






Australian Re-enactors Association Hand Weapons Safety Competency Training Guidelines				
for Standard Interclub Hand Weapon Combat				
	Solo	Duel	Group Melee	Intergroup Melee
<b>Static</b>	1. 8 Standard Blows 2. 8 Standard Blocks 3. "Pulled" Blows 4. Stance Posture 5. Position – On Guard + Rest 6. Proper Grip	7. 8 ST Blows to Legitimate Target Areas 8. 8 ST Blocks against Blows to Legitimate Target Areas 9. "Pulled" Blows to Legitimate Target Area	N/A	N/A
<b>Dynamic</b>	N/A	10. Footwork in sync with opponent 11. Identify and use opportunities to shift between defence and attack	12. Be aware of surroundings 13. Stay within field of combat 14. Follow directions of Head Combatant	N/A
<b>Competition</b>	N/A	15. Use of "Turned" Blows with Metal Weapon	16. Work with others in team	17. Fight as part of unfamiliar team 18. Fight against unfamiliar team 19. Fight as part of unfamiliar team against unfamiliar team
<b>Display</b>	N/A	20. Put on a convincing fight 21. Die convincingly 22. Use appropriate theatrics		23. Play the assigned role as required

-  = Use of Wooden Weapon only
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-  = Use of Metal Weapon during Training
-  = Deemed Competent in Safe use of Weapon. Qualified to use weapon in competition against other groups
-  = relevant to Display combat only

To progress through any competency a combatant must demonstrate, to the Head Combatant, all of the preceding competencies:

- Safely
- Consistently
- Confidently

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