



ANATIS
ORDO



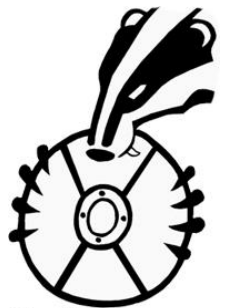
RULE BOOK

FOR THE UNOFFICIAL HISTORICAL CAMP

HOSTED BY

ANATIS ORDO AND GRÄVLINGAR

AT MOULIN DE LA NIVERDIÈRE



GRÄVLINGAR



Principles :

Anatis Ordo and Grävlingar invite you to take part in a multi-period and private event, gathering various groups of historical reenactors, representing western European warriors and civilians from the 9th century to the 11th century. As in any private event, the aim is to gather people from the reenactment world who want to live their passion fully, in authentic conditions, without the inconveniences of public event. We want you to share and enjoy this passion, but also commit to it (no anachronisms in the camp please).

The historical tents will be pitched according to the possibilities offered by the site. We will have to make do with the natural elements on site.

The camps will be composed according to your group and your historical period.

Site :

« Moulin de la Niverdière » is the name of the old mill which stands on the site. It has been transformed into a reception hall. It is near a village called Châtonnay. The postcode of the village is 38440
<https://www.google.fr/maps?q=Moulin+Levet,+Châtonnay&hl=fr&ie=UTF8&ll=45.726315,5.414886&spn=0.647101,1.674042&sll=45.485026,5.205363&sspn=0.005077,0.017166&oq=moulin+chatonnay&hq=Moulin+Levet,&hnear=C hatonnay,+Is%C3%A8re,+Rh%C3%B4ne-Alpes&t=m&z=10&iwloc=A>

4 hectares limited by a stream and the access road. It is located in the countryside, 40km south of Lyon.

Legislation :

The current law for this kind of events applies on the whole site, during the whole event. You are responsible for your behavior, for your children's behavior, and you are responsible for your vehicles and equipment. In order to take part in the event, you will have to register, and make sure that you have an insurance for this type of event and all the activities it implies.

Time :

Arrival authorized from Friday, April 18 at 2pm.

Last departure on Monday, April 21 2014 at 4pm.

No vehicles authorized on the historical camp from Saturday 10am to Monday 2pm.

Clothing :

Historical costumes only on the camp . Members of the organizing team might be in modern clothes when needed. All participants, including children, must be dressed according to the period they are reenacting. If you are unsure about your costume, you can have a look at the following websites :

[http://aufildutemps-reconstitution.perso.neuf.fr/acrobate/Livret+\(BD\).pdf](http://aufildutemps-reconstitution.perso.neuf.fr/acrobate/Livret+(BD).pdf) <http://www.branche-rouge.org/les-articles/tous-les-articles/artisanats/le-costume/le-costume-viking-an-mil-sources-et-interpretations>

<http://www.foulques-nerra.fr/forum/viewtopic.php?f=19&t=65> <http://911-2011.fr/wp/wp-content/uploads/2011/04/Costume-m%C3%A9di%C3%A9val-costumes-normands-et-vikings.pdf>

<http://www.vikingsonline.org.uk/resources/authenticity.htm>

http://www.midrealm.org/starleafgate/Documents/Making_Anglo_Saxon_Garb.pdf

Facilities:

You need to bring your own historical tent and equipment.

Clean water and wood will be available on site.

The building on the site includes 1 toilet and 1 shower on the ground floor, but also 1 bathroom and 1 toilet on the first floor, and 3 toilets in the reception hall. A refrigerated chamber will be available to store fresh food and beverages. Please ask a member of the organizing team.

Meals :

Every group has to bring their own food, and the meals will have to be as authentic as possible regarding ingredients, preparation, and cooking. Please be aware that we will not tolerate cans, plastic bottles, potatoes, fast-food, etc....We will tolerate coffee and juices if they are served in authentic cups and pots. Please be careful to hide in your tent any food-wrapping, tools and bottles that are not authentic.

Appearance :

We remind you that your face and your head are important elements for the historical personae you are

trying to represent. Please be careful to remove glasses, piercings and hide colored hair as well as the organizing team who makes the effort to do so.

In any case, we will not tolerate modern elements in your costumes (trainers, large belts, etc...) except for children, and people who are medically incapable of wearing contact lenses.

Activities :

Besides the activities set by the organizing team, you can take part in various group activities, and propose any game, crafts, or exercises as long as they are simple, friendly and open to everyone. If you engage in any dangerous activities, you will be responsible for it. Please pay attention to the safety of the camp as well.

Common rules :

You may only use your phone in your tent, or away from the historical camp.

We will not tolerate modern elements on the camp. Please be aware that if you open your tent you will have to hide any modern equipment that you have inside. If you voluntarily display modern elements in your camp, you will be excluded.

Drugs are strictly forbidden on the site. Any drug use will lead to the exclusion of the perpetrator.

Please drink moderately. Anti-social behavior under the influence of alcohol will lead to the exclusion of the perpetrator.

Registration and participation fees :

The registration (and payment as indicated on the registration sheet) will be closed January 20th 2014, or before if the number of participants exceeds the capacity of the site.

We will not accept registrations after this date. To register, follow the instructions in your invitation email.

If your registration file is incomplete, we will reject it. Please send us pictures or a link to your group's website to show us your historical costumes. Larp and fantasy costumes will not be tolerated.

Adults pay 20 euros, children above 10 years pay 5 euros, and children aged 10 and under go free.

Historical camp :

Please bring a firebox for your fire if you have one, although holes in the ground will be tolerated (carefully fill the holes before you leave). Keep a distance of minimum 3 meters between the fire and the tents, and keep a bucket of water nearby or a fire-extinguisher in your tent in case of an accident.

Please do not stock up unnecessary wood, and put the remaining wood on the main pile before you leave.

The site has to stay clean. Please be careful, and gather your litter in plastic bags, and throw them in the trash containers near the building.

Animals :

Dogs and other pets are not allowed.

Insurance, safety and responsibility :

We advise you to leave your valuable objects at home, and to be careful with your personal belongings. The organizing team cannot, and will not be held accountable for any loss, of theft of equipment.

In case of emergency, the team can quickly contact the nearby hospital. Please bring your own-first aid kit.

You and your group must have a valid insurance to protect you in case of accident.

Contacts :

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SAFETY GUIDE AND RULES DURING GROUP COMBATS

1. INTRODUCTION

1.a/ General observations

The battles are simulated and scripted and we want everybody who is taking part to enjoy them, to feel safe and respected. The following rules have been adapted from the combat rules of The Vikings which are in our opinion the safest possible. We have modified some elements for this event.

1.b/ weapons

You will have to submit your weapons and your equipment to a safety check before entering the battlefield. Dangerous and sharp weapons will be refused on the battlefield and will be stored in a safe room during battles. If you refuse to store your weapon during the battle, your weapon might be confiscated by the organizers and stored in that room during the whole event.

1.c/ protections

Everyone is responsible for their own safety, and some elements of protection are mandatory for the warriors. You will not be authorized on the battlefield without a steel helmet, and a pair of thick, padded gloves.

Please consider that we also recommend:

- a) leather vambraces.
- b) fencing cups, or similar protection for women.
- c) groin protector for men.

You can also wear legs, knees and elbows protections however, if they are not authentic, you will have to hide them under your clothes. Please remember that by registering, you agree to follow the rules and requirements of the event even if they are different than the rules used in your group.

1.d/ Participation in combat.

The general battle and archery display (if there is one) will be open to people aged over 16, and there will be a combat check before the start of the event, to make sure of every one's ability and safety

2. COMBATS

Historical combat involves show combat. Your actions during the battle must reflect a dramatic intent, but without a real lethal intention. Safety is our main concern, so you have to be able to control your weapon, and yourself.

3. WEAPONS

3.a/ control

Weapons must be controlled at all time. The hits have to be moderate, not too fast, not too hard. Spearmen are not allowed to hit above the chest, and thrust have to be made alongside the body, not in the middle of the chest.

3.b/ realism

Although the combats need to look realistic, it is not an excuse to hit harder. From our experience, the most important element in show combat is the noise, but also of course the movements of your weapon.

3.c/ shields

Most reenactors consider that their shields have a limited life-span and can easily be replaced. Nevertheless, your shield has to be strong enough to resist the assaults. If a shield is broken by a weapon, the organizers will interpret this as a sign that the warrior does not control his weapon, and he will be asked to leave the battlefield.

4. TARGET AREAS

4.a/ General remarks

All the hits on the weapon and the shield of your opponent must appear realistic but do not use enough strength to break a shield or a weapon.

There is no reward for killing the most people, and there is no reward for putting the most deadly shots.

During combat, every warrior has to die in a realistic manner. Depending on the script, the fallen warriors will be allowed to resuscitate more or less quickly.

4.b/ Archery

We might have archers on the field, shooting during combat and using either straight shots or curved shots. The terms and conditions of archery will be explained before every battle. If your battle captain announces straight shots, hold your shield slightly at an angle in front of your chest, facing downwards. If your battle captain announces curved shots, bend your head against your shield, and do not look up until your captain says so.

Straight shots are strictly forbidden during free combat.

If you are hit by an arrow, you must play along, and lie on the ground, with your shield over your head.

4.c/ Target areas

The target areas on the body are the following: the torso is the only valid target area for landing a deadly shot. The stomach and chest, the ribs and the backside are the areas that count for landing a deadly shot. The victim will have to cease combat, and react to the shot by falling on the ground as soon as possible. Shots on the shoulders, arms and legs do not count, but the victim will react appropriately. After 20 seconds, the injury disappears.

4.d/ Forbidden areas

It is strictly forbidden to hit the head, the neck, the elbows, the knees, ankles, feet and the groin. Such hits given on purpose will result in the disqualification of the person who lands the hit. Warriors must demonstrate that they can control their weapons and their tempers. You will be expelled if you fight carelessly and dangerously.

5. INJURIES AND KILLS

We make a difference between heavy warriors, and light warriors.

If you are wearing a gambeson and a chainmail, you are allowed to take 2 hits on the chest/back.

If you are fighting in tunic, or in gambeson, you are allowed to take 1 hit on the chest/back.

You must fall to the ground as soon as possible and protect yourself with your shield. If two warriors hit each other at the same time, they have to die simultaneously. If you carry the fallen warriors to your camp, they can resuscitate and join combat as fresh warriors.

6. CONTROL OF THE BATTLEFIELD

In order to keep control of the battlefield, a safety captain will be designated in each camp. They will have the power, and duty to maintain order in their camp and their ranks. They are responsible for giving warnings to dangerous warriors, they are allowed to force a dead warrior to fall on the ground, and they can also expell dangerous warriors from the battlefield.

They will be presented to everybody during the battle preparations on the first day of the event. Those officers will have to attend briefings before every battle, and debriefings after every battle in order to make sure that safety and fair-play are respected during the event.

7. EMERGENCY MEASURES

If the combat must be stopped for any reason, the battle captains and marshals will use a whistle, or shout **HALT**. Combat must cease immediately, and the units have to gather to their starting point and wait for the explanations of their battle captain. If you do not obey to the signals, you will be expelled from the battlefield.

8. COMPLAINTS

If you notice a dangerous behaviour or if you are unsatisfied with certain aspects of the combat, you need to address your battle captain who will then discuss the matter with the opposing battle captain and the organizers. Any problem will be discussed during the post-battle debriefing.

Some weapons will be subjected to additonal safety checks by the organizers and the groups commanders.

Examples : dane axe – mace – crossbow...

These weapons can only be used by veterans, and against carefully selected opponents who are well aware of the dangers of such weapons.

Weapons which are potentially dangerous such as the spears, or the axes must be used in accordance with certain rules during battles:

Spears: one, or two-handed, the spear head must never be carried higher than the end of the shaft during combat. By all means, try to aim downwards when using the spear on your opponent's shield, and never aim higher than the shield boss. The spear must be held vertically during maneuvers and troops movements.

Axes: It is forbidden to use axes as hooks on any body parts. It is forbidden to pull an opponent's leg, or knee with your axe to make them lose their balance. If you do so purposely, you will be expelled from the battlefield.

You are allowed to hook an opponent's shield as long as you control your weapon and do not hook the body at the same time

Thank you for your attention, enjoy.

