

AUSTRALIAN RE-ENACTORS ASSOCIATION. INC (1200221)



Activities Insured 2017:

The following activities will be notified to the underwriter as standard:

All member groups may hold ordinary meetings, publish journals, newsletters, promotional or instructional material, and do other activities such as training and practice (that may or may not be in historical costume) that contribute to their main activities/aims (which will generally be conducted in historical costume), which include:

Activities: Arts and crafts (for example; metal work, leatherwork, pottery, wood-working, blacksmithing, weaving, scrimshaw, etc), armouring and blacksmithing, displays and practices of military drills and mock battle re-enactments (ie; combats or 'skirmishes' using historical reproduction arms and armour such as sword fighting, blank-firing firearms and pyrotechnics), static displays of historical items and artefacts, dancing, costuming, food and cookery, brewing, language & literature, games and pastimes, calligraphy and illumination, archery and historical target practices and displays, reconstruction and experimental archaeology (including temporary use of for example farms and agriculture, dwellings, fortifications, military siege equipment, transportation etc.), canoeing and other historical watercraft activities, riding and the use of horses including displays of skill at arms such as jousting (where riders use long lances with balsa wood tips that shatter on impact) and the care of animals, the display and use of historical vehicles both horse driven and motorised such as wagons, carts, cars, trucks, military jeeps, tanks, armoured vehicles, etc., all complying with any relevant legislations such as registration; as part of,

- **Events:** historical or 'period' dinners or feasts, meetings, working bees, training sessions/drills and practices, public demonstrations at commemorative events and festivals, educational presentations for schools/groups/historic sites/museums, lectures and talks, outdoor encampments, events run by other groups (for example the biennial national Historical Conventions and the Armidale Dark Ages Gathering), documentary and historical filming activities, and other similar occasions;
which take place at a variety of locations including;
- **Locations:** private property, public land (such as reserves, parks, state forests, national parks), schools, museums and historic sites, hired venues (such as community halls), watercraft (for example; canoes, tall ships, etc., with possible boat transport to and from) and other locations.

Member groups and individuals also participate in activities that may not be historical in nature (such as a social event for members) or is outside the scope of their own historical period, Example: a 17th century group may hold a croquet game and dinner in 19th century style, or an individual of a medieval group may participate in a colonial display.

All the above activities are conducted within members and ARA general safety principles, rules and guidelines. Members also conduct 'controlled activities' that have specific rules and procedures:

Controlled activities:

These are some of the activities outlined above that involve simulated or mock combat where all member groups have developed specific safety rules and procedures. Because each period or location is slightly different, the rules of each group may vary.

A) Historical Reenactment of Combat with blunted weapons such as swords, spears and similar historical weapons (no firearms)

All member groups are required to have and uphold safety and training rules. Where member groups do not have their own or sufficient safety rules, the ARA has developed safety principles and guidelines to assist and guide member groups in historical weapons combat and general safety.

All historical weapons are blunted and all blows to participants are 'pulled' and not struck with full force. Minimum standards of protection apply and target area rules prohibit hits or blows to vulnerable body areas.

B) Historical Reenactment of Combat via firearms and other explosive weapons or devices, including the display of firing and 'skirmishing' or historical combat, via the firing of 'blanks' or discharges that do not include projectiles of any kind.

All groups using firearms and other explosive devices or pyrotechnics for historical military drill displays as well as historical re-enactments of combats and skirmishing, undertake these activities (which may also include blunted weapons combat as above) within strict safety parameters that have been developed by ARA member groups and/or the ARA Safety Committee.

These rules and activities are drawn up and conducted according to relevant legislation, including individual licenses and reenactment permits, set by different States and Territories about the use of firearms in historical re-enactments.

Member groups run safety and training courses in the use and historical drill and safety of firearms and no one is allowed to enter an activity without passing relevant member group training and safety courses.

Firearms and other explosive devices include historical muskets or 'black powder' muzzle loading firearms, as well as cannons and mortars, and other historical military firearms.

No projectiles of any kind are fired and no weapons or devices are discharged directly at any person at any time.

C) Target and other Shooting of Projectiles

Some historical re-enactments involve displays or competitions conducted in historical fashion where the firing of live ammunition or other projectiles (such as archery) at targets is conducted. This occurs under strict safety conditions and under all relevant legislation at nominated rifle ranges, dedicated safety zones, or similar.

Some live firing is in the form of hunting of vermin/feral animals, usually on private properties, as part of a member group's historical reenactment activities, with historical weapons. These activities are conducted under strict safety conditions and the normal compliance with any relevant government legislation and regulations regarding firearms and hunting.

D) Fully Armoured Metal Edged Combat (FAMEC)

Fully Armoured Metal Edged Combat (FAMEC) was developed and as guidelines for safe, minimum force combat for combatants to enjoy in full armour with a view towards:

1. Safety for combatants and spectators.
2. Longevity and care for the combatants armour and weapons.

Restrictions / Limitations on FAMEC:

3. ARA Safety Principles for Fully Armoured Metal Edged Combat (FAMEC) submitted in 2014

E) ARA medium contact foam weapons combat activities (Boffering and LARP)

ARA members around Australia enjoy foam weapons combat activities as part of their re-enactment activities as ARA members in accordance with the list of activities submitted to the ARA insurer for PL cover'

While foam weapons combat activities do fall within the description of activities covered under the ARA PL policy as per the list of activities submitted to the insurer, inquiries from ARA members have prompted the ARA to define safety rules for foam weapons combat activities to ensure that all such activities are compliant with ARA PL Insurance.

Medium contact foam weapons combat activities are often run with a greater sense of fun and recreation than much of the rest of the ARA's more strictly authentic re-enactment activities but ARA Members are still expected to comply with the letter, spirit and intent of the ARA Constitution, By Laws, Code of Conduct, Policies and Practices and relevant legislation.

Restrictions on ARA Foam Weapons Combat

Safety Principles for ARA medium contact foam weapons combat activities (Boffering and LARP)

F) SCA Combat as per SCA Fighters Handbook

Combat as per Society of Creative Anachronisms (SCA) rules involves combat using rattan weapons and appropriate protective equipment. Metal weapons in SCA are strictly prohibited with the exception of Rapier (fencing) combat.

SCA Combat is described fully in the Kingdom of Lochac Fighters Handbook (<http://lochac.sca.org/marshal/docs/fighters-handbook.pdf>)

SCA Combat may take the form of:

- a. Tournament Single-Combat - between two combatants within the bounds of a list field
- b. Tournament Melee Combat - that begins with two or more teams of combatants, or three or more combatants fighting as individuals.
- c. War Combat – that takes place on the field of war, not within the lists of a tournament
- d. War Combat Without Missile Weapons - takes place on the field of war, not on the list field and missile weapons may not be used.
- e. War Combat With Arrows - War combat with arrows is war combat in which arrows or bolts equipped with “Riverhaven Blunts” are used. Combat with missile weapons, and all of the rules in subsection 1.2.4 apply.

Restrictions / Limitations on SCA Combat

All SCA Combat is subject to the restrictions, limitations, rules and specifications detailed in the Kingdom of Lochac Fighters Handbook (<http://lochac.sca.org/marshal/docs/fighters-handbook.pdf>)