

First Special Service Force – Weapon Usage

The rules and guidelines set forth in this document are in place to provide a base knowledge for each participant. Furthermore, and more importantly, they are in place for safety. Many of the rules and guidelines seem redundant but are in here for a reason. We realize that your time is volunteer and that we are all here to have fun, but we need to be safe and create a sense of realism for the general public that will be watching these events. There will be veterans who will see you. It is our honour and our duty as re-enactors to provide them with the highest standard that we can. We are doing this for them. We are doing this to show our utmost appreciation of what they did to maintain our freedom. If you do not abide by this mission statement you will be asked to leave immediately. Thank you.

T/5 Cpl Auch, Armourer First Special Service Force Living History Association

How to become certified in weapon usage;

Show proficiency in the following:

Field strip

Loading and Unloading Drills

Use of fire guidelines

Stoppage drills (IMPORTANT FOR BLANK FIRING)

Function of weapon

Function of blank firing weapons

Function of live firing weapons

Safety Procedures

On the field

In the classroom

Transportation

Dealing with civilian population

Punishment for negligent discharge (ND)

All members must pass the tests (written and practical) with an 80% to be allowed to use a blank firing weapon.

All members must pass the written test with a 60% to be able to use a non-gun.

Types of weapons available to use for FSSF events:

Non Guns (Category 1):

Any weapon that cannot fire a blank or live ammunition. These include:

- Airsoft/BB Gun
- Replica
- Propane/Oxygen Sim Fire
- Deactivated

Any of these weapons must be checked when brought to the event by the unit sanctioned armourer or CO or XO. NO BB's are to be brought under ANY circumstance. These are to be considered contraband and will be dealt with as such.

Blank Firing Weapons (Category 2):

Any weapon that can fire blank ammunition. These include:

- Purpose built blank guns. Firing 8mm or 9mm PAK purpose built blank ammunition
- Live non adapted weapon. These include manual actions such as bolt, pump, revolver or lever.
- Live blank adapted weapon. These include anything that requires modification to the original weapon to fire blanks. Blank Firing Adaptors etc.

All Category 2 weapons must be thoroughly inspected by the unit armourer or certified inspector ONLY. Any weapon deemed unsafe will be locked up and NOT be allowed to use, even as a non-gun due to safety concerns.

LIVE AMMUNITION IS NOT PERMITTED UNDER ANY CIRCUMSTANCE. This includes in a display or on a person. Any live ammunition found will be confiscated and the owner of ammunition will be asked to leave IMMEDIATELY. The confiscated rounds will then be given back to the owner on a later date, no longer than thirty (30) days after confiscation.

Dummy ammunition is allowed but must follow these guidelines:

- Has a hole drilled in the side of the brass, or;
- Has no primer, or;
- Has a struck primer, or;
- Has sand or a rattling mechanism inside, or;
- Is clearly made out of plastic or other non-metal items.

Edged weapons (category 3):

Any bladed or sharp items. These can include bayonets knives, pocket knives etc.

These items are allowed but must be used only during encampment scenarios. They are NOT to be used or pulled out on the field during a re-enactment. Failure to abide by these rules will result in confiscation of the weapon for the remainder of the event by the unit armourer or CO/XO.

EXCEPTION to this rule will be any rubber or soft plastic knife approved by the FSSF prior to the event taking place.

Explosive Weapons (category 4):

No live explosives will be allowed by unauthorized FSSF members.

Replica explosives are allowed during encampment scenarios. Metal or deactivated explosives (hand grenades etc) can be worn on the field but must NOT be thrown or leave the body of the re-enactor. Plastic or rubber grenades can be thrown with extreme caution.

Weapon courses available (Allied):

AMERICAN

M1 Garand

M1 Carbine

M1A1 Thompson Submachine Gun

M1911A1 Pistol

M1919A4 .30 Machine Gun

M2 .50 caliber Machine Gun

M1918 Browning Automatic Rifle

MKII Grenade

M1A1 Rocket Launcher

61 MM Mortar

V42 Fighting Knife

Bayonet

BRITISH/CANADIAN

MkI and MK2 Bren Gun

No1 MK 3 and No4 MK1 Enfield Rifle

Sten MkII Submachine Gun

Weapon Courses Available (Axis):

GERMAN

P08 Luger

P38 Walther Pistol

C98 Broomhandle Pistol

Mauser K98 Rifle

MP40 Submachine gun

MP44 Assault Rifle

MG 34 Machine Gun

MG42 Machine Gun

80mm Panzerschrek Anti Tank

Panzerfaust Anti Tank

25mm Anti Tank

ITALIAN

6.5mm Carcano Rifle

SPECIALTY CATEGORIES:

Sound Devices (Thunder grenades, noise makers)

Pyrotechnics (Personal grade, no license required)

Blank Firing Simulators (9mm PAK auto machine guns)

Sim Fire Weapons (Must have related course. Such as MG42, MG34, M1919A4, .50 Caliber)

All courses will be run at the FSSF jurisdiction and may be taught on a classroom or one on one setting. (As per unit board approval).

MARKSMANSHIP PROGRAM

Marksman qualification:

24 out of 40 targets hit.

Sharpshooter:

29 out of 40 targets hit

Expert:

36 out of 40 hit.

Marksmanship categories:

Rifle

Pistol,

AA Artillery

Auto Rifle

Machinegun

Field Artillery

Tank Weapons

Flamethrower

Submachine Gun

Rocket Launcher

Grenade

Carbine

Recoilless Rifle

Mortar

Bayonet

Small Bore Rifle

Small Bore Pistol

Guidelines for using a weapon in a FSSF sanctioned event.

Must be a FSSF member in good standing.

Non – Guns (Category 1):

Must pass a written test with at least 60%

Blank Firing (Category 2):

Must pass a written test with at least 80%.

Must pass a physical test of at least 80%.

Must sign a waiver.

Must be over 16 years of age

FULL AUTO: Must poses a valid PAL

Edged Weapon (Category 3):

Must pass a written test with at least 60%.

Explosive Ordinance (Category 4):

Must pass a written test with at least 60%.

Each qualification is for the weapon qualified on ONLY. A member must be qualified on that weapon, or variant thereof, to use it at a FSSF sanctioned event.

Penalties

The penalties for breaking rules set here in this document are as follows:

Non-Gun, Edged Weapon and Ordinance

This can include, but not limited to the following:

- Pointing a firearm at another member, or civilian at an event.
- Misplacing or losing of a firearm
- Negligent Discharge

Punishment will be:

- 1st Warning – Verbal
- 2nd Warning – Written on permanent record
- 3rd Warning – Firearm is confiscated for the rest of the event, and/or participant may be asked to leave.

Blank firing Weapon

This can include, but not limited to the following:

- Pointing a firearm at another member, or civilian at an event.
- Misplacing or losing of a firearm
- Negligent Discharge

Punishment will be:

- 1st Warning – Verbal and written citation
- 2nd IMMEDIATE confiscation of firearm and/or the participant may be asked to leave.

Prohibited items

Such as any item deemed not allowed by the FSSF weapons guidelines.

- No warning. Immediate confiscation of item and the participant will be asked to leave. If the item is a prohibited weapon or device as set forth by the Royal Canadian Mounted Police (RCMP) and the Canadian Firearms Center (CFC), which is not authorized by the FSSF armorer, the item will be turned into the RCMP and charges might be laid against the offending party.

Rented Items

Any items rented from a FSSF member may be subject to further rules or guidelines set forth by the owner of the equipment.