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ALHF APPROVED ACTIVITIES SCHEDULE 2022/2023

The ALHF Approved Activities Schedule (AAS) is a companion document to the current Insurance policies, ALHF Safety Bylaws, ALHF Risk Assessment and any other guidelines in the ALHF suite of official documents.

The ALHF AAS provides parameters for the member groups and individual members of the ALHF to be assured they are working within the context of approved and covered activities without the necessity of referring to the ALHF unless their activities fall outside those mentioned here. If members are in doubt about an activity falling within these parameters, please get in touch with the ALHF Committee via alfh@alhf.org.au.

Context	<p>Members of the ALHF undertake activities in the area of Living History and Reenactment (LH&R) - studying, recreating, experiencing, displaying and educating about historical periods and locations from ancient civilisations to events in living memory.</p> <p>Approved Activities are activities that are acknowledged to form a normal part of LH&R, forming part of individual undertakings, group gatherings and public and private events. Events may be of one day duration, or several days duration including overnight stays of up to five nights.</p> <p>Overnight stays in excess of five nights must be notified to the ALHF.</p>
Locations	<p>ALHF member activities may take place in a variety of locations such as (but not limited to): private property, public land (such as public thoroughfares, reserves, parks, state forests, national parks and campsites and waterways), schools, museums and historic sites, hired venues (such as community halls), watercraft (for example; canoes, tall ships, etc, with possible boat transport to and from) and other locations in Australia.</p> <p>ALHF members are covered for activities in Australia and abroad. Overseas activities must be advised to the ALHF prior to travel such that they might be advised to and noted by the insurer. Overseas activities are subject to the same compliance parameters as those undertaken in Australia.</p>
Compliance	<p>All activities must comply with any applicable State or Federal legislation, must comply with any ALHF principles, rules and guidelines, and must be conducted within the rules and regulations of the applicable member group.</p>
Safety	<p>All activities are to operate under ALHF Safety Bylaws, principles, rules and guidelines, and the safety rules and regulations held by member groups. It is expected that members take all reasonable measures to ensure safe practice, including creating and implementing Risk Assessments (RA) for activities.</p> <p>When undertaking activities with other groups, member groups must ensure agreement to equivalent or higher safety standards as expected by the ALHF - whether reenacting with other ALHF groups or those from other peak bodies.</p>
Other peak bodies	<p>ALHF recognises interaction with members and groups from the following peak bodies and insurance providers:</p> <ul style="list-style-type: none"> Queensland Living History Federation (QLHF) Australian Reenactors Association (ARA) NSWMLA (New South Wales Muzzle Loading Association) excluding metal weapons combat or skirmishing of any kind. Living History Resource Group (LHRG) excluding metal weapons combat or skirmishing of any kind. <p><i>HEMA bodies</i> whose safety standards and rules are in alignment with those expected by the ALHF.</p> <p>If you are interacting with groups represented by a peak body not mentioned here, please contact the ALHF so that we may assist.</p> <p>Most importantly, it is the requirement and responsibility of members to work with other groups to ensure equal standards of safety in all activities as is expected by the ALHF.</p>

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ACTIVITIES AND EVENTS

The following activities will be notified to the underwriter as standard:

GENERAL ACTIVITIES

Communications and meetings	Member groups may hold meetings in person or online, publish journals, newsletters, promotional or instructional material, social media groups and pages and webpages, and may do other activities such as gatherings, workshops, training and practice (that may or may not be in historical costume) that contribute to their activities/aims (which will generally be conducted in historical costume), which also include the following categories.
Static displays	May include displays of historical items and artefacts
Historic Encampments	In which members facilitate & display living as close to Living History values denoted by their group time frame and location as possible
Arts and Crafts	Including but not limited to: soft fibre gathering & preparation, spinning, dyeing, weaving & garment construction/finishing; costuming & tapestry; tanning, leatherworking & waxing; pottery throwing, glazing & firing; wood gathering, carving & wood-working; jewellery metal smithing processes; glass work and firing; scrimshaw, horn working and bone working; metal working, armouring and blacksmithing; smelting and casting; food, period cooking techniques & brewing; languages, literature & storytelling; music & barding; calligraphy & illumination, etc.
Games & past times	Including dancing, bat and ball games, board games, etc.
Experimental Archaeology	Including reconstruction and use of farms and agriculture, dwellings, fortifications, military siege equipment, transportation, engineering equipment, trialling processes in arts and crafts and combat tactics, etc.
Historical watercraft & cold weather activities	Including swimming, sailing, rafting, canoeing, fishing, nautical navigation and uses for experimental archaeology purposes (eg milling, dyeing, retting etc) and snow activities including period specific snowshoeing, cross-country skiing, sledding and ice skating, etc.
Animals	Riding and the use of horses including displays of skill at arms such as skill at arms, jousting (limited to the use of frangible lance tips) and the care, display and training of other animals and birds, etc
Bushcraft	Bushcrafting and survival skills including cold-climate skills and outdoor encampments
Display and use of historical vehicles	Including both horse driven and motorised such as wagons, carts, cars, trucks, military jeeps, tanks, armoured vehicles, etc
Hikes, marches and pilgrimages	Including the recreation of training marches and campaigns, religious and other pilgrimages, hikes and treks, etc

CONTROLLED ACTIVITIES

Controlled Activities include combat activities, the study and practice of Historical European Martial Arts (study of historical manuscripts and philosophy based on specific swordplay and metal weapons elements, known as HEMA), mock and simulated battles and battle reenactments, the practice of military drills and skirmishing that include the use of historical reproduction arms and armour such as fighting with blunted swords and other non-edged weapons, archery, blank-firing firearms and pyrotechnics.

To undertake Controlled Activities, member groups must have developed specific safety rules and procedures and have created and implemented a Risk Assessment.

As each reenactment period or location varies slightly, the rules of each group may vary but generally come under the auspices of one of the following:

A) i. Historical Reenactment of Combat with blunted weapons such as swords, spears and similar historical weapons (no firearms)	All member groups are required to have and uphold safety and training rules and comply with State and Federal legislation. Where member groups do not have their own or sufficient safety rules, the ALHF has developed safety principles and guidelines to assist and guide member groups in historical weapons combat and general safety. All historical weapons are blunted and blows to participants are 'pulled' - controlled and not struck with excessive force. Minimum standards of protection apply and target area rules prohibit hits or blows to vulnerable body areas.
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A) ii. Test Cutting and Cutting displays & other Weapon Effect Testing and displays	Test cutting is the practice of determining the effects of sharp edged weapons (primarily swords) on various materials. Performed as research into and demonstration of the effects of various aspects of swordplay in a historical context in a (but not exclusive to) HEMA setting, test cutting is governed by stringent safety protocols and performed only by members already proficient in the use of blunt weapons. Testing may also be undertaken to observe or display the effects of other weapons such as arrows, maces, axes etc. Cutting demonstrations may also form part of a display under equally stringent safety processes.
A) iii. Archery, Combat Archery and other Projectiles or Thrown Implements	Archery competitions and displays may be undertaken with legal bows of various poundage as applicable to the period and locations of the reenactment undertaken. Strict safety protocols are observed to ensure no interference between observers, participants and targets. Combat archery involves the use of blunt and/or LARP (soft/cushion tipped) arrows, low poundage bows and the wearing of suitable padded body protection and face protection for participants. Strict safety measures are also used in relation to observers. Competitions, displays and tests of other cast projectiles such as spears, javelins, throwing axes, darts may be undertaken when covered by the equivalent appropriate safety precautions. Thrown projectiles in combat context involve strict safety measures and the use of cushioned and soft tipped (such as foam rubber) heads that are a suitable size to disperse and absorb impact.
B) Siege Engines and Torsion-controlled Engineering Equipment	Use of trebuchets, catapults, ballistas and other forms of siege engines (whether traction operated or torsion engines) must only occur under stringent safety and operational rules and procedures with trained operators. Similarly, any torsion-controlled engineering equipment must be operated under careful safety conditions and groups should have rules and processes in place and trained operators.
C) Forms of Wrestling and Grappling	Various forms of wrestling including traditional Greco-Roman, Glima and Turkish wrestling may be practised by member groups and individuals providing a set of regulations and safety rules is in place and members are trained in safe technique and practice. Forms of grappling, both as its own entity or as an extension of metal weapons combat must also operate under safety rules and processes to minimise the risk of injury.
D) Historical Reenactment of Combat via firearms and other explosive weapons or devices, including the display of firing and skirmishing or historical combat via the firing of blanks or discharges that do not include projectiles of any kind.	All groups using firearms and other explosive devices or pyrotechnics for historical military drill displays as well as historical re-enactments of combats and skirmishing, undertake these activities (which may also include blunted weapons combat as above) within strict safety parameters that have been developed by ALHF member groups and/or the ALHF Committee. These rules and activities are drawn up and conducted according to relevant legislation, including individual licenses and re-enactment permits, set by different States and Territories about the use of firearms in historical re-enactments. Member groups run safety and training courses in the use and historical drill and safety of firearms and no one is allowed to enter an activity without passing relevant member group training and safety courses. Firearms and other explosive devices include historical muskets or 'black powder' muzzle loading firearms, as well as cannons and mortars, and other historical military firearms. No projectiles of any kind are fired and no weapons or devices are discharged directly at any person at any time. Loaded weapons are never to be used in any combat context.
E) Target and other shooting of Projectiles	Some historical reenactments involve displays or competitions conducted in historical fashion where the firing of live ammunition or other projectiles (such as archery) at targets is conducted. This occurs under strict safety conditions and under all relevant legislation at nominated rifle ranges, dedicated safety zones, or similar. Some live firing is in the form of hunting of vermin/feral animals, usually on private properties, as part of a member group's historical reenactment These activities are conducted under strict safety conditions and the normal compliance with any relevant government legislation and regulations regarding firearms and hunting.

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EVENTS - PRIVATE EVENTS AND THIRD PARTY EVENTS	
<i>The abovementioned activities may form part of any of the events described below at a variety of locations:</i>	
Third Party Events: events held and organised by a third party such as local councils, community groups, businesses, schools or festival organisations.	<p>Members are invited to visit and participate in an event organised by other bodies as mentioned above, where general public attend. These opportunities may involve any of the abovementioned approved activities as part of, but not limited to, public demonstrations at commemorative events and festivals, educational presentations for schools/groups/historic sites/museums, dinners and celebrations, lectures and talks.</p> <p>Third Party events may be of one day duration, or several days duration including overnight stays of up to five nights.</p> <p>Overnight stays in excess of five nights must be notified to the ALHF.</p>
Private Events: events organised by ALHF Members.	<p>ALHF Member Groups may include, but are not limited to, meetings, group excursions including events run by different groups (for example the biennial Living History Conference and the Armidale Dark Ages Gathering), fundraising, crafting, meetups, working bees, training sessions/drills and practices, historical or 'period' dinners or feasts, outdoor encampments, documentary and historical filming activities, and other similar occasions. General public may be in attendance at some private events, and the possible risk surrounding activities must be managed accordingly.</p> <p>Member groups and individuals also participate in activities that may not be historical in nature (such as a social event for members) or is outside the scope of their own historical period. Example: a 17th century group may hold a croquet game and dinner in 19th century style, or an individual of a medieval group may participate in a colonial display.</p> <p>Private events may be of one day duration, or several days duration including overnight stays of up to five nights.</p> <p>Overnight stays in excess of five nights must be notified to the ALHF.</p> <p>Private events run by ALHF member groups where the numbers in attendance, including reenactors, vendors, general public and volunteers exceed 500 people must be notified to the ALHF and noted by the Insurer. It is possible an additional premium may be payable, to be paid by the organising group.</p>

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