

General Event Guidelines

Conneaut Township Park welcomes the D-Day event, its participants and its spectators. There are a few simple rules they ask us to observe.

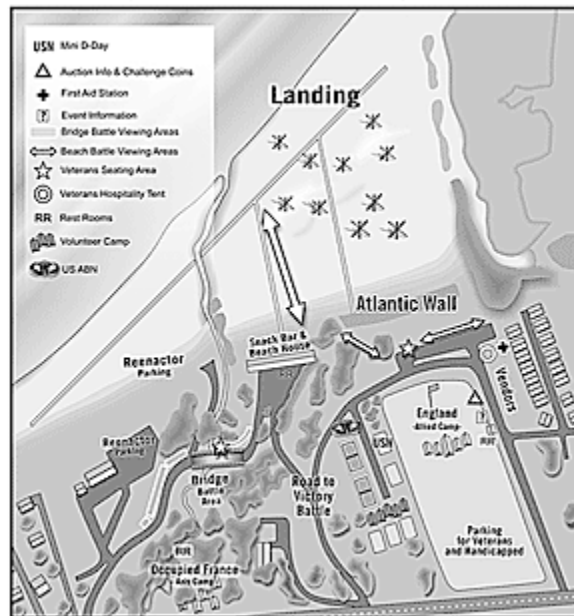
Breakfast will be available for approximately \$4.00 at the Snack Bar on the Beach Saturday Morning 7am to 9am - Sausage, eggs, hash browns, toast, juice, and coffee. Breakfast will be served FREE at the Conneaut Moose Club Sunday Morning 8 to 10, 2 Blocks from the Event Site - Free for Reenactors with a modest \$2 charge for accompanying family.

The Snack Bar aka Pat's Lakeside Grill offers typical tourist area boardwalk food but exclusively offers a Lake Erie Perch Sandwich and Dinner in addition to Hot Dogs, Chicken, Burgers and Hersey's Ice Cream for dessert. Some local restaurants are within walking distance from to the park.

This is a Township Park so drinking water is on-site. There is an Outdoor Shower on the Boardwalk Leading to the Beach - (Swimwear Required)

Address for ATF Paperwork:

Conneaut Township Park
480 Lake Road
Conneaut OH 44030
Ashtabula County



[Click for larger view.](#)

1. Registration / On-site Check In

Pre-registration is highly recommended for re-enactors and vehicle owners. ([Click here to pre-register](#))

A \$10 GATE FEE WILL BE ASSESSED TO THOSE WHO HAVE NOT PRE-REGISTERED.

You may arrive as early as Wednesday afternoon the week of the event. Check-in and on site registration will begin on Thursday 10AM to 9PM and Friday 10AM to 10PM.

Saturday morning is your last chance to register! (7AM to 9AM.) No late arrivals unless prior arrangements have been organized with event staff. Those of you who choose to pay at the gate, we appreciate your support of D-Day Ohio - your contribution helps us continue the event.

To help us reduce our impact on the park, we will only have limited copies of site, safety, and appearance guidelines. Please print and bring your own copy.

2. Historical Accuracy

All WWII era re-enactors representing Axis and Allied forces of Western Europe in 1944 are invited to attend the event. ETO and Home Front impressions and displays are encouraged as well.

Participants are asked to refrain from wearing and displaying items not documented to the European Theater of Operations or US Home Front. Educational materials and display boards, as well as tagged or labeled items intended for spectator's education are permitted and encouraged.

Your cooperation and positive attitude in meeting or exceeding the expectations of our veterans and viewing public is appreciated. In the event a participant chooses to ignore the safety or appearance requirements, the event organizers may request the participant terminate their involvement in the event.

Exclusions: Eastern Front, PTO, Political and Celebrity impressions (of political figures) are not permitted at the living history encampment or the beach assault. Those wishing to do a Celebrity Impersonation of non-political persons may contact event staff to discuss the permissibility of their proposed impersonation.

3. Age Restrictions

A participant less than 18 years of age, but having reached their 16th birthday by the date of the event who desires to participate in the D-DAY CONNEAUT battle reenactments may do so only if accompanied by their parent or guardian at all times. The parent or guardian will assume full responsibility and liability for the minor under their direct supervision.

Participants under the age of 16 are encouraged to participate in the living history encampment. However, they must be supervised by a responsible adult unit member and the participant's unit commander assumes responsibility for the minor.

4. Living History Encampment

To maintain the historical integrity of the event, the event staff requests that all reenactors adhere to simple guidelines that will help ensure a June 6, 1944 and before focus to the encampment.

Excluding educational materials and display boards.....

If it's not appropriate to the European Theater of Operations in 1944, please don't bring it.

Items of modern manufacture needed for basic health and safety (e.g. coolers) should be hidden from view during public hours and discreetly used when the camps are open to reenactors. Like all participants, there are items that we consider "questionable" and would prefer were left at home. (Please see the section on "Not sure? Don't bring it.")

Encampment and Camp Equipment Guidelines:

- Tentage and camp equipment must represent items in use in the WWII European Theater of Operations.
- Modern tentage is permitted in the modern camping area only.
(Included in Modern or Postwar tentage are GP Small / Hex tents.)
- Ground-cloths or tarps must be of the appropriate military style.
Modern blue or silver tarps may only be used after public hours or completely hidden from view.
- Modern vehicles must be parked in the participant parking. Modern vehicles may not be parked in or along side the encampment. (including the drive by the tennis courts) There will be NO parking in or near the display areas. Participant parking is across Lake Road about ½ block from each of the camps.
- Each participant should police his or her own trash.
Trash bags will be provided in the registration packet.
- Open camp fires are permitted only in designated areas - upper park sand pits and park grills.
Consult staff at the registration desk for approved locations. No fire pits may be dug on park property. Those using the sand pits or grills must have a full fire bucket nearby in the event the fire spreads.

Re-enactor Guidelines:

- Military courtesy will be in effect in the camps.
- Dress and grooming should be consistent with 1944 Europe and North American standards.
- Clothing styles and ensembles should be appropriate to the wearer's impression.

- Obviously modern hair color is not permitted (e.g. blue or pink) and modern hairstyles should be covered or altered to appear “vintage” .
- Men’s facial hair should be trimmed to be appropriate to the impression they are portraying.
- All tools, drinking vessels, utensils and other common items should date to 1944 or before.

Vehicle Guidelines:

- Vehicles that plan to participate in D-Day Conneaut must be licensed and insured as is appropriate to your vehicle. All drivers must have insurance and a valid driver's license. Please be prepared to show these at registration when you arrive. If your period vehicle will have more than one driver, please list all drivers when you register.
- Spotters aren't required for Jeeps outside of the battlefield (e.g. VIP shuttle), but are still encouraged, as the drive through the encampment will be crowded with people. Your spotters can ask people to kindly clear a path for you, and watch for small children darting out in front of you. Larger vehicles will need spotters whenever they move.
- If you are willing to use your vehicle for a VIP shuttle (e.g., give a WW2 veteran a ride), or assist the event staff with transportation, please tell the registrar when you check in at registration, or in the comments section when you register.

Not Sure? Don't Bring It.

There are camp and personal equipment items which were likely not to have appeared in the European Theater of Operations. We consider these items “questionable” - a list of the items follows. If you have documentation for a specific items use and would be willing to bring the information, we would be delighted to share in your knowledge. If you are unsure about the use or appropriateness of any of these items, please consider leaving it at home. We have also included some items we commonly see that are not appropriate and should not be brought to or worn at the event.

- French Ranger Boots
- Civilian Work Boots being worn as reproduction boots
- Brown US Army Undershirts
- M1965 Field Jackets
- Modern Sunglasses (Oakleys or other obviously modern glasses)

Cameras/Camcorders on the Battlefield

Combat photographers and journalists, served an important role in documenting the history of the invasion and took part in the events that followed the initial landing. As many units appreciate photos of their members in action, photographers are permitted with special restrictions.

All persons in the drop/landing zone must meet the basic appearance standards described above.

Historic photo equipment is required for use on the field as a uniformed participant. Unconcealed modern equipment is not permitted on the battlefield!

Modern equipment may be disguised using an empty vintage camera body. We seek to avoid marring an otherwise authentic scene with the painfully obvious sight of a modern camera being freely and openly brandished. Please keep in mind, veterans and thousands of spectators are watching and all-to-often catch modern cameras and cell phones in their photos.

Still and motion picture photographers who participate in the beach landing are invited to send a link to a location where your photos are displayed. If you provide us copies we will be happy to post them on our website credited to you for all to view.

This event involves a simulated beach landing, waterproof your gear accordingly. D-Day Ohio, Inc. will not be responsible for any damaged or lost camera equipment or film.

D-Day Has Staff Photographers!

Please refrain from being tempted to take out your camera in the mists of battle. If you can see people, they can see you... and your camera. D-Day had gathered a team of professional photographers who will be canvassing the event. Watch for our "guys in maroon" shirts. Images they collect will be proudly displayed in our new online gallery were visitors can and order prints. Registered reenactors who participate in the event will receive special access to these images and discounts when ordering prints.

If you or your group would like to schedule a planned "unit photo", please contact our photography coordinator, [Wayne Heim](#) for more information.

SAFETY FIRST!

Safety is an important consideration in all activities. It should be each participant's priority at all times. Disregard of D-Day Conneaut safety rules and/or the safety of the people around you can result in a participant's removal from the event.

SAFETY BRIEFING

1. FIREARMS.

a. Handling

Treat all firearms as if they were loaded and ready to fire. Do not leave them where the public can have easy access to them without supervision. Unload weapons not in use. Most important of all, use your head and prevent unsafe situations from occurring. Always maintain control of your weapon. Use utmost discretion allowing any member of the public access to your firearm. If you wish to allow a member of the public to handle a firearm, it must be unloaded and under your control at all times. We suggest, at a minimum, you keep one hand on it while it is being handled. In rough going or vehicles use your weapon safety or its functional equivalent (e.g., closed bolt) to help prevent accidental discharges.

b. Safety Ranges

No direct fire of any firearm shall be permitted within fifty (50) feet of anyone. Make sure that the area in front of you and on either side of you is clear of other participants and spectators.

c. Loading

There will be no loading or discharging or blanks except during planned tactical and living history scenarios; Safety Officers will supervise test firing of weapons.

d. Ammunition.

- No live ammunition will be permitted anywhere on the premises at D-Day Conneaut. A participant will be ejected from the event for this offense.
- No wood tipped blanks. Weapons intending to use wood tipped blanks will be inspected and approved on a case by case basis.
- No shotguns, military or otherwise, are allowed for use in any activity where blank ammunition is expended. Shotguns are permitted for display only.

e. Blank Fire Adapters

- All blank fire adapters shall be safe, sturdy and of a pattern approved by D-Day Conneaut.
- All blank adapters shall be kept in clean, unobstructed condition

2. HAND TO HAND COMBAT

Under no circumstances are participants allowed to engage in simulated close quarters fighting; i.e., hand-to-hand combat.

3. KNIVES, BAYONETS AND OTHER EDGED WEAPONS

Knives and bayonets shall be sheathed, except for cooking, use as tools, for digging or for staged photographs. Other edged weapons not otherwise covered herein must have the pre-approval of the safety officer. **Under NO circumstances are edged weapons to be handled by the public at ANY time for ANY reason.**

4. GRENADES and WEAPON-PROJECTED OBJECTS

*Grenades may not be thrown or projected towards the spectators.

*Weapon projected objects are may not be thrown or projected towards the spectators.

a. Grenades

- All grenade are subject to approval by D-Day Conneaut staff.
- All grenades will be made from non fragmenting, and non splintering materials.
- Grenades will have a charge sufficient to produce an audible pop and smoke effect, charges shall not exceed 50 grains of black powder or equivalent.
- Grenades must be as near to actual size as possible.
- Grenades should be lobbed, not thrown baseball style.
- No grenade may have a contact ignition. **ONLY** time delay ignition may be used.
- Participants must be able to identify and explain the construction of their device prior to demonstration at the safety inspection.

b. Weapon-projected objects (Bazookas, Rifle Grenades, Mortars)

- All weapon-projected objects must be fired at an angle greater than 45 degrees to the ground.
- All projectors shall be safe, sturdy and approved by D-Day Conneaut Staff.
- All rounds shall be safe, sturdy and approved by D-Day Conneaut Staff.
- No weapon projected object may have a contact detonator.

Mortars

- Mortar and artillery shells shall be appropriately colored to enable recognition while in flight. This will minimize risk to personnel from incoming fire.
- Shells with a 2-inch or smaller diameter will have a total landing weight of less than 10 ounces. Shells larger than 2-inch diameter will have a landing weight of less than 12 ounces.
- Launch charges are limited to 4 ounces (or 1750 grains) of black powder or Pyrodex. We strongly recommend that launch charges be limited to 200 grains or less.
- Secondary bursting charges for mortars are not allowed.

Rifle Grenades

- The maximum weight for rifle grenades is 8 ounces because of the increased striking power generated by their higher velocity and small noses contact area.
- Rifle Grenades must contain no metal.

c. Filler Materials

- Filler materials must be chemically inert to avoid skin or eye injury. Filler materials should not yield shrapnel from large pieces or yield secondary ignition.

We strongly recommend Sodium Bicarbonate (Baking Soda) as filler material because it is chemically "safe"; it is readily removed from uniforms. **NOT ALLOWED:** fine sand which can scar eye surfaces; flour which can burn or explode; kitty litter which contains hazardous chemicals and carpenter's chalk which stains garments.

5. Pyrotechnics

- No pyrotechnics (i.e., smoke bombs, flares) are permitted unless prior authorization is obtained from D-Day Conneaut. If approved, a fire extinguisher,

shovels, or other fire suppression methods shall be readily available nearby to put out any resulting fire.

- No ignitable devices are to be thrown into or projected at or near any motor vehicle.
- Individual unit commanders are responsible for their personnel and all pyrotechnics that they carry and/or use.
- Failure to comply with this rule is grounds for permanent expulsion from the event.

6. Vehicles.

Vehicles that plan to participate in D-Day Conneaut must be licensed and insured as is appropriate to the vehicle. All drivers must have insurance and a valid driver's license. Please be prepared to show these at registration upon arrival. If the period vehicle will have more than one driver, please list all drivers when registering.

During the living history/battle reenactment portions of the program, please cover the vehicle license plate or remove it. Historic vehicles may operate with the plates concealed or removed on Township Park property only.

If you are willing to use your vehicle for a VIP shuttle (e.g., give a WW2 veteran a ride), or assist the event staff with transportation, please tell the registrar when you check in at registration, or in the comments section when you [register](#).

a. Safety Check

- A licensed and insured driver must drive all motor vehicles participating in an event in a sensible manner. The vehicle must also be covered by the owner's insurance and show proof of such.
- All vehicles shall have fully functional brakes capable of stopping under any conditions. All vehicles, except motorcycles, shall carry a fire extinguisher
- All vehicles shall have fully functioning head and tail lamps if night operations are to be conducted.
- All vehicles and their equipment shall be in safe operating condition prior to engaging in operations.

b. Operation

- Maximum speed for all vehicles is 5 mph unless approved by the D-Day Conneaut.
- All participants will use good sense in pedestrian contact around vehicles.
- No driving unauthorized vehicles outside of designated parking areas.
- At no time shall the driver of any authorized vehicle operate the vehicle while conditions exist which limit or interfere with the clear, unobstructed forward or lateral vision of the driver and/or the co-driver.

- At no time shall a driver of an authorized vehicle at an event do so in an unsafe manner or be in violation of any speed or other safety guidelines.

c. Ground Guides or Spotters

- During the living history portion of the event and during public hours, consider using spotters whenever moving through the site as paved roads may be very congested.

During all conditions when any vehicle larger than a motorcycle is operating off of improved roads and in a tactical nature, such vehicles shall have the assistance of a "ground guide" or "spotter", on foot and at close proximity to the vehicle, to warn against any dangers.

- Any vehicle, tracked or otherwise, shall use a ground guide at all times when such vehicle operates off of improved roads during and conditions.
- For vehicles larger than a $\frac{3}{4}$ ton truck, there must be a minimum of two spotters and vehicle owners are responsible for bringing/recruiting their own spotters. Spotters must stay a safe distance off either corner of your vehicle, must walk upright where they can be seen from the driver's seat and never "take hits" if shooting occurs around them.

7. Medical Emergencies: Registered Medical Personnel and Reenactors Portraying Medics

Medical professionals who are licensed/certified to practice first aid or emergency care in Ohio, and would be willing to do so if needed during the event, are asked to indicate this at registration.

Licensed personnel and those portraying medics but who are not licensed medical personnel are asked to attend the "Medic" briefing Friday evening. This is to ensure everyone knows what to do if they come across an actual, real, medical emergency—how to stop the battle and get a REAL medic, really fast.

8. Intentional Endangerment.

Anyone who performs an intentionally dangerous act that causes; or could have caused serious injuries to others or himself will be immediately removed from the event and not permitted to return.

A participant who willfully violates the event guidelines or safety rules and/or is habitually uncooperative or argumentative with event staff in a manner that detracts from the safety and historical accuracy of the event shall be asked to leave.