

THE COMPANY OF THE BLACK SERPENT

HISTORICAL RE-ENACTMENT SOCIETY



17TH JANUARY 2011

GENERAL

In Case Of Fire – Wherever possible a fire bucket and fire extinguisher should be on hand to deal with any fire-related issues. All Society members should be trained in their operation, and drills performed to allow a rapid evacuation of the camp in case of emergency.

In Case of Injury - A suitably equipped first aid kit and a trained first-aider should be available at all times.

In Case of Emergency – A mobile 'phone with spare batteries should be available at all times and reserved for the purpose of contacting the appropriate Emergency Services.

LIVING HISTORY

TRIPPING

- **Firewood** – Firewood is to be stacked as neatly as possible in a designated area out of the way of general walk ways.
- **Clothing** – Members should be aware that some clothing (such as long dresses, flared sleeves, hood liripipes, dangling belts, belt scabbards, hanging pouches, and dress trains) constitute a tripping/snaring hazard. Members wearing such items in a public area should take special care to ensure that members of the public do not trip or become entangled.
- **Furniture** – Camp furniture such as benches should be kept out of the way of camp walkways to ensure Society members and members of the public do not trip over them.
- **Tent Pegs** - Tent pegs are to be firmly embedded in the ground and where possible and appropriate, the area around the tents secured with a safety perimeter.
- **Guy Lines/Ropes** – Guy lines and ropes should be visible and obvious, where they interfere with access around the camp, and can be made more so by attaching ribbons or other appropriate decoration.
- **Equipment** – Equipment (which includes armour, weapons, craft tools, fire boxes, cooking equipment) should be put away when not in use, and when in use, should be arranged to minimize the risk of tripping or only used within a safety perimeter.
- **People & Animals** – Members should be aware that they themselves, members of the public, and animals may present a tripping hazard and take appropriate care.
- **Uneven Ground** – Where the camp has been set up in an area of uneven terrain, efforts should be taken to eliminate or mark potholes and mounds and remove rocks and stones where possible.

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Last Revised: 17 January 2011

FIRE

- **Burns/Scalds** - All hot surfaces (including metal items left in the sun for any period of time) and hot liquids should be treated with extreme caution. Open flames (including the camp fire, torches, candles and forges) should be constantly supervised and secured from public access with a security perimeter, or completely extinguished and cooled before the public are allowed into the camp area.
- **Smoke** – To reduce the emission of smoke, only dry firewood should be used where available, and care should be taken to ensure that wood treated with toxic substances is not burned. Where smoke is inhaled, appropriate treatment should be undertaken.
- **Embers** – Flying embers should be minimized by banking fires carefully against the wind and taking care when adding new wood. Where embers do occur, they should be monitored to ensure they do not pose a risk to flammables around the camp or environment. If flying embers are presenting a hazard despite precautions, the fire must be extinguished.
- **Candles** – Lit candles should not be left unattended without being placed in a suitable holder or container away from other flammables.
- **Flammables** – Flammables such as gas, paint, oil and chemicals must be kept away from sources of fire at all times.

CRAFTS

- Members undertaking craft activities should not leave tools and materials unattended.
- Craft activities that use fire should observe the measures in the section regarding fire.
- Members of the public should not be permitted to handle sharp tools or hazardous materials.
- Craft materials and tools must be packed safely during transport to avoid contamination and damage to equipment and materials.
- Where appropriate craft activities may need to be done within a security perimeter.

ANIMALS & CHILDREN

- No animals are to be permitted within the Living History camp without a lead.
- Children must be supervised by an adult at all times.

ENVIRONMENT

- In the event of precipitation (rain, snow, hail etc) all materials and equipment which may be damaged or contaminated must be placed under cover as soon as possible.
- Wet ground will lead to mud, so appropriate footwear must be worn to avoid slippages. Care should also be taken to avoid contaminating the camp with mud, particularly ground sheets and craft materials.
- All members should be made aware of the dangers of hot weather and strong sunshine, particularly heatstroke, sunburn, heat exhaustion, and dehydration.
- Members should be aware of the dangers of cold weather, particularly when camping overnight, and provision made to ensure they bring or are provided with suitable bedding/blankets.
- Dangerous plants (nettles, brambles, ivy, poisonous berries etc) and insects (bees attracted to flowering plants, wasps, ants etc) within the camp should be assessed on a case-by-case basis, taking into account member allergies and public safety. Where possible, such dangers should be neutralized or the camp configured to reduce exposure.
- Care should also be taken to avoid attracting animals such as foxes, rats, badgers etc by ensuring litter and waste (particularly left-over food) is secured and disposed of correctly.

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SECURITY

- The Living History camp must be supervised at all times with a view to security and prevention of theft from the camp, particularly of items which may cause harm such as weapons, craft tools, and hazardous materials.
- All crimes must be reported to the Police and event organizers as soon as they are discovered.
- Society members must never become involved in an altercation, fight, or argument when carrying weapons.
- In the event of a violent or potentially violent incident occurring within the camp, all weapons, sharp tools etc are to be secured immediately.

COMBAT RE-ENACTMENT

WEAPONS

- Members of the public must never be allowed to handle a sharp weapon or tool.
- Sharp weapons or tools must never be taken onto the battlefield.
- Members of the public should not be permitted to handle a battle-ready blunt weapon without close supervision by a member of the Society, and should never be allowed to brandish or swing the weapon.
- All weapons must be checked for burrs, fractures and rust before being taken upon the field, and remedial action (filing, hammering and polishing) taken where such are found.
- Weapons should have no edge thinner than 2mm thick. Sword tips should be rounded off, and spikes must be blunted, rounded or balled as appropriate.

ARMOUR

- Armour must be in reasonable repair to be allowed on the field. In particular, armour pieces secured by straps must have the straps checked to ensure pieces do not come loose in the course of the battle.
- Helmets should be constructed with a minimum of 16-gauge steel.

COMBAT

- All combat activities (including demonstrations, drills, battle displays, and training) must take place within a roped safety perimeter.
- The perimeter must consist of two layers of rope or other contiguous perimeter marker such as a fence or rail, creating a “no-man’s land” between the inner and outer perimeters. This no-man’s land should be no less than four feet in width at all points.
- Members of the public must not cross the outer perimeter, and combatants must not cross the inner perimeter when any form of combat is taking place. Members of the public should be also discouraged from leaning on the outer perimeter, or allowing children or animals to cross beneath the perimeter. Non-combatant members should be employed to monitor this at all times.
- Prior to commencing each display, the audience should be made aware of the reason for the safety perimeter, and the implications of breaching the perimeter. Ask that animals remain secure and controlled on a leash or removed from the area. In the event of a breach, the display must be halted immediately and the situation resolved.
- Combatants will be barred from the field if they are suspected of being under the influence of drugs, alcohol, or stimulants. This includes energy drinks such as Red Bull and similar, which should not be consumed less than an hour before a battle. Prescribed medication must be assessed on a case-by-case basis to determine field worthiness.