

Proposed Additions to Existing QLHF Inc. Combat Rules

(Based on existing QLHF Rules)

**Combat Rules, which apply to combatants who wear
No Metal or Rigid Material armour, and who engage
in Edged Weapons Interclub Combat,
involving predominantly members of
Queensland Living History Federation Inc.**

Rules for Bouting for Non-Armoured, Edged Weapons Combat

Non-Armoured, Edged Weapons Combat becomes dangerous when either combatant acts at a speed beyond which they can safely control or judge their actions, and react to the actions of their opponent. There is a natural tendency in uncontrolled combat to do just that – to speed up in an attempt to act faster and sooner than your opponent.

ARMOUR CATEGORIES

(Non-Armoured, Edged Weapons Combat)

Category 1: Non-Armoured – Non-Padded

Definition

- Non-Armoured – Non-Padded shall mean, a combatant who wears no metal or rigid material armour, and wears only non-padded costuming, which does not effectively cover or protect the body against pulled physical Metal Edged Weapons contact.
- This category does not include any Head Protection.
- This category may or may not include any padded and/or Metal or Rigid Hand Protection.
- Some form of Groin protection should be worn.

Category 2: Light-Padded

Definition

- Light-Padded shall mean, a combatant who wears padded costuming only, which effectively covers or protects all or part of the body against pulled physical Metal Edged Weapons contact.
- This category does not include any Head Protection.
- This category may or may not include any padded and/or Metal or Rigid Hand Protection.
- Some form of Groin protection should be worn.

Category 3: Light Part-Armoured

Definition

- Light Part-Armoured shall mean, a combatant who wears padded costuming, with the inclusion of some light metal or other rigid material part armour, which effectively covers or protects part of the body against pulled physical Metal Edged Weapons contact.
- This category may or may not include any padded and/or Metal or Rigid Material Head Protection.
- This category should include padded and/or Metal or Rigid Hand Protection.
- Some form of Groin protection should be worn.
- As in other Edged Weapons Combat, a suitably qualified Marshal must be appointed to supervise the Bouting of any Edged Weapons Interclub Combat, involving predominantly members of Queensland Living History Federation Inc
- Only authorized Non-Armoured Edged Weapons Combatants may engage in Non-Armoured, Edged Weapons Combat.
- Non-Armoured Edged Weapons Combatants must not be under the influence of any drug or other substance that may hinder the judgement and performance of Safe Combat.
- All combatants wishing to enter into Non-Armoured, Edged Weapons Combat, must do so without excessive Ego (must win at all costs) or Anger.
- The Appropriate Armour Category must be decided upon, and appropriate protective apparel worn, before the commencement of Bouting.
- All Non-Armoured, Edged Weapons Combat must be conducted at a controlled pace – that is, both combatants must be in total control of their weapons, and be able to halt or redirect their blades at any time.
- Combatant must halt the combat if they feel the pace is beginning to exceed their ability or their opponents.

Combat Rules for Lightly-Armoured and/or Non-Armoured Combatants

Draft by Keith Beattie 12/12/07

- The use of excessive strength or resistance (Brutality), either in making attacks or blocking them, is unnecessary in Non-Armoured, Edged Weapons Combat, and shall not be permitted.

(The use of force will lead to force being applied in return. This can quickly escalate to a situation where control is lost and mistakes made.)

- Blows Must be Pulled off Target to reduce Heavy Impact to opponent's Target. All attacks should "touch" rather than strike – contact should be light and controlled.

- **No Brawling is permitted.**

One thing to be cautious of is a *brawling action*, which is often used by inexperienced combatants, fighting without any structured or applied technique, in order to defend themselves.

Brawling means to use physical strength and natural intuitive ability, which we all possess, to react wildly in an attack or defence, often accidentally breaching safety protocols.

The Principles of Safety

The three key areas where Non-Armoured, Edged Weapons Combat sacrifices absolute realism for the sake of safety and practicality are:

- The sword point is never allowed to come near your opponent's head, or to threaten the head or face in any way.
- All combat is conducted at a slow, controlled pace.
- No excessive force is used, and there is no uncontrolled brawling or grappling.

Attacks To The Head

Many of the attacks used in period sword play were directed at the opponent's head and face. These techniques, although very effective in a real combat present a compromise of safety to the head and upper body that is not desirable in Non-Armoured, Edged Weapons Combat

Non-Armoured, Edged Weapons Combat can utilise a safety method, used by students of swordplay in the Renaissance period, known as "Scholar's Privilege". In this, attacks that would have been directed at the head are instead directed at the torso. In addition, there are no attacks allowed to the neck, joints, hands or feet.

Vertical downward attacks and upward-sweeping attacks should be avoided, as they breach the "no threat to the face" rule.

Combat Rules for Lightly-Armoured and/or Non-Armoured Combatants

Draft by Keith Beattie 12/12/07

- Head attacks are only to be used after an agreement has been decided which Category of Armour is to be worn.
- All Head attacks must be Cuts Only, without any point of a weapon threatening the face.
- All Head attacks must be Pulled Short of Contact with Target area, without any point of a weapon threatening the face.
- All Head attacks must be vertically downwards, without any point of a weapon threatening the face.
- No Horizontal Head Attacks must be executed
- No Vertically Rising Attacks to the Head are permitted.
- Light contact to the Head Target is only allowed if Category Three Armour is being worn, with the inclusion of a Metal or Rigid Material Helmet being worn.

No Threat to the Face

- Sword points must never be in a position that threatens your opponent's face.

Halting Combat

- At any time during a combat, anyone – be they combatant or observer, can call “Halt” or “Hold”.
- On a call of “Halt or Hold”, both combatants must cease combat immediately – preferably freezing in their current positions – until the reason for the halt is made clear.
- Combatants must always remain in total control of their actions. If they find themselves exceeding their ability to remain in control, they must call an immediate “Halt” / “Hold”.
- Combatants must never push their opponents beyond the point at which they are total control of their actions. If they see that their opponent is exceeding their ability to remain in control, they must call an immediate “Halt” / “Hold”.
