

HOUSE RULES FOR "RUSH THROUGH BRITTANY"



In case of any problem before or during the event, please contact your association / group chief, or:

David Desgardin
Jeremy Pouzaud

☎ : 06 07 44 60 41
☎ : 06 18 09 29 47

✉ : david@leslufteaux.com
✉ : jeremy@leslufteaux.com

When you arrive, you will have to register at the checkpoint. A **pass** will be given to you that you will have to keep with you all event long.

I - PLANNING & ACCESS THE SITE:

You will receive by email a few weeks before the exact event meeting point (Tremblay 35460) and all the instructions for getting to the site. Your section heads will also have access to this information and will be in charge of bringing it back to you.



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II – SECURITY RULES :

Keep a cold head under any circumstance, the game and its development should never take over security.

ARMORY :

Concerning blank firing weapons, **you have to respect the following rules :**

- **Never directly aim at an enemy when you shoot**, always aim besides.
- **Always keep a 10 meters security distance to shoot**, no shot is allowed below this distance.
- **Always pay attention to the shot blast**, in a closed place or surrounded by obstacles (vehicles, trees, trench), the sound is multiplied and can cause injuries – wearing ear plugs is highly recommended.
- **Always leave the battlefield with an unloaded weapon**, each group's chief is responsible of controlling his members' weapons.
- **Never fix your bayonet to your firearm's barrel during the battle**, no cold steel out of its scabbard is allowed during the battle (even fake).
- **Never leave your weapon alone**, each of us is responsible for its own equipment.
- **Never leave the field perimeter with your weapon.**
- **Any blank firing technical problem** should be signaled to the gunsmith.
- **Shots at unpredicted moments** (for tests) should be signaled to a superior before being done et has to be executed in a non dangerous area for the participants around.

PYROTECHNIC EFFECT :

- **Caution to the pyrotechnic charges on vehicles (shots) but also to those of specific weapons (anti tank, mortar, etc)**, please keep your distance from them during shots.
- **Any pyrotechnic charges (firecracker, firework, airsoft grenade) other than those given by the organizers are strictly forbidden.** Smoke bombs are allowed.

VEHICLES :

- **During vehicles' moves**, never stay in the axis of advance.
- **You can approach vehicles only with the driver's approval**, respect their rules once on board.
- **It is forbidden to project anything onto/into the vehicles.**
- **The drivers** of vehicles should in no case be chosen as "targets". They are considered invulnerable except if they stand completely outside the cabin, with a switched-off motor.

UNIFORMES :

- All participants should respect the imposed dress code.
- All the ranks or decorations should be validated by the organizer.
- No Axis reenactment participant can leave the field's perimeter with his uniform on.



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- The Third Reich flags with swastikas and German uniforms other than the regular German army are strictly forbidden.

INFRASTRUCTURES :

- **Caution, the field presents multiple risks** : numerous debris, decrepit buildings, luxurious vegetation etc... that could possibly be dangerous. Please keep safe during your progressions to avoid any accident.
- **If you meet any civilian** (onlookers, walkers, cyclists etc...), you always have to stay courteous and polite, put your weapon on the sling.
- **All the waste has to be put together in bags and evacuated to the trash cans.** No hint of your presence should be noticed once you're gone.
- **Please use moderately the water source** you will find.
- **It is categorically prohibited to damage the site's infrastructures** (break windows, doors, rip objects, cut or damage the fences etc...). **ANY VIOLATION TO THIS POINT WILL LEAD TO AN IMMEDIATE EXCLUSION.** The vegetation can be slightly managed for the game (use of branches and dead wood only).

BIVOUACS :

- The bivouac's sequencing has to be done in a military way (streets, perpendicularity research etc...).
- Please respect the participants' sleep between 23:00 and 06:00.
- Alcohol is allowed but **any behavioral deviations will lead to exclusion.**
- Politeness, courtesy and a worthy attitude are requested from all participants.
- Led lamps are forbidden on the bivouacs.
- All modern devices or equipment have to be kept invisible.
- **Fires are forbidden outside the campsites et should never be left without monitoring.**

COVID 19 :

In order to respect the current sanitary measures, the following rules have been established :

- **No general gathering** of the troops is planned during the event, all guidelines are given to the group chiefs who will be in charge of communicating them to their team.
- **No infighting simulation** is allowed.
- **Hydro-alcoholic gel is at your disposal** to clean your hands.
- We **won't be wearing any protection mask** during the event for obvious practical reasons but also for a better historical immersion. You are however allowed to wear scarves, neck warmers or any other historical piece of material if you want.
- We invite you to **rather sleep alone in each tent** and to avoid collective tents.



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IN CASE OF ACCIDENT OR MAJOR INCIDENT :

- **In case of serious bodily injury the game ends immediately and the organizers have to be informed as soon as possible.** Specialists (nurses, lifeguards) are identified at the beginning of the game (*if they want to*) et can be asked if needed, their professional opinion and perform minor care or first aid. The participants dressed as medical staff are not real health professionals.
- **The sirens sounding localized in the headquarters necessarily indicates the end of the game and coming back to the bivouacs for everybody. The sirens have to be activated during a serious accident or at the behest of an organizer.**

III - RULES :

This event isn't only a random blank firing game but a historical role game, we expect from all participants to follow the rules established to guarantee the atmosphere and the experience's realism.

Role play :

Participants have to respect the authority represented by the players wearing the ranks and follow their requests unless if they are not representative of the game, the period of time and the laws in force.

Any inattentive or dishonest player should be denounced to the group's chiefs / military police.

Neutralization :

Neutralization occurs when a targeted player feels "out" by an undeniable shot or explosion. Any player has to lie down on the floor and **necessarily take his helmet off**, to show he's offside. From that moment, the player can't move (**except if he has to clear the way of vehicles for security reasons**), in no case disturb the game's dynamic nor communicate with another player.

He only has the possibility to call a nurse who will analyse his physical state and will estimate on his capacity of getting back in the game or on his final disposal until the bivouac area. **The group chiefs ensure the game's equity and should make sure the rules are well applied and respected.** Being not compliant with the rules during the game is worth an instant elimination.

If no nurse comes, or that the soldier is alone and isolated with no comrade to assist him, the player is considered as "out of combat" and has to go back on foot, **necessarily helmet off**, to the bivouac area and go to see the doctor (see injury rules).

Bandages or any other equipment provided by the medical team should reintegrated when the game ends.

Prisoners :

Prisoners should necessarily be brought to a section's Chief or to the military police.

Any summary execution is strictly forbidden. Any body search is forbidden.

It is forbidden to confiscate the prisoners' equipment, hardware or firearm.



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Any vexatious, humiliating or degrading measure against the players is forbidden.

Specific skills and roles :

Only the **Anti-tank teams** can neutralize an ennemi's tank by shooting (on top of tanks in between them).

- **Doctor** : Key character of the care section ; they can decide on a player's throw in.
- **Nurses** : They run on the field and are the only characters who can "diagnose" a player's type of injury (see specific part about "touches"). They can be armed or not. They are also allowed to use a "white flag".
- **Military police** : Empowered to control the passes and take punishing measures in case of dispute between the players. They also can carry out several police missions on demand of hierarchy, "role-play" (prisoners' transfer) or "game-play" (respecting the rules).
- **Fireworks Master** : can set or defuse a trap (provided by the organizers) : The players without this skill should in no case manipulate a trap, they can avoid it or report it but not defuse it.
- **War photographers** : they have to be considered as characters. They can be "injured" in the same way than other players or be made prisoners : their outfit and their behavior are completely similar to a real war photographer (civilian or military).
- **Radio / telephonists** : The characters having these skills are capable of using long range wireless devices and also wired phones.
- **Recognition / Cartographer** : Character having innate knowledge about the game zone. Factually, this means that the character will receive a detailed map of the area (the Item can be shown but not confiscated, it's more about knowing the area than a real map).
- The other **photographers** and **cameramen** are off-side. They will have to wear black or dark clothes (no camouflage or any outfit recalling the present armies) et will have to be considered as invisible by the players. In no case should they be targeted but they will pay attention not to hinder the players' or vehicles' activity.

White flag : Players who want to surrender, as well as the medics asking for a "truce" to lift the injured soldiers, are allowed to use a white flag to signal their intention (precising it out loud).

However, nothing obliges the opposite army's players to accept this truce nor to take a prisoner.



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PREVAILING RULES :

During the game, each side will have its own Military Police , wearing historical uniforms. They have a double mission : They can carry out several police missions on demand of hierarchy, "role-play" (prisonners' transfer) or "game-play" (respecting the rules). (see Specific skills and roles)

Therefore, they have the power to punish players whose behaviour would be against the game spirit or harmful to the other players. Any noted offense should then be reported to them.

The Military Polices of both sides will regularly meet off-side throughout the weekend to rule on players refusing, for example, to be "neutralized".

The list of consequences following different "types of offenses" is presented below, for your information but without completeness.

"Offense"	Example	Organizer's opinion	Consequence
Excessive outburst	Insults, inappropriate gestures unrelated with the action and the time frame	NO	<i>1st time:</i> Call to order <i>2nd time:</i> 1h off-side <i>3rd time:</i> 4h off-side
Refusal to be "neutralized"	Player refusing to be considered as « injured » despite obviousness	NO	If a player is reported 3 times throughout the weekend, by his team mates or the opposite side, he will immediately be off-side for 4h.
Dangerous behaviour	Obvious drunkenness, throwing projectiles on vehicles or other	YES	Final exclusion with no possible refund.

Being "off-side" can be adapted, in accordance with the concerned player, by the chief officer of each army and transformed in :

- Camp guard
- Transportation by stretcher without weapon
- Commun interest tasks

Eventually, the decision taken and given by the Military Police officers **should, in no case, be discussed**, nor be refused by the concerned player.

Any player who would refuse to accept the consequence of a report or an offense will be kicked out of the game.



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