

Wars of the Roses Federation

HEALTH & SAFETY RULES

Cavalry:

GENERAL

1. All horses should be assessed and considered safe to take part in the event by the unit's appointed command.
2. Horses must not be left unattended when tied outside of lorries or on picket lines, and must be supervised at all such times.
3. Horse picket line areas should be roped off from direct public access and contain adequate space to accommodate the horses present. Picket lines should be of adequate construction and robustly erected. All necessary equipment to facilitate safety and welfare of horses must be present, including a comprehensive equine first aid kit. All members in attendance are to be aware of the location of this equine first aid kit.
4. When picketed as part of a display, public should not be allowed to close within reach of the horses without direct supervision of a member. On no account should public be allowed access to the rear of picketed horses, or to mingle with horses so tethered.
5. A horse, whether ridden or led should be kept under control at all times. Where routes are open to public access, horses should move in column of no more than two abreast and no faster than trot. The progress of a horse through public access areas should be loudly announced to forewarn public in the vicinity of their approach.
6. All members in attendance are to be able to demonstrate to the unit command a sound knowledge of a horse's welfare, health and safety.

BATTLE RE-ENACTMENT

A. General

1. A horse is a herd animal whose natural recourse is to flight from danger. A designated cavalry run-out area should be assigned to space at one end (and preferably both ends) of the display arena. These areas, and access to these areas, should remain unobstructed.
2. A thorough briefing for all co-ordinators and unit commanders should take place prior to the battle re-enactment display. This should detail the run-out areas and all other areas, routes and corridors in which cavalry will operate and at what times in the course of display. In relaying the briefing to their unit, all commanders should ensure that all participants (infantry, cavalry and artillery) are made aware of the same. Every effort should be made by unit commanders of foot participants to ensure that such areas; routes and corridors are kept free of their personnel, "casualties", equipment or debris for the time this ground is required by cavalry in accordance with the script.

3. All riders must wear a reproduction helmet in accordance with Federation standards. A substantial padded garment is to be worn as minimum protection to the body. Durable gloves and throat protection are recommended.
4. All riders should pay close attention to avoiding foot participants who stray into their path, and to riding in a responsible manner.
5. Under normal circumstances, when cantering with drawn weapons, riders must ensure that point of their weapons is kept high and clear of horses or foot participants. Riders are not permitted to deliver a thrust to another participant whilst traveling faster than the trot. No participant (mounted or on foot) should deliver a thrust upon a rider traveling faster than the trot.
6. When charging infantry formed up in closely ordered line or column, cavalry should arrive or pass within melee reach at a speed no faster than trot.
7. In simulated combat all points of weapons are to be kept high and clear of the horse. Particular attention should be paid to avoiding the horse's head. Foot participants not accredited as trained to melee with cavalry may not initiate combat with cavalry. During combat those foot participants not so accredited as trained to melee with cavalry may parry and receive blows only, and should stay in close-ordered formation.
8. Participants may not unhorse riders unless as part of a scheduled, prearranged and rehearsed element of the display.
9. In the event of a rider becoming unhorsed, the participants should catch the free horse and lead it to the nearest safe area, away from the public. If able the dismounted rider should walk to that area to his mount. Such a dismounted rider may only remount after inspecting for injury and ensuring all saddlery and tack is fitted correctly.
10. The cavalry unit command has the right to prevent the participation in an event of any member seen to be mistreating or mishandling a horse, neglecting safety rules, or riding in a dangerous or irresponsible manner. The Federation executive has the authority to request that the unit command exercise such a right upon a member on their behalf.

B. Accreditation of riders

Any rider wishing to participate in a battle reenactment event must be able to satisfy his unit commander that:

- They are a current member of that unit and the Federation and that they are over 18 years of age.
- That they are able to fulfill all aspects of an equine test set by the unit's command.
- That they know all drill commands to be used, and can execute each one accurately.
- They are able to adequately control both horse and weapon under battle reenactment conditions.

C. Accreditation of infantry to melee with cavalry

For foot participants to be accredited to melee with cavalry, they must satisfy the cavalry command unit that:

- They are known by their own unit command to be a current member of their unit and of the Federation, and that their conduct consistently conforms to the Federation rules for safety with polearm/melee weapons.
- That they are able to engage cavalry in both close and open order and maintain good awareness of their proximity to the horse and rider together with other participants and horses throughout. Furthermore, that they are both able and willing to react quickly to given commands and observations communicated to them.
- That they are able to deliver accurately placed and controlled blows in melee to the rider's target area (sternum to thigh) with the minimum amount of force to deliver the touch.
- That they are able to trade blows in melee with the rider with sufficient control and awareness of their weapon as to not cause risk of the blow landing upon the horse at any point (including when their cut or thrust may be turned or parried by the rider).
- That in the event of any impromptu hooking of the rider or his clothing, armour, equipment or horsetack, they are able to effect a quick, controlled and safe disengagement.