

# **SAFETY REGULATIONS FOR THE GREAT WAR ASSOCIATION**

## **I. GENERAL**

### A. Purpose.

The goal of the GWA is to sponsor realistic, enjoyable World War I reenactment events for its members. Consistent with this goal, all possible efforts will be taken to ensure the safety of individuals participating in GWA events. These regulations establish GWA policies regarding those responsibilities, duties, and procedures necessary to ensure the safety of members while participating in GWA sponsored events.

### B. Intent

All GWA members must work diligently to ensure these regulations are followed and unsafe behavior or practices are reported and addressed. While accidents and unforeseen emergencies will occur, these regulations establish a tiered process with both proactive and reactive actions to lessen safety risks and react to emergencies or safety violations should they occur. Common sense and courtesy will alleviate the need for most rules. However, these safety regulations are enacted based upon safety failures from the past. Let us all work together to make our hobby a safe environment for us all. The future of our hobby and this organization depends on our ability to reduce and mitigate these risks to our members.

## **II. DUTIES**

A. GWA Officers. Under the direction of the GWA Vice President, as Chairman of the Safety Committee, GWA Officers will implement and enforce this safety program and provide guidance and direction while fully supporting unit commanders in meeting their responsibilities as set forth in these regulations.

### 1. The GWA Vice President (Chairman, Safety Committee) will:

- a. Serve as the proponent for these regulations, and propose suggested revisions as needed to ensure effectiveness, accuracy, and currency.
- b. Serve as final arbiter for safety-related decisions or disputes.
- c. Ensure the availability of the required aid personnel, vehicle, and medical supplies prior to the start of any combat scenario.
- d. Organize and supervise the execution of a standard safety briefing and inspection for all participants before any battle scenario is begun.
- e. Ensure the safety and legality of mortars, machineguns, or other devices before these are allowed to take part in a combat event.
- f. Coordinate and supervise the inspection of all pyrotechnic devices before use at an event.
- g. Ensure that an in depth "New Member Safety Brief" is conducted for all new members of the GWA or members requiring remedial training at each event.
- h. Assist and provide support to Unit Commanders in fulfilling their obligations under this regulation.
- i. Coordinate the efforts of unit appointed safety officers, and work with them to enforce these regulations.

### 2. Allied and Central Powers Combat Commanders will:

- a. Design scenarios which take into account safety concerns and initiate risk mitigation measures to ensure the safety of GWA members.

- b. Ensure measures are taken prior to and during combat operations which mitigate safety risks.
- c. Ensure applicable trenches and bunkers are inspected and cleared for combat operations. Areas which pose safety hazards will be cordoned off and will not be used during the event.
- d. Support unit commanders to ensure all GWA members within their commands are present for all required safety inspections and those who miss these for whatever reason are given remedial inspections/briefs as required.
- e. Stop all combat and living history activities when a safety violation occurs, assist in directing emergency personnel to the site (if required), and report all violations to a member of the Safety Committee as soon as possible.

### 3. Trench Masters will:

- a. Ensure safety measures are incorporated into the design of trenches, trench networks, and bunkers.
- b. Work with respective Combat Commanders, Representatives, Unit Commanders, and the G-8 to identify and fix safety issues and, if events occur before repairs can be made, cordon off and limit access to these areas until fixed.

### 4. Other GWA Officers will:

- a. Assist and provide support to Unit Commanders and the Vice President in fulfilling their obligations under this regulation.
- b. Serve as on-the-field Safety Officials during combat scenarios.
- c. Consider and act upon recommendations in matters pertaining to proposed revisions to these regulations.

**B. Unit Commanders.** Individual Unit Commanders are ultimately responsible for ALL actions of their unit members in the field. The primary responsibility for enforcing the safety regulations, and emphasizing safety during all GWA events, lies with Unit Commanders. This responsibility cannot be delegated away. Other members of the unit may be designated to train and enforce these regulations, but the commander alone bears sole responsibility for the results of those individuals. Unit Commanders will:

1. Appoint a unit safety officer within his unit. This may be the commander or another individual, but appointment of another individual to perform safety-related duties within the unit does not relieve the commander of his overall responsibility.
2. Ensure each unit member is thoroughly familiar with these regulations prior to participation in any event.
3. Maintain documented proof of compliance with paragraph "II.B.2" above. This will consist of a copy of these regulations, or other suitable certificate, signed by the individual reenactor verifying his familiarity with the provisions of this regulation. Unit Commanders must be able to produce this documentation in hard copy if required. Annex C to this regulation is provided for assistance in fulfilling this requirement, but this form is not mandatory if the unit wishes to use a different form.
4. Ensure unit members are properly registered members of the GWA for each event and possess a valid trench pass as documentation of registration before they enter into any combat scenario.
5. Ensure unit members comply with the provisions of this regulation before entering any combat scenario.
6. Organize and supervise the execution of a safety briefing and inspection of all weapons, ammunition, and procedures for all unit members before attending the event safety formation.
7. Ensure the safety and legality of mortars, machineguns, or other devices used by their unit before these are allowed to take part in a combat event.
8. Inspect all pyrotechnic devices to be used by the unit for compliance with the provisions of this regulation.

9. Ensure unit members are in compliance with these regulations before allowing them to attend the Safety Formation held before the beginning of any scenario at a GWA event.
10. Ensure unit members have documented medical emergency information on their person in case of an emergency. This includes at a minimum medical conditions, medications, and allergies.
11. Employ unit members in accordance with their physical fitness levels and health abilities. Ensure unit members are physically capable of reenacting and are drinking water, eating, and getting enough sleep.
12. Ensure all new members attend the required “New Member Safety Brief” and a qualified, experienced reenactor is paired with each new member, regardless of the new member’s reenacting experience.
13. Ensure unit bunkers and trenches are in good working order and are safe for unit members and other reenactors. Replace rotted and deteriorated materials as needed and ensure bunkers have adequate ventilation, stoves are operated and attended to, and enough safety materials on are on hand to extinguish any fires. Ensure members are aware of these items and are trained in their operation. Have an established emergency action plan in writing, brief unit members on it each event, and conduct safety inspections of all bunkers and assigned trenches before each event.

C. All GWA Members. It is the responsibility of every GWA member to fully understand these regulations, watch for safety violations, and adhere to these regulations to safeguard their own well-being and that of every person on the field. Individual members of the GWA will be held personally liable for violations of these safety regulations. All GWA members will:

1. Be familiar with the contents and comply with the provisions of these regulations.
2. Operate and employ all weapons and ammunition in accordance with the designed intentions of each.
3. Comply with the direction of Unit Commanders and Safety Officials in matters pertaining to event safety.
4. Properly register for each event in attendance, keep trench pass available at all times, and ensure ammunition and combat implements are in accordance with these regulations.
5. Identify medical issues, medications, and allergies on the back of the trench pass and notify the unit commander of these issues with instructions on how to treat them in case of an emergency.
6. Conduct activities within personal physical fitness levels.
7. Ensure attendance of both unit and event safety briefing and inspections prior to taking part in any scenario play.
8. Serve as adjunct safety officers during combat scenarios.

### **III. PROCEDURES**

#### **A. GWA Procedures.**

The GWA G8 is responsible for the overall safe conduct of the event and those combat scenarios occurring within it. The G8 is responsible for the conduct of a general Safety Formation before any scenario is begun. Specifically, the G8 will:

1. Organize and conduct a safety check/demonstration of any pyrotechnics and thrown/launched munitions which individuals intend to use during any event and catalogue a sample of each simulated munition/pyrotechnic from each unit. This will be accomplished as outlined in Annex A.
2. Organize and execute a “New Member Safety Brief” training session for all new members of the GWA or members needing remedial training for each event.
3. Inspect all automatic weapons/destructive devices to ensure they comply with the provisions of Annex B to this regulation.
4. Deliver a comprehensive safety briefing before any scenario play is begun.
5. Organize and execute a spot check of all participants before scenario play is begun.

6. Develop and execute scenarios which take into account safety issues and initiate safety mitigation strategies to lessen the risk of injuries.
7. Observe scenario play and, in the event of a safety infraction or safety related incident, intervene to resolve that incident.
8. Ensure land use design and construction of trenches, bunkers, and structures mitigate safety issues.

#### B. Unit Procedures.

Before any GWA member is allowed to take part in the event Safety Formation, his Unit Commander (or designated representative) will:

1. Ensure each individual is a member in good standing of the GWA and, therefore, eligible to participate in the event.
2. Inspect and sign all individual trench passes to ensure unit members are properly registered for the specific event.
3. Inspect individuals for safety hazards and correct defects found.
4. Ensure each unit member receives a comprehensive safety briefing before that individual is allowed to attend the event safety formation.
5. Inspect pyrotechnic devices which his unit intends to use, ensuring their compliance with the provisions of Annex A to this regulation. Ensure uninspected/unapproved devices are not allowed onto the field.
6. Ensure all thrown and/or launched munitions and pyrotechnic devices are properly marked and formally inspected and a sample of each is on file with the Safety Committee.
7. Inspect weapons and ammunition. This includes:
  - a. Individual weapons
  - b. Automatic weapons, whether set up in fixed locations or brought to the event safety formation, to ensure compliance with the provisions of Annex B.
  - c. Ensure compliance with marking requirements for automatic weapons positions.
  - d. Inspect mortars and other devices for compliance with the provisions of Annex B to this regulation.
8. Observe scenario play within their unit and, in the event of a safety infraction or safety related incident, intervene immediately to resolve that incident or, if serious, refer it to a member of the GWA Safety Committee for resolution.

### **IV. SAFETY PRACTICES**

#### A. General.

1. "Everyone dies" is the appropriate mentality for this hobby. Take your "hits" and do so with style.
2. Only individuals who are approved members of the GWA, and in compliance with all safety requirements, may bear arms on GWA property during GWA sponsored events. Only GWA members may enter GWA property (including parking areas). This requirement may be waived by the G-8 for special events deemed appropriate and must be approved beforehand.
3. Only properly inspected individuals who possess a valid trench pass may enter the trench system/combat after combat commences.
4. All participants must stay in the trenches for trench fighting. During trench fighting no one may walk upon or look over a trench wall, as someone may be shooting up.
5. Hand to hand fighting will be restricted to 50% speed/strength so as to limit injuries. "Casualties" during hand to hand fighting should be liberally taken.

6. Simulated grenades and all pyrotechnics will not be touched, kicked, thrown, or fuses removed after they have been launched or thrown. Inspection of these simulations may occur after they are no longer active.

7. All personnel within the trench complex area **MUST** wear steel helmets when launched pyrotechnic devices are used – this includes commanders and “rear echelon” personnel unless under covered positions/bunkers which protect from overhead dangers. The “trench complex” is defined as all areas within range of launched rounds. For practical purposes this is all areas on GWA property South of the Northernmost trench lines - including “rear areas” behind the rear CP and Allied communications roads.

## B. Firearms.

1. Possession of unlawfully owned or improperly registered weapons or live ammunition is forbidden at any GWA sponsored event or on any GWA owned or leased site. Owners of Class III firearms must have appropriate paperwork on hand. Violations of these provisions will result in immediate expulsion.

2. Firearms of any type will be handled according to the following Basic Safety Rules:

- **TREAT EVERY WEAPON AS LOADED UNTIL CHECKED!**
- **KEEP MUZZLE POINTED IN A SAFE DIRECTION AT ALL TIMES!**
- **KEEP FINGER OFF OF TRIGGER UNTIL SAFE TO FIRE!**

3. Weapons will be on safe unless actively engaged in combat. When out of the trenches (i.e., out of combat scenarios) or in camp sites or bunkers, all weapons should be unloaded and on safe with the hammer/firing pin forward on an empty chamber.

4. Under no circumstances will a loaded rifle be pointed at another person, especially at close range. A blank round fired next to, or close to, the skin can still kill or seriously injure a person. No muzzle will ever be placed against or close to the skin or uniform of another, especially a “captured” individual.

5. Awareness of the muzzle and the loud crack of a shot should be considered when firing close (closely behind or closely beside) to another reenactor. Rifle muzzles must not be next to, nor closely behind, fellow reenactors while rifles are being fired. Also, be aware of "casualties" on the ground and do not fire directly over their heads, or in too-close proximity to them.

6. Weapons will be discharged with the muzzle elevated at an approximate 45 degree angle from the horizontal. Under no circumstances will a weapon actually be aimed at another individual.

7. Pistols will be used with extreme caution of the muzzle. Muzzles will be pointed up rather than down and held closely to the body during close fighting in the trenches (as opposed to outstretched arms). When firing upwards (rather than at the individual), pistols will be above helmet level to prevent damage to ears.

8. Possession of live ammunition is absolutely forbidden at any GWA event.

9. During trench fighting, shooting blindly around corners is forbidden. Weapons will be elevated going through the trench networks and close combat firing will be directed up rather than down. If in doubt at close range, yell “bang” and/or “take a hit.”

10. Shotguns may not be used under any circumstances outside the American Military Police, who may carry shotguns primarily for POW handling, close-in defense of Allied HQ areas, and other appropriate uses with the understanding that they are not to be discharged in the trenches themselves. Each person carrying a shotgun will be properly trained and on a list with the U.S. Military Police unit, and all blank ammunition will be thoroughly inspected to ensure no live rounds are used.

11. Rifles will not be used to jab, simulate bayonet thrusts or slashes, club, or butt stroke anyone at any time. Rifles can be used defensively to push and defend, but not offensively.

## C. Trench Weapons (Bayonets, Clubs, Trench Knives, etc.).

1. "Simulated" trench knives are to be used so as not to cause any injury. Blades must be of flexible rubber or plastic that cannot penetrate human skin. Fake knives will not be drawn across the skin as in slicing as they can still cut and are dangerous if not used safely.

2. Trench clubs are to be constructed of soft materials which will not produce injury in use.

3. Bayonets will NOT be affixed to rifles except for approved and controlled scenarios. Bayonets may only be fixed on the battlefield when so directed by the two field commanders (Allied and Central Powers Combat Commanders only). Under no circumstances will combatants come to close quarters with fixed bayonets.
4. Participants will not come to close quarters with any real pointed/edged weapons.
5. Other authentic trench fighting implements, e.g., entrenching tools, may be used in simulated hand-to-hand combat. Their use will be governed by common sense and prudent judgement so as not to endanger other reenactors.

#### D. Pyrotechnics.

The term "pyrotechnics" or "projectile" as used in this regulation serve as a general term to cover ANY of the following devices: pyrotechnic devices, smoke devices of ALL types, mortar and mortar smoke bombs, rifle launched and hand thrown grenades, flare/light producing devices, and ANY explosive device intended to increase the WWI atmosphere at the event, whether it be thrown or launched in any manner.

1. Pyrotechnics will not be thrown or launched directly at individuals. Projectiles must be launched or thrown so as to FALL at no less than a 45 degree angle.
2. Flares will be shot at a 90 degree angle (straight up) and must extinguish before touching the Earth.
3. Only GWA provided (or previously approved) flares and smoke will be used.
4. Pyrotechnics will not be thrown or launched into bunkers, MG, or mortar positions. Once these positions are within "destructive range" of an attacking force and are obviously finished, it becomes the RESPONSIBILITY OF THAT POSITION to capitulate or place themselves out of action to avoid a potentially dangerous situation.
5. There will be no mortar/rifle grenade fire at any scenario where steel helmets are not worn.
6. No mortar or rifle grenades will be fired prior to the event safety formation.
7. Do not pick up pyrotechnics, defuse, or throw munitions out of a trench or position. Just avoid them and "take your hit."
8. Smoke and simulated "gas" are only used at the discretion and order of the Allied or Central Powers Combat Commanders.
9. Smoke and "gas" will not be used in concentration (multiple canisters in close proximity to each other), nor will smoke or "gas" be used in closed in areas or areas where it cannot dissipate quickly.
10. Smoke and "gas" will be treated as if it were stronger, more concentrated, and more widely dispersed than it appears on the site.

#### E. Alcohol, Illegal Substances, and Illegally Used Drugs.

1. Possession of illegal substances (including illegal drugs, illegally used prescription drugs, or an illegal use of a legal substance) is forbidden at any GWA sponsored event or on any GWA owned or leased site. Violations of these provisions will result in immediate expulsion.
2. Possession or use of alcohol or illegal or illegally used drugs on the battlefield is not permitted.
3. Individuals who are discovered to be intoxicated before or during scenario play will be prohibited from participation. Any individual discovered to be intoxicated during scenario play will be removed from the battlefield and could result in disciplinary measures.

### **V. EMERGENCY PROCEDURES**

A. No GWA sanctioned EVENT may be held without the presence of a qualified medical representative fully equipped per the individual's level of training to handle emergency first aid as determined by the head of the GWA Safety Committee or the safety officer appointed for that event.

B. The word "CORPSMAN" will be used to indicate a genuine emergency; any other term is considered period in context and can be ignored.

C. Air horns are also used to stop combat for emergency situations.

D. At the word "CORPSMAN" (or the sound of an air horn), all activity will cease and silence will be maintained on the battlefield in order to direct medical aid to the spot required. Individuals not involved with the emergency incident will hold in position until the two field commanders officially reinstate combat when appropriate.

E. Only individuals at the scene of the emergency will use the word "CORPSMAN" to direct emergency personnel to the spot. Emergency personnel must make themselves known immediately, so they can be hastened to the scene of the emergency.

F. If an actual fire occurs, the term "BACKDRAFT" will still be used rather than "Fire."

G. A designated emergency vehicle will be identified before scenario play begins. It will be located near the battle site to transport injured personnel to the nearest medical facility if required.

## **VI. COMPLIANCE**

### **A. Individual.**

Willful failure to comply with the provisions of this regulation may result in the individual's expulsion from the event or, in cases of severe breaches, expulsion from the GWA based on a review of the circumstances by the GWA G-8. Individuals who commit minor violations of the provisions of this regulation without serious consequence shall be corrected on the spot and could be identified for attendance at the next event's "New Member Safety Brief." Violations of IV.D.1, irrespective of intent, will result in expulsion of the member from the GWA.

### **B. Unit.**

1. Deliberate failure to comply, or willful circumvention of these regulations by a unit may result in censure, or, in severe cases, suspension of the unit from participation in GWA sponsored events until such time as the issue is resolved.

2. Units which display a proportionally inappropriate number of safety infractions by individuals within the unit may be deemed to be in deliberate noncompliance with safety procedures and subject to censure or suspension of the unit from the GWA.

## **VII. ADMINISTRATION**

A. These regulations are in effect until rescinded or changed.

B. Suggestions for changes shall be submitted to the GWA Vice President, who is responsible to bring them before the G-8 for consideration. Approved changes shall be distributed as Change Proposals to the original regulation; if, in the assessment of the G-8, the incorporated changes are substantial, issue of a revised regulation may be warranted.

C. These regulations shall be posted on the GWA web site—insofar as one exists—to facilitate access by GWA members.

# ANNEX A: PYROTECHNIC DEVICES

## I. GENERAL.

This annex details the construction, approval, and storage of pyrotechnic devices; smoke devices of ALL types; mortar and mortar smoke bombs; rifle launched and hand thrown grenades; light producing devices; and ANY explosive device intended to increase the WWI atmosphere at the event, whether it be thrown or launched in any manner. The term "projectiles" or "pyrotechnics" as used in this annex are used as a general term to cover ANY of the above listed devices.

## II. CONSTRUCTION

A. Hand thrown grenades must agree in size and shape with a documented pattern or type used in WWI. New grenade designs must be approved by the GWA Safety Committee before use.

B. Projectiles of any type shall not be more than 10 ounces (allows for a sabot for launched projectiles) of projected weight and 8 ounces of impact weight.

C. Grenades utilizing wood handles (e.g., stick or paddle type grenades) shall not weigh more than 10 ounces. This allows for appropriate construction and historical accuracy. These must have rounded edges and be of all glued construction. Use of nails, staples, or any sharp or potentially dangerous material that can be exposed upon detonation or impact is forbidden. Wood handles should be made of soft (lightweight) wood.

D. Burst charge will not exceed 30 grains FFG black powder and must conform to State and Federal Regulations. Charge should only be sufficient to burst the container to attain the effect desired. Charges shall not be overly-compressed; use as little powder as possible based upon the design of the projectile to produce the desired effect.

E. Projectile case must exhibit a palpable flexibility under finger pressure to lessen kinetic transfer of energy upon impact.

F. No part of the projectile can contain any metal, with the exception of kitchen aluminum foil, no more than double layer thickness. This is the material that must be used to wrap the bursting charge, as it will not smolder and ignite fires after "exploding."

G. No part of any projectile shall be constructed of any material that is, in the opinion of the inspecting Safety Official, likely to produce hazardous fragments that can cause injury, likely to "flame", or likely to throw burning parts/sparks.

H. No launched projectile, due to velocity attained, shall display any sharp edges or hard protruding parts, and shall be securely sealed to prevent "leakage" of filler that may obstruct the tube of a firing device.

I. Projectile and grenades will be filled with commercial **Baking Soda** to assist in preventing brush fires. **ANY OTHER FILLER IS PROHIBITED.** Smoke devices must use approved chemicals to produce smoke or simulated gas.

J. Projection charges will be either FFG black rifle powder or Pyrodex or air compression only. Inert rifle grenades can be propelled off the rifle with regular blank rounds.

K. Any smoke-making devices designed for projection must be such as to generate the smoke within the container and exit as a cloud, thus making no sparks or leaving residue to destroy clothing and materials in the vicinity, or causing fires. All smoke devices, including commercial, fall into the pyrotechnic device category and **MUST** be approved for use.

L. Projectiles cannot contain an "impact" detonation device, but must incorporate a sufficient time fuse to detonate well after impact (5 seconds). "AIR BURST" projectiles are forbidden.



### **III. APPROVAL.**

Before any use at a GWA event, pyrotechnics will be marked, inspected, tested, and approved. A specific time and place for this testing will be announced. Two samples of the device are required—one will be “exploded” in the presence of the Safety Committee to determine its suitability for use; the other will be retained by the Safety Committee as a sample. Previously inspected, but unused (leftover) pyrotechnics from past events must still be inspected and tested prior to use. Only pyrotechnics which have been tested and approved may be used on the field; all others will be considered illegal and shall not be used. It is the Unit Commander's responsibility to see that unit members use only approved pyrotechnics.

### **IV. STORAGE.**

- A. All ammunition and storage containers for pyrotechnic devices must contain a well-fitting "hard lid," and must be kept closed when not in immediate use.
- B. Any propellant brought onto GWA property must not amount to more than 1lb, stored in its original container.
- C. Construction of any pyrotechnic devices must be done outside of the GWA controlled areas.

### **V. ARTILLERY SIMULATION.**

The following applies to in-ground, electrically-detonated pyrotechnics designed to replicate the terminal effects of artillery fire.

- A. In-ground charges must be placed in "no man's land", or behind the trench system at sufficient distance to ensure the safety of those in the trenches when exploded. Such distance is to be determined by the size of charge used.
- B. Each area chosen for a "charge" must be well marked, numbered, and wired off to prevent anyone from entering the area. Wire will be of sufficient height and a standard pattern (4 steel wire loop stakes w/red stripes) that will designate to all an "in-ground" charge area.
- C. Co-ordination of the "barrage" must be done with both sides to ensure everyone is in the trenches and prepared when charges are detonated. Only the combat commanders may give permission to fire charges.
- D. Any charges that do not detonate must be cleared before any action can begin.
- E. Charges will be in self-contained seamless pipe set on a base so as to be portable, and thus easily implacable and recoverable. Each charge and chamber will be numbered to match the number on the detonating device to facilitate safe firing and removal of unexploded charges.
- F. Wires, if left in place, must be buried in conduit so as not to cause a safety hazard.
- G. Charges are to be topped with peat moss only and will be demonstrated before use at each event.

# **ANNEX B: ARTILLERY, MORTARS, MACHINE GUNS, ARMORED VEHICLES, CAVALRY, ETC., AND AIRCRAFT OPERATIONS**

## **I. GENERAL.**

A. Legality. Any Title II Class 3 weapon or device brought onto GWA controlled property will be legally owned, registered, and transported. Owners must have:

1. A copy of the BATF Form 4 demonstrating legal ownership/registration.
2. Class 3 dealers must have a copy of their Federal Firearms License to demonstrate weapons/devices in their possession are legally registered.
3. Any weapon/device owner not a resident of the state in which the event is held must additionally have an authenticated copy of the BATF Form 5320.20 proving notification of transport was filed for and approved.

B. Positions. The Safety Committee and the Allied and Central Powers Commanders, or designated representatives, shall initially inspect each MG and mortar pit before the beginning of scenario play. Once the Committee is certain of safe procedures, they will spot check those positions during the course of the event for continuing compliance.

## **II. MORTARS.**

A. Original mortars must be in a safe operable condition.

B. Reproduction mortars.

1. Tubes must be constructed of drawn or rolled seamless mild steel or high pressure metal tubing.
2. Tubing thickness shall not be less than ¼ inch.
3. No part of the tube may be of cast metal.
4. End caps (breech) shall be securely welded or threaded. If threaded, threading will extend for a minimum 1 inch depth.
5. Tube must be securely mounted in such a manner so as to remain stable during firing.

C. Mortar tubes, whether reproduction or original, will be inspected and approved by the GWA Safety Committee before use.

## **III. AUTOMATIC AND CREW SERVED MACHINE GUNS/FLAME THROWERS.**

A. Stationary MG positions must have RANGE MARKERS established to designate the "danger zone" for weapon firing. Concentrations of barbed wire, or easily identifiable range stakes, to mark these danger zones are acceptable to comply with this regulation.

B. It is the responsibility of the gunners to cease fire when individuals enter those areas.

C. MG positions will either surrender or place themselves out of action when scenario play indicates obvious destruction of the position.

D. Wood-tipped blanks may be used only in a weapon fitted with an appropriate shredder designed to render the wood tip harmless upon exiting the weapon. Firing must stop at a point when any potential splinters MAY reach "attackers."

E. Simulated "flame thrower" designs must be approved by the Safety Committee prior to use.

F. Flame throwers will not use any flame, but rather substances which simulate flame. No projected substance will douse or cover another reenactor that can damage his equipment or uniform, nor ingest into his lungs a harmful substance which causes injury, nor causes that reenactor to become wet.

#### **IV. TANKS, ARMORED VEHICLES, MOTORCYCLES, VEHICLES, CAVALRY, ETC.**

A. Tanks and armored vehicles are restricted to specific and well planned scenarios developed by the combat commanders (Allied and Central Powers Combat Commanders only). Tanks will have designated ground guides ahead and behind the vehicles and in contact with the drivers/vehicle commanders at all times. These ground guides will not become casualties during the action nor while the vehicle is in operation. Vehicles may not move unless positive contact with ALL ground guides are maintained.

B. Motorcycles, non-armored vehicles, and cavalry will be restricted to the established roads within the GWA site and may not be used in and around the trenches.

C. Horses must have a current Coggins test which shows a negative result. Paperwork must be available for inspection.

#### **V. AIRCRAFT.**

Aircraft provide a realistic experience to our hobby. However, their use can provide dangers which the GWA must consider when incorporating the GWAA into our scenarios.

A. No mortars, flares, or other munitions will be fired or thrown into the air when aircraft are operating over the trench area. Simulated hand grenades can be thrown, but not towards any aircraft. GWA members must ensure that ground combat conditions do not adversely affect flight operations.

B. GWAA pilots operating at GWA events will comply with all applicable FAA regulations. The GWAA will also provide the GWA G-8 Secretary with proof of Insurance and proper registration of all aircraft operating at the GWA event.

C. GWAA operational times will be coordinated with the Allied and Central Powers Commanders to ensure that scenarios are synchronized.

D. No weapons will be pointed or directed at an aircraft.

E. Aerial delivered munitions must meet the weight and burst requirements of the GWA for all launched/thrown munitions.

F. Aerial delivered munitions will not be dropped so as to fall directly onto individuals, bunkers, or positions, but rather in a safe area so as not to create harm.

#### **VI. ARTILLERY.**

A. Artillery pieces must pass a safety inspection by the Safety Committee if it is to fire at any event.

B. Artillery pieces used within positions for simulated offensive and defensive fires will be manned by qualified gunners.

C. Powder charges will be sufficient to make its presence known, but not large enough to create noise hazards.

D. Defensive positions will not be created where the blast overpressure can create projectiles from the surrounding terrain or rocks and debris. In addition, the blast cannot be channeled through or into a trench.

E. Direct fire of artillery pieces is forbidden directly at attacking enemy or directly behind occupied defensive positions.

F. Artillery muzzles will be elevated (to at least 400 mils) so as to direct noise and blast pressure up.

G. Anti-tank rifles (any munition .50 caliber and above) are considered part of this section for safety purposes.

## ANNEX C: Unit Safety Training Roster

Unit: \_\_\_\_\_ Unit Commander: \_\_\_\_\_

This document meets the requirements for Paragraph II.B.3. of the GWA Safety Regulations dated 24 January 2019 for signed proof of unit member's safety training. Each unit member must read, in its entirety, the GWA Safety Regulations and sign a document stating they read and understand these regulations.

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_

I have read, understand, and will abide by the GWA Safety Regulations. It is my responsibility to keep up to date on revisions of this regulation and attend the safety briefings at all GWA events.

Name: \_\_\_\_\_ Signature: \_\_\_\_\_ Date: \_\_\_\_\_