



QLHF By-laws for the Use of Black Powder Weapons in Re-enactment.

Involving predominately members of the Queensland Living History Federation Inc.

PURPOSE

The purpose of this document is to detail the guidelines for using black powder weapons in re-enactment for members of the Queensland Living History Federation (QLHF).

1 INTRODUCTION

- 1.1 This by-law is to be read in conjunction with the QLHF Edged Weapon Bylaw.
- 1.2 While authenticity in appearance of group and individual uniform and equipment is important to properly educate others about military history, of paramount importance is safety.
- 1.3 Every QLHF member is responsible for adherence to the highest possibly safety standards and expectations and proactively remedy immediately any shortfalls or dangerous situations.
- 1.4 The term participants applies to reenactors, living historians and volunteers.

IMPORTANT NOTE: At all times, members are subject to relevant state and federal law. Where there is an inconsistency, the relevant law will be enforced.

2 MARSHALS

- 2.1 Please refer to the QLHF Marshal By-law for information on marshals. All marshals must be accredited by QLHF or their association.
- 2.2 This By-Law must be read in conjunction with the Marshal By-law.
- 2.3 Throughout this document where the following terms are used the relevant person must also be an QLHF Accredited Marshal. Where marshal is used refer to QLHF Marshal:
 - Safety Officer
 - Artillery Safety Officer

- OBEY ALL INSTRUCTIONS FROM MARSHALS
- ANY PERSON CAN STOP ANY ACTIVITY
- NO FIRING AT OR WITHIN 20M OF ANY PERSON OR BODY OF TROOPS
- NOTE LOCATIONS OF FIRST AID AND FIRE POINTS
- SAFETY FIRST!



3 INSURANCE

- 3.1 It is the duty of group hosting the event to insure that all participants are suitably insured (public liability insurance) for the activity being conducted (Note: QLHF members are provided insurance coverage as part of being a member).
- 3.2 QLHF members are NOT considered insured if the member has membership fees outstanding.
- 3.3 It is the duty of the group to inform the QLHF committee of events that they are attending, preferably via E-mail. All events attended must be recorded in the group's records such as Facebook.
- 3.4 If in doubt about any activity, the group is to contact the QLHF committee for clarification regarding clauses within the insurance policy.

4 MEDICAL

- 4.1 A comprehensive first aid kit is to be brought to the event:
- 4.2 A casualty evacuation plan should be prepared prior to the event and relevant medical facilities notified of the events existence and potential for injury.
- 4.3 Should an injury be serious or life threatening, all activity is to cease immediately and medical attention sort as a matter of urgency.

5 ALCOHOL, MEDICATION AND OTHER PERFORMANCE EFFECTING SUBSTANCES

- 5.1 No participant shall handle a weapon while under the influence of alcohol or other performance effecting substances.
- 5.2 Any participant found to be under the influence of alcohol or other performance effecting substances including prescribed medication, they will be barred from further participation at the event, suffer disciplinary action or may be expelled from the QLHF. If any participant has a pre-existing medical condition that could affect safety, it must be declared to the Marshal before participation.
- 5.3 The participant should provide sufficient information about the medication to allow the coordinator to make an informed decision or to refer to a medical officer or 1st aider.



6 MINIMUM AGE FOR PARTICIPANTS

- 6.1 A minimum age of sixteen (16) is set for the handling of firearms at QLHF events.
- 6.2 A person under the age of eighteen (18) must provide written parental or guardian consent to the Group President or Group Marshal of their club before that person will be allowed to participate in combat. Such permission must be shown to the QLHF Marshal upon request.

7 SAFETY RULES

- 7.1 Safety is vital, and at all times must override all other aspects of re-enactment. A person deemed unsafe will be removed from further participation;
- 7.2 The safety briefing must be attended by all participants in the event, whether they are a participant or support staff;
- 7.3 All latecomers are responsible to ensure they are briefed separately prior to participation. The safety officer must provide the briefing.
- 7.4 Safety glasses are recommended;
- 7.5 A detailed safety inspection is to be carried out before and after each blank firing activity.
 - 7.5.1 This is done by placing all participants in a single rank.
 - 7.5.2 The safety officer then moves along the line and drops a ramrod down each gun barrel, listening for a pinging metallic sound - the bottom of the empty chamber) if the sound is dull or for any reason the safety officer is suspect, the weapon should be treated as loaded and dealt with to remedy the situation.
 - 7.5.3 After all weapons have been satisfactorily checked in this manner, the safety officer then moves along the line getting each participant to fire off one percussion cap per weapon.
 - 7.5.4 All cartridge boxes are then checked for the presence of live ammunition.
 - 7.5.5 The safety officer, once satisfied, hands over to the marshal in charge of the activity.
 - 7.5.6 During the safety inspection, no military drill or orders are to be used in order that this activity is not confused with any living history or re-enactment.
- 7.6 The safety officer has complete control regardless of rank or club seniority and should update safety issues before and after each skirmish activity;
- 7.7 Safety officers are to carry a "cease fire" whistle;
- 7.8 Any person may stop any activity if he sees a breach of safety or unsafe practice, by yelling in a loud clear voice STOP! STOP! STOP!;



8 FIREARMS

- 8.1 Weapons are always to be pointed in a safe direction
- 8.2 Use the “two hand” rule i.e. hold your arms outstretched in front of you with both hands at full span beside each other. If your enemy enters that angle you should not fire. Use this method also for elevation. Practice it until you can estimate the angle instinctively;
- 8.3 No ramrods are to be carried or used during the event;
- 8.4 Bulk gunpowder is to be stored in a central location, 20m from any open flame;
- 8.5 No smoking within 20m of bulk powder;
- 8.6 All cartridge boxes are to be buttoned closed except during the act of loading;
- 8.7 No weapon is to be aimed at any person or body of troops (two hand rule);
- 8.8 No firing within 20m of any person or body of troops.

9 CLOSE QUARTER FIGHTING

- 9.1 This may only be conducted under the strictest supervision and control.
- 9.2 A separate briefing and rehearsal are to be conducted prior to any close quarter fighting:
- 9.3 No bayonets are to be fixed during the actual coming together of opposing troops;
- 9.4 No loaded or capped weapons are to participate in close quarter fighting;
- 9.5 Both opposing sides are only to come together after forming line of battle facing each other and under control, “firing by file”. Any musket which fails to fire should be treated as loaded, moved off to a flank and cleared;
- 9.6 Under control of Officers/NCOs and under supervision of the safety officer, the lines may be ordered to close on each other.
- 9.7 **No edged weapons** are to be used and all muskets are to be held in a high port position. The only contact made should be a light pushing against the opponents left shoulder, which is to be held for a short period of time and then way is given.
- 9.8 No “theatrics” such as swinging rifle butts or kicks, etc. are to be used.
- 9.9 If horses are present at the event, the owners should be liaised with, and the animals’ nature and reaction to gunfire should be discussed. If in doubt the animal should be excluded from the event.



10 ARTILLERY

- 10.1 If artillery is to be used for the event a separate safety briefing is to be conducted in relation to the safety of that weapon;
- 10.2 A separate artillery safety officer is to be appointed; this officer is to be highly experienced with the use of artillery in relation to the event being conducted. The artillery safety officer is subordinate to the overall event safety office;
- 10.3 Only licensed shooters with experience of their weapon are to operate artillery.

11 FIRE

- 11.1 Fire buckets and fire fighting equipment is to be on hand in the camp area;
- 11.2 Campfire sites should be cleared of vegetation to a safe distance;
- 11.3 Care is to be taken with the use of candles and smoking in tents;
- 11.4 Clean water is to be held in bulk for the emergency treatment of burns (can be held in fire buckets);

12 SECURITY AND LEGAL

- 12.1 All weapons and ammunition are to be stored and carried in accordance with relevant National and Queensland legislation;
- 12.2 Your weapons are your responsibility, keep them within arm's reach or under guard at all times;
- 12.3 Only licenced personnel are to handle firearms;
A licence check is to be conducted at the same time as indemnity or registration forms are signed

END



Contact Officer	QLHF Marshal
Date Approved	26th March 2004
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Approval Authority	Queensland Living History Federation Committee
Related Policies, Procedures, Guidelines, Forms or Templates	This by-law works in conjunction with all other QLHF by-laws, with particular reference to: QLHF Artillery Safety By-law QLHF Marshal By-law
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