

## Medieval Siege Society Third Party Competence and Registration Form

<b>SOCIETY</b>		<b>EVENT</b>	
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Adult members (18+) of the above named society who will be taking part in mock combat during this event		
Name	Name	Name

Children and young persons (13 – 18 years) who will be taking part in mock combat during this event.				
Name of child/young person	Signature and of Parent or Guardian I am fully aware of the risks and dangers involved in re-enactment and hereby give my express written consent that my child/ward may take part in re-enactment at this event in the capacity indicated	Printed name of Parent or Guardian	Date	Capacity in which the child is to act (eg archer, man-at-arms, gunner etc) See MSS safety rules for age limits

I certify that the above named group has Public Liability Insurance for the sum of £ ,000,000 and that the above named adults, children and young people:

- have read and understand the MSS safety file
- have read and understand the attached safety rules
- agree to be bound by them
- are aware of and accept that re enactment carries inherent risks of danger to health
- are practiced and competent in the use of the weapons that they will be using

Signature of Society Captain		Printed Name of Society Captain		Date	
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Please return this form to the Medieval Siege Society Limited’s registration point or a Medieval Siege Society Safety Representative

# Medieval Siege Society Limited 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.

## Participation

Participants' attention is drawn to the following areas: All re-enactors taking part must belong to the MSS or an invited group or society. Any guest, group or society that wish to take part, must provide a copy of their insurance to the Event Organiser and the MSS.

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.

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.

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

## 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.

## Weapons

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

No edged or pointed weapons shall be used or carried in mock combat.

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

The MSS reserve the right to carry out random weapons checks and to ban any weapon or equipment which in their opinion represents a hazard.

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.

## Pole Arms (This includes Bills, Spears and Poleaxes)

Hold the haft of the weapon with both hands and the leading hand palm down on top of the haft.

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.

## Archery

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 Vintner 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 Archers and Arbalists must register their weapons with the Captain of Archers or nominated representative at the safety check before the event begins.

## Gunnery, Pyrotechnics and Siege Engines

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 and shall produce such licences on request.

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.

## Age Restrictions

A parent or legal guardian must complete a parental consent form prior to their child(ren) (13-18 year olds) taking part in any mock combat. This includes non-MSS members. Children and young persons without a completed form will not be allowed on the field.

Such parents/guardians of children and young persons between the age of 13 and 18 years of age are advised to make themselves fully aware of the type of re-enactment carried out and fully accept the safety risks and subsequent implications of allowing their children to take part in this re enactment before signing the above parental consent form.

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 mantle/wreath.
- 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

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.

Children and young persons of 13, 14, 15, 16 and 17 years of age may take part as archers, banner bearers or drummers. Children and young persons of 15 and 16 years of age may take part as crossbowmen if supervised by a person of 21years or greater. Children and young persons of 17 years of age may take part as unsupervised crossbowmen

Children and young persons of 16 and 17 years of age may operate or crew a black powder weapon

Children and young persons:-

- Must not be near the main battle lines but be safely to the rear of all mock combat
- Must not be on the side which is overrun
- Must not collect arrows or bolts in front of the archers and/or crossbowmen
- Must be under the clearly designated and responsible supervision of an adult
- Must be clearly identified and made known to other re enactors

Young persons of 16 and 17 years of age can be combatants, sappers or water carriers 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.

## First Aid

A first aid kit 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.

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 immediately reported to the Safety Representative who shall record and investigate it.

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

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.

## Non MSS Groups

Non-MSS groups must complete a Competence and Registration Form for Non-MSS re-enactors if they wish to take part in the mock battle. No group or individual may take part in mock combat unless this form has been completed in full.

The form is available from the Medieval Siege Society Limited or the Event Organiser.

These forms must be completed and handed to the MSS prior to the commencement of mock combat.

PLEASE NOTE : THE MEDIEVAL SIEGE SOCIETY LIMITED AND THEIR APPOINTED SAFETY REPRESENTATIVES 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 REPRESENTATIVES WILL BE MADE KNOWN TO THE PARTICIPANTS PRIOR TO THE COMMENCEMENT OF MOCK COMBAT.