

SHAEF Safety Rules

It is the responsibility of each participant to act in a safe and reasonable manner at all times.

KY National Guard Range Control and SHAEF have final authority on all safety issues.

Weapon Safety

1. No live ammo.
2. No unsheathed bladed weapons or fixed bayonets.
3. No wood tipped blanks.
4. No shotguns.
5. Blank adapters need to be checked for tightness at the beginning of and throughout the day.
6. There is to be no blind firing around corners, obstacles, etc.
7. Your weapon must be secured if you consume alcohol. You must wait 8 hours before handling a weapon after you drink.
8. Firing of weapons (including test fire) is only allowed in the Training Areas from 0800 - 1700 on Saturday.
9. Hearing and eye protection is encouraged; however, please use period-type glasses and neutral-colored earplugs.
10. Weapons on safe when entering/exiting vehicles.
11. No directly shooting at anyone under 50 feet. Aim up instead.
12. Do not discharge a firearm within 10 feet of anyone to avoid eardrum damage.
13. Treat every weapon as loaded until checked.
14. Ammo and pyro must be kept secured in your personal vehicle, **not in the barracks**, and away from weapons until you are parked at the training area POV parking on Saturday morning. No exceptions!

Vehicle Safety

Vehicles will be driven in a safe and reasonable manner at all times by a licensed, experienced driver. Vehicles may be driven both off and on road in training areas.

1. No one who has consumed alcohol in the last 8 hours may drive.

2. Speeding is not allowed. Speed limits are posted, except in the training areas which are 25 mph on road and 10 mph off-road.
3. In high grass or brush a ground guide must be used. The guide should shoulder his weapon and remove his helmet. He is out of play and may not be captured,
4. Vehicles should not back up without a spotter or clear line of sight.
5. In tall dry grass, vehicle exhaust can catch grass on fire. Do not idle or park in high grass.
6. Braking and steering systems needs to be in good working order.
7. Nothing should ever be thrown directly at a vehicle driver.
8. Nothing lit or on fire should ever be thrown in or near a vehicle.
9. Parked vehicles on an incline should have wheels chocked, vehicle in gear and e-brake applied.
10. Maintain 3 points on contact when entering or exiting vehicles.

Pyrotechnics

All pyrotechnics must be seen and approved by the Event Staff prior to event start

1. Smoke Grenades: Smoke grenades are allowed except close to the main freeway near the training areas.
2. Flares: Flares are allowed except parachute type in dry conditions.
3. Grenades: Only exact authentic dummy grenades allowed. No grenades with a powder charge allowed!
4. USGI Artillery/grenade simulators: Only Event Staff may use US Army issue grenade and artillery simulators.
5. Mortars and fireworks are not allowed due to range control regulations.

Medical Emergency

An ambulance will be on site during the battle in case of an emergency.

In the event that someone has been seriously injured, the battle will stop immediately. The people around the wounded individual should yell "ceasefire" and "corpsman" immediately to seek out medical attention and/or Event Staff. "Corpsman" is to be yelled **only** in a medical emergency. Anyone with medical training is encouraged to help if they can. Everyone else should either stay clear or call for help. Re-enactors may bring their cell phones into the field; however, please keep it off unless there is an emergency. There is good cell phone coverage in the battle area to call the Event Staff and phone numbers will be listed on your Event Pass. Basic first-aid kits are located in some vehicles and available for use to everyone in an emergency.

Authenticity

Once you enter the training areas, authenticity rules begin. There will be a check of uniforms and equipment at the beginning of the battle. Flagrant violators will be asked to leave.

1. No modern items in plain sight, including food packaging.
2. Haircuts and facial hair must be regulation cut for the impression.
3. Vehicles, uniforms, insignia, and equipment must be correct for the impression. Only original or exact reproduction quality allowed.
4. Jewelry/watches/glasses must be period correct.
5. No post-1945 weapons or long barreled versions of correct era weapons.
6. Use of captured weapons/vehicles not allowed without the consent of SHAEF Event Staff.
7. All Axis and Allied soldier impressions in the ETO on the Western front are allowed.

Other General Rules:

1. TAKE YOUR HIT! Do the right thing and take your helmet off for 10 minutes.
2. Everyone is responsible for securing his or her own property. The Event Staff are not responsible for stolen or damaged items.
3. An Event Pass must be kept on person at all times during the event. Event Staff may ask to see your pass at any time.
4. Anyone who finds lost items in the field should turn these in to the Event Staff so it can be returned to the owner.
5. Tracked vehicles are not allowed in the camps as noted on map (per Range Control).
6. Helmets are required to be used, no soft caps.
7. Do not litter. Check barracks and battle areas for garbage before departure.
8. No smoking inside buildings.
9. No modern walkie-talkies in the field unless the radio has been modified to appear authenticity correct. Event Staff is exempt to keep in contact with Range Control.
10. No person under the age of 16 will handle, possess, or discharge any firearm during this event
11. State and Federal firearms laws will be strictly adhered to by all participants.

12. Alcohol consumption is not encouraged but allowed in the barracks in moderation. It is not allowed in the training areas.
13. The cemetery located in the training area is off limits.
14. Photography and/or videography for commercial or media use are only allowed with the written consent of SHAEF, Inc. and the KY National Guard.
15. Please do not put trash in the port-o-johns.
16. There are land navigation course markers in the training areas. Do not disturb them.
17. The paved road between the Sim center and the cemetery is for cemetery traffic only, use the parallel gravel road only.
18. Any new re-enactors should be teamed up with an experienced person.
19. No hand to hand combat allowed.
20. If you have been killed either act dead or leave the battle area. Do not loiter.
21. No cleaning weapons in barracks; wait until you return home.

Vehicle Environmental Rules

The Wendell H. Ford Regional Training Center is monitored by the EPA which can impose fines for spills. If your vehicle pours oil down the road, please do not bring it. In addition if it leaks oil, you need to place a drip pan under the vehicle when the vehicle stops. You must bring your own drip pan(s) to the event. Be sure to contact the Event Staff immediately if a spill has occurred.

Vehicle Equipment requirements

SHAEF asks that each vehicle, excluding motorcycles, be equipped with the following:

1. Fire Extinguisher (1/4 ton vehicles excluded)
2. First Aid Kit (1/4 ton vehicles excluded)
3. Drip pans, if needed
4. Yellow Flag (provided by SHAEF)

SHAEF, Inc. does not condone racist, fascist, communist, neo-Nazi, or any other hate group activity.

Any such behavior by participants will be grounds for removal from the event.

No display of the Nazi flag allowed without SHAEF, Inc. consent.