



BATTLE FOR VETERANS

PROCEDURE

2024

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SECTION II
REENACTORS

Rules and Requirements

The Zephyrhills Museum of Military History sponsored events require all Reenactors to register and adhere to the following and the code of conduct.

- All registered reenactors must dress in era-appropriate attire, e.g., WWII events require WWII-era dress, Vietnam events require Vietnam-era dress, etc.
- For WWII events, the following WWII impressions will be allowed to take part and set up for the event:
 - U.S. Army – (March/April)
 - British/Commonwealth Army
 - German Wehrmacht
 - Recognized Ancillary Units – Japanese, USSR
- Representation of other military events or eras is welcome. Please contact event organizers at zephymuseum@gmail.com.
- ZMMH reserves the right to deny participation to any reenactor.
- No living history impressions of current conflicts
- Law enforcement will be onsite to ensure compliance and take all steps necessary to do so.

Staff maintains a list of individuals banned from reenacting at any event based on prior, unacceptable behavior or carelessness. All reenactors are checked against that list. Anyone on the list cannot participate in the battle or camp with other reenactors.

General Rules

Registration

- The event coordinators' and unit commanders' decisions are final. The event coordinators have the ultimate say on all matters.
- Participants must be pre-registered by the announced registration dates.
- Walk-on participants are not permitted.
- Participants must present a picture ID at the check-in desk for registration validation. They will be issued proof of registration and other items.
- All reenactors must check in at the Reenactor registration tent, including pre-registered reenactors. Proof of check-in must be carried by the participant at all times, and wristbands will be provided.
- Failure to present proof of check-in can result in ejection from the event.

- All reenactors must sign a waiver excluding the Zephyrhills Military Museum History and WW2 Armor from any liability arising from their participation at the event, including using the blank ammunition provided.
- Should a reenactor require medical assistance, the waiver will request a voluntary disclosure of health conditions.
- Individuals desiring to participate in the WW2 event must fall in with one of the Recognized Units (U.S., British/Commonwealth, or German) and their commanders or a recognized Ancillary Unit and its Commander.
- Attendees do NOT need to wear the Uniform and Insignia of the Recognized Units but will be under the command of the Recognized Units.
- Uniform requirements will be at the discretion of the commanders of the Recognized Units.
- Due to training requirements, participants can make only the one impression registered for.
- The Commanders and following Recognized Units have been approved to participate in this event:
 - WW2 Armor - info@ww2armor.org
 - 41st Armored Infantry Regiment - Jim Hooks
 - jimhooks413@gmail.com
 - Brett Ontiveros – brettontiveros@gmail.com.
 - 15th Scottish Recce Regiment - Verne Jenkinson
 - jenkinsonverne@gmail.com
 - 211th Panzer Grenadier Regiment - Jeff Lambert - 904-408-1669
 - 59th Fusiliers - Kevin Crane - 772-634-3707
 - Japanese -Mathew Kasko - mathew.kasko@gmail.com
- Individuals and groups not on the Recognized Units list are welcome to attend but must be:
 - approved by a Recognized Unit, and
 - are willing to fall under the command and coordination of the approving Recognized Unit.
- The Event Coordinators, Property Owners, and Recognized Units may not allow other units and individuals to participate in the Events. This can be due to factors such as, but not limited to:

- Unprofessional Conduct at Events or in Forums
- Illegal Activities
- Or any other reason deemed necessary for the sanctity of the preservation of history, the commemoration and honoring of veterans, and the safety of the reenactors and attendees
- Any Individual Reenactor who wishes to attend may contact any of the Recognized Units and request Sponsorship for the event. Unit Membership is not required and is subject to the decision by the Recognized Units.
- The commanders of the Recognized Units have complete discretion concerning unit membership and sponsorship of non-members. They are wholly and solely responsible for the behavior of those under their command, members and non-members alike.
- The Established Recognized Units who sponsor non-member(s) reenactors are responsible for the individual being sponsored regarding:
 - Behavior during and after the event on the event grounds
 - Camp or overnight billeting
 - Individual's proper uniform and equipment
 - Individual conduct during the battle

If there is any question about the individual's conduct or how they may conduct themselves, do not sponsor the individual.

Reenactors Code of Conduct

- No illegal activity is condoned or permitted; all criminal activity will be reported to the police, and civil and criminal prosecution will be pursued. No exceptions, no warnings. Commit a crime, and you will be arrested.
- This is a "dry" event. Reenactors will not consume alcoholic beverages during event hours. Violations will result in immediate dismissal from the event.
- No live ammunition at the event.
- All weapons and blanks will be safety checked by the recognized unit commanders or their designees every morning. The event coordinators will be advised of this daily. Those who fail the weapon safety check or fail to attend inspection will be forbidden from participating in the event and may be required to leave it. Ammunition will be issued before the event based on amounts determined by event sponsors. Participants may provide additional blanks, provided they have been safety-checked.

- Authenticity checks for proper uniform, shave, and haircut will be conducted simultaneously as weapons checks. Those who fail the authenticity check will be forbidden from participating in the event and may be required to leave.
- Tents set up in the display and battle area must maintain the authenticity of the represented era. No modern camping or vehicles may be mixed with the era display unless the event management or coordinator approves.
- No hoisting of Nazi swastika or SS rune flags.
- No modern vehicles are permitted in the display area during event hours unless otherwise approved by event management or coordinator.
- Weapons may not be tested except in the designated weapons testing area, preceded by yelling, "Fire in the hole!" Weapons may not be tested individually; always have a battle buddy or safety observer.
- The event coordinator must approve all weapons testing. No firing at night unless specifically approved by the event coordinator.
- No pyrotechnic devices are permitted without approval by an event coordinator before the event.
- Weapons or devices that fire a projectile are not permitted.
- Firearms are to be kept unloaded except during battles, weapons demos, or weapons testing. Only blank ammunition is to be used when weapons are loaded.
- "Kill, Kill, Kill" is a real-world emergency safety phrase.
- Reenactors under 18 but at least 16 years of age will be allowed to participate, but only under the direct supervision of a parent or adult of at least 21 years of age for the entirety of the event. A parent or legal guardian must sign the appropriate permissions and waiver forms for all participants under 18. No one under 16 will be permitted to carry a functional weapon.
- Participants must clean the camp area of garbage and modern items such as water bottles, coolers, etc. Unit commanders are responsible for the ongoing cleanliness of the camp area and its final policing before departing the event.
- Disrespectful behavior will not be tolerated. Violators will be required to leave the event and banned from future events.
- Unit commanders and registered units will be held liable for the actions of their members and non-members. Police yourselves accordingly.
- Standards of adult behavior apply to individuals and units at events, public (online) forums, and social media posts. Violating these rules, per-event rules, or general standards of decency, civility, and professionalism will result in immediate ejection from the event and a ban on attendance at all future events. An event ban will be

reported to all known event coordinators of all events in the U.S. We will honor the event bans issued by all known event coordinators of all events in the U.S.

SECTION III
SAFETY

Management

The museum appointed a BFV safety officer, whose responsibilities encompass a broad spectrum of duties to ensure the well-being of attendees and staff. He will ensure the implementation and adherence to safety protocols before, during, and after the event. He will address emergencies swiftly and effectively, convey safety instructions to attendees, and provide guidance in evacuations or other contingencies.

Site Emergency

Contacts: Ray Pawlicki – Safety Officer - Cell: 352-424-9557
Cliff Moffett – President – Cell: 352-206-1819

Museum Emergency

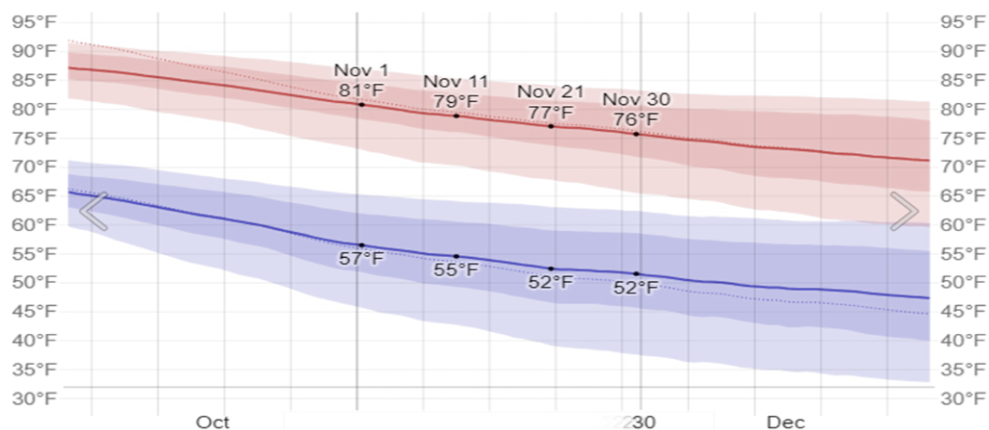
Contacts: Dave Florek – Secretary – Cell: 916-208-4235
Ted Johnson – Vice President – Cell: 352-424-1236

Weather

Heat and Cold Weather Injuries

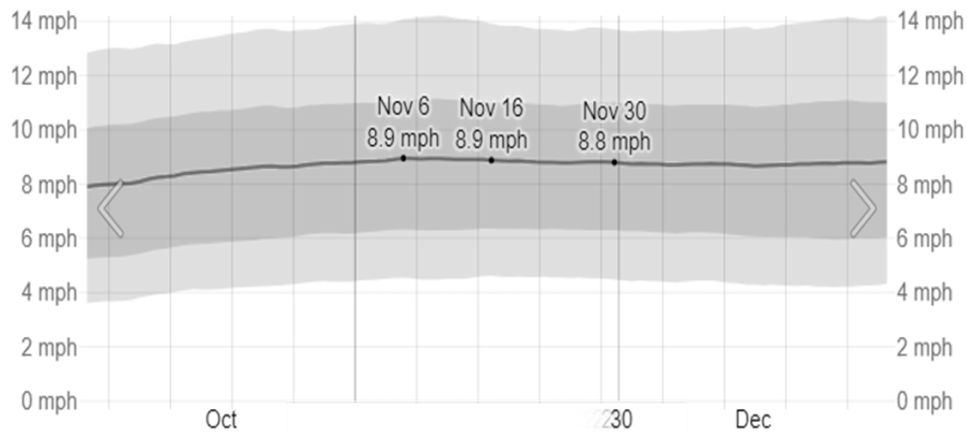
In mid-November, Zephyrhills, Florida, has an average high temperature of 79⁰ F and an average low of 55⁰ F. However, the average high temperature can range from 43⁰ F to 88⁰ F, and the low can range from 43⁰ F to 64⁰ F.

If temperatures are predicted to be below 50⁰ F, we should warn campers that cold weather injuries are possible. Wet clothing increases the possibility of injury.



Wind Dangers

The average wind speed for mid-November is 8.9 mph, and the range is 4-14 mph. Winds should not be a safety concern unless a thunderstorm is predicted, which is unlikely.



Military Transport Vehicles

The BFV Safety Officer has implemented the following vehicle protocols in the assembly area:

- No military vehicles will be driven during operating hours except to and from the downtown parade. Exit and entry will be through Gate 3.
- Before starting a vehicle in an assembly area, the operator will walk completely around the vehicle to ensure that no one is in danger and the area is free of obstructions or materials that present a hazard.
- Operators must use a dismounted ground guide when moving military transport vehicles in congested areas such as the assembly and near camping areas. Guides will use flashlights to direct vehicles when visibility is reduced. Front and rear ground guides are required when backing in congested areas.
- Personnel driving tactical vehicles will wear appropriate eye protection.
- Use vehicle ground guides and be extremely cautious when passing the camping area.
- Operators will not start military transport vehicles unless the portable fire extinguishers are present and in operating condition.
- Personnel will not position themselves between a military transport vehicle and another vehicle or fixed object while the vehicle is moving or being started with jumper cables.
- Cell phones are prohibited (within 50 feet) during fueling operations or when flammable vapors are present.

- The speed limit in the assembly area is only as fast as the dismounted guide is walking or 5 mph.
- No sleeping in parked vehicles with the engine heater or externally mounted generator running. Carbon monoxide poisoning may result from exhaust gases entering the vehicle. Do not sleep under or beside a Tactical Vehicle.
- All mishaps involving vehicle damage or personnel injury will be reported to the Headquarters' Tent personnel.

Golf Cart Operation

The BFV Safety Officer has implemented the following golf cart protocols applicable to all areas:

- Only senior museum management may authorize individual use of golf carts.
- Because of the rough terrain, all golf carts must be driven moderately to prevent passengers from being ejected.
- Come to a complete stop when boarding or discharging passengers.
- Transportation of visitors to and from the museum is forbidden.
- When not used, golf carts must be parked at the headquarters tent, and keys must be secured in the Key Control box.

Alcoholic Beverages

- Alcoholic beverages are forbidden during event operating hours.

Fire Pits

- Fires are permitted only after hours and must be contained within metal fire pits. Extinguishing paraphernalia must be available. Please ensure all fires are fully extinguished before leaving the area.

SECTION IV
FOOD TRUCKS

Management

Food trucks will be managed by the Museum's senior staff with assistance from the BFV safety officer.

- Food truck operators will be notified by management that service licenses are required.
- Food trucks will be parked 40' away from the fence.
- Evaluate the surrounding area for customer safety before parking. Tripping and stumbling hazards must be removed.
- Maintain sufficient space between trucks to allow emergency access.

SECTION IV

VENDORS

Management

Museum management will ensure that all memorabilia vendors are pre-registered.

- No arts and craft vendors will be approved.
- Only vendors with at least 50% authentic militaria will be approved for display.
- Local or national politics or political activities are not authorized. This includes, but is not limited to, distributing political materials, displaying political signs, or organizing political gatherings.
- Vehicles will not be parked in the display area except for loading/off-loading only.

SECTION V
LAYOUT