

OSKOREI – Combat Guide

This guide is to help members and guests/associates to participate in simulated combat to display historical battles. A level of theatrical licence must be allowed for safety purposes.

The first rule of display combat fighting, from total beginner to seasoned warrior, is:

FIGHT SAFELY

Control is most important, self control, do not lose it! If you are unhappy with the person you are fighting then back off, discuss your grievance (at training) or report to the units commanders after the event.

Weapon control

Learn to pull your blows with whatever weapon you are using. Ideally, use the flat of the blade. Thrusts and head shots should be avoided. If you think your opponent is not pulling their shots speak up, if you don't someone else will be hurt. If they don't try to control after being told refrain from fighting them and let the group leaders know.

If you are told you are hitting too hard, take comments seriously and try to act upon them.

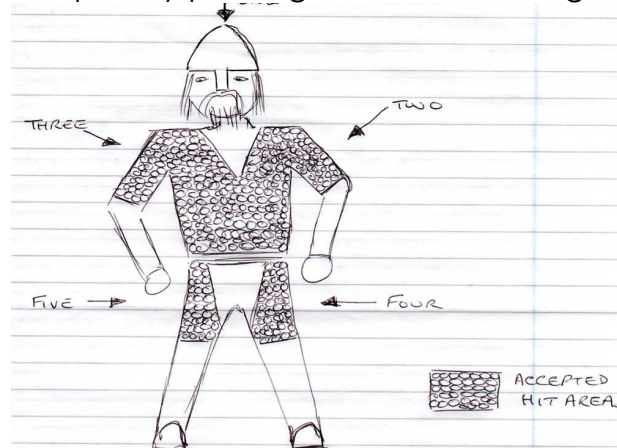
Requirements for combat training

Gloves and helmet are compulsory. Weapons are by choice, and by agreement with your opponent(s) and/or Training Officer(s) (T.O.)

All weapons must be maintained in good condition and be suitable for re-enactment. Blade edges min. 3mm, tips min. 10mm radius, clean and deburred.

Basic 5 hits and target areas for standard fighting

Note: head shot in 5's is a learning technique and should not be used anywhere else except – by prior agreement – in “single combat”.



COMBAT RANKS

As you progress in skills, kit, time served and commitment to Oskorei, you will progress through the ranks.

Bondsman

This is the novice/beginners rank – literally you will be 'bonded' to a T.O. or Warrior. You will train with such weapons as suit, preferably sword and shield and two-handed spear. Other weapons may be used by agreement with your T.O.

Bondsmen should not fight other bondsmen without the supervision of a T.O.

Freeman

This is a combatant who has proved capability with chosen weapons and a commitment to the group by regular attendance at training sessions and events. You should also have a reasonable level of your own kit. Freeman may choose to begin training with their own choice of weaponry.

Warrior

Freemen are to be granted status of Warrior by the agreement of two thirds of the Council. Warriors should be proficient with several weapon types, and should be able to skirmish independently and take charge of a small unit. They should also have a good kit level and show a high commitment to the group (attendance and assistance).

Warrior is the highest 'combat' rank within the group – all higher ranks are organisational.

Training Officer

Appointed by the Council on merit. Some T.O. will teach all weapons, some may specialize.

Huscarl

Second- or third-in-command. Huscarls are to take charge, make decisions, and attend Commanders' Meetings in the absence of the Jarl.

Council

The Council or committee is made up of:- Jarl, Huscarls, Mastercraftsmen, Training Officers, Treasurer, and Secretaries.

Jarl

Group leader, spokesperson. Ultimate authority.

General rules for combat training

1. Minimum armour requirements must be worn
2. Weapons must be in good order
3. No-one may fight under the influence of drink or drugs
4. All blows must be pulled
5. **ALL** combat must cease on the cry 'Hold'