

## Herstmonceaux Battle Re-Enactment 2007

### Health And Safety Rules

IT SHALL BE THE RESPONSIBILITY OF EACH PARTICIPANT TO ENSURE SO FAR AS IS REASONABLY PRACTICABLE, THE HEALTH, SAFETY AND WELFARE OF THEMSELVES, FELLOW PARTICIPANTS AND THE GENERAL PUBLIC THROUGHOUT THE EVENT.

ALL PARTICIPANTS SHOULD BE AWARE THERE IS A RISK OF BODILY INJURY INVOLVED IN RE-ENACTMENT AND BY ENTERING THE BATTLEFIELD THEY ACCEPT THIS RISK.

Participants' attention is drawn to the following areas:

#### INSURANCE

All re-enactors taking part must belong to an invited group or society. If you wish to take part, you must provide a copy of your insurance to the Event Organiser and the Medieval Siege Society (MSS).

#### COMPETENCE

It is the responsibility of each person taking part in the event to ensure that they are well practised, safe and competent in the use of all the equipment they will be using.

**Non-MSS groups must complete a *Third Party Competence and Registration Form* if they wish to take part in the mock battle.** No group or individual will be allowed upon the field unless this form has been completed in full. The form is available from the Medieval Siege Society Limited or the Malcolm Group. ***Note that this form MUST be printed double sided for it to be accepted.***

These forms must be completed by 10am each day and handed in BEFORE any participation is allowed, check website for details of when these should be submitted by.

#### FITNESS FOR PARTICIPATION

Individuals must not participate in the event whilst under the influence of alcohol or any other substances that will affect their safe judgement.

Persons with relevant medical condition(s) shall notify the organisers prior to taking part.

#### PERSONAL PROTECTION

All participants on the field, including non-combatants, shall wear a metal helmet as head protection at all times.

All participants who take part in armed mock combat are advised to wear adequate protective clothing to ensure their safety. Each participant is fully responsible for their own safety when participating in armed mock combat.

Protective clothing should be worn, sufficient to minimise the effect of deflections or accidental blows.

All armour must be well maintained and free from burrs or sharp edges. It should be constructed and maintained to offer minimum risk to the user and other parties.

All participants who do not wish to take part in armed mock combat but who must enter areas where mock combat is taking or will take place may wear a ribbon/sash available from the event organisers. On no account must any participant engage in mock combat a person wearing such a ribbon/sash or cause such a person to be engaged in mock combat.

All participants must ensure that they comply fully with all verbal or written instructions given by the event organisers or unit commanders.

#### WEAPONRY

Weapons for use in mock combat or for display during the event must be in good condition, fit for purpose and free from burrs or cracks. Individual participants are responsible for the condition of their own mock combat and demonstration weapons.

Weapons for use in mock combat shall conform to the following dimensions :

Swords and daggers shall have a minimum radius at the point of 9mm (5p piece)

Pole arms shall have a minimum radius at the point of 10mm (1p piece)

No weapons shall be less than 2mm thick at the tip or edge

**There will be a safety check for all weapons at 7pm Friday evening at the 'Buxom Wench' tavern; at 10am each day at the MSS Registration point and also at the muster prior to the battle.**

No person using powder/explosives or artillery pieces may do so without the agreement of the MSS Master Gunner

It is the responsibility of participants using powder/explosives or artillery pieces to ensure that they hold a valid licence for the use of these substances and/or equipment.

All artillery piece(s), pyrotechnics, siege engines and battlements must be positioned so as to minimise any risk to participants or members of the public. The person responsible for each piece will ensure that those participants using that piece are instructed in its correct use, and are aware of all safety procedures necessary for that piece of equipment.

No person using siege engines or deploying their own battlements may do so without the agreement of the MSS Captain of Sappers.

No pyrotechnics may be used or placed without the permission of the MSS Captain of sappers.

No edged or pointed weapons shall be used in a re-enactment.

No mallet whose length exceeds 24 inches nor any flail weapon shall be used in the battle unless with the express permission of the MSS Captain of Arms

#### POLE ARMS (This includes Bills, Spears and Poleaxes)

Hold the haft of the weapon with both hands.

Do not slide the haft of the weapon through the leading hand.

Hooking the opponents' limbs and clothing is forbidden as it can easily pull people onto other equipment.

#### BATTLEFIELD CONDUCT

**For any thrusts, regardless of the weapon used or armour of your opponent, the target area is between the knees and the bottom of the sternum (breast bone). Only hit armour or padding.**

All blows shall be applied with the **minimum force** with the safety of the adversary foremost.

Do not stab or cut at fallen opponents.

No weapons will be thrown unless pre-arranged with the Captain of Arms.

Combatants shall not attack non-combatants unless pre-arranged with the Captain of Arms.

On no account shall untrained or unauthorised persons touch any gun or siege engine.

**No blows to the head.**

#### ARCHERY (Hand and Cross Bows)

It is the responsibility of all participating archers and crossbowmen to ensure that only blunt arrows and bolts are used.

Only MSS supplied Arrows and crossbow blunts should be taken on the field

Each archer and crossbowman shall examine for safety each projectile before they loose it.

Arrows and bolts will be loosed only on the commands of the opposing captains of archers and crossbowmen, who will endeavour to swap volleys.

No arrow or bolt shall be loosed below an angle of forty five degrees to the horizontal unless by prior arrangement and under the direction of the Captain of Archers or Captain of Crossbowmen as appropriate.

The position of the archers in relation to the target area shall be such as to ensure that arrows do not fall outside the designated target area. Should the angle of flight become critical to the safety of any participant or member of the public then the archers taking part in that particular loose must alter the direction or angle of flight such that there is no longer a hazard to participants or to members of the public.

**All Crossbowmen must register their crossbows with the Captain of Arbalists at the safety check before the event begins (10am on Saturday @ the MSS Registration Tent).**

**All Archers must register their bows with the Captain of Archers at the safety check before the event begins (10am on Saturday @ the MSS Registration Tent).**

**Note that it is now illegal within the United Kingdom for people under the age of 18 to touch or handle crossbows.**

#### CHILDREN AND YOUNG PERSONS UNDER 18 YEARS OF AGE

**All 13-18 year olds taking part in the mock-battle must submit a completed parental consent form prior to taking part in any mock-combat. Children and Young Persons without a completed form will not be allowed on the field under any circumstances.**

The form is available from the Medieval Siege Society.

**Non-MSS members under the age of 18 may not take part in the mock-battle.**

Parents/Guardians of Children and young persons under the age of 18 years of age must be fully aware of the type of re-enactment carried out by the Society and fully accept the safety risks and subsequent implications of allowing their children to take part in this re enactment.

Children and young persons under 16 years of age must be accompanied by their Parent/Guardian, or an adult designated by the Parent/Guardian in writing, who will accept full responsibility for their safety, care and behaviour for the duration of the whole event. This will include supervision throughout the day/night including sleeping arrangements where necessary. Lack of supervision will not be tolerated.

Children and young persons will wear an identification coloured red during mock combat.

Combatants aged 16 and 17 years of age - Red band around their helmet..

Non combatants under 18 years of age - Red sash.

Children and young persons who are on the field only at times when mock combat is not taking place do not need to wear such red identification

#### **Age Restrictions**

Children under 13 years of age will not be allowed on the area designated for battle or take part in battle re enactment once mock combat has commenced. Safe areas for their use will be designated and made known to all taking part.

Children and young persons of

13, 14 and 15 years of age will not take part in hand to hand mock combat and will be designated non combatants.

13, 14 and 15 year olds can however take part as archers, banner bearers or drummers providing they are:

- a) Not on or near the main battle lines.
- b) Not on the defending or losing side
- c) Safely to the rear of all mock combat
- d) Under the clearly designated and responsible supervision of an adult
- e) Clearly identified and made known to other re enactors
- f) And do not handle black powder

Young persons of 16 and 17 years of age can be combatants but must be clearly identified and made known to other re enactors.

Young persons of 15 years may undergo controlled training in hand to hand mock combat in preparation for their 16th birthday. This training shall not form part of a mock battle.

**PLEASE NOTE : THE MEDIEVAL SIEGE SOCIETY LIMITED AND THEIR APPOINTED SAFETY OFFICERS WILL HAVE THE AUTHORITY TO MAKE ANY FINAL DECISIONS ON THE ENFORCEMENT OF ALL MATTERS COVERED BY THIS DOCUMENT, AND OTHER MATTERS AT THEIR DISCRETION.**

**THE SAFETY OFFICERS WILL BE MADE KNOWN TO THE PARTICIPANTS PRIOR TO THE COMMENCEMENT OF MOCK COMBAT**

#### FIRST AID

A first aid box will be kept at the registration point prior to the event. During the performance this will be moved to a readily accessible point which will be notified to all participants. The site managers will ensure that first aid facilities are available relevant to the needs of the numbers participating. In the event of first aid being required by a participant, they should be assisted to the boundary rope, and from there to the first aid point. Should it be felt that they should not be moved, then the unit commander must be informed immediately.

#### INCIDENT LOG

An incident log is maintained and updated by the Safety Representative. Any incident which results in injury, or the risk of injury is to be reported to the Safety Officers immediately who shall record and investigate it.

#### UNSCHEDULED DEMONSTRATIONS

The event organisers accept no liability for any unscheduled demonstrations or practices that are carried out by any participant(s) whilst at the event. Unscheduled demonstrations must not take place.

#### FIRE PROCEDURES

Participants must ensure that they do not do anything which may create the possibility of the outbreak of fire. In the event of a fire, the steps below must be followed :

- A. Raise the alarm
- B. Clear the immediate area
- C. Arrange for the Fire Brigade to be called
- D. If appropriate tackle the fire. If not await the arrival of the Fire Brigade. Do not put yourself at risk.