



Registration

- Upon arrival go directly to the registration table at the camp entrance to receive your site assignment, ice coupon, and vehicle parking pass

General Rules

- Quiet hours are midnight to 6:00 a.m.
- No live firing permitted
- All firearms must be unloaded except when engaged in battle reenactments or preapproved and organized musketry demonstrations
- All edged weapons must be kept covered by a strong protective sheath
- Any knife or hawk throwing must be pre-approved, take place in a designated area, and be properly supervised
- All fireworks and sparklers are prohibited
- Animals must never be left unattended. They must be kept on a six foot maximum leash and cleaned up afterward
- Historical authenticity notwithstanding, behavior and period dress should conform to a family-oriented atmosphere

Traders and Craftsmen

- Pre-registered traders and craftsmen may sell authentic period items
- Merchandise must be displayed on blankets, hides, furs, or modern tables completely covered to the ground with period material
- Traders will be inspected, and improper or unauthentic items must be removed
- There is no charge for Craftsman who demonstrate for a minimum of 51% of the event

Period Dress – Pre-1800

- All participants must remain in period dress from 9:00 a.m. until after closing each day, but it is highly encouraged to be period dressed the full duration of the event.
- No smoking of non-period tobacco products in the historic areas

Authentic camps

- All tents and other shelters must be appropriate for the time period portrayed
- Everything in public view must be authentic to your historic period
- If you wish to have your camp roped off please bring your own materials
- Each camp is responsible for its own security
- The board retains the right to have any out-of-period items removed
- No cell phone use in the historic areas except for emergencies

Fires

- All fires pits are to be dug out and the sod set aside
- Fires must not be left unattended at any time
- At least one full fire bucket must be placed by each fire
- When you break camp, clear out your fire pit, safely dispose of the residue, and replace the sod as neatly as possible

Vehicles and Parking

- Parking passes should be placed in the front window of participant vehicles
- Please remove your vehicles as quickly as possible after you finish setting up
- All vehicles must be parked in designated participant parking areas
- If necessary, vehicles may be brought into camp for loading/unloading 6:30 a.m. – 8:30 a.m. Sat.
- No vehicles in camp before 4:00 p.m. on Sun.

Children

- Children are subject to the same rules of behavior and dress as adult participants
- Children must be supervised at all times by an adult participant.
- Children are not allowed to play near the water area

Tacticals and Demonstrations

- All tactical or scenarios must be approved by one of the Event Safety Officers (ESO) Tom Snyder (231) 750 9758 or Bill Grimm (231) 286-7990
- Muzzles must be elevated above the heads of opposing forces during tacticals
- No closing closer than 20 feet in combat
- Absolutely no hand-to-hand combat unless approved by the ESO and rehearsed
- You must have a representative from your group or unit at officers' call to participate in tacticals or scenarios
- No wadding allowed in firearms
- All participants must police the grounds after each tactical or demonstration. Unit commanders are responsible for seeing that this is done
- All decisions by ESO or WMHA Board are final

Clean up

- All participants are expected to keep their campsites clean and to leave them clean upon departure. Remember that we are using City property. Please treat it as you would your own
- Campsites are to be thoroughly policed including: cigarette butts, plastic ties, or other non-biodegradable items
- Please return all unused firewood to the pile