

# Napoleontische Associatie der Nederlanden



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## Safety Regulations NAN

The Napoleonic Association of the Netherlands have a high regard for safety during events and demonstrations.

For those groups attached to the NAN, and participants of events organized by the NAN, the NAN has compiled regulations regarding safety.

Repeated, serious and/or deliberate breaking of these regulations leads to suspension and removal from the event!

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### CHAPTER I SAFETY REGULATIONS PREFACE

Section 1.01 *Introduction*

Article 1.	When the organizers of an event state rules of safety that differ from the NAN safety regulations, the unit commander(s), if possible after conferring with the NAN board members, can decide to follow the guidelines of the organization, providing that these do not contradict the basic rules for safe conduct and/or any laws. In these situations, the unit commander has to answer to the NAN board. In this case a duty to report applies, so the NAN board can evaluate if it was just to differ from the NAN safety regulations, and if these need changes and/or additions.
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### CHAPTER II

Section 2.01 *General regulations*

Article 1.	The unit commanders make sure they are aware of the location of First Aid material, and pass this information to the rank and file. Naturally, this also applies to the material brought by the unit itself.
Article 2.	It is prohibited to attack those portraying medical personnel and campfollowers acting as medics, especially when they are in the middle of actually applying first aid (not as part of the battle re-enactment). In that case, all instructions given by the medical personnel are to be followed up immediately.

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Article 3.	The taking of enemy flags and standards is not allowed, except if this is agreed upon by both sides as part of a battle scenario. In that case, the flag or standard will remain under the supervision of the standard bearer, who will be 'captured' with it.
Article 4.	All campfollowers are subject to the military supervision of the unit they are attached to. It is therefore necessary to know of which unit each campfollower is part of.
Article 5.	During re-enactments, it is necessary to pay attention to personal hygiene. Do not leave small wounds unattended, even if it is only scratch, but make sure it is treated.
Article 6.	Participants with respiratory problems are discouraged to take part in firefights that take place in surroundings with insufficient ventilation.
Article 7.	Board members and/or unit commanders are allowed to resort to physical violence if deemed necessary when safety is concerned. These cases are to be reported to the board members, and will be evaluated by the board members.
Article 8.	In situations where these regulations do not apply, the unit commanders decide, if possible after conferring with their board members. Unforeseen circumstances like this are to be reported to the board members for evaluation.
Article 9.	It is not allowed to use, transport and /or damage other people's property without the owners' permission.

## *Section 2.02 Firearms and gunpowder*

Article 1.	Firearms should be technically in a good state, so as not to pose a threat to those firing the weapon and/or bystanders. Original firearms (i.e. muskets) must be tested before being used within the NAN; testing is done by loading the weapon with 3 cartridges (a minimum of 210 grains), rammed down with 3 wads. The weapon will then be fired from a safe distance (i.e. by means of a rope). Replica firearms must be marked with an acknowledged stamp for live firing.
Article 2.	A firearm (musket, cannon, etc.) must always be treated as if it is loaded and ready to fire. It is strictly forbidden to aim the weapon at a person if it is not part of a battle scenario. Even a loose charge can have life threatening consequences if fired within a short range.
Article 3.	A firearm may only be loaded and fired when given permission - or when commanded by a(n) (non-commissioned) officer and/or someone in charge of the unit. Normally, when in camp, the weapons are at all times unloaded.
Article 4.	The participant is at all times responsible for his/her individual weapon(s) and equipment. This includes amongst others that the weapon may not be handed over to a member of the public unless under supervision of - and with permission by the commander in charge.
Article 5.	After the battle re-enactment, the weapons will be inspected for safety, preferably on the site of the battle re-enactment itself if possible; this should be done in the manner prescribed by contemporary sources. Loaded weapons will be checked and fired afterwards, after which the inspection takes place.
Article 6.	Only BLACKPOWDER is allowed for making cartridges. When powder is given out by the organization, the designated powder officer must make sure (i.e. by inspecting the label of the package) that it is indeed blackpowder. A verbal message by those handing out the powder will not suffice. When in doubt of the quality and origin of the powder, it can not be used.
Article 7.	The filling of the cartridges will take place with permission - and under supervision of a unit commander, on a designated safe place, free of sources of light such as

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	candles and oil lamps, and on a safe distance from possible fires.
Article 8.	When filling up cartridges, the use of equipment that is sensitive to static electricity is prohibited.
Article 9.	Filling up cartridges is done preferably by using a powder flask with a measuring device, not from an open container. The filling of cartridges is done preferably by daylight.
Article 10.	Powder flasks must be constructed in such a way that it can not catch fire when opened.
Article 11.	When using a powder flask, it is preferred that a powder measure is used. When firing in the direction of other participants and/or the public within a range of up to 20 meters, fire must be given at a certain angle, to make sure the distance from the people is at least 30 meters.
Article 12.	Flints are sharp and therefore dangerous. Always be safe when handling flints. Reserve flints that are not kept in the tin compartment of the cartridge box may never be transported outside a leather or canvas covering.

## **Section 2.03**

### ***Melee and duels***

Article 1.	Hand-to-hand combat is to be avoided at all times, and is only allowed when the opposing sides have agreed upon this. Preferably, the movements and the melee will be practiced beforehand by both sides.
Article 2.	It is strictly forbidden to engage into hand-to-hand combat when carrying a loaded firearm.
Article 3.	It is strictly forbidden for any person under the age of 18 years old to engage into hand-to-hand combat; it is strictly forbidden to engage any person under the age of 18 years old into hand-to-hand combat.
Article 4.	It is strictly forbidden for any child under the age of 15 years old to take part in fights during battle re-enactments. They can however take part as musicians, when sufficiently trained and equipped as such.
Article 5.	Simulated duels may only be staged by trained opponents, after being given permission by a unit commander and/or a designated safety officer. When duelling with pistols, it is not allowed to use paper for wadding, but a soft material like cotton wadding. First Aid should be kept at hand when possible.
Article 6.	When a participant is overexcited in a way that he may pose a threat to the safety of himself or others, he must be removed from the battle scene. He may for instance be instructed by a commander to be a 'casualty'.

## **CHAPTER III**

### **REGULATIONS PER BRANCH**

#### **Section 3.01**

#### ***Infantry***

Article 1.	The use of the bayonet during battle re-enactments is forbidden, unless specifically requested and/or ordered by the organization. In those cases, hand-to-hand combat should be avoided.
Article 2.	The use of the ramrod when loading is forbidden, unless specifically requested and/or ordered by the organization. Only at the beginning of a long patrol or battle re-enactment can a commander order the first charge to be rammed down, and to use a wad.
Article 3.	When priming and loading a weapon in line, the use of a powder flask is strictly

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	forbidden. This also applies to powder flasks with a measuring device. Only when not in line to repair the weapon may a priming flask be used. This should be carried safe from sparks in for instance a coat pocket, breadbag or haversack.
Article 4.	In case of a misfire, it is better to try and repair the weapon in the line first. If misfires persist, one can step back, out of the line. Preferably, repairing a weapon should be done under supervision of a commander. When using the ramrod, one must take care that no equipment (for instance a screw or worm) and/or parts of the ramrod are left inside the barrel.
Article 5.	All flintlock muskets used in line must be equipped with a flashguard, whenever possible.
Article 6.	For several reasons, for instance fire hazards, it is forbidden to leave the paper of the cartridge in the barrel after loading.
Article 7.	It is forbidden to place a stopper or other protective device on the mouth of the barrel when a weapon is loaded.
Article 8.	When firing in line, the prescribed position must be assumed, to prevent damage to ears and eyes. Ear protection may be worn if it is not clearly visible, and if it doesn't hinder the hearing of orders and directions.
Article 9.	When firing in open order, one must watch for the safety of others.
Article 10.	It is strictly forbidden to fire at an opponent, if that person is within a range of 15 meters, and within an angle of 45° from the barrel. If that person is within a range of 7,5 meters, the angle should be at least 60°.
Article 11.	It is strictly forbidden to 'take a hit' when carrying a loaded weapon.
Article 12.	Rolled cartridges must be kept in a closed cartridge box, or a container that can protect the cartridges against the weather and sources of ignition. Spare cartridges carried outside the cartridge box should be carried in the haversack or breadbag, preferably wrapped in paper packages of 10 cartridges.
Article 13.	Cartridges that do not comply with the minimum requirements for powder density and solidity must be confiscated by the unit commanders and destroyed.
Article 14.	Powder (for the infantry) must be stored in packages up to 1 kg., divided equally between the tents, for which every participant is responsible. The powder is stored preferably in the original packages (except some powder stored in powder flasks). When powder is handed out by the organization of an event, empty packages from powder factories (preferably the antistatic plastic jars from WASAG) should be brought over to safely store the powder (which in most cases is delivered in large quantities). On these packages it should be clearly noted that the packaging is re-used, and does not contain the original content. Date and place of distribution must be clearly stated on the packaging.
Article 15.	After a skirmish - or battle re-enactment the terrain must be inspected for lost cartridges.

## *Section 3.02 Cavalry*

Article 1.	During sabre fights: no thrusts, only cuts. The cuts to be aimed at the weapon of the opponent, not to the body, especially not to the head, whether the opponent is wearing protective headgear or not.
Article 2.	The participant is responsible for his/her (own) horse.
Article 3.	White arms must be carried safely in the designated sheaths; these must be inspected by the unit commanders, who can prohibit the carrying of certain

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	weapons for reasons of safety (based on solid arguments).
Article 4.	Cavalry may not be fired upon when they are within a range of about 30 meters. Cavalry must keep a distance from the infantry and artillery of at least 5 meters (unless the terrain and/or the number of units give reason to differ from this article after deliberation and upon agreement with the NAN). Every act aimed at scaring the horses is strictly forbidden.
Article 5.	Never try to catch wandering horses. Only after a horse has calmed down, it can be led to a safe place, preferably by someone who has experience with handling horses.
Article 6.	It is strictly forbidden to strike at a firearm, EVEN AT THE BAYONET, since a loaded weapon may discharge, in your face even, when hit.
Article 7.	The designated safety officer can decide if the terrain, the horse or the rider is unfit for a charge; this may result in the rider being ordered to leave the 'battlefield' to solve the problem.
Article 8.	When attacking infantry squares in 'waves', the first wave forms an inner circle around the square, while the second wave circles AROUND that; this is done to prevent the horses being closed in and keep them from trying to make their way through the infantry positions.
Article 9.	In battle re-enactments, waving the sabre like a windmill is strictly forbidden.
Article 10.	When a rider does not take good care of the horse appointed to him, or endangers it in some way, sanctions will follow. Every riders' first responsibility is his horse; unlike you, the horse has not chosen to take part in a battle re-enactment.
Article 11.	When, unfortunately, you do get hit by an opponent on the body or the head as prescribed in article 1, ALWAYS go the nearest safety officer and report the incident. He will take care that your complaint will be handled properly and intervene when necessary.

## Section 3.03

### Artillery

Article 1.	Powder stores and cartridges must be kept away from the artillery pieces (at a distance of about 5-10 meters), and stored in a closed and locked chest. Every powder store in the camps must be clearly marked and/or pointed out, so everyone can act safely around these places (when handling fire or when smoking, for instance). The artillery commander is held responsible for this, and is allowed to sanction those who do not keep their distance.
Article 2.	Artillery may only be attacked if one is absolutely sure the piece is not loaded. At least one member of the crew needs to stay with the piece for safety. The gun crew must be allowed to carry any ammunition away to safety. Clear signals must be agreed upon, to let other units know if the piece is loaded or empty, or in case of a malfunction. Safety instructions by the artillery crew are to be followed up immediately.
Article 3.	The use of wads or 'sabots' when loading and firing a piece is only allowed during demonstrations, if there is sufficient room (this is for the artillery commander to decide); it is never allowed during battle re-enactments.
Article 4.	No fire is allowed within a range of 5 meters from the artillery chest, as described in article 1. This included also the presence of slow match.
Article 5.	If a piece is still loaded after the command "Cease Fire" is given, it must be reported to the artillery commander. The commander will decide when the piece will be discharged.

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Article 6.	The barrel must be wiped after every shot.
Article 7.	A misfire must be reported to the artillery commander. After a minute a new match will be placed (carefully!) in the touchhole. No new powder may be added! When the match is placed a new attempt to discharge the piece may be undertaken. If the piece again misfires, one must wait for 5 minutes before pouring (enough) water into the touchhole, and later into the barrel. After this is done, the charge must be removed from the barrel and put into a barrel with water. Remember to take care, because during this time the shot may still go off!
Article 8.	Instructions by the artillery commander must be followed up immediately and at all times.