

## BY-LAWS



# QLHF Blank Fire Guidelines – Battle Runs or Scenarios

## PURPOSE

### Firearms usage – Skirmish & Battle runs - Safety Guidelines

The purpose of these rules is to create a safe environment for the reenactor.

While authenticity is important to properly educate others about military & social history, of paramount importance is safety. Everyone has a responsibility adhere to the highest possibly safety standards.

Members of the Qld Living History Federation reenactors & volunteers are covered with both personal injury, organisational liability and personal liability insurance while acting legally and according to QLHF ByLaws and Guidelines.

The term participants applies to reenactors, living Historians and volunteers.

## BYLAWS

### I. General Event and Safety Guidelines

- A. All participants must be current financial members of the Qld Living History Federation.
- B. All reenactors attending with firearms of any category under the Qld Weapons Act and its regulations must hold a current Qld Firearms and retain it on their person and produce it on request by any event organiser or volunteer.
- D. All participants are expected to follow all local, state or federal government legislation.
- E. All participants agree to abide by the designated safety procedure/s.
- F. Absolutely NO LIVE AMMUNITION will be brought to any event or be contained within any mobile or static display. This applies to ammunition brought to sell, trade or display.
- G. Absolutely no live firearms or ammunition can be sold.
- H. Absolutely NO LOADED FIREARMS at any time until the time of the skirmish or battle run and under supervision of the Group Leader or Safety Officer or authorised demonstration under supervision.
- I. All motor vehicles must be driven by a licensed driver in a safe and sensible manner.

- J. No one is to ride on or outside of a vehicle unless they are a trained member of the crew of that vehicle or have been given permission to do so by the owners of said vehicle.
- K. Please respect any National Park or private property. Do not attach or hang any items on any structure.

**II. Campsite:**

- A. All firearms, ammunition and edged weapons not in the direct control and possession of their owner shall be stored in a safe, secure manner that is inaccessible to unauthorised persons. Firearms and blank ammunition shall be stored in separate locations.
- B. Each group member shall be responsible for firearms safety and security within its' own camp area.
- C. Please, no excessive consumption of alcohol and absolutely no consumption of alcohol before or during the skirmish or battleruns. Remember that alcohol will be retained in your system the next day, so go easy.

**III. Skirmish/battle runs and or Demonstrations:**

- A. Under no circumstances shall anything other than approved blank ammunition of the crimped closure type is be used, no blank ammunition that may discharge a projectile is permitted.
- B. No weapons may be discharged except during an authorised demonstration under supervision or during the skirmish/battle run.
- C. Demonstrations shall take place in a controlled situation and area that isolates and protects all participants and spectators. Use of ear plugs & eye protection during blank fire skirmish/battle runs is recommended.
- D. Mock hand to hand combat with a steel weapon is forbidden! This rule also applies to all other edged weapons.
- E. The public should not be allowed to handle ammunition or weapons.

**IV. Taking part in the Skirmish/battle run:**

- A. Do not point or fire your firearms into, around or near another participant.
- B. Do not fire weapons next to or near anyone's head or face.
- C. No person entering a battlefield area and carrying any type of weapon shall be unlicenced under the Qld Weapons Act and its regulations.
- D. Affixed bayonets are forbidden at all times
- E. Absolutely NO ignitable devices are to be thrown or projected at or near any motor vehicle.

- F. During the skirmish/battle run, all ground units must be aware of, and avoid all vehicles and ensure the driver of that vehicle is aware of your presence at all times.
- G. Reenactors not authorised with any participant unit will remain out of the designated battle area. Freelancing will not be allowed.
- H. DO NOT SHOOT PRISONERS.
- I. MG or crew served weaponry personnel should be trained so that each participant is familiar with all roles related to the firing and positioning of the gun.
- J. Where an opposing force advances toward each other, participants will not fire in the opposition's direction at any distance less than 50 metres and must be fired at an safe oblique.
- K. All groups will maintain one or more Safety Officers to conduct and direct any blank firing, they will order cease fire at any appropriate moment.
- L. If you wish to simulate grenade throwing, please use tennis balls left in their original state and colour so they can be found and retrieved afterwards.
- M. Any individual that intends discharging blank ammunition is responsible for collecting fired brass cartridges or any items used or discharged in the skirmish or battle run.
- N. At the finale of the skirmish, the field will be inspected by all participants to ensure no ammunition live or fired remains.
- O. All firearms will be cleared as safe by the group leader or safety officer before the group moves away.

#### **V. Weapon Safety:**

A. Before all events, safety coordinators or group leader/s will check the following items; any that are found unacceptable will cause that firearm to be rejected as unsafe and its use will not be allowed during the blank fire skirmish or battle runs until the condition has been corrected and passed:

1. The firearm is in good working order and is clean of any debris that would prevent or impede its safe operation.
2. .
3. Trigger pull and bolt action operate as designed, the bore should be clean of obstruction and unrestricted and will not burst should a blank round be fired through it.
5. Check of all ammunition for type and content, being sure that all ammunition is of a safe blank type.
6. The Group Leader and/or Safety Officer will inspect all pockets, ammunition pouches & equipment and ensure they contain only appropriate blank ammunition.

## **VI. Misfires and/or dud cartridges.**

1. Should a cartridge misfire in a breech loading firearm during a scenario or skirmish, the firer will remain stationary with the firearm pointing in a safe direction away from participants or public for a period of one minute, the cartridge remaining chambered.
2. The firer is under no circumstances to remove the cartridge during this period of time.
3. At the expiry of one minute, the firer will remove the misfired cartridge and secure the cartridge for safe disposal at completion of the scenario or skirmish.

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<b>Contact Officer</b>	President, Secretary, Safety Officer
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<b>Dates Updated</b>	
<b>Approval Authority</b>	Queensland Living History Federation Committee
<b>Related Policies, Procedures, Guidelines, Forms or Templates</b>	Queensland Living History Federation Bylaws
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