

CALIFORNIA HISTORICAL GROUP

WORLD WAR II
LIVING HISTORY ASSOCIATION

BYLAWS

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**BYLAWS OF THE CALIFORNIA HISTORICAL GROUP
WORLD WAR II LIVING HISTORY ASSOCIATION**

ARTICLE I – MEMBERSHIP

SECTION 1: VOTING RIGHTS

Each member of this organization is entitled to one (1) vote on each matter submitted to a vote by the members. Voting at duly held meetings is by show of hands, or by secret ballot. There shall be no fractional votes, nor shall there be votes by proxy.

SECTION 2: TYPES AND RIGHTS OF MEMBERSHIP

A. REGULAR. Regular Members are those members who are actively engaged in military re-enactment meetings of the CHG and shall include all officers and members of each unit. Regular Members shall pay annual dues and shall have full voting privileges. All regular members must belong to one (1) active unit. All individuals who desire to sell militaria at re-enactment meetings or other events and who are not already regular members shall be required to be regular members.

B. ASSOCIATE. Associate Members are those members who are not actively engaged in the re-enactment meetings of CHG or a member of a unit, but who wish to support CHG activities financially or by volunteering their time. Associate Members shall pay annual dues and shall have full voting privileges at general membership meetings.

C. FAMILY. Where a regular member desires to have the benefits of membership apply to his or her entire family and make them eligible for unit membership and attendance at CHG events (if otherwise qualified to do so), he or she may submit an application for “family membership” containing the names, ages, etc. of family members. For purposes of a family membership, either the husband or wife must be a Regular Member of CHG and include within his or her “nuclear” family only the following individuals residing in the same household: his or her spouse (as determined by California law) and his or her dependent children of an age eligible for CHG Regular Membership, as provided in Section 4 of this Article. Specifically excluded from eligibility for Family Memberships are the following: “Partners” of the Regular Member and any children of the “partnership”, parents of the Regular Member, siblings of the Regular Member, adult children of the Regular Member not residing in the same household and any other relatives or kin not described in the second sentence of this Section. Family Memberships shall require the payment of annual dues as set forth in Section 3. Each person covered by a family membership shall be considered a Regular Member for all purposes under these Bylaws.

D. NON-MEMBERS. A person not belonging to any recognized re-enactment organization may not participate in any CHG re-enactment, except as provided in the last sentence of this subparagraph with respect to prospective Regular Members. For purposes of this subparagraph, “recognized re-enactment organization” shall include the World War II Historical Reenactment Society, The Southwest Historical Re-enactment Association, Northwest Historical Association, Pacific Northwest Historical Group, The Commemorative Historical Society, Twentieth Century Tactical

Studies Group, The Federation, National Military Historical Association, Texas Military Historical Society, The World War II Research and Preservation Society, the Great Patriotic War Association and other organizations which obtain recognition by application to the Executive Committee. Notwithstanding the foregoing, a prospective Regular Member shall not be required to pay the Regular Membership dues set forth in subparagraph A at the first re-enactment attended by such individual, but shall only be required to pay the battle fee prescribed for such event.

E. LIFE MEMBERSHIPS. Regular, Associate or Family Members may become “Life Members” of this organization in each of these categories by the one-time payment of the Lifetime Membership Dues set forth in Section 3 of this Article. Upon such payment, the Life Member shall not be required to pay the annual dues for such category of membership, unless he or she chooses to upgrade from Associate to Regular Membership, in which case, such associate member may either pay the difference in the amount of the annual dues on a year-by-year basis or make a one-time payment of the difference in Lifetime Membership Dues for such categories set forth in Section 3.

F. WOMEN MEMBERS. Effective immediately with respect to existing and future women Regular Members of CHG, in order to maintain CHG’s high standards of authenticity, all women who are Regular Members shall only be assigned functions in their respective unit appropriate for that unit and the scenario for the battle in question.

SECTION 3: DUES AND BATTLE FEES

A. Membership dues shall be at such rate or rates, schedule or formula as may be from time to time prescribed by the executive committee, payable annually, in advance, by check or cash. the annual dues currently payable to this organization by members shall be as follows.

<u>Category</u>	<u>Annual Dues</u>	<u>Lifetime Dues</u>
Regular	\$30	\$500
Associate	\$15	\$250
Family	\$50	\$750
Temporary	\$5	N/A

B. Annual membership dues shall be payable by 1 January and due by 1 February. Only Regular Members who have paid their dues for the current year may participate in CHG events after 3 March of the current year. In accordance with Section 6, subsection B Termination of Membership, at no time after 3 March of the current year will a Unit Leader permit a previous Regular Member of his Unit to participate in a CHG sponsored battle or event except in 1. below.

1. Previous Regular Members whose dues are not paid, but who wish to attend a CHG sponsored event, may pay them at that time. Dues for previous Regular Members will not be prorated.

2. New members who join in the last three months of the calendar year will be considered fully paid Regular Members until December 31 of the following calendar year, as provided in Subsection D below.

3. Prospective Regular Members may attend one CHG event as a guest of any CHG unit. A prospective Regular Member must become a CHG Regular Member in order to attend a second CHG event. No CHG Unit Leader will allow a guest to attend a second CHG event unless that guest becomes a Regular Member. A guest is defined as anyone who has never been a Regular Member of CHG.

4. Temporary membership may be extended to visiting units. A Temporary membership is limited to a battle or an event.

C. The Regular Membership dues for new members only shall be prorated as follows (1) after July 1 but before October 1, \$20; and (2) October 1 through December 31, \$30 for both the remainder of the current year through the succeeding December 31 of the following year.

D. Regular Members attending re-enactments may be subject to battle fees prescribed by the Executive Committee. These fees shall be collected prior to a member's participation at that event. Such battle fees may, with Executive Committee approval, be waived in whole or part for particular or all re-enactment meetings to which a Regular Member brings a military wheeled motor vehicle. Unit Leaders will be responsible for determining if a member qualifies for a vehicle waiver, and if so, that member's battle fee will be waived.

SECTION 4: QUALIFICATIONS FOR MEMBERSHIP

Each regular member must be 18 years of age at the time of application, except as provided below. A member less than 18 years of age may be admitted to membership if either accompanied at reenactments by a parent or guardian or, if not so accompanied, if a waiver of liability signed by such parent or guardian is submitted to the Membership Chairman prior to such re-enactment. In no event, however, may anyone under the age of 15 be admitted to membership. Each candidate for membership may be subject to an interview by this Membership Committee or an appointee thereof.

Upon approval of applicant by the unit leaders and payment of one (1) year dues as specified in these Bylaws to the Treasurer, each Regular Member shall be subject to the dues, fees, and Bylaws of the organization.

SECTION 5: MEMBERSHIP BOOK

The organization shall keep a membership book containing the name and address of each member (by Unit). Termination of a membership of any member shall be recorded in the book, together with the date of termination of such membership and the cause thereof. Such book shall be kept and maintained by the membership chairman and shall be available for inspection by any member of the organization.

SECTION 6: TERMINATION OF MEMBERSHIP

The membership of any Regular Member of this organization shall terminate for the following reasons.

- A. Upon the request of such member delivered, in writing, to the Chairman or Secretary of the organization either personally or by mail, said membership to terminate upon the date of delivery of the request or deposit in the mail.
- B. On such member's failure to pay dues when they become due, such termination to become effective thirty (30) days after the due date for payment.
- C. When any member places the organization in an embarrassing light, their membership may be terminated and their dues refunded upon a majority vote of the Executive Committee.
- D. Possession of live ammunition (See California Penal Code Section 12031 (G)) by any member or guest at any CHG function shall be cause for such member to be immediately expelled without appeal and with forfeiture of all dues.
- E. Upon such member's death.

SECTION 7: SUSPENSION AND EXPULSION FROM MEMBERSHIP

There shall be provisions for suspension and/or expulsion from group activities for breaches of safety laws found in Article V of these Bylaws.

SECTION 8: LIFETIME MEMBERSHIP DUES; SPECIAL ACCOUNT

The proceeds of Lifetime Membership Dues paid by Life Members, in the amounts set forth in Section 3, shall be deposited by the Treasurer as received in an interest-bearing account, and invested so as to maximize the interest income derived from the principal amount thereof, which shall also be deposited therein. Moneys in such account may only be withdrawn and expended upon the authorization of the Executive Committee and shall, to the maximum extent possible, be used only for extraordinary expenditures, including capital costs. It is the intent in creating this fund to establish an endowment or capital building fund for this organization.

SECTION 9: PHOTOGRAPHS/VIDEOS BY MEMBERS

Regular and Associate Members may take photographs and make videos at CHG events without the prior approval of the Executive Committee required for photography/videography by non-members, provided, however, that the following conditions and requirements are met:

A. While photographing or taking video, all members must be in a uniform appropriate for their own unit or any unit in which they have received permission to participate, as provided by these Bylaws;

B. The photography/videography must be conducted in a safe and authentic manner, which does not interfere with or detract from the re-enactment being conducted;

C. Because such photographs and videos are normally expected to be for the private use and enjoyment of the member who has taken them, republication in The Front, CHG website or in another publication or website is permitted only if the following conditions are satisfied:

1. The persons depicted in the photographs or video have not requested in writing, such as an e-mail, that their image not be published;

2. The photography or caption, if any, shall not be defamatory, tasteless or place the individual depicted or CHG in a bad light or subject them to ridicule by CHG membership or the public;

3. If the person(s) depicted subsequently take exception to the publication of their image on the CHG website (including linked unit websites) or other non-CHG websites, the photograph or video shall, upon their written request, be removed as soon as technically feasible;

4. If the photographs or videos are intended for commercial use or sale in any manner, other than at the cost of reproduction, the member doing so shall first advise the Executive Committee at a regular meeting thereof, which, in turn, shall determine an appropriate honorarium or royalty to be donated to CHG or to be paid to the members depicted, if appropriate, and

5. If the photographs or videos are subsequently determined by the Executive Committee not to be in the best interest of CHG and its reputation with the public, it may direct the CHG Webmaster or the member responsible for its posting to the website, to cause its removal from the website as soon as technically feasible.

Failure to comply with either the letter or spirit of the foregoing requirements shall be punishable in the same manner set forth in Section 6.C of this Article I or in Article V if the photography/videography is conducted in an unsafe or inauthentic manner, as applicable.

ARTICLE II – MEETINGS

All meetings of the CHG shall be governed by “Roberts Rules of Order” and “parliamentary procedure” insofar as they do not conflict with the Articles of Incorporation, these Bylaws or State law. The CHG shall have five (5) types of meetings. Their frequency, attendance and purpose shall be as follows.

SECTION 1: EXECUTIVE COMMITTEE MEETINGS

Executive Committee, which shall act as the “Board of Directors” for CHG for purposes of State law, shall hold meetings once a month, (unless changed by a majority vote of those voting at the previous meeting) usually on the last Sunday, and will be attended by the members of the Executive Committee. An Executive Committee meeting shall have a quorum and be able to transact business when two-thirds (2/3) of the voting members are present. A Northern California unit’s vote(s) will not count towards the two-thirds (2/3) required for a quorum. Their vote(s) will be considered for such purpose if they are present at the meeting. Any regular member may attend and speak if given the floor, but may not vote. The purpose of Executive Committee meetings is to consider new business, old business, propose and hear proposals for amendments to any policies or bylaws of the CHG and to generally foster the continuing growth and well-being of the CHG. The time and place of all scheduled executive committee meetings shall be published to the general membership.

A. Each Executive Committee meeting shall have an order of business, set down by the chairman before the start of the meeting. The order of business shall include, but not be limited to.

1. Call to order;
2. Roll call of voting members attending or their appointed representatives;
3. Secretary report, including minutes;
4. Treasurer’s report;
5. President's report;
6. Chairman’s report;
7. Membership Chairman's report;
8. Site selection report;
9. Committee reports (if necessary);
10. Old business;
11. New business;
12. Adjournment.

At meetings of the Executive Committee, only Unit Leaders and additional Unit representatives will be permitted to vote, unless there is a tie, in which event, the Chairman may vote to break the tie. The President, Secretary, Treasurer, Editor, Public Relations and Membership Chairman shall be nonvoting members of the Executive Committee.

If a Unit is eligible for more than one vote at an Executive Committee meeting, the second vote shall be carried by the Unit's second in command (by rank) or his appointed representative. Any other votes the Unit may have shall be carried by the next highest ranking members of the Unit or their representatives. One member may carry as many votes as necessary to represent the Unit's total number of votes at the Executive Committee meeting.

SECTION 2: EMERGENCY EXECUTIVE COMMITTEE MEETINGS

Emergency Executive Committee meetings may be called at any time by the Chairman or the President. The meeting shall conform to all rules set down in Section 1, with the exception of the time called.

SECTION 3: RE-ENACTMENT MEETINGS

Re-enactment meetings shall include but not be limited to. Battles, public shows, parades, displays, lectures, airshows, dinners, dances, etc. Re-enactment meetings must meet the following conditions.

- A. They must be CHG planned and sanctioned events;
- B. They must be attended in 1939-1945 military uniforms;
- C. If a battle, they should be a re-enactment of a historical event;
- D. They must comply with safety rules outlined in Article V;
- E. Be attended by Members and guests;
- F. Notification of the event must be given to the membership by mail, at least two weeks in advance of the event.

Cancellation of re-enactment meetings shall require a majority vote of at least 50% of the voting members of the Executive Committee or their representatives and shall be due to one of the following conditions.

- 1. Inclement weather (i.e. excessive heat, rain, snow, wind, etc.);
- 2. Fire hazard or quarantine of area; or
- 3. Loss of the event site due to other factors, e.g., cancellation by owner.

Members of the Executive Committee may be contacted by phone to vote on activity cancellation. In the event of a re-enactment meeting cancellation, the general membership shall immediately be notified by phone by their Unit Leaders. The President is responsible for notifying all other attending personnel.

Given the sensitive nature of the portrayal of Axis soldiers in public events and the apolitical orientation of CHG, no CHG member shall, during any public event, either give a NSDAP “Sieg Heil” or “Heil Hitler” arm salute (whether in jest or otherwise) or display a NSDAP flag of any type, whether on a vehicle, carried by hand or statically displayed. Notwithstanding the foregoing, where dictated by the need for authenticity, the salute (but not verbal salute) and flag may be utilized in a non-public reenactment meeting. In addition, no CHG member shall make any statement or do any act which might reflect unfavorably on CHG or give rise to an impression in the mind of any listener or viewer that CHG has a pro-Axis political orientation. Any member who willfully or negligently does any of the foregoing acts may be subject to suspension or expulsion from membership pursuant to Section 6 of Article I of these Bylaws.

SECTION 4: UNIT MEETINGS

Unit meetings shall be called by the Unit Leaders to inform their Unit members of upcoming CHG events, and foster the camaraderie of Unit members. These meetings are less formal than Executive Committee meetings, but should contain the following order of business.

- A. Call to order;
- B. Unit Secretary report including minutes;
- C. Unit Leader's report;
- D. Old business;
- E. New business;
- F. Adjournment.

SECTION 5: GENERAL MEMBERSHIP MEETINGS

General Membership meetings shall be called at least once a year, usually in July or August, and may be attended by any Regular Member wishing to attend. Any person recognized by the President may speak, but only paid Regular Members or Associate attending may vote. General membership meetings will be chaired by President. If the President is not in attendance, the chair shall be passed down in this order. Chairman of the Executive Committee, Secretary, Treasurer, Safety Officer, or appointed member. The purpose of the general membership meeting is the elections of officers and Unit Leaders, to review any pressing CHG business, ratify any Executive Committee decisions, amend or change the Articles of Incorporation, these Bylaws or the rules of engagement. A general membership meeting may be called at any time by submission of a written petition containing the signatures of at least one-half of the paid CHG members.

A. Each general membership meeting shall have an order of business, set down by the President before the start of the meeting. The order of business shall include, but not be limited to:

1. Call to order;
2. Roll call of units attending, declaration of number of paid members, number of paid members in attendance in each Unit and declaration of Unit Leader and his rank (Note. Unit Leaders are elected at Unit meetings conducted prior to the start of the meeting);
3. Secretary's report, including minutes of last CHG meeting;
4. Treasurer's report;
5. President's report;
6. Chairman's report;
7. Site selection report;
8. Committee reports (if any);
9. Election of new CHG officers;
10. New President's report (if any);
11. Old business;
12. New business;
13. Open discussion of any item from the floor; and
14. Adjournment.

An Executive Committee meeting shall follow every general membership meeting.

SECTION 6: ELECTION OF OFFICERS BY MAILED BALLOT

As an alternative procedure to election of the officers at the General Membership Meeting, the Executive Committee may determine at its June meeting or any earlier meeting, to conduct an election of officers by mailed ballot. If the Executive Committee does so, it shall further determine a slate of candidates and direct the secretary to prepare a ballot setting forth such slate of officers for mailing to the members not later than thirty (30) days prior to the date of the General Membership Meeting. The ballot shall also make provision for write-in candidates for each office and for offices for which there is no candidate. The ballot shall require by its terms that it be returned by mail or by hand delivery, so as to be received not later than the date of the General Membership Meeting, the date of which shall be set forth in the ballot. The ballots shall be counted and the results of the election shall be declared at the General Membership Meeting or as soon thereafter as possible.

ARTICLE III - OFFICERS AND THEIR DUTIES

SECTION 1: GENERAL

The officers and Unit Leaders of the CHG shall constitute its “Board of Directors” as that term is used in state law provisions and shall meet as the Executive Committee to perform all functions normally performed by a board of directors. The number of such officers and Unit Leaders shall be not less than seven (7) and not more than thirty (30), as set forth and described in Sections 2-11 of this Article.

SECTION 2: PRESIDENT

A. **ELIGIBILITY.** The President shall be a Regular Member of the CHG.

B. **ELECTION.** The President is elected by the general membership at the annual general membership meeting, and shall hold office until the election of a new President at any succeeding general membership meeting. Should the President’s office become vacant for any reason, a general membership meeting shall be called and a new President elected thereat.

C. **REMOVAL.** The President may be removed by the election of a new President at a general membership meeting or by a unanimous vote of all members voting at an Executive Committee meeting.

D. **DUTIES.** The President’s duties include, but are not limited to, the following.

1. As the elected representative of the membership, be the chief executive officer of the CHG, supervise the affairs of the CHG, and ensure the proper fulfillment of the goals of the organization. The President may appoint committees to aid in the fulfillment of his responsibilities.

2. Perform all duties incident to his office and such other duties as may be required by the Articles of Incorporation of the CHG and these Bylaws.

3. Preside at all regular membership and re-enactment meetings.

4. In the name of the organization, execute such contracts, deeds, or checks authorized by the Executive Committee.

5. Secure locations for regular membership meetings.

6. Chair the Authenticity Committee, whose members shall be appointed by him.

SECTION 3: CHAIRMAN OF THE EXECUTIVE COMMITTEE

A. **ELECTION.** The Vice President is elected by the general membership at the Annual General Membership Meeting and shall hold office until the election of a new Vice President at any succeeding General Membership Meeting. Should the Vice President's office be vacant for any reason, the President, with the advice and consent of a majority of the Executive Committee, shall appoint the Vice President, who shall serve until a successor is elected at the next General Membership Meeting.

B. **REMOVAL.** The Vice President may be removed by the election of a new Vice President or by a unanimous vote of all members voting at an Executive Committee Meeting.

C. **DUTIES.** The Vice President's duties include the following:

1. Assume the duties and responsibilities of the President or Chairman should those officers be absent, incapacitated or removed from office (but only until a new President or Chairman shall be elected as provided in Sections 2 and 3).

2. Become an authorized signatory for signing checks in the absence of the Treasurer or other authorized signatories and for purposes of administering battles at Camp Roberts or other locations requiring designated representatives of CHG.

3. Acting as a tactical authenticity arbitrator or referee for re-enactment meetings, where feasible and appropriate.

4. Such other special assignments or duties which may be assigned by the President or the Executive Committee to the Vice President.

SECTION 3.01: VICE PRESIDENT

A. **ELECTION.** The Vice President is elected by the general membership at the Annual General Membership Meeting and shall hold office until the election of a new Vice President at any succeeding General Membership Meeting. Should the Vice President's office be vacant for any reason, the President, with the advice and consent of a majority of the Executive Committee, shall appoint the Vice President, who shall serve until a successor is elected at the next General Membership Meeting.

B. **REMOVAL.** The Vice President may be removed by the election of a new Vice President or by a unanimous vote of all members voting at an Executive Committee Meeting.

C. **DUTIES.** The Vice President's duties include the following:

1. Assume the duties and responsibilities of the President or Chairman should those officers be absent, incapacitated or removed from office (but only until a new President or Chairman shall be elected as provided in Sections 2 and 3).

2. Become an authorized signatory for signing checks in the absence of the Treasurer or other authorized signatories and for purposes of administering battles at Camp Roberts or other locations requiring designated representatives of CHG.

3. Acting as a tactical authenticity arbitrator or referee for re-enactment meetings, where feasible and appropriate.

4. Such other special assignments or duties which may be assigned by the President or the Executive Committee to the Vice President.

SECTION 4: SECRETARY

A. ELECTION. The Secretary is elected by the general membership at the annual general membership meeting and shall hold office until the election of a new Secretary at the succeeding year's general membership meeting. If the office should become vacant before the end of the term, a new officer will be appointed by the President and confirmed by the Executive Committee. The new Secretary shall serve until the next general membership meeting.

B. DUTIES.

1. Certify and keep, the original or a copy of the Articles of Incorporation and these Bylaws, as amended to date.

2. Keep a book of minutes of all meetings of the Executive Committee and of the membership, recording therein the time and place whether regular or special, and if special, how called, how notice thereof was given, the names of those present at the meeting and the proceedings thereof.

3. See that all notices are duly given in accordance with the provisions of the Articles of Incorporation and these Bylaws.

4. Be custodian of the records and the seal (if any) of the organization.

5. Exhibit at all reasonable times on request thereof, the Articles of Incorporation, the Bylaws and the minutes of the proceedings of the Executive Committee to any member.

6. In general, perform all duties incident to the office of Secretary and such other duties as may be required by state law, the Articles of Incorporation or by these Bylaws, or which may be assigned him from time to time by the Chairman or the Executive Committee.

7. Receive in writing, all complete, pertinent information for general membership and or re-enactment meetings no less than 21 calendar days prior to the holding of such meeting.

8. Notice of all regular meetings of members shall be given by the Secretary, either personally, or by mail, not less than fourteen (14) days, nor more than thirty (30) days prior to the holding of such meeting. Notice of the meeting shall include the place, day and time of the meeting and the general objective of said meeting.

SECTION 5: TREASURER

A. ELECTION. The Treasurer is elected by the general membership at the annual general membership meeting and shall hold office until the election of a new Treasurer at the succeeding year's general membership meeting. If the office should become vacant before the end of the term a new treasurer will be appointed by the President and confirmed by the Executive Committee. The new Treasurer shall serve until the next general membership meeting.

B. DUTIES

1. Have charge and custody of, and be responsible for, all properties, funds and securities of the organization, and deposit all such funds in the name of the organization in such banks, trust companies, or other depositories as shall be approved by the Executive Committee.

2. Receive, and give receipt for, moneys due and payable to the organization from any source whatsoever and have present at each Executive Committee fifty dollars (\$50.00) petty cash, drawn from CHG funds.

3. Disburse or cause to be disbursed, the funds of the organization as may be directed by the Executive Committee, maintaining proper vouchers or other records for such disbursements.

4. Keep and maintain adequate and correct records and accounts of the organization, properties and business transactions, including accounts of its assets, liabilities, receipts, disbursements, gains and losses.

5. Exhibit at all reasonable times the books of account and financial records to any member of the organization, or to his agent or attorney, on request thereof.

6. Render to the Executive Committee, whenever requested, an account of any or all of his transactions as Treasurer and of the financial condition of the organization.

7. Prepare, or cause to be prepared, and certify, or cause to be certified, the financial statements to be included in any required reports.

8. In general, perform all duties incident to the office of Treasurer and such other duties as may be required by state law, the Articles of Incorporation, or these Bylaws, or which may be assigned to him from time to time by the Executive Committee.

SECTION 6: PUBLIC RELATIONS OFFICER

A. **ELECTION.** The Public Relations Officer is elected by the general membership at the annual general membership meeting, and shall hold office until the election of a new Public Relations Officer at the succeeding year's general membership meeting. If the office should become vacant before the end of the term a new officer will be appointed by the President and confirmed by the Executive Committee. The new Public Relations Officer shall serve until the next general membership meeting.

B. **DUTIES.**

1. Be responsible for maintaining the good reputation of the CHG in the public eye.
2. Be in charge of arranging purely public type shows and functions such as air shows, static displays, etc.
3. Be responsible for the promotion, through the media, of the organization and its functions.

SECTION 7: WEBMASTER

A. **ELECTION.** The Webmaster is elected by the general membership at the annual membership meeting and shall hold office until the election of a new webmaster at the succeeding year's general membership meeting. If the office should become vacant before the end of the term, a new webmaster will be appointed by the President and confirmed by the Executive Committee. The appointed Webmaster shall serve until the next general membership meeting. The office of Webmaster may be combined with any office provided in these Bylaws in the event that no other qualified individual is nominated.

B. **DUTIES.**

1. Be responsible for maintaining the CHG Website and Unit Webpages.
2. Establish appropriate links with other re-enactment organizations.
3. Forward e-mail received for other officers or Unit Leaders to the recipient.
4. Generally promote the visibility and reputation of CHG and enhance recruitment of members through the quality and features of the Website and Unit webpages.
5. Periodically update "Upcoming Battles" and other event announcements on the Website, so as to provide members and prospective members with the most current information.

SECTION 8: SAFETY OFFICER

A. ELECTION. The Safety Officer is appointed by the Executive Committee at its first meeting following the annual general membership meeting, and shall hold office until the appointment of a new safety officer following the succeeding year's general membership meeting. If the office should become vacant before the end of the term a new Safety Officer will be appointed by the President and confirmed by the Executive Committee. The new Safety Officer shall serve until the Executive Committee meeting following the next general membership meeting. The Safety Officer and any deputies shall have sufficient expertise in the blank-firing of firearms and other related subjects to satisfactorily discharge the duties set forth in Subsection B below.

B. DUTIES

1. Be responsible for the safety and well-being of all members participating in reenactment meetings or other CHG events.
2. Inspection of all firearms, ammunition, vehicles, hand and weapon- projected objects as required herein to ensure compliance with these Bylaws.
3. With the concurrence of the Executive Committee, appoint one or more Deputy Safety Officers who will discharge the duties and responsibilities of the office when the Safety Officer is absent for any reason.
4. To report all safety violations either observed by him or reported to him by Unit Safety Officers to the President, Vice-President and Chairman.
5. To annually re-test the Unit Safety Officers in such a manner as he deems best to evaluate their fitness for their duties.
6. If, as a result of such annual test, the CHG Safety Officer determines that any Unit Safety Officer is unfit to discharge his duties, he shall report this finding to the President, Vice-President and Chairman as provided in Section 2A.D(ii), who shall thereupon agendize and conduct an adjudicatory hearing for removal as provided therein.

SECTION 9: MEMBERSHIP CHAIRMAN

A. ELECTION. The Membership Chairman is elected by the general membership at the annual general membership meeting, and shall hold office until the election of a new Membership Chairman at the succeeding year's general membership meeting. If the office should become vacant before the end of the term a new Membership Chairman will be appointed by the President and confirmed by the Executive Committee. The new Membership Chairman shall serve until the next general membership meeting.

B. DUTIES.

1. Maintain the membership book or roll required by Section 5 of Article I of these Bylaws.
2. Render reports concerning membership as may be required at general membership or Executive Committee meetings or as requested by the President.
3. Calculate the requirement for a quorum at Executive Committee meetings.

SECTION 10: UNIT LEADERS

A. ELEGIBILITY. A Unit Leader shall be a regular member of the Unit being represented.

B. ELECTION. A Unit Leader is elected once a year, by the Regular and Associate (if any) Members of a Unit, prior to the annual general membership meeting. The Unit Leader shall hold office until the election of a new Unit Leader at the next year's general membership meeting.

C. DUTIES OF THE UNIT LEADER.

1. Attend (or insure his representation at) Executive Committee meetings and represent the members of the unit on the issues presented to them by the other members of the Executive Committee;
2. Present to the members of the Unit all pertinent information received at the Executive Committee meeting;
3. Control, supervise, and be for responsible the appearance of the Unit at any CHG meeting;
4. Be directly responsible to the members of the unit;
5. Preside at all unit meetings;
6. Secure locations for unit meetings;
7. Call Unit meetings and notify the unit secretary of the time, date, place and nature of meetings; and
8. In the absence of the unit safety officer or any deputies at re-enactment meetings to act as a safety officer or to appoint a designee to act as temporary safety officer.

SECTION 11: SERVICE COMPANY COMMITTEE

A. In order to facilitate the administrative tasks associated with re-enactment meetings, there is hereby established a "Service Company Committee." The Service Company Committee shall be composed of one or more Regular Members who volunteer to join it and who are willing to assist in performing the tasks assigned to such committee by these Bylaws.

B. The Service Company Committee shall have the duties and responsibilities, in conjunction with CHG's officers and the Unit sponsoring a re-enactment meeting, to provide for the proper functioning of such re-enactment meeting, including, but not limited to.

1. Assisting the Treasurer in the collection of battle fees and regular membership dues;
2. Assisting in the housing of participants in barracks or billets, if any;
3. Selling blank ammunition and remitting the sales revenues to the responsible officer;
4. Assisting in the provision of water and food, if available;
5. Assisting in the operation of casualty collection points;
6. Assisting the sponsoring unit in conducting the re-enactment meeting by orienting units or marking positions;
7. Placing appropriate signage marking the site of and/or unit positions at re-enactment meetings; and
8. Performing such other duties and responsibilities which the Executive Committee may assign to it.

ARTICLE IV - UNIT ORGANIZATION

SECTION 1: DEFINITION OF AN ACTIVE UNIT

An active Unit shall consist of regular members, including not less than six (6) Regular Members. A Unit shall portray a historical military unit of the era 1939-1945. Units shall meet the specific primary and general purposes set forth in the Articles of Incorporation and these Bylaws.

Any number of Units may be formed in the CHG. Each Unit shall have a Unit Leader. The definition, formation, and deactivation of these Units shall be as set forth in these Bylaws.

Each active Unit shall exercise one (1) vote on the Executive Committee. At such time as an active Unit attains twelve (12) Regular Members, it shall exercise two (2) votes. When an active Unit

attains twenty-five (25) Regular Members, it shall exercise three (3) votes. When an active Unit attains fifty (50) Regular Members, it shall exercise four (4) votes on the Executive Committee. An active Unit shall attain one (1) vote for every twenty-five regular members over fifty (50).

The Unit vote of each active unit, as calculated under the preceding paragraph, shall be frozen from December 31 of each calendar year to one day prior to the Executive Committee held in March of the next calendar year. At the March Executive Committee meeting (or, if not held, the next succeeding such meeting), the Unit vote shall be revised in accordance with the preceding paragraph to reflect the number of Regular Members within each Unit who have paid annual dues for such calendar year.

SECTION 2: OFFICERS OF A UNIT

Each Unit should have, at minimum, the following officers.

1. Unit Leader
2. Assistant unit leader
3. Unit Secretary
4. Unit Safety Officer
5. Unit Authenticity Officer

Unit Safety and Authenticity Officers shall be appointed/elected so as to maintain not less than one such officer for every 20 members in the unit. Such officer may occupy both roles, but the Unit Leader shall not be either a Safety or Authenticity Officer.

SECTION 3: QUALIFICATIONS FOR UNIT SAFETY OFFICER; EXECUTIVE COMMITTEE APPROVAL; REMOVAL.

1. Prior to the appointment/election of the Unit Safety Officer(s), the Unit Leader shall present to the Executive Committee and the CHG Safety Officer a resume of the proposed Unit Safety Officer demonstrating the qualifications of the candidate, including, but not limited to technical expertise regarding firearms and familiarity with firearms used in the Unit, familiarity with the CHG Safety Bylaws, ability to attend the majority of Events with his Unit and phone numbers and e-mail address for contacting the candidate.

2. The CHG Safety Officer shall review the candidate's resume and qualifications for office, interview the candidate and present a brief written recommendation at the meeting at which the Executive Committee considers and determines whether or not the candidate(s) shall be approved for appointment or election. If the CHG Safety Officer's recommendation is for disapproval of the candidate, and the Executive Committee concurs, the Unit Leader shall subsequently propose another candidate for the office and submit before the next meeting a resume in the same fashion as provided above in Subsection A hereof.

3. If approved by the Executive Committee, the Unit Safety Officer candidate(s) may be appointed or elected by the Unit, as applicable, and shall serve in such office until the end of the term of office, resignation or removal as provided by Subsection D hereof.

4. If a duly-appointed or elected Unit Safety Officer shall subsequently demonstrate either malfeasance or nonfeasance in the discharge of his duties, the Unit Safety Officer may be removed, as follows:

(a) By action of his Unit Leader or by vote of the Unit Members, as applicable for that Unit's procedural requirements; or

(b) By action of the Executive Committee either at the request of the Unit Leader, CHG Safety Officer or by motion of any member of the Executive Committee.

5. In the event removal is proposed for action by the Executive Committee, the Executive Committee shall first conduct an adjudication in the same manner prescribed in Section 3 of Article V for safety violations. If it is determined upon satisfactory evidence at the hearing that the Unit Safety Officer is unfit for his office, the Executive Committee may, by majority vote thereof, remove the Unit Safety Officer or impose such lesser punishment, such as probation, as it deems appropriate under the facts and circumstances."

SECTION 4: ASSISTANT UNIT LEADERS

The Assistant Unit Leader shall fulfill the duties and obligations of a Unit Leader in his absence or upon his request.

SECTION 5: UNIT SECRETARY (APPOINTED BY UNIT LEADER)

The Unit Secretary shall.

A. Assist the CHG secretary upon request.

B. Keep a copy of the Articles of Incorporation and these Bylaws, as amended to date.

C. In general, perform the same duties incident to the office of CHG Secretary and such other duties as may be required by the Articles of Incorporation or these Bylaws, or which may be assigned from time to time by the Unit Leader.

D. Give notice of all Unit meetings as called by the Unit Leader to Unit Members, either personally or by mail, not less than ten (10) days nor more than thirty (30) days prior to the holding of such meeting. Notice of the meeting shall include the place, day, and hour of the meeting and the general objectives of said meeting.

E. Be custodian of the records of the Unit.

F. Keep a membership book containing the names and addresses of each Unit member, and, in the case where any membership has been terminated, record such fact in the membership book together with the date and reason for the termination.

SECTION 6: UNIT SAFETY OFFICERS (APPOINTED BY UNIT LEADER)

The Unit Safety Officer(s) shall.

- A. At appropriate times wear on their person the insignia of a military police officer of the nation their unit represents.
- B. The Unit Safety Officer shall hold authority over all types of members and guests.
- C. Be responsible for all forms of safety at all meetings and re-enactment meetings of the CHG (see Article V, Section 2 of these Bylaws).
- D. Be responsible to the CHG Chairman with regard to reporting safety violations.
- E. All types of members and guests shall follow the directions of any Unit Safety Officer at all events and re-enactments.
- F. Be responsible for safety inspection of all members' and guests' firearms and blank ammunition prior to that person participating in a re-enactment meeting.
- G. Be responsible for safety inspection and approval of all historical military vehicles to be used at any re-enactment meetings and direct vehicle traffic whenever appropriate.

SECTION 7: UNIT AUTHENTICITY OFFICER(S) (APPOINTED BY UNIT LEADER)

The Unit Authenticity Officer(s) shall have the responsibility of enforcing the authenticity bylaws set forth in Article VII hereof and shall coordinate their efforts with the appropriate representative of the Authenticity Committee.

SECTION 8: SUBORDINATE OFFICERS

Unit Leaders may appoint such other officers as they may deem desirable and such officers shall serve such terms, have such authority and perform such duties as may be prescribed from time to time by the Unit Leader.

SECTION 9: UNIT BYLAWS

Units may, from time to time, adopt, by majority vote at a Unit meeting, such bylaws as the Regular or Associate Members of the unit may choose, insofar as such rules are not inconsistent with, or in conflict with the Articles of Incorporation, these Bylaws, or with state law.

SECTION 10: APPLICATION FOR A NEW CHG UNIT

A. Prior to admission and official recognition, a proposed new Unit must present a petition in writing, to the Executive Committee at a regular Executive Committee meeting. the petition must include:

1. A list of at least six (6) regular members in good standing.
2. The name of the proposed Unit Leader. This member must be a Regular Member in good standing for a continuous period of time not less that six (6) months and must be at least eighteen (18) years of age.
3. The petition must include a general outline listing the proposed historical military unit to be represented, a very short unit history (50-100 words), and a general outline of the types of uniforms to be worn.

B. For establishment of a recognized active Unit within CHG, approval must be given by a two-thirds (2/3) majority of the voting members present at an Executive Committee meeting or by a two-thirds (2/3) majority vote of members attending a general membership meeting.

C. The CHG shall not have more than three (3) German Waffen SS units at any one time.

SECTION 11: TRANSFER OF UNITS

A. A Regular Member in good standing may officially transfer from one active unit to another by the following procedure.

1. Written notification to the Unit Leader.
2. Written notification to, and approval by, the Unit Leader of the Unit to be transferred.
3. Written notification to the Membership Chairman.

SECTION 12: DEACTIVATION OF UNITS

An active Unit which falls below six Regular Members at any time shall be placed on probation for a period of six (6) months. If, during the probation, the Unit does not reattain six (6) Regular Members, it shall be deactivated at the end of such six month period and placed on CHG's deactivated Unit list, with the effects set forth in Section 12. Members of a deactivated unit may transfer to another unit as provided in Section 10.

SECTION 13: DEACTIVATED UNITS

Deactivation units shall be removed from the active Unit list and placed on the deactivated Unit list, as provided in Section 11 above. During the period of deactivation, such Unit shall not be entitled to any voting rights as described in Section 1 of this Article. Any deactivated Unit may be reactivated within six (6) months by six (6) Regular Members in good standing who desire to do so, by notification in writing to the Executive Committee. Any deactivated Unit which is not reactivated within six (6) months after being placed on the deactivated Unit list shall cease to exist as a CHG unit.

SECTION 14: SECOND IMPRESSION COMMITTEES

Any second impression committee may be admitted as a non-voting unit/committee in the same manner as an active unit is admitted and upon the same conditions as set forth in Section 9 of this Article. Upon admission of any second impression committee pursuant to this section, it shall constitute a standing committee of CHG, but shall function in all other respects, except for voting at Executive Committee meetings, as an active unit, including the election of unit officers, adoption of authenticity standards and/or unit bylaws, etc. While such procedure for admission of second impression committees is not mandatory for participation in appropriate second impression-type re-enactments, it is, however, highly recommended.

ARTICLE V – SAFETY

SECTION 1: SAFETY FIRST!

Safety is to always be the most important consideration at all battle re-enactments, as well as any other CHG event or display. It is each member's first priority at all times. Disregard of CHG safety rules and/or the safety of the people around you can result in a member's removal from the event or reenactment or, for more serious offenses, expulsion from CHG.

SECTION 2: SAFETY RULES

The following are the CHG safety rules and their corresponding penalties. The CHG Safety Officer and the Safety Officers from each Unit will be responsible for the adherence and enforcement of the CHG safety rules. Unit Safety Officers shall be in the presence of the Unit Leaders to enforce the penalties prescribed in these Bylaws.

A. INTENTIONAL ENDANGERMENT. Anyone who performs an intentionally dangerous act that causes or could have caused serious injuries to others or himself can be expelled from the club by majority vote of the Executive Committee. No practical jokes of any kind will be tolerated. A practical joke for purposes of these rules is defined to be a trick played on someone, especially to his discomfort or embarrassment, but meant in fun.

B. PERSONAL SAFETY.

1. HEALTH.

Re-enacting is a strenuous hobby not recommended for those with physical conditions that limit this type of activity. If a member has a heart condition or other ailment that may stop him or her from participating, the member should consult a doctor before coming to an event. Members are responsible for verifying their own health.

2. SMOKING.

Smoking shall only be allowed in safe areas designated by the presiding local, municipal, state, and/or federal authorities. Smoking shall also be governed by the rules of any site the CHG uses or restricted due to potential fire hazards. A second violation of this rule will result in expulsion from the event.

3. ALCOHOL & CONTROLLED SUBSTANCES.

(a) No illegal drugs are allowed at any CHG function.

(b) The consumption of alcohol are not allowed at Executive Committee Meetings and General Membership Meetings.

(c) Violation of any rule within Section 2.B.3 will result in immediate expulsion from the event and place the offending member on suspension pending Executive Board Review.

4. HYDRATION & WATER CONSUMPTION.

Drinking water should be brought in by the individual member. While some units, the CHG, or event hosts may bring water for the group to consume, the ultimate responsibility falls upon the individual to bring enough to maintain hydration for the duration of the event. At no time should members drink from streams or ponds.

5. INSECTS, REPTILES AND HAZARDOUS VEGETATION.

Members attending Reenactment Meetings should be aware that they will be entering wild terrain and may be exposed to insects, reptiles, mosquitos, poison ivy, poison oak, stinging nettles, and other hazards of the wilderness and are encouraged to take preventative action. Persons allergic to certain types of stings or bites should take extra caution in regards to prevention and remedy as well as notify their unit leader.

6. CAMPFIRES AND FIRE PREVENTION.

(a) Open campfires shall only be in safe areas designated by presiding

local, municipal, state, and/or federal authorities and such rules also apply to the methods of creation and the materials used.

(b) For the purposes of fire fighting, all Regular Members attending Reenactment Meetings shall carry in the field some type of entrenching tool appropriate for that person's impression either on his person or on a military vehicle being driven by such person.

(c) A second violation of Section 2.B.6 will result in immediate expulsion from the event.

7. TERRAIN.

Members attending Reenactment Meetings will be traversing difficult terrain in sometimes difficult climates. It is the responsibility of the individual member to negotiate terrain safely and to regulate their temperature and hydration as well as knowing when to stop and rest when the physical stress becomes too difficult.

C. FIREARMS.

1. HANDLING.

(a) 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. All firearms shall be put on safe, or its functional equivalent, when not in use to prevent negligent discharges. Use common sense and prevent unsafe situations from occurring.

(b) The discharge of firearms is prohibited in or near facility areas not directly designated for use in a reenactment.

(c) Weapons shall not be discharged, for any reason, before or after the designated reenactment times.

2. SAFETY RANGES.

(a) No direct fire of any firearm shall be permitted within twenty-five (25) feet of anyone. Make sure that the area around you is clear. Be wary of others hiding in cover. Pay special attention to members next to you in regards to their ears and muzzle blast.

(b) If an opponent is within close proximity to you, it is acceptable for you to raise the muzzle of your weapon up and away in a safe direction before you fire. All members must yield to this type of fire as a hit without argument.

(c) At no time will any members "blind-fire" their weapons, that is discharge their weapon without being able to see where their barrel is being placed, such as firing around a corner or into a trench without looking.

3. LOADING.

Loading of firearms will only take place in the field (battle/playing area) after being authorized by the Unit Leader, Safety Officer or appointee. When returning from the field, all weapons must be unloaded.

4. TEST FIRING OF FIREARMS.

Weapons in the field may be test fired. Advise your unit leader or safety officer to insure they will be aware of the test firing. Step away from the main formation area and yell in a loud, clear voice “fire in the hole” to indicate you are going to be test firing.

5. AMMUNITION.

(a) No live ammunition will be permitted at any reenactment or other CHG event. This includes on your person, in your personal vehicle, in your tent, or in your foot locker.

(b) No wood-tipped blanks, fire from an unrestricted weapon, are to be used in any reenactment meetings.

(c) Peace Officers who are required to carry their duty weapons at all times are exempt from this rule and are allowed to carry live ammunition for their duty weapon only and this ammunition must be locked up in a secure container or vehicle.

(d) Violation of this rule will be immediate ejection from the event and suspension pending Executive Committee Review and possible expulsion from the club.

6. BLANK FIRE ADAPTERS.

(a) All blank fire adapters shall be safe, sturdy, and approved by the CHG Safety Officer. All such blank adapters shall be kept in clean, unobstructed condition.

(b) Barrels that are “tapped” and use a threaded restrictor should be checked by the individual Unit Safety Officers prior to morning line up and going in to the field.

7. MINOR MEMBERS AND FIREARMS.

(a) All minors, persons under 18 years of age, must obey all California law regarding the possession of firearms.

(b) As a matter of CHG policy, no minor under the age of 16-years-old shall be allowed to use or possess a firearm at a CHG event.

(c) Minors at the ages of 16 and 17 wishing to carry firearms at a CHG event may do so provided the ONE of the following conditions have been met:

1. Any minor participating in any CHG event with a firearm will be required to have his legal parent or guardian present and participating during the duration of the event, supervising the minor's conduct and firearms handling.

OR

2. In the absence of the minor's parent or legal guardian, the minor must have a designated CHG member who is an adult at least 21 years of age and will be responsible to supervise the member's use of a firearm. The minor will also have a filled out a Parental Consent and Permission Form to possess and use firearms in the reenactment in addition to the Informed Consent And Waiver Of Liability form. A copies of both forms will be carried on the minor's person and also filed with the CHG Secretary.

(d) All minors must maintain close proximity to their parent, legal guardian, or assigned responsible adult at all times when carrying firearms at reenactments.

(e) Nothing in this section shall prevent individual units from enacting further restrictions on the possession of firearms by minors as the unit deems proper.

(f) Violations to any of these rules outlined in Section 2.C.7 will result in the ejection of the offending member from the event. A second consecutive violation will result in an Executive Board Committee review and may result in probation or suspension of the offending member(s).

8. SHOTGUNS.

Due to the difficulty of being able to visually inspect live shotgun rounds from blank shotgun rounds, and the infrequency shotguns are found in the theaters the club chooses to reenact, shotguns are not authorized for use in CHG reenactment battles.

9. FIREARMS SAFETY VIOLATIONS.

Any Violations of Section 2.C, unless otherwise stated within a subsection category, may result, depending on severity and degree of negligence or intention, in the ejection of the offending members from the event and may result in a review by the Executive Committee for further action.

D. EDGED WEAPONS AND OTHERS.

1. GENERAL.

Knives and bayonets shall be sheathed at all times, except for used for cooking, eating, as tools, for digging, or for staged photographs. All other edged weapons not otherwise covered herein must have the approval of the CHG Safety Officer prior to being carried in the field.

2. JAPANESE OR CAVALRY SWORDS.

All swords must be approved by the CHG Safety Officer prior to reenactment battles. Swords may not have a metal blade of any kind. Allowable swords must have blades made of wood or a material approved by the CHG Safety Officer. While uncommon in most impressions, this is more likely to be found in Japanese impressions. Only those in impressions the rank of Sergeant or officer of a Japanese unit are permitted to carry a sword in the field. Any other impression wishing to carry a sword in the field must show documentation showing historical accuracy and must have the approval of the CHG Safety Officer.

3. VIOLATIONS.

Violations of rules within Section 2.D may result in expulsion from the event and can result in a review by the Executive Committee for further action. Degree of action to be taken varies from case to case.

E. HELMET RULE.

Helmets are to be worn during tactical conditions at all historical battle reenactments and will only be removed to show that the attendee is now “out of play” in the field and will be clearing the area. Soft covers may be worn in lieu of a helmet, but do so at the individual member's risk as these covers offer less protection from objects such as hand-thrown objects or low hanging branches. Soft covers must still be removed when the player is “out of play” and is clearing the area.

F. HAND-TO-HAND COMBAT.

1. Mock hand-to-hand combat at reenactments is generally discouraged at reenactment battles, unless staged for public events, and will be allowed only after such engagement is agreed upon by all involved parties prior to conducting it. The following conditions must be met in order to conduct mock hand-to-hand combat:

(a) Hand-to-hand combat must be regarded by all members as not being obligatory to a reenactment. If a member is unsure if the hand-to-hand action can be handled safely or is unsure if the action is going to be welcomed by the opponent he or she chose, then the action shall not be carried out.

(b) At any time, the hosting unit of an event may disallow hand-to-hand combat by any members for whatever reason the hosting deems fit.

(c) Both parties to be involved in mock hand-to-hand combat must be in agreement to engage in the activity and must make visual contact with each other first.

(d) All firearms must be made safe and not be in the hands of the members wishing to engage in the mock hand-to-hand combat. The releasing of firearms is signal that a member wishes to engage in hand-to-hand combat. At no time will any firearm of one member touch

another member.

(e) At no time will any simulated hand-to-hand combat come to actual battery of another member, even if both members are willing to participate at such a level of physical aggressiveness.

(f) If one member opts to not participate in the hand-to-hand combat, even after Sections F.1(a) and (b) have been met, the declining member may remove his or her helmet or cover or may raise both hands in the air in yield. The aggressor must acknowledge this action and cease to engage the yielding member as he or she is now out of play.

(g) No hand-to-hand combat will be conducted during the hours of darkness or in low light conditions.

(h) At no time will real hand-to-hand weapons or personal equipment be used (knives, bayonets, helmets, clubs), but suitable substitutes that may be used are flexible rubber mock-ups of such equipment that have been inspected and approved for use by the CHG Safety Officer.

2. VIOLATIONS.

Any member in violation of this Section will be ejected from the event immediately and subject to Executive Committee review for possible further action.

G. HAND-PROJECTED OBJECTS.

1. GENERAL.

The throwing of unauthorized objects is prohibited. Allowed objects include reproduction grenades, satchel charges, and, when authorized by event hosts, smoke grenades. All hand-projected objects are not to be thrown directly at other people.

2. WEIGHTS AND CONSTRUCTION.

(a) All grenades weights are subject to approval by the executive committee.

(b) All grenades will be made from soft and relatively light materials such as approved by the CHG Safety Officer.

(c) All satchel charges and thrown mines shall conform to the volumes and actual weights as outlined by the CHG Safety Officer.

H. WEAPON-PROJECTED OBJECTS.

1. GENERAL.

This subsection outlines the projectiles cast by rifle grenades, bazookas, mortars, PIATs, Panzershrecks, and Panzerfausts.

(a) All rifle grenades must be fired at an angle greater than 45 degrees to the ground.

(b) All projectors shall be safe, sturdy, and approved by the CHG Safety Officer prior to be committed to the field for a reenactment.

(c) All projected rounds shall be safe, soft, sturdy, and approved by the CHG Safety Officer.

(d) At no time will projectors be used in direct fire at people or at fixed positions or bunkers.

I. PYROTECHNICS.

Due to possible fire hazards at most sites, no pyrotechnics (i.e., smoke bombs, flares, etc.) are permitted for use unless authorized by the Executive committee prior to the event and approved by the CHG Safety Officer. In any event, all requirements of local, state, and federal laws, as well as the rules governing the site the club is using, shall be observed and complied with by the member using such pyrotechnics, including obtaining any necessary licenses. In addition, a fire extinguisher and shovels shall be readily available nearby to put out any resulting fires.

J. UNCOOPERATIVENESS/ARGUMENTS.

Although it may not give rise to a safety hazard per se, the integrity of the reenactment depends I large measure upon the deportment of the attendees and their good faith efforts to abide by the Rules Of Engagement. Accordingly, any member who willfully violates the Rules Of Engagement or who by an uncooperative or argumentative attitude detracts from the safety and authenticity of a reenactment shall be subject to the same sanctions and penalties set forth in this in this article for safety violations. All such infractions shall be adjudicated and punished in accordance with Section 3 of this Article.

SECTION 3: SAFETY RULES FOR VEHICLES

A. GENERAL.

All vehicles being used in reenactment battles shall have fully functional brakes and is capable of stopping under any conditions. All vehicles, except motorcycles, shall carry a portable fire extinguisher and a first-aid kit.

B. SPEED.

Maximum speed for all vehicles will vary with road conditions and the situation out in the field in regards to personnel. Drivers will make all attempts to adhere to the local "Rules Of The Road" at all times. All posted speed limits or limits mandated by the hosting site must be observed and adhered to. Drivers must decrease speed when visibility is limited due to terrain, low light, fog, or when pedestrians are nearby.

C. VISIBILITY.

At no time shall the driver of any authorized reenactment 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. If such a vehicle is to be operated, such as armored vehicles where the driver has limited visibility to the flanks and rear, the vehicle must have an assigned and experienced Vehicle Commander (or Tank Commander) who is able to have full visibility around the vehicle. If the vehicle cannot fit a vehicle commander, then a Ground Guide must be assigned to it any time it is in motion.

D. VEHICLE COMMANDERS.

Also known as Tank Commanders (or TCs), all armored vehicles or any vehicle requiring a vehicle commander must be able to accomplish the following in order for the vehicle to be allowed for use at a reenactment:

1. The Vehicle Commander must be experienced in the operation of the vehicle and have a strong understanding of how reenactment battles work.
2. The Vehicle Commander must be placed in the vehicle in such a way that he/she has good visibility of the area around the entire vehicle.
3. If the Vehicle Commander is not sitting not within comfortable speaking distance to the driver, or the vehicle noise impairs the ability for the driver to hear normal voice direction, the vehicle must have reliable radio communication from the commander to the driver in order for the vehicle to be used in the field.
4. Vehicle Commanders, for the purpose of the reenactment battle, are considered out of play while the vehicle is in operation. While the Vehicle Commander may operate mounted weapons, the Commander will stop once small arms fire is received to simulate either being taken out or retreating in to the armored vehicle, but must still carry out the duties as Commander and remain exposed to ensure the safe operation of the vehicle as well as acknowledge hits received by opponents. Only when the vehicle is not in motion and the Commander is dismounted is he/she considered fully in play.
5. At no time will a Vehicle Commander direct the Driver to move a vehicle when there are pedestrians in close proximity to the vehicle.

6. Drivers of soft skinned vehicles should show caution when driving near armored vehicles and shall never place themselves between two armored vehicles that are in motion.

E. VEHICLE DRIVERS.

1. All Drivers must be competent in the operation of the vehicle in which he/she is using during a reenactment battle.

2. All Drivers will be considered out of play to ensure the safe operation of the vehicle. Only when the Driver is dismounted will he be considered in play and open to engagement. At no time will a driver engage opponents with small arms while he is operating a vehicle.

3. Drivers who have limited vision and require either a Vehicle Commander or Ground Guide must adhere to the directions given by such persons and at no time deviate or change directions or speed unless directed to do so.

4. A Driver always has the right to come to a full stop, even if the order conflicts with a Commander or Guide, if he or she feels the need to do so in order for the safety of the vehicle, crew, or pedestrians nearby.

5. The responsibility of assigning a Vehicle Commander and/or Ground Guides is one of the Vehicle Driver.

F. GROUND GUIDES.

In a situation where a Vehicle Commander cannot be placed on a vehicle in a suitable position to conduct the duties as outlined in Section 2.D, and the vehicle needs to still be operated, a Ground Guide must be in place. A Ground Guide will also be used in conditions or terrain that shortens the field of vision of the Vehicle Commander and Driver, such as in an urban setting or when cresting berms or steep mounds. Ground Guides must also be posted if operating at night. The duties and responsibilities of a Ground Guide are as follows:

1. The Guide must always be in the vision of the Commander and/or Driver and the Driver must stop the vehicle if the Ground Guide is no longer their sights.

2. While acting as a Ground Guide for tracked vehicles, the Guide shall walk in a forward motion facing away from the vehicle, unless actually placing the vehicle in its final position.

3. Ground Guides are there to warn any players, opponent or otherwise, the dangers of the vehicle approaching. The Ground Guide must stop the vehicle if players do not move out of the path of the vehicle for any reason.

4. The Guide can still be considered “in play” and may take hits registered by opponents. In such a case, the vehicle must stop unless another member can take up the Ground Guide

duties. If there are no members present, and the vehicle must move, then the original member, who is now out of play, may continue his/her duties, but must do so as an out of play member and remove his/her cover or helmet to signify this to the opponents.

5. At any time a vehicle needs to move in reverse and the Driver no vision to the rear and does not have a Vehicle Commander to watch the rear motion of travel, a second Ground Guide must be appointed. This second Guide must be positioned to see and relay the signals of the rear ground guide to the driver.

6. At no time will any Ground Guide walk directly in front of a moving vehicle, nor shall any driver motion a vehicle to be too close (less than 25 feet) to a Ground Guide and directly behind he or she.

7. The position of Ground Guide may be appointed to any member experienced in Reenactment Battles and have a fundamental understanding of how historic motor vehicles move and operate. In the event a Ground Guide is unsure how to direct the vehicle, a signal to stop the vehicle in motion must be made and the situation discussed with the Driver before continuing.

G. PEDESTRIANS AROUND VEHICLES.

While it is the responsibility of the Vehicle Crew (Driver and Commander) to safely operate vehicles in the field, the responsibility of conduct around said vehicles falls upon the individual members participating. These responsibilities include:

1. At no time shall members approach a vehicle that is in motion or has its engine running, either to engage it or to climb aboard it.

2. At no time shall members board or disembark a vehicle without speaking with the Driver and/or the Vehicle Commander first and them giving approval to do so. No boarding/disembarking can be made while the vehicle is in motion.

3. No member shall lie in hiding directly in the path of a moving vehicle.

4. Should a vehicle change its course directly toward a member, or the distance of the vehicle has closed to 25 feet or less to any side of it, that member must make himself/herself visible to the Driver and/or Vehicle Commander.

5. At no time shall any person place themselves between two vehicles that are less than 10 feet apart and at least one of those vehicles has its engines running.

6. At no time may a member on foot engage an opponent vehicle at less than 25 feet to either side of it.

7. At no time may a member directly and intentionally engage any member of a vehicle crew with hand or weapon-projected objects.

8. Any member must listen and adhere to the directions of the Vehicle Commanders, Drivers, and assigned Ground Guides.

9. At no time will a member approach a vehicle and use it for cover.

H. VEHICLE CAPACITIES.

It is the responsibility of the Driver to know and allow only the safe amount of passengers aboard his/her vehicle. The safe number of passengers is determined by the number of actual seats mounted on the vehicle. If the vehicle lacks proper physical seats (such as an armored halftrack or a truck without bench seating), then the safe passenger capacity is determined by the number of passengers able to comfortably sit within the vehicle, with all passenger limbs inside it. While it is historically accurate to overload vehicles or place passengers on top armored fighting vehicles, the CHG has determined that this practice is unsafe. Vehicle crews, owners, and the passengers themselves who practice this do so at their own risk.

SECTION 4: ADJUDICATION OF VIOLATIONS

A. GENERAL. A violation of the CHG Safety Rules in these Bylaws shall be reported by either the Unit Safety Officer or CHG Safety Officer to the President, Vice-President, and Chairman Of the Board. The Chairman shall thereafter agendize a preliminary hearing at the next Executive Committee meeting to be conducted following such notification. It is the Executive Committee's responsibility to preliminarily determine if the charge is sufficiently serious and if there are sufficient grounds to warrant further action being taken. If it does determine that further action is advisable, the Executive Committee shall agendize at its next meeting an adjudicatory hearing in the manner described in Subsections B and C hereof.

B. PRE-HEARING PROCEDURES.

1. The alleged violating member will be advised in writing of the charges against him or her, including the date, time, and place of the alleged safety rule violation.

2. The alleged violating member will be invited to the next regularly scheduled Executive Committee meeting to answer the charges. The individual must be advised at least two (2) weeks prior to the meeting. He/she will be allowed to bring any witnesses and present any evidence in their own defense.

C. HEARING PROCEDURES.

1. A quorum of the Executive Committee will be required for any safety violation hearing.

2. The club officer alleging the safety violation will be responsible for presenting the charges and any evidence in support of them.

3. The individual accused of the violation will then be given an opportunity to face their accuser, to speak and to present any evidence in their own defense.

4. After all parties have had an opportunity to present their evidence, the Executive Committee will determine its verdict by secret ballot. If a 2/3 majority of the voting members of the Executive Committee present determines that a significant violation of the rules has occurred, the Executive may direct punishment as prescribed in Section 4 of this Article.

SECTION 5: PENALTIES FOR SAFETY VIOLATIONS

As provided in Section 3, violation of the safety rules of the CHG may result in actions taken against the individual by the Executive Committee on behalf of the membership at large of the CHG. Ideally, the purpose of any punishment or penalty is to make the violator more aware of the need for safe conduct in this hobby. Failing this, however, the Executive Committee has a responsibility to the membership to remove unsafe individuals from the club and prevent them from endangering other club members or the legal status of the hobby.

The penalties listed below are illustrative only. The actual punishment for an unsafe action must be determined by the members of the Executive Committee in light of the details of the specific act. It must also be borne in mind that this is a volunteer organization, and its power to assess penalties/punishment is strictly limited. Recommended penalties, in descending order of severity are:

A. EXPULSION.

The maximum penalty the executive committee may recommend is permanent expulsion from the club. The individual is permanently barred from rejoining and any information gathered will be forwarded to appropriate law enforcement agencies, if indicated. Generally this is limited to repeat violators for safety violations of such a hazardous and/or clearly willful nature that the individual's continued membership constitutes an obvious risk to the club or its members. Individuals who have violated the terms of the other, lesser punishments will generally be expelled.

B. SUSPENSION.

The violator is banned from all club sponsored events for some definitely specified period, normally 6 months to 1 year.

C. RESTRICTION.

The violator is permitted to attend all club sponsored events, but is barred from engaging in some specified activity, normally related to the safety rule violated. For example, an individual guilty of a firearms safety violation could be prohibited from carrying or handling firearms; an individual guilty of a vehicle safety violation could be prohibited from driving in the reenactment area, etc. The restriction lasts for a defined period specified by the Executive Committee, generally 6 months to 1 year.

D. PROBATION.

Some other, greater penalty, generally suspension or expulsion, is determined, but is held in suspension contingent upon the individual's good behavior. Further violations, no matter how minor, could result in the more severe penalty being applied.

E. EXTRA DUTIES.

Minor safety violations, generally those resulting from genuine ignorance, may be punished by the assignment of some extra task or duty. The purpose of the task is to make the violator more aware of the safety rules, and to this end it should be some safety related duty.

ARTICLE VI - THE BATTLE REENACTMENT

SECTION 1: COMMAND AND CONTROL

A. It must be recognized that in order for a re-enactment meeting to function in an orderly manner the individuals must show true integrity.

B. Re-enactment meeting rules are set forth for the basic purpose of establishing order at and during a re-enactment meeting.

C. There will be selected for each reenactment meeting a respective overall commander for the Allied and Axis forces. These persons will be selected by the event organizers and/or the executive committee. These persons need not be a member of the host unit, but can be a member of another unit. The duties of an overall commander shall be.

1. To supervise and control their respective side (all active Units) at all reenactment meetings.

2. To insure that the re-enactment meeting proceeds smoothly by conferring with his counterpart on the opposing side and the CHG Chairman when necessary.

D. All reasonable orders given by the Unit Leaders and/or their appointees will be carried out.

E. There will be no unnecessary verbal communication between members of the opposing sides during a battle.

F. Oral, non-transmitted communication between members of the same side in excess of fifty (50) yards is prohibited.

G. At the close of a battle, major problems, questions, and disagreements will be brought to the attention of the respective overall commanders and the Chairman, whose responsibility it will be to resolve such situations.

SECTION 2: RULES OF ENGAGEMENT

A. CONFLICT.

1. TO DETERMINE A "KILL".

(a) A combatant will be considered "killed" when he has without question received opposing fire, as follows.

2. PERSONNEL ON FOOT.

(a) Full body exposure in the open within the range of the type of fire you are taking.

(b) Exposed from the waist up when within range.

(c) Running from cover to cover if you take fire from a semi- or fully automatic weapon burst of three or more shots or a volley from three or more bolt action weapons within range.

(d) If you are within range and being fired upon, but do not fall under (a) or (b) as described above for a clean kill, you must take cover to shield your whole torso and head. If you continue to stick your head up and watch the person firing at you the head shot kill will count if made within 25 yards.

(e) If you are out of range, but come under fire, you must still take cover from the neck down. If you do not, you will be considered "killed."

(f) When crawling you must have sufficient cover when taking opposing fire, i.e., you are dead in an open clearing.

(g) Riding in vehicles - see rules under "Vehicles, Soft Skinned" and "Armored."

3. VEHICLES, SOFT SKINNED (i.e., motorcycles, cars, jeeps and trucks).

(a) A vehicle receiving a volley of semi-automatic or fully automatic fire will be considered knocked-out with the driver and passengers in the cab area killed. If the vehicle is a truck carrying troops, the troops must dismount from the vehicle and fight on foot. The troops cannot use the vehicle for cover, as the vehicle would probably be in flames.

(b) A vehicle and all personnel in or on that vehicle will be considered killed from any of the following:

Hand grenade inside vehicle
Volley of heavy weapons fire
Anti-tank rocket launcher
Anti-tank mine field
10 lb. Satchel Charge tossed under or driven over.
Or as listed in Section B “Weapon Range/Effectiveness.”

4. VEHICLES, ARMORED CARS AND HALF TRACKS.

(a) Will be considered killed from any of the following:

Hand grenade inside vehicle
Volley of heavy weapons fire
Anti-tank rocket launcher
Anti-tank mine field
10 lb. Satchel Charge on, tossed under or driven over.
Or as listed in Section B “Weapon Range/Effectiveness.”
(Note. all the above includes the crew.)

5. VEHICLES, TANKS.

(a) Will be considered killed from any of the following.

Hand grenade inside tank
Light tank – fire from a 37 mm or larger weapon
Medium tank – fire from a 50 mm or larger weapon
20 lb. Satchel Charge on, under or drive over.
Panzerschreck
(Note. all the above includes the crew.)

(b) Will be considered disabled (immobile), but can still use its weapons,
from the following.

Anti-tank mine field
Bazooka, PIAT or Panzerfaust

6. KILL TIMES AND CASUALTIES.

(a) Kill times will be determined at the morning line-up of the re-enactment meeting. They should not exceed 15 minutes for personnel or 20 minutes for vehicles. Times can be adjusted to compensate for an uneven turnout of opposing forces.

(b) Casualties shall wait an appropriate period at the position where they are “hit” and when it is possible to move without disrupting the action, the casualties shall fall back to a designated casualty clearing station or position or, if none, to a concealed location at least 50 yards

behind either the point of casualty or the front line, where the remainder of the applicable kill time will be spent.

(c) Casualties will not be disruptive to the flow of the battle and will make an effort to move unobtrusively away if the flow of battle shifts into the casualty area.

(d) Personnel will remove their helmet or hat to indicate that they are a casualty.

(e) All types of vehicles will display a “yellow” pennant to indicate they are out of action.

B. WEAPON RANGE AND EFFECTIVENESS.

1. SMALL ARMS.

(a) Rifles; bolt action, semi-automatic or full-automatic, in rifle or carbine caliber - 75 yards.

(b) Any fully-automatic weapon in rifle caliber on a fixed mount, tripod or bipod - 100 yards.

(c) Automatic weapons in pistol caliber - 50 yards.

(d) Pistols/sidearms - 25 yards

(e) All the above (a) –(d) can only “kill” infantry and soft-skinned vehicles.

2. HEAVY WEAPONS, VEHICLE MOUNTED OR TRAILED.

(a) 20 mm and .50 cal – 100 yards. Effective against ground troops up to light armored cars and half-tracks. Can raze large wooden structures with a 10 round burst and small with 5 round burst. Can kill infantry behind trees with a 2 round burst (up to 2 foot diameter tree). No effect on concrete.

(b) 37 mm and up – 150 yards. Can raze wooden structures with 1 shot, concrete bunkers with 2 shots. Can kill light and medium tanks. Against infantry, the kill radius from impact 30 feet.

(c) Heavy weapons do not include artillery.

3. HAND GRENADES.

(a) The thrower must yell “Grenade” when it is released.

at its first point of impact.

- (b) The grenade will be considered detonated at its point of final rest, not

- (c) Kill radius from impact - 15 feet.

- (d) Expended grenades will be out of action 15 minutes.

4. RIFLE GRENADES.

- (a) Must be fired at no less than a 45 degree angle.

- (b) Grenade will be considered detonated at first impact.

- (c) Kill radius from impact - 10 feet.

- (d) Expended grenades will be out of action 15 minutes.

5. ANTI-TANK ROCKET LAUNCHERS (i.e., BAZOOKA, PANZERSCHRECK, PANZERFAUST AND PIAT).

- (a) Can kill vehicles up to light armored cars and half-tracks - 50 yards.

- (b) Tanks - 30 yards.

radius.

- (c) Against infantry - 50 yards. Collateral effect on position - 10 foot

- (d) Wooden structure/bunker - 50 yards.

- (e) Concrete structure/bunker - 30 yards.

- (f) Panzerfaust - all situations - 30 yards.

6. MORTARS.

- (a) Must be fired at no less than a 45 degree angle.

- (b) Round will be considered detonated at first impact.

- (c) Kill radius from impact - 20 feet.

- (d) Expended round will be out of action 15 minutes.

7. FLAME THROWERS.

(a) Must strike the target with a visible amount of clear, uncolored water as to incinerate that target. The stream is never to be aimed at the head.

8. ANTI-TANK LAND MINES.

(a) Vehicles cannot go through a mine field that has not been cleared, if they do they will be knocked out.

(b) Collateral effect on supporting infantry -kill radius around knocked out vehicle - 20 feet.

(c) Expended mine will be out of action 15 minutes.

9. ANTI-PERSONNEL MINES.

(a) Kill radius - 10 feet.

(b) Trip wires cannot be more than 18 inches above the ground and trip wires cannot be made of metal.

(c) Expended mine will be out of action 15 minutes.

10. SACHEL CHARGES.

(a) Anti-personnel, minimum simulated weight 5 pounds, kill radius 20 feet. Satchel must have a minimum capacity of 80 cubic inches and not exceed 1 pound real weight.

(b) Anti-vehicle, minimum simulated weight 10 pounds, collateral effect on supporting infantry 30 feet radius. Satchel must have a minimum capacity of 160 cubic inches and not exceed 2 pounds real weight.

(c) Anti-tank, minimum simulated weight 20 pounds, collateral effect on supporting infantry 50 feet radius. Satchel must have a minimum capacity of 320 cubic inches and not exceed 3 pounds real weight.

(d) Anti-bunker/structure, small building - 10 pounds, large building - 20 pounds, by simulated weight.

(e) When used against vehicles the satchel charge will be considered a live charge for 5 seconds.

(f) The thrower can be killed by his own satchel charge if he cannot get out of the kill radius in 5 seconds.

(g) All satchel charges must be expanded with soft foam to fill out the simulated weight to cubic inch ratio.

(h) Expended charges will be out of action 30 minutes.

ARTICLE VII – AUTHENTICITY

SECTION 1: GENERAL MATTERS

Any member of the CHG while engaging in a sanctioned CHG event in uniform must meet the following authenticity requirements.

A. All uniforms, weapons, vehicles, haircuts, facial hair or carried accessories must appear to be completely authentic to the period being represented.

B. All articles falling under this guideline shall be inspected by a unit or Allied or Axis authenticity officer appropriate to the country being represented.

C. All articles falling under this guideline must appear to be authentic from a distance of ten (10) feet, when standing alone.

D. Any vehicle having the physical appearance of a military vehicle of the 1939-1945 period (regardless of the date of manufacture) may be used during the course of a reenactment meeting, with the approval of the CHG Safety Officer. These vehicles must be checked by the CHG Safety Officer for operational safety at each re-enactment meeting.

E. Authenticity of all items shall be reviewed and approved by the appropriate (i.e., American, British or Axis) representative of the Authenticity Committee appointed by the President. Regulations regarding authenticity may be promulgated by the Authenticity Committee, subject to Executive Committee approval.

SECTION 2: WEARING OF HISTORICAL MILITARY GRADE INSIGNIA

A. All regular members may wear the military grade insignia up to, but not exceeding that of the highest grade of a private soldier. Unit Leaders, Assistant Unit Leaders, the Unit Secretary, Unit Safety Officer, and appointed subordinate officers, if any, may wear military grade insignia above the highest grade of private. Each individual Unit shall determine the military grade insignia for each office.

B. Unit leaders may wear insignia at or below the following grades.

1. United States of America - Master Sergeant.
2. Great Britain – Sergeant.

3. Germany - Stabsfeldwebel (Heer and Luftwaffe). SS Sturmscharfuehrer (SS).

C. Regular Members of the CHG will be allowed to wear the insignia of a commissioned officer only after complying with the following criteria.

1. Only one (1) commissioned officer is allowed per 25 Regular Members in their Unit.

2. The Unit must petition, in writing, the Executive Committee for permission for each officer grade maintained in their Unit.

3. The Unit members must unanimously approve of promotion to an officer grade.

D. A Unit may suspend the limits of section 12c for a specific reenactment.

SECTION 3: WEARING OF HISTORICAL MILITARY UNIFORMS

A. Each active Unit of the CHG shall submit to the Executive Committee a "Table of Organization and Equipment" ("TOE") for their Unit which shall include.

1. A list of the Unit's standard uniforms and allowable variations.

2. A list of the Units standard armament and allowable variations.

3. A chart of the Unit's combat organizational structure.

The Executive Committee may amend a Unit's TOE for the purpose of guiding the Unit toward an accurate historical perspective.

B. During a re-enactment meeting, all Regular Members shall wear the military uniform of the 1939-1945 era as correct for the active Unit of which he or she is a member, except as noted below in paragraph C of this Section.

C. A Regular Member may wear the uniform of an active Unit other than his own if.

1. He gives prior written or oral notification to his Unit Leader and has written or oral permission of the Unit Leader of the Unit of which he is not a member.

2. He remains in that same uniform for the sunrise to sunset.

3. He will conduct himself as a private, regardless of the military grade insignia on his uniform, unless otherwise permitted by the Unit Leader.

D. A Regular Member may dress and participate as a “partisan” in any re-enactment only with the prior approval of the Executive Committee and the consent of the Unit responsible for sponsoring and conducting the re-enactment.

E. In the interest of historical authenticity, it is required that all Regular Members, while attending a re-enactment meeting, keep their hair in a military style; i.e., off the their ears and collars, either by haircut or by use of hairnet. No facial hair is allowed, except mustaches which do not extend past the ends of the member’s mouth and which are trimmed neatly above the lip. No beards beyond two or three days’ growth will be permitted; i.e., no full beards.

SECTION 4: PERIOD MILITARY ENCAMPMENTS

A. It is CHG’s philosophy to maintain the most accurate impression possible. The goal of this section is to delineate general criteria for regulating authenticity of period encampments at battle re-enactments. Rather than specify in detail the items required for replicating period military encampments of any given nationality, this section shall set forth general standards relating to military bivouacs.

B. Definition of “Period Military Encampment”. The term “Period Military Encampment” or “Encampment” is defined by these Bylaws as a World War Two-era military bivouac. The authenticity and safety of the Encampment is to be maintained with the highest possible adherence to military specifications and/or standards.

C. Encampments shall be within the CHG authenticity officers’ jurisdiction for authenticity enforcement.

D. All Encampments shall have the following characteristics.

1. Encampments shall be nationalized;
2. Encampments shall be organized and conducted pursuant to prescribed military standards;
3. Encampments shall utilize latrines as prescribed in official WWII military regulations to the greatest extent possible;
4. Period vehicles shall be routed and parked according to official WWII military regulations;
5. Military kitchens shall utilize stoves, burners, pots, utensils, etc. that are genuine or an accurate facsimile thereof and shall be operated according to official WWII military regulations;
6. All tents and accessories thereto shall consist of genuine and/or accurate facsimiles of genuine equipment; and

7. Chairs, tables, bedding, cots, lights and lanterns, tent stoves, etc. and any other form of interior and exterior camp equipment shall be genuine or accurate facsimiles thereof.

SECTION 5: AUTHENTICITY VIOLATIONS

A. When any member of a Unit has been found by the appropriate (i.e., American, British, Axis) representative of the Authenticity Committee to be in violation of any of the foregoing rules or the Unit's Table of Organization and Equipment ("TOE"), the following procedures shall apply.

1. Upon the first infraction a written citation shall be given to the Unit Leader, preferably at the time of the alleged violation. The Unit Leader should be requested to acknowledge receipt of the citation by signing it in the presence of the Authenticity Committee representative, but the failure to do so will not affect the citation's validity. The Authenticity Committee representative issuing the citation shall file a copy with the Secretary, who shall report receipt of the citation at the next succeeding Executive Committee meeting. The Secretary shall immediately thereafter mail a copy of the citation to the Unit Leader and advise him or her of the Unit's right to an adjudicatory hearing by the Executive Committee. Unless successfully appealed as described below, upon issuance of the citation for the first infraction, a six-month time period will begin to run.

2. If within the six-month period, the appropriate representative of the Authenticity Committee records two (2) further infractions within the Unit, the Unit shall immediately be placed on probation and will not be allowed to attend any subsequent CHG events.

3. At the time of issuance of the first citation or any subsequent citation during the six-month period, the affected Unit may make a written appeal to the Executive Committee. If an appeal is made, an adjudicatory proceeding conducted in the same manner as prescribed in Section 3 of Article V shall be conducted by the Executive Committee at its next succeeding meeting, at which evidence of the infraction(s) shall be received and an opportunity given to the affected Unit to rebut such alleged infraction.

4. Following imposition of probation for such period as the Executive Committee may impose, the affected Unit may further appeal at any time thereafter for relief from the probation and, upon demonstration of good cause why the probation should be lifted, the Board may permit the unit to again attend CHG events.

5. In the event that the Unit is permitted to attend CHG events, the unit must attend three (3) consecutive events free of an authenticity infractions. Upon doing so, the probation of the Unit may be lifted by the Board either upon its own motion or that of the affected Unit.

B. For purposes of this Section 5, multiple infractions by members of the same Unit at the same re-enactment shall only constitute one infraction for purposes of the foregoing procedure.

C. Upon expiration or earlier termination of probation by the board, the affected Unit may again attend CHG events if the unit is otherwise in good standing and constitutes an active Unit

within these Bylaws.

ARTICLE VIII - PROCEDURE FOR AMENDMENT OF THE BYLAWS

Subject to the provision of any State law applicable to the amendment of bylaws, these Bylaws may be amended or repealed and a new set of Bylaws adopted by a two-thirds (2/3) majority vote of the voting members present at a regular Executive Committee meeting.

PASSED AND ADOPTED at a regular meeting of the Board of Directors of CHG held on January 26, 1992, as amended on December 14, 2010.