



World War 2 Safety Regulations

Foreword: SAFETY FIRST!

Safety should be each participant's first priority at all times. Disregard of safety rules and/or the safety of the people around you may result in a participant's removal from the activity.

These guidelines are not intended to be all inclusive. Incidents or circumstances that may arise that pose a safety hazard and that the SAFETY OFFICER finds to be in conflict with the safety approach of the event may result in intervention by the SAFETY OFFICER up to and including removal from the event.

Army Hand/Arm Signals for Troops and Ground Guides

SAFETY OFFICERS

- a. Unit Commanders will be held strictly responsible for the adherence to the safety rules by their unit members and any guests.
- b. Safety Officers will have final say in all safety matters. Participants and Unit Commanders will follow the Safety Officer's directions in all circumstances.
- c. Anyone who performs an intentionally dangerous act that causes; or could have caused serious injuries to others or himself will be immediately removed from the activity and not permitted to return.
- d. Failure to follow the direction of the Safety Officer will result in ejection from the scenario and potentially the event.

MINOR (youth) PARTICIPANTS

- a. A participant less than 18 years of age, but having reached their 16th birthday by the date of the event who desire to participate in tactical scenarios may do so if and only if accompanied by their parent or guardian at all times. Their parent or guardian will willingly assume full responsibility and liability for the minor under their direct supervision.
- b. Participants under the age of 18 ARE PROHIBITED from taking part in the combat scenarios as armed participants. Age 16 may act as medics.

PERSONAL SAFETY

- a. **HEALTH:** Re-enacting is a strenuous hobby not recommended for those with physical conditions that limit this type of activity. If a participant has a heart condition or other ailment that may stop him or her from participating, the participant should consult a doctor before coming to an event. Participants are responsible for their own health and verifying their ability to participate in activities held at the reenactment.
- b. **NATURAL HAZARDS:** Be aware of insects (wasps and mosquitoes), poison ivy, poison oak, and other hazards of the outdoors. Take appropriate preventive care and action. Participants in the scenario should be cognizant of the hazards of the river such as slippery rocks and eroded bank areas. Participants should seek to stay hydrated and be watchful for signs of heat fatigue in themselves and others.

UNCOOPERATIVENESS/ARGUMENTS

The integrity of the event depends in large measure upon the deportment of the participants and their good faith efforts to abide by the safety or authenticity rules. Accordingly, any participant who willfully violates the rules or guidelines of the event, or who by an uncooperative or argumentative attitude detracts from the safety of the event shall be asked to leave and may or may not be permitted to return.

FIREARMS

- a. **TYPES OF FIREARMS PERMITTED:** Only replica or original weapons appropriate to WWII are permitted
- b. **HANDLING:**
 - i. Treat all firearms as if they were loaded and ready to fire.
 - ii. Do not leave them where the public can have easy access to them without supervision.
 - iii. Weapons must be unloaded when not in use and actions locked open when on display. Weapons must undergo safety checks and display the approval tag at all times per State Park guidelines.
 - iv. In rough terrain or in vehicles use your weapon safety (or its functional equivalent) to help prevent accidental discharges.
 - v. Always maintain control of your weapon.
 - vi. Members of the public and spectators are **ONLY** permitted to handle firearms under **STRICT** supervision of the reenactor manning the display. When showing a firearm to the public, it **MUST** remain under your control or possession.
 - vii. Weapons may **NOT** be discharged in the camps outside of scheduled scenarios or demonstrations. Weapons may be checked in the designated safety area.
- c. **SAFETY RANGES**
 - i. **DO NOT** directly aim your weapon at another participant. **NEVER** aim your weapon at the public.
 - ii. **DO NOT** fire in the direction of a participant when that participant is closer than **twenty-five (25) feet**.
- d. **LOADING FIREARMS** There will be **NO** loading or discharging of blanks during a tactical scenario until directed by the Unit Commander.
- e. **AMMUNITION** No live ammunition is permitted at A Walk In Their Boots in the encampment, display or reenactment areas. No wood-tipped blanks are permitted. A participant will be ejected from the event for possessing live or wood tipped ammunition in the encampment, display or reenactment areas. Crimped Style Blanks only.
- f. **BLANK FIRE ADAPTERS** All blank fire adapters shall be safe, sturdy and approved by the Safety Officer. All such blank adapters shall be kept in clean, unobstructed condition. All weapons and blank ammunition must undergo inspection of the safety officers before the battles and at periodic times during the event.

HAND TO HAND COMBAT

Participants are **NOT** permitted to engage in simulated close quarters fighting or hand-to-hand combat.

KNIVES AND BAYONETS

Knives and bayonets **MUST** be sheathed, except when being used as tools or for staged photographs.

GRENADES and WEAPON PROJECTED OBJECTS

No objects are to be thrown or projected towards the spectators. You may **NOT** throw a grenade if the public is standing behind/in the direction of your throw. Grenades with sound effect simulators are

permitted but exploding grenades or other exploding rounds are not permitted to be thrown, lobbed or fired at other participants. Any weapon-projected objects must be fired at an angle greater than 45 degrees to the ground.

MORTARS and OTHER ARTILLERY

- a. Only mortars may be used to fire inert projectiles. Secondary bursting charges are not permitted. Mortars may not be fired in the direction of the public.
- b. Mortar and artillery rounds SHALL be inspected by the Safety Officer. They may not be used if the safety officer does not "pass" the rounds for use.
- c. c. Rounds must be kept in an appropriate magazine, stored in a location that is not generally accessible to the public.
- d. d. Any mortar shells will weigh less than 10 ounces. Rifle grenades must weigh less than 8 ounces. Filler material must be inert and the casing must produce NO shrapnel or sharp fragments.
- e. e. Generally, blank artillery rounds should be 1/3 or less of a service round. If your gun requires larger rounds to operate correctly, please discuss this with the Safety Officer.

PYROTECHNICS

- a. No pyrotechnics (i.e. smoke bombs, flares) are permitted unless approved by the Safety Officer.
- b. b. Absolutely no ignitable devices are to be thrown into or projected at or near any motor vehicle.
- c. c. Individual unit commanders are responsible for their personnel and all pyrotechnics that they carry and/or use.
- d. d. Passing the safety inspection does not relieve the unit commander from his responsibility for the conduct of his men with respect to the use of pyrotechnics.

VEHICLES

- a. **GENERAL VEHICLE SAFETY**
 - i. Vehicle operators must be licensed and insured.
 - ii. All vehicles shall have fully functional brakes capable of stopping under any conditions. All vehicles, except motorcycles, shall carry a fire extinguisher.
 - iii. All vehicles shall have fully functioning head and tail lamps if they will be operated on public streets.
 - iv. All vehicles and their equipment shall be in safe operating condition prior to engaging in operations. Safe operating condition shall be determined by the Safety Officer.
- b. **GENERAL VEHICLE OPERATIONS**
 - i. FOLLOW ALL PARK DIRECTIONAL SIGNAGE AND MAINTAIN A SPEED LIMIT OF <10 MPH.
 - ii. DURING FRIDAY AND SATURDAY PUBLIC HOURS, PLEASE ADHERE TO A 5 MPH SPEED LIMIT.
 - iii. ALL HIGHWAY SAFETY REGULATIONS APPLY.
 - iv. DO NOT DRIVE ON THE HILLS OR SIDEWALKS.
 - v. All drivers must be cautious in pedestrian contact around vehicles.
 - vi. No driving unauthorized vehicles outside of designated parking areas.
 - vii. At no time shall a driver of an authorized vehicle at an event do so in an unsafe manner or be in violation of any speed or other safety guidelines.
 - viii. When any vehicle larger than a 3/4 ton truck is operating off of improved roads in a tactical nature, a "ground guide" must accompany it on foot and at close proximity to the vehicle, to warn the driver of any dangers.
 - ix. Refueling and rearming will only take place in designated areas

c. TRACKED VEHICLES ARE NOT PERMITTED AT THIS TIME.