



## QLHF Blankfire By-laws: Battle Runs or Scenarios

### PURPOSE

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

*The purpose of these guidelines is to manage the safe usage & carriage of modern era weapons and bayonets for the group, the reenactor and the public during living history displays, public demonstrations & guards of honour or battle scenarios.*

### 1 INTRODUCTION

- 1.1 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.
- 1.2 Every QLHF member is responsible for adherence to the highest possibly safety standards and expectations and proactively remedy immediately any shortfalls or dangerous situations.
- 1.3 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



### **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 recording 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 GENERAL EVENT AND SAFETY GUIDELINES

- 6.1 All participants at any event must be current financial members of the Qld Living History Federation or equivalent association. *See Insurance below.*
- 6.2 All reenactors attending with firearms of any category under the Qld Weapons Act and its regulations must hold the appropriate and current Qld Firearms License. This must be recorded in the QLHF Muster.
- 6.3 All reenactors must be authorised by their group marshal for the use of any weapon. That must be recorded in The QLHF Muster. A record of the participants training must also be kept by the group marshal as outlined in the QLHF Marshal By-laws.
- 6.4 The License must be retained on their person and produced on request by any marshal, event organiser or volunteer.
- 6.5 All participants are expected to follow all local, state or federal government legislation.
- 6.6 All participants agree to abide by the designated safety procedure/s.
- 6.7 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.
- 6.8 Absolutely no live firearms or ammunition can be sold.
- 6.9 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.
- 6.10 All motor vehicles must be driven by a licensed driver in a safe and sensible manner.
- 6.11 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.
- 6.12 Please respect any National Park or private property. Do not attach or hang any items on any structure.
- 6.13 All participants will have undergone annual firearm, basic legislation and scenario safety and have the confidence of their group to safely navigate safe firearms handling and usage.

## 7 CAMPSITE

- 7.1 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.



- 7.2 Each group member shall be responsible for firearms safety and security within its' own camp area.
- 7.3 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.

## 8 SKIRMISH/BATTLE RUNS AND OR DEMONSTRATIONS

- 8.1 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.
- 8.2 No weapons may be discharged except during an authorised demonstration or during the skirmish/battle run and must be under the supervision of a marshal.
- 8.3 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.
- 8.4 The public are **not allowed** to handle ammunition or weapons.
- 8.5 No hand to hand combat with any sharp edged weapon is permitted
- 8.6 Hand to hand combat with blunt edged weapons is permitted with the permission of the marshal, however this must be undertaken in accordance with either the QLHF Bayonet By-laws or the QLHF Blankfire By-laws.

## 9 TAKING PART IN THE SKIRMISH/BATTLE RUN

- 9.1 Do not point or fire your firearms into, around or near another participant.
- 9.2 Do not fire weapons:
- next to or near anyone's head or face; or
  - inside a room; or
  - into a building.
- 9.3 No person entering a battlefield area and carrying any type of live weapon shall be unlicensed under the Qld Weapons Act and its regulations.
- 9.4 Affixed bayonets are to follow the Bayonet By-laws.
- 9.5 Absolutely NO ignitable devices are to be thrown or projected at or near any motor vehicle.



- 9.6 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.
- 9.7 Reenactors not authorised with any participant unit will remain out of the designated battle area. Freelancing will not be allowed.
- 9.8 DO NOT SHOOT PRISONERS.
- 9.9 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.
- 9.10 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 a safe oblique.
- 9.11 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.
- 9.12 If you wish to simulate grenade throwing, please use tennis balls left in their original state and colour or replica grenades painted a bright colour so they can be found and retrieved afterwards.
- 9.13 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.
- 9.14 At the finale of the skirmish, the field will be inspected by all participants to ensure no ammunition live or fired remains.
- 9.15 All firearms will be cleared as safe by the group leader or safety officer before the group moves away.

## **10 WEAPON SAFETY**

- 10.1 Before all events, safety officers 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:
  - 10.1.1 The firearm is in good working order and is clean of any debris that would prevent or impede its safe operation.
  - 10.1.2 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.
  - 10.1.3 Check of all ammunition for type and content, being sure that all ammunition is of a safe blank type.

## 11 MISFIRES AND/OR DUD CARTRIDGES

- 11.1 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.
- 11.2 The firer is under no circumstances to remove the cartridge during this period of time.
- 11.3 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.
- 11.4 The Group Leader or Safety Officer will inspect all pockets, ammunition pouches & equipment and ensure they contain only appropriate blank ammunition. A safety officer or marshal must have access to / carry a steel ammo box to place any misfires into. They are responsible to ensure the safe disposal of the misfire.

END

<b>Contact Officer</b>	QLHF Marshal
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<b>Dates Updated</b>	26th September 2002, 26th March 2004, 9 <sup>th</sup> October 2017, 19 <sup>th</sup> December 2021
<b>Approval Authority</b>	Queensland Living History Federation Committee
<b>Related Policies, Procedures, Guidelines, Forms or Templates</b>	This by-law works in conjunction with all other QLHF by-laws, with particular reference to: QLHF Marshal By-law QLHF Black Powder By-laws QLHF Blankfire By-laws.
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