

Participant Regulations

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Every participant in the "Eyewitness Event" is considered familiar with these regulations.

1. PARTICIPATION IN THE EYEWITNESS EVENT

- 1.1. Registration as a participant is only final upon receipt of confirmation.
- 1.2. Upon arrival at the site, each participant must register with the organizers so that a space can be assigned for setting up their camp.
- 1.3. Every participant must be insured in accordance with the statutory liability regulations.
- 1.4. All vehicles brought to the event must have at least third-party liability insurance in accordance with Dutch law.
- 1.5. Selling beverages and/or food without the express permission of the organization is prohibited.
- 1.6. Alcoholic beverages will not be served to persons under 18 years of age.

2. UNIFORMS AND CAMPS

- 2.1. The organization prefers original or reproduction uniforms that correspond to the units depicted in the preface.
- 2.2. Post-war military clothing (especially camouflage clothing) is not permitted for participants.
- 2.3. Only original tents from the Second World War or period-correct reproduction tents are allowed in the camps. Participants must follow the organization's instructions regarding their campsite.
- 2.4. Unfortunately, there is no space available for modern tents, caravans, etc.
- 2.5. Participants are strongly encouraged to maintain their camps as authentically as possible during the open days. Modern items should therefore be concealed to create a coherent atmosphere for visitors.
- 2.6. Dogs must be kept on a leash at all times and may only be walked outside the camp grounds. Dog waste must be removed immediately.

3. EMERGENCY AND RESCUE SERVICES

- 3.1. All designated access and exit routes, as well as the main paths within the camp, must be kept clear for police, fire, and rescue services.
- 3.2. In the event of an emergency, the instructions of the organizers must be followed completely at all times until the emergency services take over command.
- 3.3. During the night, first aid incidents can be reported to the security post at Gate 1. They will contact the appropriate personnel or authorities.

4. DAMAGE PREVENTION

- 4.1. (Civilian) cars may only be parked in the designated parking areas.
- 4.2. For safety reasons, driving on the grounds during visitor days is only permitted after prior arrangement with the organizers.

5. SAFETY

- 5.1. Always drive carefully and cautiously. The maximum speed is 5 km/h.
- 5.2. It is prohibited to drive any vehicle on the entire premises if the driver has consumed alcoholic beverages.
- 5.3. Children under 18 years of age and persons without a driver's license are strictly prohibited from driving vehicles requiring a license.
- 5.4. Riding minibikes, pocket bikes, or miniquads on the premises is prohibited. Likewise, recreational driving on the tank track is prohibited throughout the entire weekend. No permit has been issued for this. Participants who violate these rules will be asked to leave the premises and thus the event.
- 5.5. When using gas cylinders for cooking equipment, refrigerators, etc., carrying a fire extinguisher is mandatory. However, it must be kept out of sight.
- 5.6. In case of fire, accident, or other emergencies, the organizers must be informed immediately. Open fires such as campfires or fire pits are prohibited. The use of enclosed stoves, such as an M41 tent stove, is permitted. Firefighting water or a fire extinguisher must be readily available at all times.
- 5.7. In case of an emergency, the instructions of the police, fire department, or ambulance service—if present—or the safety coordinator, paramedics, or organizer must be followed in full.
- 5.8. Participants are required to carry a fire extinguisher in their vehicles.
- 5.9. When moving a tracked vehicle, a spotter must always lead the way.

6. QUIET RULES DURING THE EVENT

- 6.1. Absolute quiet hours are in effect in the camp every evening from 1:00 AM to 7:00 AM.
- 6.2. Generators are not permitted during these hours.

7. DEMONSTRATIONS

- 7.1. The organizers have created and approved a scenario for the mock battles. These will take place at designated times in the designated arenas.
- 7.2. Demonstrations other than those included in the program may only be conducted after consultation with and approval from the organizers.

8. CONSEQUENCES FOR VIOLATIONS

- 8.1. Individuals who violate the event regulations may be excluded from participation and removed from the premises at any time.
- 8.2. Individuals whose behavior is offensive or disturbs order in the camp or public order—regardless of whether they are under the influence of alcohol—may be removed by the organizers.

9. WEAPONS AND REENACTMENT

- 9.1. Participants bringing weapons to the event must inform the organizers of their permit/exemption number in advance.
- 9.2. Participants must be able to present documentation proving legal ownership of any weapon they are carrying or possessing upon request by the organizers or the police.
- 9.3. Each participant is personally responsible for the handling, carrying, and possession of weapons and must carry their permit at all times.
- 9.4. The regulations of the Dutch "Circulaire Wapens en Munitie 2019" apply during the event.
- 9.5. Any replicas of weapons, ammunition, or explosives, such as wooden .50 caliber machine guns, plastic weapons, dummy hand grenades, or dummy TNT, are strictly prohibited. Any such items found will be reported to the police. This prohibition also applies to foreign participants!
- 9.6. Decorative ammunition must be visibly deactivated. This is the case when the cartridge case is empty and pierced, and the primer has been knocked off or removed.
- 9.7. Decorative weapons according to WM18/EU-Deko are only permitted if they are registered on a valid firearms license.
- 9.8. Firing blank cartridges is permitted only at the locations and times specified by the organizers.
- 9.9. The consumption of alcoholic beverages in connection with carrying weapons is prohibited.
- 9.10. It is prohibited at all times to carry or possess weapons outside the event grounds, in the museum, at the military market, or in the museum restaurant. This also applies to so-called edged weapons such as knives or bayonets.
- 9.11. Weapons may only be openly carried during program hours and only if the owner carries proof of legal possession.
- 9.12. No loaded weapons may be carried outside the mock battle area. After each mock battle, the reenactment coordinator or a designated person will check that no blank ammunition remains in the weapons. Participants will then assist in cleaning the area of spent ammunition.
- 9.13. The organization reserves the right to report suspected or actual violations of weapons and ammunition regulations to the relevant authorities, either immediately or at a later date, depending on the severity.
- 9.14. The LPLG's safety regulations for reenactment weapons apply during the event.

WEAPON STORAGE

- 9.15. All weapons, including handguns and other weapons requiring a permit, must be stored in a locked storage room provided by the organization from August 28th to 30th.
- 9.16. The weapons will be registered by the weapons master on Friday during the day.
- 9.17. Outside of program hours, weapons must be stored in the designated storage rooms. Larger caliber weapons permanently installed in vehicles are exempt.
- 9.18. Outside of program hours, Category 4 weapons such as bayonets or combat knives may not be carried.
- 9.19. The organizers reserve the right to exclude participants from all activities for violations of points 9 and 10 and, if necessary, to remove them from the premises after consulting with the police.
- 9.20. Blank ammunition must also be stored outside of program hours. It must be handed in in a separate ammunition box.
- 9.21. Weapons belonging to foreign participants must also be stored overnight. This applies to weapons requiring a permit.

10. GERMAN REENACTMENT

10.1. Displaying the Hitler salute or performing other acts prohibited under Dutch law that could injure others is forbidden. Violations will result in immediate exclusion from the event and reporting to the police and the LPLG board.

10.2. Wearing SS, NSB, NSKK, WA, or other political German clothing or equipment from the period 1933-1945 is not permitted.

10.3. Depicted German units may consist exclusively of Wehrmacht and Luftwaffe personnel.

10.4. The LPLG's "Regulations for German Working Groups" apply during the event.

11.1. LPLG Safety Regulations P

LPLG Safety Regulations P, Safety regulations for LPLG groups using cartridge/breech-loading firearms. Repeated, serious, and/or intentional violations of these regulations may lead to suspension or expulsion from the association. Members/organizations of the platform network may impose stricter and/or more extensive rules on their own members at any time. If event organizers specify different safety requirements, these regulations may be waived, provided this does not contradict fundamental safety principles and/or legal provisions. Such cases must be reported so that the board can assess whether the waiver was justified and whether these regulations need to be amended or supplemented.

P1

A firearm must always be treated as if it were loaded. It is strictly forbidden to point a firearm at a person outside of combat or other functional demonstrations. Even a blank cartridge can have life-threatening consequences at close range.

P2

A firearm may only be loaded upon instruction or permission from a superior officer. As a rule, weapons must be kept unloaded at all times in the camp.

P3

It is forbidden to have a bayonet fixed during combat (except at events where this is expressly required or prescribed by the management/organization; in these cases, hand-to-hand combat is not permitted).

P4

Hand-to-hand combat is to be avoided and is only permitted to a limited extent as a simulation, provided the opponents know each other and this can be carried out responsibly and safely.

P5

It is forbidden at all times to be in hand-to-hand combat with a loaded weapon.

P6

It is forbidden to engage in hand-to-hand combat with persons under 18 years of age or with such persons.

P7

Only suitable and safe blank ammunition may be carried in the field. Dummy ammunition carried must be clearly identifiable, for example, by a missing primer or drilled casings.

P8

In the event of a malfunction, the weapon should be cocked and fired again, if technically possible. If this is unsuccessful, and in the case of weapons that can only be cocked by operating the bolt, the defective cartridge should be removed by opening the bolt so that the ejection port is facing away from the shooter and any other persons. If the tactical situation permits, a waiting period of approximately 30 seconds should be observed between attempting to fire and removing the cartridge. Defective cartridges should be stored as securely as possible and subsequently destroyed.

P9

When shooting towards other participants at distances of less than 30 meters, the weapon must be aimed at an angle of at least approximately 30° away from them. Shooting towards the audience is not permitted.

P10

It is forbidden to attach a muzzle plug or other muzzle protection to a loaded firearm, except for soft or perforated versions such as plastic caps (e.g., M16 or later Mauser models), adhesive tape, or condoms.

P11

When firing, a shooting stance must be adopted that prevents hearing damage and other harm to comrades. The wearing of concealed hearing protection is permitted, provided it does not impair the understanding of commands.

P12

When shooting in dispersed formation, the safety of others must be ensured.

P13

The participant is responsible for their personal weapon(s) at all times. The weapon must never be handed to the public. A weapon with personal permission may be handed to another participant in accordance with CWM 2018 Section B.4.1.6, provided the permit holder is in close proximity and can retrieve the weapon at any time.

P14

If a participant with a loaded weapon is "fallen" or "wounded," the weapon must be put on safe immediately. If possible, it should then be unloaded. Weapons without a standard safety must be opened (e.g., Mosin-Nagant, Lebel, MAS35, most black powder breechloaders).

P15

If a participant is so agitated that they pose a safety risk, they must be removed from the engagement. A superior officer may, for example, order them to "drop out" (simulation).

P16

Edged weapons must be carried securely in their designated scabbards at the discretion of the duty officer, who may prohibit the carrying of certain edged weapons for safety reasons.

P17

Firearms must be in perfect working order so that they do not pose a danger to the user or third parties.

P18

After the conclusion of a combat simulation, weapons must be checked for safety, preferably still on the battlefield, according to the manual procedures.

P19

Attacks on medical personnel or designated camp assistants are not permitted, especially when they are actually performing their duties. In such cases, their instructions must be strictly followed.

P20

Combat support personnel are at all times under the military command of the unit to which they are assigned. Therefore, it must be clearly identifiable to which unit each combat support person belongs.

P21

In matters of safety, commanders and/or superiors may take all necessary measures. Such incidents must be reported to the LPLG board for evaluation.

P22

In cases not covered by these regulations, the management present will decide, preferably in consultation with the board. Such cases must be reported to the LPLG board for evaluation.

LPLG Safety Regulations – June 12, 2019