

1 **NEMAS as host of the Easter Gathering 2012 (here by referred to as the Event)**
2 **held at the Armidale Pine Forest in NSW Australia on the 6th of April through**
3 **to the 9th of April 2012 NEMAS reserve the right to publish and apply this**
4 **document to all Event combat and combatants at the Event.**

5 **Nemas reserves the right to change the wording of this document to clarify**
6 **intent. *version 1.1***

7 **Nemas reserves the right to eject anyone from the event without refund or**
8 **recourse.**

9 **Find below common terms used in this document of Standards**

10 ***EVENT*** ~ NEMAS Gathering 2012

11 ***TIME LINE*** ~ the period of history covered 400ad to 1100ad

12 ***STANDARDS*** ~ Rules of the Event. Here relating to Combat.

13 ***FIELD*** ~ any ground where combat is to take place.

14 ***MARSHAL*** ~ official of the field endorsed to act on behalf of the Event.

15 ***MARSHAL TEAM*** ~ all marshals are a component of the marshal Team.

16 ***EVENT MARSHAL*** ~ Overall Event Marshal.

17 ***CLERIC*** ~ on field Scribe assisting Marshal Team with the collection of data.¹

18 ***MARSHAL ACTION DEBRIEFS*** ~ Marshal Team and Head marshal tribunal to process any required
19 action.

20 ***NEMAS ADVOCATE*** ~ Person from NEMAS provided as advocates to miscreant independents.

21 ***DATA*** ~ Information such as name, affiliation, weapon, armour, experience, injury, offence.¹

22 ***OFFENCE*** ~ behaviour that endangers or debilitated others through stupidity, lack of
23 experience or distain.

24 ***INJURY*** ~ the outcome of an incident that produces a degree of predictable damage
25 considering the Nature of the Event excluding the above definition of *OFFENCE*

26 ***CERTIFIED*** ~ Checking and clearing weapon or combatant by Marshals with regards to the
27 field at the event.

28 **GROUP** ~ Club or combat affiliation.

29 **GROUP OFFICER** ~ an officer within group responsible for the group and its safety practices.

30 **COMBATANT** ~ any certified event participant taking the field at the event.

31 **DEFENDER** ~ Opposite of Attacker.

32 **ATTACKER** ~ Opposite of Defender.

33 **WEAPON** ~ Hand held tool used by combatant to instigate simulated death to defender by
34 attacker.

35 **BATTLE** ~ a component of a scenario when the combat is undertaken but not the entire
36 scenario.

37 **SCENARIO** ~ Multiple battles within scheduled combat story.

38 **Herein follows the Standards relating to the Event~**

39 **In the interests of the Event, all combatants are to take the field**
40 **ONLY if they are trained and proficient in the weapons and armour**
41 **they use.**

42 **Weapons Condition, Requirements and Certification Standards. ~**

43 All weapons are to be presented in a well-maintained condition and conform to the
44 Standards and suitable to the time line.

45 Weapons will be clean, rust free, have no burs and all edges / points deemed safe to the
46 standards.

47 The Marshals will certify all weapons prior to Event combat each day.

48 Marshals have the right to withdraw from the field any weapons or combatants deemed to
49 be hazardous.

50 Group officers are to *inspect* their group's weapons before presenting to the field to assist
51 with timely weapons certification by Marshals.

52 Groups are held accountable by the event if any combatant takes the field WITHOUT
53 suitable training or regard.

54 Independent combatants will be considered wards of the event and being so deemed,
55 managed by the Marshals directly excluding Marshal Team Debriefs. ²

56 **POLE WEAPONS**

57 **Two handed spear~**

58 This weapon is to be a maximum of 9' in length or 2743.2 mm (from butt to spear tip)

59 This weapon is to be a minimum of 6' in length or 1830mm (from butt to spear tip)

60 This weapon is to be used in a manner of a double over handed grip (with thumbs inner
61 most) , with hands shoulder width apart (unless shortening or lengthening), hands may not
62 fall beneath waste level and the spear butt will at no time be lower than the tip of the spear
63 during any combat situation.

64 Spearheads will be no longer than 15" or 380mm (from socket to tip)

65 Spear shafts will be a minimum diameter of 1" or 25mm (the event recommends that shafts
66 be 1 ½ " or 35mm in diameter)

67 Spear points at the tip need to be 1/6th " or 4mm in thickness and conform to a \$2 coin
68 semi-circle or alternatively have a "safety tip".

69 The maximum engagement distance is the length of the weapon.

70 Butt spikes are not to be used or fitted.

71 Wings are permitted but must be \$2 rounded.

72 **Great Axe ~**

73 This weapon is to be a maximum of 6' in length or 1830mm (from base of shaft to top of
74 axe head)

75 This weapon is to be a minimum of 4' in length or 1220mm (from base of shaft to top of axe
76 head)

77 This weapon is to be used in a manner with hands shoulder width apart.

78 The maximum engagement distance is the length of the weapon.

79

Romphaea ~

This weapon is to be a maximum of 6' in length or 1830mm (from base of shaft to tip of blade)

This weapon is to be a minimum of 4' in length or 1220mm (from base of shaft to tip of blade)

This weapon is to be used in a manner with hands shoulder width apart.

The maximum engagement distance is the length of the weapon.

The blades will make up no more than 33% of a weapons overall length. Blade width should be no greater than ¼" or 6mm than weapons shaft diameter.

HAND WEAPONS**Single handed Sword, Saxe and Sabre~**

This weapon is to be a maximum of 38" in length or 965mm (from pommel to blade tip)

This weapon is to be a minimum of 20" in length or 505mm (from pommel to blade tip)

This weapon is to be used "single handed" at all times

The maximum engagement distance for blows is the length of the weapon. The maximum engagement distance for stabbing is the length of the weapon + 12" or 305mm.

Single handed Axe ~

This weapon is to be a maximum of 2'6" in length or 760mm (from base of shaft to top of axe head)

This weapon is to be a minimum of 2' in length or 610mm (from base of shaft to top of axe head)

Axe blades will be single sided and the blade should be a minimum of 4" or 100mm high and a thickness of 1/8th " or 3mm thick with rounded top and bottom conforming to a \$2 coin.

This weapon will have a 4" or 100mm raised leather or raw hide handle or be fastened to the wielder wrist with a "wrist strap" .

The maximum engagement distance is the length of the weapon.

107 For example :

108 http://www.manningimperial.com/item.php?item_id~178&g_id~1&c_id~13

109 Handle ~Courtesy Phillip Hanson. Axe head ~ Manning



Imperial.

112 Dagger and Short Saxe~

113 This weapon is to be a maximum of 20" in length or 505 mm (from pommel to blade tip)

114 This weapon is to be a minimum of 15" in length or 380mm (from pommel to blade tip)

115 This weapon is to be used "single handed" at all times

116 The maximum engagement distance is the length of your arm.

117 PROJECTILE WEAPONS

118 Javelins~

119 construction ~

120 minimum of 100mm of pool noodle attached to a broom handle 1500mm long.

121 Taped and covered in sturdy material. Rubber stopper on other end.

123 In Total ~

124
125 All weapons will be tested for *weight* and *balance* by Marshals and if deemed poorly
126 balanced and/or over heavy the weapon will **not be certified**.

TARGETING STANDARDS

Head shots ~

Blows are to be delivered in a controlled manner, as close to vertical as possible from the targets shoulders. (Excluding spears)

Shoulder shots ~

Blows are to be delivered in a controlled manner, as close to vertical as possible from the defenders shoulders. (Excluding spears)

It is **NOT** acceptable to angle a blow in this area

Upper arms shots ~

Blows are to be delivered in a controlled manner. . (Angled blows are permitted as long as they start and finish below the point of the shoulder).

Lower arms and hands ~

These areas are not a standard target and should not be deliberately targeted.

Chest and Abdomen shots ~

Blows are to be delivered in a controlled manner; no blow is to rise above armpit height (ascending)

Angled blows are permitted as long as they start and finish between the points of the armpit/hip.

Upper leg shots ~

Blows are to be delivered in a controlled manner, these can be delivered from either from within the leg (making sure to avoid the crutch) or from outside the leg.

159 Crutch, lower leg and Feet ~

160 These areas are not to be deliberately targeted.

161 Back shots ~

162 Blows are to be delivered in a controlled manner, (as per chest and abdomen with
163 exception to the SPINAL, KIDNEY AND RECTAL REGIONS. These are not to be targeted).

164 The Face and Neck ~

165 These are **NOT a target! Keep your weapons away from here!**

166 PELTASTS~

167 For the Event we will have two distinct types of peltasts. Both will be using the Javalin.
168

169 Non combatant peltasts/scouts ~

170
171 A Non Combatant Peltast is 12 years and above.

172 NC Peltast must wear helmet and padded protection

173 Carry a maximum of four (4) Javalins

174 All NC Peltast will be sporting a bright yellow WARNING Sash/bib over any other garment or
175 armour.

176 This sash/bib will be issued by the event.

177 All NC Peltast under 18 will require parental permission via waiver before taking the field.

178
179 If an armed combatant comes within a 3 meter distance to a NC peltasts they will be
180 presumed killed and can take no further part in the scenario .

181 Minimum engagement distance is (to throw) is 5 meters

182 Maximum engagement distance is (to throw) is 10 meters
183

184 Combat Peltasts ~

185
186 Combate Peltast is a combatant (who complied with NEMAS armour standards) and is
187 permitted to carry a "standard" weapon as side arm as well as upto 3 javelins .
188

189 Minimum engagement distance is (to throw) 3 meters

190 Maximum engagement distance is (to throw) 10 meters
191

192 This combatant is presumed killed if hit by a weapon .

193

194 Neither type of peltast is allowed to pick up discharged javelins off the ground until after
195 the battle is ended .

196 There will be set senerios that each peltast will be able to participate in.

197

198 **ARMOUR STANDARDS~**

199 **BODY ARMOUR ~**

200 This must be suitable to the time line.

201 Minimum body armour is a single quilted and or padded garment with sleeves to the
202 elbows. This garment must cover the body to the hip at least and have a protective collar of
203 a minimum 1" or 25mm wide.

204 If your garment has no collar, other comparable neck protection is to be used for safety.

205 This garment must be padded to a minimum of 10mm uncompressed with a compression
206 factor to 6mm in its compressed state and must be capable of being compressed.

207 The standard is *this garment* even if combatants wear heavier armour over it.

208 **Helmets ~**

209 Helmets should be suitable for the Event time line and made from 14 G or 1.6mm mild steel
210 (anything thinner will be made of either spring steel or higher carbon steel). We suggest
211 suspension liners.

212 **Hands ~**

213 Reinforced leather gloves must protect these or if you must later period hand protection,
214 i.e. steel gauntlets

215 **Lower arms ~**

216 *We recommend* Lower arms should be covered and protected from injury.

217 **Legs ~**

218 Upper leg protection is to be used. (Upper legs are in the "target zone").

219 This can be incorporated into your padded body garment or separate.

220 **Feet ~**

221 Period footwear is recommended. It is available of the web from many suppliers.

222 If you have to wear modern shoes, they are to be concealed within covering such as canvas
223 gaiters leather uppers or heaven forbid pelts.

224 If you think *you look silly* you **do** and remember the feeling next time and get some period
225 foot wear.

226 **Extras ~**

227 If people wish to wear modern protection, (sports body armour) it must be concealed
228 under their Dark Age garb.

229

230 **ENGAGEMENT STANDARDS**

231 Combatants should under no circumstances offer a "Dangerous shot", for example striking
232 with a weapon beyond its length (at fully extended arm length).

233 It is our aim that sword blows be delivered 1/3rd from the tip of the blade (unless
234 stabbing).

235 It is a requirement that all blows be delivered in a controlled manner.

236 A attacker who *delivers* the blow can declare a blow "non lethal" and with the defender
237 continue the battle.

238 Combatants have the *right to refuse* to fight another combatant, without offering
239 explanation (in this case the declining combatant will take leave of the field of combat and
240 can rejoin combat after the particular battle has ceased)

241

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245 **.Injury Standards~**

246 Any injuries are to be dealt with swiftly and combatants are to remain at all times aware of
247 their surrounds.

248 Any directive regarding first aid is to be given priority.

249 If an accident occurs Marshals will assess the situation, gain first aid for the combatant from
250 qualified supplier.

251 All other Combatants will remove themselves from the immediate area if the combat is to
252 recommence, leaving involved combatants to confer with the Marshals.

253 Data will be recorded by Marshal and accompanying cleric. *See footnotes 1#*

254 Any combatant who is injured and has been advised to retire will do so without question.

255 **Any** incident that results in excessive debilitation of **any** combatant will be deemed an
256 offence.

257 **FIELD STANDARDS**

259
260 The marshal, being the Events representative, is the *endorsed*, controlling factor on the
261 field.

262 The decision of the Marshals are to be adhered to as soon as safety permits at all times.

263 If a marshal deems a combatant *incompetent* with **ANY** weapon, the combatant will be
264 directed off the field. At the end of the battle the combatant can resume the field but **NOT**
265 with the *offending* weapon. The combatant **will not** resume the field if the combatant is not
266 *qualified* to use another weapon.

267 If a combatant wishes to question a Marshals directive it will be **ONLY** undertaken by the
268 combatant when the battle has been finalised.

269
270 If the combatant fails to understand the Marshals directive the combatant will *remove*
271 himself from the field.

272 Any ongoing issues a combatant has regarding the Marshals directive can *Only be appealed*
273 to the Event Head Marshal at the conclusion of the Scenario.

274 Any ongoing or persistent issues between combatants or groups will result in the offenders
275 being removed, by the Marshal Team ,from the scenario and referred to the Marshal Team
276 Debrief.

277 **Marshal Team~**

278 If the combatant offers an **single (1)** action that is deemed an offence a warning will be
279 issued and the combatant will be directed to leave the field for the remainder of the battle
280 and data collected by the marshal and accompanying cleric.

281 If the combatant offers a **second (2)** action that is deemed an offence, the combatant will
282 be directed to leave the field for the remainder of the Scenario. Data will be collected by
283 the marshal and accompanying cleric.

284 If the combatant offers a **third (3)** action that is deemed an offence the combatant, will be
285 removed from the field and will not be permitted to take up arms or enter any field of
286 combat for the rest of the day. Data will be collected and passed to the head Marshal.

287

288 **Marshal team Action~**

289 ³**Procedure applied to combatant by Marshal Team Debrief for three (3) offence.**The
290 combatant, if within a group, will present to the marshals team and head marshal
291 accompanied by *Group Officer*.

292 The combatant, if independent, will present with one (1) NEMAS *advocate* to the marshals
293 team and Head Marshal

294 The Marshal Team will present *data and brief*.

295 The Combatant will present *due cause*.

296 The Group officer will present *group discipline* procedure.

297 The NEMAS advocate will present *Event discipline* procedure.

298 **The Head Marshal will present ruling**

299 If the combatant fails to present at the above Marshal Team debrief the combatant will be
300 excluded from **ALL** fields of Event combat.

301 The Event will record data and the combatant (and Group) risks **not** being offered the right
302 to *attend* the Gathering 2014.

303 If the combatant re-enters the field following the Marshal team debrief and offers a fourth
304 (4) action that is deemed an offence the combatant will be excluded from **ALL** fields of
305 Event combat.

306 The Event will record data and the combatant (and Group) risks **not** being offered the right
307 to *attend* the Gathering 2014.

308

309 **Procedure applied to the situation regarding any incident that results in excessive**
310 **damage to a combatants person. ie Beyond injury and into offence.**

311 The Marshal Team will present *data and brief*.

312 The damaged Combatant will present *due cause* if possible.

313 The other combatant/s will present due cause.

314 The Head Marshal will present ruling

315 The damaged combatant will present conditions of geld if able.

316 **Procedure to resolve ongoing combatant to combatant, or group to group conflict,**
317 **affecting the event.**

318 All involved combatants and or group officer will present due cause

319 The Marshal Team will present *data and brief*.

320 The Head Marshal will present ruling.

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¹ **The event will be collecting data regarding combat. This data is to be collected by NEMAS for event development and management and on behalf of a bigger project instigated and sponsored by NEMAS. This project is Named "Gathering Data"**

The aim of this project is to take advantage of the large combatant numbers at the Event by gathering real information regarding DA combat in Australia. This data would be converted into relevant Statistics that then can be used on a National level.

This data will include but not be restricted to:

Name, state or country, group or affiliation, armour and weapon type, experience, injuries, offences, terrain etc.

This data will be used internally by NEMAS ~

To Improve standards for future NEMAS Gatherings

Better understand the impact of individual weapons and or armour.

Analyse outcomes and contributing factors related to combat and Combat groups.

Analyse group or combatant participation.

NEMAS will release this information externally ~

Only to associates of the Project "Gathering Data" for processing . Any associate of the project must undertake confidentiality agreements relating to the Project and its data.

ONLY if the data would of benefit to others.

ONLY in statistical form

ONLY for statistic purposes

Unless obtaining prior explicit permission by ANY Combatant or group there in mentioned.

² **Any injury resulting in a person needing medical attention beyond scrapes, nicks, cuts or minor bruising will automatically be presented to the Marshal Team debrief for review.**

³ This procedure is influenced by pre conquest Anglo Saxon law.

More information can be found on Wikki at

http://en.wikipedia.org/wiki/Anglo-Saxon_law

.....

"Maegth

The more ancient documents of Anglo-Saxon law show us the individual not merely as the subject and citizen of a certain commonwealth, but also as a member of some group, all the fellows of which are closely allied in claims and responsibilities. The most elementary of these groups is the maegth, the association of [agnatic](#) and cognatic relations. Personal protection and revenge, oaths, marriage, wardship, succession, supervision over settlement, and good behaviour, are regulated by the law of kinship. A man's actions are considered not as exertions of his individual will, but as acts of the kindred, and all the fellows of the maegth are held responsible for them. What began as a natural alliance was used later as a means of enforcing responsibility and keeping lawless individuals in order. When the association of kinsmen failed, the voluntary associations—guilds—appeared as substitutes. The guild brothers associated in mutual defence and support, and they had to share in the payment of fines. The township and the hundred came also in for certain forms of collective responsibility, because they presented groups of people associated in their economic and legal interests."

Change log

Version 1 to 1.1

Line numbers added to document.

Several misspelled word corrections.

6 minor word inclusions for continuity.

Line 5 and 6 Line added to note document version and the right to edit document.

Foot notes from version 1 changed to end notes in version 1.1

Extensive editing to end note 1 "Data" to include expanded outline of this subject and its practices.