

Crown and Empire

Rules and Guidelines

These Rules and guidelines are primarily concerned with safety issues, but also include aspects that relate to members' behaviour to each other and to the public.

They do not cover specific safety drills or handling of weapons that are relevant only to those performing those roles. These specific requirements, along with accreditation requirements, are covered in the role manuals.

Role manuals available are:

Artillery manual

Infantry manual

Cavalry manual

Non combatant manual

All members must obtain and read the appropriate role manual(s) for their choice of activities. (available from the Membership Secretary)

Please note, unless specified, the term "weapon" applies to all pole-arms, knives, bayonets, swords and guns of any type or size, including "blank firers".

It is impossible for every eventuality to be covered in this document or in the specific role manuals. **Common sense must prevail at all times.**

General

All participants must be safety aware and look out for any potential hazards to themselves, to other participants, to horses (if in use) or to members of the public. Any hazards so spotted should be dealt with immediately, or if this is not possible, alert an appropriate person (officer, event organiser or other official) to the hazard.

Crown and Empire has prepared generic risk assessments for our activities. The safety officer for each event must inspect the site and assess any risks that are peculiar to the site and not covered by these generic assessments.

All participants must observe the general safety rules for campsites, battlefields and interacting with the public (promenading)

All participants must be fully licensed for any weapons or explosives that they use during Crown and Empire displays. Anybody purchasing, storing or transporting explosives for C&E events must have the appropriate licences for these responsibilities.

Crown and Empire encourages the use of full firing muzzle loading licenced replica weapons. The term “blank firer” refers to those replica guns that use cartridges to provide smoke and noise, but cannot be fully loaded in the same way as fully firing weapons. Users of “blank firers” must observe all safety rules, unless a deviation from these rules is specifically noted.

All weapons used must be safe and in working order. Weapons will be inspected for safety periodically. Any repairs required must be carried out before the weapon may be used.

All participants must have been trained in their chosen role by an experienced person and accredited as competent to perform that role by a Crown and Empire approved accreditor. Members performing different roles must be accredited separately for each role.

No guns of any kind are to be fired in the direction of members of the public except where unavoidable in arena displays and the public are well beyond normal safe firing distance.

No projectiles (e.g. rockets, arrows etc) are to be shot in the direction of members of the public.

Black powder must always be securely stored in the appropriate container (cartridge box for cartridges, HSE approved container for loose powder)

Non-riders who participate in battlefield re-enactments are encouraged to familiarise themselves with horses to build their confidence when operating in close proximity with or against them. Riders should make members visiting horse lines for this purpose welcome.

Crown and Empire members must conduct themselves in a mannerly way. They must show courtesy and consideration to other members and members of the public at all times.

Members must abide by any specific site rules imposed by the Event Organiser.

All accidents are to be reported to the Crown and Empire Safety Officer with a full description of events leading up to the accident and the action taken.

Members with any pre-existing medical conditions that may be relevant to their participation or in the event of an accident must inform their unit commander and/or the Crown and Empire Safety Officer

Campsites

NB. Rules and guidelines for horse lines are in the cavalry manual.

All members are required to provide fire precautions for their own property. Filled fire buckets are preferred in living history areas, but extinguishers may also be used. These precautions should be stored as appropriate for the event, but must be easily accessible at all times. For example, if it is inappropriate for an extinguisher to be in plain sight on an authentic campsite, it should be tucked inside the front of a tent and covered with an easily identifiable cloth (red) if necessary.

All campsites should have an identifiable fire point. All members must make sure they know the location of this fire point.

Campfires should never be left unattended while burning. If members of the public are expected to enter the camp, the campfire must be roped off during these hours.

Weapons should never be left unattended in open view on a campsite, or stacked carelessly. Licensed weapons must never be handed to a member of the public (it is against the law). Non Licensed “blank firing” weapons may be handed to the public, but members must explain why they are able to do so. They must never be handed to the public with firing cartridges in place.

Tents must be pitched considerably, and safe distances should be observed as appropriate for the campsite. A distinct exit from any camp area must be left clear of guy ropes or other hindrances.

Straw must not be used in tents under any circumstances.

Children must be supervised by their parents, or another responsible adult, at all times.

Dogs must be kept under control at all times and on leads or tied up when on the camping area (please find an open area away from the camp site if you wish to give your dog a run). Any dog mess must be cleaned up by the owner immediately.

To avoid muddy areas around water points, taps must not be left running for any reason. All water must be collected in a receptacle and used elsewhere. Do not wash under a running tap at a water point.

Battlefields

These rules apply to all members taking part in battlefield re-enactments and drill demonstrations.

While every effort should be made to adhere to the battle script. Participants must be responsive to the situation and make changes as necessary for the sake of safety to themselves, other members and members of the public.

The Battlefields must be roped off from the public areas. If pikes or horses are used, there should be double ropes, 3 metres apart.

If it is not possible to use the roped battlefield area for drill, a foot drill session may still take place in an alternative allocated area, but no firing may take place if members of the public are in, or likely to cross, the area allocated.

All members taking part in battlefield re-enactment must be accredited to do so.

All members taking part in battlefield re-enactments must be part of a unit for that re-enactment, either their own unit or as the guest of another Crown and Empire recognised unit. Members must follow the chain of command of that unit.

If a member believes that any order to them would put people or horses into danger, they should comply as far as safety permits and discuss the matter with their officer after the display. No discussions should be entered into during the display.

Only black powder (UN 0027, UN 0028) may be used in muzzle loading guns, carbines, pistols and all artillery pieces. Only the approved cartridges may be used for “blank firing” guns. No other explosives may be used.

Photographers or journalists are not allowed on the battlefield except by special arrangement with the event Safety Officer. If such an arrangement is agreed, the photographer or journalist must be accompanied by a battlefield accredited member of Crown and Empire throughout the display.

Safe firing distances must be observed at all times. These can be found in the detailed safety rules for specific roles.

In the event of an accident on the field the unit involved must take control and send messages up the chain of command. They must call for first aid and, if appropriate, create a screen between the casualty and the public. Other units should avoid the area unless their assistance is requested.

In the event if an accident involving a horse or rider, it is more likely that the assistance of another unit will be required. One member of the cavalry unit must dismount and take charge of the local situation and request assistance as necessary in order to fulfil the requirements above. The remainder of the cavalry unit should take charge of any loose horse(s) and leave the area.

Any disagreements that arise during the display on the battlefield should be discussed and resolved by those involved AFTER the display. If such disagreements involve aspects of safety, the event Safety Officer must be included in this discussion.

More detailed safety rules for specific roles can be found under Artillery, Infantry, Cavalry, and Non Combatants.

Interacting in public areas

These rules apply to all members in public areas at events (other than campsites) and when off-site.

All members must remember that when they are in costume, members of the public will look to them for guidance and information. They must familiarise themselves with all general safety principles and rules as well as those of their specific role.

Weapons may only be taken into public areas (other than living history campsites) if the display requires, for example, when the public area must be crossed to go from campsite to display area. Loaded weapons must never be taken into public areas.

No weapons should be taken outside the event site during the event except as part of an arranged parade. Do not take weapons with you to shops or pubs.

Gunpowder and/or Cartridges should not be taken into public areas, except where such an area must be crossed to go between powder store, campsite and display areas. If this is unavoidable extra care must be taken. Transfer of larger amounts (e.g. unit powder issue from store) should be made in the morning before members of the public arrive.

Artillery

These are safety rules for artillery units – detailed requirements for accreditation of gun captains and crew are included in the Crown and Empire Artillery Manual.

The Gun Captain takes responsibility for his piece and crew at all times. Only the Gun Captain may give the command to load and fire the piece, or to move it from place to place. If the Gun Captain is out of action, for whatever reason, the crew must stand down and the piece may not be loaded or fired.

Artillery crew who are surplus to crewing requirements for the piece, may act as gun guards, using pole arms, muskets or carbines. Any crew members so acting must be accredited as infantry in addition to any artillery accreditation they may hold.

All artillery pieces must have crews large enough in number to operate them safely, including movement of the piece to, from and around the battlefield.

If artillery pieces are to be moved through public areas, an extra crew member must be in attendance to move members of the public out of the way. This person may not be used to assist with the moving of the gun.

All artillery pieces must be proofed in accordance with UK regulations.

If the blast range of the piece is more than 25 metres, the Gun Captain must advise ALL participants of the blast range for their piece every time it is in use. Gun Captains should not expect other participants to recognise this piece from previous outings.

When the piece is loaded this must be signified to other troops by placing the rammer on the wheel hub.

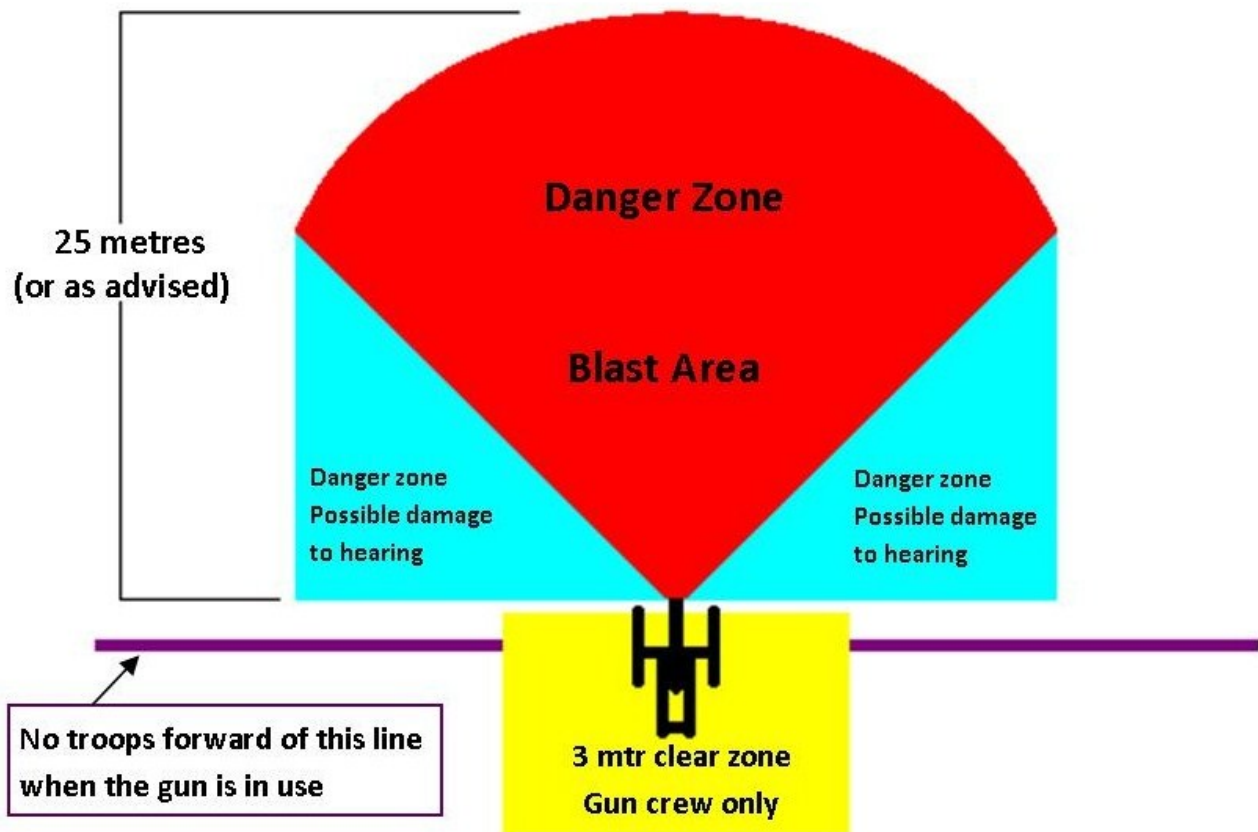
If there is a misfire and the gun remains loaded, the problem must be signified to other troops by crossing the tools in front of the barrel.

When ready to fire, the Gun Captain must check the field of fire and ensure that it is clear before giving the order to fire.

Artillery pieces must not fire if any unit or person is closer than the safe distance for the piece (no less than 25 metres) to the front of the gun and/or the 45 degree blast zone as illustrated below.

Artillery pieces must not fire if any horse is closer than the safe distance for the piece plus 15 metres (no less than 40 metres) to the front of the gun and/or the 45 degree blast zone as illustrated below.

Artillery Blast Zone



Infantry

These are safety rules for infantry units – detailed requirements for accreditation of infantry are included in the Crown and Empire Infantry manual.

All members taking part in battlefield re-enactments must act as part of a unit, under the command of an accredited officer.

They must follow the directions of their officer at all times unless they consider that compliance with an order would put themselves, other members or members of the public into danger.

Members must be trained in the use of their weapons of choice and may only use these weapons to the level for which they have been accredited.

Guns must not be fired if there is anybody within 20 metres of the firing line, or any horses within 30 metres

Hand to hand combat between infantry units may only take place by signalled agreement of both units. No units may be engaged in hand to hand combat if loaded.

If a unit is attacked by other infantry while loaded, they must not stand their ground and create an impasse on the battlefield, but should withdraw to a safe distance and discharge their weapons.

If a loaded unit is attacked by cavalry, the cavalry must withdraw immediately.

Hand to hand combat between foot and cavalry units may only take place by signalled agreement. If a foot unit is loaded they must not agree to combat with cavalry.

Units must stay in close formation when cavalry are in the close vicinity; weapons must point above the heads of the cavalry, but must not be fired. Non combatants who are supporting troops should be brought into the formation for safety.

Foot units must be familiar with the signalling system used by artillery. Ramrod against the hub of the wheel denotes the piece is loaded, tools crossed in front of the piece denotes that it is loaded, but has misfired.

No foot soldier should approach any cannon from the front, or march across the blast zone unless given clearance by the Gun Captain. Some artillery pieces may have a larger blast zone than standard. Where this is the case, participants will be informed by the Gun Captain before the start of the display. See Artillery blast zones.

Foot units must note the position of any pyrotechnics and avoid them, unless they are part of a specific arranged scenario which includes use of these pyrotechnics.

Cavalry

These are safety rules for cavalry units – detailed requirements for accreditation of cavalry riders are included in the Crown and Empire Cavalry Manual

Riders who cannot be mounted may take part as dismounted troops, using muskets or carbines. Any riders so acting must be accredited as infantry in addition to any cavalry accreditation they may hold. If there are sufficient numbers, they may act as a single unit under the control of their own officer/NCO, if not they must attach themselves to an appropriate unit or group.

Cavalry who are accredited to use a sword on horseback are NOT necessarily accredited to use a sword on foot. The use of a sword on foot is subject to a separate accreditation.

No horses are to be used if the ground conditions are considered to be unsafe for them for any reason.

Riders may only take part in events to the level to which they have been accredited.

Cavalry should avoid riding, or leading, horses through public areas. If this is not possible, a Crown and Empire member (preferably of the cavalry unit) must be in attendance as ground support to move members of the public out of the way. Riders must remain in walk when moving through public areas.

Riders must be aware of safety distances and must never attack a unit (foot or artillery) which is handling loaded weapons.

No rider should approach any cannon from the front, or ride across the blast zone unless given clearance by the Gun Captain. Some artillery pieces may have a larger blast zone than standard. Where this is the case, participants will be informed by the Gun Captain before the start of the display. See artillery blast zone ([insert link](#))

Hand to hand combat between mounted and foot troops is only allowed by the signalled agreement of both units. One to one combat may only take place by prior arrangement and as part of a rehearsed scenario.

Cavalry should not attack units while their guns are loaded, units in this state of readiness must inform the attacking cavalry immediately and the cavalry must withdraw the attack.

Riders must never ride through an area where casualties (real or fake) are on the ground.

Riders must note the position of any pyrotechnics and wires leading to them and avoid those areas.

Pyrotechnics

Pyrotechnics may only be prepared and placed by those fully qualified and accredited to do so.

All pyrotechnics must be tested before use in displays.

Pyrotechnics may only be placed on roped off battlefields, and must never be placed less than 25 metres from the public.

All unit commanders must be briefed on the position of pyrotechnics and how they will be marked before the display

Pyrotechnic effects may only be fired if they are in direct sight of the firer, and then only when the firer can see that it is safe to do so.

Non Combatants

These are safety rules for non combatants – detailed requirements for accreditation of non combatants are included in the Crown and Empire Non Combatant manual.

Non combatants should not go onto the battlefield unless they have some specific role to perform and have been accredited to do so. If they have a role to perform, they must act in a manner appropriate to that role.

Non combatants providing support to foot units must stay with that unit at all times.

Non combatants providing support to cavalry units must find a place of safety (e.g. a tree, hedge or similar) on the field, inform their unit of this place and stay there.

Non combatants may use the area between double ropes to walk up and down the audience line to chat to public, but must never sit down in this area just to get a better view than the public. Never obstruct the view of the public.

Non combatants have a special responsibility for security and safety on the campsite during battle displays. We recommend that sufficient numbers remain on the campsite at all times.

Non combatants not required for campsite safety, are encouraged to move among and interact with the public. Members must be courteous and polite at all times.

Licensing Requirements

Weapon	Definition	Licence required
Muskets and Carbines	Smooth bore, single shot. Barrel length not less than 24 inches	Shotgun Licence This licence is required even if you do not own a gun, but wish to borrow one for events.
Pistols	Smooth bore, single shot, muzzle loading.	Firearms Licence
“Blank firer” muskets, carbines and pistols	Inert guns which have been adapted to fire rimmed Cartridges. They have no touch hole and cannot shoot any projectile.	No Licence required
Cannon	Smooth bore, single shot.	Up to 2 inch bore a shotgun cert, over two 2 inch bore the registered keeper of the gun must have a Firearms Licence. Crew do not need a weapon licence to assist, but will require explosives licences (see below)
Polearms	No legal definition	No licence required
Pikes	No legal definition	No licence required
Swords	Straight swords	No licence required, but you must be over 18 to purchase a sword.
	Curved swords	No licence required, but curved swords with a blade length over 50cm are banned in the UK unless you are a member of a recognised martial arts or re-enactment group. You must be over 18 to purchase a sword.

Explosives use	Licence required
Acquire gunpowder at events and return any unused to the Powder Officer	Explosives certificate – Acquire only
Acquire gunpowder and keep it for future events.	Explosives certificate – Acquire and keep. You do not need to have a registered store to have one of these licences, although the amount you can keep may be quite small and it is easier to get this certificate if you have a store.
Store gunpowder	A registered store for which you have a fixed rule licence issued by the HSE, Local Authority or police (depending on your area). This will state the amount of powder you can store. Usually this will be 30 Kg. For stores over 2 tonnes, a further licence is required from the HSE.
Transport gunpowder	If your certificate was issued before 1 st June 2012, you will also require a Recipient Competent Authority (RCA) document. These are available from local Police Authority or HSE. (depending on your area) If your Explosives certificate is issued after this date the RCA permission is incorporated with the certificate and no further documentation is required in order to transport gunpowder.
Purchase gunpowder	A certified copy of your RCA document must be provided to the vendor prior to any sale.

For more information on explosives licensing see:

<http://www.hse.gov.uk/explosives/licensing/index.htm>

<http://www.hse.gov.uk/explosives/transfer-of-explosives.htm>

Weapons Safety

All weapons used must be in safe, working order. Weapons may be inspected for safety at any time by a Crown and Empire approved person. Unsafe weapons must not be used until the fault is rectified.

Crown and Empire urge all members to take good care of their weapons and maintain them regularly.

Weapon	
Pikes and pole-arms	There should be no cracks, splinters or splits in the wood. Heads must be well secured. Points should be blunt and metal heads (if used) should have no burrs or sharp edges. Any screws attaching heads to shafts must be countersunk to avoid protrusions.
Swords	Must be blunted and have no burrs or sharp edges. The blade must be well secured to the hilt. The sword must have an appropriate sheath or scabbard. Sheaths and scabbard must be securely attached to baldrics, belts or other carrying means. Metal scabbards must have no sharp edges or burrs. Sharp swords may ONLY be used by cavalry for skill at arms displays.
Lances	There should be no cracks or splits to the shaft. Lance heads and shoes must be securely fixed. Lances may not be used on the battlefield. Pointed lances may only be used by cavalry for skill at arms displays.
Matchlock muskets	The stock must be in reasonable condition and have no major cracks or splits. The Lock must be in working order, with the pan cover fitting tight over the pan, and the serpent reaching the pan. The serpent must be secure on the lock The touch hole must be clean and clear. Ramrod must be secure in its groove. The barrel must be proofed by a proof house and must be securely attached to the stock There should be no excess of powder residue, rust, oil or other dirt remaining from previous events.
Flintlock muskets, carbines and pistols	The stock must be in reasonable condition and have no major cracks or splits. The lock must be in working order, and secure at half cock. The hammer must be secure on the lock. The touch hole must be clean and clear. Ramrod must be secure in its groove. The barrel must be proofed by a proof house and must be securely attached to the stock There should be no powder residue, rust, excess of oil or other dirt remaining from the previous event.

Percussion Cap muskets, carbines and pistols.	<p>The stock must be in reasonable condition and have no major cracks or splits.</p> <p>The lock must be in working order, and secure at half cock.</p> <p>The hammer must be secure on the lock.</p> <p>The touch hole must be clean and clear.</p> <p>The nipple must be clean and clear.</p> <p>Ramrod must be secure in its groove.</p> <p>The barrel must proofed by a proof house and must be securely attached to the stock.</p> <p>There should be no powder residue, rust, excess of oil or other dirt remaining from the previous event.</p>
"Blank Firers"	<p>The stock must be in reasonable condition and have no major cracks or splits.</p> <p>The lock and mechanism must be in working order, and secure at half cock.</p> <p>The hammer must be secure on the lock.</p> <p>The barrel must be securely attached to the stock.</p> <p>There should be no residue, rust, excess of oil or other dirt remaining from the previous event.</p> <p>They must not have been tampered with in any way that would allow them to fire a normal charge.</p>
Artillery pieces	<p>Gun carriage and limber (if used) should be in good condition, wheels must be firmly fixed and secure onto the carriage and limber.</p> <p>The Barrel must be proofed by a proof house.</p> <p>The touch hole must be clean and clear.</p> <p>Gun barrel should be clean with no powder residue, rust, oil or other dirt remaining from the previous event.</p>
Bayonets	<p>Must not be excessively pointed and have no burrs or sharp edges.</p> <p>Must be carried in a secure sheath or scabbard.</p>

Accreditation Process

Members may be accredited for each of the following roles:

Infantry
Artillery
Cavalry
Non Combatant - Camp follower
Non Combatant - Promenader

And additionally for the following weapons / skills:

Sword (on foot)
Pike / Polearm
Pyrotechnic

The use of guns is included in the accreditation for the specific role using them, but may be the subject of a restriction to the accreditation. (see below)

The use of swords on horseback is included in the Cavalry accreditation.

Details of requirements for accreditation under these headings can be found in the specific role manuals.

There are four levels of accreditation in each category:

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|---|-------------|--|
| 1 | Novice | Must be supervised |
| 2 | Competent | May act on their own as appropriate for their role, no specific supervision is required. |
| 3 | Experienced | May train others in this skill |
| 4 | Expert | May accredit others in this skill |

Accreditation may be granted or level changed at any time, this accreditation lasting for one year from the date granted or when membership of Crown and Empire is deemed to have lapsed. Accreditation can be updated at any time.

Restrictions may be placed on an accreditation by the accreditor which will be noted on the accreditation certificate. For example, an infantry accreditation may exclude the use of guns if an infantry member is primarily a pikeman, a pike/polearm accreditation may be restricted to pikes only or an infantry accreditation may be restricted to carrying a dummy musket or “blank firer” only for a non-licensed member.

As with accreditations, these restrictions can be updated at any time by an accreditor.

Similarly, extra skills may be noted. For example firing from horseback is not part of the cavalry accreditation, but should be noted if the member is considered safe displaying this skill. Non-combatants who are able to provide battlefield support have an extra skill which should be noted.

Accreditors may only accredit members for a role / skill for which they themselves hold an accreditation level of 4.

Accreditors must obtain and read the additional Guidance for Accreditors before granting any accreditations.

Accreditors must notify the Membership Secretary in writing of any accreditations granted or updated (including any restrictions / extra skills) within 1 week of granting.

The Membership Secretary will note all accreditations on the database and will email the member a .pdf accreditation certificate, showing all accreditations granted, any restrictions / extra skills and the dates of granting. Members should print this document and keep it with them. They may be required to show this certificate at an event, especially if they are attached to a unit other than their own.

A new accreditation certificate will be issued every time a member's accreditation level changes.

If a member is unable to print this certificate they must contact the Membership Secretary,

If any member believes that another member has been accredited in error, or at a level higher than reasonable. They must contact the Membership Secretary, stating their own name, the member in question's name and their reasons for this belief. Any such accreditations so questioned will be investigated by Crown and Empire with the accreditor. Anonymous complaints will not be pursued.

A list of authorised accreditors is available from the Membership Secretary.