

## **Event Expectations**

What should YOU expect from this event, and what WE expect of you.

Attendee Motto: *“If everyone attends with one goal in mind, to enhance the experience of others, everyone will have an amazing time.”*

**Purpose of this event:** to get an immersive experience into the life of a soldier who participated in World War Two in North Africa. In other words, to really “walk in their shoes.”

**What do we mean by immersion?** When you read a book or watch a movie, SOME of your senses are activated. You can see, hear, imagine, and maybe feel emotions. However, this event aims to use ALL of your senses. You will be able to feel the sand in your hands and sweat on your face, you will see the brightness of the sun and the exotic land formations, you will hear the vehicles revving up and the distant gunfire, you will smell the gunpowder and authentic food, and you will be one of the main characters that also has a part in writing this amazing story. Using all of your senses, combined with the remote location, command structure, and time duration at this event, will make you feel you are really there, in North Africa, 80 years ago. You should be able to completely forget the current year, your last trip to the gas station, and the fact that you go back to work the following week.

Below is a list of aspects that we will be incorporating to improve the overall experience for attendees. If you want to experience the full experience this event has to offer, please consider arriving on Wednesday, March 16, or sooner!

### **Check-In**

At check-in, you will leave behind all of your modern items, including your cell phone and car keys. Don't worry, they will be put in a lock box and you will be able to access them if need be. You will then be driven in a period vehicle to your HQ, and report to your Commanding Officer. This is you leaving the modern world behind and stepping in a time machine.

### **Command Structure**

Upon arriving at your HQ, you will be expected to act accordingly. Address your superiors by their rank, and give proper military courtesy. You are assigned a squad or team, and will have a leader appointed over you. Your lower level leaders will have leaders appointed over them, and so on. Chain of command will be in effect. Orders start at the top, and make their way down. Gripses and questions will instead work their way up. **DO NOT CONFUSE THE TWO.** Your squad leader is in charge of you, and you are not in charge of him.

### **Camp Life**

Something that is underrepresented and underrated in WWII reenacting is immersive camp life. You will have plenty of time in camp, night and day. Bring anything that you think

may improve your overall camp experience, such as lanterns, candles, period games, books, diaries, crates, etc. While you will be given plenty of time to rest and recover, you will also always have something to do.

On a more serious note, plan to bring at least half of a tent, if not a full tent, as well as bedding. You will likely share a tent with someone. Plan to make your tent as comfortable as possible, even going so far as to line the edges of your tent with rocks to prevent small animals and bugs from entering.

**YOU MUST SHAVE WITHIN 12 HOURS OF THE EVENT GOING LIVE, OR WITHIN 12 HOURS OF ARRIVING TO THE EVENT!**

### **The Elements**

You will be completely exposed to the elements. The high elevation, dry climate, the unforgiving sun, dust and sand storms, and plenty of cactus/mesquite. While this may look cool and stimulate the imagination from afar, these elements take a physical toll on the body. We recommend that you bring two canteens, period lip balm, period sunscreen, and dust goggles and face cloth, in order to have a more comfortable experience.

### **The Field**

This event is an experience first, a battle second. We want to give everyone as full of an experience as possible. Just like the real war, it is not always going to be shooting and running around. In war, there is resting, waiting, resupplying, building positions, repairing infrastructure, and so on. This event is not a powder burn, cowboys and indians, a game of winners and losers, or a competition; if you think that the event will be any of those, you are sorely mistaken. Do not plan to frame your mind around the idea that you “have to kill more” or “take more ground” or “win the battle” in order to fulfill the purpose of this event. But don't worry, there will still be plenty of ground taking, killing, dying, and winning or losing.

### **Character**

You are no longer some Joe-Schmo who lives their life in 2022. You are now a soldier in North Africa, 80 years ago. Act like it. Refrain from discussing current events (politics included) and using modern slang. If you wish to discuss more modern matters, we encourage you to use a filter.

DONT SAY: “My family and I went to disney world this last summer, was fun.”

SAY: “Before the war, my family and I went on a trip to a theme park, one of the best memories I have with them.”

DONT SAY: “Yeah you got it”

SAY: “Yes Sergeant, I will be right on it.”

DONT SAY: “Dude/Bro/Man/Yo/Sup/Ay/etc”

SAY: Literally anything else... “Hey/bud/pal/Sir/no way/etc”

I think we get the point...

Squad leaders and officers will be charged with enforcing this practice in order to keep up immersion.

### **Leadership**

Your leaders who are appointed over you are not there to just show off some stripes. They truly carry a large responsibility. They will be charged with maintaining the criteria described above, ensuring the mental and physical welfare of those under them, consistently checking in on their water consumption, ensuring those under them have something to eat before they do, keeping track and not losing anyone in the field, maintaining cohesion in the unit, and playing an active role in keeping the event going.

### **Rank**

It is often agreed by reenactors that one’s rank is simply fake rank or just playing pretend for authority. Here this is not the case. By no means will this event treat the rank of reenactors to be equivalent to those who truly held it. However, for the sake of this event, rank does mean something. It represents a level of authority and responsibility. Those with higher rank, have higher responsibility, and not just the basics. Those with higher rank have a more active role as a result. They take more time outside of the event to prepare. Therefore, for the sake of immersion, and out of respect for those who put in the extra effort to make the event happen, we encourage attendees to treat rank seriously, as if we were truly there, in North Africa, 80 years ago.

### **Dedicated Cameramen**

At this event, we will have dedicated cameramen. Do not worry about bringing your phone in the field for photos. Someone will already be doing that. Just focus on the moment and enjoy it. Cameramen will be there to get as much media as humanly possible. However, if you have a period correct camera, and wish to bring it, feel free to do so!

### **Vehicles**

Our event is labeled as not just a vehicle friendly event, but a vehicle heavy event! Each side will have several vehicles, including armor, at their disposal. We will use fuel drums to keep them running. We do not tolerate empty promises. If we promise vehicles and armor, we will bring it! These vehicles will be used in many ways, such as doing supply runs, acting as components in combat, and trekking miles of road in scenic terrain for aesthetic pleasure. If you are a vehicle owner, you will surely put the miles on yours and will get your “cost per use” out of this event.

## **Momentum**

When the event goes live, there is no pausing at any time. At any moment combat can happen. We are not constricted by local laws, strict property owners, or annoying neighbors. Once we go, there is no stopping until the event is over. There will be no lunch breaks, nap breaks, night cease fires, or anything of the sort. That being said, don't do anything that could create people to have breaks and lose momentum. For example, don't allow a group of Americans and a group of Germans to start talking to each other about nonsense during an event. It destroys immersion and destroys momentum to keep the event moving.

## **Goals For The Future**

### **In-House Cobbler**

We would love to have a cobbler on site in the future for this event. Boots, especially low quality ones tend to fall apart. We want to be able to mitigate that in the field.

### **Aircraft**

We have a full air strip on site. We want to be able to bring aircraft to this event in the future and have them play a role in the field.

### **Full Scale Armored Warfare**

Right now, we have a lot of vehicles already coming. But. More is better. Our goal is to have multiple armored vehicles on every side and make armored warfare be the main focus of the event!

### **PX Shop**

In the future we want to implement a PX on either side. To buy goodies such as cigarettes, rations, personal items, etc. Perhaps Kriegsende Jeff may be interested in setting up shop down here in the future? This is a huge goal for us, and with that, we will implement a period currency that reenactors will be able to prepay and use in the field. No more modern cash!

### **Mail Call/Feldpost**

I would like to have a mail call of feldpost at the event, where half way through, attendees may receive written letters from home. This would be a fun and immersive element to bring to the event.

### **Further Expansion**

The sky's the limit here. Someday we want to build a middle eastern style village to use. We also want to include a civilian Beduin contingent. We came really close to doing that this year, with camels and everything. Unfortunately things fell through, but there's always next time!

## **How Can YOU Help?**

Attendee Motto: *“If everyone attends with one goal in mind, to enhance the experience of others, everyone will have an amazing time.”*

### **Spread the word**

Once you attend this event, tell as many people as possible about your experience. Share photos as well! Lots of people know about the event already. But many are on the fence because they simply don't believe we will deliver on our above promises. We need as many folks as possible to spread the word and tell others how much we stick to our guns and deliver. The biggest aspect is spreading the word that this event is worth the drive and worth the time!

### **Post Impression Photos**

Get excited for this event! By posting impression photos of you ready to go, or even photos of you packing for the event, will get your fellow reenactor more excited to come out. Everyone who shows up with the right frame of mind, will inherently increase their enjoyment at this event. Be the one to get someone else excited!

### **Volunteer**

Our event staff continues to grow and expand. What started with just two like-minded men, has now grown to nearly three fold. While we are doing a lot and are trying our best, there is so much more we want to do that we simply can't do just the few of us. So if you love this event, feel free to volunteer to help us in any way you can.

### **Volunteer for staff positions**

Staff is not what it may seem. Staff is a very active and important role. If you would like to help us out, please consider volunteering for a staff role. Please talk to Chris Grant or Frank Beuter for details.