

SAFETY AND AUTHENTICITY and SAFETY REGULATIONS

(Excerpts from the EMHS By Laws)

1. Safety and Authenticity rules are controlled and enforced by the standing committee(s) in each unit of reenacting. The standing committee(s) shall consist of the Vice-President of that unit and the unit commanders of that period.
2. All 20th CTSG, Inc. members and European Military Historical Society (EMHS) are responsible for their own safety as well as the safety of others. SAFETY IS TOP PRIORITY AT ALL TIMES.
3. It is the responsibility of each individual member to be inspected by a person other than his/her unit commander before taking the field at any event.
4. All men and women will present a proper military appearance in representing a member of the Powers in WWII; they will maintain a military appearance for any period of the conflict.
5. No current issue medals of valor shall be worn by any individual that did not earn them in actual service. A system of awards may be set up by units to award their members. However, the European Military Historical Society (EMHS) will not attempt to regulate the unit award systems.
6. A hairstyle correct for 1938-1945, will be required of all male participants. The hairstyle will not extend past the middle of the ear; have a proper trim

around the ears and a tapered cut on the area between the ears and the back of the head. The haircut may NOT extend below the upper edge of the collar of the service shirt. Proper mustaches and/or beards are allowed in units that historically permitted them.

7. Unit commanders must be at least 21 years of age, and are responsible for the safety, conduct, and authenticity of all participants serving in his/her unit, and the unit(s) attached to it during an event. “Freelancing” or serving without proper unit affiliation will NOT be permitted and can be grounds for dismissal from an event.
8. Uniforms and equipment must be of a model or type in use and proper to the period being portrayed, used by the unit portrayed or an acceptable replica. If a person can prove a unit or individual used a certain weapon, equipment, or uniforms by letters, photographs, or film, then use will be permitted. Italian WWII camouflage will be permitted for use by the Germans or Italians if being worn in the proper theater (North Africa, Sicily, or Italy). For all other areas, photographic proof will be required from the individual.
9. A “battlefield appearance” should be the object of the participants. This should be in dress as well as look. Therefore, prepared equipment and uniforms are encouraged unless doing a garrison and/or rear area troops. Day’s old growth of beard “stubble” will be permitted to affect this look. Scenarios involving invasions and garrison situations should have troops in clean shaven appearance. Partisans do NOT have to follow hair regulations.

Remember the period being portrayed and use photographic and written resources as your guide. Be prepared to back up your appearance with sources if called upon to do so.

10. Owners and drivers of CLOSED-CAB VEHICLES and AFV's are exempt from hair regulations. However, such drivers and crews CANNOT be considered "tactical" and suffer the same fate as the vehicle. If the vehicle is considered "destroyed", then the crew is also "dead". Any crew member that would normally be seen, i.e., Tank Commander, etc., MUST conform to hair and uniform regulations.

11. If a unit can prove that either their unit or a unit similar to them did NOT wear helmets in combat via original photographs and/or film or documentation, then the said unit will be exempt from having to wear a helmet at a reenactment UNLESS the scenario director has a mandatory helmet wear rule.

12. Authenticity Committee members will give written notices to members that are deficient in some areas of authenticity (that is, haircut, equipment, uniforms, etc.). The committee member must point out TACTFULLY what was wrong and offer possible suggestions to help the participant. The notice will indicate the area of deficiency. The individual and his/her commander will each receive a copy. At the following event where the individual is present, the individual will be checked again and if the problem has not been corrected to the satisfaction of the Authenticity Committee members, the individual's gate fee (if any) will be refunded and he/she will be asked to leave.

13. Units that accumulate more than 20 individual authenticity warnings in a 12 month period will be prohibited from participation in European Military Historical Society (EMHS) events for a period (not to exceed 6 months) agreed upon by the Authenticity Committee members of the particular period.
14. Major infractions or deficiencies such as no attempt to get a hair cut, completely wrong uniform, etc., may result in dismissal from the event.
15. THE USE OF THE NSDAP PARTY FLAG IN SUCH ACTIVITIES AS PARADES, AWARD CEREMONIES, FORMATIONS, ETC., HOWEVER HISTORICALLY CORRECT, IS NOT ALLOWED. THE WWII NSDAP FLAG MAY BE USED ON VEHICLES AS AN AIRCRAFT RECOGNITION DEVICE, BUT MUST BE PROPERELY TIED DOWN ON THE VEHICLE. THIS DOES NOT APPLY TO THE BATTLE FLAG OR IRON CROSS FLAG.
16. The European Military Historical Society (EMHS) is not the real military. Rank means nothing except to the individual and the respect that he/she can command. However, units that are attached to other units must follow some reasonable order.
17. While “Living History” may be important to one individual or unit, that individual or unit CANNOT force any other individual or unit into an impression. If the other person/unit has come to “bust caps” and to have a good time at their hobby,

WHILE CONFORMING TO THE MINIMUM STANDARDS OF SAFETY AND AUTHENTICITY ACCORDING TO THE EMHS REGULATIONS, NO OTHER PERSON/UNIT CAN FORCE THEM INTO DOING SOMETHING THEY HAVE NO INTEREST IN DOING.

18. We are not a political group and past politics of any country are not allowed. We are here to honor the memory of those before us who served their countries, not their politics. Politics has no place within the European Military Historical Society (EMHS).
19. Under any circumstances not specifically covered by the Authenticity guidelines, items that look like the original from a distance of at least 10 feet shall be acceptable.

SAFETY REGULATIONS

1. Any person, unit, or chapter that sponsors an event where the European Military Historical Society (EMHS) logo is used MUST have a European Military Historical Society (EMHS) approved safety officer on site to oversee all aspects of safety.
2. All participants at all events where the European Military Historical Society (EMHS) name/logo is used MUST be members of the European Military Historical Society (EMHS) or the 20th CTSG, Inc. or a recognized reenactment group.
3. Any unit that attends an event with less than 10 members present that pass authenticity/safety inspections must attach themselves to a unit that has 10 or more members present. If no unit will accept responsibility for the small

unit's members, then they CANNOT take the field and will have their money refunded for that event. Any unit commander that accepts responsibility for the smaller unit will be held accountable for the smaller unit's actions.

4. All motor vehicles must be driven by a licensed driver, regardless if used on or off road. Proper liability insurance is mandatory. Any vehicle driven off road must have a ground guide, to avoid personnel hiding in the foliage.
5. ABSOLUTELY NO IGNITABLE DEVICES ARE TO BE THROWN OR FIRED INTO ANY VEHICLE. NOTHING, NO MATTER WHAT, IS TO BE THROWN AT THE DRIVER.
6. Alcoholic beverages and/or illegal drugs may not be consumed at any event in violation of civil laws. Alcoholic beverages are not to be used when weapons are in use.
7. No weapon is to be fired directly at anyone closer than 25 yards.
8. No projectile object may be fired at less than a 45 degree angle from the horizontal.
9. No live ammo is to be brought to any European Military Historical Society (EMHS) or 20th CTSG, Inc. event.
10. No one may fix any bayonet to any weapon, draw a knife, or use a sword, except for controlled, posed and staged photography. *Exception:* European Military Historical Society (EMHS) may with permission of the safety

committee, use fake (rubber) bayonets at events where close-in combat may occur (street fighting, trench raids, public display events, etc.).

11. Wood-tipped blanks may only be used in automatic/semi-automatic weapons equipped with a blank adapter. **NEVER IN A BOLT ACTION RIFLE.**
12. No Shotguns.
13. Military simulators (artillery, etc.) can be used in staged spectator events, under the supervision of an approved safety officer in a controlled area.
14. Refusal to follow the instructions of a safety officer is grounds for dismissal from the event.
15. Any unit or individual that accumulates 5 or more safety violations within a 12 month period will be denied reentry into the 20th CTSG, Inc. There is no appeal to this. **SAFETY IS TOP PRIORITY!!!!**

REGULATIONS FOR PYROTECHNICS USAGE AND CONSTRUCTION

ARTICLE 1

TYPES OF POWDER

1. No flash powder will be used in personnel pyrotechnics, i.e., hand grenades, mortar shells, etc.
2. We strongly recommend 3F black powder or Pyrodex P for use in pyrotechnics due to the shorter duration of the flash time. 2F and Pyrodex RS tend to have a prolonged burning time and are potential fire hazards.

ARTICLE 2

CONTAINERS AND SHELL BODIES

1. No wood, PVC, fiberglass, metal, or any other types of splinter generating material will be used for burst containment.
2. Any metal used in fastening, i.e., staples, screws, etc., must be attached in such a manner as not to generate shrapnel.
3. No potential striking edge of any pyrotechnic device shall be constructed of the materials listed in Article 2, Section 1.

4. European Military Historical Society (EMHS) recommends the following types of materials: flexible plastic bottles, paper or cardboard tubing, tennis balls, all rubber radiator hose or any material not covered in Article 2,

Section 1

ARTICLE 3

TAIL SECTIONS:

Mortar Shells and Rifle Grenades

1. Rifle Grenades: Tails may be constructed of PVC with rounded edges, provided that flight characteristics ensure a nose first strike. A wooden dowel rod with the sharp edges rounded off is acceptable.
2. Fins: No metal, hard plastic, PVC, or any wood harder than balsa wood shall be used for construction of tail fins. 20th CTSG, Inc. recommends the following materials for tail fins: balsa wood, cardboard, soft plastics from bleach, milk, or coolant bottles, soft vinyl flooring and other non-injurious materials.
3. Nose Shape: No pointed nose shapes are permitted on projectiles of any kind. Nose shapes shall be rounded or flat with round edges. 20th CTSG, Inc. recommends the following materials for noses: Ping Pong balls, soft rubber balls, tennis balls, Dixie Cups, polyethylene bottles or similar materials.

ARTICLE 4

GRENADERS: RIFLE AND HAND

1. Bursting charges will not exceed 100 grains of black powder or Pyrodex.
NO FLASH POWDER!!
2. Grenades should be as near to the actual size as possible.
3. Grenades should be lobbed, not thrown baseball style.
4. Rifle grenades will not be used in the horizontal fire at or near personnel.
No rifle grenades will incorporate a contact ignition, only time delay will be used.
5. Because of increased striking power generated by a smaller nose contact area, the weight for rifle grenades shall not exceed eight (8) ounces.

ARTICLE 5

MORTAR AND ARTILLERY SHELLS

1. Bursting charges shall not exceed 109 grains weight of low explosive, i.e., black powder or Pyrodex, due to Federal Regulations. NO FLASH POWDER!!
2. No mortar or artillery shell shall be fired below 45 degrees from the horizontal.
3. No mortar or artillery shell shall contain a contact detonator. Time delay ignition only.

4. Mortar and artillery shells shall be appropriately colored to enable recognition while in flight. This will minimize the risk to personnel from incoming fire.
5. Shell weight for a shell with a 2" diameter or less shall not exceed 8 ounces in total landing weight. Shells with a 2-1/2" diameter or larger shall not exceed 10 ounces in total landing weight.

Experience has shown these to be the maximum safe acceptable weight limits.

6. FEDERAL LAW states that launch charges are limited to 4 ounces or 1750 grains by weight of low grade explosive. European Military Historical Society (EMHS) strongly recommends 10% of this or less for safe usage. It is possible to rupture mortar tubes using more than this.

ARTICLE 6

MINES

1. Only Pyrodex may be used for land mine charges. Black powder has proven to be too concussive for safe use.
2. Main charges in mines will not exceed 120 grains of moderately confined Pyrodex with a parasite charge for smoke effect of up to 50 grains Pyrodex loosely confined.
3. All rocks, stones and foreign objects must be removed from the vicinity of the planted mines to eliminate shrapnel and risks to personnel.

4. All mines should be as close to the actual size as possible to allow expansion of powder gases to reduce concussive effect.
5. All mines must either be detonated or removed at the conclusion of the event to ensure good relations with the land sponsors and to avoid fire hazards and potential injuries.
6. All minefields at an event shall be clearly marked with the appropriate sign.

ARTICLE 7

TRIP WIRES AND BOOBY TRAPS – IMPROVISED

1. Powder charges for trip wire and booby traps shall not exceed 200 grains in weight. Black powder or Pyrodex shall be used.
2. Charges should be attached so as to direct the burst away from the intended target.
3. Equipment and accouterments should not be booby trapped as this will discourage the practice of returning lost equipment.
4. Trip wires and booby traps shall be subject to all provisions of Article 2, Sections 1 and 2.
5. Trip wires and booby traps should conform and resemble that which was available to respective forces during that particular time period.
6. All unused trip wires and booby traps must be dismantled or removed at the conclusion of the event.

ARTICLE 8

MILITARY DEVICES AND SIMULATORS

1. No grenade simulators will be permitted at any event.
2. Artillery simulators and devices will be used by personnel certified and designated by unit commanders for that task, pursuant to approval of said personnel prior to the event by the European Military Historical Society (EMHS).
3. Artillery simulators may only be used to simulate weapons strikes within your OWN lines and CANNOT be thrown at other personnel or into manned positions.
4. All buried artillery simulators must be clearly marked so that personnel may maintain a safe distance from them.
5. Pyrotechnic devices shall not be thrown into vehicles or dry fire hazard areas. They should be employed only in hard, clear ground to avoid the possibility of fires.
6. Parachute flares cannot be used due to the large chance of fire and/or the flare drifting off into civilian areas.
7. All military trip wires and booby traps will be used in accordance with Article 8, Section 2 and strictly adhere with Article 7, Sections 2, 3 and 6.

ARTICLE 9

BLANK AMMUNITION

1. No wood tipped blanks shall be used in a weapon that does not have the appropriate restrictor system to ensure the harmless breakup of the tip.
2. Crimps on blanks should be of such a configuration that no metal fragments separate from the main case of the body when fired.
3. Wax-tipped ammunition is prohibited due to the hot slug being expelled from unrestricted bores and because in semi and full automatic weapons it has been found to clog gas systems and bore restrictors, resulting in dangerously high pressures.
4. Blank artillery or tank cannon fire should be preceded by a warning to personnel in the vicinity of the blast.

ARTICLE 10

DEMOLITION CHARGES

1. Demolition charges should be constructed only by certified members of designated units who normally undertake this activity, i.e., pioneers, engineers, sappers, etc.
2. Demolition charges will at NO time be capable of actually damaging anything to which they are affixed.
3. Demolition charges are subject to all provisions of Article 2, Sections 1 and 2, and Article 7, Section 6.

4. All demolition crews should be prepared to cope with any resultant small fires from the use of demolition charges.
5. All demolition sites must be cleared of personnel and certified safe by the ranking member of the demolition team before the detonation of charges.

ARTICLE 11

FILLER MATERIALS

1. Filler materials must be chemically inert to avoid skin or eye injury. Filler materials should not yield shrapnel from large pieces or yield secondary ignition.
2. European Military Historical Society (EMHS) recommends the following materials: fine grain powder, sand, fine grain cat litter, flour (shielded from flame), carpenters' chalk, or any substance similar in consistency. Combinations of the above listed materials may be used to regulate weight.