

LMS Inc. Combat Rules.

Glossary

Sergeant at Arms: The chief training officer and organiser of combat events.

Gamberson: A padded jacket worn under armour to absorb blunt force.

Arming hood/cap: A gamberson for the head.

Soft Kit: Refers to clothing worn under armour. This includes gambersons, arming hoods and caps as well as regular 14th century clothing.

Mail/Maille: Commonly referred to as Chainmail.

Hard Kit: What most people refer to as armour. This includes helmets, breast plates, arm and leg protection as well as mail.

Harness: An alternate term for armour.

General safety

- NO FIGHTERS ARE TO BE UNDER THE INFLUENCE OF DRUGS OR ALCOHOL.
- Follow the instructions of the Sergeant at Arms at all times.
- Only L.M.S members with exemptions may handle prohibited weapons.
- Eligibility for combat training is placed at the discretion of the Sergeant at Arms
- No L.M.S member may participate in combat unless they are wearing minimum harness (see below).
- No fighter may use a weapon at an event that they have not trained with beforehand.
- All weapons used in combat must be inspected by the Sergeant at Arms or Safety Officer beforehand to make sure that they are in good repair (burrs filed, points rounded, rust free etc).
- No weapon is to be rested point first on the ground.
- If "hold" is called, any and all combat must stop immediately.
- Weapons for combat displays must be time period appropriate (mid to late 14th century 1346-1380).

Safety Briefing/Debriefing

Before any combat display takes place at an event a safety briefing must be held to clarify any special rules/conditions needed. Anyone wishing to participate in the combat must attend. Any fighter who does not attend the briefing will not be allowed to participate in the combat. After the combat has ended, all participants must attend a debriefing to address any issues arising from the combat.

Weapon specifics

All metal weapons used in L.M.S combat must meet the following requirements:

- Metal edges must be no thinner than 1.5mm.
- All weapons must be rust free and have any burrs filed smooth before combat takes place.
- All metal points must be rounded to a minimum diameter of 16mm (this is the same size as a 5 cent piece).

- Any weapon that weighs over 2kg must be used in a two-handed fashion.

Armour

Minimum harness

Minimum Harness consists of: A Helm
Gamberson or Arming Jacket
Gloves or gauntlets

- Any member not wearing minimum harness cannot participate in combat.
- Modern protection (such as knee and elbow pads, shin guards etc, may be used at training sessions only, and cannot be used at display events. The only exception to this is groin protection such as a sports cup.

Steel ratings

Steel ratings are given to an individual after they have attended adequate training sessions and can show enough control over a weapon to use it safely. The granting of a steel rating is controlled by the committee. In order to keep their steel rating, members must attend and participate at an L.M.S training session at least once every three months

Combat rules

Pulling blows: All blows connecting with an opponent must be fully under your control and pulled in such a way as to not injure your opponent. Light grappling, punching and kicking is allowed only if agreed to between the individual combatants at the safety briefing prior to the combat. Such actions are to be fully controlled as to not injure your opponent.

Legal/ Illegal target areas: A blow struck above mid chest height must be aimed at the crown of the head. Other legal targets include upper and lower arms, midsection, upper and lower legs. The face, side of the head, throat, neck, elbows, hands, groin, knees and feet are illegal target areas (see illustration below). Legal/Illegal target areas remain the same regardless of what weapon is being used.



Rising strikes: Rising strikes (any blow from a low starting point that travels upwards) are not permitted.

Strikes to the back: Any strike to the back of a fighter should stay within the legal target areas and be delivered with the flat of the blade.

Stabbing/Thrusts: Any stab or thrust made to the torso must be made with the leading hand facing palm down, as to avoid the point of the weapon from sliding upwards into the throat. Thrusts made with a spear or pole arm must be made with both hands set firmly in place. "Pool-cueing" (letting the haft of the weapon slide through the leading hand) is not permitted.

Attacking from behind: No fighter is to attack another by coming up behind them and striking them unawares. Before fighters engage, eye contact between the two must be made and acknowledged.

Yielding (Withdrawing from combat): Most L.M.S combats end when a fighter yields. Depending on the combat type (see below), this happens when one fighter loses to another*. Any fighter that yields must either fall to the ground or take a knee and cannot participate in further fighting for the duration of that combat. Any fighter that has yielded must not be struck with any weapon.

*A fighter may also yield at any time for any reason.

Combat types

Fighting to hits: Once a fighter has been hit a certain amount of times they are considered defeated and must yield (withdraw from combat). The amount of times a fighter can be hit is based on how much armour they are wearing (see table below)*.

Minimum Harness= 2 hits (all fighters must wear minimum harness)	+Maille shirt= 1extra hit
+Full arms and Legs= 1 extra hit	+Breast plate/coat of plates= 1extra hit
+Faceplate or full faced helm= 1 extra hit	

Ex: Fighter 1 is wearing minimum harness as well as a maille shirt and full arms and legs. This means he can be hit 4 times before he has to yield. This type of combat is used for one on one fighting, group and free for all melees.

*In some displays, all fighters may be put on the same number of hits, regardless of armour worn.

Fighting to strikes: The fight stops when one fighter hits the other. This constitutes one strike. The amount of strikes the fight will last is agreed upon beforehand (ex. three). The fighter who landed the most strikes out of this number is the considered the winner.

Fixed outcome fights: Generally used for display fights where a particular outcome is required (such as the suspected witches trial by combat). The winner of the fight is determined beforehand. The fighters' main goal here is to make the fight look good for the crowd.

Non-combatants

Heralds: Heralds act as announcers, referees, timekeepers and any other role where an independent judgement is needed. A Heralds' decision is final, and is not to be disputed while a combat is running.

Valets: Valets adjust armour, exchange or retrieve weapons for fighters and help them up after combat is finished (if necessary).

- All non-combatants must ensure their own safety within combat areas and avoid disruption to fights in progress.