

The Vikings

Training Officer's
Handbook

Sixth Edition

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1. FOREWORD.....	8
1.1. AIM OF THIS MANUAL.....	8
2. COMBAT TRAINING STRUCTURE	9
2.1. COMBAT TRAINING THEGN.....	9
2.2. MISSILE COMBAT THEGN.....	10
2.3. DISPLAY COMBAT THEGN.....	11
2.4. CAVALRY THEGN.....	11
2.5. SPECIALIST WEAPONS THEGNS.....	12
2.6. ASSESSING THEGN.....	13
2.7. RECOGNISED TRAINING THEGN.....	13
2.8. TRAINING THEGN.....	13
2.9. RE-ASSESSMENTS.....	13
2.10. GUEST ASSESSMENTS.....	14
3. RULES OF HAND TO HAND COMBAT	15
3.1. INTRODUCTION.....	15
a). <i>General Points</i>	15
b). <i>Target Areas</i>	16
c). <i>Off Target Areas</i>	16
3.2. MANDATORY PROTECTIVE EQUIPMENT.....	17
3.3. RECOMMENDED PROTECTIVE EQUIPMENT.....	17
3.4. EQUIPMENT SPECIFICATIONS.....	17
a). <i>Protective Equipment</i>	17
b). <i>Weapons</i>	18
3.5. HITS.....	19
a). <i>Forbidden blows</i>	19
b). <i>Restrictions on Weapons</i>	19
3.6. INJURIES.....	22
3.7. GENERAL SAFETY.....	22
3.8. CHEATING.....	22
4. MISSILE RULES	24
4.1. INTRODUCTION.....	24
a). <i>General Points</i>	24
b). <i>Target Areas</i>	25
c). <i>Off Target Areas</i>	26
4.2. MINIMUM PROTECTIVE EQUIPMENT.....	26
4.3. EQUIPMENT SPECIFICATIONS.....	26
a). <i>Protective Equipment</i>	26
b). <i>Weapons</i>	27

4.4.	INJURIES	27
4.5.	USE OF MISSILES IN A SHOW	28
a).	<i>General</i>	28
b).	<i>Slings</i>	28
c).	<i>Arena Safety</i>	28
d).	<i>Rehearsals</i>	29
5.	CAVALRY RULES.....	30
5.1.	INTRODUCTION	30
5.2.	GENERAL POINTS	30
5.3.	TARGET AREAS	30
5.4.	OFF-TARGET AREAS.....	31
5.5.	MINIMUM PROTECTIVE EQUIPMENT	31
5.6.	ADDITIONAL PROTECTIVE EQUIPMENT	31
5.7.	EQUIPMENT SPECIFICATIONS	31
a).	<i>Protective Equipment</i>	31
b).	<i>Weapons</i>	31
5.8.	INJURIES	32
5.9.	USE OF CAVALRY IN A SHOW	33
a).	<i>General</i>	33
b).	<i>Arena Safety</i>	33
c).	<i>Audience Safety and Comfort</i>	33
d).	<i>Infantry Safety</i>	34
e).	<i>Rehearsals</i>	34
6.	ASSESSMENTS	35
6.1.	GENERAL REQUIREMENTS.....	35
a).	<i>Clothing & Equipment Check</i>	35
b).	<i>Proof of Qualification</i>	35
c).	<i>Overall</i>	35
d).	<i>Re-Taking an Assessment</i>	35
6.2.	AIM OF THE ASSESSMENTS.....	35
6.3.	BASIC COMBAT ASSESSMENT	37
a).	<i>The Assessment</i>	37
6.4.	MACE ASSESSMENT	39
a).	<i>The Assessment</i>	39
6.5.	BASIC SPEAR ASSESSMENT	40
a).	<i>The Assessment</i>	40
6.6.	BASIC DISPLAY COMBAT ASSESSMENT	41
a).	<i>Aim</i>	41
b).	<i>Qualifications</i>	41
c).	<i>The Assessment</i>	41
6.7.	FORMATION COMBAT ASSESSMENT.....	43

a).	<i>Aim</i>	43
b).	<i>Qualifications</i>	43
c).	<i>The Assessment</i>	43
6.8.	LONG AXE ASSESSMENT	45
a).	<i>Aim</i>	45
b).	<i>Qualifications</i>	45
c).	<i>The Assessment</i>	45
6.9.	JAVELIN ASSESSMENT.....	47
a).	<i>Aim</i>	47
b).	<i>Qualifications</i>	47
c).	<i>The Assessment</i>	47
6.10.	ADVANCED SPEAR ASSESSMENT	49
a).	<i>Aim</i>	49
b).	<i>Qualifications</i>	49
c).	<i>The Assessment</i>	49
6.11.	FLORENTINE COMBAT ASSESSMENT	51
a).	<i>Aim</i>	51
b).	<i>Qualifications</i>	51
c).	<i>The Assessment</i>	51
6.12.	ADVANCED COMBAT ASSESSMENT.....	53
a).	<i>Qualifications</i>	53
b).	<i>The Assessment</i>	53
6.13.	ADVANCED DISPLAY COMBAT ASSESSMENT.....	55
a).	<i>Aim</i>	55
b).	<i>Qualifications</i>	55
c).	<i>The Assessment</i>	55
6.14.	BASIC ARCHERY ASSESSMENT.....	57
a).	<i>Aim</i>	57
b).	<i>The Assessment</i>	57
6.15.	DISPLAY ARCHERY ASSESSMENT	59
a).	<i>Aim</i>	59
b).	<i>The Assessment</i>	59
6.16.	ADVANCED ARCHERY ASSESSMENT	60
a).	<i>Aim</i>	60
b).	<i>Qualifications</i>	60
c).	<i>The Assessment</i>	60
6.17.	BASIC SLING ASSESSMENT.....	62
a).	<i>Aim</i>	62
b).	<i>The Assessment</i>	62
6.18.	NON-COMBATANT CAVALRY ASSESSMENT.....	63
a).	<i>Aim</i>	63
b).	<i>Qualifications</i>	63
c).	<i>The Assessment</i>	63

6.19. BASIC MOUNTED COMBAT ASSESSMENT	65
a). <i>Aim</i>	65
b). <i>Qualifications</i>	65
c). <i>The Assessment</i>	65
6.20. ADVANCED MOUNTED COMBAT ASSESSMENT	67
a). <i>Aim</i>	67
b). <i>Qualifications</i>	67
c). <i>The Assessment</i>	67
6.21. RECOGNISED TRAINING THEGN ASSESSMENT	68
a). <i>Aim</i>	68
b). <i>Qualifications</i>	68
c). <i>The Assessment</i>	68
7. TRAINING METHODOLOGY	70
7.1. PROGRESSION	70
7.2. LESSON STRUCTURE.....	70
a). <i>Preparation</i>	70
b). <i>Introduction</i>	70
c). <i>Revision</i>	70
d). <i>Tuition</i>	70
e). <i>Conclusion</i>	71
7.3. SYLLABUS	71
8. COMBAT TRAINING EXERCISES.....	73
8.1. HUNTING GROUPS.	73
8.2. TWO TO ONE, ONE TO TWO	73
8.3. MULTIPLE ATTACKS.....	73
8.4. CIRCLE OF TREACHERY	73
8.5. SHIELDWALL	74
8.6. PARRY/RIPOSTE.....	74
8.7. PILE IT ON	75
8.8. PARRY/RIPOSTE 2.....	75
8.9. FATAL AISLE	75
8.10. SEQUENCED ATTACKS.....	75
8.11. STAND YOUR GROUND.....	76
8.12. IN YOUR FACE.....	76
9. ARCHERY EXERCISES.....	77
9.1. AUDIENCE AWARENESS	77
9.2. SPACE INVADERS.....	77
9.3. TIME TO LEAVE	77
9.4. FEEL THE FORCE.....	77

9.5. HUNTING GROUPS	77
9.6. SEEK AND DESTROY	77
9.7. MOVING TARGETS.....	78
9.8. THROUGH THE KEYHOLE	78
9.9. CONTROLLED POWER.....	78
9.10. SPACE INVADERS 2.....	78
9.11. SPACE INVADERS 3.....	78
10. FORMATION MANOEUVRES	79
11. TERMINOLOGY	80
<i>a). Technical</i>	<i>80</i>
<i>b). Parts of the Weapon</i>	<i>83</i>
12. ARCHERY TERMINOLOGY.....	87
<i>a). Technical</i>	<i>87</i>
<i>b). Parts of the Weapon</i>	<i>88</i>

1. Foreword

In preparing this Sixth edition of the training officer's handbook, I have been greatly assisted by the work of my predecessors, in particular Roger Barry who originally took on the mammoth task of writing it all down in some sort of coherent form, and Pete Carss who encouraged the development process while somehow managing to concentrate on having fun as well.

In the revision of any document, the changes which are introduced are generally the result of many years of experience, and come through suggestions and discussions among the training officers of the society, who see the system at work on a more or less weekly basis and who have to live with the consequences of their changes. All of those who contributed to this document in whatever way have my profound thanks.

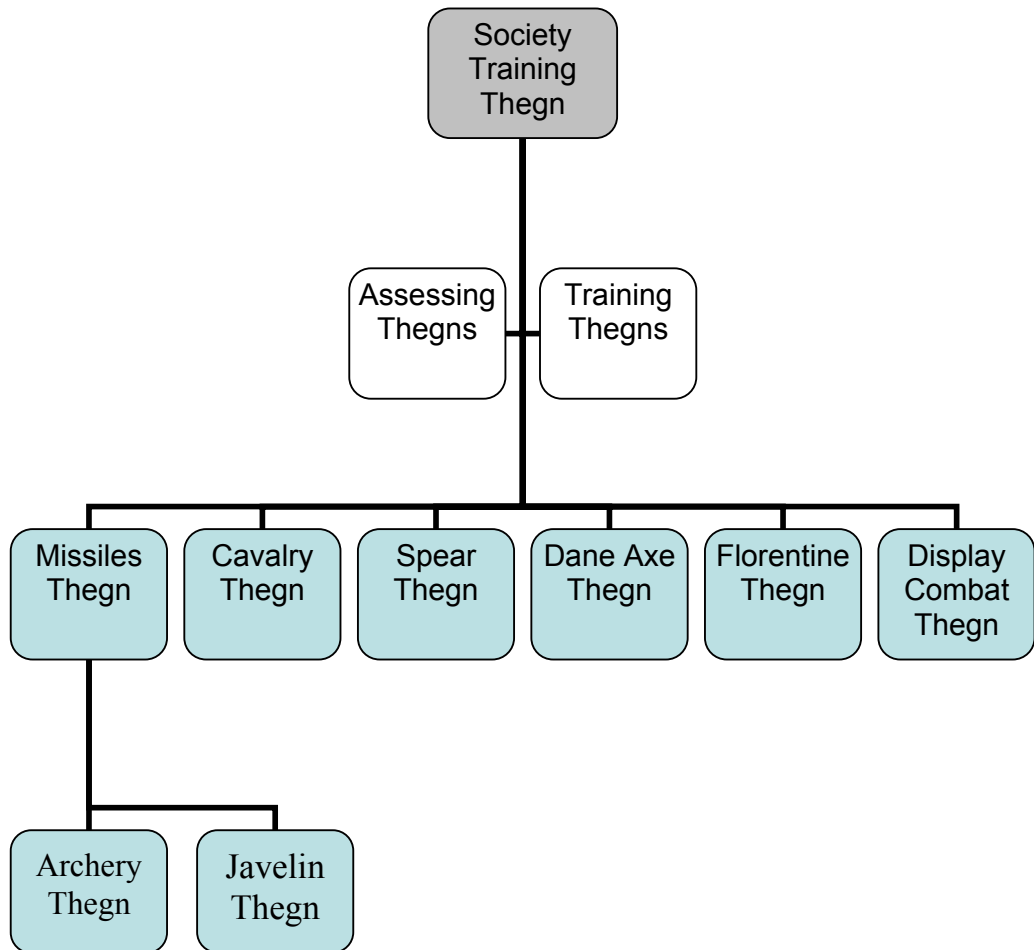
Paul Murphy
Society Training Officer

1.1. Aim of this manual

The Training Officer's Manual and Combat Rules are intended to ensure that all combat is as safe as possible whilst remaining enjoyable. The rules change and evolve as does the Society, and are the result of many years of experience. This handbook is intended to provide a reference for the combat rules of the Society, and to ensure that all combat training within the society follows a standardised procedure with a uniform aim.

2. Combat Training Structure

The structure of the Society Training organisation is shown below:



2.1. Combat Training Thegn

The Combat Training Thegn is responsible for maintaining the standards and safety of all combat within the Society. He/she is personally responsible for training and assessing all Recognised Training Thegns and for over-seeing the Missile Combat Thegn, Cavalry Thegn, and the Specialist Weapons Thegns. He/she makes recommendations to the Konungr for the appointments of Missile Combat Thegn and Cavalry Thegn. He/she appoints Specialist Weapons Thegns.

He/she is responsible for the setting of all combat assessments and either examines or appoints examiners for these assessments. He/she will organise the events (but not the date or venue) at Society Training weekends. He/she will organise the Society Training Thegn weekends.

The Combat Training Thegn may remove from the field any combatant who he/she deems is unfit to fight on that day and, in conjunction with the Health and Safety Thegn, ensures that the correct

procedures are carried out in the event of an injury caused by a warrior. The Combat Training Thegn also has overall responsibility for the safety of all weapons taken onto the field and may ban any sub-standard weapon from being used either for display purposes or in training.

The Combat Training Thegn should study the use of weapons and the training methods used and ascertain if their use and the Society's training methods could be improved.

The Combat Training Thegn should regularly meet with the Society's Training Thegns to discuss these methods and allow them to present their ideas to their peers.

The Combat Training Thegn is responsible for ensuring that any warrior being re-assessed after an accident is re-assessed by the appropriate Specialist Weapons Thegn at the Society's convenience. The Combat Training Thegn is also responsible for ensuring that any warrior being re-assessed after being banned as a result of disciplinary action is re-assessed at a time convenient to the Officer.

2.2. Missile Combat Thegn

The Missile Combat Thegn is responsible for maintaining the standards and safety of all missile weapons within the Society. He/she is personally responsible to the Combat Training Thegn for the instruction of all Training Thegns who wish to teach missile combat and will normally hold training sessions for interested members at the Society Training weekends. He/she makes recommendations to the Combat Training Thegn for the appointments of Archery Thegn and Javelin Thegn. He/she will advise the Combat Training Thegn on the setting of all missile assessments and either examine or advise on the appointment of examiners for these assessments.

The Missile Combat Thegn may remove from the field any missile-armed combatant who he/she deems is unfit to take part on that day and, with the Health and Safety Thegn, ensures that the correct procedures are carried out in the event of an injury caused by a missile armed warrior. The Missile Combat Thegn also has overall responsibility for the safety of missile weapons on the field and may ban any sub-standard weapon from being used either for display purposes or in training.

The Missile Combat Training Thegn should study the use of the weapons and the training methods used he/she is responsible for and ascertain if their use and the Society's training methods could be improved. The Missile Combat Training Thegn should regularly attend meetings of the Society's Training Thegns to discuss these methods, present their ideas and listen to their peers.

The Missile Combat Thegn is responsible for ensuring that anyone being re-assessed after an accident is re-assessed at the Officer's convenience by the appropriate Specialist Weapons Thegn.

2.3. Display Combat Thegn

The Display Combat Thegn is responsible for maintaining the standards and safety of all display combat within the Society. He/she is personally responsible to the Combat Training Thegn for training all Training Thegns who wish to teach display combat and will normally hold training sessions for interested members at the Society Training week-ends.

He/she will advise the Combat Training Thegn on the setting of all display combat assessments and either examine or advise on the appointment of examiners for these assessments.

The Display Combat Thegn may remove from the field any combatant who he/she deems is unfit to take part on that day and in conjunction with the Health and Safety Thegn, ensures that the correct procedures are carried out in the event of an injury caused during a display combat.

The Display Combat Training Thegn should study the use of the weapons and the training methods used he/she is responsible for and ascertain if their use and the Society's training methods could be improved. The Display Combat Training Thegn should regularly attend meetings of the Society's Training Thegns to discuss these methods, present their ideas and listen to their peers.

The Display Combat Thegn is responsible for ensuring that any warrior being re-assessed after an accident is re-assessed at the Officer's convenience.

2.4. Cavalry Thegn

The Cavalry Thegn is responsible for maintaining the standards and safety of all mounted combat within the Society. He/she is personally responsible to the Combat Training Thegn for training all Training Thegns who wish to teach mounted combat and will normally hold training sessions for interested members at appropriate sessions.

He/she will advise the Combat Training Thegn on the setting of all mounted combat assessments and either examine or advise on the appointment of examiners for these assessments.

The Cavalry Thegn may remove from the field any mounted warrior or horse who he/she deems is unfit to take part on that day and in conjunction with the Health and Safety Thegn, ensures that the correct procedures are carried out in the event of an injury caused by a mounted warrior or horse. The Cavalry Training Thegn should study the use of the weapons and the training methods used he/she is responsible for and ascertain if their use and the Society's training methods could be improved. The Cavalry Training Thegn should regularly attend meetings of the Society's Training Thegns to discuss these methods, present their ideas and listen to their peers.

The Cavalry Thegn is responsible for ensuring that any mounted

warrior being re-assessed after an accident is re-assessed at the Officer's convenience by an appropriately qualified Training Thegn.

2.5. Specialist Weapons Thegns

The Combat Training Thegn may appoint Recognised Training Thegns as Specialist Weapons Thegns for the following weapons systems:

- Spear
- Long Axe
- Florentine Combat
- Archery
- Javelin

The Specialist Weapons Thegn is responsible for maintaining the standards and safety of their weapon within the Society. He/she is personally responsible to the Training Officer for training all Training Thegns who wish to teach their weapon and will normally hold training sessions for interested members at the Society Training weekends. He/she makes recommendations to the Training Officer for the appointment of Assessing Thegns for their weapon. He/she will advise the Training Thegn on the setting of weapon assessments and either examine or advise on the appointment of examiners for these assessments.

The Specialist Weapons Thegn may remove from the field any combatant who he/she deems is unfit to take part on that day and in conjunction with the Health and Safety Thegn, ensures that the correct procedures are carried out in the event of an injury caused by a warrior armed with their weapon.

The Specialist Weapons Thegn also has responsibility for the safety of their weapon types taken onto the field and may ban any sub-standard weapon from being used either for display purposes or in training.

The Specialist Weapons Thegn should study the use and the training methods of their weapon and ascertain if its use and the Society's training methods could be improved. They should actively seek out those that use their weapon regularly and involve them in its development. They should actively seek out the assistance of those Training Thegns who instruct their weapon and involve them in development of the training techniques. The Specialist Weapons Thegn should regularly attend meetings of the Society's Training Thegns to discuss these methods, present their ideas and listen to their peers.

Any warrior being re-assessed after an accident must be re-assessed by the appropriate Specialist Weapons Thegn at the Thegn's convenience.

2.6. Assessing Thegn

Assessing Thegns are Recognised Training Thegns who have been made responsible for the assessment of warriors at a training session or event. They must ensure that the correct documentation has been carried out before the assessment and that the warrior is qualified to take the assessment. They are to ensure that the correct documentation is completed after the assessment. They must brief unsuccessful and successful candidates at the end of the assessment as to their strengths and weaknesses. If possible they should discuss these points with the candidate's Training Thegn. Assessing Thegns may only carry out assessments at the event at which they were appointed, and must return all documentation to the Society Training Officer immediately after the assessment.

2.7. Recognised Training Thegn

Recognised Training Thegns are responsible for the training of their warriors and should endeavour to qualify themselves in as many combat skills as possible. Where they are not skilled in a given weapon they should seek advice from those who are. They may recommend warriors for any assessments that they are themselves qualified for. They may assess warriors for Basic Combat, Basic Display, Formation Combat, and, if qualified Basic Spear, and Basic Archery. They should attend Training Thegn meetings when ever possible to receive guidance on new training techniques and to present their own ideas to their peers.

2.8. Training Thegn

Training Thegns are responsible for the training of their warriors and should endeavour to qualify themselves in as many combat skills as possible. Where they are not skilled in a given weapon they should seek advice from those that are. They should endeavour to become a Recognised Training Thegn. They may recommend warriors for their Basic Combat Assessment , Formation Combat Assessment, Basic Display, and Basic Spear or Basic Archery if so qualified. For all other assessments they must gain the recommendation of a Recognised Training Thegn. They should attend Training Thegn meetings whenever possible to receive guidance on new training techniques and to present their own ideas to their peers.

2.9. Re-Assessments

Any warrior who has been banned must be re-assessed by the Specialist Weapons Thegn, or the Training Officer. Neither the Specialist Weapons Thegn, nor the Training Officer is to conduct the re-assessment alone - they must be assisted by another appropriately

qualified Training Thegn.

Any warrior who has taken an advanced combat assessment, and who has failed this assessment on safety grounds, may not present themselves for re-assessment at the same event, and not until recommended by a Training Officer, and are expected to have undertaken additional training to correct the identified faults.

Re-assessments must be conducted at the convenience of the assessing officers at all times, and not less than one week after the incident which resulted in the re-assessment.

2.10. Guest Assessments

Where members of other societies attend events as guests, they must complete a safety assessment before taking the field for the first time, or where they have not attended as a guest within the last three years, unless their society has been granted a blanket exemption from this requirement on the basis that their training and assessment methods are recognised to be to a standard closely equivalent to that of The Vikings.

Where a guest is required to be assessed, this will take the form of an intensive session with a senior RTT, who must ensure that all of the guests meet the same safety standard as our society. In particular, guests must be placed under stress during the assessment, to ensure that they react in a suitable manner.

During the course of the event, the assessing RTT will be held responsible for the actions on the field of the guests who they have assessed. Should guest assessments subsequently be found to be inadequate, disciplinary action may be taken against the assessing RTT.

3. Rules of Hand to Hand Combat

3.1. Introduction

These rules form the basis for all non-missile combat within the society, and are the result of many years of experimentation and gradual development. They apply to all warriors at all times, and must be followed by all warriors and training officers.

a). General Points

1. Weapons must **never** be edged or burred such that a Cutting edge is formed on the blade.
2. Warriors may only use Weapons in displays that they are trained in the use of, and in which they have successfully completed the relevant Assessments. They may only train with Weapons they are not qualified to use at training sessions, with the permission of the presiding Training Thegn.
3. Weapons must never be used by, or against a member of the public or against a member of the Society who has not been trained to receive Attacks or who is not expecting an Attack.
4. Weapons must never be used in an area where a member of the public, or any property, may be damaged.
5. Any Warrior who has been prescribed drugs and advised against driving must not take part as a Warrior at a Society training session or show. If they intend to take part as a Villager the Society Health and Safety Thegn, or responsible First Aid Thegn, must be informed of their condition in case of accidents. Any member found at a Society sponsored event to be taking, or under the influence of, illegal drugs will be expelled from the Society.
6. Any member suspected of being under the influence of alcohol may be required to demonstrate their compliance with the Society Alcohol Policy. This will normally involve a simple test with a disposable breathalyser unit, but where this is not available, Warriors may be banned from taking part in any training session or show as a Warrior at the discretion of any Society Training Jarl, or the Society Health and Safety Officer.

b). Target Areas

Warriors are allowed to aim for any part of the body and legs from below the neck (i.e. from below the collar bone) to above the knee excluding hands, elbows, forearms, upper arms and groin. The chest is a legitimate Target in both sexes. Shots to the shoulder are within the Target Area and should always be taken, to discourage opponents from aiming closer to the head. Hits from Arrows and Shot to the upper legs are Valid Hits and should be taken to discourage the Archer/Slinger from aiming higher, which will reduce the risk of the Target Warrior being injured in the face.

c). Off Target Areas

It is forbidden to deliberately land a blow to the Off Target Area, i.e.: the knees, shins, calves, feet, elbows, hands, forearms, upper arms, groin, neck or head. Any blow to the head or neck, however well-controlled or how good the opponents protection may be, results in the offending Warrior being defeated. He/she should then allow themselves to be “killed” by their opponent. Hits to other Off Target Areas may be ignored but, if taken in view of the audience, should be acted out as a wound before continuing with the fight.

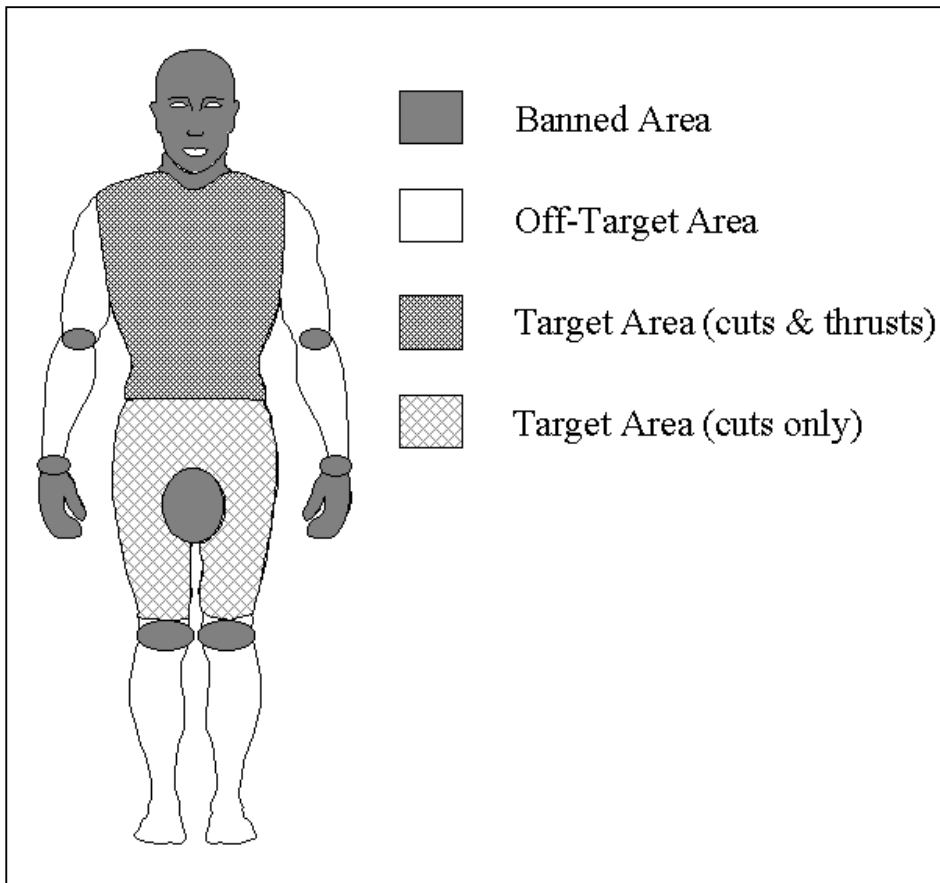


Figure 1 - Target & Off-Target Areas

When involved in combat with mounted warriors, the legs of the rider are classed as off-target areas, due to the very high risk of injury to the horse.

3.2. Mandatory Protective Equipment

All Warriors taking part in any type of Hand to Hand combat at shows or training **must** wear the following minimum equipment:-

- Helmet
- Stiff leather or mail backed gloves

3.3. Recommended Protective Equipment

All Warriors taking part in any type of Hand to Hand combat at shows are also **strongly recommended** to wear the following additional equipment:

- Vambraces/arm guards
- Male Warriors : a cricket box or similar protection
- Female Warriors: Fencing cups or padded gambeson or similar protection

Additional protective equipment may be worn by any warrior, as long as this protection complies with the Society Authenticity Regulations (SAR).

Archers and Slingers who may also participate in Hand to Hand combat must comply with the above. Archers and Slingers who will not be taking part in any Hand to Hand combat need only wear a Helmet.

3.4. Equipment Specifications

All Weapons and equipment must comply with the Society Authenticity Regulations (SAR) and Society Technical Specifications (STS). All Weapons and equipment will be examined prior to a show by the Society Combat Training Thegn or his/her designated representative - any which are considered unsafe must be returned to a safe storage area, if an immediate and safe repair is not possible.

a). Protective Equipment

1. **Helmet** - The minimum requirement is a steel or hardened leather skull cap which may be concealed within an authentic hat. This must be safe for the wearer and their opponent, and must be

well secured to prevent its loss during combat. Visible Helmets must comply with SAR.

2. **Vambraces/Arm Guards** - The recommended minimum protection is two stiff leather vambraces which cover the wrist and forearm. Where practicable these should be worn under the sleeves of a tunic. Vambraces must be safe for the wearer and their opponent. Visible vambraces must comply with SAR.

3. **Gloves** - The minimum requirement is stiff leather-backed gloves that give protection to the hands and fingers. These must be safe for the wearer and their opponent. Gloves must comply with SAR.

4. **Shield** - Shields should be no bigger than three inches past the elbow when held against the arm by a centre grip. Shields with a metal rim should be kept free from burrs and have rounded edges. All other Shields must have a leather or rawhide rim. Shields must comply with SAR and be in a safe condition for use on the field, as judged at the pre-show safety check.

b). Weapons

All Weapon blades must conform to the STS. The edges of all blades must be rounded. All blades must be kept free from burrs and Weapons must be checked prior to the start of a show or training session. Both Swords and Knives should be covered by a scabbard which complies with SAR.

The following Weapons are permitted to be used by Warriors in combat:

1. **Sword** - Sword blades must comply with STS. Swords must comply with SAR.

2. **Knife (seax)** - knife blades must comply with STS. Knives must comply with SAR. Knives must have a minimum blade length of 6", from the point to the forward edge of the grip.

3. **Hand Axe** - All Axe heads must comply with STS. It is recommended that Hand Axes be case hardened. Hand Axes must comply with SAR.

4. **Mace** – Mace heads must comply with STS. Use of maces is restricted by SAR. Warriors must pass the Mace Assessment before using a mace outside of a supervised training session.

5. **Long Axe** - Long Axes must be no more than 5'6" long. The Axe head must comply with STS. It is recommended that Long Axes be case hardened. Long Axes must comply with SAR. Warriors must pass the Long Axe Assessment before using a Long

Axe outside of a supervised training session.

6. **Spear** – Single-handed spears must be no more than 5'6" long, and must have a socketed head. Two-handed spears must be no more than 7'6" long. The head must comply with STS and be flattened out or have a bulbous point. Spears must comply with SAR. Warriors must pass the Basic Spear Assessment before using a Single-handed Spear outside of a supervised training session, and must pass the Advanced Spear Assessment before using a spear in two hands, and/or a spear of more than 5'6" in length, outside of a supervised training session.

7. **Javelin** - Javelins must not be more than 4'6" long. The head must comply with STS and be flattened out or have a bulbous point. Javelin heads may be made from mild steel and may have hardened edges. Javelins must comply with SAR. Warriors must pass the Javelin Assessment before using a Javelin outside of a supervised training session.

3.5. Hits

All Hits to an opponent should be made in such a way as to give an impression of force without inflicting real damage, that is to have Lethal Character. An Attack that does not have Lethal Character will not score a Valid Hit. Minor accidents are inevitable, as with any martial art, however in order to minimise such occurrences certain types of Attack are forbidden and some Weapons have restrictions laid upon them.

a). **Forbidden blows**

1. **Thrusts** - Thrusts to any part of the leg or Off Target Areas are forbidden. Thrusts to the Target Areas are Valid Hits but must be strictly Controlled, the Thrusting arm must not be locked.

2. **Attacks to the Head** - Hits to the head are normally forbidden. Attacks to the head should, however, be taught and may be used in a Scripted performance between two experienced Warriors. Such Attacks should be well Telegraphed and may only contact with the Helmet provided the shot has been rehearsed and approved of by both Warriors' Training Thegns.

3. **Hooking** - The Hooking of any part of a warrior's limbs or body with a Spear, Hand Axe or Long Axe is forbidden.

b). **Restrictions on Weapons**

1. **Sword** - Swords are primarily Cutting Weapons, however Thrusts are allowed although Warriors must comply with the rules for Thrusts. A Cut or Thrust to the Target Area will count as a

Valid Hit and cause a Kill. A Cut or Thrust to the Off Target Area is not a Valid Hit, however if a Warrior receives a Hit to the Off Target Area in front of the audience then he/she should act as if they had been wounded.

2. **Knife (seax)** - knives are primarily Cutting Weapons, however Thrusts are allowed although Warriors must comply with the rules for Thrusts. A Cut or Thrust to the Target Area will count as a Valid Hit and cause a Kill. A Cut or Thrust to the Off Target Area is not a Valid Hit, however if a Warrior receives a Hit to the Off Target Area in front of the audience then he/she should act as if they had been wounded.

3. **Hand Axe** - Hand Axes are Cutting Weapons. A Cut to the Target Area will count as a Valid Hit and cause a Kill. A Cut to the Off Target Area is not a Valid Hit, however if a Warrior receives a Hit to the Off Target Area in front of the audience then he/she should act as if they had been wounded.

4. **Mace** – Maces are blunt force weapons. They may not be used to Cut or Thrust. Blows from a mace may be made only against the shield of an opponent who is expecting the blow, and must be delivered as a glancing blow. Maces may not be used to land a Hit on an opponent at any time, and must be discarded before any unscripted combat commences. Maces may not be used by warriors who have not successfully completed the Mace Assessment.

5. **Long Axe** - Long Axes are powerful Cutting Weapons and should be used as such. Tenth century Long Axes curved to a point so Thrusts are permitted, Warriors must, however, comply with the rules on Thrusts. A Cut or Thrust to the Target Area will count as a Valid Hit and cause a Kill. A Cut or Thrust to the Off Target Area is not a Valid Hit, however if a Warrior receives a Hit to the Off Target Area in front of the audience then he/she should act as if they had been wounded. A Long Axe may not be used by a Warrior who has not successfully completed the Long Axe Assessment.

6. **Spear** - Spears are Thrusting and Cutting Weapons and Warriors must comply with the rules for Thrusts. Warriors who wish to use a single-handed spear must have successfully completed the Basic Spear Assessment. Warriors who wish to use a two-handed spear or any spear of over 5'6" in length must have successfully completed the Advanced Spear Assessment. A Thrust or Cut to the Target Area will count as a Valid Hit and cause a Kill. A Cut or Thrust to the Off Target Area, or a Thrust to the leg part of the target area is not a Valid Hit. However if a Warrior receives a Hit to the Off Target Area in front of the audience then he/she

should act as if they had been wounded. Winged spears may not be used to cut at any time, and spears with such heads must be used in two hands on a shaft of over 5'6" in length. Where a warrior uses a knife in the rear hand while holding a two-handed spear, they must demonstrate that they will have full control of both weapons. As a minimum, the warrior must be capable of touching the tips of the first three fingers on this hand with the end of their thumb while holding both weapons and wearing their combat gloves.

7. **Javelin** - Javelins may be used in two ways. They may be used as short Spears, in which case the rules pertaining to Spears apply (see above). Javelins may also be thrown in Ranged Combat, but only in the Scripted part of the show and only by someone who is qualified to do so. The Warrior throwing the Javelin is responsible for where the Weapon lands after he/she throws it and must make Eye to Eye Contact with his/her Target before throwing. Javelins must not be thrown if the audience are close to the Target or if there are bodies lying in the Beaten Zone. An untrained person must never use a Javelin in any capacity. Javelins may not be used by Warriors who have not successfully completed the Javelin Assessment.

8. **Shield** - Shields should not be used to strike an opponent save as part of a scripted combat, and will not score a Valid Hit.

9. **Helmet** - Helmets are Defensive Equipment. They should not be used to strike an opponent and a Hit from one should be ignored.

10. **Mail** - Mail is Defensive Equipment. Any Warrior wearing mail that complies with the SAR may ignore any Hit to the leg except for a Cut with a Long Axe or a Valid Hit from an arrow. Any Hit to the Warrior's body or buttocks will be a Valid Hit and result in a Kill.

11. **Bow** - Bows are the Missile Weapons used to loose Arrows. A Bow may not be used by a Warrior who has not successfully completed the Basic Archery or Display Archery Assessment. (see Missile Rules). An Archer may strike his/her opponent with his/her Bow but a Hit from one should be ignored.

12. **Sling** - Slings are Missile Weapons used to loose Bullets or Shot. A Sling may not be used by a Warrior who has not successfully completed the Basic Sling Assessment (see Missile Rules). Slings should not be used to strike an opponent due to the danger to the Warrior's eyes from the leather straps. Hits from Slings should be ignored.

13. **Arrows** - Arrows are the Missiles that Archers shoot at their Targets. Any Hits to the Target Area are Valid Hits. Arrows are

not subject to the rules on Thrusts.

14. **Bullets/Shot** - Bullets/Shot are the Missiles that Slingers shoot at their Targets. Any Hits to the Target Area are Valid Hits. Bullets/Shot are not subject to the rules on Thrusts.

3.6. Injuries

Injuries will happen - these will normally only be cuts and bruises but may occasionally be more serious. Warriors are encouraged to report any injuries that they themselves have inflicted upon others.

In the case of minor injuries that require little or no medical treatment, Warriors are expected to resolve any problems between themselves. Only in cases where one or both parties are not satisfied with the outcome should they consult their Group Combat Training Thegn or the Society Combat Training Thegn.

In the case of an injury requiring medical attention the Warrior who caused the injury should report either to a Recognised Training Thegn or the Society Combat Training Thegn. In these cases the Warrior's skill with the Weapon causing the injury will be re-assessed, and unless this is found to be unsound no further action will be taken.

If a Warrior does not report themselves as being responsible for causing an injury, which they can reasonably be expected to know that they have caused, and is later identified, then disciplinary action will be taken.

Any Warrior not honest enough to report the injury they have caused or noble enough to accept the blame gracefully, will be banned from all combat except when training under the supervision of a Combat Training Thegn. This ban will last until they can be reassessed on the Weapon with which they originally caused the injury at the next Major Muster or Society Training Weekend.

It must be stressed that the Warrior is not being disciplined for causing an injury - any punitive action taken by the Thegns of the Society is as a result of the Warrior's behaviour after the injury was caused.

3.7. General Safety

At all times, the safety of combatants must be the primary concern of all warriors and training officers. Where it is judged that a combatant has repeatedly acted in an unsafe manner, even where this has not resulted in an injury, the Combat Training Officer may ban the warrior from combat and/or require them to undergo a re-assessment.

3.8. Cheating

Combat is a matter of honour among warriors, and where combatants are suspected of cheating in any manner, this may be dealt with by a

combat ban. Where combatants are suspected of cheating, a written warning will be given before any further action is taken.

4. Missile Rules

4.1. Introduction

The Missile Rules cover mechanically and manually launched Missiles with the aim of ensuring the safety of the public, and those Warriors who are being shot at. Of all the Weapons that are used in the Society, Missiles are potentially the most dangerous, particularly to the public, therefore great care should be taken in their use. It must be remembered that once the Arrow has left the Bow or the Shot the Sling, the Archer/Slinger no longer has any Control over it; he/she must have a good clear Target before loosing. Anyone using Missile Weapons must also be fully aware of what is behind and to the side of the Target.

a). General Points

1. Missiles must **never** be aimed at members of the public. All missiles will rebound from the target, and this must be taken into account when choosing targets.
2. Bows should be drawn only enough to cover the distance to the Target. Javelins must be thrown with the minimum force necessary to cover the distance and maintain stability.
3. No Arrow/Shot should be aimed to Hit higher than chest height on the Shield of the average Warrior. All javelins must be aimed at the shield of the opponent at all times.
4. Arrow/Shot scurriers or anyone good enough to pick up Arrows/Shot should not be loosed at.
5. High angle (lob) shots are only to be loosed in the Scripted part of the battle. It is not permitted to loose over the heads of Warriors of either side during the Unscripted part of the battle.
6. Archers/Slingers must be aware of the presence and position of any Villagers and children on the field. Remember chest height on an adult is head height on a child.
7. Villager Archers/Slingers must not carry any other Weapon on the field, or attempt to block a Killing blow from a Warrior with the Bow/Sling in case this should be misinterpreted by the Warrior as indicating Warrior training and a willingness to fight.
8. Archers/Slingers must train with live Targets or use their Bow/Sling at shows on a regular basis i.e. at least once per month. Those who have difficulties obtaining live Targets should practice the Control elements of the Basic and Advanced assessments regularly. If live targets have not been included in practice within

the last six months, the archer/slinger must present themselves for a short re-assessment by the appropriate Society Training Thegn before using their weapon in a display.

9. Before a battle Archers/Slingers must practise. If archery/Slinging is to be Scripted for a set piece then the Archers/Slingers and their victims must rehearse, it is important that the Shield Wall knows the correct reactions to Ranged Combat, this is for their own safety. Javelineers must practice before each battle in full combat equipment.

10. Bows should never be “cold drawn”, i.e. drawn and loosed without an arrow, as this can cause the bow to shatter.

11. Blunts must never be placed over sharp or broken tips/points.

12. Arrows should be checked regularly and particularly before every show, any with damaged shafts or blunts are not to be used.

13. Archers must use their own Bow and not borrow another's on the field.

14. Blunt Arrows and sharp Arrows must not be placed into the same Quiver at the same time, under any circumstances.

15. Archers/Slingers are not to loose unaimed Arrows/Shot into a melee. Only aimed shots at clearly defined Targets are permissible. Javelins may not be thrown into a melee at any time.

16. Slingers and Javelineers may only loose when they have Eye to Eye Contact with their Target.

17. No Missile user should take part in a show or training session when under the influence of alcohol, or prescribed drugs for which they have been advised against driving. Any Missile user found at a Society sponsored event to be taking, or under the influence of, illegal drugs will be expelled from the Society.

18. Any Missile user who requires aids to vision to see their Target must wear them when using a Bow/Sling. Due to Society Authenticity Regulations, it is likely that only contact lenses will be permitted.

b). Target Areas

Archers/Slingers are allowed to aim for any part of the body and legs from below the neck (i.e. from below the collar bone) to above the knee excluding elbows, arms and groin. Hits to the body and legs score a “Kill”. The chest is a legitimate Target in both sexes. Hits from Arrows and Shot to the leg are Valid Hits, and should be taken so as to discourage the Archer/Slinger from aiming higher, as this will reduce the risk of the Target Warrior being injured in the face.

Javelins must be aimed at the opponent's shield at all times, and may not be used to score a kill.

c). Off Target Areas

All other parts of the body are Off Target Areas and should not be aimed at. A Hit to the head has the same consequences as for Warriors and the Archer/Slinger should stop loosing Arrows/Shot and become a casualty (for Script purposes it may be necessary for the Archer/Slinger to rout off the field). The Archer/Slinger must also report to the appropriate Society Training Officer for re-assessment.

Hits to Off Target Areas may be ignored but, if taken in view of the audience, should be acted out as a wound before continuing with the fight.

When participating in an event involving cavalry, at no time should any shot be aimed at the horse or rider.

4.2. Minimum Protective Equipment

All Archers/Slingers taking part in any type combat at shows or training **must** wear the following equipment:-

- Helmet

Archers and Slingers who will be taking part in any Hand to Hand combat must comply with the Rules of Hand to Hand Combat.

4.3. Equipment Specifications

All Weapons and equipment must comply with the Society Authenticity Regulations (SAR) and Society Technical Specifications (STS). All Weapons and equipment will be examined prior to a show by the Society Combat/Archery Training Thegn or his/her designated representative, any that are considered unsafe will not be allowed on the field until repaired.

a). Protective Equipment

1. **Helmets.** The minimum requirement for all Archers/Slingers is a steel or hardened leather skull cap which may be concealed within an authentic hat. This must be safe for the wearer and their opponent. Visible Helmets must comply with SAR.
2. **Vambraces/Arm Guards** Archers/Slingers who intend to take part in Hand to Hand combat are *strongly* advised to also wear Arm Guards. Where practicable these should be worn under the sleeves of a tunic. These must be safe for the wearer and their opponent. Visible Vambraces must comply with SAR.
3. **Gloves** Archers/Slingers who intend to take part in Hand to

Hand combat must also wear Gloves. These must meet the general combat requirements stated above.

b). Weapons

The following Weapons are permitted to be used by Archers/Slingers in combat, once they have successfully completed the appropriate Weapons assessment:-

1. **Bows** - All Bows must be 35 lbs or less at a draw of 28 inches. They should be wooden, straight and conform to SAR. Archers must use their own Bows on the field and not borrow another's - they must not use a Bow taken from a fallen Archer on the field.

2. **Arrows.** Arrows for combat use must have at least four flights with a total length of not less than 18 inches (e.g. 4x4½", or 6x3", etc). The flights should be bound at each end and for their entire length. Flights must not be shaped, as this increases both their range and speed, and shafts should be regularly oiled to reduce the risk of shattering. Nocks must be carved from horn or into the wood. Only genuine **rubber** Archery blunts of an approved type are to be used (**not plastic**) and these must **not** be placed over sharp or broken tips/points. All Arrows must be checked regularly - Arrows with damaged shafts or blunts are dangerous and must not be used. Arrows should be named, or marked, at each end for identification.

3. **Quivers.** Quivers must conform to SAR.

4. **Shot/Bullets** These must be made of a soft but firm substance that is weighty enough to allow the Sling to develop enough momentum to achieve a range of 30 metres. Potatoes baked until their centre is soft are recommended. No Shot or Bullet may exceed 2 ounces weight. If in doubt, refer to the Sling Training Officer for guidance.

5. **Slings** Slings must comply with SAR.

4.4. Injuries

Archers/Slingers are encouraged to report any injuries that they themselves have inflicted upon others.

In the case of minor injuries that require little or no medical treatment, Archers/Slingers and Warriors are expected to resolve any problems between themselves. Only in cases where one or both parties are not satisfied with the outcome should they consult their Herred/Lethang or Society Archery or Combat Training Thegn.

In the case of an injury requiring medical attention the Archer/Slinger who caused the injury should report either to a Herred/Lethang Archery

Training Thegn or the Society Archery Training Thegn. In these cases, the Archers/Slingers skill will be re-assessed, and unless this is found to be unsound no further action will be taken.

If an Archer/Slinger does not report him/herself as being responsible for causing an injury, which they can reasonably be expected to know that they have caused, and is later identified, then disciplinary action will be taken.

Any Archer/Slinger not honest enough to report the injury they have caused or noble enough to accept the blame gracefully, will be banned from all combat except when training under the supervision of a Combat or Archery Training Thegn. This ban will last until they can be reassessed on the Weapon with which they originally caused the injury at the next Major Muster or Society Training Weekend.

It must be stressed that the Archer/Slinger is not being disciplined for causing an injury, any punitive action taken by the Thegns of the Society is as a result of the Archers/Slingers behaviour after the injury was caused.

4.5. Use of Missiles in a Show

a). General

If the arena is large enough, then Missiles may be used by both sides as part of a show, subject to the discretion of the Missiles Thegn, Health & Safety Thegn and Society Battle Captain. If Missiles are to be used in a small arena, then one or more sides of the arena must be clear of the public. All missiles will then be loosed towards that boundary, even if it means that only one side has missile users.

If Villagers are to be involved in a show, then the Missile users must be aware of their position at all times. The Villagers are responsible for ensuring that they are not standing in a position where they cannot be seen by the Missile users- for example, standing directly behind the opposing force.

b). Slings

If Slings are to be used then the side of the arena in the direction of the Targets must be clear of the public.

c). Arena Safety

The Missile Thegn will inspect the arena and assess it's suitability for Missile use - he/she will then discuss the situation with the Battle Captain and the Health and Safety Thegn before authorising the use of Missiles as part of the show.

Use of Missiles will require an inspection of the arena and prevailing conditions by the Society Missile Thegn, Society Battle Captain, and the Society Health and Safety Officer on each day of the event. All three

must reach agreement on any safety restrictions to be placed on the event – without agreement from all three, Missiles may not be used at all.

d). Rehearsals

When High Angle shooting is to be used Archers/Slingers must practise before a public display or battle. If Archery is to be Scripted then the Archers/Slingers and the opposing force must rehearse to ensure that the Shield Wall is correctly formed and the Archers do not loose prematurely.

5. Cavalry Rules

5.1. Introduction

The use of Cavalry within the Society is increasing, and has a prominent role to play in events of the later period within our timescale. It is therefore important that it be seen as a combat skill, which must be practised and assessed in the same way as all other combat skills.

5.2. General Points

Of all of the activities which the Society undertakes, use of Cavalry is by far the most risky in terms of the potential for disaster, with very real possibilities of serious injuries being caused to a member of the audience if anything goes drastically wrong during a display. Of the weapons used within the society, use of spears and missile weapons have a greater likelihood of injury to the target, and this becomes even more of a risk when combined with a horse.

With training and a sensible set of rules, the risk from the use of cavalry can be greatly reduced, but it is impossible to eliminate it completely. Every rider is responsible not only for their own safety, but for the safety of everyone at an event, including the infantry, when cavalry is being used.

The eventual aim of such training and rules must be to include cavalry actions within freestyle combat, with unscripted actions in which the rider may suffer a kill and be forced either to withdraw or to fall from the horse. While this use must be restricted until such time as it can be demonstrated to be safe and effective, moves towards such use must be encouraged within the training structure.

Within the realms of re-enactment, every warrior has volunteered to be on the battlefield, and is aware of the risks they face, and the potential injuries they may receive. A horse has no such choice – it is a living, breathing, thinking animal, but it has no voice with which to inform its rider that it is scared, tired, feeling unwell, or that it just doesn't feel like being on a battlefield today, and it is therefore the responsibility of the rider to bear this in mind at all times. When in doubt, the rider should leave the field – an unhappy horse is unlikely to be a safe horse.

5.3. Target Areas

When fighting from horseback, the only target area on infantry likely to be readily available is from the waist upwards. In many cases when using a sidearm, the target area is reduced to the head and shoulders, which presents a great problem in fighting effectively as well as safely.

The target area when attacking infantry is thus from the waist to the shoulders, excluding the neck, head, and arms. Additionally, all blows to

the back of opponents may be made using the flat of sidearms only. Thrusts from spears/lances to the back of an opponent are strictly banned.

As with infantry combat, any warrior who makes contact with the head or neck of their opponent with their weapon, whether through their fault or not, must immediately withdraw from combat and take no further part in the event. For the cavalry warrior, this means that you must not fight any warrior for the remainder of this battle, although you may continue to ride with the rest of your unit as support.

5.4. Off-Target Areas

The head, neck, arms, and all areas below the waist are off-target areas for cavalry warriors. Additionally, when using a spear/lance, only frontal attacks may be made – the back is therefore an off-target area.

Similarly, the legs of riders must be considered off-target to all warriors, as the risk of hitting the horse is too great, and too likely to cause problems.

5.5. Minimum Protective Equipment

The minimum protective equipment for all cavalry warriors is a helmet and gloves, which must meet the Society Technical Specifications. The helmet must fasten securely, and must not move or fall off when riding. Given the additional risk of head injuries while riding, additional helmet padding is highly recommended.

5.6. Additional Protective Equipment

Any additional protective equipment may be worn, as long as this meets the Society Authenticity Regulations when it is visible. Since fighting from horseback will expose the warrior mainly to attacks to the lower body, suitable shin and knee protection is recommended.

5.7. Equipment Specifications

a). Protective Equipment

All protective equipment must meet the Society Technical Specifications, and will be inspected before each event by the Cavalry Thegn to ensure that it is safe for both horse and rider. All visible protective equipment must comply with the Society Authenticity Regulations.

b). Weapons

All weapons must comply with the Society Technical Specifications, and with the Society Authenticity Regulations. All weapons must be checked before each display to ensure that they are safe for both horse and rider.

Missile weapons may be used only by riders who have successfully passed the Advanced Mounted Combat Assessment, and only where scripted.

5.8. Injuries

Injuries will happen - these will normally only be cuts and bruises but may occasionally be more serious. Warriors are encouraged to report any injuries that they themselves have inflicted upon others.

In the case of minor injuries that require little or no medical treatment, Warriors are expected to resolve any problems between themselves. Only cases where one or both parties are not satisfied with the outcome should they consult their Group Combat Training Thegn or the Society Combat Training Thegn.

In the case of an injury requiring medical attention the Warrior who caused the injury should report to the Cavalry Thegn or the Society Combat Training Thegn.

If a Warrior does not report him/herself as being responsible for causing an injury, which they can reasonably be expected to know that they have caused, and is later identified, then disciplinary action will be taken.

Any Warrior not honest enough to report the injury they have caused or noble enough to accept the blame gracefully, will be banned from all events except when training under the supervision of the Cavalry Thegn.

This ban will last until they can be reassessed at the convenience of the Cavalry Thegn.

It must be stressed that the Warrior is not being disciplined for causing an injury, any punitive action taken by the Thegns of the Society is as a result of the Warriors behaviour after the injury was caused.

Where injuries are caused by cavalry, the rider will be held responsible for the actions of his mount, and for any weapon activity which contributed to the injury.

In the case of an injury caused by the actions of the horse, the rider will be required to be re-assessed by the Cavalry Thegn in an appropriate manner, to ensure that they are able to control their mount at all times. The Cavalry Thegn must also assess the suitability of the horse for use at Society events, and where it is found that the horse was significantly to blame for the injury, consideration should be given to banning this horse from use at any further Society events.

In the case of an injury caused by a perceived lack of control by the rider, a re-assessment of the rider's control skills must be undertaken, to include the close control and pace control elements of the basic assessment, and where the rider is combatant, this should also include the freestyle element of the Basic Mounted Combat Assessment.

In the case of an injury caused by the combat actions of the rider, the

rider will be re-assessed to ensure that they can fight safely from horseback. This re-assessment must include the freestyle element of the Basic Cavalry Combat Assessment.

5.9. Use of Cavalry in a Show

a). General

Cavalry may only be used in a show where the time line allows for such a force, and where the use in the show has been agreed with the Society Battle Captain, and with the event organiser.

Use of cavalry will also require an inspection of the conditions by the Cavalry Thegn, Society Battle Captain, and the Society Health and Safety Officer on each day of the event. All three must reach agreement on any safety restrictions to be placed on the event – without agreement from all three, cavalry may not be used at all.

b). Arena Safety

Where cavalry are to be included in an arena display, the arena must be of a sufficient size to ensure the safety of all concerned. The surface must be grassed, with no holes, hidden ditches or other such obstructions. Additionally, a separate cavalry mustering area of appropriate size must be available alongside the arena, with an entrance into the arena not less than 5 metres wide, and into which the public have no access.

The arena should be arranged so that the audience will be present on no more than two sides. These sides must be cordoned off from the display area with a double roped barrier with a minimum of 5 metres separation between the ropes. At least one side which is free of audience must have a large run-off area.

At each end of the arena, a “dead zone” must be established, into which no cavalry will enter at any time. This need not be marked in any way, but it must be known to all riders that this area is not to be entered at any time. During the event, this area will be used for the disposal of surplus equipment, spent arrows, and injured participants, and as a safe haven for banner bearers, non-combatant archers, and retrieved corpses.

c). Audience Safety and Comfort

Before each event, the audience should be briefed on the Society’s use of cavalry, and clearly warned not to cross the outer rope barrier at any time. It should be made clear that the horses are never mistreated, and are never physically attacked by warriors at any time.

At the end of an event, all horses must be removed from the arena back to the mustering area before the rope barriers are lowered. Audience members who wish to visit the horses in this area may be allowed to do so after the arena ropes have been lowered, and under the conditions felt to be appropriate by the Cavalry Officer at the time.

d). Infantry Safety

Cavalry must be aware of the areas where infantry have been fighting, and avoid these wherever possible to ensure that there is no risk of injury to corpses, or of discarded equipment causing the horse to spook or be injured.

Cavalry attacks must always be scripted, and must be made only against a unit fully expecting it. Where access to the intended target is hampered by debris or by other units, the attack should be delayed or abandoned.

All attacks against shieldwalls should be conducted by riding in parallel to the shieldwall unless a specific scripted contact requires direct confrontation. For each attack, the unit leader should have both an approach route and an escape route planned beforehand, and should also have arranged a rallying point to which all riders should return.

e). Rehearsals

Before each event, the Cavalry Thegn or his/her appointed deputy must attend the script briefing given by the Battle Captain, and must ensure both that the script is practical, and that the available area is adequate for the manoeuvres involved.

Where necessary, either a full rehearsal or individual unit rehearsals should be arranged, with the movements practised first without opposition, and then with a representative body to simulate the opposition.

6. Assessments

6.1. General Requirements

a). Clothing & Equipment Check

Before any assessment the candidate should present him/herself in full costume and carrying all the Weapons which he/she intends to use on the field for an authenticity and safety assessment. Anyone failing to reach the required standard will not be allowed to continue with the rest of the assessment. Authenticity checks should normally be carried out by a Recognised Authenticity Officer (RAO).

b). Proof of Qualification

All candidates must produce a valid membership card at the beginning of each assessment, which must show that they have met the minimum requirements to undertake the assessment. Pass slips from previous assessments are acceptable at the assessor's discretion.

Candidates who fail to produce a valid membership card, or whose card and previous Pass slips do not indicate that they have met the minimum requirements, will not be allowed to undertake the assessment.

c). Overall

In all parts of the assessments the Warrior's Stance and Footwork must be correct. All Attacks must be made clearly with Control, and all Parries must be capable of stopping a determined blow.

d). Re-Taking an Assessment

Where a Warrior has previously attempted an advanced assessment, and has been failed on safety grounds, this assessment cannot be attempted again at the same event (see 2.9 above), during which time the candidate is expected to have trained extensively to correct the faults identified during their last attempt.

6.2. Aim of the Assessments

The assessments are intended to ensure that the warrior is safe with the weapon or weapon combination being assessed, and that they do not pose a risk to themselves, their opponents, or the audience. The ultimate aim of every assessment is safety, but competence and ability will always be considered in awarding an overall score for each exercise.

For the basic assessments, candidates are awarded a simple pass or fail, with the pass mark being set at 60%. A pass in these assessments will also gain the candidate one Drengir point. These assessments are based almost entirely on safety, and a safe but unremarkable performance will always result in a pass.

For the advanced and specialist weapon assessments, it is expected that the candidates will be more experienced and will have developed a suitable level of ability with the weapon. In respect of this, the pass mark is set at 60% and a pass will gain the candidate one dreng point, but for a score of above 80% a second dreng point will be awarded for the achievement of a high standard of ability. In these assessments, a safe performance which is barely competent will probably not be good enough to merit a pass – clear evidence of ability is required throughout.

In all of the combat assessments, a safety point system operates. For each unsafe action by the candidate, such as a head shot or uncontrolled blow, a safety point will be assigned to the candidate. If the candidate collects two safety points, they will fail the assessment, and may be prevented from continuing with the assessment from that point onwards at the discretion of the assessor.

If a candidate causes an injury requiring medical attention or, in the opinion of the assessor, behaves in a way likely to cause a serious injury the candidate will be failed and will be prevented from continuing with the assessment.

6.3. Basic Combat Assessment

This is a basic assessment for all prospective Warriors **BEFORE** they go on the field for the first time. The Basic Spear Assessment may be completed as an alternative to this assessment, but any warrior who has passed the Basic Spear Assessment may not use any sidearm (including a knife) until this assessment has been completed. It must be conducted by a Recognised Training Thegn (RTT) - if a Herred/Lethang does not have one of its own then they must make arrangements for an RTT to come and assess their candidates.

The primary criteria is that they be safe and not a danger to those they will be fighting, any action which is deemed to be “dangerous” will result in a fail.

They should be able to perform all of the assessment without any coaching - if they cannot then they must be failed.

This assessment is normally done by a Thrall as part of their attempt to gain promotion to Frihals but it may be taken by anyone who wishes to be a Warrior.

a). The Assessment

1. **Control with Shield, standing and moving.** Demonstrate the basic Attacks against a Shield held by another Warrior.
2. **Attacks and Parries with Shield, standing and moving.** Demonstrate the basic Attacks and Parries. All Attacks must be clearly made to the correct Target Area.
3. **Free style combat against the RTT.** The RTT is to fight the candidate and assess their ability to Defend and Attack safely. The RTT should allow the candidate to make some successful Attacks so as to assess the weight of the Thralls blows.
4. **Two minute free style combat against another Warrior.** The RTT must watch for a safe and confident performance. Warriors are to acknowledge Hits but otherwise ignore them until the last 30 seconds of the combat. The RTT is to inform them when they have 30 seconds left, the next warrior to make a Valid Hit wins.
5. **Defence Against Pole Arms.** The candidate is to be attacked by a warrior using a Dane Axe, followed by attacks by a warrior using a spear. The candidate must show that they can parry these attacks, and are confident in dealing with them.
6. **Receive Missiles.** The candidate is to be shot at by an Archer and have Javelins thrown at them. The candidate must show that they know the correct action to take on receiving Missiles.
7. **Shield Wall combat.** The candidate is to demonstrate that they

can respond correctly to the following orders, “Shield Wall”, “Weapons”, “March on” and “Halt”. The candidate must be able to fight in this formation safely with their Side Arm.

8. **Answer questions on combat rules.** The Thrall is to demonstrate that they understand the safety rules and where Hits may be made.

6.4. Mace Assessment

This is a basic assessment for all prospective Warriors **BEFORE** they go on the field for the first time armed with a mace. It must be conducted by a Recognised Training Thegn (RTT) - if a Herred/Lethang does not have one of its own then they must make arrangements for an RTT to come and assess their candidates.

The primary criteria is that they be safe and not a danger to those they will be fighting, any action which is deemed to be “dangerous” will result in a fail.

They should be able to perform all of the assessment without any coaching - if they cannot then they must be failed.

Candidates for this assessment must also be assessed for authenticity by a Recognised Authenticity Thegn.

a). The Assessment

1. **Control with Shield, moving.** Demonstrate the basic Attacks against a Shield held by another Warrior.
2. **Attacks and Parries with Shield, moving.** Demonstrate the basic Attacks and Parries. All Attacks must be clearly made to the correct Target Area.
3. **Display combat against the RTT.** The RTT is to fight the candidate and assess their ability to Defend and Attack safely. The RTT should continually assess the weight of the candidate’s blows.

6.5. Basic Spear Assessment

This is a basic assessment for all prospective Warriors **BEFORE** they go on the field for the first time. It must be conducted by a Recognised Training Thegn (RTT) who has previously passed this assessment themselves - if a Herred/Lethang does not have one of its own then they must make arrangements for an RTT to come and assess their candidates.

The primary criteria is that the candidate should be safe and not a danger to those they will be fighting - any action which is deemed to be “dangerous” will result in a fail.

They should be able to perform all of the assessment without any coaching - if they cannot then they must be failed.

a). The Assessment

1. **Control with Shield, standing and moving .** Demonstrate the basic Attacks against a Shield held by another Warrior.
2. **Attacks and Parries with Shield, standing and moving.** Demonstrate the basic Attacks and Parries. All Attacks must be clearly made to the correct Target Area.
3. **Free style combat against the RTT.** The RTT is to fight the candidate and assess their ability to Defend and Attack safely. The RTT should allow the candidate to make some successful Attacks so as to assess the weight of the Thralls blows.
4. **Two minute free style combat against another Warrior.** The RTT must watch for a safe and confident performance. Warriors are to acknowledge Hits but otherwise ignore them until the last 30 seconds of the combat. The RTT is to inform them when they have 30 seconds left, the next warrior to make a Valid Hit wins.
5. **Defence Against Pole Arms.** The candidate is to be attacked by a warrior using a Dane Axe, followed by attacks by a warrior using a spear. The candidate must show that they can parry these attacks, and are confident in dealing with them.
6. **Receive Missiles.** The candidate is to be shot at by an Archer and have Javelins thrown at them. The candidate must show that they know the correct action to take on receiving Missiles.
7. **Shield Wall combat.** The candidate is to demonstrate that they can fight safely in this formation, and respond correctly to the orders “Shield Wall”, “Weapons”, “March on” and “Halt”.
8. **Answer questions on combat rules.** The candidate is to demonstrate that they understand the safety rules and where Hits may be made.

6.6. Basic Display Combat Assessment

a). Aim

The aim of the Basic Display Combat Assessment is to ensure that those performing public displays do so safely, competently and in a manner that is entertaining. It is important that when performing in a small group a Warrior puts on a display that will entertain the public and not bore them.

The candidate may be required to perform with any Weapon that they are qualified to use, and against any other Weapon at the examiner's discretion.

b). Qualifications

Prior to taking the Basic Display Combat Assessment the candidate must first have successfully completed the Basic Combat Assessment.

c). The Assessment

The Assessing Thegn should ensure that there is a suitable arena available for the candidates to perform in. If an audience is available the Assessing Thegn should encourage them to watch and listen to any spontaneous comments, he should however remember that a Society audience will be far more critical than the public.

All blows are to be delivered with Lethal Character and reacted to in a realistic manner. The candidate should note the rules on receiving a Hit to the Off Target Area when close to the audience.

1. **Kill from the rear, 1.** The candidate is to make a Kill upon a static enemy from behind.
2. **Kill from the rear, 2.** The candidate is to make a Kill from behind upon an enemy who is already engaged with another opponent.
3. **Versus Pole Arm.** The candidate is to engage an opponent who is armed with a Spear or Long Axe. The combat is to continue until the examiner calls for it to be finished at which time the candidate is to "Kill" the Warrior armed with the Pole Arm.
4. **Shield Wall, 1.** The candidate is to fight as a member of a close order Shield Wall. The combat is to continue until the examiner calls a halt.
5. **Shield Wall, 2.** The candidate is to fight as a member of an Interpenetrated Shield Wall. The combat is to continue until the examiner tells the candidates to "go for kills".
6. **Receive Berserk.** As part of a Shield Wall the Warrior is to receive an Attack from a Berserk in a manner safe to both

themselves and the Berserk. The berserk must be allowed through the line in one exercise, and then repulsed in a second.

7. **Hit reaction.** Throughout the Assessment the candidate is to react in a realistic manner to blows inflicted upon them.

8. **Single combat.** The candidate is to fight an opponent for one minute without a Shield then one minute with a Shield, any Hits made to any part of the body are to be considered wounds and reacted to accordingly. At the end of that time the examiner will inform the Warriors that the next Valid Hit to the Target Area is to result in a Kill, Hits to the Off Target Area are to be reacted to as wounds. The combat is to continue until a “Kill” is made. All Attacks are to be made with Lethal Character and be well Telegraphed.

6.7. Formation Combat Assessment

a). Aim

The aim of this assessment is to ensure that Warriors can perform the Battle Drills expected of them safely and correctly.

b). Qualifications

Prior to taking the Formation Combat Assessment the candidate must first have successfully completed the Basic Combat Assessment.

c). The Assessment

The RTT is to designate the Centre Warrior at intervals throughout the Assessment. Throughout the assessment the Warriors must show that they understand the orders and can carry them out correctly.

1. **Shield Wall.** - To include the commands “Shield Wall”, “Weapons”, “Close Order” and “At Ease”.
2. **Open Order.** - To include the commands “Shield Wall”, “Weapons”, “Open Order” and “At Ease”.
3. **Advance.** - To include the commands “March On” and “Halt”. To be performed in Shield Wall, Open Order and Extended Order.
4. **About Turn.** - To include the command “About Turn”. While in a Shield Wall, the Warrior must be capable of turning around without causing Disorder.
5. **Boar’s Snout.** - To include the commands “Shield Wall”, “Weapons”, “Boar’s Snout”, “Halt” and “March On”. Warriors must be capable of adopting a Boar’s Snout formation from a stationary position and be able to halt while maintaining the “V” shape of the formation and then move forward again. If sufficient Warriors are available this formation should be adopted from Two Ranks as well as One Rank.
6. **Two Ranks.** - To include the commands “Form Two Ranks” and “Close Order”. Warriors must be capable of forming Two Ranks when stationary.
7. **Right/Left Wheel.** - To include the commands “Shield Wall”, “Weapons”, “March On”, “Left Wheel” and “Right Wheel”. Warriors in Shield Wall must be capable of changing direction to the left or right quickly, and must not become Disordered. Warriors must show that they understand the orders and can carry them out correctly.
8. **Shield Wall Combat.** - To include the commands “Rally”, “Reform” and all the above commands. Warriors must be capable

of maintaining a Shield Wall in combat with another Shield Wall. All the above formations will be used on the orders of the Assessing Thegn or nominated deputy.

9. **Interpenetration.** - To include the commands “Shield Wall”, “Weapons”, “Form Two Ranks” and “March On”.

10. **Rally/Reform.** To include the commands “Rally” and “Reform”. As part of the Shield Wall Combat assessment Warriors must be capable of Rallying and Reforming quickly and effectively.

6.8. Long Axe Assessment

a). Aim

The aim of the Long Axe Assessment is to ensure that those using the Weapon do so safely and competently against all other Weapons, or combination of Weapons that they may face. To take each part of the assessment against every different type of Weapon would take far too long, to ensure that those taking the assessment train sufficiently they will not know which Weapon they will face until they take the assessment.

b). Qualifications

Prior to taking the Long Axe Assessment the candidate must first have successfully completed the Formation Combat Assessment and Basic Display Combat Assessment.

c). The Assessment

1. **Demonstrate Attacks and Parries moving and standing.** –The candidate must demonstrate the basic attacks and parries against an opponent using a side arm and shield.
2. **Demonstrate circular Parries moving and standing.** –The candidate must demonstrate circular parries against an opponent using a side arm and shield. Parries should be combined with a kill where possible.
3. **Demonstrate ability to Clear and Strike, moving and standing.** - The Candidate must hook the Shield aside and make a safe Kill.
4. **Demonstrate Feints moving and standing.** – The Candidate must be able to demonstrate a range of feints, making a kill from each.
5. **Demonstrate Control moving and standing.** – The Candidate must be able to strike at a Shield and pull the blow so as to Hit with minimum force.
6. **Demonstrate the ability to take up a Secondary Weapon in free style combat.** - Candidate must show that they can dispose of the Long Axe safely as well as retaining it as a Parrying Weapon.
7. **Circular Disarms.** Using a circular motion candidate must attempt to Disarm an opponent.
8. **Two minute free style combat against another Long Axe.** Warriors are to fight as for Display Combat and acknowledge Hits but otherwise ignore them until the last 30 seconds of the combat.

The RTT is to inform them when they have 30 seconds left, the next warrior to make a Valid Hit wins.

9. Competitive combat against three Warriors. These Warriors should be Frihals who have successfully completed the Formation Combat Assessment. The candidate must Kill at least one of their opponents - killing two or three will be to the credit of the candidate. The candidates will be watched closely to ensure that they use safe combat techniques. No more than two of the warriors may have shields.

N.B. - Any injury caused during the assessment will result in a fail.

6.9. Javelin Assessment

a). Aim

The aim of the Javelin Assessment is to ensure that those using Javelins do so safely and competently. It must be stressed that the use of javelins is restricted to display combat, and so lethal character must be demonstrated at all times.

b). Qualifications

Prior to taking the Javelin Assessment the candidate must first have successfully completed the Formation Combat Assessment and Basic Display Combat Assessment.

c). The Assessment

1. **Attacks and Parries with Shield.** Demonstrate the basic Attacks, Parries and Ripostes. All Attacks must be clearly made to the correct Target Area with Control, Parries must be solid and capable of stopping a determined blow. The Warrior may move or not as appropriate. The Warriors Stance must be correct.

2. **Accuracy assessment I.** The candidate must throw Javelins through a Target 24” by 36” set up at a range of 20' (six metres). Five out of six Javelins must pass cleanly through the Target without striking the edge. Any strikes to the edge will be counted as misses.

3. **Accuracy assessment II.** The candidate must throw Javelins at a Warrior standing at a range of 20' (six metres) holding a standard 30” Shield. Five out of six Javelins must strike the Shield, any misses must be below shoulder height, a high miss will result in a fail. Before throwing each Javelin the candidate must have good eye contact with the Target Warrior.

4. **Melee combat.** The candidate, as part of a Unit, is to engage in Melee combat with another Unit of Warriors. The combat should be of a suitably furious (but safe) nature.

5. **Ranged Combat and Phased Delivery.** The candidate, as part of a Unit, is to engage another Unit in Ranged Combat. Good eye contact with the Target Warrior must be acquired before a Javelin is thrown. All Battle Drills must be correct.

6. **Skirmishing I.** The candidate, as part of a Unit, is to engage an enemy Skirmish Unit; this will include:

- i Entry into combat and delivery of first Javelin
- ii Ranged Combat
- iii Melee combat

- iv Phased Delivery
- v Recovery of Javelins
- vi Rally/Reform

7. **Skirmishing II.** A Skirmish Unit, including the candidate, is given the mission of harassing and delaying an Enemy Unit. The Enemy Unit is formed in Shield Wall and ordered to advance towards an objective. The Skirmishers are to carry out their orders safely using the correct Battle Drills.

6.10. Advanced Spear Assessment

a). Aim

The aim of the Advanced Spear Assessment is to ensure that those using the Weapon do so safely and competently against all other Weapons, or combination of Weapons that they may face. Candidates are expected to be familiar with all three of the main styles of use, and to be able to demonstrate each style on request.

b). Qualifications

Prior to taking the Spear Assessment the candidate must first have successfully completed the Basic Spear Assessment, Formation Combat Assessment and Basic Display Combat Assessment.

c). The Assessment

1. **Control moving and standing.** Must make safe Controlled strikes at different points of a Shield. The Candidate will be asked to use each of the following:

- a Spear
- b Spear and Secondary weapon
- c Spear and Shield

2. **Demonstrate ability to Clear and Strike, moving and standing.** Must push or knock shield aside and make a safe Kill.

3. **Demonstrate the ability to take up a Secondary Weapon in free style combat.** Candidate must show that he/she can dispose of the Spear safely as well as retaining it as a Parrying Weapon.

4. **Circular Disarms.** Using a circular motion candidate must attempt to Disarm an opponent.

5. **Two minute free style combat against another Spear.** Warriors are to fight as for Display Combat and acknowledge Hits but otherwise ignore them until the last 30 seconds of the combat. The RTT is to inform them when they have 30 seconds left, the next warrior to make a Valid Hit wins.

6. **Shield Wall Combat 1** - In a tight Shield Wall of five or more Warriors, demonstrate the ability to work as a team and make safe Kills.

7. **Shield Wall Combat 2** - In a loose Shield Wall of five or more Warriors, demonstrate the ability to work as a team and make safe Kills.

8. **Command and fight as part of a Hunting Group.** In a loose

Melee candidate must fight safely and take command of a Hunting Group.

9. Competitive combat against three Warriors. These Warriors should be Frihals who have successfully completed the Formation Combat Assessment. The candidate must Kill at least one of his/her opponents - Killing two or three will be to the credit of the candidate. The candidates will be watched closely to ensure that they use safe combat techniques. No more than two of the warriors may have shields.

NB. Any injury caused during the assessment will result in a fail.

6.11. Florentine Combat Assessment

a). Aim

The aim of the Florentine Combat Assessment is to ensure that those using two single-handed primary side arms at the same time do so in a controlled, safe and competent manner against any combination of weapons they may face at a combat display or during training.

b). Qualifications

Prior to taking the Florentine Assessment the candidate must first have successfully completed the Formation Combat Assessment and Basic Display Combat Assessment. The Candidate is required to own both of the primary side arms they intend to use during the test, which must be of similar length.

c). The Assessment

Particular attention should be paid by the Assessing Thegn to the Candidate's Attacks and Parries with the Off Hand Weapon. Particular attention should be given to the use of the Off Hand weapon, as this is primarily a test of the Warrior's ability with this Weapon.

1. **Control Standing** - Attacks in Eights with both weapons against a shield held by an opponent. All attacks must make contact with the shield, and be clearly made in a controlled manner. This is to be done with both weapons separately and then using alternate weapons.
2. **Control Moving** - As Control Standing, but with opponent and candidate moving in a straight line.
3. **Attacks & Parries Standing** - Attacks & Parries against an opponent using a shield and side arm. All attacks & parries must be made in a clear, controlled and safe manner. This is to be done with both weapons separately and then using alternate weapons.
4. **Attacks & Parries Moving** - As Attacks & Parries Standing, but with opponent and candidate moving backwards and forwards in a straight line.
5. **Feints & Attacks** - The candidate must demonstrate that they can perform a feint followed by an attack using both weapons in one safe and controlled flowing movement.
6. **Circular Parries** - To be performed with the off hand weapon, then using both weapons alternately in a safe manner.
7. **Parry/Riposte Moving** - Candidate must demonstrate that they can perform parry/ripostes in a positive manner using both weapons

against an opponent armed with sword and shield, without hesitation, and safely.

8. Combat Against Two Handed Weapons - The candidate must fight in a safe, controlled and competent manner, demonstrating that they understand the techniques used against these weapons.

9. Free Style Combat (2 minutes verses weapons set by RTT) - The candidate and their opponent will fight as if in a display. For the first 90 seconds, they are to acknowledge hits, without stopping combat. In the last 30 seconds (when told by the RTT), the next warrior to make a valid hit wins.

10. Competitive Combat Against Two Warriors. The candidate must kill at least one of his/her opponents (if both are killed this will add to the credit of the candidate). The candidate is to be watched very closely to ensure that they are using safe combat techniques, and also to note the use being made of the off hand.

NB. Any injury caused during the assessment will result in a fail.

6.12. Advanced Combat Assessment

Only Jarls and Sturaesmen may put forward a Warrior for this assessment. It is essential that the Warrior is ready for the assessment, if the Jarl/Sturaesman is not a Recognised Training Thegn (RTT) then they must get an RTT to ensure that the Warrior is ready for the assessment.

As with the Basic Combat Assessments safety is an important factor, however there should also be high a standard of technical ability and if this is not evident then the Warrior will fail.

This assessment may be taken with the Weapon in either hand and may be taken a second time with the Weapon in the other hand.

a). Qualifications

Prior to taking the Advanced Combat Assessment the candidate must first successfully complete the Formation Combat Assessment and Basic Display Combat Assessment.

b). The Assessment

All actions must be performed positively, without hesitation, and with a smooth flowing action.

1. **Attacks with feints.** Candidate must demonstrate that they understand and can perform feints successfully.
2. **Circular Parries, without/with Shield.** Candidate must demonstrate that they can perform circular Parries correctly.
3. **Parry Riposte, without/with Shield, standing.** Candidate must demonstrate that they can perform a Parry Riposte correctly.
4. **Parry Riposte, without/with Shield, moving.** Candidate must demonstrate that they can perform a Parry Riposte correctly.
5. **Parry Riposte, with Shield, versus Pole Arms.** Candidate must demonstrate that they can perform a Parry Riposte correctly against Long Axe and Spear.
6. **Dodge Riposte.** Candidate must demonstrate that they can perform a Dodge Riposte correctly.
7. **Disarms.** Candidate must demonstrate that they can perform a Disarm correctly. The Warrior making the Attack should first allow themselves to be Disarmed, then on instruction from the Assessing Thegn the Attacking Warrior should go through the Attacks in real time.
8. **Use Side Arm and Secondary Weapon.** In free style combat the candidate must demonstrate the ability to use a Primary Side Arm in their Weapon Hand and a shorter Secondary Side Arm in their Shield Hand.

9. **Two minute free style combat against another candidate.** If another candidate is not available then another Warrior may stand in. The Assessing Thegn must watch for a safe and confident performance. Warriors are to fight as for Display Combat and acknowledge Hits but otherwise ignore them until the last 30 seconds of the combat. The RTT is to inform them when they have 30 seconds left, when the next to make a Valid Hit is to end the fight, with the defeated Warrior to be finished off in dramatic style. Points will be awarded both for a good death and a dramatic Kill.

10. **Free style against two Warriors.** The candidate is to fight two Warriors who have successfully completed the Advanced Assessment. For the first part of the assessment the advanced Warriors are to allow the candidate a reasonable chance to defeat them. They will then fight again and the advanced Warriors will do their best to defeat the candidate.

11. **Shield Wall combat.** In a tight Shield Wall of five or more Warriors demonstrate ability to work as a team and make safe Kills.

NB. Any injury caused during the assessment will result in a fail.

6.13. Advanced Display Combat Assessment

a). Aim

The aim of the Advanced Display Combat Assessment is to ensure that those performing public displays do so safely and competently. It is important that when performing in a small group a Warrior puts on a display that will entertain the public and not bore them. Warriors are expected to have prepared routines with a partner before coming forward for this assessment.

This assessment may be taken by Archers and Slingers as either Warrior or Villager Archers/Slingers.

b). Qualifications

Prior to taking the Advanced Display Combat Assessment the candidate must first have successfully completed the Formation Combat Assessment and Basic Display Combat Assessment.

c). The Assessment

The Assessing Thegn should ensure that there is a suitable arena available for the candidates to perform in. If an audience is available the Assessing Thegn should encourage them to watch and listen to any spontaneous comments. The assessor should however remember that a Society audience will be far more critical than the public.

1. **Single combat, rehearsed.** Two Warriors will put on a single combat display with Weapons of their choice, they may make any introduction they like. The action should be of an apparently furious nature, entertaining and safe.

Before commencing the Script they must give the Assessing Thegn a written Script of the action. This should include a summary of any dialogue and a description of the action. Points will be deducted for deviations from the Script.

All blows should look as if they were meant to incapacitate (i.e. have Lethal Character), any Hit should cause an appropriate reaction from the Warrior receiving the Hit. The final death of one of the Warriors should be appropriate to the wounds that he/she has received (e.g. a final death speech after the Warriors throat was cut is inappropriate).

2. **Unrehearsed Scripted Combat**

Two Warriors will put on a single combat display with Weapons of the Assessors choice, and to a script provided by the Assessor immediately before the display. The action should be of an apparently furious nature, entertaining and

safe. The combat and its outcome must follow the script outline which the assessor has provided, and all dialogue must be in character and relevant to the script provided.

As before, all blows should have lethal character and be reacted to in an appropriate manner.

NB. Any injury caused during the assessment will result in a fail.

6.14. Basic Archery Assessment

a). Aim

The aim of the Basic Archery Assessment is to ensure that those using Bows do so safely and competently.

b). The Assessment

1. **Accuracy assessment.** An Archer will have to string their own Bow and then Hit a 30” Shield set up on the ground at a range of 20 metres four times out of six.

2. **Accuracy against a Warrior.** The Archer must then Hit the same Shield four times out of six when held at chest height by a Warrior. Any Arrow that misses must be low, a high miss will result in a fail.

3. **High angle assessment.** An Archer must be able to loose Arrows in high angle (lob) to land four out of six between two rows of Shields laid on the ground at 25 metres and 35 metres.

4. **Volleying and orders.** Archers must demonstrate the ability to carry out the following orders and Shoot towards a line of Shields set out to represent a Shield Wall at a range of 40 metres:

- i Volley
- ii Nock
- iii Draw
- iv Loose
- v Form Two Ranks
- vi Volley, Ranks Advancing/Retiring
- vii Form Single Rank
- viii Hold or Stop
- ix Rolling Volleys Left/Right

5. **Control assessment** - With a 30” Shield set up against a long Spear at a range of 15 metres, and a bowl or Shield Boss weighing 6 oz set on top of the Spear, the Archer must Hit the Shield twice without the Boss falling to the ground. Repeat at 5 metres.

6. **Combat assessment** - One Archer assists a Warrior in combat against another Warrior. The Warriors must fight within ten feet of a line designated as the “Audience”. The Archer must loose at least three Arrows and score a Hit on the “enemy” Warrior or his/her Shield. Arrows should be loosed away from the “Audience” and not put the “Audience” at risk either directly or from a foreseeable deflection. It is not necessary for the Archer to score a Kill.

7. **Secondary Weapon assessment** - Combat qualified Archers must show the ability to draw a Hand to Hand Weapon and Defend themselves against an Attacker. This must be carried out safely and if the Bow is discarded it must be discarded safely.

8. **Skirmishing** - A Skirmish Unit, including the candidate, is given the mission of harassing and delaying an Enemy Unit. The Enemy Unit is formed in Shield Wall and ordered to advance towards an objective. The Skirmishers are to carry out their orders safely using the correct Battle Drills.

6.15. Display Archery Assessment

a). Aim

The aim of the Display Archery Assessment is to ensure that those using Bows with sharp or blunt arrows as part of an archery display do so safely and competently.

b). The Assessment

1. **Accuracy assessment.** An Archer will have to string their own Bow and then Hit a 30” target set up on a stand representing a shield being held by a warrior at a range of 20 metres four times out of six. Any arrow which misses must be below the top of the target and within two meters of the sides of the target. A high or wide miss will result in a fail.

2. **High angle assessment.** An Archer must be able to loose Arrows in high angle (lob) to land four out of six between two rows of Shields laid on the ground at 25 metres and 35 metres.

3. **Volleying and orders.** Archers must demonstrate the ability to carry out the following orders and Shoot towards a target set out to represent a Shield Wall at a range of 25 metres:

- i Volley
- ii Nock
- iii Draw
- iv Loose
- v Form Two Ranks
- vi Volley, Ranks Advancing/Retiring
- vii Form Single Rank
- viii Hold or Stop
- ix Rolling Volleys Left/Right

Any arrow which misses must be below the top of the target and within two meters of the sides of the target. A high or wide miss will result in a fail.

6.16. Advanced Archery Assessment

a). Aim

The aim of the Advanced Archery Assessment is to ensure that those using Bows continue to do so safely and competently to a high standard. Those that successfully complete the Advanced Archery Assessment may be allowed to use their Bows when Basic Archers are forbidden due to the limitations of the arena.

b). Qualifications

Prior to taking the Advanced Archery Assessment the candidate must first have successfully completed the Basic Archery Assessment.

c). The Assessment

1. **Close Control.** At a range of five metres loose twelve Arrows in two minutes through a 30 x 30” gap at Shield height. Target Area is to be indicated by two cords suspended between two Spears. The Archer must loose at least ten Arrows through the gap. Arrows must travel no further than three metres past the Target.
2. **Obstructed Target.** At a range of 15 metres looses six Arrows at a 30” Shield held by a Warrior. At a range of 10 metres two “friendly” Warriors stand one metre apart, the Archer must loose at the Target so that the Arrows pass between them. Any misses must travel no further than 3 metres past the Target.
3. **High and low.** Loose one Arrow at High Angle to land within 10 metres behind a 30” Shield set at a distance of 20 metres, then loose another to Hit the Shield before the first Arrow lands.
4. **Rapid loose.** At a range of 20 metres loose twelve Arrows at a 30” Shield set at chest height in one minute fifteen seconds. Archer must Hit with ten out of twelve Arrows.
5. **Ranging.** Four Targets set out at the cardinal points of the compass. The Targets should be randomly set up at 5, 15, 10, and 20 metres from the Archer. The Target must be a 30” Shield set against a Javelin with a bowl or Shield Boss weighing 6 oz set on top. The Archer has six Arrows and must score four out of six without the Boss falling to the ground. The Archer must shoot in a clockwise direction starting with the nearest target, and hitting all four targets in turn. High misses are not allowed and will result in a fail.
6. **Moving Target.** At a range of 20 metres loose three Arrows at a 30” Shield carried by a Warrior walking across the Archers front. Then another three Arrows at the same Shield with the Warrior

jogging across the Archers front. Must Hit four out of six in any combination. Any high miss will result in a fail.

7. **Melee.** Two lines of Warriors fighting in a loose Shield Wall formation with at least three per side. One side is “friendly” and the other “hostile”. The Archer must shoot and “Kill” the “hostile” Warrior nominated by the examiner. The Archer has six Arrows and five minutes in which to make the “Kill”.

Killing the wrong Warrior, “friendly” or “hostile”, will result in a fail.

The Warriors must maintain their line and not pass the enemy line when pursuing the Archer.

8. **Moving shoot.** While moving backwards and forward between 10 and 20 metres from a Warrior holding a 30” Shield, the Archer must loose Arrows at the Shield when it is “exposed”. The Warrior will hold the Shield at his/her side and at irregular intervals will bring it up into the Shield Wall position. The Warrior will hold the Shield in that position until the Archer has loosed and Hit the Shield or the Arrow has safely past. The Warrior will then return the Shield to his/her side. The exercise will be repeated until the examiner is satisfied. Any misses must travel no further than three metres past the Target.

9. **Questions.** Answer questions on Society Archery Rules, the Bow and Archery in the Viking period.

NB. At all times other than in the high angle shot, **NO** Arrow is allowed to pass higher than the assessor's shoulder height at the Target. Strength is considered throughout and excessive shot strength will receive one clear warning, any repetition after the warning will result in a fail.

6.17. Basic Sling Assessment

a). Aim

The aim of the Basic Sling Assessment is to ensure that those using Slings do so safely and competently.

b). The Assessment

1. **Accuracy assessment.** A Slinger will have to Hit a 30” Shield set up at a range of 20 metres four times out of six. All Shots must travel in the direction of the Target and not miss by more than 5 metres either side or a fail will result.

2. **Accuracy against a Warrior.** The Slinger must then Hit the same Shield four times out of six when held at chest height by a Warrior. Any Shot that misses must be low, a high miss will result in a fail. All Shots must travel in the direction of the Target and not miss by more than 5 metres either side or a fail will result.

3. **Volleying and orders.** Slingers must demonstrate the ability to carry out the following orders and Hit a line of Shields set out to represent a Shield Wall at a range of 40 metres:

- i Volley
- ii Load
- iii Ready
- iv Loose

4. **Combat assessment.** One Slinger and Warrior in combat against another Warrior, the Warriors must fight within ten feet of a line designated as the “Audience”. The Slinger must loose at least three Shot and score a Hit on the “enemy” Warrior or his/her Shield. Shot should be loosed away from the “Audience” and not put the “Audience” at risk either directly or from a deflection. It is not necessary for the Slinger to score a Kill. The Slinger must make Eye to Eye Contact with the Target Warrior

5. **Secondary Weapon assessment.** Combat qualified Slingers must show the ability to draw a Hand to Hand Weapon and Defend themselves against an Attacker. Must be carried out safely and if the Sling is discarded it must be discarded safely.

6. **Skirmishing** A Skirmish Unit, including the candidate, is given the mission of harassing and delaying an Enemy Unit. The Enemy Unit is formed in Shield Wall and ordered to advance towards an objective. The Skirmishers are to carry out their orders safely using the correct Battle Drills.

6.18. Non-Combatant Cavalry Assessment

a). Aim

The aim of the Non-Combatant Cavalry Assessment is to ensure that those riding in displays are competent, and do not pose a safety hazard to the audience, to the other members of the Society, or to themselves.

b). Qualifications

Before taking this assessment, the Candidate must be able to correctly groom, tack and untack their horse, pick out the horse's hooves, etc, and generally ensure that their horse is in good condition. All candidates are personally responsible for ensuring that their tack is in serviceable condition and fits correctly.

Candidates must present themselves in the clothing and equipment which they intend to use in displays. All clothing and equipment must conform to Society Authenticity Regulations.

Candidates must also possess the required safety equipment (helmet and gloves), which must conform to the Society Technical Specifications. Where armguards and additional protection is worn, this must conform to SAR where these items are visible.

c). The Assessment

1. **Basic Control 1** – the rider must demonstrate that they can ride at all paces, and can perform this pace on request from the Assessor.

Paces will include:

- walk
- sitting trot
- canter

2. **Basic Control 2** – the rider must demonstrate that they can move forwards into the slower paces on request, and halt in a smooth and controlled manner on request.

3. **Unit Movements** – the rider must demonstrate that they can maintain control when riding as part of a unit, and must demonstrate that they can ride at both trot and canter without lessening their ability to control their horse.

4. **Faster Paces** – the rider must demonstrate that they can maintain control at the faster paces of extended canter and slow gallop.

Throughout this assessment, the Candidate must demonstrate consideration for the safety and the welfare of their horse, other riders and horses, and all infantry, and should show that they have a basic knowledge of natural aids, and an ability to make use of them. If at any

time the rider loses control of the horse, they will fail the assessment.

6.19. Basic Mounted Combat Assessment

a). Aim

The aim of the Basic Mounted Combat Assessment is to ensure that those riding in displays in a combatant capacity are competent, and do not pose a safety hazard to the audience, to the other members of the Society, or to themselves. It is intended to ensure that the addition of armour, weapons and a shield do not affect the riding ability of the candidate.

b). Qualifications

Candidates must have passed the Basic Combat Assessment before attempting this assessment. Knowledge of infantry formations is strongly recommended, and candidates may be asked to demonstrate such knowledge at any time during the assessment.

Candidates must also meet the same requirements as for the Non-Combatant Cavalry Assessment.

Full combat equipment (including mail and shield where appropriate) must be worn for all parts of this assessment.

c). The Assessment

1. **Basic Control** – the rider must demonstrate that they are capable of riding at all paces, and must be able to move forward into the slower paces on request. The candidate must be able to retain control at the faster paces, and must halt in a smooth and controlled manner on request.

2. **Manoeuvring** – The candidate must demonstrate that they can turn the horse through both 90 and 180 degrees at halt and trot. The candidate must also be able to perform 180 degree turns at the trot and canter.

3. **Close Control** – the candidate must be able to move from trot to halt within five strides.

4. **Sideways Movement** – the candidate must be able to move the horse sideways from halt.

5. **Formation Riding** – the candidate must demonstrate that they understand the cavalry commands listed below, and that they can react to them in a timely and controlled manner while riding as part of a unit:

- Turn into Line
- Walk March
- Trot March
- Canter March

- About right/left turn
- Left/right Wheel
- Form Ride on the left/right
- Form Column of twos/half sections
- Form Two Ranks
- Rally/Reform
- Prepare to Halt....Halt
- Prepare to Dismount....Dismount

6. **Spear/Lance Use** – the candidate must demonstrate that they can retain control of the horse with the spear held both in the Carry and Engaged positions.

7. **Weapon Control** – the candidate must demonstrate control when striking at both a shield held by a warrior, and a live target from each of the halt, walk and trot. The candidate will be required to demonstrate control using first a spear/lance, and then an appropriate sidearm of their choice.

8. **Primary Hand Weapon** – the candidate must be able to strike a target placed on top of a pole from the canter, using a back-handed stroke. The blow must be controlled, and safe for live targets, the rider and the horse.

9. **Freestyle Combat** – the candidate will be asked to engage in combat with another mounted warrior, and then against an infantry warrior. Each combat will last for a minimum of one minute, with hits acknowledged and reacted to in an appropriate manner before continuing the combat. After one minute, the next kill will finish the combat.

10. **Shieldwall combat** – the candidate will ride as part of a unit against a shield wall. The candidate must maintain position within the unit until they are within 5 metres of the shieldwall, and must make a reasonable attempt to engage warriors from the shieldwall in combat. When order to withdraw, rally and reform, the candidate must be able to break off combat quickly and return to the unit in a safe and controlled manner.

Throughout the test, any weapon use by the candidate which causes injury to any horse will result in a fail. Similarly, any use of a spear/lance in a fully-couched position in close combat will result in a fail.

6.20. Advanced Mounted Combat Assessment

a). Aim

The aim of the Advanced Mounted Combat Assessment is to ensure that those using missile weapons in displays in a combatant capacity are competent, and do not pose a safety hazard to the audience, to the other members of the Society, or to themselves. It is intended to ensure that all missile activity from horseback is controlled, and that the rider is aware of the restrictions necessary when using missiles from horseback.

b). Qualifications

Candidates must have passed the Basic Mounted Combat Assessment before attempting this assessment, and must also have passed either the Javelin Assessment (for those who intend to use a javelin from horseback), or the Basic Archery Assessment (for those who intend to practice archery from horseback).

Candidates must also meet the same requirements as for the Non-Combatant Cavalry Assessment.

Full combat equipment must be worn for all parts of this assessment.

c). The Assessment

1. **Stationary Warrior** – the candidate must ride four times at a slow canter against a stationary warrior, attacking them with a missile at not less than 5 metres range. The missile must arrive with minimal force. Three of the missiles must hit the warrior's shield, and all misses must be below shoulder height.
2. **Shieldwall** – the candidate must demonstrate that they can hit a double shieldwall of eight warriors with 5 out of 6 missiles at 5 metres, while travelling at a slow canter. All misses must be short of the shieldwall, and any missiles being deflected upwards from the shieldwall will result in a fail. All missiles should be delivered with the minimum possible force.
3. **Multiple attacks** – riding at a slow canter with three missiles held ready, the candidate must attack three warriors with shields spaced at 20 metre intervals, coming no closer than 5 metres, and hitting at least two of them, with all misses being below shoulder height.

Throughout the assessment, any missile delivered over shoulder height, or which is deflected over the shieldwall or more than five metres to the side of the shieldwall will result in a fail. Any equipment dropped from the horse at any time, or the loss of a missile short of the designated release area will result in a fail.

6.21. Recognised Training Thegn Assessment

a). Aim

The aim of the Recognised Training Thegn Assessment is to ensure that those conducting training sessions and assessing warriors in the basic combat skills are fully aware of the Society combat rules, and can present lessons in an effective manner.

The assessment will be conducted by a panel of three RTTs, chaired by the Society Training Officer.

b). Qualifications

Candidates must have passed the Advanced Combat Assessment before attempting this assessment. Candidates for this assessment should be supported by a recommendation from their Jarl/Sturaesman confirming that the candidate is currently or will become the group training officer, or that a second training officer is required due to the size or makeup of the group.

Where a candidate wishes only to teach and assess archery skills, they must have passed the Basic Archery Assessment. If the candidate is successful, they may teach and assess archery only, even if they subsequently pass (or have already passed) other combat assessments.

c). The Assessment

The Recognised Training Thegn assessment consists of theory test in the form of a written submission, followed by a practical assessment of the teaching and presentation skills of the candidate.

1. **Combat Rule Knowledge** – the candidate will be given a paper consisting of twenty questions on the combat rules and training systems of the Society. Without reference to the Training Officer's or Hersir's Handbook, they must provide a short written answer to each question, with a total time available of 45 minutes. A score of 70% will be required to pass this section.
2. **Handbook Reference Skills** – the candidate will be given a paper consisting of twenty questions on the combat rules and training systems of the Society, and copies of the Training Officers' Handbook and Hersir's Handbook. For each question, the candidate should provide a page number and section reference for the information which answers the question, with a total of 45 minutes available to complete this section. Given the nature of this paper, a score of 90% is required to achieve a pass.
3. **Practical Exercise 1** – the candidate will be asked to instruct up to three volunteers in one of the basic skills from the Training

Syllabus. They will be expected to perform this task without assistance or prompting, and will be marked on the correctness of the teaching, and on its presentation style and teaching effectiveness. For archery candidates, this will be taken from the Basic Archery syllabus.

4. **Practical Exercise 2** – the candidate will be asked to instruct up to two volunteers in one of the advanced combat skills from the Training Syllabus, which may cover any skills in which they are qualified. The candidate must perform this task without assistance or prompting. For archery candidates, this will be taken from the more advanced archery skills.

7. Training Methodology

7.1. Progression

New Warriors must first be trained to successfully complete the Basic Combat Assessment.

They should then train for the Basic Display Combat and Formation Combat Assessments in either order.

Some elements of the latter two assessments must be trained in as they work on the first assessment, as this will make the overall task easier.

After they have successfully completed these assessments they may train for any of the other assessments in whatever order the Warrior and their Training Thegn think fit.

7.2. Lesson Structure

All lessons should be taught to a clearly-defined structure to ensure that the best use is made of the time available, and that the candidate is given the reasons for the lesson as well as the technical knowledge. The following structure is recommended:

a). Preparation

Prepare a lesson outline either on paper or in your head, and be clear about what you are trying to achieve in the session.

Encourage all combatants to carry out a full weapons check and kit inspection before starting the session.

Introduce new members to the group, and ensure that either another training officer or a senior combatant will look after the rest of the session while you are training newcomers.

b). Introduction

What is about to be taught and why. Refer to real combat situations as well as to combat assessments, as it is important that those being taught understand the practical aim of the lesson, rather than purely the short-term requirement to pass an assessment.

c). Revision

Revise the previous lessons and warm the Warriors up. Take care to explain the link between the lesson to be taught and any previous lessons.

d). Tuition

1. Demonstrate the action in real time.
2. Explain the action while demonstrating each part in slow time.

3. Demonstrate the action in real time again.
4. Class practise action against the air. Check that the action looks correct and correct where appropriate.
5. Each student in turn should carry out the action against the Training Thegn while others continue as at 4.
6. When ready, pairs of Warriors practise the action together.
7. Repeat 1 to 6 again until lesson complete.
8. Remember to correct the students Stance and footwork at all times.

e). Conclusion

1. Sum up the lesson, find constructive comments on all students as well as criticisms.
2. Look forward to the next lesson - tell them what it is, and how it is linked (if at all) to this lesson.
3. Warm down, kit check, and weapons check

7.3. Syllabus

Where practicable teach the lessons in the following order:

1. The Stance
2. Movement
3. Attacks and Parries, with Shield, standing
4. Control, with Shield, standing
5. Attacks and Parries, with Shield, moving
6. Control, with Shield, moving
7. Defence against missiles
8. Defence against pole weapons
9. Shield Walls, advancing and about turn
10. Boars Snout
11. Form Two Ranks.
12. Open and Extended Order.
13. Hunting Groups
14. Wheeling
15. Rally and Reform

At this point, the warrior may decide to train in other weapons or combinations, but should be encourage to continue to develop their skills, and to progress towards the Advanced Combat Assessment, either with the aim of becoming an RTT, or to improve general combat effectiveness.

16. Attacks and Parries, without Shield, standing
17. Attacks and Parries, without Shield, moving
18. Parry Riposte, without Shield, standing
19. Parry Riposte, with Shield, standing
20. Parry Riposte, without Shield, moving
21. Parry Riposte, with Shield, moving
22. Parry Riposte, versus Pole Arms
23. Dodge Riposte
24. Feints
25. Circular Parries
26. Disarms
27. Fighting two opponents
28. Light infantry Skirmishing

Note. Take care to teach the trainee Warriors to direct their Attacks to the Target Area - beginners have a tendency to Attack the Weapon or Shield, and not the Warrior. This is a difficult habit to break later, so do it now and save yourself a lot of trouble.

If the Warriors clearly Attack their opponent's Target Area there is less chance of the Defender making a Miss Parry and therefore receiving an injury. Also Display Combats will be much more convincing.

From the outset, defence against polearms must be taught as a basic skill, as the warrior will not be able to choose their opponents under battlefield conditions. In particular, this must be covered in depth in section 12, before progressing to the more advanced and technical skills.

8. Combat Training Exercises

These example exercises are intended to provide ideas for training officers to use within their sessions and training programmes. They are not intended to restrict the training officer, and can be modified, ignored or added to as required.

8.1. Hunting Groups.

Three Warriors are given the mission of Killing a fourth Warrior. They may use a tactic of their own or one suggested by the RTT.

They should first carry out their task without other Warriors being involved.

When the RTT is satisfied that the trainees understand their task more Warriors should be brought in to assist.

These additional Warriors should be paired off and told to fight but ignore Hits. The trainees are given a Target Warrior that they must Kill. No other Warrior is to Attack the trainees.

When the RTT is satisfied with the trainees' performance he/she should set the other Warriors to fight a Circle of Treachery but forbid them from Attacking the trainees. Any Warrior taking a Valid Hit should stay in the combat but find another opponent. The trainee Warriors are then given their Target.

Finally repeat this exercise with the trainees as fair game and all Warriors taking their Hits.

8.2. Two to One, One to Two

The RTT sets two Warriors to Attack one, both the pair and single Warrior should be coached as to the correct techniques to be used.

8.3. Multiple Attacks

Surround one Warrior with three others at Fighting Distance. The three surrounding Warriors should steadily make Attacks upon the single Warrior, this Warrior should Defend himself/herself as he/she turns to meet each Attack.

This exercise should be repeated clockwise, anti-clockwise and randomly.

As the ability of the Warrior improves he/she should Riposte as well as Parry.

8.4. Circle of Treachery

All the Warriors stand in a large circle and on command start to fight each other. No Warrior has a friend and the last one standing is the winner.

8.5. Shieldwall

When introducing Warriors to Shieldwall combat for the first time build it up steadily.

First place all of the trainee Warriors in one Shieldwall and have another of experienced Warriors who can be trusted to do as they are told!

Advance the trainee Warriors towards the experienced Shieldwall and halt them at Fighting Distance, order the experienced Warriors to make clear Attacks and instruct the trainees to only Defend themselves.

When the trainees can successfully Defend themselves for a full minute move onto the next stage.

The subsequent stages should include building up the pace of the Attacks, allowing the trainees to Riposte, allowing the trainees to initiate Attacks, instructing them on team work and assisting others to make Kills, introducing different Weapon combinations for the trainees to face.

8.6. Parry/Riposte

First between trainee and RTT, later between two trainees. Make an Attack upon the trainee and after he/she has Parried make them Riposte. When they can do this to the RTT's satisfaction the RTT should Parry their Riposte and Riposte him/herself. The trainee should then be coached to Parry and Riposte the RTT's Riposte.

Build up the sequence of Attacks, Parries and Ripostes until the trainee can no longer follow the sequence. Use Direct and Indirect Ripostes.

Having developed a routine revise it on the next training session and then build a new one using the Parries and Ripostes in a different sequence.

The purpose of this is to train the Warrior to Riposte any Attack made upon them as this is often the moment when the Attacker is most vulnerable. The exercise can also be used in a Display Combat.

Note: It is important that the trainee Warrior and the RTT make all their Attacks to the Target Area, as there is a temptation, especially between two trainee Warriors, for Attacks to be made against the Weapon. If the Defender should miss the Parry then a Hit should be made with the Attack Controlled at the Defenders Target Area and not on the Weapon.

If the Parries are made correctly the Weapons should make a lot of noise as the Defenders Weapon is placed in the path of the Attackers Weapon before the full effects of Control become apparent.

If the Attacks are not properly directed at the part of the Target Area that the Attacker is trying to Hit, then the Defender may find that he/she Miss Parries with all the possible consequences for an accident.

8.7. Pile it On

Set the trainee Warrior to fight another Warrior who he/she has to Kill within 30 seconds, after that time another Warrior joins in against the trainee. The trainee's aim is to Kill the first and subsequent Warriors before he/she is overwhelmed. The time given can be adjusted to match the standard of the Warrior.

8.8. Parry/Riposte 2

First between trainee and RTT, later between two trainees. Instruct the trainee not to initiate any attacks but only make a Riposte after a successful Parry, tell the trainee that after your initial attack you will do the same. Always start with an Attack to the head and tell the trainee that this will be the signal to restart at any time. All Ripostes should be made quickly without telling the trainee where it is going. Keep the action up for as long as possible. This exercise can be carried out standing or moving.

8.9. Fatal Aisle

Set out two lines of warriors with spaces between them such that they can only just touch the tip of their neighbour's weapon with their own. The two ranks should be separated in the same manner. Next move one rank to the left or right so that the warriors of each rank do not face each other.

The trainee is then directed to move down the aisle between the two ranks at a walking pace. The warriors forming the aisle are directed to make attacks upon the trainee as he/she moves past them. The trainee must reach the end of the aisle without receiving a Valid Hit.

As the trainee improves they should be directed to attempt to make Kills upon the warriors forming the aisle. Also the spaces between the warriors could be reduced or some movement allowed them.

8.10. Sequenced Attacks

The trainee is told to stand his/her ground and defend against all attacks. Warriors are then sent to attack the Trainee, the attackers are instructed to make only three attacks each and to make these attacks as instructed by the Training Thegn. The trainee will not know from where the attacks will come or which weapon he/she will face until the attack is made.

The first time the trainee carries out this exercise all attacks will be from the front, as the trainee improves attacks should be made from different directions.

8.11. Stand Your Ground

Two spare shields are placed on the ground at a distance where both warriors are within effective range of their opponent. On a call from the RTT, they fight until one warrior lands a Valid Hit on their opponent, or until a warrior forfeits the combat by stepping off their shield. This exercise is very useful in teaching warriors to hold a position, and is especially useful for warriors who naturally retreat when under pressure.

8.12. In Your Face

Two warriors stand toe to toe, with their shield bosses touching. Their weapon hand is placed against the back of their shield level with the boss. On a command from the RTT, the warriors attempt to kill their opponent. Many warriors find close-quarters combat difficult, and therefore find it used against them regularly.

9. Archery Exercises

These example exercises are intended to provide ideas for training officers to use within their sessions and training programmes. They are not set in concrete, and can be modified, ignored or added to as required.

9.1. Audience Awareness

Designate a line to represent the “audience”. One or two Warriors against one or two Warriors and an Archer. The Archer must loose at his/her opponents without putting the “audience” at risk.

Factors to consider:

- i Where will the Arrow go if the Target moves.
- ii Will Arrow be safely deflected by Shield.

9.2. Space Invaders

Three Warriors stand at 30 metres from the Archer, when the Archer looses his/her first Arrow they advance. If the Archer Hits a Warriors Shield they must return to the start line and advance again. If the Archer makes a Valid Hit to the Target Area then the Warrior is dead and out. Archers may loose at retreating Warriors.

9.3. Time to Leave

Warriors advance on Archers, ignoring Hits. Archers must decide when to run away or draw a back up Weapon.

9.4. Feel the Force

Warriors advance on Archers, they ignore Hits. Warriors advance within five metres and then retire to the start, they then advance again and close with the Archers. Archers are commanded by a Thegn who Controls Volleys. The Thegn must decide which orders to use and when to run or fight.

9.5. Hunting Groups

Hunting Group practise to include an Archer.

Factors to consider:

- i Archer doesn't have to loose to be effective.
- ii Will Arrow be safely deflected by Shield.

9.6. Seek and Destroy

Set up battle and introduce Archers to combat, Warriors may not

Attack Archers until told by the Archery Thegn. The Thegn is to first designate priority Targets and then allow the Archers to choose own. When Thegn satisfied with performance allow Warriors to Kill Archers if they can.

Factors to consider:

- i Can Archer Hit priority Target with out risk to own side.
- ii Can Archer Hit priority Target with out risk to him/her self.
- iii Will Arrow be safely deflected by Shield.

9.7. Moving Targets

Archer to loose at moving Targets at various ranges and speeds. Repeat with friendly Warriors blocking some lines of sight.

9.8. Through the Keyhole

Archers loose at various Targets from behind Shield Wall.

Factors to consider:

- i All Arrows must be aimed safely and not lobbed over the Shield Wall.
- ii Can Archer loose without Hitting Warrior in the back of his/her head.

9.9. Controlled Power

Set up a series of Targets at different ranges and directions, as many as possible should be as for the Control assessment. Archer must then loose at the Targets and not dislodge any of the Shield bosses.

9.10. Space Invaders 2

Four Warriors advance from four different directions, when Archer looses his/her first Arrow they advance. If the Archer Hits a Warriors Shield they must return to the start line and advance again. If the Archer makes a Valid Hit to the Target Area then the Warrior is dead and out. Archer may loose at retreating Warriors.

9.11. Space Invaders 3

Repeat exercise 11 but include friendly Warriors advancing beside Targets. Friendly Warriors must not be Hit.

10. Formation Manoeuvres

All Training Officers are required to provide instruction on the Formation Manoeuvres which are detailed in the Hersir's Handbook. Copies of this are available from the Battle Captain on request. Candidates for the Recognised Training Thegn assessment will be expected to have full knowledge of this document, and questions on it may be included in the assessment.

11. Terminology

a). Technical

1. **Attack** - offensive action against an opponent with the intention of making a Valid Hit. May be Direct or Indirect.
2. **Battle Drills** - actions carried out by Units of Warriors during battle with the intention of gaining an advantage over their enemies.
3. **Battlefield Awareness** - the understanding of the changing threats to the Warrior on the Battlefield.
4. **Beaten Zone** - the area in which Missiles fall on or around their Target.
5. **Block and Counter** - a Parry and Riposte.
6. **Broken Time** - the deceiving of an opponent of the Attacker's intention by momentarily slowing or stopping of an attack before continuing with the Attack in the same line.
7. **Clear and Strike** - with a Long Axe or Spear, the moving aside of an opponents Shield followed by an Attack to the Target Area.
8. **Circular Parry** - the blocking of an opponents Attack by the Defender placing his/her Weapon in the path of his/her Attacker's Weapon and then forcing the Weapon away in a circular motion.
9. **Control** - the ability to make a Hit without causing damage to the Attacker's opponent, the opponent's equipment or the Attacker's Weapon. Also, the ability to arrest the motion of a Weapon when necessary.
10. **Counter Attack** - an immediate Attack into an opponent's Attack.
11. **Cross Over Step** - the moving of the rear foot forward past the front foot with the aim of moving forward from a good Stance to another good Stance. When retreating, the front foot is first moved past the rear foot.
12. **Cut** - an Attack with the edge of a Weapon.
13. **Cutting Weapon** - a Weapon used primarily for Cutting: Swords, Knives, Hand Axes and Long Axes are Cutting Weapons.
14. **Direct Attack** - an Attack on an opponent without changing the position (or line) of the Weapon.
15. **Direct Riposte** - the immediate Attack on an opponent in the same line after successfully Parrying an Attack.

- 16.**Disarm** - the taking of, or rendering useless of, an opponent's Weapon immediately after a successful Parry.
- 17.**Display Combat** - combat performed for the purpose of entertaining the public.
- 18.**Dodge** - the avoidance of a Hit by moving inside the reach of an opponent's weapon.
- 19.**Eights** - the eight basic Attacks, consisting of cuts directed to the head, right shoulder, left shoulder, right hip, left hip, right leg and left leg, plus a thrust to the stomach.
- 20.**Eye Contact** - ensuring that the Warrior who is about to receive a Missile is ready to do so.
- 21.**Feint** - the deceiving of an opponent as to the point of Attack.
- 22.**Foot Work** - the movement of the Warrior's feet in the correct manner.
- 23.**Free Style Combat** - combat with no predetermined (Scripted) outcome.
- 24.**Guard** - the position of the Warrior's Weapons when in the Stance and ready to receive an Attack.
- 25.**Hand Held Weapons** - designed to Hit an enemy while being held in the Warrior's hands. Swords, Knives, Hand Axes, Long Axes and Spears are together referred to as Hand Held Weapons.
- 26.**Head Snap** - the looking to the left and right quickly with the purpose of maintaining awareness of Battlefield conditions.
- 27.**Hit** - the striking of an opponent with hand, Weapon or equipment on any part of the body.
- 28.**Hooking** - the pulling off balance of an opponent by passing the head of a winged Spear, Hand Axe or Long Axe behind a part of the Defender's limbs or body and drawing the weapon back towards the Attacker. This is dangerous and forbidden. The same action may be used against an opponent's Shield as a legitimate preparation for an Attack.
- 29.**Indirect Attack** - an Attack made on an opponent where the position (or line) of the Weapon is changed as the Attack is made.
- 30.**Indirect Riposte** - the immediate Attack on an opponent where the position (or line) of the Weapon is changed as the Attack is made after successfully Parrying an Attack.
- 31.**Kill** - the effect of a Valid Hit.
- 32.**Lethal Character** - an Attack delivered in such a way as to give

the impression that the Warrior receiving the blow has suffered a Hit that would inflict a death wound.

33. **Line of Attack** - the path the weapon takes when making an Attack.

34. **Melee** - Hand to Hand combat between two opposing groups of Warriors.

35. **Missile Weapons** - designed for Ranged Combat to Hit an enemy at a distance exceeding the reach of the Warrior when holding a Hand Held Weapon. Bows, Javelins and Slings are together referred to as Missile Weapons.

36. **Off Target Area** - that part of the body towards which it is not permitted to direct a Hit and which if struck does not score a Valid Hit.

37. **Parry** - the blocking of an opponent's Attack by the Defender placing their Weapon or Shield in the path of the Attacker's Weapon.

38. **Phased Combat** - combat by a group of Warriors who do not all attack at once but by a series of attacks in "Phases".

39. **Pole Arm** - Spears and Long Axes designed to be used in two hands are together referred to as Pole Arms.

40. **Primary Side Arm** - Swords and Hand Axes used in one hand are together referred to as Primary Side Arms.

41. **Ranged Combat** - combat with Missile Weapons that exceeds the range of Hand Held Weapons.

42. **Reach** - the limits within which a weapon may score a Valid Hit.

43. **Receiving** - the actions carried out by a Warrior when having Arrows or Javelins shot at them.

44. **Riposte** - the immediate Attack on an opponent after successfully Parrying an Attack. May be Direct or Indirect.

45. **SAR** – Society Authenticity Regulations

46. **Scripted Combat** - combat which has a predetermined (Scripted) outcome.

47. **Secondary Side Arm** - a Knife used either with a Primary Side Arm, or instead of it.

48. **Shuffle Step** - the moving forward of the Warriors front foot from the Stance followed by the back foot so that the Warrior returns to the Stance. When withdrawing, the back foot is first moved to the rear followed by the front foot.

49.**Skirmisher** - a Warrior who fights in a loose formation with the intention of harassing the enemy during their deployment, or between Attacks by the main force, with Missile Weapons or by rushing in and striking them once or twice with Hand Held Weapons before withdrawing.

50.**Stance** - the position of a Warrior's body during combat.

51.**STR** – Society Technical Specifications

52.**Sweep** - the Taking of the Weapon by stepping back from an Attack and the Defender passing his/her weapon over the Attacker's, then forcing the Attacker's Weapon to travel further along its Line of Attack than the Attacker intended.

53.**Target** - the object of Ranged Combat.

54.**Target Area** - that part of the body which if Hit by a Weapon will score a Valid Hit and therefore a Kill.

55.**Telegraph** - the clear indication, by the Attacker, of where an Attack is intended to Hit.

56.**Thrust** - an Attack with the point of a Weapon.

57.**Thrusting Weapons** - a Weapon used primarily for Thrusting, Spears and Javelins are primary Thrusting Weapons. Swords, Scramaseaxes, Axes and Long Axes are secondary Thrusting Weapons.

58.**Valid Hit** - the striking of an opponent with a Weapon to the Target Area resulting in a Kill.

59.**Warrior** - any person who takes part in combat.

b). Parts of the Weapon

1. Sword

Blade - from the Guard to the Point. The part of the Sword with which a Hit may be made.

Cutting Edge - the narrow side of the Blade from the Grip to the Point and back to the Grip.

Grip - the place where the Weapon is held.

Guard - the cross piece between the Blade and the Grip.

Point - the end of the Weapon furthest from the end of the Grip. The part of the Sword with which a Thrust may be made. (See rules on Thrusts and Explanation of Actions)

Pommel - the weight or counter balance that is fitted to the Tang and holds the Weapon together.

2. **Knife (seax)**

Back - the part of the Blade opposite the Cutting Edge which is unsharpened.

Blade - from the Grip to the Point. The part of the knife with which a Hit may be made.

Cutting Edge - the narrow side of the Blade from the Guard to the Point.

Grip - the place where the Weapon is held.

Point - the end of the Weapon furthest from the Pommel. The part of the knife with which a Thrust may be made. (See rules on Thrusts and Explanation of Actions)

3. **Hand Axe**

Back Point - the bottom part of the Blade that curves backward to the Edge.

Blade - the part of the weapon from the Socket to the Cutting Edge.

Cutting Edge - the narrow part of the Blade opposite the Hammer.

Forward Point - the top part of the Blade that curves forward to the Edge.

Head - the whole of the metal part of the Weapon.

Shaft - the wooden part of the Weapon to which the Blade is fixed.

4. **Mace**

Flange – the blades of the mace head, attached to the socket

Head - the whole of the metal part of the Weapon.

Shaft - the wooden part of the Weapon to which the Head is

fixed.

5. **Long Axe**

Back Point - the bottom part of the Blade that curves backward to the Edge.

Blade - the part of the weapon from the Socket to the Cutting Edge.

Cutting Edge - the narrow part of the Blade opposite the Hammer.

Forward Point - the top part of the Blade that curves forward to the Edge.

Head - the whole of the metal part of the Weapon.

Shaft - the wooden part of the Weapon to which the Blade is fixed.

Socket - the hole through which the shaft passes.

6. **Spear**

Blade - the part of the weapon from the Socket to the Point.

Cutting Edge - the narrow side of the Blade from the Socket to the Point and back to the Socket.

Head - the whole of the metal part of the Weapon.

Point - the end of the Weapon furthest from the end of the Socket.

Shaft - the wooden part of the Weapon to which the Head is fixed.

Socket - the hole through which the Shaft passes and is fixed.

Wings - protrusions from the Head between the Blade and Socket.

7. **Javelin**

Blade - the part of the weapon from the Socket to the Point.

Cutting Edge - the narrow side of the Blade from the Socket to the Point and back to the Socket.

Head - the whole of the metal part of the Weapon.

Point - the end of the Weapon furthest from the end of the Socket.

Shaft - the wooden part of the Weapon to which the Head is fixed.

Socket - the hole through which the Shaft passes and is fixed on some Javelins.

8. **Shield**

Boss - the metal centre of the Shield which protects the hand holding the Grip.

Brace - wooden or metal batten used to hold the planks of the Disk together.

Cover - leather or cloth glued to the Face of the Disk to protect and secure the planks.

Grip - the place where the Shield is held and part of the Brace.

Rim - the outer edge of the Disk and the metal or leather binding that protects the Rim of the Disk. This also helps to hold the planks of the Disk together.

12. Archery Terminology

a). Technical

1. **Battle Drills** - actions carried out by Units of Archers/Slingers during battle with the intention of gaining an advantage over their enemies.
2. **Battlefield Awareness** - the understanding of the changing threats to the Archer/Slinger on the Battlefield.
3. **Beaten Zone** - the area in which Missiles fall on or around their Target.
4. **Bullet** - the Missile a Slinger shoots from his/her Sling. (Also known as Shot.)
5. **Cold Draw** - the pulling and releasing of a Bow string without an Arrow being fitted.
6. **Control** - the ability to make a Hit without causing damage to an opponent or an opponent's equipment.
7. **Eye Contact** - ensuring that the Warrior who is about to receive a Missile is ready to do so.
8. **High Angle** - the path of a Missile launched at an angle of over 45 degrees.
9. **Hit** - the striking of an opponent with an Arrow or Shot on any part of the body.
10. **Kill** - the effect of a Valid Hit.
11. **Low Angle** - the path of a Missile launched at an angle of under 45 degrees.
12. **Melee** - Hand to Hand combat between two opposing groups of Warriors.
13. **Missile** - the object which is launched at the enemy during Ranged Combat. May be an Arrow, Shot, Bullet or Javelin.
14. **Off Target Area** - that part of the body towards which it is not permitted to aim an Arrow or Shot.
15. **Ranged Combat** - combat with Missile Weapons that exceeds the range of Hand Held Weapons.
16. **Shot** - the Missile a Slinger shoots from his/her Sling. (Also known as a Bullet.)
17. **Skirmisher** - an Archer/Slinger who fights in a loose formation with the intention of harassing the enemy during their deployment,

or between Attacks by the main force.

18. **Stance** - the position of an Archers/Slingers body when using a Bow/Sling.

19. **Target Area** - that part of the body which if Hit by an Arrow/Shot will score a Kill.

20. **Valid Hit** - the Hitting of an opponent with a Missile to the Target Area resulting in a Kill.

21. **Volley** - the loosing, by two or more Archers/Slingers, of their Arrows/Shot together on command.

b). Parts of the Weapon

1. Bow

Draw - the longest distance from the belly of a Bow to the string when pulled.

Grip - the place where the Bow is held when loosing.

Nocking Point - the place on the string where the Arrow is fitted.

String - the cord to which Arrows are fitted.

2. Arrow

Fletchings - the feathers at the rear of the Arrow.

Flight - an individual feather that is part of the fletchings.

Nock - the groove cut into the top of an Arrow.

Rubber Blunt - that which should be placed at the business end of an Arrow, also known as a pile.

Shaft - the wooden part of the Arrow.

3. Sling

Cup - the place where the Shot is placed in the Sling.

End - the end of the Lower Loop furthest from the Cup.

Loop - the place on the strap where the thumb passes through it.

Lower Strap - the part of the Sling from the Cup to the End.

Upper Strap - the part of the Sling from the cup to the Loop.

Assessment Marking Sheet

Assessment: _____

Date: _____

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