

THE - FIRST - INFANTRY - DIVISION



E - COMPANY - 2ND - BATTALION - 16TH - INFANTRY - REGIMENT



Members Handbook

Group Rules and Regulations





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Revision History

Rev 2 Feb- 2021

- Clause 4.3, 5.2 & 6.5 amended.



1. Introduction

- 1.1 The purpose this handbook is to make you aware of the various regulations that are necessary to ensure that each member of the Group maintains the highest standards of safety and authenticity.
- 1.2 Being based on an actual historical unit, the group maintains close links with the veterans we represent, including participating in reunions, commemorations etc.

2. Aims

- 2.1 To provide and promote opportunities to participate in high quality WW2 living history displays and re-enactments.
- 2.2 To encourage and perpetuate the traditions, customs and memorabilia of the active service personnel of WW2.
- 2.3 To demonstrate to the public how US Army personnel and vehicles appeared and operated in the field during WW2 as well as non-combatant units such as the Field Hospital, Armory, Logistics' etc.
- 2.4 To ensure that at all times and every way possible group members portray in the most authentic manner all aspects of being a WW2 soldier.
- 2.5 To respect and preserve the memory of all those who served and fought during WW2 and to honour those who never returned.

3. Specific Rules and Regulations

- 3.1 All rules and regulations are formulated and implemented by the full committee. Members are required to obey any reasonable instruction given by a Committee member.

4. Committee Authority

- 4.1 When the membership application form is returned, the member is agreeing to accept all reasonable instructions and rules given by a Unit Commander/Committee member.
- 4.2 The Committee also enforces a Disciplinary Procedure under which members charged with offences are heard. Suspensions for varying periods or even exclusion are options (see Section 14 for details)
- 4.3 The appointment of the four Committee members will reviewed each year via a unit vote.

5. Membership

- 5.1 Annual subscription must be paid when requested to retain membership.
- 5.2 Discounts for joint/family membership along with any new members who might join more than 6 months through the year, are available.
- 5.3 Current membership must be held in order to attend any event organised by the Group. Exceptions to this are invited guest which are notified and to and authorised by a Committee member prior to the event. Prospective new members are allowed to attend one event to 'try it out' and for a Unit Commander to gauge their suitability.
- 5.4 Guests and prospective new members may be required to pay a nominal fee of £5 to cover temporary membership and insurance. This allowance is not to be abused.



- 5.5 Membership checks can be made at any event, and non-members, unless authorised, will be barred from taking any further part in the event and will normally be asked to leave the display.
- 5.6 The minimum age for full membership is 15 and parents or guardians signed consent is required in order for any member aged 16-17 to take part as a combatant.

Cadet members under the age of 16 (hereafter referred to as children) are not permitted to take part in any form of battle re-enactment or to handle live firearms or pyrotechnics.

Parents or guardians are fully responsible for the conduct of the children in their care during the entire course of any Group event and will be answerable to the Committee for any transgressions.

Children must not carry any form of weapon; replica, toy, Airsoft, or deactivated. Children must not carry bladed weapons.

All children on any living history display must be correctly dressed in 1940's civilian clothing to include footwear (trainers are not acceptable) hair styles and glasses if worn.

Children must stay on the display with their parents or guardians and not be allowed to wander into any of the combat display areas (such as foxholes etc.) or handle any weapons or equipment during public hours. Children must not enter the display arena at any time.

Families are encouraged to camp in the "plastic camp" away from the authentic encampments to avoid late night noise etc.

Members under 16 will have no voting rights.

- 5.7 Access to the Group's online Forum is for paid up members only, unless specifically agree otherwise by the Committee.
- 5.8 An AGM will be held annually, chaired by the Unit Commander.

6. Unit Commander's Authority

- 6.1 The Committee confirms the appointment of the Unit Commander who in turn becomes a member of the Committee. His rulings on specific unit discipline, rank and organisation are final to unit members, although individual members are entitled to appeal to the full Committee for an impartial hearing of a grievance. However, rulings must not be contrary to Committee policy or authenticity guidelines.
- 6.2 The Unit Commander may expel (or prohibit from joining) a member subject to Committee agreement.
- 6.3 A Unit Commander may offer himself for re-appointment by his unit at the beginning of every subscription year. Members of the unit have the opportunity to re-appoint him or issue a vote of no confidence, at which stage the members of the unit must apply to the Committee for permission for a confidential ballot.

In order to do this, a new candidate must be proposed, who is supported by at least 33% of the paid-up members of that unit. The application must include the signatures of these members showing support for the candidate.

Following the ballot (which would be conducted by the Membership Secretary), a candidate will be elected if he has the votes of not less than 66% of the paid up members. In the event of no candidate achieving a 66% vote, the candidate with a straight majority



vote of the unit's members will be considered elected by the Committee for a trial period of 6 months, after which a new ballot would be conducted. If necessary, this process would be repeated until a candidate achieves the 66% support.

In any event, the Committee will have the final approval of the elected candidate, including the right to veto an elected candidate as unsuitable for office.

- 6.4 Depending on the numbers of paid-up members, the Unit Commander should hold the appropriate rank and promote the members accordingly and within sensible reason. The guidelines below take into account that we do not have the numbers to fully represent a chosen regiment but rather a small sub unit from it.

| No. of Members: | Rank |
|------------------------|------------------------|
| 10 | Sergeant |
| 15 | 1st Sgt. |
| 20 | 2 nd Lieut. |
| 25 | Lieutenant |
| 35+ | Captain |

Excessive rank may be reduced by order of the Committee. When appropriate at specific events, higher ranks may be deemed suitable by the Committee.

Non-combatant units may wear the appropriate and documented rank for their chosen role; i.e. a US Nurse would be an Officer and a Military Policeman an NCO.

- 6.5 A rank review of Group members will be undertaken annually as part of the AGM. The criteria for promotion is:
- a) event attendance
 - b) shown a commitment to the unit's future
 - c) knowledge and understanding of Unit history, weapons and tactics and the life of GI.
 - d) made a significant contribution to the units working, events, training or public profile.
 - e) is comfortable taking responsibility and sharing their knowledge with others.
 - f) Good conduct
- 6.6 All new members of the Group join as a Private, unless specifically agreed otherwise and with full agreement of the Committee. Previous rank held as part of another unit will be disregarded.
- 6.7 All new members shall train as a rifleman in first instance after which time they may undertake a specialism with the agreement of the Committee members.

7. Uniforms, Equipment and General Appearance

- 7.1 All uniforms and equipment must be correct in appearance and detail for the respective unit at the time of its wartime usage. Uniforms should be worn correctly, with pride and respect, both in public and in private. Members should always act like soldiers and not like civilians in uniform. Items of uniform should not be worn over modern clothing.
- 7.2 All reproduction items must be approved for unit use and be as close to the original item



as possible. The Group will provide a list of required uniform and equipment with a list of approved suppliers to its members.

- 7.3 If you wear incorrect uniform or equipment that cannot be readily removed and replaced, you may not be allowed to take part in a Group event.
- 7.4 Attention to detail is a must, so no modern looking watches, no modern jewellery, or ear rings, modern style spectacles (period style frames are readily available or wear contact lenses) and a correct period hairstyle is a must. Male members are not permitted side burns or beards.
- 7.5 No modern civilian items should be brought onto a living history display during public hours to include cans of drink, modern food packaging, food can labels (take them off before the event), water containers, mobile phones, etc.
- 7.6 Only authentic period style food and drink should be consumed on living history displays as the public know when something is obviously wrong for the period so no hot dogs or burgers from vendors or plastic cups of coffee or ice creams.
- 7.7 Decorations and rank may be worn when awarded by the Unit Commander. Excessive decorations may be ordered removed by the Committee.
- 7.8 When taking part in Public Shows events, Members must be aware that we are very much open to criticism from the public and from re-enactors from other groups and periods.

The public, especially ex-servicemen and women, expect to see us looking and acting like trained soldiers, therefore a correct appearance and attitude is a must.

- 7.9 The following points should be noted;
 - uniforms must be worn properly with jackets done up
 - uniforms should be clean with insignia properly sewn on
 - boots are to be polished or dubbed in.
 - headgear should always be worn, with soft caps replacing helmets as necessary during static displays
 - members must not walk about with their hands in their pockets
 - male members should shave before each event where the scenario requires
 - White modern T-shirts are not permitted
 - Correct footwear for event/scenario (No Jump Boots)
- 7.10 Any member who holds in care unit equipment is responsible for it in full and for its safe return when requested. All equipment is to be return in condition it was issued. Please care for the unit equipment as if it were your own.

8. Weapons (see also Safety)

- 8.1 All guns classified in law as weapons to be covered by the appropriate shotgun license or firearms certificate, as per the Firearms Act 1968 as amended. Any deliberate violation of this rule will bring about immediate expulsion from the Group. Further information and advice on obtaining an appropriate weapons license can be obtained from the Committee/Unit Commander.
- 8.2 It is a fundamental condition of membership to hold a current certificate (firearm or shotgun) if one is required. Therefore, only legally purchased and licensed weapons are allowed. All rifles must be authentic WW2 production or exactly the same as.



- 8.3 Members without a weapons license may either obtain a blank firing replica or when available hire a weapon if meeting the Armourer's requirements and are fully trained in the safe usage of such a weapon.

Firearms cannot be loaned to members who do not have a Firearms Certificate unless this is allowed on your certificate, as it will otherwise contravene the Firearms Act.

- 8.4 Copies of certificates should be carried at all times, in order to be available for presentation to authorities if requested. This ruling also applies to private events as these are notified to the Police prior to the event.
- 8.5 Replica weapons must comply with the Firearms Act 1982, and the Home Office Guidelines.
- 8.6 Never let a member of the public handle any weapon; live, deactivated, replica or bladed unless explicitly supervised and agreed by the Unit Commander. Ideally only replicas or deactivated weapons should be on display with live weapons safely and securely stowed away from public access.

9. Safety

- 9.1 The Group has an appointed Health & Safety Officer who is responsible for ensuring the safety of the membership and public at events. He has the full backing of the Committee in his decisions.
- 9.2 All accidents of reportable nature must be entered into the Accident Report Book by the Health & Safety Officer. In his absence a Committee member or Unit Commander should record the details and forward them to the Health & Safety Officer immediately after the event.
- 9.3 NEVER carry a loaded weapon in a private vehicle.
- 9.4 ALWAYS keep weapons covered and secured after public hours. Weapons must be locked in a car boot or secure building overnight.
- 9.5 NEVER discharge a weapon anywhere other than in the arena or at a designated weapons clearance point.
- 9.6 KEEP your safety catch on more than off. Only take your safety off immediately before you fire your weapon.
- 9.7 ALWAYS 'make safe' by clearing weapons completely when not in combat. You will be told when to load your weapon by your Unit Commander or an NCO.
- 9.8 All members MUST carry out a weapons safety check immediately after any combat and BEFORE leaving the arena or field.
- 9.9 All Members shall be taught weapons safety and handling to include the 'load and make safe' before being allowed to take part in any Group event, public or private. Remember that safety is paramount.
- 9.10 Any member behaving in an irresponsible manner with a weapon shall firstly be given a warning by the Unit Commander, and if he/she continues a member of the Committee will then bar the member from the event and refer the case to the full Committee for disciplinary action.
- 9.11 NEVER aim a weapon at anybody within 10 meters and never directly at them. EVEN BLANKS CAN KILL OR MAIM.



- 9.12 Keep checking your weapon for mud in the muzzle as this can cause a blockage, damage the weapon, and even become a dangerous mud bullet.
- 9.13 NEVER leave your weapons unattended. Or leaning upright, and never carry someone else's weapon without first checking that it is cleared or safe.
- 9.14 NO rockets or aerial effects are to be fired horizontally, only upwards.
- 9.15 NO blade (bayonet, fighting knives etc.) may ever be drawn during any combat, public or private. For certain ceremonial events with specific permission, fixed bayonets may be used. Bayonets and fighting knives are worn for authentic appearances only otherwise.
- 9.16 NO weapons or blades are to be taken into public areas at a show, unless during or whilst moving to and from the display arena. Also, no weapon may be carried uncovered on a public highway without the necessary Police permission.
- 9.17 ONLY members of the Group's Pyrotechnics Team may operate or set out any pyrotechnic devices.
- 9.18 Helmets MUST be worn at all times during combat to provide protection. Soft caps may be worn out of combat or at stand down.
- 9.19 All members may be required to help in clearing up the battleground after a public show display. This is an important aspect of the Groups safety procedures, as unfired blanks or pyrotechnics that could cause injury to any unwary members of the public may still be on the field.
- 9.20 A member, whose deliberate foolishness can, or does, cause injury or damage, should be reported to the Unit Commander or Committee member; if this injury or damage is deemed of a serious nature, the member shall be subject to the Disciplinary Procedure.

NOTE: Members found with live ammunition, or who draw a bladed weapon at a Group event is liable to instant expulsion.

10. Alcohol

- 10.1 No alcoholic drink may be consumed during or immediately before any form of re-created combat, and never at any time when a weapon may be used or carried. Remember that alcohol can impair and slow down your reactions and judgment, you will be a danger to yourself and others.
- 10.2 Any member who becomes influenced by alcohol or drugs at a Group event will be barred from taking part by the Unit Commander or Committee member, and will be disciplined under the Disciplinary Procedure.

11. Private Battle Rules

- 11.1 Rules will usually be set by the event organizer and may vary. Generally, the following guidelines usually apply.

Shot taking; the 'honour system' is normally used in which case it is not permitted to call out 'hits'.

When 'killed' fall down and do not move until the action has passed by or fall back to a designated re-grouping area depending on event scenario. Do not wander about, obscure the view of 'live' troops and never point out positions or talk to 'live' troops from your



unit.

Attacks are usually only carried out after a proper reconnaissance of the enemy's positions has been carried out. Attacks are often given a time limit. If the attackers suffer 50% casualties, they should withdraw.

Defending; to avoid pointless stalemates, it is usual practice for a unit that has suffered 75% casualties to withdraw from a defensive position.

Time limits are often set in which to carry out a specific task or achieve a specific objective.

Prisoner taking adds extra realism and may yield useful intelligence such as maps or written orders. Prisoners should not be subjected to any unreasonable treatment. A time scale for holding prisoners is usually included within the scenario.

Although only blanks are used this should not detract from the high levels of realism that are trying to be achieved by those taking part. Act as if the enemy are using live ammunition and avoid farcical situations such as using a bush for cover.

12. Politics/Illegal Activity

- 12.1 NO active involvement in extremist politics (right or left wing) is allowed within the Group. This directive also applies to illegal activity or indecent acts which bring actual disrepute on the Group. If found guilty you will be expelled.

13. Disciplinary Procedure

- 13.1 If a member is brought before the Committee on a disciplinary offence against the rulings in this handbook or any temporary ruling issued by the Committee, the following course of action shall be taken:

- 1) For the first offence, a warning (written or verbal) shall be issued to the member by a Committee member.
- 2) For a further offence against the same rule, the Committee shall discuss further action, i.e. suspension for a set period or expulsion. This decision is dependant upon the nature of the offence.

However, if the nature of the offence is deemed serious enough by a full Committee Meeting,

i.e. a flagrant breach of the rules-the initial warning may not be issued, and suspension or expulsion immediately brought about. This also applies if a catalogue of 'first offences' is brought about by a member. The Committee's decision in all such matters is final.

- 13.2 Members should also take note of specific disciplinary warnings and consequences that are stated within the rules of this handbook, and which are exceptions to the above Procedure.

14. General

- 14.1 Members are requested to abide by the event organiser's rules, and to respect their wishes with regards to any conditions put upon the Group for it's participation within an event.
- 14.2 Most importantly, rubbish must be placed in a skip if provided or bagged up and taken home. NEVER leave or bury rubbish at a site. Members found breaking this rule may face the Disciplinary Procedure as such selfish acts can cost the Group the loss of an event.



- 14.3 Any member approached with the opportunity of a public show should contact a Committee member for advice before proceeding any further.
- 14.4 Always remember that each member will have spent a considerable amount of money in obtaining uniforms, equipment and weapons. Treat other's possessions as you would your own, and remember that an offer to pay for accidental damages will always be appreciated. Persons causing deliberate damage to an item will be dealt with under the Disciplinary Procedure.
- 14.5 Never show a member of the public someone else's equipment without first obtaining their permission-they may not want something which they have paid a lot of money for being handled unnecessarily.
- 14.6 Take the time to read the "Warning Order" prior to the event and take note of the content.
- 14.7 Take the hobby seriously with a view to being the best, but always remember to enjoy yourself at the same time!

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