

OLD BEDFORD VILLAGE

220 Sawblade Road

Bedford, PA 15522

Phone: (814) 623-1156

REGULATIONS AND SAFETY RULES FOR RE-ENACTORS

General:

1. All re-enactors must register in the Visitors Center upon arrival at Old Bedford Village. The Old Bedford Village Memorandum of Understanding and Agreement must be completed by each re-enactor at this time. It is the duty and responsibility of the Commanding Officer or Acting Commanding Officer to ensure that each and every member of his/her unit properly completes the Memorandum of Understanding and Agreement and reads and understands these Regulations and Safety Rules for Re-enactors.
2. The Commanding Officers, or Acting Commanding Officers, of all re-enactment units must be responsible adults no younger than twenty-one (21) years of age. The primary responsibility of a Commanding Officer or Acting Commanding Officer, is to train, oversee, care for, and control the members of his/her unit. Preparing battle plans, agendas, watch lists, etc. are secondary responsibilities. The ultimate responsibility and accountability for the appearance and the conduct of the unit, and each individual member of the unit, rests with the Commanding Officer or Acting Commanding Officer.
3. Vehicles must be unloaded as quickly as possible and moved out of the Village to the designated re-enactors' parking area. **No vehicles are permitted in the Village between the hours of 9:00 A.M. and 5:00 P.M. There are no exceptions to this rule.** Re-enactors are encouraged to plan to stay until at least 5:00 P.M. on the last day of the re-enactment. **If you must leave between 9:00 A.M. and 5:00 P.M., you must carry your gear out of the Village to your vehicle.**
4. This is a non-smoking site. **Smoking is prohibited.** Smoking is permitted only in the parking lot by the theater and the parking lot by the Visitors Center.
5. If you are using a building at Old Bedford Village, do not disturb the items or the arrangement in the building. If things must be moved out of the way for safety, be sure to replace them in their original location.
6. Report all damage or breakage to management in the Visitors Center.
7. Firewood is available throughout the Village. Firewood must be chopped outdoors, not

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in the buildings.

8. Ashes must be dumped over the bank or in the woods on the river side of the Village. A steel bucket is provided in each building. Ashes must be cold when dumped.

9. If candles are used, they must be in appropriate holders. There must be something under the candles to catch wax drippings. No candles or oil lamps may be left burning overnight in either buildings or tents.

10. Familiarize yourself with the locations and operation of fire extinguishers in the building.

11. All pets and animals must be pre-approved. All horses must have a negative Coggins certificate, which must be presented to a site official upon arrival, before the horse is taken off the trailer.

12. All animal waste must be cleaned up and properly disposed of immediately.

13. Gather all trash and place it in a dumpster or trash can.

14. Pick up and properly dispose of all paper cartridges, brass casings, and refuse after re-enactments.

15. Due to the nature of our audience, which includes small children, we ask that your displays and demonstrations be tasteful and appropriate.

16. Please sweep out your building after use. Please respect the site and leave it better than you found it.

17. In order for Old Bedford Village to be a good neighbor to those folks who live nearby, there will be no battles, skirmishes or shooting before 8:30 A.M. or after 9:30 P.M.

Safety:

1. All battles and skirmish activities and all encampments must take place within designated areas only. Ad Hoc or informal re-enactment battles or skirmishes are not permitted without prior approval of Old Bedford Village management. Violating these restrictions can endanger re-enactors, visitors, staff members, and/or physical facilities of Old Bedford Village.

2. No alcoholic beverages may be consumed prior to any battle or skirmish, or when visitors are in the Village. The use or possession of alcoholic beverages by anyone under the age of twenty-one (21) is strictly prohibited at any time.

3. The use or possession of illegal drugs or narcotics or the illegal use of prescription drugs on Old Bedford Village property is prohibited. Violators will be reported to the

appropriate law enforcement officials and will be prosecuted to the full extent of the law.

4. All persons with medical conditions that require medicines or restriction of physical activities should make their condition known to the management of Old Bedford Village.

5. Firearms:

a. No loaded firearms are permitted in Old Bedford Village except during organized battles or skirmishes. No firearm will be discharged within a camp area. Live fire (projectiles of any kind) is absolutely prohibited on Old Bedford Village property at any time.

b. Unit or group commanders will conduct a safety inspection, with the Village Safety Officer, of all firearms prior to and after each battle or skirmish. Individual re-enactors who are not members of a unit or group will also be subject to a safety inspection, by the Village Safety Officer, prior to and after each battle or skirmish.

c. All flintlock firearms must be equipped with hammer stalls and flash guards.

d. No round balls, mini-balls, or other types of projectiles shall be carried on or about the person while participating in re-enactments. Only paper cartridges (blanks) may be used or carried during re-enactments.

e. Paper cartridges (blanks) shall not contain a ball or other projectile of any kind. The paper cartridge must contain only black powder and must be rolled and glued or taped. Stapling the cartridges is specifically prohibited.

f. Ramrods may be carried, but not drawn during the re-enactment battles or skirmishes. Black powder must be poured into the bore of the firearm from the paper cartridge and the paper should be dropped on the ground or placed in a pocket, shooting bag, etc. Powder horns may be carried on the field, but must be empty.

g. Do not aim directly at any person when firing. All "shots" must be aimed over the head or to one side of the "opponent". Care must be taken to ensure that "shots" are not fired at an "opponent" or near enough to any other person to cause injuries from muzzle flashes or burning powder. The discharge of a firearm at a person within forty yards is not permitted.

h. No minor under the age of sixteen (16) may possess, use, or carry an operational firearm at any time while in Old Bedford Village. Re-enactors between the ages of sixteen and twenty-one must be properly supervised by an adult while carrying an operational firearm.

i. Artillery use and safety will be governed by the attached rules and regulations.

6. Edged Weapons:

a. Edged weapons, including but not necessarily limited to, knives, swords, sabers, tomahawks, hatchets, and bayonets, may be carried and used for demonstration purposes. These edged weapons must, however, be properly sheathed and controlled to avoid injury.

b. Bayonets may be fixed, but charged no closer than twenty yards from any person.

c. Swords and sabers may be drawn for ceremonial purposes only.

7. Hand to Hand Combat:

a. Hand to hand combat of any kind is strictly prohibited.

8. Fires:

a. Camp fires and cooking fires must be carefully tended at all times. Do not leave fires unattended at any time.

b. All candles and lamps must be extinguished in buildings and tents before going to sleep.

c. A full, period appearing, water container to be used for fire fighting must be kept at each camp.

d. Fire pits should be dug so that the sod can be replaced. Please clean out the fire pit and water it down before you replace the sod. Fire pits must be re-filled at the end of the re-enactment encampment and fireplace rings and/or stones must be returned to their original locations. No garbage or unburned wood shall be left in fire pits before covering them. Fires must be totally extinguished before sod is replaced on a fire pit.

Insurance:

1. Any re-enactment unit or group intending to participate in an event at Old Bedford Village must provide Old Bedford Village with proof of broad coverage liability insurance in the form of a certificate of insurance from the carrier. In addition, a complete roster listing all unit or group members' names, addresses and telephone numbers, in case of an emergency, is required.

2. Individual re-enactors, not associated with a unit or group, intending to participate in an event at Old Bedford Village must become a member of a unit or group with broad coverage liability insurance as indicated above or must have suitable individual liability

insurance coverage evidenced by a certificate of insurance from the carrier.

3. All re-enactors must read and sign an "Old Bedford Village Memorandum of Understanding and Agreement" prior to participating in any encampment or re-enactment at Old Bedford Village. Re-enactors under the age of eighteen must be accompanied by a parent or guardian who must also sign this "Old Bedford Village Memorandum of Understanding and Agreement". These Regulations and Safety Rules for Re-enactors must be read and understood prior to participating in any re-enactment at Old Bedford Village.

NOTICE: Re-enactment unit commanders or group officers are responsible for ensuring that these policy statements and guidelines are made known to, and strictly adhered to, by their members. Individual re-enactors have no less duty and responsibility concerning these policy statements and guidelines.