

ARTICLES OF SAFETY

SECTION 1: SAFETY FIRST!

Safety is to always be the most important consideration at all battle reenactments, as well as any other AG44 event or display. It is each member's first priority at all times. Disregard of AG44 safety rules and/or the safety of the people around you can result in a member's removal from the event or reenactment or, for more serious offenses, expulsion from AG44.

SECTION 2: SAFETY RULES

The following are the AG44 safety rules and their corresponding penalties. The AG44 Safety Officer and the Safety Officers from each Unit will be responsible for the adherence and enforcement of the AG44 safety rules. Unit Safety Officers shall be in the presence of the Unit Leaders to enforce the penalties prescribed in these safety rules.

A. INTENTIONAL ENDANGERMENT - Anyone who performs an intentionally dangerous act that causes or could have caused serious injuries to others or himself/herself can be expelled from the club by majority vote of the Board of Directors. No practical jokes of any kind will be tolerated. A practical joke for purposes of these rules is defined to be a trick played on someone, especially to his discomfort or embarrassment, but meant in fun.

B. PERSONAL SAFETY

1. HEALTH - Reenacting is a strenuous hobby not recommended for those with physical conditions that limit this type of activity. If a member has a heart condition or other ailment that may stop him or her from participating, the member should consult a doctor before coming to an event. Members are responsible for verifying their own health.

2. SMOKING - Smoking shall only be allowed in safe areas designated by the presiding local, municipal, state, and/or federal authorities. Smoking shall also be governed by the rules of any site AG44 uses or restricted due to potential fire hazards. A second violation of this rule will result in expulsion from the event.

3. ALCOHOL & CONTROLLED SUBSTANCES

(a) No illegal drugs are allowed at any AG44 functions.

(b) No consumption of alcohol by minors will be allowed

4. HYDRATION & WATER CONSUMPTION - Drinking water should be brought in by the individual member. While some units, the AG44, or event hosts may bring water for the group to consume, the ultimate responsibility falls upon the individual to bring enough to maintain hydration for the duration of the event. At no time should members drink from streams or ponds.

5. INSECTS, REPTILES AND HAZARDOUS VEGETATION - Members attending reenactment events should be aware that they will be entering wild terrain, may be

exposed to insects, reptiles, mosquitoes, poison ivy, poison oak, stinging nettles, and other hazards of the wilderness, and are encouraged to take preventative action. Persons allergic to certain types of stings or bites should take extra caution in regards to prevention and remedy as well as notify their unit leader.

6. CAMPFIRES AND FIRE PREVENTION

(a) Open campfires shall only be in safe areas designated by presiding local, municipal, state, and/or federal authorities and such rules also apply to the methods of creation and the materials used.

(b) For the purposes of fire fighting, all Regular Members attending reenactments shall carry in the field some type of entrenching tool appropriate for that person's impression either on his person or on a military vehicle being driven by such person.

(c) A second violation of Section 2.B.6 will result in immediate expulsion from the event.

7. TERRAIN - Members attending reenactments will be traversing difficult terrain in sometimes difficult climates. It is the responsibility of the individual member to negotiate terrain safely and to regulate their temperature and hydration as well as knowing when to stop and rest when the physical stress becomes too difficult.

C. FIREARMS

1. HANDLING

(a) **Treat all firearms as if they were loaded and ready to fire.** Do not leave them where the public can have easy access to them without supervision. All firearms shall be put on safe, or its functional equivalent, when not in use to prevent negligent discharges. Use commonsense and prevent unsafe situations from occurring.

(b) The discharge of firearms is prohibited in or near facility areas not directly designated for use in a reenactment.

(c) Weapons shall not be discharged, for any reason, before or after the designated reenactment times.

2. SAFETY RANGES

(a) No direct fire of any firearm shall be permitted within twenty-five (25) feet of anyone. Make sure that the area around you is clear. Be wary of others hiding in cover. Pay special attention to members next to you in regards to their ears and muzzle blast.

(b) If an opponent is within close proximity to you, it is acceptable for you to raise the muzzle of your weapon up and away in a safe direction before you fire. All members must yield to this type of fire as a hit without argument.

(c) At no time will any members "blind-fire" their weapons, that is discharge their weapon without being able to see where their barrel is being placed, such as firing around a corner or into a trench without

looking.

3. LOADING - Loading of firearms will only take place in the field (battle/playing area) after being authorized by the Unit Leader, Safety Officer or appointee. When returning from the field, all weapons must be unloaded.

4. TEST FIRING OF FIREARMS - Weapons in the field may be test fired. Advise your unit leader or safety officer to insure they will be aware of the test firing. Step away from the main formation area and yell in a loud, clear voice "fire in the hole" to indicate you are going to be test firing.

5. AMMUNITION

(a) No live ammunition will be permitted at any reenactment or other AG44 events. This includes on your person, in your personal vehicle, in your tent, or in your foot locker.

(b) No wood-tipped blanks, fire from an unrestricted weapon, are to be used in any reenactments.

(c) Peace Officers who are required to carry their duty weapons at all times are exempt from this rule and are allowed to carry live ammunition for their duty weapon only and this ammunition must be locked up in a secure container or vehicle.

(d) Violation of this rule will be immediate ejection from the event and suspension pending Board of Directors review and possible expulsion from the club.

6. BLANK FIRE ADAPTERS

(a) All blank fire adapters shall be safe, sturdy, and approved by the AG44 Safety Officer. All such blank adapters shall be kept in clean, unobstructed condition.

(b) Barrels that are "tapped" and use a threaded restrictor should be checked by the individual Unit Safety Officers prior to morning line up and going in to the field.

7. MINOR MEMBERS AND FIREARMS

(a) All minors, persons under 18 years of age, must obey all laws regarding the possession of firearms.

(b) As a matter of AG44 policy, no minor under the age of 15-years-old shall be allowed to use or possess a firearm at an AG44 event unless a parent is attending and participating with the minor.

(c) Minors at the ages of 15 and 17 wishing to carry firearms at an AG44 event may do so provided the ONE of the following conditions have been met:

1. Any minor participating in any AG44 event with a firearm will be required to have his legal parent or guardian present and participating

during the duration of the event, supervising the minor's conduct and firearms handling.

OR

2. In the absence of the minor's parent or legal guardian, the minor must have a designated AG44 member who is an adult at least 21 years of age and will be responsible to supervise the member's use of a firearm. The minor will also have a filled out a Parental Consent and Permission Form to possess and use firearms in the reenactment in addition to the Informed Consent and Waiver of Liability form. Copies of both forms will be carried on the minor's person and filed with the AG44 Secretary.

(d) All minors must maintain close proximity to their parent, legal guardian, or assigned responsible adult at all times when carrying firearms at reenactments.

(e) Nothing in this section shall prevent individual units from enacting further restrictions on the possession of firearms by minors as the unit deems proper.

(f) Violations to any of these rules outlined in Section 2.C.7 will result in the ejection of the offending member from the event. A second consecutive violation will result in a Board of Directors review and may result in probation or suspension of the offending member(s).

8. FIREARMS SAFETY VIOLATIONS - Any Violations of Section 2.C, unless otherwise stated within a subsection category, may result, depending on severity and degree of negligence or intention, in the ejection of the offending members from the event and may result in a review by the Board of Directors for further action.

D. EDGED WEAPONS AND OTHERS

1. GENERAL - Knives and bayonets shall be sheathed at all times, except for used for cooking, eating, as tools, for digging, or for staged photographs. All other edged weapons not otherwise covered herein must have the approval of the AG44 Safety Officer prior to being carried in the field.

No 'real' knife can be used during the tactical portion of the event. Only rubber/plastic knives are allowed in the field and can be used during 'hand-to-hand' combat.

2. JAPANESE OR CAVALRY SWORDS - All swords must be approved by the AG44 Safety Officer prior to reenactment battles. Swords may not have a metal blade of any kind. Allowable swords must have blades made of wood or a material approved by the AG44 Safety Officer. While uncommon in most impressions, this is more likely to be found in Japanese impressions. Only those in impressions the rank of Sergeant or officer of a Japanese unit is permitted to carry a sword in the field. Any other impression wishing to carry a sword in the field must show documentation showing historical accuracy and must have the approval of the AG44 Safety Officer.

3. VIOLATIONS - Violations of rules within Section 2.D may result in expulsion from the event and can result in a review by the Board of Directors for further action. Degree of action to be taken varies from case to case.

E. HELMET RULE - Helmets are to be worn during tactical conditions at all historical battle reenactments and will only be removed to show that the attendee is now “out of play” in the field and will be clearing the area. Soft covers may be worn in lieu of a helmet, but do so at the individual member's risk as these covers offer less protection from objects such as hand-thrown objects or low hanging branches. Soft covers must still be removed when the player is “out of play” and is clearing the area.

F. HAND-TO-HANDCOMBAT

1. Mock hand-to-hand combat at reenactments is generally discouraged at reenactments, unless staged for public events, and will be allowed only after such engagement is agreed upon by all involved parties prior to conducting it. The following conditions must be met in order to conduct mock hand-to-hand combat:

(a) Hand-to-hand combat must be regarded by all members as not being obligatory to a reenactment. If a member is unsure if the hand-to-hand action can be handled safely or is unsure if the action is going to be welcomed by the opponent he or she chose, then the action shall not be carried out.

(b) At any time, the hosting unit of an event may disallow hand-to-hand combat by any members for whatever reason the hosting deems fit.

(c) Both parties to be involved in mock hand-to-hand combat must be in agreement to engage in the activity and must make visual contact with each other first.

(d) All firearms must be made safe and not be in the hands of the members wishing to engage in the mock hand-to-hand combat. The releasing of firearms is signal that a member wishes to engage in hand-to-hand combat. At no time will any firearm of one member touch another member.

(e) At no time will any simulated hand-to-hand combat come to actual battery of another member, even if both members are willing to participate at such a level of physical aggressiveness.

(f) If one member opts to not participate in the hand-to-hand combat, even after Sections F.1(a) and (b) have been met, the declining member may remove his or her helmet or cover or may raise both hands in the air in yield. The aggressor must acknowledge this action and cease to engage the yielding member as he or she is now out of play.

(g) No hand-to-hand combat will be conducted during the hours of darkness or in low light conditions.

(h) At no time will real hand-to-hand weapons or personal equipment be used (knives, bayonets, helmets, clubs), but suitable substitutes that may be used are flexible rubber mock-ups of such equipment that have been inspected and approved for use by the AG44 Safety Officer.

2. VIOLATIONS - Any member in violation of this Section will be ejected from the event immediately and subject to Board of Directors review for possible further action.

G. HAND-PROJECTEDOBJECTS

1. GENERAL - The throwing of unauthorized objects is prohibited. Allowed objects include reproduction grenades, satchel charges, and, when authorized by event hosts, smoke grenades. All hand-projected objects are not to be thrown directly at other people.

2. WEIGHTSAND CONSTRUCTION

(a) All grenades weights are subject to approval by the Board of Directors.

(b) All grenades will be made from soft and relatively light materials such as approved by the AG44 Safety Officer.

(c) All satchel charges and thrown mines shall conform to the volumes and actual weights as outlined by the AG44 Safety Officer.

H. WEAPON-PROJECTEDOBJECTS

1. GENERAL - This subsection outlines the projectiles cast by rifle grenades, bazookas, mortars, PIATs, Panzershrecks, and Panzerfausts.

(a) All rifle grenades must be fired at an angle greater than 45 degrees to the ground.

(b) All projectors shall be safe, sturdy, and approved by the AG44 Safety Officer prior to be committed to the field for a reenactment.

(c) All projected rounds shall be safe, soft, sturdy, and approved by the AG44 Safety Officer.

(d) At no time will projectors be used in direct fire at people or at fixed position or bunkers.

I. PYROTECHNICS - Due to possible fire hazards at most sites, no pyrotechnics (i.e., smoke bombs, flares, etc.) are permitted for use unless authorized by the Board of Directors prior to the event and approved by the AG44 Safety Officer. In any event, all requirements of local, state, and federal laws, as well as the rules governing the site the club is using, shall be observed and complied with by the member using such pyrotechnics, including obtaining any necessary licenses. In addition, a fire extinguisher and shovels shall be readily available nearby to put out any resulting fires.

J. UNCOOPERATIVENESS/ARGUMENTS - Although it may not give rise to a safety hazard per se, the integrity of the reenactment depends in large measure upon the deportment of the attendees and their good faith efforts to abide by the Rules Of Engagement. Accordingly, any member who willfully violates the Rules Of Engagement or who by an uncooperative or argumentative attitude detracts from the safety and authenticity of a reenactment shall be subject to the same sanctions and penalties set forth in this in this article for safety violations. All such infractions shall be adjudicated and punished in accordance with Section 4 of this Article.

SECTION 3: SAFETY RULES FOR VEHICLES

A. GENERAL - All vehicles being used in reenactment battles shall have fully functional brakes and is capable of stopping under any conditions. All vehicles, except motorcycles,

shall carry a portable fire extinguisher.

B. SPEED - Maximum speed for all vehicles will vary with road conditions and the situation out in the field in regards to personnel. Drivers will make all attempts to adhere to the local "Rules Of The Road" at all times. All posted speed limits or limits mandated by the hosting site must be observed and adhered to. Drivers must decrease speed when visibility is limited due to terrain, low light, fog, or when pedestrians are nearby.

C. VISIBILITY - At no time shall the driver of any authorized reenactment vehicle operate the vehicle while conditions exist which limit or interfere with the clear, unobstructed forward or lateral vision of the driver and/or the co-driver. If such a vehicle is to be operated, such as armored vehicles where the driver has limited visibility to the flanks and rear, the vehicle must have an assigned and experienced Vehicle Commander (or Tank Commander) who is able to have full visibility around the vehicle. If the vehicle cannot fit a vehicle commander, then a Ground Guide must be assigned to it any time it is in motion.

D. VEHICLE COMMANDERS - Also known as Tank Commanders (or TCs), all armored vehicles or any vehicle requiring a vehicle commander must be able to accomplish the following in order for the vehicle to be allowed for use at a reenactment:

1. The Vehicle Commander must be experienced in the operation of the vehicle and have a strong understanding of how reenactment battles work.
2. The Vehicle Commander must be placed in the vehicle in such a way that he/she has good visibility of the area around the entire vehicle.
3. If the Vehicle Commander is not sitting not within comfortable speaking distance to the driver, or the vehicle noise impairs the ability for the driver to hear normal voice direction, the vehicle must have reliable radio communication from the commander to the driver in order for the vehicle to be used in the field.
4. Vehicle Commanders, for the purpose of the reenactment battle, are considered out of play while the vehicle is in operation. While the Vehicle Commander may operate mounted weapons, the Commander will stop once small arms fire is received to simulate either being taken out or retreating in to the armored vehicle, but must still carry out the duties as Commander and remain exposed to ensure the safe operation of the vehicle as well as acknowledge hits received by opponents. Only when the vehicle is not in motion and the Commander is dismounted is he/she considered fully in play.
5. At no time will a Vehicle Commander direct the Driver to move a vehicle when there are pedestrians in close proximity to the vehicle.
6. Drivers of soft skinned vehicles should show caution when driving near armored vehicles and shall never place themselves between two armored vehicles that are in motion.

E. VEHICLE DRIVERS

1. All Drivers must be competent in the operation of the vehicle in which he/she is using during a reenactment battle.
2. All Drivers will be considered out of play to ensure the safe operation of the

vehicle. Only when the Driver is dismounted will he be considered in play and open to engagement. At no time will a driver engage opponents with small arms while he is operating a vehicle.

3. Drivers who have limited vision and require either a Vehicle Commander or Ground Guide must adhere to the directions given by such persons and at no time deviate or change directions or speed unless directed to do so.

4. A Driver always has the right to come to a full stop, even if the order conflicts with a Commander or Guide, if he or she feels the need to do so in order for the safety of the vehicle, crew, or pedestrians nearby.

5. The responsibility of assigning a Vehicle Commander and/or Ground Guides is one of the Vehicle Driver.

F. GROUNDGUIDES - In a situation where a Vehicle Commander cannot be placed on a vehicle in a suitable position to conduct the duties as outlined in Section 2.D, and the vehicle needs to still be operated, a Ground Guide must be in place. A Ground Guide will also be used in conditions or terrain that shortens the field of vision of the Vehicle Commander and Driver, such as in an urban setting or when cresting berms or steep mounds. Ground Guides must also be posted if operating at night. The duties and responsibilities of a Ground Guide are as follows:

1. The Guide must always be in the vision of the Commander and/or Driver and the Driver must stop the vehicle if the Ground Guide is no longer their sights.

2. While acting as a Ground Guide for tracked vehicles, the Guide shall walk in a forward motion facing away from the vehicle, unless actually placing the vehicle in its final position.

3. Ground Guides are there to warn any players, opponent or otherwise, the dangers of the vehicle approaching. The Ground Guide must stop the vehicle if players do not move out of the path of the vehicle for any reason.

4. The Guide can still be considered "in play" and may take hits registered by opponents. In such a case, the vehicle must stop unless another member can take up the Ground Guide duties. If there are no members present, and the vehicle must move, then the original member, who is now out of play, may continue his/her duties, but must do so as an out of play member and remove his/her cover or helmet to signify this to the opponents.

5. At any time a vehicle needs to move in reverse and the Driver no vision to the rear and does not have a Vehicle Commander to watch the rear motion of travel, a second Ground Guide must be appointed. This second Guide must be positioned to see and relay the signals of the rear ground guide to the driver.

6. At no time will any Ground Guide walk directly in front of a moving vehicle, nor shall any driver motion a vehicle to be too close (less than 25 feet) to a Ground Guide and directly behind he or she.

7. The position of Ground Guide may be appointed to any member experienced in Reenactment Battles and have a fundamental understanding of how historic motor vehicles move and operate. In the event a Ground Guide is unsure how to direct the vehicle, a signal to stop the vehicle in motion must be made and the situation

discussed with the Driver before continuing.

G. PEDESTRIANS AROUND VEHICLES - While it is the responsibility of the Vehicle Crew (Diver and Commander) to safely operate vehicles in the field, the responsibility of conduct around said vehicles falls upon the individual members participating. These responsibilities include:

1. At no time shall members approach a vehicle that is in motion or has its engine running, either to engage it or to climb aboard it.
2. At no time shall members board or disembark a vehicle without speaking with the Driver and/or the Vehicle Commander first and them giving approval to do so. No boarding/disembarking can be made while the vehicle is in motion.
3. No member shall lie in hiding directly in the path of a moving vehicle.
4. Should a vehicle change its course directly toward a member, or the distance of the vehicle has closed to 25 feet or less to any side of it, that member must make himself/herself visible to the Driver and/or Vehicle Commander.
5. At no time shall any person place themselves between two vehicles that are less than 10 feet apart and at least one of those vehicles has its engines running.
6. At no time may a member on foot engage an opponent vehicle at less than 25 to either side of it.
7. At no time may a member directly and intentionally engage any member of a vehicle crew with hand or weapon-projected objects.
8. Any member must listen and adhere to the directions of the Vehicle Commanders, Drivers, and assigned Ground Guides.
9. At no time will a member approach a vehicle and use it for cover.

H. VEHICLE CAPACITIES - It is the responsibility of the Driver to know and allow only the safe amount of passengers aboard his/her vehicle. The safe number of passengers is determined by the number of actual seats mounted on the vehicle. If the vehicle lacks proper physical seats (such as an armored halftrack or a truck without bench seating), then the safe passenger capacity is determined by the number of passengers able to comfortably sit within the vehicle, with all passenger limbs inside it. While it is historically accurate to overload vehicles or place passengers on top armored fighting vehicles, the CHG has determined that this practice is unsafe. Vehicle crews, owners, and the passengers themselves who practice this do so at their own risk.

SECTION 4: ADJUDICATION OF VIOLATIONS

A. GENERAL - A violation of the AG44 Safety Rules in these Safety Articles shall be reported by either the Unit Safety Officer or AG44 Safety Officer to the President, Vice-President, and Member Representatives. The Vice-President shall thereafter agendize a preliminary hearing at the next Board of Directors meeting to be conducted following such notification. It is the Board of Director's responsibility to preliminarily determine if the charge is sufficiently serious and if there are sufficient grounds to warrant further action being taken. If it does determine that further action is advisable, the Board of Directors shall

agendize at its next meeting an adjudicatory hearing in the manner described in Subsections B and C hereof.

B. PRE-HEARINGPROCEDURES

1. The alleged violating member will be advised in writing of the charges against him or her, including the date, time, and place of the alleged safety rule violation.
2. The alleged violating member will be invited to the next regularly scheduled Board of Directors meeting to answer the charges. The individual must be advised at least two (2) weeks prior to the meeting. He/she will be allowed to bring any witnesses and present any evidence in their own defense.

C. HEARINGPROCEDURES

1. A quorum of the Board of Directors will be required for any safety violation hearing.
2. The member alleging the safety violation will be responsible for presenting the charges and any evidence in support of them.
3. The individual accused of the violation will then be given an opportunity to face their accuser, to speak and to present any evidence in their own defense.
4. After all parties have had an opportunity to present their evidence, the Board of Directors will determine its verdict by secret ballot. If a 2/3 majority of the voting members of the Board of Directors present determines that a significant violation of the rules has occurred, the Board may direct punishment as prescribed in Section 4 of this Article.

SECTION 5: PENALTIES FOR SAFETY VIOLATIONS

As provided in Section 3, violation of the safety rules of the AG44 may result in actions taken against the individual by the Board of Directors on behalf of the membership at large of the AG44. Ideally, the purpose of any punishment or penalty is to make the violator more aware of the need for safe conduct in this hobby. Failing this, however, the Board of Directors has a responsibility to the membership to remove unsafe individuals from the club and prevent them from endangering other club members or the legal status of the hobby.

The penalties listed below are illustrative only. The actual punishment for an unsafe action must be determined by the members of the Board of Directors in light of the details of the specific act. It must also be borne in mind that this is a volunteer organization, and its power to assess penalties/punishment is strictly limited. Recommended penalties, in descending order of severity are:

- A. **EXPULSION** - The maximum penalty the executive committee may recommend is permanent expulsion from the club. The individual is permanently barred from rejoining and any information gathered will be forwarded to appropriate law enforcement agencies, if indicated. Generally this is limited to repeat violators for safety violations of such a hazardous

and/or clearly willful nature that the individual's continued membership constitutes an obvious risk to the club or its members. Individuals who have violated the terms of the other, lesser punishments will generally be expelled.

B. SUSPENSION - The violator is banned from all club sponsored events for some definitely specified period, normally 6 months to 1 year.

C. RESTRICTION - The violator is permitted to attend all club sponsored events, but is barred from engaging in some specified activity, normally related to the safety rule violated. For example, an individual guilty of a firearms safety violation could be prohibited from carrying or handling firearms; an individual guilty of a vehicle safety violation could be prohibited from driving in the reenactment area, etc. The restriction lasts for a defined period specified by the Board of Directors, generally 6 months to 1 year.

D. PROBATION - Some other, greater penalty, generally suspension or expulsion, is determined, but is held in suspension contingent upon the individual's good behavior. Further violations, no matter how minor, could result in the more severe penalty being applied.

E. EXTRADUTIES - Minor safety violations, generally those resulting from genuine ignorance, may be punished by the assignment of some extra task or duty. The purpose of the task is to make the violator more aware of the safety rules, and to this end it should be some safety related duty.