

Guidelines for the Combat and Scenario Use of Archery in Re-enactment involving predominately members of the Queensland Living History Federation Inc. (26th March 2004)

1.0 MINIMUM AGE FOR PARTICIPANTS

A minimum age of sixteen (16) is set for the handling of weapons at QLHF events. A person under the age of eighteen (18) must provide written parental or guardian consent to the President or Training Officer of their club before that person will be allowed to participate in Competition or combat. Such permission must be shown to the QLHF Archery coordinator or Range Captain upon request.

2.0 ALCOHOL AND OTHER PERFORMANCE EFFECTING SUBSTANCES

No one shall handle a weapon while under the influence of alcohol or other performance effecting substances.

Any participant found to be under the influence of alcohol or other performance effecting substances will be barred from further participation at the event, suffer disciplinary action or may be expelled from the organisation. If any participant has a pre-existing medical condition that could effect safety, it must be declared to the QLHF Archery coordinator or Range Captain before participation.

2.0 QLHF ARCHERY COORDINATOR / ARCHERY CAPTAINS

All activities are under the control of a QLHF Archery coordinator in cases of multiple groups operating with one another, or if a single group, their own Archery Captain.

They have has overall responsibility for the safety of the combat or scenario, and all re-enactors must agree to be bound by their requests and/or directions where they relate to the operation of the range. Failure to comply with directions will result in a re-enactor being asked to cease participation, and repeated non-compliance may result in the re-enactor being banned, and the management committee of their group being advised.

4.0 INSURANCE

In this day and age, it is imperative that all archers are covered by public liability insurance. As a result, only current members of a recognised re-enactment group (ie one accredited and insured by QLHF or which can provide proof of insurance) will be permitted to participate in combat or other re-enactment scenarios. All re-enactors will be required to provide to the Range Captain an authorisation form from their group (Sample attached as Appendix A) indicating that they are covered by the group's insurance. New re-enactors and members of the public will not be allowed to shoot until they are covered by a re-enactment group.

5.0 AUTHORISATION OF ARCHERS

As with all martial disciplines, safety at tournaments and performances is of the utmost performance. Accordingly, if an archer wishes to compete in an archery tournament, or perform as an archer at the grand finale of an event, they will need to be authorised by an Archery captain prior to the event. To obtain authorisation, an archer must provide proof of training of at least twice in the six months prior to their performance and demonstrate a suitable degree of competency and safety with their weapon. In general terms, competency is deemed to be the ability to consistently hit a standard archery butt (not the individual target) at a distance of about 10-15 paces and showing a degree of safety. Authorisation will not be granted during a major show, as the organisers are generally extremely busy with their own performances and groups. The only exception to this will be for interstate and overseas guest re-enactors, who may come to a separate arrangement with the range captain and/or archery tournament organiser. Authorisation is required must to be renewed for each performance season.

6.0 ARCHER COMMANDS

There are a number of standard commands and directions given , which all archers are expected to understand and comply with. These are;

“ OPEN”	Archers may commence shooting into the range.
“LAST ARROW”	Archers who have already nocked or drawn their bow may release their arrow, but no new arrows may be nocked.
“ CLOSE”	Archers are prohibited from shooting into the range. Archers <u>may not</u> nock arrows or draw crossbows at this time
“HOLD!”	All archers must <u>immediately</u> cease shooting and release the tension on their bow. This is generally a safety related command – eg a person on the range or approaching too close.

7.0 SAFETY RULES

There are a number of safety rules which all archers must comply with at all times. Failure to do so may result in the re-enactor being asked to cease training, or in the case of repeat offences, may be banned from training :

1. The Archery Captain must be complied with at all times
2. All equipment and arrows must be of serviceable condition
3. New archers will be required to shoot under supervision until they can establish a reasonable level of competency
4. All arrows must be directed downrange at all times
5. No shooting outside the boundaries of the performance area
6. Unless under the specific control of the archery captain, eg for ‘clout’ practice, no arrows are to be lofted
7. Where the Archery Captain calls for arrows to be lofted, bows must not be drawn more than to half draw
8. No non participant is permitted to enter the performance area whilst it is open
9. All shooting is to take place from a pre-determined firing line

10. Unless conducting combat archery training under the strict control of the Archery Captain (see below), not bow is to be pointed at another person, regardless of whether or not it is loaded
11. Where combat archery training is being conducted by the Archery captain, the target must be suitably armoured, including a visor with an opening of less than ½ inch. No archer is to have any form of sharp arrow on their person during a performance
12. Archers under the age of 16 will be required to have a suitable adult present whilst training.
13. Although it is not an actual rule, it is considered polite to assist other archers to retrieve their arrows while collecting your own.
14. All archers are expected to behave in a reasonable manner towards one another, and offensive behaviour will not be tolerated

NOTE : If at any time a person attending a performance believes that either a person, animal life or property may be damaged from shooters on the range they must yell 'hold' immediately. The Archery Captain will then re-commence firing only after the situation has been verified or cleared.

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