Living History Association Safety Manual All Eras - General Safety

For detailed safety manuals see the LHA website at www.livinghistoryassn.org.

These are the minimum safety requirements for all eras.

The rules and regulations contained in this manual are the collective efforts of the LHA Safety Committee and were, in part, derived from the following sources.

Soldiers Manual — The Brigade of the American Revolution Safety Regulations Manual — North-South Skirmish Association Safety Regulations — Council of Minutemen National Rifle Association

Camp Safety

Fires

- A. Fires must be built only in a fire pit, fire box or on a steel plate.
- B. Fires must be no closer than five (5) feet to a cook fly, and twenty (20) feet away from tents.
- C. A bucket of water must be at each fire pit.
- D. Fires must be attended by an adult at all times.
- E. Children must not be allowed to tend fires without adult supervision; no playing around fire pits.
- F. No bonfires are allowed.
- G. At the end of its use, fire pits must be drenched in water, stirred, and drenched again, replacing the sod and re-leveling the ground to its former appearance.
- H. No garbage may be burned in a fire pit.
- I. Axes and hatchets must not be left around camp fires, wood piles, or in walk areas, but rather they must be sheathed and put in a secured tent or camp chest.

II. Gun Powder

- A. No loose powder shall be allowed in camp. All powder must be in pre-rolled cartridges.
- B. All powder must be stored in spark resistant, fire proof containers. (Military ammo cans lined with cardboard are acceptable.)
- C. Powder must not be stored in plastic containers.
- D. Care must be taken with powder around fires or possible sparks. Stay away from fire pits and cigarettes, pipes, cigars, etc.
- E. Powder shall be stored at least twenty-five (25) feet away from any fire pit.
- F. No powder will be allowed in powder horns at any time.
- G. No loading of weapons using a powder horn will be allowed no exceptions.

III. Clothing Safety

- A. Care must be taken around fires at all times.
- B. All clothes must be made of all natural materials and of a tight weave according to your era wool, linen, cotton and leather.

IV. First Aid

- A. All units must keep a list of members who are medically trained (EMTs, Paramedics, Nurses and Doctors).
- B. All first aid must be given by a medically trained person, if possible.
- C. Ambulances must be on site or close by during the day for both public's and reenactor's safety.
- D. Each unit must have a list of members who have illnesses/medical conditions, and a list of medications take by each member. (This is for emergency personnel use.) See Appendix B.

V. Animals

- A. A knowledgeable animal safety officer must be present at all events where working animals are present.
- B. No non-working animals can be allowed in camp (i.e., dogs & cats).
- C. Working animals must be kept in a separate area from the camp for the safety of the animal, reenactor and public. A picket for each animal, a rope line for a group of animals, or a corral are all acceptable as long as they are secure and away from tents.
- D. Animals must always be in the direct control of their owner when in use in camp.
- E. If several animals are kept together during an event, you must not expect to use all of the animals save one, because the animal that is left behind will try to join the others on its own. The animal to be left behind should be tended by an experienced, responsible person.
- F. All papers required per state law (proof of Cogins test, etc.) are to be presented at registration. Owners unable to present proper paperwork will be sent home immediately. No exceptions.
- G. Any animal showing signs of abuse will not be allowed to participate and local authorities must be informed.

VI. Alcohol Use

THESE RULES ARE FOR CAMP AND FIELD

- A. No alcohol is to be consumed during the reenactment day.
- B. Anyone drinking alcohol during public hours will be asked to leave at once.
- C. Social alcohol use in the evening is allowed, if allowed by the site and there is no planned evening event. Check local laws, be responsible.
- D. Drunkenness, non-prescribed drug use, or being under the influence of an ingested hallucinogen of any kind is an automatic safety violation that demands immediate expulsion from the event.

Weapons Safety

I. Fire Arms Safety

- A. All Flintlock weapons must have installed on them a flashguard and hamerstall. See Appendix A.
- B. No weapon will be allowed to field if it slips out of half cock when activated by the trigger on your finger (full weight of weapon on trigger or normal pressure applied).
- C. All parts of the weapon must fit properly and tightly.
- D. No weapon may field with checks or cracks in any part of the stock.
- E. Only black powder may be used in muzzle loading weapons. No smokeless powder should ever be used in these weapons.
- F. Pistols must be only carried or used by Officers, NCOs, Artillerymen, and Cavalrymen according to their era regulations.
- G. Puffed wheat, cream of wheat, extremely thin slices of cork and peanut butter or other fully combustable materials are allowed as wadding for black powder revolvers. Do not use wax, wool, or "wonder wads". Anything that does not completely burn within 10 feet of the end of the barrell becomes a projectile.
- H. Brass cartridge fed weapons must use either manufacturer's blanks or reloads made to the manufacturer's specifications. Smokeless powder can not be used in black powder cartridges.

II. Edged Weapons

- A. No edged weapon may be used on the field with the exception of swords used as command weapons by officers only. Care must be used with officer's swords. Bayonets may be used by order of your officer in charge. i.e. a ceremony
- B. No edged weapon will be allowed to be carried if it is not in a proper scabbard. This includes swords, bayonets, knives, tomahawks, hatchets, or any other edged weapon.

III. Artillery Safety

- A. Crew safety is very important. All members must know all the jobs of the gun and all the safety rules.
- B. Black powder only may be used in muzzle loading guns. No more than 4 ounces per inch of bore per charge may be used per round.
- C. The powder box must be fifteen (15) feet to the rear of the trails
- D. During artillery demonstrations, the public, since they might smoke, must be kept twenty (20) feet away from the powder boxes and in an area not to be forward of the end of the trails twenty-five (25) feet away. The size of the gun should be considered during the decision for the distance of the public and powder box away from the gun.

- E. No one may be closer than one hundred (100) feet to the muzzle of a gun. Of course, the larger guns should allow more distance.
- F. The public viewing area must be roped off with the public on one side of the rope line and the cannon crew twenty-five (25) feet away on the other side of the line. Artillery must be fired away from the spectator rope line, but never towards the rope line.

Field Safety

I. Musket & Rifle

- A. Never aim a firearm at an opponent. Aim the firearm over their heads. If they are up hill from you, then aim below their feet.
- B. Ram rods may never be removed from their finials or used on the field.
- C. Never wad or ram paper down any weapon.
- D. A safe distance of thirty (30) feet must be maintained between opposing forces when firing.
- E. No unplanned hand-to-hand combat will be allowed.
- F. The public must be no closer than thirty (30) feet to the action.
- G. The public must be located either to the rear of the closest participants, or in parallel to the opposing lines. Participants may never fire in the direction of the public and when facing opposing forces located in front of the public, the opposing lines may not get closer to the public lines then one hundred (100) feet.

II. Edged Weapons

- A. Swords may only be used by officers as command weapons. All other weapons must remain in their scabbards at all time. No one will engage in sword play at any time. (No steel on steel.)
- B. Bayonets may only be drawn by order of the commanding officer. Bayonet charges with fixed bayonet must be executed on smooth ground at a walk. Bayonet charges may never draw nearer than twenty (20) feet and must never make contact with opposing forces. If attacked, give ground.
- C. Knives, tomahawks, hatchets, etc. may never be drawn on the field. No hand-to hand combat is allowed unless preapproved.

III. Artillery

- A. Artillery pieces may never be fired with anyone ahead of the bore, closer than one hundred (100) feet in a minimum sixty (60) degree arc from the bore. Common sense for larger guns must be used the larger the gun the larger the distance from the gun.
- B. The public must be kept at least one hundred (100) feet from cannons on the field.
- C. Black powder only may be used in muzzle loading guns. No more than 4 ounces per inch of bore per charge may be used per round.
- D. See Weapons Safety for further information.

IV. Animals

- A. Horses may not be allowed to penetrate through or behind opposing lines at any time.
- B. Horses must never be closer than thirty (30) feet to the opposing lines.
- C. Horses must be seventy-five (75) feet behind the firing artillery.
- D. Riders may never leave the saddle when on the field. If you are a casualty, slump over the horse's neck and ride off the field.
- E. These rules apply to all working animals.

HORSE SAFETY IS STILL BEING WORKED ON BEYOND THE RULES ABOVE.

V. Age of Combatants

- A. Fielding ages vary by era and portrayal.
- B. Color holders and runners and musicians 10-15 years old, if under control of an adult.
- C. Muskets 16 years old, if they can pass a safety test given by a safety officer.
- D. Artillery Working on the piece 18 years old. However, powder may be handled and advanced by a young person of at least 14 years of age, if they show the knowledge and ability to do the job safely to an artillery safety officer other than their unit's safety officer.

VI. Building Safety

Historical buildings are a problem which needs to be addressed carefully.

Historic buildings should not be used if there is any possibility of damaging it.

- A. If the building is allowed to be used by musketmen, be careful of all glass and old wood. Clean up all cartridge papers and debris before leaving the building.
- B. No cannon may be fired from a historic building, without the permission of the site.
- C. Cannons must be at least one hundred (100) feet away from the building. The larger the gun, the further the distance.

Public Safety

Camps

- A. Camps must be neat and well organized with clear walkways through and around camps.
- B. Camp fires must always be attended by an alert adult that will keep spectators a safe distance from fires.
- C. Cook fires must always be a bed of coals or of practical size. Bonfires are not allowed.

II. Battlefield and Demonstration Areas

- A. No firing or handling of weapons is allowed by spectators.
- B. No firing of weapons in camp areas is allowed.
- C. All battlefield and demonstration areas must be designated as such and must have a rope or other barrier to separate spectators from participants.
- D. All weapon demonstration firing must take place at a distance of twenty five (25) feet or more from the public, and weapons shall be fired away from the public, but never in the direction of the public.
- E. Battles, where an opposing force advances toward the public may not fire in the public's direction, except when the opposing line is between the attackers and the spectator line. At that time, the defending force (those with their backs to the public) must be at least fifty (50) feet from the spectators. Those firing in the direction of the spectators must be at least one hundred and fifty (150) feet from the spectators and be aiming fifteen (15) feet in front of the opposing troop line, and at an oblique.
- F. Cannon fire must always be at a distance of at least one hundred (100) feet from the spectator line (at least two hundred (200) for civil war artillery) when firing in the general direction where spectators may be located. Artillery must be obliqued with the spectator line, or firing away from the spectator line.

Contact your own era's safety officer for era specific rules.

Ancient and Middle Ages interpreters must refer to their own era's LHA Safety Manual for specific information regarding the use of weapons

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Appendix A

- I. Hammerstall (Frizzen Covers):
 - A. Good fitting hammerstalls must be attached to all weapons used at LHA events.
 - B. Hammerstalls must be of such length as to completely cover the striking surface of the hammer (frizzen). The thickness of the hammerstall must be sufficient so as to prevent the flint from cutting through it.

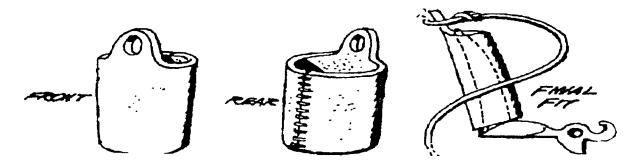


Figure I – Hammerstall (Frizzen) Construction Guide

II. Flash Guards:

- A. All arms used at LHA events must be equipped with a flash guard of metallic material strong enough to withstand the vent blast without bending. It must keep all flash and powder particles from traveling more than one foot in a lateral direction.
- B. Materials for construction may be 1/32" (preferably brass).
- C. The guard height must extend at lest 5/16" to 3/8" above the center of the vent and wrap around the pan to form a fence at the back approximately 1/32" under the hammer in a fired position. It must be constructed in such a way (i.e., by hooking over the lockplate by "ears" or other means) that it will not fall down and expose the vent should the hammer screw become loose.

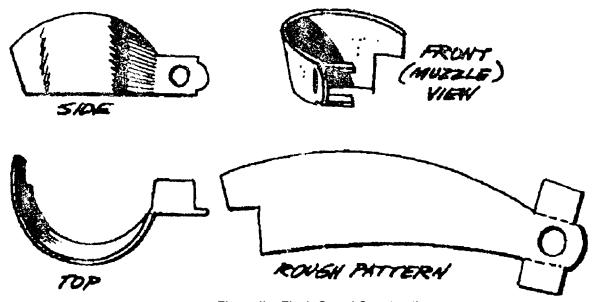


Figure II - Flash Guard Construction

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III. Black Powder:

Only black powder may be used. No substitutions or replica powder (e.g., Pyrodex)

Granulations listed are U.S. granulations as defined by GOEX (Garehart Owens Explosives).

- A. All black power brought to LHA events (Firelock Matches excepted) must be in the form of prepared cartridges. NO bulk powder will be permitted.
- B. Cartridges, when not in use, must be secured in approved containers inaccessible to the public.
- C. Table of Maximum Blank Loads:

Brown Bess 110 gr. FFFG / 125 gr. FFG
Charleville 110 gr. FFFG / 125 gr. FFG
Rifle 70 gr. FFFG / 90 gr. FFG
Fowler 110 gr. FFFG / 125 gr. FFG
Pistol / Horse Pistol 70 gr. FFFG / 90 gr. FFG

D. Basic Powder Weight Equivalents:

1 lb. = 7000.0 grains 1 oz. = 437.5 grains 1 dram = 27.3 grains

IV. Blank Cartridges:

A.Cartridges must be rolled in a period manner, glued or tied. NO STAPLES.

- B. The paper used in blank cartridges must be heavy enough to resist accidental ignition by a stray spark (e.g., brown wrapping paper). No newsprint or similar paper.
- C. No cartridge paper or wadding of any type is to be put into the bore at LHA events
- D. (Firelock Matches excepted).

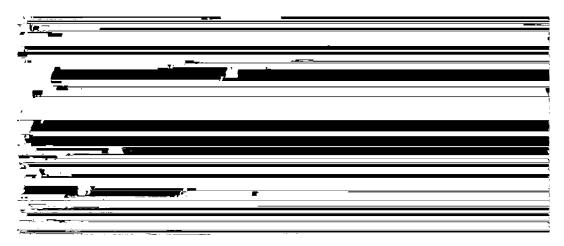


Figure III - Cartridge Rolling Guide

Appendix B

MEDICAL FORM

This form should be carried on person and on file with Commander. Form should be updated as needed.

Name	Social Security No	Age
Address		D.O.B
Phone	Blood Type (if known)_	Sex
Doctor's Name	Phone	
Next of Kin	Phone	Relation
Insurance Company	Insurance No	
Allergies (list all · i.e. to medicine, food, p	plants or animals):	
Health Problems (list all - i.e. heart, resp	iratory, blood pressure, asthma, diabete	es or any other):
Medicine taken (please list name, dosage	and how often):	
Place where you keep your medicine whil	e in camp:	
Do you have a Living Will? If so where?		
I hereby give all Doctors, Nurses, or other Emergence giving my permission. If I am under the age of 1 reached.		
Name (Signature)	Date	
Parent's/Guardian's Signature	 Date	