

OPERATING RULES

I. Operating Rules

1. Unit Recognition

1.1 In order to gain recognition, a new unit must attend three state sanctioned events and the annual Camp Mabry event within one campaign season (September - May) with a strength of five or more currently paid members of the TMHS at each event.

1.2 Recognition for existing units must be re-established at the start of each campaign season. Each existing unit is considered inactive until it has a strength of at least five currently paid members of the TMHS at a state sanctioned event after the start of the new campaign season. Inactive units are not considered recognized.

1.3 Existing divisions have the right to decide whether a new unit can be formed within their own division. When someone wants to form a new unit within an existing division, he must notify the Board of Directors and the existing division. The Board will then arrange for a secret ballot vote by the members of that division at the earliest opportunity. A majority of the current members of that division must vote to allow it before another unit can be formed within the same division. The Board of Directors will conduct the election and will be responsible for ensuring that the balloting is secret and that the results are fair and valid.

1.4 No one may attach themselves to an inactive unit at a state sanctioned event unless the unit has announced to the Board of Directors that it is reforming and has five or more members present at that event.

1.5 Members of inactive units or unattached personnel cannot participate at a state sanctioned event unless they have been attached to a recognized unit, and only then with the permission of the unit commander of the unit they are attaching to. Attached personnel are under the command and subject to the authority of the commander of the unit they are attaching to. Furthermore, attached personnel are subject to the same authenticity standards as the unit they are attached to.

2. Authenticity

2.1 An authenticity committee will be selected by the Operations Officer and appointed by the President. The authenticity committee and the Operations Officer will decide all questionable cases. They will jointly inspect all troops for conformance in grooming, equipment, uniforms, and weapons. Unit commanders are responsible for correcting violations within their units. Unit commanders must immediately rectify violations or remove the individual from the event.

2.2 For the purpose of historical accuracy and the education of future generations, hair on all male participants must be off the collar and ears and trimmed in a neat military appearance. Female participants must keep their hair pinned up and may not wear makeup, earrings, or nail polish unless they are dressed in authentic WWII-era female non-combatant costume. Moustaches are permissible if neatly trimmed. Beards cannot be worn unless the participant is a member of a recognized and active French unit.

2.3 Minimum Required Equipment

A. United States:

1. Shirt and trousers
2. Brown boots
3. Steel helmet
4. Web belt or ammo belt
5. Suspenders

6. Canteen and cover
7. First aid pouch
8. Weapon

B. British:

1. Wool battle dress jacket and pants (or equivalent for specialized units)
2. Black boots and P-37 gaiters (nco's and officers may wear brown boots)
3. Steel helmet
4. P-37 waistbelt and two P-37 universal pouches
5. Two P-37 cross straps
6. P-37 water bottle with carrier
7. P-37 small pack
8. P-37 entrenching tool with carrier
9. Weapon

C. German:

1. Tunic and/or camouflage smock and trousers
2. Jack boots or low boots with gaiters (jump boots for fallschirmjägers only)
3. Steel helmet
4. Belt and period buckle with applicable ammo pouches
5. Y-straps
6. Water bottle and cover
7. Bread bag
8. Gas mask canister or bag
9. Weapon

In addition to the standard minimum required equipment listed above, the following items must also be carried and/or worn by all German troops who are performing a High Mountain impression:

1. Green anorak pullover of proper style, or proper double breasted wind blouse of tan or green color.
2. The above anorak or wind blouse must be worn over a correct wool tunic with proper insignia, including the Eidelweiss.
3. Low boots sufficiently modified to resemble Gebirgsjager climbing boots, plus either gaiters or puttees.
4. At least 25 feet of climbing rope, 1/2 to 3/4 inches in diameter. The rope must be of natural color and composed of natural fibers (i.e., no nylon or other synthetic materials).
5. Correct Gebirgsjager ice pick.
6. If worn, M43 caps must have the Eidelweiss insignia (helmets still required for inspection and when leaving the CCP).

All of the above must be of WWII type and style. If the equipment of the unit you are portraying is different, then you must have the equivalent. All of these items must be worn by all personnel at inspection and taken into the field. Any and all equipment or vehicles taken into the field must be present at inspection. Following the inspection, personnel may not return to their camp or modern vehicle. Once in the field, items may be removed with the permission of the unit commander. However, casualties may not come back to life without all of the minimum required equipment on their person.

There are four exceptions to the minimum required equipment lists:

1. The overall Allied and Axis commanders and their executive officers may wear whatever authentic equipment is correct for their function.
2. With the approval of the Operations Officer, individuals with physical limitations due to health or age do not have to wear items that would be unduly stressful for them.

3. Units which can prove, to the satisfaction of the Operations Officer and the Board of Directors, that the unit they are portraying did not normally wear helmets in combat may instead wear an authentic style soft cap.

4. The Operations Officer will decide whether "captured" weapons are permissible on a case-by-case basis.

2.4 Billeting Authenticity

1. Billeting areas will be designated as authentic and non-authentic.

2. Non-military vehicles will not be allowed to park in the authentic billeting area, except for a short period of time for loading and unloading of equipment.

2.5 Grenades and Projectiles

All grenades, rifle grenades, and other projectiles must bear a reasonable physical resemblance to the object being represented.

3. First Time Re-enactors

New participants appearing for their first tactical battle are exempt from the grooming requirements. They must have and carry all of the minimum required equipment. At tactical events only, Axis first-timers may wear an authentic style soft cap, and Allied first-timers may wear black boots. There are no first-timer exceptions at public events.

4. Vehicles, Armor, and Artillery

Any type of military or civilian vehicle or gun in use before May 1945 may be used. Homemades and conversions may also be used if proved to be cosmetically correct. All vehicles, armor, and artillery are subject to the approval of the authenticity committee and the Operations Officer.

4.1 Volkswagen "Things" Volkswagen "things" may be converted to appear as German Kubelwagens and used at tactical events only. Converted "things" may never be used at public events. In order to pass authenticity inspection at tactical events, Volkswagen "things" must be converted to appear as German Kubelwagens by the following two stage process. Note that modern safety equipment (such as seat belts) is always permissible. Stage I. All of the following work must be performed before the Volkswagen can be used at a tactical event:

1. Modify fenders to resemble Kubelwagen fenders
2. Modify headlights and tail lights to resemble Kubelwagen lights
3. NoTek lights of the proper appearance must be in place but need not be functional
4. Remove and replace commercial seats with military type seats
5. Remove and cover the right and left engine cowls
6. Proper spare tire and wheel mounted on hood
7. Replace commercial top with an appropriate green or tan canvas top
8. Paint vehicle in appropriate color scheme

Stage II. The following additional work must be performed on each Volkswagen within 18 months of its first appearance in the field at a tactical event:

1. Replace commercial steering wheel with more correct military design
2. Modify front end to more closely resemble Kubelwagen front end
3. Relocate fuel filler port from side to correct location on top
4. Modify dashboard instruments to more closely resemble Kubelwagen instruments
5. Modify height and width of windshield to more closely resemble Kubelwagen windshield
6. Modify rear engine panel to more closely resemble Kubelwagen engine panel

5. Battle Fees

A \$5.00 battle fee will be collected at the gate from each member at all state tactical battles. First-time re-enactors are exempt from paying this fee.

6. Authority to Eject Offenders

All members of the Board of Directors, the overall Axis and Allied field commanders, and all referees have the power to remove a person or persons from the field for the day for rule violations, illness, or trouble-making. An appeal can be made to the Board of Directors only after the battle has ended for the day.

7. Use of Alcohol and Drugs

Per the bylaws of the TMHS, alcohol will be consumed in a responsible manner. Loud, obnoxious, or rowdy behavior will be grounds for disciplinary action by the Board of Directors. All illegal drugs are strictly prohibited, and use or possession of illegal drugs at a state event will be grounds for expulsion from the organization.

8. Referees

8.1 The Operations Officer is responsible for providing a minimum of four referees at every tactical battle, along with equipment for them such as radios, rules, dice and whistles.

8.2 Anyone who is familiar with the rules may volunteer to referee, including persons who are not current members. Rates of pay for referees shall be set by the Board of Directors.

8.3 All referees will have the same abilities and responsibilities, as listed in the current battle rules. The primary job of a referee is to resolve combat situations; they are not responsible for correcting authenticity violations although they should report such violations to the Operations Officer. Referees do have the authority to enforce hits, resolve close assaults and all artillery, tank, and anti-tank gun fire, and to eject offenders from the battle for violations of the safety or battle rules.

8.4 Referees must move tactically with forces in the field, and must not precede them or stand about openly, thus revealing positions to the other side. They will move about only as much as is necessary to their function.

8.5 Referees must wear some type of khaki o.d., or camouflage clothing; they may not wear modern camouflage. All headgear worn by referees must identify them distinctively as referees.

9. Guidelines for Scenario Committee and Scenario Design

9.1 The size of the battlefield and the length of the front line should be proportional to the number of troops involved. For a total of 150 people on both sides, the correct frontage for most WWII operations is approximately 300 yards wide and at least 500 yards deep.

9.2 It is suggested that approximately one battle per campaign season may deviate from the above guideline, and be considered an "unusual" situation in one or more ways.

9.3 It is the responsibility of the scenario committee to insure that the victory conditions of the two sides cannot occur simultaneously.

9.4 The objectives or victory conditions of the scenario must be military objectives which are realistic for a platoon or company-sized force.

9.5 Real terrain and structures on the battlefield cannot be imagined to be something other than what they really are; i.e., an open clearing must be a clearing and cannot be an imaginary forest; three buildings are three buildings, not a town; and a small creek must be a small creek, not the Rhine River.

9.6 Special situations or capabilities such as air support or off-Board artillery fire may be included as special rules for a given scenario.

9.7 All tactical battle announcements must be mailed to all recognized unit commanders at least 30 days before the event and should contain the date and place of the event, which side is on offense or defense, and the schedule of events for the weekend.

9.8 Written orders to the overall tactical commanders of each side should be mailed to them at least 21 days before the event. These should be complete orders including map, boundaries, times, victory conditions, and special conditions if any.

9.9 The Operations Officer and Scenario Committee should try to obtain the services of 6 referees for each tactical event, but at least 4 are required.

10. Changes to the Operating, Safety, and Battle Rules

The Operating, Safety, and Battle rules may only be changed by a majority vote of the general membership. Unit commanders are responsible for insuring that all their unit members are familiar with these rules and adhere to them.