

Combat Archery Trial to be announced by Their Majesties at Canterbury Faire 2018.

Period of trial – Border War XX 23-25 Feb 2018 until close of Border War Feb 2019, with the time between Border war 2019 and Rowany Festival 2019 or 30 days whichever is the longer, to be used as a commentary period for rule changes following the trial.

Purpose of trial – to determine the effectiveness and safety of the following:

- Hand protection required for missile combatants
- Engagement distances for war
- Killing conventions including slaying from behind during war scenarios
- Other conventions for non plumed missile combatants

Definitions used for this trial:

Missile Combatant – Combatant in a scenario using missile weapons, includes siege engineers, archers and those using thrown weapons

Plumed Participant – Participant involved in scenario wearing a plume that may not be struck by a melee weapon but may be struck with missile weapons

Plumed Combatant – a missile combatant wearing a plume

Non Missile Combatant – a combatant who is not using missile weapons or a combatant using thrust and throw weapons

Strike – hit with melee weapon or thrust with a thrust and throw weapon

Plume - as per 7.4.2 Kingdom of Lochac Fighters Handbook V2.4 (V2.5 when released). Any Marshal may ask a full contact combatant to remove a helmet adornment if it can be confused with a plume (this may be appealed by normal process).

Rules for hand armour for the trial is as follows:

1. The outer surfaces of the hand and wrist – includes the wrist plus 25mm up the arm, the fingers and thumb, the back and sides of the hand, and the inner points of the wrist bones of both arms must be protected by one or a combination of the following:

(a) A rigid basket or cup hilt with sufficient coverage (Kingdom of Lochac Fighter's Handbook V2.4 has a descriptor of how to determine hand protection coverage) to prevent a blow from striking the fingers or the back of the hand. If a basket or cup hilt, shield basket, or centre-grip shield is used, a vanbrace and/or half gauntlet shall cover the remaining exposed portions of the hand and wrist.

(b) A gauntlet of rigid material, either:

- i. lined with 6mm of resilient material or equivalent padding, or;*
- ii. designed to transfer potentially injurious impact to the surfaces being grasped.*

(c) A gauntlet of heavy leather lined with 12mm of resilient material or equivalent.

(d) A shield with a shield basket or equivalent. A shield alone is not sufficient, since it covers only the back of the hand but not the wrist, fingers or thumb.

2. While operating archery or siege equipment, combat archers and siege engineers may use, as a minimum hand protection, half gauntlets made of rigid material, lined with 6mm of resilient material, or equivalent. (Note – thrust and throw weapons require full hand protection at all times)

3. A Non plumed missile combatant may utilise a back up/melee weapon. If a back up weapon is to be used both hands need to be appropriately armoured for the weapon combination to be used

4. A missile combatant -plumed or not- may carry and use a shield or pavise; however, as long as they are carrying it, they cannot span nor fire their weapon.

Rules for engagement distances

1. Missile combatants

a. Engaged with all combatants at the call of 'lay on'.

b. Minimum engagement distance from the front or side is 1m from the tip of projectile when released (Note this includes thrown weapons)

c. Minimum engagement distance with missile weapons from behind is 5m – see diagram1

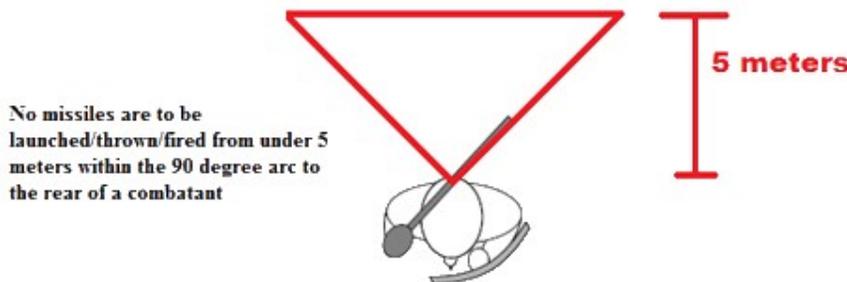


Diagram 1

d. Non plumed missile combatants may have a backup weapon on them, but may not draw it until their bow has been safely disposed of (taken off the field, discarded in a low traffic area, handed to another combatant, etc). The bow may not be used again until it has been removed from the field and reinspected by an authorised marshal.

2. Non missile combatants vs plumed participants:

Non missile combatants are not to strike plumed participants with melee weapons (non missile weapons). Non missile combatants that strike a plumed combatant are to be removed from the field, an incident report is to be raised, and Lochac Crown and Lochac Earl Marshal are to be notified within 24hrs. (Note – missile combatants who have drawn their back up weapon are considered to be non missile combatants.)

3. All other engagements are as per rule 4.3, version 2.4 (2.5 when released) The Kingdom of Lochac Fighter's Handbook.

Killing conventions

Any combatant may yield to an opponent at any time.

Non Missile combatants (includes non plumed missile combatants who have drawn their back up weapon)

- 1. Will kill other non missile combatants in a war scenario with whom they are engaged by delivering a “good” blow with their weapon to a killing target area or by using the killing from behind method detailed below.*
- 2. May kill non plumed missile combatants by asking them to yield or by striking them. (Note – If you are asked to yield and then drop your bow to draw a back up weapon you are considered slain)*
- 3. May kill plumed participants by being within the non missile combatants weapon range, **presenting** (not pointing) their weapon and using words to the effect “My Lord/Lady you are slain”. This is not able to be done while running past. In the event that terrain or a non missile combatant is between the two parties it is deemed to protect the plumed combatant. The slaying action is to be repeated for each non plumed participant to be killed.*
- 4. If in doubt about whether the non missile combatant is within weapons range (including running beside in same direction), the plumed participant is to consider giving the benefit of the doubt to the non-missile combatant.*

Missile combatants vs other combatants

- 1. Missile combatants will kill other combatants by delivering a “good” blow with their missile weapon to a killing target area on their opponent.*
- 2. A blow from any missile that strikes properly oriented i.e. with the point, blade or striking surface, shall be considered good and need not strike with equivalent force to a melee weapon.*
- 3. Combatants should be aware that missiles thrown with little force or missiles launched against especially heavy armour may not be noticed by their target. In such cases the target should be given the benefit of doubt.*

Rules for killing from behind

- 1. Non missile combatants – as per rule 4.4.5 version 2.4 (2.5 when released) The Kingdom of Lochac Fighter’s Handbook. This includes thrust and throw weapons still in the hand.*
- 2. Plumed combatants – with missile weapon by firing/releasing projectile from 5m or more behind the target as per Diagram 1 above.*
- 3. Non plumed missile combatants may kill from behind with missile weapons as per plumed combatants or may draw their back up weapon and kill from behind as per non missile combatants. There is to be no killing from behind with arrows held in hand.*

Reporting

During the period of the trial the following is to be included in the Marshal in charge event report for all events with mixed combat and to be forwarded to the Group Marshal at the end of the event:

Number of plumed combatants and a breakdown of the missile weapons used

Number of non plumed missile combatants and breakdown of the missile weapons used

Number of non plumed missile combatants who carried back up weapons and if they were utilised

If any non plumed combatant that was struck on the hand, what hand protection they were utilising
If the strike has resulted in an injury it is to be responded to and reported as below

A. When an injury occurs on the field, it should always be remembered that the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the well-being of anyone already on the field. (For example, fighters standing around in armour in the sun could be subject to heat problems.)

B. All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care need to be reported to the Lochac Earl Marshal within 24 hours of the incident. Include all available details in the report. Note – cuts that require sutures/stitches fall into this category.

C. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.

D. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The hold may be a local hold as long as the safety of the injured person can be maintained. The overall situation should be assessed, and, as the injured party is tended to, every effort shall be made to release as much of the field as possible so that combat may proceed.

E. If the injured person is conscious, they may be asked if they would like assistance. No conscious person will be forced to accept treatment without his or her consent. No non combatant shall enter the combat area until a HOLD is called and they are called forward by a marshal.

F. A marshal shall call for assistance if they suspect that a participant is experiencing more than momentary distress. It is an extremely serious matter to delay the application of first aid when it is needed, and marshals who ignore injuries may be subject to revocation of their authorization to supervise combat-related activities.

G. No one may remove an injured fighter from the field without the consent of the event marshal-in-charge or an appointed deputy.

H. Any immediate and significant problems associated with an injury on the field shall be reported to the Lochac Earl Marshal.

Any incident of a plumed participant being struck by a melee weapon/thrust and throw weapon being thrust, is to be notified to both Lochac Crown and Lochac Earl Marshal within 24 hrs of occurring and recorded in the event report.

Participants should be encouraged to report near misses, as these may have the greatest impact on how we shape the future of Combat in Lochac.