

TENTH AUSTRALASIAN  
MEDIEVAL CONFERENCE



ROWSLEY - VICTORIA  
1999

## **Index**

### **Appendix A**

Restrictions & Vehicle Access	I
General information	II
First aid/Seating at meals/Tavern & Booze prices	III
Disclaimer/Marshals meetings/State of Movement/Competition judging	IV
Full meals menu	V
Feast entertainment/Worshops/Lectures	VI
Workshops/Lectures (continuance)	VII
Other stalls of interest/Gratutuitous plugs	VIII

*Complete time table schedule*

### **Appendix B**

Guidelines for interclub combat	IX-XII
Guidelines for interclub archery	XIII-X

*Archery/Combat rules*

Many thanks to Corporate Express for the printing of this booklet. For your stationery and computer needs think Corporate Express – they are Australia wide  
National Ph:- 132544



**W**elcome to the Tenth Australasian Medieval Convention. Thank you for making the effort to travel once again down to Victoria. We trust that you will enjoy this conference, we have worked hard to provide for everyone's needs whether they be diet or interests. A timetable has been included for the extensive range of activities at the end of Appendix A.

*Special features that are appearing at this conference are:*

**Dan Carlson**, who is our Guest speaker and has come all the way from Scandinavia. He will be giving 3 lectures over the conference, please ensure to catch one of them as we are sure you will not be disappointed.

**Market & Fair Afternoon**, which will be held on Saturday. This is a new theme to conference during which no combat will take place between the hours of 2.00pm – 5.00pm.

### MEET THE COMMITTEE

- ❖ Darren Robinson     Combat & Arms
- ❖ Kathryn Holder     Events Co-ordinator
- ❖ Lincoln Dunn     Facilities & Secretary
- ❖ Danielle Williams     Treasurer & Secretary
- ❖ John Sultana     Archery & Catering

### RESTRICTIONS

- ❖ Use or possession of weapons or substances illegal in Victoria are strictly prohibited
- ❖ No combatant is to take the field under the influence of any perception –altering drug.
- ❖ No person under the age of 16 will be permitted in the general combats. Individual group combats, display combats will be at discretion of the group presenting the combat.
- ❖ No damage to site property or property belonging to other groups. (Ample notice will be given of any structure that can be used/abused for battles etc).
- ❖ Modern items (Clothes, Watches, Sunglasses, Plastic, Coke cans etc) to be hidden at all times.
- ❖ After unloading, all cars must be removed to the nearby car park.
- ❖ The word of the Marshals is final on the field, and only subject to review by a meeting of marshals after the close of any given combat period. The organisers of the event reserve the right to enforce the judgement of the marshals by removing participants from combat events for the duration of the conference, if necessary.

### VEHICLE ACCESS

Vehicles will not be allowed on site after 1.00pm on Friday unless permission is obtained from the committee and exceptional circumstances can be demonstrated.

## **PUBLIC ACCESS**

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

## **HARD ACCOMODATION & CAMP SITE RULES**

### **1 Hard Accommodation**

- a) All clubs are responsible for their own hard accommodation building, this includes all bathroom facilities, however a committee member will be replenishing all bathroom amenities daily and/or as required. Please ensure to keep the bathroom in a reasonable condition for the next person to use.

### **2 Fire Pits**

- b) Wood is supplied for your campsite to have a central campfire. All fires must be contained by a barrier, ie. A fire pit or brazier. It would be appreciated if fires were kept to a minimum to reduce the risk of incident. If a fire out side of the designated fire area occurs, reasonable step should be taken to try to bring it under control and to reduce the spread of the fire. The committee member on duty should be notified as soon as possible. There is a water tank and pump on a trailer on site which the committee has access to.

### **3 SMOKING ON SITE**

- c) Due to the site having restrictions we are asking that all participants try to be sensible with their butts. Please ensure that if you are smoking tailor - mades that there is a "butt bin" in your encampment, or alternatively that they are placed in the fire.

## **ACKNOWLEDGEMENTS**

Thank you to Liz and staff of Lady Northcote Camp for meeting us more than half way on not one, but several issues. We hope that you and your staff have a great conference, and your cheques in the mail!!

Finally thanks to all the people who have nursed our emotions through (in my opinion only) a hellish two years, the committee hopes that your efforts have not been in vain. Seriously the effort of a few people has been nothing short of fantastic and we (the committee) thankyou, we will not name names, just in case we leave someone off the thankyou list – you all know who you are.

## **LOOKING FOR A COMMITTEE MEMBER?**

If you are lost or need any help, please see the nominated duty committee member for that day, who will be more than willing to tell you where to go. They will be easily recognisable due to their anxious little face and a yellow sash tied around their middle. Or alternatively leave a message at the Tavern, with the bar and/or a committee member.

## **TIMETABLE CHANGES**

If there happens to be a changed time for any particular event there will be a blackboard at the Tavern detailing the re-scheduling.

## FIRST AID

First aid will be available from the First Aid tent, all first – aiders are fully qualified and have a vast knowledge in making a band-aid stick. So if you need to see someone about that rash feel free to visit this tent during the times listed below.

Friday	12.00pm – 7.00pm
Saturday	9.00am – 7.00pm
Sunday	9.00am – 7.00pm
Monday	9.00am – 12.00pm

For after hour's injuries, help can be obtained via a committee member. Please note that any injury, no matter how minor, should be reported to the medical tent at all times. If an ambulance should be required a mobile telephone and/or 2 way radio is available 24 hours a day within in the medical tent. Please also note that the First –Aiders are not there to cure hangovers, please do not ask for panadols etc unnecessarily.

## WHAT'S FOR FEASTING ON?

A complete menu has been included and appears at the end of the information section in this booklet.

## SEATING AT MEALS

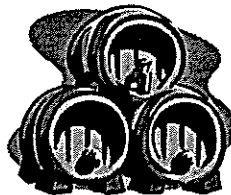
Groups will be able to pre-arrange with the committee to reserve a particular area of the feasting hall to be their own for the duration of the conference and may decorate it with their banners etc.

## TAVERN

The tavern is been run by the committee and their "slaves". Beer, Cider, Wine and Soft drink are available at very reasonable prices. So if you wish to unwind after a hard day's play come and be served at the bar by our friendly staff.

Please note that bar staff reserve the right to kick you out or refuse service if you are doing anything too unruly, like killing Saxon dogs.

Friday	12.00pm – 2.00am
Saturday	10.00am – 2.00am
Sunday	11.00am – 2.00am
Monday	11.00am – 5.00pm



## BOOZE PRICES

+ Beer	\$1.50per can – heavies
	\$1.20per can – lights
+ Wine	\$1.00per glass (250ml)
+ Cider	\$2.00per stubby
+ Mead	\$10.00per bottle
+ S/drink	\$1.00per can
+ Juice	\$1.20per glass (250ml)

## DISCLAIMER

The Australasian Medieval Convention Association and all staff of The Lady Northcote Camp are in no way responsible for any incorrect information in this booklet, any injuries or loss while in attendance at the convention. Neither the Committee or Lady Northcote Camp accept any liability over the authenticity, quality of workshops/presentations and value of goods on sale at the market and/or other stalls.

## MARSHALS MEETING

Marshals are required to be at the combat field 15 – 30 minutes prior to every battle, for a clear overview of their "powers" before combat can take place.

## STATE OF THE MOVEMENT DISCUSSION

There will be no set topics, if you wish to discuss an issue, please feel free to air your opinion on any changes you would like to see made in the movement, however we request that you wait for the appropriate time to discuss your concerns.

## ELEVENTH AUSTRALASIAN MEDIEVAL CONVENTION (2001)

Should your club wish to hold the next convention, please register your interest with the current President of the AMCA. Who will be more than happy to assist.

## COMPETITION JUDGING

Judging and marking in the competitions will be based on the quality of supporting evidence, not the quantity, if you have documentation along with your competition piece please keep it to a small paragraph only.

**Brewing Competition:** All Mead, Ale/Beer and non-alcoholic drinks will be judged on Friday in the Marquee, all entrants are asked to have their entries in by 4.30pm on the day.

**Best Campsite:** Will be judged over the period of conference.

**Best Military Unit:** Will be judged on field.

✧ Costuming	Professional and Amateur
✧ Pottery	Hand built, Decorated
✧ Weaponry	Professional and Amateur
✧ Jewellery	Professional and Amateur
✧ Bardic	Period/Non Period
✧ Tablet Weaving	
✧ Textiles	
✧ Woodwork	
✧ Leatherwork	

All the above competitions will be judged on Saturday at the Market and Fair day. Entrants will need to submit their competition items to Kathryn Holder at 12.00pm in the marquee. As each piece will be allotted a number for each item entered into any given competition.

## FEAST YOUR EYES ON THIS

You will be feasting on the following at the XAMC feasting hall

### Friday

#### Lunch – Ancient Greek

Baby birds in flaky pastry  
Cabbage the Athenian way (cabbage with spices & honey vinegar)  
Salad  
Braised Fennel  
Barley Rolls  
Gastris (honey nut cake)

#### Dinner – 13<sup>th</sup> Century Middle Eastern

##### *First course:*

Olives  
Dips (Hommos, Babaganoush, Tzaziki, Mint, Spinach)  
Bread  
Samak maqlu (fried fish pieces with spicy stuffing)

##### *Second course:*

Bazmaward (Lamb terrine with mint and rosewater)  
Narjisiyyah (Spiced rice and chickpeas)  
Baquili bi-khall (Soused broad beans)  
Jazr (Carrots with garlic and caraway)

##### *Third course:*

Hais (Date and nut balls)  
Kabula (Sweet rice pudding with nuts).

### Saturday

#### Lunch – 9<sup>th</sup> Century Viking

Boiled pickled pork with a brown seeded mustard  
Spinach pancakes  
Soused fish  
Rodkaal (Braided cabbage)  
Skyr/Cheese  
Gravlaxses (Mustard and dill sauce)  
Pepperotsmor (Horseraddish butter)  
Sourdough Rye bread

#### Dinner – 12<sup>th</sup> Century Norman

##### *First Course:*

Teste de Tourk (Turks head: rabbit and poultry pie)  
Emeles (Almond fritters)  
Beets and Leeks in wine

##### *Second course:*

Luce en supes (Pan – fried fish in sauce)  
Erbolat (Herb quiche)  
Cheveril rosti od tute la pel (Roast kid in it's skin)  
Salsa Verde (Green sauce)  
Salsa Camelina (Spices sauce)  
Parsnip Fritters

##### *Third course:*

Kuskenole (Fresh & dried fruit and nut t/over)  
Angels food

### Sunday

#### Lunch – Russian Jewish

Kasha  
Milk noodles  
Spiced fish  
Challah (Egg bread)  
Borsht

#### Dinner – 15<sup>th</sup> Century English

##### *First course:*

Fische rostyd in sauce (Fish in a spicy sauce)  
Samacays (Cheese pancakes)  
Long wortys (Pea soup with greens)  
Wholemeal bread

##### *Second course:*

Suckling pig  
Ginger sauce  
Pynonad (Fruit sauce)  
Frumente yn lentyn (Boiled cracked wheat)  
Hages of Almayne (Stuffed omelettes)  
Salat  
Sauce sylco (Spiced red wine sauce)  
Alosed beef (Beef olives)

##### *Third Course*

Crème boyled (boiled cream custard)  
Perys in compote (Spiced pears with dried fruit)

### Monday

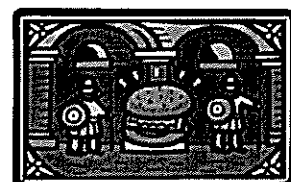
#### Lunch – Renaissance Italian

Prosciutto  
Salami  
Hard cheese  
Ravioli or Tortellini funghi  
Olives and Giardiniera  
Foccacia  
Salad

#### Dinner

Pot Luck feast.

All meals are to be served with a side salad and bread. Fruit will be available every day through out conference in the Marquee.





## FEAST ENTERTAINMENT

This is a brief over view of what is to be expected at the feasts for entertainment

**Friday's Middle Eastern Feast** – A troupe of our most delectable belly dancers will entertain and beguile. The novelty Bardic competition is open to all and sundry, but please only one act per person. Auction of goods, of outstanding quality and workmanship, will be conducted in order to raise funds for charity. We would like to thank Stephen Wyley, Chips, Steve Buvary, Richard Stein, Kate Bugden, Ravenhawk Pendragon and Lynette Simsen for their donations.

**Saturday's Norman Feast** – A harpist will pluck at strings in order to sooth the soul, singers will entice you with their given charms. A puppet show of questionable quality and limited rehearsal will entertain young and old.

**Sunday's 15<sup>th</sup> century English Feast** – The entertainment for this evening will consist of the Authentic Bardic competition, singing, wrestling (both Male & Female), a play put on by the kids, and competition awards.



## WORKSHOPS

This is a brief overview as to what we have running on any given day, for those people that are interested in workshops. *Please refer to the Combat timetable for all your daily schedules.*

### Friday (2/4/99)

- |                                |   |
|--------------------------------|---|
| <b>Basic shoe making</b>       | This is to be held by Mikko for one and all who wish to learn how to make quick and easy shoes this w/shop will be held in the Marquee from 11.00am – 1.00pm.   |
| <b>Belly dancing</b>           | Marion Spires is teaching all those willing to learn the gentle movements of belly dancing. All participants are invited to display their dance skills at the Eastern feast. This workshop is be held in House 8 and will run between 11.00am – 1.00pm. |
| <b>Fencing &amp; Swordplay</b> | This w/shop will be taking place outside the Marquee and will run between 2.00pm – 4.00pm.  |
| <b>Catapult display</b>        | Come and see the Catapult in action, on the catapult range between the hours of 2.00pm – 4.00pm   |
| <b>Archery</b>                 | For all folk interested in Archery, come and join in this w/shop, which will be held on the Archery range between 4.00pm – 5.30pm.  |
| <b>Inlaying of Metal</b>       | Craig Sitch is running this w/shop, please check the blackboard at the tavern for venue information, this is to be held between 4.00pm – 5.30pm.  |
| <b>Lecture</b>                 | Come and listen to Jim Dunn talk on Paganism and Witchcraft, this lecture is to held in the Marquee between 5.30pm – 7.00pm.  |



### **Saturday (3/4/99)**

- Archery** There is to be Archery practice between 9.00am – 9.30am on the Archery range, followed by the Archery competition which concludes at 12.00pm
- Singing** This is to be held by Robert & Louise in House 8, between 9.00am – 11.0am. So Come and warble a tune or two, sheet music is to be provided.
- Lecture** Mark Keons is to give a talk on Medieval Marshall Arts, this is to be held in House 8, between 11.00am – 1.00pm.
- Simple Jewellery making** This is to be held by Chips at his campsite, between 12.00pm – 1.00pm, so come along and learn the art of jewellery making.
- Guest Speaker** Come and listen and hopefully gain some more knowledge on all things Viking, this lecture is to be held in the Marquee, between 5.00pm – 7.00pm.
- Basic Leather work** This is to be held by Chips at his campsite, between 5.00pm – 7.00pm. Come along and learn an easier way to do leather work.

### **Sunday (4/4/99)**

- Spinning Dying & Weaving Part 1** This is to be held in area A, and is to be run by Lyn Simsen it is being ran between 9.00am – 11.00am.
- Dance** Robert & Louise are running this show, so for a quick twirl around the "floor" come to House 8 between 9.00am – 11.00am, to show off you're dancing skills.
- Basic Costume Making Part 1** This is to be held in House 8, between 11.00am – 1.00pm, so come along and learn how to sew that special something, from the woman who knows, Angela Vanzella.
- Spinning Dying & Weaving Part 2** This concludes this w/shop, which is being held in area A, between 2.00pm – 4.00pm
- Simple Jewellery making** This is to be held yet again by Chips, at his campsite, come and learn the exciting art to Jewellery making, between 2.00pm – 3.30pm.
- Basic Costume Making Part 2** This concludes this w/shop, which is being held in House 8 between 4.00pm – 6.00pm.
- Lecture** Ann Davey and Paul Anderson will give a talk on Medieval re-enactment in Europe this lecture is to be held in the Marquee, between 4.00pm – 6.30pm.

### **Monday (5/4/99)**

- Basic Embroidery** This interesting w/shop is to be held in House 8, between 10.30am – 1.00pm, so come along and learn how to embroider your costumes.
- Basic Leather work** This is to be held by Chips in (yep you guessed it) his campsite, if you haven't already met Chips, now is the perfect opportunity to do, between 10.30am – 12.00pm.
- Camp skills** This w/shop is once again to be run by Chips at his campsite, between 12.00pm – 1.00pm
- State of the Movement** This is an open discussion, for everyone with ideas or concerns to voice your opinions as to where you would like the Medieval Re- enactment Movement to be heading. This will be taking place in the Marquee, between 2.00pm – 4.00pm.

## OTHER STALLS OF INTEREST

**Heather Payton** is running a Hairdressing service for the coiffure challenged, but want that perfect do. Please ask a committee member where Heather's hairdressing salon will be located.

**Marylou** is running a Tarot reading booth, at a cost of \$5.00 for 10 minutes. All bookings **must** be placed with her, for a look into your unknown.

**Lyn Simsen** is running the porridge stall in the mornings only at a cost of \$1.00, which includes milk and sugar. If you can't locate Lyn please ask a committee member as to her whereabouts.

## SOME GRATUITOUS PLUGS

### Perki Kamki Café

Brings to you by popular demand exotic delicacies from the East. Relax, and chill out from the heavy duties that a Medieval Conference can bring, enjoy the cushioned comforts of the Eastern tent, low lighting and soothing music. If you feel like Belly dancing or playing a board game inside Quay will be available for you pleasure. Or play out doors with games like Kub, Skittles, Horse shoes or Coif's.

If you are just wanting that quick cup of coffee from the tempting array of beverages, listed below, you can also indulge your taste buds with an excellent assortment of sweeties as well.

#### Beverages

Turkish (or Greek) Coffee	\$1.50	Tea Regular	\$1.00
Perky Coffee	\$2.00	Tea Exotic (Earl Grey)	\$1.50
Instant Coffee	\$1.00	Chai Tea	\$2.00
Hot Chocolate	\$1.50	Herbal Tea (Chamomile/Peppermint)	\$1.00

\* All tea available in pots upon request

Cows Milk, SoyMilk, Skim Milk will be available, Other spices available upon request.

#### Sweets

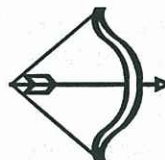
Baklava, Turkish Delight & Sweet biscuits}	From \$1.00
--	----------------



### Market Forces

If you feel the need for well-balanced arrows then Stephen (Sven) Wyley is your man. He can make arrows that fly true and correct (your ability doesn't really come into it, of course). So for all your Archery needs you can contact Sven on S [redacted]

- Arrows made to order
- Mesh and Combat helma are also available



Cliff Turpin also makes Self-long bows, if you have this very desire, contact Cliff on [redacted] who will be more than happy to meet your requirements.

**FRIDAY (2/4/99)**

**GENERAL ACTIVITIES TIME TABLE**

TIME	ACTIVITY 1	ACTIVITY 2
8.00am – 11.00am	<b>GENERAL REGISTRATION</b>	
11.00am – 1.00pm	Workshop – Basic shoe making to be held by Mikko in the Marquee	Workshop – Belly dancing to be held by Marion Spires in House 8
1.00pm – 2.00pm	<b>LUNCH – ANCIENT GREEK</b>	
2.00pm – 4.00pm	Workshop - Fencing & Sword/Play outside of the Marquee	Catapult display on the Catapult range
4.00pm – 5.30pm	Workshop – Archery, this will take place on the Archery Range	Workshop – Inlaying of metal to be held by Craig Stinch
5.30pm – 7.00pm	Lecture – Paganism & Witchcraft to be held by Jim Dunn, which will be taking place in the Marquee	Workshop – Basic Camp skills
7.00pm	<b>EASTERN FEAST</b> Belly dancing, Novelty Bardic Comp', Presentation of awards & Charity auction.	

**COMBAT TIMETABLE**

TIME	COMBAT
11.00am – 12.00pm	Marshall's Meeting, this will take place in House A
12.00pm – 1.00pm	Rome vs Barbarians or Mass Combat. This will take place on Combat field 1
<b>LUNCH – ANCIENT GREEK</b>	
2.00pm	Marshall's to assemble
2.30pm – 7.00pm	Mass Combat, on Combat field 1

\$1.00  
\$1.50  
\$2.00  
\$1.00

who

# SATURDAY (3/4/99)

## GENERAL ACTIVITIES TIME TABLE

TIME	ACTIVITY 1	ACTIVITY 2
8.00am – 9.00am	GENERAL REGISTRATION	
9.00am – 11.00am 9.30am – 12.00pm	Archery Practice (Finishes at 9.30am). Archery Competition, on the Archery range	Workshop – Singing to be held by Robert & Louise in House 8 (Finishes 11.00am).
11.00am – 1.00pm	Lecture – Medieval Martial Arts – Given by Mark Keons in House 8	
12.00pm – 1.00pm	Workshop – Simple Jewellery making, to held in Chips Campsite	
1.00pm – 2.00pm	LUNCH - VIKING	
2.30pm – 5.00pm	MARKET & FAIR Harpists, Punch & Judy, Tournament, Juggling, Tug – o – War, Boar Hunt, Races, Camp judging, Thrown Weapons Comp’.	
5.00pm – 7.00pm	Guest Speaker – Dan Carlson, to be held in the Marquee	Workshop – Basic Leather Work, to be held in Chips Campsite
7.00pm	NORMAN FEAST Harpists, Singing, Puppet Show, Archery prize presentation.	

## COMBAT TIMETABLE

TIME	COMBAT
9.00am	Marshall's Meeting
9.30am – 1.00pm	Dark Ages/Early Medieval or Mass Combat, which will take place on Combat field 2
<b>LUNCH – VIKING</b>	

Please note there will be no combat during the Market & Fair.



# SUNDAY (4/4/99)

## GENERAL ACTIVITIES TIME TABLE

TIME	ACTIVITY 1	ACTIVITY 2
9.00am – 11.00am	Workshop – Spinning, Dying & Weaving (Part 1), to be held in House A.	Workshop – Dance Workshop, to be held in House 8
11.00am – 1.00pm	Guest Speaker – Dan Carlson, to be held in the Marquee	Workshop – Basic Costume making (Part 1), to be held in House 8
1.00pm – 2.00pm	LUNCH – JEWISH	
2.00pm – 4.00pm	Workshop – Spinning, Dying & Weaving (Part 2 – Final), to be held in House A	Workshop – Simple Jewellery making, (Finishes at 3.30pm), to held in Chips campsite
4.00pm – 6.00pm	Workshop – Basic Costume making (Part 2 – Final), to be held in House 8	Lecture – Re-enactment in Europe to be held by Ann Davey & Paul Anderson. (Finishes at 6.30pm), to be held in the Marquee
7.00pm	15 <sup>th</sup> CENTURY ENGLISH FEAST Authentic Bardic Comp', Singing, Wrestling, Children's play, Competition awards.	

## COMBAT TIMETABLE

TIME	COMBAT
9.00am – 1.00pm	Combat Archery – Arrows, Bolts, Slings, Rocks, Darts, Javelins, Catapults & Infantry Combat, is all included.
LUNCH – JEWISH	
2.00pm	Marshall's to assemble.
2.30pm – 7.00pm	Fort Combat. To be held on the Fort battlefield

# **MONDAY (5/4/99)**

## **GENERAL ACTIVITIES TIME TABLE**

TIME	ACTIVITY 1	ACTIVITY 2
10.30am – 12.00pm	Workshop – Basic Embroidery (Finishes at 1.00pm), to be held in House 8	Workshop - Basic Leather work. To be held in Chips campsite
12.00pm – 1.00pm	Workshop – Camp skills, to be held in Chips campsite	
1.00pm – 2.00pm	LUNCH – ITALIAN RENAISSANCE	
4.00pm – 6.00pm	State of the movement – open discussion to be held in the Marquee	
6.00pm	POT LUCK FEAST	

## **COMBAT TIMETABLE**

TIME	COMBAT
9.00am	Marshall's Meeting
9.30am – 1.00pm	Later Medieval followed by Mass Combat, this is to take place on the Skirmish field.
LUNCH – ITALIAN RENAISSANCE	

## **GUIDELINES FOR INTERCLUB COMBAT:**

### **1 APPLICATION**

- a) Combat will be organised either by the combat sub-committee 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 purpose 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, such as Maces and Flails, banned under state legislation shown in schedule 1 may be used in any capacity in any combat under the auspices of association unless a valid permit has been obtained and presented to the marshals 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 combatants 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" another person.
- j) At any point during combat, a combatant, marshal or any other participant may call:

**"HOLD HOLD HOLD".**

- k) 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 request 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 combat.
- d) The marshals shall inspect all weapons and costume prior to combat and compliance with the nominated period.
- 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 and gauntlets must be worn during organised combat. Padding is recommended. Protection is left to the participants in display combat.
- b) There will be two categories of protection for combat.

##### **Non-armoured**

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

##### **Armoured**

This category includes combatants wearing any form of hard armour. An armoured combatant shall only accept blows to the body that have substantial potential force (ie. Delivered with long sweeping strokes). An armoured combatant need not accept glancing slicing or flicking blows. Protection for the chest, mouth and groin areas is recommended for all "warriors".

#### **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 the figure below. 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.
- b) 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.



## 6 BLOWS(CONTINUED)

- c) 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" combatants may be struck with any weapon.
- d) Any legitimate blow to a limb shall be deemed as incapacity or loss of the limb, depending on the type of blow. Combatants may continue to fight, but should avoid using the part that has been struck.
- e) Loss of helmet due to poor design, breakage or deliberate removal counts as immediate "death".

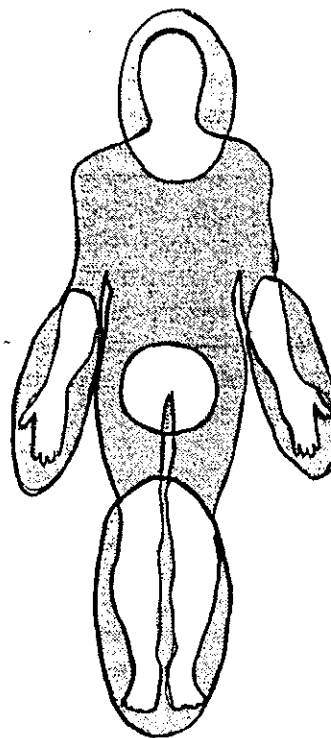
## 7 MELEE WEAPONS ANNEXURE

- a) The maximum length for a spear used in "The Dark Age and Medieval" combat will be 2.7 metres.
- b) All weapons with metal edges shall meet the following requirements:
- c) 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).
- d) Pikes and over length spears may only be used in "later period" combat.

### SCHEDULE 1

WHEN IN...	GOVERNING ACT
New South Wales	<i>Prohibited Weapons Act 1989 #26 (NSW)</i>
Victoria	<i>Control of weapons Act 1990 #24 (Vic)</i> <i>Control of weapons (amendment) act 1994 #30 (Vic)</i>
Queensland	<i>Weapons act 1990 (QLD)</i>
Australian Capital Territory	<i>Weapons act 1991 #107 (ACT)</i>





## **8 PADDED JAVELIN COMBAT ANNEXURE**

### **1 APPLICATION**

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 of 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.

### **2 CONSTRUCTION**

- a) 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.
- b) Both front and back ends must have a soft rubber chair foot or stopper firmly affixed. We recommend that the next size smaller foot is used and force-fitted to the shaft (eg use a 19mm foot on a 20mm shaft).
- c) The head should then be padded and bound. 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, jute or sisal string.
- d) 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.

### **3 COMMENTARY**

- a) 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.
- b) Any javelin that cracks in combat should be fully broken to prevent re-use. The combatant should (quickly) inspect javelins, which are picked up during combat, for cracks and splinters before being thrown. Any damaged javelin picked up should not be used.

## **GUIDE LINES FOR INTERCLUB ARCHERY:**

### **1 TARGET ARCHERY**

Groups – Novice, Intermediate, Master and Grand Master.

- a) Novice: Never shot or has only shot once before in a Conference competition or has very little experience in archery.
- b) Intermediate: Has shot in two Conference competitions, has some experience in archery.
- c) Master: Has shot in three Conference competitions, is very experienced in archery in either target or combat and/or is a member of an archery club.
- d) Grand Master: Has shot in three Conference competitions and obtained at least a 3<sup>rd</sup> place, in two competitions. Very experienced in archery and/or competes in archery competitions outside the re-enactment field.

The Master of Archers will place competitors in a certain group as he/she sees fit. No consultation will be entered into.

### **2 BOWS & ARROWS**

- a) Bows can be Long, Recurve of wood and/or wood/fibreglass construction. The only aids for shooting of bows is a glove or finger tabs. All other shooting aids are banned.
- b) Bows and arrows must be presented for inspection prior to the archery tournament commencing. Bow poundage is left to the archer's own choice.

### **3 ROVING SHOOT**

- a) This consists of 10 "rabbit" like targets, which must be shot at from the numbered peg. Each shooter is allowed 1 arrow at each target with each hit to the body or head counting as 3 points, however each miss results in 3 points being deducted. The score obtained in the roving shoot will be added or deducted from the target round.
- b) The roving shoot is only open to the Intermediate/Master and Grand Master classes. The person may take any position in order to shoot so long as one foot is within 30cm of the peg.

### **4 REGISTRATION**

- a) Names must be given to the Scribe of Archers the night before the event. Or ½ an hour before the start of the competition.
- b) Once the competition has started no new competitors will be allowed to start.

### **5 SCORING**

- a) Groups will be responsible for recording their own scores. These scores will then be given to the scribe for totals.

## 6 ROUNDS

- a) A minimum of three competitors must be in each class (with own bow) in order for that class to be included in the competition.
- b) Novice:
- |                          |             |
|--------------------------|-------------|
| 3 x 6 arrows at 10meters | Round One   |
| 2 x 6 arrows at 15meters | Round Two   |
| 1 x 6 arrows at 20meters | Round Three |
- c) Intermediate:
- |                          |             |
|--------------------------|-------------|
| 3 x 6 arrows at 10meters | Round One   |
| 2 x 6 arrows at 20meters | Round Two   |
| 1 x 6 arrows at 30meters | Round Three |
- d) Master:
- |                          |             |
|--------------------------|-------------|
| 2 x 6 arrows at 20meters | Round One   |
| 3 x 6 arrows at 30meters | Round Two   |
| 4 x 6 arrows at 40meters | Round Three |
- e) Grand Master:
- |                          |             |
|--------------------------|-------------|
| 2 x 6 arrows at 30meters | Round One   |
| 3 x 6 arrows at 40meters | Round Two   |
| 4 x 6 arrows at 50meters | Round Three |

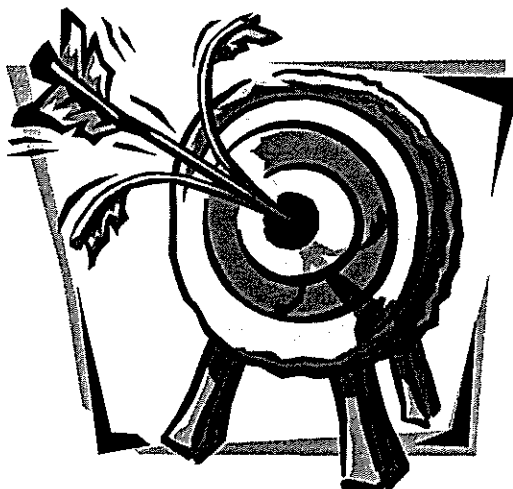




TABLE OF CONTENTS

GENERAL PROJECTILE COMBAT RULES

SIEGE ENGINES IN COMBAT

ARMOUR SPECIFICATIONS

ARMS SPECIFICATIONS

GENERAL PROJECTILE COMBAT RULES:

1 General Rules:

- 1.1 The rules of general combat are to be followed if and when aspects of combat are not covered in this section. Where these rules do overlap these rules supersede the general combat rules.
- 1.2 Projectile combat is defined as: Individual or Melee combat involving the use of the approved missile weapons. It may or may not be mixed with infantry combat.
- 1.3 Combatants must cover all bare skin to avoid minor damage from missiles.
- 1.4 Additional Armour is **strongly** recommended.

2 Off Target Areas:

- 2.1 There are no illegal target areas for projectiles.

3 Arrow Testings:

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

The test method to be used is as follows:

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

4.0 Missile re-use during combat:

- 4.1 Arrows, javelins, darts and rocks once used in a combat may not be picked up and re-used in a combat unless directed otherwise.
- 4.2 In combat where missile re-use during combat is allowed every missile must be checked for damage immediately it is picked up. See section 3.0 Arrow testing.

## 5.0 Minimum distances:

- 5.1 The minimum shooting distance for arrows and bolts is five metres.

**Note:** An archer may of course move away from a prospective target and so maintain the minimum shooting distance.

- 5.2 There is no minimum range set for javelins, darts or rocks (note: the rocks referred to are specially prepared, see Arms Specification 8.1 Rocks), but they may be released from the hand.

- 5.2.1 If javelins, darts or rocks are used in hand to hand combat their use must conform to the combat rules (eg. The blow must be pulled and on a legal target area).

- 5.3 The minimum firing distance for a siege engine is 10 meters.

## 6.0 Blows against Missile Combatants:

- 6.1 An archer, missile hurler, slinger or any other missile combatant, shall be considered "killed" by infantry when they are touched by the combatant's weapon. This shall be done with an absolute minimum force.

- 6.2 A combatant carrying both a bow and a sword or other weapon are considered as archers until they discard their bow and can be killed by a simple touch of a weapon (as in section 6.1).

## 7.0 The effect of Missile Blows:

- 7.1 A hit by a missile to the following areas is an instant 'kill';

- The Helm
- The Torso

- 7.2 A hit by a missile to any limb is considered to have rendered that limb totally useless.

- 7.3 A glancing blow is counted as a "kill" or "injury".

- 7.4 A hit by a missile from a siege engine anywhere on the body is an instant

## 8.0 Proof Armour:

- 8.1 The only item of Armour which is considered "proof" against arrows, darts or javelins is the shield.
- 8.2 A shield is not "proof" against thrown or falling rocks, or machine hurled missiles.

## SIEGE ENGINES IN COMBAT:

### 1.0 Safety:

- 1.1 The safety of combatants and spectators is of paramount importance.

### 2.0 Rules of Engagement:

- 2.1 All persons in the target zone must be informed before firing commences.
- 2.2 Low angle shots are to be discouraged.
- 2.3 Siege Engine Crewmembers must be armoured appropriately for the type of combat engaged in.
- 2.4 If Siege Engine Crewmembers who wish to take part in combat they must be qualified to do so.

### 3.0 Other Siege Equipment:

- 3.1 The following equipment must never be used against combatants but may be used against fortifications;
- Battering ram
- 3.2 Other siege equipment must conform to the rules for General Equipment.

## ARMOUR SPECIFICATIONS:

### 1.0 General Standards:

- 1.1 The minimum Armour required to participate in projectile combat is a helm fitted with missile proof face protection, complete neck and throat protection, gambeson, gauntlets, groin protection for males, groin and breast protection for females.
- 1.2 The head and neck, down to the shoulders, must be covered in such a way that it is impossible for an

totally useless.

7.3 A glancing blow is counted as a "kill" or "injury".

7.4 A hit by a missile from a siege engine anywhere on the body is an instant

## 2.0 Gloves:

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

## 3.0 Helms:

3.1 Visors.

3.1.1 Projectile combat helms (other than full -face helms) must be fitted with a visor of 3.5mm woven wire mesh of 1.6mm diameter minimum or perforated plate 16 gauge thick with holes 6mm in diameter. The visor must be riveted to a rigid frame constructed from a steel a minimum of 3.0mm thick and 10.0mm wide.

3.1.2 The visor must extend past the temples and below the chin and be rigidly attached to the helm.

## 3.2 Neck Protection:

3.2.1 The back of the neck must be protected by an aventail or a thick leather coif or an aiming cap.

3.2.2 If an aventail is used it must be securely attached to the visor so that they effectively become one piece.

3.2.2 A coif need not be laced to the helm.

3.3 Full - face Helms.

3.3.1 Helms which normally provide full face cover (eg. Barrel Helms) need only have 3.5mm woven wire mesh of 1.6mm diameter minimum or perforated plate 16 gauge thick with holes 6mm in diameter attached to eye slits.

3.3.2 Other holes in the helm exceeding 3.5mm diameter should also be covered with woven wire mesh or perforated plate.

face protection, complete neck and throat protection, gambeson, gauntlets, groin protection for males, groin and breast protection for females.

1.2 The head and neck, down to the shoulders, must be covered in such a way that it is impossible for an

## 3.4 Perforated plate:

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

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

3.5 Specific Projectile Combat Helms.

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

## 4.0 Throat Protection:

4.1 Throat protection must be worn for Projectile Combat.

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

**Note:** Lamellar is considered to meet the requirement for "one continuous piece" due to its construction.

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

## ARMS SPECIFICATIONS:

### 1.0 General Standards:

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

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

### 2.0 Arrows:

2.1 Arrows must first meet the following criteria:

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

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

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

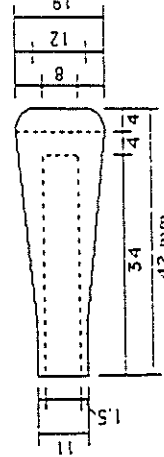
- ### 2.1.3 The end of the shaft, which is to be fitted into the rubber blunt, must have its edge rounded.

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

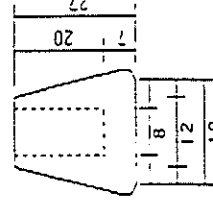
- 2.1.5 If possible, all arrows should be identified with the owners personalised fletching colours and initials on the shaft.

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

Figure 1. A HTM rubber blunt.



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



**Figure 2. A Riverhaven rubber blunt**

### 3.0 Bows:

- 3.1 The only types of bows to use in the Projectile Combat are Longbows, Recurve bows and other bows of the period.
- 3.2 The maximum draw weight for a bow is 30 pounds at 28 inches.
- 3.3 The bow must not have any sights, limb marking or any other shooting aids.

#### 4.0 Crossbows:

- 4.1 The maximum draw weight allowed for a Crossbow is **540** inch/pounds or less.
- 4.2 The draw weight for a Crossbow can be delivered by the following calculation

$$A^*B=C$$

where

A = Prod poundage.

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

C = The draw weight of the Crossbow.

## 5.0 Cross bow bolts:

- 5.1 Cross bow bolts must meet the following criteria:
  - 5.1.1 Wooden shafts are the only acceptable type of shaft to be used.
  - 5.1.2 The minimum arrow shaft is 5/16 of an inch in diameter. However a shaft size of 11/32 inches in diameter is recommended.
  - 5.1.3 The shaft length of a bolt will be dependent on the size of the Crossbow.
  - 5.1.4 The end of the shaft, which is to be fitted into the rubber blunt, must have its edges rounded.
  - 5.1.5 All shafts are to be taped longitudinally with fibreglass tape (Scotch 898 glass fibre tape or equivalent) from the base of the fletching to the tip of the shaft.
  - 5.1.6 Each shaft must be fitted with a rubber blunt with a minimum diameter of 19mm before rounding and a minimum face of 12mm diameter after rounding. The Riverhaven rubber blunts (see figure 1) and the LTM rubber blunts (see figure 2) are the recommended type of blunts to be used.

## 6.0 Darts:



from the base of the fletching to the tip of the shaft.

5.1.6

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

**6.0 Darts:**

- 6.1 Darts shafts must be made from wood or bamboo.
- 6.2 A rubber blunt must be attached to the impacting end.

**7.0 Javelins:**

- 7.1 Javelin shafts must be made from wood or bamboo.
- 7.2 A rubber ferrule must be attached to the impacting end.
- 7.3 Rubber ferrules used for walking sticks or crutches are recommended for use because they are designed for continuous impact and wear.
- 7.4 Other types of rubber stoppers will be judged on a case by case basis.
- 7.5 AMCA Conference design javelins may be used.

**ARMS SPECIFICATIONS:**

**8.0 Rocks:**

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

**9.0 Siege Engine Ammunition:**

- 9.1 The only types of ammunition allowed to be used in a siege engine are:
  - Soft fruit (eg. Tomatoes)
  - Paint (Water soluble) and water bombs, maximum liquid content = 500mL
  - Paper mache rocks.

**10.0 Slings and Staff Slings:**

- 10.1 The maximum weight for a sling projectile is 75grams.
- 10.2 A sling projectile must be made of a non-rigid material and must be able to be compressed.
- 10.3 The shaft or sling must be made of wood or bamboo.

