

## **SAFETY**

If you choose to not read any of the documents we issue, at least read this one!

**Introduction:** Safety is our first priority. While we like to joke about issues like forgetting toilet paper or mistaking rectal cream for sunscreen, safety at this event is absolutely NO JOKE. This document is serious, and will emphasize safety concerns to make a point. This is a dangerous hobby, and we will be participating in an area with much more danger than the average event. But do not let that fact bother you or question your attendance. We have to put more emphasis on following the safety precautions to the best of your ability, and you will have one of the best events in your life.

### **“Im Done”**

There is no shame in admitting you are unfit for duty. If you feel that you are too exhausted or do not feel confident in being able to carry on any longer, alert your squad leader immediately. We will arrange for you to return to HQ. Once at HQ, you will rest there for the rest of the day and will be evaluated that night, and the next morning. If by the next morning, you are doing better, you may resume participation.

### **Buddy System**

This is particularly important at night. If you decide to use the latrine, bring a buddy with you. We understand privacy is highly valued today, but being 20m away from your camp, at night, and alone, poses some risks.

### **Medical Personnel**

Some reenactors attending this event will have professional medical experience. We ask that if you are one of those reenactors, to please potentially bring some small things just in case, as well as brush up on the finer details of what possible injuries can occur as described below. We also ask that in the event of an emergency, you assist for the sake of your fellow reenactors.

### **Cliffs and Drop-Offs**

This event has many drop offs, cliff faces, and steep inclines scattered all over the property. We have taken great care to keep the event in areas with minimal contact to these hazards, but they will still be present. A cliff can be as little as a 100 foot drop, and as much as 400 feet. A drop off could be as little as 4 feet, and as much as 60 feet. Always pay attention to what is in front of you and do not blindly rush an area. Stay away from these hazards and do not allow yourself to attempt to directly include them in play (example: do not perch at the top of a cliff face and attempt to ambush someone, and do not use a small drop-off as a place to hide behind).

**DO NOT CLIMB ON ROCKS OR SCALE DROP OFFS/CLIFFS!** If an obstacle is taller than half of your overall height, do not climb on it!

## **Mountains**

At this event, there will be some mountains in use. Our Battlefield has been arranged so that you will never have to cross over the top of a mountain's peak. Rather, the peak is a boundary. Do not go up a mountain, and attempt to go down on the other side. If you go up a Mountain, plan to only go down the same way you went up.

## **Rocks**

The rocks are very sharp. Do not get comfortable with them, as they can very easily tear clothes, and cut flesh. It is possible to cut yourself very badly on one of these rocks.

## **Getting Lost**

This event covers a vast amount of terrain. If you have exhausted your options and have determined you are lost, go West. West is the direction of the paved road leading to Ruidosa. Once you get to the paved road, sit on the sidelines and wait. By that point, your leadership should have been aware of your MIA status, and someone will be checking the road and watching for you.

**Avoid getting lost** by keeping others from your squad within eyesight. Your squad leader will assign you to small teams to keep each other accounted for.

**Avoid losing others** by keeping track of who is in your team and squad. Squad leaders and assistant squad leaders are responsible for keeping track of the men in their squad. They should be able to know exactly where everyone is at any given time.

## **Heat Stroke**

You will be hot, and you will be tired. The following are common signs that illustrate an incoming heatstroke: red/dry skin, slurred speech, dizziness, confusion, high pulse. If you, or someone notices someone with symptoms of heat stroke, do not hesitate to report that to your chain of command.

**Prevention:** ensure you drink at least 4 canteens per day, and one every night before bed. We will have hydration powder distributed in the water supply to assist attendees. **LIMIT YOUR ALCOHOL INTAKE TO LITTLE OR NONE!** Ensure men in your squad have at least half of a canteen at all times, and check on them regularly.

## **Dehydration**

You must have at least half of a canteen of water at all times. Vehicles will have additional water supply with them. If anyone in a squad has half a canteen's worth of water or less, the squad's new priority is refilling canteens. Ideally, everyone brings two canteens into the field with them.

## **Cactus**

Always watch where you fall, sit, and land. Cacti are everywhere. Some of which are slightly poisonous. Stay away from them, but if you find that you have been pricked, try to remove the needles the best you can.

### **Small Animals**

Snakes, scorpions, and spiders exist at this property, although rare. Stay away from shaded areas along rocks or in the ground, stay away from dense vegetation, and make sure you do your best to bug proof your sleeping area. If you notice snake tracks, alert your squad leader immediately. If you spot a snake and/or are bit by one, you must get a detailed visualization of its appearance in order to help determine if it is venomous. As a general rule of thumb, if it has a triangular shaped head, skinny-vertical pupils, a rattle, and/or a color pattern that resembles US Desert Storm Chocolate Chip camo pattern, it is a venomous snake. Always go through your gear, sleeping gear, bags, and boots with caution and always assume a small animal could be inside.

### **Medium Animals**

Mountain lions exist in the area. They typically reside in small cave-like crevices, and on top of peaks. Always proceed to those areas with caution and with your squad.

### **Large Animals**

Large animals consist of Cattle and Donkeys. There are many donkeys in the area, and lots of cattle. If they are startled, they can be extremely dangerous. Do not approach these animals, no matter how harmless you may think they are. Be cautious and do not mistakenly corner them on a cliff face.

### **Sand Storms and Night**

The event does not stop for us, and we will always be active. However, once visibility drops during a sand storm or at night, reenactors need to hunker down. Any action that takes place at night will be very selective and controlled. You will be expected to make your way back to your HQ every evening as twilight begins to fall.

At night, your HQ will have a watch schedule. On that schedule will be a 3-man roving watch to guard the perimeter of your HQ. Rotations will happen every hour. The purpose, reenactment aside, is to show movement in your encampment and deter animals. Also to keep a watch in case of fire, and in case of small animals entering the camp.

### **Vehicles**

If you are a vehicle operator, your focus is the ground in front of you, NOT the combat. Always make sure you can see what is in front of you before you drive. If you need someone on the ground to direct you, then you need to delegate a person. DO NOT speed! The speed limit for period vehicles is 20 MPH.

**Driving At Night** is a possibility. If you drive at night, you **MUST** stay on the main roads. Do not off-road or go on trails. Headlights must be on, and full brightness. Speed limit is 10 MPH.

**Driving in Groups.** Unless otherwise ordered, a vehicle will always go in pairs. This is to ensure that if a vehicle breaks down, there is another one present to deliver a message and assist.

### **Types of Real-World Emergencies**

There are three types of real world emergencies: **General Emergency**, **Serious Emergency**, and **Fire Emergency**.

#### **General Emergency**

This type of emergency includes sprained ankles, heat exhaustion, deep cuts, or anything that can be treated with first aid.

#### **Serious Emergency**

This type of emergency is one that requires a medical professional or requires the direct intervention of all leadership (i.e. getting lost).

### **What to Do During an Emergency**

If an emergency takes place, follow the following protocol:

1. Declare a “real world emergency” to everyone in your vicinity.
2. Alert chain of command immediately of the emergency.
3. Radio HQ ASAP of the emergency and describe it in detail and determine whether it is a General Emergency or Serious Emergency. Follow orders given by HQ

#### **Fire Emergency**

If a fire starts somewhere that is unintended, such as a bush, a tree, or grass, that would constitute a Fire Emergency. Even if it is a small fire. Upon seeing an unintended fire, stop what you are doing immediately, and follow the sequence:

1. Yell “FIRE, FIRE, FIRE” as loud as you can. If you hear someone yelling, you echo them.
2. Rush over to where the fire is and attempt to contain it. Stamping it out, throwing dirt on it, and pouring canteens are ways to stop a fire. It is imperative to contain a fire ASAP to prevent it from turning into a wild fire.
3. Once the fire is contained, and leadership in the area confirm it is no longer an emergency, resume the event.

### **What is NOT an emergency**

Your gun jamming, twisting your ankle, jamming your thumb, getting caught in a cactus, ripping your pants, hitting your funny bone, scraping your knee, etc. are NOT emergencies! You are an adult, you can deal with those on your own and with your buddies.

**Thank you**

Thank you for taking safety seriously. While a real world emergency is unlikely to happen, the risk is still present. So long as we are aware of the risks, and take precautions, there should be little to no need to worry. Now lets get out there and have a great time!