

Encampments (LHE & Modern)

4. Water points must not be used for any purpose other than the collection of water.
5. Chemical toilets may only be emptied at properly designated disposal points.
6. All rubbish must be disposed of at designated disposal points.
7. Animals
 - a. Animals are not allowed to roam loose and must be kept suitably penned, tethered, or on a lead under close control.
 - b. The maximum length of leash for a tethered dog is three metres. The fixed end of the leash must be secured in such a way and be of sufficient strength that the animal cannot free itself.
 - c. Animals are to be exercised well away from the camping area, and owners are required to clear up all droppings and dispose of them properly.
 - d. Horses are to be led when within, or, while passing through camping areas.
 - e. Animals must be supervised at all times whilst in an area which is accessible to the public.
8. Noise
 - a. Noise should be kept to a minimum at all times so as not to cause a nuisance to neighbours on and off the site. In particular, this applies to noise from radios, televisions etc.
 - b. In family areas, after 21:00 hrs, please respect the fact that small children will be trying to sleep.
 - c. Parents should ensure that their children do not make excessive noise, particularly early in the morning.

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Dave Hall
Health & Safety Thegn
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Battle of Hastings 2006

Basic Safety Rules

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Camping Code

This booklet contains the event health and safety rules. The rules contained herein are designed to minimise risks to re-enactors and the public.

Failure to adhere to these rules may lead to ejection from an event.

For further information or clarification, please consult the event organisers.

Fire Procedure

In the event of a fire, three short blasts on an air horn, or, the shout of "Fire! Fire! Fire!" will be used as the alarm signal to attract attention.

On hearing the alarm, those able will convene with fire fighting equipment to provide assistance.

Those not directly involved in fighting the fire are to immediately evacuate to a safe distance in an orderly manner, collecting any members of the public and other persons as they go. Do not re-enter the area until the all clear is given.

The all clear is signalled by a single sustained blast on an air horn or the shout of "All Clear" from the Health and Safety Officer.

If it is possible, without incurring additional risk, structures immediately adjacent to the site of the fire are to be moved away to provide an additional fire break.

If the fire is of such a scale that there is significant risk of personal injury involved in tackling it, all personnel are to withdraw and the emergency services contacted.

**AT NO TIME SHOULD ANYONE BE PUT AT RISK TO SAFEGUARD PROPERTY;
THINGS CAN BE REPLACED, PEOPLE CAN'T!**

General

1. Attendance and participation at this event is at your own risk.
2. Anyone found using, or in possession of illegal substances will be immediately ejected from the event.
3. The site must be left in the same or better condition than when we take up residence; all rubbish must be cleared and disposed of appropriately.
4. Security
 - a. No responsibility will be accepted for loss or damage to your possessions.
 - b. If you see anyone acting suspiciously, challenge them or report it immediately.
 - c. In the event that any item is lost or stolen, particularly weapons, report it immediately to the event organisers.
 - d. Whilst on display, all weapons (combat & sharps) and sharp tools must be supervised at all times. When not in use, they must be securely stowed.
5. Weapons must not be taken outside the event venue. In particular, they must not be taken into pubs/bars.

Combat

1. All weapons, shields and safety equipment must conform to event specifications. All items of equipment will be checked prior to use.
2. Sharp implements are not to be taken onto the battlefield unless authorised for a specific display.
3. Prior to each display or training session, the responsible unit commanders/Training Officers must ensure that all weapons & shields are checked;
 - a. Metal parts of weapons and shields must be free from sharp edges/burrs.
 - b. Wooden shafts must be sound and free of splinters.
 - c. The fixing of the head on wooden hafted weapons must be secure.
 - d. Arrows must have sound shafts and blunts.
 - e. Shields must have a suitable rim and in a safe condition.

Any weapon which does not fulfil these criteria is banned from use.

4. As a minimum, padded gloves must be worn whilst fighting or training. The condition of these must be checked prior to each use. A helmet is highly recommended, but not compulsory unless your society requires it.
5. No participant may use a weapon for which they have not passed the appropriate safety assessment except when training under the supervision of a training officer.
6. Anyone under the influence of alcohol or medication which may affect performance is not permitted to take part in training or combat displays.
7. The maximum draw weight for a combat bow is 60lbs @ 28".
8. Under no circumstances are missiles to be aimed at an audience.
9. In arena events, no part of a combatant or their weapon is permitted to cross the inner barrier.
10. Combat may only take place in designated areas where the public are not put at risk.

Encampments (LHE & Modern)

1. Layout

- a. Camping units must be at least 2.5m apart (not including guy lines). Caravans & Motor-homes must be sited at least 6m apart.
- b. The site will have clearly designated access routes for both pedestrian and vehicular traffic. These routes must remain unobstructed at all times.

2. Vehicles

- a. When not in use, all vehicles are to be removed to, and left in designated parking areas for the duration of the event
- b. At no time are vehicles to be parked in such a manner that they obstruct any of the designated access routes.
- c. Vehicles are limited to a maximum of walking speed on all areas of the site. In addition, hazard indicators illuminated whilst in motion, turns are to be indicated by hand-signals.
- d. Vehicles may only be driven by persons who could drive the vehicle legally without supervision on a public road.
- e. Vehicles (except emergency vehicles) are not permitted to be moved whilst the site is open to the public without specific authorisation. In this case, the vehicle is limited to walking pace, with hazard indicators on, and is to be accompanied by a marshal on foot wearing a high visibility vest.

3. Fires

- a. Fires may only be set in the Living History on a fire box.
- b. NO FIRES ARE PERMITTED IN THE MODERN ENCAMPMENT.
- c. Fires may not be set within 2m of a tent wall.
- d. Fires must be of a size suitable for the prevailing conditions and no larger than required for the task for which they have been set.
- e. Fires must be attended at all times.
- f. When finished with, fires must be thoroughly doused with water to prevent re-ignition.
- g. Dedicated Fire buckets must be located within 2m of a fire at all times. A minimum of 10 litres of water per fire is required. For larger fires, larger volumes of water are required. These fire buckets may not be used for any other purpose.
- h. It is strongly recommended that a suitable dry powder type fire extinguisher also be available and that those using the camp are instructed in its use.
- i. Only material specifically provided for use on fires may be burnt. Additional wood must not be cut.
- j. Fire wood may only be cut in a designated area that minimises the risk of flying debris.
- k. Fire wood must be stored in a manner that does not obstruct pedestrian routes or constitute a trip hazard.