

William Wallace 700 Mediaeval Fair, Lanark

Dateline for the event: 1297 – 1305

Section 1 - Guidance on kit for participants

All clothes should be made from linen or wool; cotton may be used for underclothes.

1) Tartan, Kilts, Claymores, etc

The earliest evidence for a kilt or plaid is in the C15th, and in any case the men involved with Lanark were lowland Scots and northern English, neither of whom are renowned for their attachment to tartan. Anyone turning up with tartan cloth, or with legs exposed, or with anything, which the organisers deem to be grossly incorrect will be subjected to excessive derision and laughter, and then escorted from the site immediately to retain the high standard of presentation that the client desires.

2) Men's Clothes

Footwear: Ankle height boots or shoes made of leather. High length boots are not evidenced from this period. Disguising modern footwear with hessian, sheepskin or other materials is not acceptable.

Hose: Single leg hose, tight fitting single legs made out of wool or linen with points at the top to attach to braes. These can be made with or without feet. No joined hose.

Braes: Loose fitting underpants to cover your bits.

Under-tunic: Knee length tunic based on pattern from existing garments found at Bocksten, Kragelund or Herjolfsnes. Linen.

Tunic: Long tight fitting sleeve (buttons optional), knee-length base on the same patterns as above. Wool or heavy linen. Front-opening cotes and doublets have not appeared yet.

Belt: Narrow leather belt with spangles. Knife and money pouch optional.

Cloaks: Shoulder fastening (with buttons) semi-circular. Dagges on cloaks and hoods are only for the very fashionable.

Headwear: Linen coif with liripipe hood or hat. Hats can be hood-hats or felt hunters' hats

3) Women's Clothes

Footwear: Ankle height boots or shoes made of leather. Disguising modern footwear with hessian, sheepskin or other materials is not acceptable.

Hose: Knee length hose are desirable but not necessary, as legs should not be seen.

Under dress/Shift: Ankle-length or longer dress based on patterns from Herjolfsnes, fitted body with long sleeves. Linen

Dress: As above with tight fitting sleeves buttoned at wrist with multiple buttons (12+). Buttons are not necessary for poor women. Front fastening dresses are not in evidence yet. Wool or heavy linen.

Sideless surcoat: Loose fitting surcoat with large sleeve openings, showing tight fitting dress below. This garment is commonly known as the Gates of Hell. Wool or Linen (always lined).

Hair and Headwear: Young women may wear hair loose. Older women (over 14 years of age) should have vertical or round plaits to side of head (real or false hair acceptable), a barrette and fillet arrangement, two-piece or single piece wimple.

Belt: Narrow leather belt. Knife and money pouch optional

Cloaks: Semi-circular or circular, fastened with two brooches and a cord just above the breast. Wool.

4) Soldiers

4a) General

The table outlines the equipment available to different ranks within the army. Care should be taken in reading the list as some items are an either/or – for example a soldier would only need either a Cervellière or a coif and kettle-hat.

A glossary of term is attached as Appendix 1

4b) Minimum requirements

Soldiers: Aketon, helmet, hand protection, weapon.

Sergeants: Aketon, helmet, hand protection, hauberk or coat of plates, shield and weapon.

Knights: Aketon, helmet, hand protection, hauberk and/or coat of plates, elbow and knee protection, ailettes, surcoat, shield and weapon.

4c) Hand Protection

The minimum acceptable level of protection is a pair of stout leather gloves, which cover the whole of the hand and wrist. While plate gauntlets are not accurate for this period, they may be worn by anyone using a sword or single-handed weapon to provide better protection if desired.

4d) Additional Protection

Modern protective equipment may be worn, as long as it is not visible either directly or in outline beneath clothes.

5) Table of Equipment

Key:

E: Essential,
R: Recommended,
D: Discouraged,
N: Not permitted

5a) Armour:

<i>Equipment</i>	<i>Soldier</i>	<i>Sergeant</i>	<i>Knight</i>	<i>Protects</i>
Aketon	R	E	E	Body
Arming Cap	R	R	E	Head
Coif	R	R	E	Head
Kettle hat	R	R	D	Head
Cervelière	D	R	R	Head
Cervelière with aventail	D	R	R	Head
Great-helm	N	N	R	Head
Hauberk	D	R	E	Body
Coat of plates	D	D	R	Body
Gamboised Cuisses	D	D	R	Legs
Chausses	N	D	R	Legs
Schybalds	N	N	D	Legs
Poleyns	N	D	R	Legs
Plate Gauntlets/ Mail mittens	R	R	E	Hands
Couters	N	D	R	Elbows
Roundels (elbow)	N	D	R	Elbows
Roundels (armpit)	N	D	D	Armpits
Aillettes	N	N	E	Shoulders
Surcoat	N	N	E	
Shield	D	R	E	Body

5b) Weapons:

Broad Falchion	D	R	D	
Sword	N	N	E	
Spear/Pike	R	R	N	
Bill/Halberd	D	N	N	

Section 2 - Safety Rules For Participants

1) General Introduction

- 1a) Rationale** - With the number of combatants expected at the Lanark from multiple societies, it is essential that a clear and unambiguous combat and safety system is used throughout the event. These rules will be mandatory at all times during the event, and all combatants will be expected to be fully aware of the contents of this document before arriving for the event.
- 1b) Weapons** - all weapons used at this event must meet the technical specifications below, and will be subject to safety and authenticity checks before being allowed into the arena. Weapons that are deemed to be unsuitable will not be allowed into the arena, and may either be returned to safe storage, or left with the event marshals for the duration of the combat display.
- 1c) Safety Equipment** - all participants are directly responsible for their own safety at this event. As a basic minimum you **must** wear a pair of substantial leather gloves which provide protection to all fingers and to the hand up to the wrist. In addition, the following items are **strongly recommended**:
- a) a steel or leather helmet of authentic construction
or a steel or hardened leather skull cap under an authentic hat
 - b) **For women:** fencing cups or similar chest protection
 - c) **For men:** a cricket box or similar protection

Additional protective equipment (knee/elbow pads, etc) may be worn by any combatant, subject to the authenticity rules for this event. All items in a modern style, or which are not authentic for the period must be hidden under your clothes at all times.

Combatants attending as part of a society or larger group will be expected to meet the rules and standards of that group throughout the event, if they exceed the safety and authenticity guidelines laid down for the Lanark event. For example, if your society enforces a mandatory helmet policy, you must wear a helmet for this event.

- 1d) Participation** – combat and archery displays are open to anyone over the age of 16, provided that the participant has been assessed and deemed to be safe and competent to take part. This assessment **must be done before taking the field**, and will be enforced via a check at the entrance to the arena before each arena event. Female archers and combatants are specifically allowed, but must dress as men within the arena area, and must be dressed as women at all times while in the living history encampment.

2) Combat Events

- 2a) Society-based Introductory Displays** - there may be one or more short displays (20-30 minutes) on each day of the event before the main battle, which may portray other engagements of the period. These displays may be under the control of individual societies that have been invited to the event, and their scheduling, contents, and script are likely to be arranged by that society directly. It is unlikely that non-members of these societies will be invited to participate in these displays, but where guests are allowed, they are expected to follow the combat rules and script as directed by the co-ordinator of this phase of the event.

- 2b) Main event** - The main battle on each day will consist of a fully-scripted combat recreating the events of the Lanark attack in 1297 as closely as the available documentation allows. Each side will be split into two or more units under the direct command of an experienced re-enactor with assistance from the main society within that unit. To maintain the public spectacle, it is expected that all combatants will follow the instructions of this unit commander and any deputy commanders which may be appointed, at all times.

Throughout the main part of the battle, all combat must be conducted to provide a dramatic spectacle, rather than to land blows which are intended to "kill" the opponent. Safety is the main concern within this event, and this must be borne in mind at all times. Each phase of the combat is likely to last 5-10 minutes, and so conservation of energy is important, especially if the weather is hot. The battle will last up to forty five minutes in total.

The final phase of the battle will involve a more competitive style of fighting, but with the English scripted to lose many of their men, and the Scots taking far fewer casualties. During this phase, safety must remain the highest priority.

3) Weapon Use

- 3a) Control** - all weapons must be used in a controlled manner at all times. Blows must be delivered at a moderate speed, and must be "pulled" to ensure that any blow which lands does so with the minimum necessary force.
- 3b) Realism** - it is important that all combat is made to look realistic, and that the audience gets the impression that we really mean to hurt each other. However, ***this is not an excuse for heavy-handedness***, and from previous experience, the most important factor in making the combat realistic is noise, closely followed by movement. Realism is maintained more by keeping attacks going, rather than landing two heavy blows and then retiring to get your breath back.
- 3c) Shields** - many re-enactors take the approach that shields are expendable items, and will eventually get broken and have to be replaced. However, for an event such as Lanark, it is important to stress that shields are **not** expendable - they are required for the second day, and in almost all cases a combatant will have only one shield. Where a weapon penetrates a shield, or lands with enough force against another weapon to break one or both of them, this will be taken as a sign that the wielder is not in control of their weapon, and will be dealt with accordingly.

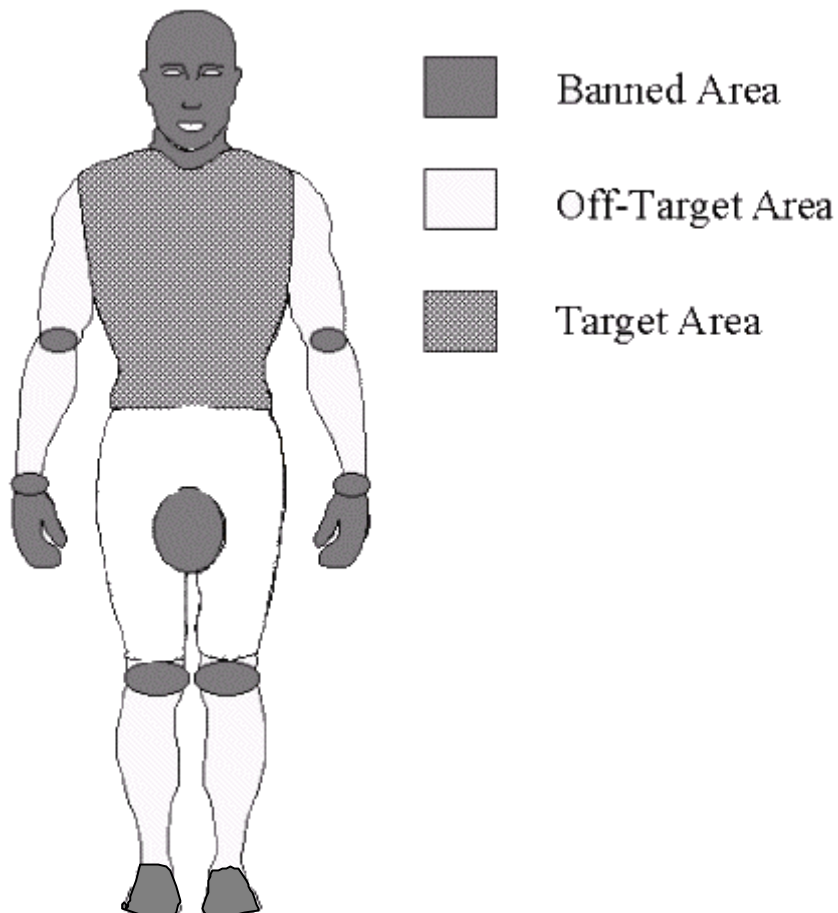
4) Target And Non-Target Areas

- 4a) Scripted Non-Casualty Phases** - since no-one gets any reward for their body count, there is no point in trying to land a killing blow during the scripted phases of the battle where casualties are not required. There are times when it may be tempting, but in general you should only land a killing blow when casualties are required, or where not to do so would appear to be out of character. The only possible examples of this are where someone has their back to you when against the crowd, or where someone has pushed themselves behind your lines and refuses to retire back to their unit.

As a result, all blows should be aimed at the weapon or shield of your opponent, and landed with a level of force sufficient to maintain the illusion of realistic combat. ***This is not the same as breaking your opponent's shield or weapon*** - see **3c** above.

During these phases, any warrior receiving an obvious killing blow in view of the public should fall over in a realistic manner. Casualties sustained in this way may be recovered between phases, or by "reviving" them as the line advances or retreats over them.

- 4b) Casualties** - where casualties are required, these will be achieved by allowing a degree of competitive combat, where any killing blows received must be taken as kills. In some cases, these casualties may be revived, but since most of the casualties are taken at the end of the battle, those "killed" at this stage must remain as casualties, and act accordingly.
- 4e) Target Areas** - any blow landed on the torso of an opponent will count as a killing blow, and will make that person a casualty. The casualty must immediately cease fighting, and should react accordingly with the aim of getting himself or herself onto the ground as soon as possible. For the purposes of this event, the torso is defined as the chest, abdomen, back and buttocks. Blows to the shoulder **do not** count as a killing blow, and should not be attempted. Blows to all other areas will not count as killing blows, and may either be ignored, or if received close to the crowd, should be taken as a wound and reacted to accordingly. Wounds may be quietly forgotten about after around 20 seconds.
- 4f) Off-Target (Banned) Areas** - no blows may be landed at any time to the head, face, neck, shoulders, arms, elbows, knees, hands, feet or groin. Blows that are deemed to have been deliberately aimed at any of these areas will be considered to show lack of control, and will be dealt with accordingly. In addition, while blows to the leg are not specifically banned, they will not count as kills, and *should not be attempted*.



5) Hit System

To make life as simple as possible for all concerned, every combatant will have a total of **ONE** life. If you are hit on the torso, you are dead, and should cease fighting immediately and fall over as soon as it is safe to do so. In the case of mutual hits, both combatants are dead, and should react accordingly.

Despite the general practice of the time, taking hostages is not appropriate at Lanark, and noisy deaths should be administered to anyone who fails to flee the field, preferably after dragging them close to the crowd.

6) Battlefield Control

To maintain control of the battlefield, all Unit Commanders will be empowered to police their area of the event. This responsibility will include the power to remove any combatant from the field without appeal, or to force any combatant to drop or otherwise dispose of any weapon which is being used in a dangerous manner, or which is deemed to be in a dangerous condition at any time.

In addition, designated Safety Officers of each major society taking part will be given similar powers, and will be identified to all participants at the pre-battle muster on the first day. These Officers will also be expected to attend a briefing before the battle on each day, and a debriefing immediately afterwards, to ensure that battlefield safety is maintained throughout the event.

7) Emergency Procedures

If for any reason the arena events have to be stopped, this will be signalled by the blowing of whistles by the army commanders. When a whistle is heard, all activity must cease immediately – all units will return to their start positions, where after a short time they will be briefed by their unit commander on the reason for the break and the proposed action to restart the arena display. Any person ignoring the whistles and commands to cease fighting will be removed from the field immediately and escorted from the site.

8) Complaints Procedure

Where a combatant in a unit is unhappy with any aspect of the combat, they must initially bring this to the attention of the closest Unit Commander. They will then take appropriate action to deal with the problem, including notifying the Army Commander of any serious incident. The Army Commander may elect to take the matter further, which may include discussing the incident with their opposite number during the next clash.

In the event that a complaint has not been dealt with to the satisfaction of a combatant on the field, a further representation may be made to the Combat Supervisor for the event. This officer will then raise this issue at the post-battle debrief.

9) Weapons Specifications

9a) General

No weapon, offensive or defensive. should have burred, jagged, splintered or square edges or be in an otherwise dangerous conditions

All weapons must comply with the safety rules outlined below and with authenticity requirements. The Combat Supervisor may prohibit a weapon from being used at the

event - the weapon must then be modified and re-inspected before it may be passed for use.

9b) Weapon Dimensions

These rules are **not** manufacturing limits but are the minimum dimensions allowed for edges and points, to be checked at pre-combat weapon checks.

a. Swords and other single-handed weapons - edges should have a minimum thickness of 2 mm. In section this should be an arc of 180° or shallower at 2mm diameter. An arc more elliptical than a semi-circle will be deemed sharp. Points should taper to no less than 180° arc (or shallower) with a diameter of 18 mm , i.e. the size of a five pence piece.

b. Spears, bills and polearms - side edges as for sword and knife. Heads must be of at least 3mm thickness, with a 180° or shallower arc of a 24.5 mm diameter, i.e. the size of a ten pence piece.

The total length of spears must not exceed 2.5m (8'). The total length of other polearms must not exceed 2m (6'6").

Please note, the safer you make a weapon, the less problems you will incur.

9c) Materials

Weapons may not be made from stainless steel or aluminium for Authenticity reasons.

a. Singled handed weapons - must be made of a steel which is capable of being and has been hardened and tempered so that it will not form burrs in the manner of mild or unhardened steels. They **must not** be made from mild steel or be hard edged welded. Shafted weapons must use shafts made from good quality hardwood, and be in good condition.

b. Spears - may be made from mild steel and may be hard edged welded. Shafts must be made from good quality hardwood, and be in good condition.

c. Other Polearms - must be made of a steel which is capable of being and has been hardened and tempered so that it will not form burrs in the manner of mild or unhardened steels. They **must not** be made from mild steel or be hard edged welded. Shafts must be made from good quality hardwood, and be in good condition.

FURTHER HELP AND YOUR QUESTIONS ANSWERED

If you have any further questions on the information in this document or wish to discuss any of the points made, please contact:-

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Section 2 - Safety rules for participants

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Appendix 1 - Glossary of Terms:

Aketon: Padded coat, quilted vertically.

Ailette: A small board of wood or leather with coat of arms painted on, attached to the shoulders

Arming Cap: Quilted cap worn under mail coif.

Aventail: Mail attached to lower edge of helmet (cervellière)

Cervellière: Small domed skullcap.

Chausses: Mail leg coverings.

Coat of Plates: Linen jacket with plates of steel sandwiched between the layers of cloth.

Coif: Mail balaclava or linen cap with ties under the chin.

Couter: Plate for the elbow.

Cuir-bouilli: Hardened leather.

Gamboised Cuisses: Padded hose for under chausses.

Gauntlet: plate glove covering hand and wrist.

Greaves/Schynbalds: plate shin armour.

Great-Helm: bucket for the head with little or no visibility.

Hauberk: mail shirt knee-length, long sleeves preferably with integral mittens.

Kettle Hat: Open faced helmet with broad brim (not unlike the WW1 "Tommy" helmet)

Poleyn: Plate armour for the knees.

Roundles: Round plates worn at elbows or armpits.

Shield: Heater shaped.

Spangenhelm: conical helmet with nasal bar, worn by lower status combatants

Surcoat: Sleeveless cloth tunic bearing your arms.