

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

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

Find below common terms used in this document of Standards

EVENT ~ NEMAS Gathering 2012

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

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

FIELD ~ any ground where combat is to take place.

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

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

EVENT MARSHAL ~ Overall Event Marshal.

CLERIC ~ on field Scribe assisting Marshal Team with the collection of data

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

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

DATA ~ Information such as name, affiliation, weapon, armour, experience, injury, offence
see foot note 1#

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

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

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

GROUP ~ Club or combat affiliation.

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

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

DEFENDER ~ Opposite of Attacker.

ATTACKER ~ Opposite of Defender.

WEAPON ~ Hand held tool used by to instigate simulated death to defender by attacker.

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

SCENARIO ~ Multiple battles within scheduled combat story.

Herein follows the Standards relating to the Event~

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

Weapons Condition, Requirements and Certification Standards. ~

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

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

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

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

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

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

Independent combatants will be considered wards of the event and being so deemed, managed by the Marshals directly excluding Marshal Team Debriefs. (See below)

POLE WEAPONS

Two handed spear~

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

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

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

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

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

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

The maximum engagement distance is the length of the weapon.

Butt spikes are not to be used or fitted.

Wings are permitted but must be \$2 rounded.

Great Axe ~

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

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

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

The maximum engagement distance is the length of the weapon.

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.

For example :

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

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.

Handle ~*Courtesy Phillip Hanson. Axe head* ~ *Manning Imperial.*



Dagger and Short Saxe~

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

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

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

The maximum engagement distance is the length of your arm.

PROJECTILE WEAPONS

Javelins~

construction ~

minimum of 100mm of pool noodle attached to a broom handle 1500mm long.
Taped and covered in material natural material. Rubber stopper on other end.

In Total ~

All weapons will be tested for *weight* and *balance* by Marshals and if deemed poorly 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.

Crutch, lower leg and Feet ~

These areas are not to be deliberately targeted.

Back shots ~

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

The Face and Neck ~

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

PELTASTS~

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

Non combatant peltsts/scouts ~

A Non Combatant Peltast is 12 years and above.

NC Peltast must wear helmet and padded protection

Carry a maximum of four (4) Javalins

All NC Peltast will sport a bright yellow WARNING Sash over any other garment or armour.

This sash will be issued by the event.

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

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

Minimum engagement distance is (to throw) is 5 meters

Maximum engagement distance is (to throw) is 10 meters

Combat Peltasts ~

Combat Peltast is a combatant (who complied with NEMAS armour standards) and is permitted to carry a "standard" weapon as side arm as well as up to 3 javelins .

Minimum engagement distance is (to throw) 3 meters

Maximum engagement distance is (to throw) 10 meters

This combatant is presumed killed if hit by a weapon .

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

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

ARMOUR STANDARDS~

BODY ARMOUR ~

This must be suitable to the time line.

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

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

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

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

Helmets ~

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

Hands ~

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

Lower arms ~

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

Legs ~

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

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

Feet ~

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

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

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

Extras ~

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

ENGAGEMENT STANDARDS

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

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

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

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

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

.Injury Standards~

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

Any directive regarding first aid is to be given priority.

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

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

Data will be recorded by Marshal and accompanying cleric. *See footnotes 2#*

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

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

FIELD STANDARDS

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

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

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

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

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

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

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

Marshal Team~

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

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

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

Marshal team Action~

Procedure applied to combatant by Marshal Team Debrief for three (3) offence *_See footnotes on this procedure.3#*

The combatant, if within a group, will present to the marshals team and head marshal accompanied by *Group Officer*.

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

The Marshal Team will present *data and brief*.

The Combatant will present *due cause*.

The Group officer will present *group discipline* procedure.

The NEMAS advocate will present *Event discipline* procedure.

The Head Marshal will present ruling

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

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

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

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

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

The Marshal Team will present *data and brief*.

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

The other combatant/s will present *due cause*.

The Head Marshal will present ruling

The damaged combatant will present conditions of which is able.

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

All involved combatants and or group officer will present due cause

The Marshal Team will present *data and brief*.

The Head Marshal will present ruling

FOOTNOTES ~

1# Data ~

The event will be collecting data regarding combat.

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 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."