

Safety Procedures

Rev. 6/24/2015

1. Treat all weapons as though they were loaded.
 - a. When not in use, the tip of a weapon must be pointed at the ground or straight up in the air in a controlled fashion.
 - b. When at Hoggetowne and not performing on the chessboard a weapon must be peace-tied or secured
 - i. Swords and daggers are to be peace-tied
 - ii. If you are transporting multiple weapons back to the green room and cannot peace tie them, you must take the back road to avoid patrons.
 - iii. For weapons that cannot be peace-tied, maintain a controlled grip, and keep the most dangerous part of the weapon farthest from patrons and other combatants.
2. The tip of a weapon should never cross the face or throat even if out of range (minimum range to be determined by safety team – distance should be minimum 3x the length of the weapon.)
 - a. Exception: Whip – 3 feet from the tip of the weapon
3. Evaded (non-contact) attacks and thrusts are always off line or out of distance.
 - a. During sequencing the prep phase shows the direction the weapon should travel
 - b. Off line is more than six inches away from your partner's body or 12 inches from their head
 - c. Out of distance is more than 12 inches away from your partner's body.
4. No wound or killing move should send actual force into your partner.
 - a. The Training Team must approve all techniques.
 - b. If a fighter has passed a weapon level in which they were taught wounds or kills it is considered that they are Trainer approved to perform those techniques.
5. Evasions should be cue/prep-defender moves-attacker completes.
 - a. Defender must be out of the weapon path before the weapon passes the plane of the attacker.
6. Disarms must be controlled.
 - a. Weapon must be placed consistently and accurately
 - b. Weapon must maintain safe distance from the audience with a minimum of 5 feet.
7. All attacks must have a cue
 - a. Cues must be weapon, body or vocal.
8. The recipient/victim of an attack is always in control.
 - a. When armed with a weapon the defender is moving to parry, evade or react before the attacker's weapon crosses the plain of their own body.
 - b. During a grapple the victim is in charge of their own movement.
 - c. During attacks that make contact or simulate contact the victim is in charge of the amount of force or speed used by the attacker. This should be communicated early on

and reinforced throughout rehearsal. It is recommended to begin slow with very little contact and then progress to an agreed upon level.

9. A fighter must be able to control the weapon at all times.
 - a. If a fighter is wielding a weapon that is identified as unmanageable for them, based upon control, they must use a weapon they can control.
 - b. Lack of control is the inability to maintain extension or line of attack.
10. No running or jumping with a weapon unless it is a part of the choreography.
 - a. Actively working on an action assigned by a trainer or fight choreographer.
 - b. Working on future endeavors does not allow a person to ignore this standard.
11. No distracting the performers, unless part of the choreography.
 - a. The “distraction” should be pre-planned and rehearsed.
12. Stop means stop. If combatants are engaged and a stop command is issued, the combatants need to stop immediately.
 - a. That means anyone issuing a stop command must be respected. Not just the people in the fight.
13. The fight is not a contest.
 - a. The fight is a collaborative effort on the part of all participants involved. Participants in a fight are “partners” not “opponents”.
14. No one is to take or use any form of non-prescription drug, alcohol, or other substance that affects judgment or ability. If you are taking any kind of prescription (or non-prescription) drug let a Trainer or S.O. know if you feel it may affect your ability to perform any activity.
15. If you feel exhausted or ill, have been drinking the night before, do not feel 100% at the start of training/rehearsal/show – let your Trainer or S.O. know.
16. No one is to touch, strike, or manhandle anyone in even a mildly aggressive manner outside of a performance – this means no horse play of any kind.
17. No one is to touch anything that does not belong to him or her without owner’s permission (unless necessary to avoid an accident).
 - a. If it is necessary to move someone’s item, that item should be moved to a pre-designated safe location and the mover must inform the production team and make a general announcement of the item’s new location.
18. All weapons must be approved by the Safety Team.
 - a. Bladed weapons must be checked for the following:
 - i. Proper tang
 - ii. Smooth blade (no nicks)
 - iii. Blunted/dulled edge and points (tip and quillions)
 - iv. Sufficient flexibility to withstand the extreme punishment of stage combat
 - v. All component pieces secured (including grip)
 - vi. Show proper care (free of dirt and rust)
 - b. Staffs and polearms must be hardwood.
 - c. Polearm/spear heads and pommel (if applicable) must be securely fastened to staff.
 - d. No thrown or projectile weapons including but not limited to knives, slings, crossbows, shuriken, etc. unless specifically approved by the Safety Team.

- i. Speed, distance, direction, size of weapon, concussive force and accuracy are factors utilized in determining acceptability.
 - e. Missile weapons (props only) must be disarmed or unloaded.
- 19. All weapons not being actively used or carried should be kept in designated areas.
 - a. The leadership team will designate the areas and communicate the location to the group before every activity.
- 20. Must wear closed-toed, secure shoes or boots.
 - a. Crocs, slippers, sandals, high heeled boots (higher than 2") are NOT acceptable footwear
 - b. The bottoms must have adequate grip (Minnetonkas are the minimum allowable grip.)
- 21. Gloves or other proper hand protection are highly recommended to be worn and approved by safety team.
 - a. If someone chooses not to wear gloves, they must sign a waiver indicating that they understand the risks involved not wearing a glove and take the responsibility for any hand injuries that occur.
- 22. Armor needs to be approved by safety team.
 - a. Armor must be inspected a minimum of six weeks before a show.
 - b. Range of motion (or hindrance thereof), quality of construction, secure fastenings and sharp edges are issues to be considered.
- 23. Costumes of performers are subject to review and approval by safety team.
 - a. The following costume items should be monitored (by the costumer and performer) for potential safety problems: Puffy sleeves, skirt/dress/cloak length, hat/head piece/jewelry and loose accessories must be secured (or removed before a fight), shoes have adequate grip and be closed-toed.
 - b. Eye wear that limits or alters sight in a negative manner should not be used.
- 24. Hair must be controlled to provide proper vision.
 - a. Hair must be out of the face.
 - b. If the hair is not completely restrained, you must include head movement choreography into your fight.
- 25. If you are required to wear glasses, you must be able to see where your partner is looking while in proper fight distance.
 - a. A Trainer or Safety Officer will run a quick test in proper fight distance to ensure the fighter is able to fight without corrective lens. The Trainer or S.O. will physically look towards an area (eyes only) and the fighter must point to the area they are looking.
- 26. Fight area must be relatively flat and cleared of debris (preferably grass/dirt devoid of rock, asphalt, or loose sand.)
 - a. Fight area must be reviewed and potential hazards removed (if possible) and/or identified to all participants utilizing the area (including but not limited to holes/dips/mud, poison ivy/stinging nettles/sandspurs, trees/roots, ants/bees/etc.,).
- 27. Fight area must have adequate room for combatants to move appropriately and maintain a perimeter of safety (minimum of 5 feet) between fighters, their weapons and the audience.
 - a. A rope or similar barrier must designate the fight area separated from the audience area. The safety perimeter can be designated with rope, paint or other visual means.

28. Special effects must be reviewed, tested and approved by the Safety team.
 - a. Including but not limited to: pyrotechnics, fire breathing, black powder, flashing lights, smoke.
29. Water breaks will be provided approximately every 30 minutes or as needed.
 - a. The person in charge of the activity must ensure this is to occur through delegation or direct means.
 - b. The leader of the activity is responsible to provide water or ensure water is available during training classes, rehearsal and shows.
30. Med kit must be available and properly stocked at all Gilde functions.
 - a. Lead Medic is in charge of inspecting the med kit minimum every six months (at the end of Hoggetowne and the end of summer training) and restocking as needed.
 - b. The leader of each function is responsible to make sure the med kit is available for their activity.
31. All performances need to be approved by the Safety Team.
 - a. If you are unsure if an activity needs approval, it does.
 - b. All fights for any Thieves Gilde performance must be reviewed by Training and Safety team.
 - c. A combatant must be approved by the Training Team in order to fight (pass level 1 in a weapon including unarmed combat.)
32. If a fighter is injured they must be cleared by the Safety Team to fight.
 - a. Check in with responding medic, investigate incident
 - b. It takes two Safety Team members to clear an injured fighter.
 - c. If any Safety Team member feels an injured fighter is unsafe to return to fighting, the fighter is not allowed to resume that day. Check in and approve are necessary for the following day.
 - d. All Trainers must be First Aid certified.
33. Safety reviews will occur periodically throughout the rehearsal schedule. The team will be reviewing environment, Gilde member health, choreography and stunts.
34. Fighters with a major or multiple incidents and/or safety infractions will be reviewed by the Safety Team. Based on conclusions proper action may be taken to include: probation or suspension of the fighter with the time to be determined based on the gravity of the incident(s).