siege engine.

B1.3 Bow and Arrow

A bow and arrow shall only be used during Projectile Combat.

B1.4 Crossbows and Darts

The use of crossbows and darts during target and combat events will not be permitted.

B2 Minimum Ranges

Bow and Arrow:

Full Draw (28 inches) 10 meters

Bow and Arrow:

Half Draw (14 inches) 2 meters

Javelin 3 meters

Sling 10 meters

Siege Engines 10 meters

Rocks There is no minimum range for a rock

A combatant may move away from a prospective target to achieve the minimum distance. If a combatant is closer than the minimum range of another combatant's projectile weapon, the combatant with the projectile may acknowledge an automatic kill by dropping to the ground and the opposing combatant need not strike them.

B3 Weapon Standards for Projectile Weapons

B3.1 Bow

a) Long bows, short bows, and recurve bows made from wood, fibreglass, or laminate may be used.

b) Compound bows and takedown bows are not acceptable.

c) Sights, stabilisers, adjustable arrow rests, release aids and any other accessories not appropriate to the period shall not be used.

d) Bows shall have a maximum draw weight of 30 pounds at 28 inches (usually marked as 30# @ 28").

e) Wherever possible, bows should be made to look historically authentic by any suitable means.

f) The bow shall have some form of permanent marking so that it may be readily identified with its owner. The owner's initials are not acceptable.

B3.2 Arrow

Arrows shall meet the following criteria:

a) The minimum standard shall be a wooden shaft of 11/32nds of an inch diameter. Aluminium, fibreglass, and carbon shafts shall not be used.

b) Arrows shall be a maximum of 28 inches in length as measured from the nocking point to the back of the rubber blunt.

c) The end of the shaft which will be inserted into the rubber blunt shall have its end rounded.

d) It is recommended that shafts be taped with Scotch 898, or equivalent, fibreglass tape from the base of the fletching to the tip of the shaft.

e) Each shaft shall be securely fitted with a rubber blunt. HTM and Riverhaven MKII style blunts shall be the preferred standard. Plastic blunts are not acceptable and shall not be used.

f) Each shaft shall have some form of permanent marking so that it may be readily identified with its owner. The owner's initials are not acceptable.

B3.3 Javelins

Javelins shall meet the following criteria:

a) The shaft shall be a maximum length of 1.8m (6 feet) and a minimum length of 1m (3 feet 2.5 inches).

- b) The shaft shall be a maximum diameter of 25mm (1 inch) and a minimum diameter of 16mm (3/4 inch).
- c) The shaft shall be made of wood, bamboo, or other suitable materials. Metal, fibreglass, and carbon shafts shall not be used.
- d) The preferred blunt shall be a well fitted black rubber chair leg or walking stick stoppers of a minimum of 2mm thickness.
- c) The overall weight of the javelin shall be a maximum of 500gm. The head of the javelin shall be padded to at least 70mm diameter.

B3.4 Slings and Sling Projectiles

- a) Slings and staff slings may be constructed from any historically accurate material to any historically accurate pattern.
- b) Sling projectiles shall have a maximum weight of 75gm and made from any non rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with one hand.

B3.5 Rocks

- a) Rocks shall have a maximum diameter of 400mm (16 inches) and a minimum diameter of 200mm (8 inches).
- b) Rocks shall have a maximum weight of 800gm and made from any non rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with two hands.

B3.6 Siege Engines and Siege Engine Projectiles

- a) Siege Engines may be constructed from any historically accurate material to any historically accurate pattern.
- b) Siege Engine projectiles may not be fruit or water/paint/flour bombs.
- c) Siege Engine projectiles shall have a maximum diameter of 300mm (12 inches) and a minimum diameter of 150mm (6 inches).
- d) Siege Engine projectiles shall be a maximum weight of 600gm and made from any non rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with two hands. Fruit, water, paint, or flour bombs shall not be used.

All other weapons shall conform to the standards for melee combat.

B4 Projectile Combat Rules

All combatants and participants on the field of combat (including marshals) must wear armour as specified in B5 Projectile Combat Armour Standards.

Spectators may not be present unless they are wearing suitable armour or are confined in an area of suitable protection.

The use of all hand to hand weapons during projectile combat shall conform to the requirements of melee combat. A combatant armed with a projectile weapon may use a hand to hand weapon provided their equipment conforms to the standards for melee combat. A hand to hand weapon shall never be used to intentionally strike or block a projectile weapon or projectile.

B5 Projectile Combat Armour Standards

B5.1 Minimum Armour

The minimum armour required to participate in projectile combat shall be the same as for melee combat with the following additions:

- a) A projectile combat helm in place of a standard helm.
- b) Throat protection.
- c) Females shall wear breast protection.
- d) Combatants who do not use hand to hand weapons may wear leather gloves in place of gauntlets.
- e) Additional armour is always recommended.

B5.2 Projectile Combat Helm

Projectile combat helms shall conform to the standards for helms in addition to the requirements set out below:

- a) The helm shall be fitted with a woven wire mesh visor that extends past the temples and below the chin. The visor shall be supported by a rigid steel frame and shall be firmly and rigidly attached to the helm. The woven wire mesh shall be a maximum of 6mm (1/4 inch) and a minimum wire diameter of 1.4mm (18 SWG). A closed face helm need only have woven wire mesh attached to any openings that exceed 6mm (1/4 inch) diameter.
- b) A ventail shall be fitted or a coif and arming cap shall be used in conjunction with the helm. The aventail is to be securely fitted to the helm and visor so that they effectively become one piece and a projectile may not pass through the gap.
- c) Due to the necessity for protection during projectile combat, it is impractical to require that helms should conform to historical styles and construction. It is therefore acceptable to construct a helm specifically for the purpose of projectile combat, that does not represent any specific historical style. Combatants, however, are encouraged to attempt to hide or disguise the historically inappropriate additions to the helm in any conveniently and practical manner.

B5.3 Throat Protection

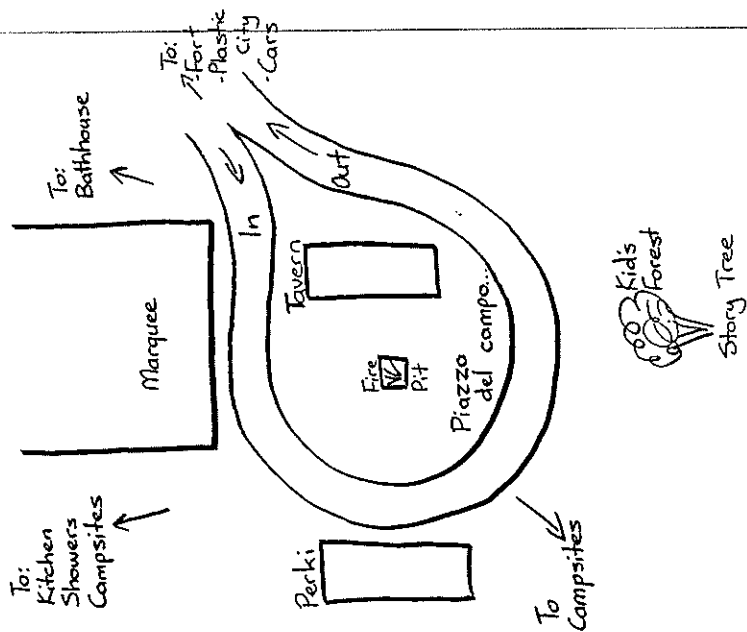
- a) The minimum requirement is a 3mm (1/8 inch) thick sole-leather collar covering the throat area from above the larynx to below the breastbone in one continuous piece.
- b) The collar is to be lined with sheepskin a minimum of 6mm (1/4 inch) thick and a maximum of 12mm (1/2 inch) thick.
- c) When worn, the collar and padding will have a minimum of 10mm (7/16 inch) clearance from the throat when facing forward.
- d) Lamellar and scale collars both offer acceptable throat protection but must be securely attached to the armour.

B5.4 Breast Protection

- a) Commercially available, rigid, one piece breast protectors shall be the preferred standard.
- b) Breast cups, as used in fencing, do not provide an acceptable level of protection and shall not be used.
- d) Combatants may opt to wear a rigid armour, such as a breast plate, scale corset or lamellar corset, as their breast protection.

NOTES

MAP - Piazza area



MAP - General

