

# Australian Re-enactors Association Dispute Resolution Procedure for Standard Interclub Hand Weapon Combat

to be used in conjunction with Australian Re-enactors Association's Guidelines for Standard Interclub Hand Weapon Combat

Not Taking Hits		
	Person Delivering Blow	Person Receiving Blow
<b>Combatants</b>	Inform the person that they have not taken a legitimate killing blow If they ignore/disagree/argue/direspect you; 1. Immediately Report it to your Head Combatant 2. <i>(Optional) - Hit them progressively harder</i>	Apologise/Explain to the person that they have not delivered a legitimate killing blow. If they ignore/disagree/argue/direspect you; 1. Immediately Report it to your Head Combatant 2. <i>(Optional) - Ask them to Hit you Harder</i>
<b>Head Combatant</b>	Monitor/Watch for a Repeat Offense against any other combatant If a Repeat Offense is observed; Inform their Head Combatant If they ignore/disagree/argue/direspect you; Immediately report it to the Event Hosts	Monitor/Watch for a Repeat Offense against any other combatant If a Repeat Offense is observed; Inform their Head Combatant If they ignore/disagree/argue/direspect you; Immediately report it to the Event Hosts
<b>Hosts</b>	Remove the Offender and their Head Combatant from the field until it is resolved.	Remove the Offender and their Head Combatant from the field until it is resolved.

Hitting Too Hard OR Hitting a NON target Area		
	Person Delivering Blow	Person Receiving Blow
<b>Combatants</b>	Apologise & Explain any extenuating circumstances. If they ignore/disagree/argue/direspect you; 1. Immediately Report it to your Head Combatant 2. <i>(Optional) - Refuse to fight them in further combat.</i>	Inform the person that they are hitting too hard. If they ignore/disagree/argue/direspect you; 1. Immediately Report it to your Head Combatant 2. <i>(Optional) - Refuse to fight them in further combat.</i>
<b>Head Combatant</b>	Monitor/Watch for a Repeat Offense If a Repeat Offense is observed; Inform their Head Combatant If they ignore/disagree/argue/direspect you; Immediately report it to the Event Hosts	Monitor/Watch for a Repeat Offense If a Repeat Offense is observed; Inform their Head Combatant If they ignore/disagree/argue/direspect you; Immediately report it to the Event Hosts
<b>Hosts</b>	Remove the Offender and their Head Combatant from the field until it is resolved.	Remove the Offender and their Head Combatant from the field until it is resolved.

This Dispute Resolution Procedure will be used at all of the Australian Re-enactors Association's Events where ARA Members are the Event Hosts to:

- provide clear guidelines so that all participants understand what their responsibilities are concerning the Reporting of Disputes in Combat.
- ensure that Head Combatants understand their responsibilities and take them seriously.
- ensure that all Combatants from all Participating Groups are given equal standing and consideration.
- to prevent any misunderstanding of unfair treatment / bias against any Combatant or Participating Group.
- to eliminate any trace of Bullying / Intimidation from the Combat Field
- to provide peace of mind to all Combatants and Participating Groups so we can focus on enjoying Combat rather than whether we are being given a 'Fair Go'.

**Please note:** If you are involved in a Combat Dispute with another Combatant, you cannot expect to have the support of the Event Hosts if:

- the other Combatant and their Head Combatant have dealt with the matter in accordance with these Guidelines AND
- you and your Head Combatant have chosen not to.

**Head Combatants Responsibilities:**

Each Group must nominate an Experienced Combatant to serve as Head Combatant for their group.

To serve as a Head Combatant in Interclub Combat, the Head Combatant must agree to serve in accordance with the principles below:

Head Combatants represent and are responsible for their members on the Combat Field.

Head Combatants must always behave ethically and act in good faith in the interests of their own group and the success and enjoyment of all Combatants.

Head Combatants must be seen to:

- Serve Common and Club interests above private/personal interests
- Act with Integrity (Open, Honest, Accountable and Objective)