

## **Please read our event rules and safety instructions:**

### **Event Rules and Safety Instructions**

#### **Event Rules for Actors**

#### **Gesellschaft für hessische Militär- und Zivilgeschichte e.V.**

1. Courtesy towards everyone and acceptance of other groups. Insults, threats, Violence leads to an immediate expulsion and a ban from the house for an indefinite period of time!
2. Dress code:  
the clothing and uniforms have to correspond thematically to the respective event.  
Historical correctness is a matter of course and is expected!  
For further questions please contact the board or the organizers of the respective event.
3. The same applies to the camp equipment. Historically unfitting camping equipment (including enamel crockery),  
electric tent lighting, refrigerators, camping chairs etc.) has to be invisible to visitors and the other performers to stay. Likewise, only historically / optically suitable seating, tables and tents may be set up and used.
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. strict presentation discipline must prevail in the camp between 9:00 am and 10:00 pm. Modern glasses, jewellery, piercings, Makeup, false fingernails, outdated beard fashions, unusual hair colourings etc. should be avoided.  
Historically unfitting tattoos are to be concealed. Even after 18:00 o'clock (end of visitor time) it is not allowed to change the historically fitting clothes or equipment into a any kind of unhistorical dress or camping gear – however comfortable this might be.
5. Smoking cigarettes is only allowed in the designated smoking area or outside the compound. Only tobacco products corresponding to the respective epoch may be consumed on the event grounds.
6. Beer bottles, plastic dishes, mobile phones, cameras and other modern objects must be kept out of view.
7. Dogs must always be kept on a leash! Free-running dogs lead to immediate expulsion of the owner and house ban for at least 1 year. The leash, as well as the other equipment of the animal, must also be historically suitable. The walk has to take place outside the event area!
8. During visitors time care must be taken to ensure that food is provided and prepared appropriately: Coated modern pans and pots, gas cookers etc. are prohibited.
9. It is expected that the actors behave according to their role during the visitors time (10:00 - 18:00 o'clock). After 18:00 o'clock the historical social barriers fall - this applies to all actors!
10. The use of weapons is only allowed within the time frame for the theatrical performance stated in the schedule. This is determined on the basis of necessary official approvals. Only contemporary firearms with flintlock ignition and bladed weapons are permitted. Concerning the bearing and use of firearms and blade weapons as well as the transport, storage and use of gunpowder the relevant federal laws and the security regulations of Gesellschaft für hessische Militär- und Zivilgeschichte e.V. are to be observed. The shooting outside the scheduled times and / or without a permit according to § 27 Sprengstoffgesetz will expelled from the compound under reserve of further legal actions.

11. The ramrod may not be taken to the battlefield or used. The group leaders have to ensure that during combat all weapons are loaded and fired without ramrod.

12. The members of the board are available as permanent contact persons during the whole event. The instructions of the board members are to be followed.

The Executive Board of the Gesellschaft für Hessische Militär- und Zivilgeschichte e.V. (Society for Hessian Military and Civil History)

## **Safety Regulations**

### Scope

In the case of military-historical events by actors in historical clothing in which historical weapons (replicas or originals) are borne or used, all persons involved must adhere to the following provisions and recognise them as binding:

#### 1. General Statutory Basis

1.1 Participation in events is at the participant's own risk. Each actor is responsible for his own weapons, powder and equipment.

1.2 Each participant or participating club must be sufficiently insured to pay for material damage or personal injury. The liability on the part of the organizer in case of accidents is excluded, as far as this is not in his area of responsibility. Liability on the part of the organizer is generally excluded if the participant acts negligently, grossly negligently or intentionally. The overriding principle is therefore: In order to avoid damage to oneself or other persons, each participant must exercise the greatest care.

1.3 The handling and use of weapons shall be carried out in accordance with the legal provisions of the respective country in which the military-historical event is being held. The requirements of authorities and regulations of the organizer are to be recognized and observed by each individual actor or participant. In doing so, the instructions of the organizer and his authorized persons are to be followed. In order to support him, he may appoint further persons responsible for the organisational implementation and smooth running of the event. These are also entitled to issue instructions, insofar as the instructions do not conflict with the applicable law.

1.4 If requested the permission according to § 27 Spengstoffgesetz has to be presented to the organizer by every German participant or club who wants to shoot with black powder weapons before the start of the event. If a participant cannot show this permission, he may not shoot with black powder weapons. Foreign performers must be able to present appropriate documents from their country. Only firearms that are officially tested and marked with a test mark are allowed to be fired. Firearms must be in an orderly, usable condition.

1.5 Gunpowder must be kept in spark-proof containers during the entire event to prevent access by unauthorized persons.

1.6 There is a strict ban on the use of alcohol prior or during combat performances, or when handling weapons or explosive materials. When handling explosive substances, there is also an absolute ban on smoking.

1.7 Before each presentation, the Organiser must hold a meeting with the group leaders to discuss the course of events.

1.8 The group leaders are responsible for the observance of the safety regulations by their group.

## 2. Blade Weapons / Bayonets

### 2.1 Infantry

2.1.1 Close combat should be avoided wherever possible. Close combat is permitted for acting purposes. They are to be agreed in advance among the groups who want to perform them. The attacks are to be represented only in a suggestive way. Bayonet attacks are not to be carried out with a loaded weapon. If a unit is loading, the opposing side must not start a bayonet attack. If retreat is ordered by one side, the opposing unit must also retreat and not pursue.

2.1.2 If the opponent indicates that he does not wish to engage in melee combat or wants to end it, this must be respected and any combat action against him must be stopped immediately.

2.1.3 In darkness as well as in bad visibility (fog etc.) the opponents may approach to a maximum of 10 meters. In such a case, close combat is strictly forbidden.

2.1.4 When advancing a unit with a felled bayonet, the opposing side should turn around and retreat. The attackers must maintain a safety distance of at least 5 metres. If the attacked side does not give way, the attack must be stopped. Any backward move of the attacked troop with a felled bayonet must be limited to a maximum of 5 steps. Thereafter the unit has to turn and shoulder arms.

2.1.5 If, for unforeseeable reasons, opposing units with fixed bayonets come into close contact with each other, the weapon must be shouldered or held in front of the body with bayonet pointing upwards until the units are separated again.

2.1.6 During attacks by cavalry, the firearm must be held in front of the body with the bayonet pointing upwards in such a way that there is no danger to horse and rider. Kneeling infantry may not direct bayonets against riders.

### 2.2 Artillery

2.2.1 Gun operators do not defend themselves against infantry, but flee or are captured.

2.2.2 Against cavalry, bladed weapons or wipers etc. may be held up horizontally, but may not be used to strike or thrust.

### 2.3 Cavalry

2.3.1 Actors who mount a horse must have riding experience and be able to control their mount safely. The same applies to draught horses, teams and their personnel. If a horse is anxious or restless, it may not be used for combat. Quick trot, canter or gallop must be avoided in the immediate vicinity of infantry.

2.3.2 Cavalrymen may only touch bayonets, etc., but may not strike or thrust.

2.3.4 The minimum distance from rider to foot soldier should be 2m.

### 3. Firearms

#### 3.1 Infantry and Cavalry

3.1.1 The handling and loading of weapons shall be carried out in accordance with the relevant regulations.

3.1.2 The shooting is to be supervised and controlled by the responsible leader of the unit. The loading procedures must be observed.

3.1.3 The quantity of gunpowder per load of a paper cartridge shall not exceed the ideal load quantity specified by the manufacturer for the weapon, whereby 10 grams as the maximum load of the paper cartridge shall not be exceeded.

3.1.4 The cartridges (paper cartridges) may only be manufactured from max. 80g/m<sup>2</sup> paper without any additives such as staples, polystyrene, adhesive tape, cotton wool, grit, etc. The paper cartridge must be closed by folding. Apart from the powder charge mentioned above, the cartridge must not contain anything else!

3.1.5 The use and throwing fireworks or smoke candles of any kind must be agreed with the organizer in advance and is only permitted in previously marked and announced areas.

3.1.6 When firing with small arms, low or high aim is mandatory, depending on the situation. Normally, the low aim position has to be selected, i.e. all firearms must be aimed low, approx. 10-15m in front of them on the ground. Horizontal or targeted shooting is not permitted in any case - this means: It must never be aimed at people, animals or aircraft!

3.1.7 The safety distance when firing in any formation or as a single shooter is at least 20m.

3.1.8 Cavalry may not be fired at if the distance is < 10m.

3.1.9 Before and after the combat performance, safety shall be established by inspecting the weapons.

3.1.10 In night combat no ramrod may be used. The bayonet should also be removed.

3.1.11 After firing, the arm should be held flat for about 10-15 seconds before the command to reload is given. If the ignition fails, the weapon should not be triggered again under any circumstances. Instead powder should be re-added to the ladle and then proceed as ordered. If a misfire occurs again, the frizzen remains open and the cock remains in rest, the remaining powder is to be removed from the pan. Any further charging processes shall only be simulated. Alternatively the damage may be repaired behind the formation, with sufficient security can be guaranteed.

#### 3.2 Artillery

3.2.1 The gunner is responsible for the safety and order of the gun.

3.2.2 The permit for fireworks as well as the insurance policy and the official permission document must always be carried.

3.2.3 The operation of a gun consists of at least 1 master gunner and 1cannoneer. However, guns should be operated by 6 men in accordance with the historical regulations. It is forbidden to operate the gun with 1 man only.

3.2.4 Cannoneers must wear leather gloves. Ear protectors (plugs) are mandatory for operating the gun. Each action on the gun is carried out by clear commands and must be acknowledged by the executors. The operators should observe each other so that the corresponding procedures are carried out properly. All actions begin and end in the starting position of the gunners.

3.2.5 Only firing modes specified in the firing certificate is permitted.

3.2.6 Cartridges may only be used:

- a) according to the quantity of gunpowder officially permitted
- b) with flour as insulation (permissible quantity has to be observed)
- c) if the cartridge casing consists of max. 2 layers of aluminium foil.

3.2.7 The cartridge or broach must not consist of spark producing material.

3.2.8 The legal regulations for safety distances must be observed in all cases: 50 m to the front, at least 10 m to the sides and at least 10 m to the rear.

3.2.9 The ammunition case must be located at least 5 m behind the gun and always be closed.

3.2.10 As with small arms, the gun should not be aimed at people or animals. The prescribed safety distance must be observed. When the guns have stopped firing, scratches and wipers must be placed crosswise over the barrel. This is the sign 'gun at rest' and means that the gun will no longer fire.

3.2.11 If the units move too close to the gun, it shall be directed in such a way that there is no direct line of sight to persons otherwise fire must be stopped immediately.

3.2.12 After firing, clean the pipe with a scraper and wet wiper. Always ensure that the ignition hole is closed with the thumb.

3.2.13 If ignition has failed, a further fuse must be used after 10 seconds. If the ignition fails again, use water to render the powder in the barrel unusable. While working on the gun, a gunner must place the ramrod vertically on the pipe so that it can be seen by others that there is a misfire and extreme caution is required when handling the gun.

#### 4. Interruption or Termination of a Display

##### 4.1 Interruptions to the display

4.1.1 Sabre, sword or other hilt weapon shall be held horizontally above the head with both hands. In artillery, crossed scrapers and wipers parked at the gun are always regarded as 'gun at rest'.

##### 4.2 Terminating the display

4.2. Fire arms are ordered or shouldered, hilt weapons are sheathed.

4.2.2 Cavalry hilt weapons are sheathed, lances are held vertically on the side.

4.2.3 Artillery wipers and scratches are ordered. Otherwise see 4.1.1.

#### 5. Miscellaneous

It is not permitted to conquer field signs, equipment, weapons, etc. or to capture persons against their will. Anyone who wants to be captured, however, must subordinate himself and keep his weapons and equipment. If objects fall into the hands of third parties or are found, the objects are to be handed over to the owners without consideration after the end of the battle presentation. These provisions constitute minimum requirements. The organizer can raise additional demands! Violations of these regulations may result in exclusion from the event.