

Site Rules

Site Rules

All participants are expected to follow the rules and guidelines of the SCA and the Kingdom of Caid.

The laws and codes of the US Government, the State of California, Kern County and Buena Vista Aquatic Recreational Area will preside overall and will remain in force at all times. Failure to comply with these laws and regulations will result in the involvement of the relevant modern authorities. We are here to have fun but not at the expense of others. Please be respectful to those around you.

Basic Rules:

No firearms or fireworks are permitted onsite. No refunds will be given to people ejected from the event. No brewing or selling of alcohol is allowed onsite. No rollerblades, skateboards, mopeds, scooters, or motorbikes will be permitted on site. Personal ECVs and electric wheelchairs ARE permitted with gate check in, please maintain reasonable speeds. E-bikes ARE NOT allowed unless required for personal mobility and pre-approved by the event stewards. They must be checked in and tagged at Gate. E-bikes must follow all rules for other powered vehicles. This includes maintaining a reasonable speed generally considered the speed of a walking person.

Fire play (juggling, twirling, spitting etc.) is not allowed on site.

Emergency Medical Assistance

Paid EMT's will be onsite during the day according to the following schedule:

11/3 (Tues) 10AM-6PM

11/4 (Wed) 10AM-6PM

11/5 (Thurs) 10AM-6PM

11/6 (Fri) 10AM-6PM

11/7 (Sat) 10AM-6PM

11/8 (Sun) 9AM-3PM

For minor medical issues we have included the locations of local Urgent Care and Hospitals in the area (In case of a serious emergency, call 911)

MERCY SOUTHWEST HOSPITAL (Emergency Facility) 400 Old River Rd, Bakersfield, CA 93311 (18 mi), 661-663- 6100 www.mercybakersfield.org

MERCY MEDI CENTER (Emergency Facility) 400 Old River Rd, Bakersfield, CA 93311 (13 mi), 661-663-6100

PRIORITY URGENT CARE 4821 Panama Ln, Bakersfield, CA. 93313 (19 mi) 661-556-4777 open 8am to 8pm daily

STATMD URGENT CARE 5701 Young St. c201, Bakersfield, CA. 93313 (13 mi) 661-464-5000 open Mon-Fri 8am-8pm, Sat-Sun 8am-6pm

(These are the closest urgent care facilities with the longest hours.) If you or a friend/family member needs immediate emergency medical help when the EMT's are not onsite please call 9-1-1. Next notify the event Constables or anyone with an event radio right away. Our event staff will make sure that our gates are open and they will guide the Emergency responders to you or your camp as quickly as possible.

Harassment & Bullying

The SCA prohibits harassment and bullying of all individuals and groups. Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombudsman.

Park and Event property:

Persons shall not remove, destroy, or mutilate any park or event property. Any person who moves event property without the express permission of the event staff will be subject to immediate ejection from the event. These properties include but are not limited to: road signs and markers, tents, tables and chairs, markers used for activities, restroom or shower facilities, etc.

Buckets and Sand

There will be buckets and shovels at Head Quarters. Campers are welcome to use the buckets and shovels to collect from the sand piles along the paved road and fill any ground squirrel or gopher holes in their camp or on the interior roads. *We ask you not to collect sand from the beach.* Buckets and shovels must be returned to Head Quarters as soon as possible so that other campers can use them as well.

Communal Water Spigots

Hoses will be attached to the spigots at the drinking fountains throughout the site to be used for filling your containers. Please be considerate of other campers' water needs and do not block access to the water spigots with tents, vehicles or equipment. Be polite and drought conscious: don't leave the water running to flood the area around the spigots. Campers are welcome to attach "splitters" and their own hoses, at the spigots and reattach the event's short hose to one of the outlets. Event Stewards reserve the right to resolve any disagreements regarding the site's water spigots access. **DO NOT TAKE THE EVENTS SHORT HOSES HOME WITH YOU AT THE END OF THE EVENT.** We will need them again next year.

Swimming: Per Kern County:

No swimming or wading is allowed in Lake Evans.

Lost or Found items:

Contact the Constable regarding any Lost or Found items. You may retrieve your lost items at the Event Headquarters tent located near Merchant Village.

Approved Parking

For safety and our ability to provide adequate services, there are areas onsite where we must ask guests not to park. Please use common sense and courtesy when parking. County emergency vehicles must be able to maneuver through our roads and parking lots and turn on our interior roads. Any car parked where a No Parking sign is posted will be towed at the vehicle owners' expense. Anyone seen moving a No Parking sign to allow improper parking may be ejected from the site. Do not park within 15' of any trash dumpster or the Equestrian waste pit. Any vehicle blocking access to these will be towed. Remember that the trucks that must pick up and deliver the large dumpsters need a lot of room to maneuver.

SCA Dress Policy

All participants must be in SCA dress while on site during this event. SCA dress is at the very least an attempt at medieval clothing (garb).

Site Tokens

Your site token issued at Gate is your receipt to the campgrounds. Be sure to wear your site token at all times. You must show your site token to re-enter the site. Without the site token, you must pay to reenter. If you cannot show your site token on request, you will be escorted to your encampment to retrieve your site token or to the gate for a token purchase. Anyone who cannot produce a site token and who refuses to purchase one will be ejected from the event without refund. The main Buena Vista Aquatic Park front gate off of S. Enos Lane does not recognize Great Western War site tokens. Only use this gate if you have a reservation with Kern County Parks for full RV camping. All other

guests, be sure to enter by the park using the rear entrance off of Golf Course Road, this is the official entrance for the Great Western War event.

Basic Hygiene & Grey Water Disposal Clarification:

Do not modify grey water tanks. “Grey Water” is dish and bath water. It contains no human or animal waste. **All human waste (diapers, private porta-potties, etc.) must be appropriately disposed of in the restroom facilities.** Animal waste should be bagged and put into the trash. Do not allow any human waste to drain onto the ground and do not leave bagged human waste near the porta potties, or grey water, but dispose of it appropriately.

Grey water should be disposed of in grey water tanks or white man-hole funnels only; please do not put it in the sinks in the stone privy, or into the porta-privies. This can quickly fill or clog the tanks. Please do not dispose of food in gray water or restroom facilities; food scraps should be disposed of with your trash. When using the gray water tanks, please be extremely careful to avoid spilling – spills can be very difficult to clean up and can be very unsanitary.

There may be no substances intentionally disposed of on the ground. Do not dig a grease pit or dishwasher hole. Pour hot grease into an empty can, let it cool and then dispose of it in the trash containers. Please use the gray water tanks or white man-hole funnels for gray water only. Do not bathe in the sinks in the stone privies.

Trash:

You are responsible for removing all waste from your camp site to a designated dumpster or dispose of it off site. There may be a trash steward and crew to help you, but the responsibility is yours. The smaller 3-yard dumpster in the parking lot behind the food merchants is for their use only. Guests are welcome to dispose of their bagged and secured camp trash in any of the other dumpsters onsite.

Among other fees, GWW pays per ton of trash to have it removed. Please do not bring equipment or furniture to the event with the intent to dispose of it here. If you bring it, take it home. **DO NOT** pile bags next to or around the porta privies, or roadway intersections. **DO NOT** put trash in the designated Ash Cans, which are for hot coals only. Please use the designated dumpsters only.

Trespassing:

Trespassing is against the law and is a punishable offense. Gate crashing or sneaking onto the site using false or expired tokens is considered trespassing. Anyone caught trespassing or aiding in the act of gate crashing, etc., will be ejected from the site without refund.

Golf Carts:

Golf Carts are private property; they are not for personal use at any time. Any unauthorized persons found operating, moving, or altering the condition of any golf cart may be subject to removal from the site and/or severe civil and or criminal penalties. All persons operating a golf cart must be pre-authorized to do so and must have attended an approved driver safety and maintenance class prior to the war.

Alcohol / Illegal Substances

The legal drinking age in California is 21 years. Underage drinking will not be tolerated. Intoxicated underage adults and Intoxicated minors, along with their parents/guardians, will be removed from the site and the local authorities will be called. If a household or individual is found serving alcohol to underage individuals, that individual or household will be removed from site and the local authorities will be called. If a household is hosting a party, that household is expected to check IDs appropriately before serving alcohol. No refunds will be given to people ejected from the event.

In Kern County, smoking or consuming marijuana in public county parks is strictly prohibited.

No Smoking or Vaping Areas

Smoking and Vaping is only allowed in the paved parking lots and the paved roads. Please dispose of your trash responsibly.

Be respectful of the facilities

Please demonstrate to the park staff the courtesy and responsibility for which the SCA is famous — be mindful of any instructions given to you by the rangers and leave the park grounds clean and undamaged. No modifications may be made to any park property. Do not intentionally break the cement pads, do not remove tree branches, do not attach anything to a tree with nails or spikes, do not dig a trench or pit of any kind in the lawn areas. We are expected to leave the site as we found it. If you find or cause any damage, please report it to the event staff right away. Hazardous conditions will be addressed and must be reported.

Generators

Generators are not allowed in the general camping area.

Fire Regulations

No ground fires are allowed.

Braziers, Briquette/charcoal barbecues and propane camp stoves are allowed but must be at least 12" above the ground.

Each brazier, barbeque, and camp stove must have a chemical fire extinguisher or a bucket of sand or water and a spade in plain view and immediately available at all times.

Camp or cooking fires, torches and candles may not be left unattended at any time. Constables are authorized to enter empty camps and extinguish open or unattended fires.

Tiki torches must be staked in a firm and stable fashion and must not be placed in hay bales. Do not use Coleman Fuel (white gas) in Tiki torches. Liquid fuels should be stored and transported in their original container or other state-approved container.

Vehicles on the lawn/turf:

Guests may drive onto the lawn/turf to load and unload their vehicles. Once loaded/unloaded, vehicles must be moved to a designated parking area as soon as possible. The park staff has made an exception to their normal rules and have allowed us to park certain vehicles on the lawn with the following restrictions. Please do your part to respect their rules and let us continue to enjoy this privilege.

Certain pre-approved small RV's (what we're calling Shepard Wagons) are allowed to camp on the lawn/turf during the event, with restrictions. -Owners must have made an attempt to give their Shepard Wagon a period appearance. - Shepard Wagons over 15' long (not including the tongue) may not park on the lawn/turf. These RV's must park in the event designated Dry RV locations only.

-Special parking passes will be provided at Gate to those whose Shepard Wagons have been pre-approved, and data has been logged by the Event Stewards. Contact stewards@gww.sca-caid.org for approval.

-Shepard Wagons must be parked at least 20 ft. away from the base of any tree. -Please avoid causing damage to any tree or park fixtures on site. Be mindful of low hanging branches and do not break or remove them. If you do cause damage, report it to event staff right away so that dangerous situations can be addressed ASAP and the damage can be noted.

-Nothing may be allowed to drain or leak from the Shepard Wagon. -Please be mindful of sprinklers and ground vaults and do not park your Shepard Wagon wheels on them, or within a few feet of them. -Shepard Wagons may not block access to any ground vault, access gate, valve, restroom building, communal water spigot, Porta Potty or other fixture. Park and event staff, other campers and vendors must be able to use and maintain these features freely.

- Buena Vista park and event staff reserve the right to revoke the privilege of any camper to park their Shepard Wagon on the lawn/turf if deemed necessary to protect our agreement with the county. **GWW can only offer “dry” camping space for Shepard Wagons and RVs.** Completely modern RV’s and larger units (over 15’ long, not including tongue.) are required to park in the designated Dry RV lots. Campers who require full utility hookups will be directed to the modern campground at the other end of Buena Vista Park. Prior reservations through the county are usually required and GWW is not responsible for those reservations.

Be courteous to your neighbors

Remember that we are all here to accomplish the same task: Having an enjoyable and successful war. There are a variety of ways in which we all do this. We ask that you be mindful of others in pursuit of your own fun. Please be courteous to your neighbors, particularly in regard to noise. Don’t forget to ask permission before entering or walking through someone else’s camp. Often, a little forethought will not only keep your neighbors happy, but it might even give you some assistance in your efforts!

Pets at the war

Per our county contract, the only animals allowed on site are dogs, cats, and horses. We must have special permission to have any other types of animals on site. Contact the Main event Stewards for more information if needed. See the articles for Hound coursing and Equestrian activities for detailed information about those activities and helpful advice.

Please help the war effort

The Constables of Caid invite you to join us on patrols if you have the desire. We spend our evenings strolling from camp to camp, meeting new friends and helping people in need of assistance. Any help in our service of the Dream and the war will be greatly appreciated. And if you find the duties of a Constable suit you, please make sure to volunteer! The constable shift lead can provide on-the-job training.

Quiet hours

Quiet hours will be enforced from midnight to 7 AM throughout the entire site.

RV Parking Rules

GWW RV Parking Rules

Our goal is to keep the RV area safe, organized, and easy to navigate for everyone. Please review the RV parking map and follow these rules.

1. Follow Traffic Flow

- Follow the designated direction of travel shown on the map.
- Keep your RV and tow vehicle facing the correct direction.

2. Parking is First Come, First Served

- You are allowed one space for your RV
- One adjacent space on the passenger side
- Use the second space for your tow vehicle or one additional vehicle (if your RV is motorized) or basic camp items..

Do not extend into neighboring spaces. If your setup prevents another RV from parking safely, you'll be asked to move your equipment

3. Park Only in Designated Spaces

- Park only in marked RV spaces to the best of your ability with the worn out markings.
- **Never block travel lanes.**
- Temporary blocking (15 minutes or less) is allowed only for hitching, unhitching, loading, or unloading.
- Parking IS allowed around the edges of the RV lot. Areas marked on the map with a YELLOW box. But MUST be parallel to the edge and as close as is reasonably practical. DO NOT block the Traffic Flow or you will be made to move.

4. Large RVs

- Parking remains first-come, first-served, but any RVs **35 feet or longer** are recommended to park in Row 2 and Row 4 to allow for easier exit in the event of an emergency.

5. Generator Rules

Please be considerate of your neighbors.

- Generator hours: **7:00 AM – 10:00 PM**
- Quiet-hour exceptions must be approved by the RV Steward and require a quiet generator (under 60 dB at 50 ft).
- If you have a Medical reason for long term or overnight generator use, you must reach out well ahead of the event so we can attempt to provide accommodations.
- Position generators so exhaust and noise are directed away from neighboring camps whenever possible.
- Running generators may not be left unattended.
- Keep a fire extinguisher nearby while operating a portable generator. RVs with built-in generators must have a fire extinguisher just inside the main entrance.

6. Vehicles

- One tow/primary vehicle may park in your assigned adjacent space.
- Any additional vehicles must park elsewhere. No cargo Trailers allowed in RV parking.
- Temporary parking for loading or unloading (15 minutes or less) is permitted.
- Display the owner's name and phone number on both the RV and tow vehicle where they can be seen from outside.

7. Tents & Camp Setup

- Tents, pop-ups, and camping equipment must remain within your assigned two-space area.
- Be respectful of neighboring RVs / camps.
- Groups wanting tents in the green areas near an RV should specify this request in their Pre-registration form. The RV space near the green area is NOT guaranteed by this request.
- Groups of **7 or more pre-registered campers** should contact the Land Stewards in advance so accommodations can be planned.

Please Remember

These guidelines help keep the RV area safe, accessible, and enjoyable for everyone. Thank you for being considerate of your neighbors and following the parking plan.

Children/Youth Policies

Children/Youth Policies GWW 2026

Children under 12 are not charged admission and are considered guests of the Kingdom. But, for safety's sake, all children must be registered. The following rules have been put in place to not only insure the child's safety, but to also insure their enjoyment of the war experience. This is our selfish way of ensuring a new generation of SCA devotees and war attendees.

Admission Policy: Minors may not attend GWW alone.

A responsible adult must accompany all minors (under the age of 18 years in Calif.), who are not legally emancipated, to the war site.

This must be a parent, a court-appointed guardian or the adult designated on the appropriate waivers signed and notarized by the parent or legal guardian.

All minors must be in the care of a responsible adult who should be aware of the minor's location and activities at all times.

Sight & Sound Policy

In Caid, minor youth less than 7 years old should be in eyesight/earshot of the parent, designated adult or teenager (as determined by the parent).

This "sight and sound" policy does not include the use of electronic means of communication, i.e. cell phones, walkie-talkies, or FRS radios.

Parents are responsible for knowing where their youth are at all times.

Neither Constables nor the merchants are responsible for unsupervised youth, although a Constable may return unattended youth to their parent's camp. There will be no babysitting or daycare services provided.

Youth in A&S

Children 12 and older are not subject to the strict "eyesight and earshot" requirement that applies to children under 12. However, parents/guardians still retain **sole and ultimate responsibility** for their behavior and care, and are expected to check on them periodically.

A parent or guardian may choose to be out of eye-sight and earshot of a 12+ years old child while the child is taking a class, but that does not cause, imply, or assure that a background-checked person is present (or accountable). The parent retains responsibility. A minor's attendance at an adult A&S class does not mean that class becomes an SCA Youth Activity simply because a youth is in attendance.

Bracelet

Youth seven (7) years old and younger must wear the bracelet issued at gate at all times.

Activities

Check the event handbook for a list of youth activities during the event, including youth combat and youth rapier. The minor may attend A&S (adult) classes if he/she brings a parent/parent substitute.”

Parental Consent Forms

Minors attending WITH a parent or legal guardian:

If the minor does not have a blue card, a parent or legal guardian will need to sign either Minor’s Consent to Participate and Hold Harmless Agreement Waiver(PDF),

or, if several children are involved, a Family Consent to Participate and Hold Harmless Agreement Waiver (PDF) to show a parent’s consent to participate.

Minors attending WITHOUT a parent or legal guardian:

The form(s) above are required and also a Medical Authorization for Minors (PDF) form is used to designate temporary guardianship; it allows medical treatment to be provided in the event of an emergency.

BOTH FORMS MUST BE SIGNED BY THE PARENT AND NOTARIZED. Please bring 2 copies of these forms; one to leave at gate, and one to keep with you at all times.

Individuals attempting to circumvent these requirements will be considered trespassing and appropriate action will be taken. This could include expulsion from the event site of all parties involved in the attempt.

If you have any questions regarding these requirements, please contact a Seneschal in Caid, or ask your Kingdom liaison to contact the Stewards for information.

Neglect of Parental (or Guardian) responsibility for minors

Youth under 7 years old should not be allowed to wander freely at this event and should be checked on periodically by their parent/responsible adult to ensure their safety and suitable behavior. Failure to do so may result in consequences ranging from a verbal warning to expulsion from the site, depending on the circumstances.

- On a first offense at a given event, Minors whose behaviors violate SCA Governing Documents, Kingdom Law, Officer Policies, or site rules will be escorted to their parent/guardian and issued a verbal warning for the first offense at an event. The matter will be reported to the Kingdom Seneschal.
- On a second offense at a given event, the parent/guardian will be required to keep their minor(s) with them for the remainder of the gathering. A report will be tendered to the Kingdom and Society Seneschals.
- For a third offense, the minor(s) and parents/guardians will be expelled from the event, and the matter will be reported to the Kingdom and the Society Seneschals.

Habitual offenders will be subject to review by Kingdom and Society level for possible further consequences.

Courtesy Shuttle

Courtesy Shuttle

Greetings GWW Campers!!

GWW Courtesy Shuttle provides (on a first-come, first-served basis) basic transportation of attendees via golf cart around the GWW site. It is asked that able-bodied individuals with no walking impediments “give way” for those with special needs and/or mobility issues, the elderly, infirmed, or women who are pregnant.

This “bus style” system includes access to a majority of the camping areas, parking lots, archery range, battlefields, and merchant’s area. Thursday through Saturday, if we have enough drivers, we will be running two paths. The Gold Shuttle will serve the south part of the site, and the Blue Shuttle will serve the north part of the site. The Courtesy Shuttle will maintain reasonable hours of operations in non-inclement weather but may be adjusted with or without notice as demands necessitate. These adjustments may be determined by staffing, availability of carts, special events, weather, and other unforeseeable circumstances.

- ❖ Only cargo that can be carried in the lap (a basket, bulky items) can be carried on the Courtesy Shuttle. If it takes up space a person can occupy, it won’t be allowed.
- ❖ No Items that may stick out and strike people are allowed.
- ❖ Pulling wagons behind a golf cart is not allowed.
- ❖ No combatants in heavy armor are allowed in the carts, except for emergencies.
- ❖ Dogs under 15lbs on someone’s lap are allowed.
- ❖ Children under 7 need to be accompanied by an adult.

Courtesy Shuttle Hours

Tuesday 12:00 PM to 6:00PM

Wednesday 8:00AM to 6:00PM

Thursday 8:00AM to 6:00PM

Friday 8:00AM to 6:00PM
 Saturday 8:00AM to 6:00PM
 Sunday 8:00AM to 2:00PM

Blue and Gold Line's path



Motorpool Guidelines

Golf Cart Guidelines

- ❖ **All drivers must have a valid DL and proof of insurance**
- ❖ **Unauthorized borrowing of golf carts is prohibited, unless they have signed in with Motorpool.**
- ❖ **We do not do camp to camp pick up service**
- ❖ **Roving service ends at dusk**
- ❖ **Stay on roads, no driving through camps or into camps**
- ❖ **Drive slowly enough so there are no dust clouds behind you**
- ❖ **Follow traffic laws when on paved roads**
- ❖ **People have the right of way**
- ❖ **Do not drive through merchants**
- ❖ **No combatants in heavy armor are allowed in the carts, except for emergencies**
- ❖ **No cargo is to be hauled**
- ❖ **No wagons are to be hauled behind the golf carts**
- ❖ **Only dogs under 15lbs on someone's lap are allowed.**
- ❖ **Children under 7 need to be accompanied by an adult**

- ❖ If there is a call for volunteer shuttle, all carts that are out are expected to respond
- ❖ If someone flags you down, and you can, give them a ride
- ❖ If someone looks like they need a ride, ask
- ❖ When you exit the cart, take the key with you. Do not leave it behind.
- ❖ Do not drive anywhere in or around the equestrian area, including the parking lot.

Legal Name: _____

Signature: _____ **Date:** _____

By signing this document, you acknowledge and agree to comply with all outlined guidelines. Non-compliance may result in removal from this volunteer position.

EMERGENCY ACTION PLAN FOR

**EMERGENCY ACTION PLAN FOR
BUENA VISTA AQUATIC CENTER**

13601 IRONBARK ROAD
TAFT, CA 93268

For GREAT WESTERN WAR

11/03-11/09

Emergency Personnel:

Stewards

R. Drew Warden – (661) 400-0820

Phillip Trujillo - (661) 510-9915

Site Liaison: Wendy Creek - (310) 483-5101

EMERGENCY PHONE NUMBERS

Fire: 911

Paramedics: 911

Ambulance: 911

Police: 911

Security: Radio channel 4.1

Facilities manager: Rick Ruotolo (310) 930-2784

Utility Contacts

Electricity and Water: Pat Loughridge (661) 487-7234

Event staff water/power: Mark Zitny (714) 227-8868

EVACUATION ROUTES

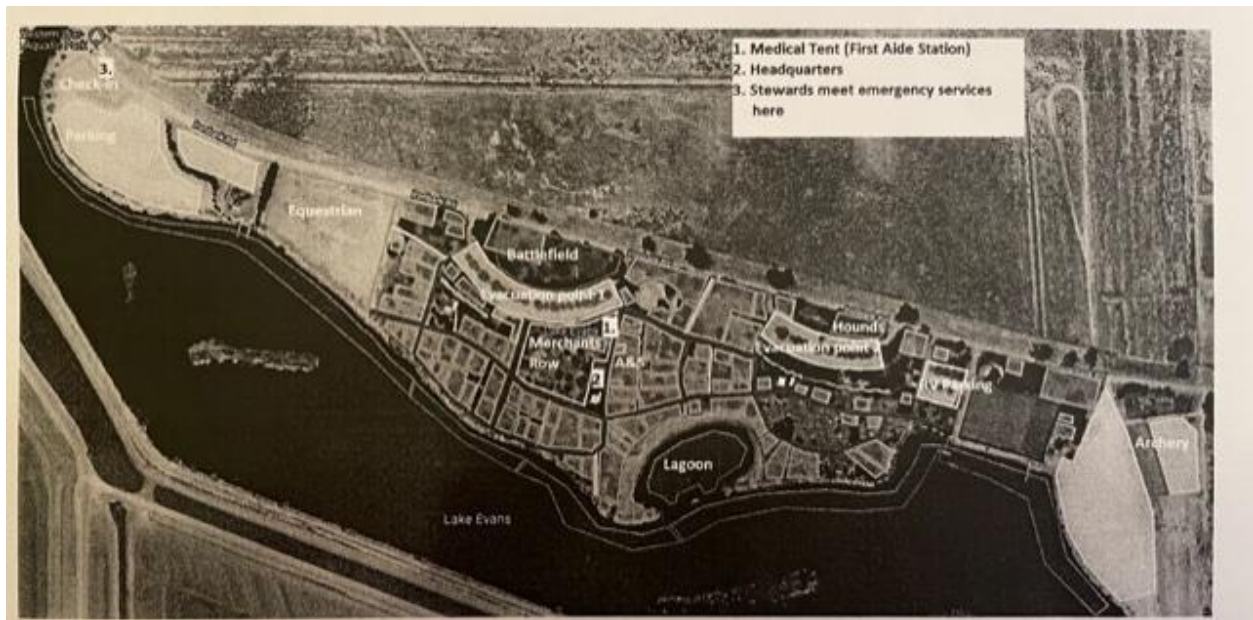
Evacuation routes have been posted at gate, headquarters, and Arts and Sciences. The following information is marked on evacuation maps:

- Primary and secondary evacuation routes (site personnel should know at least 2 evacuation routes)
- Assembly points

Each camp, and each individual merchant is required to have a fire extinguisher (see fire safety rules below).

Everyone located to the north of Arts and Sciences will be directed to Evacuation point 1. From this point they will proceed north along Ironbark road toward the concrete parking lot on the north end of the park.

Everyone located to the south of the Arts and Sciences area will be directed to Evacuation point 2. From this point they will proceed south along Ironbark road toward the dirt overflow parking lot on the south side of the event.



Fire Emergency

When a fire is discovered:

- Notify a member of the constabulary or headquarters-Constables patrol site from 24/7 starting Tuesday 11/4 they are identified by their blue constable sash
Headquarters is staffed from 6am until 2am Monday (11/3) through Wednesday (11/5) Thursday, Friday and Saturday Headquarters is staffed 24 hours Headquarters is located at the center of the event next to the Merchants' Village and Arts and Sciences.
- Headquarters will notify the local Fire Department by calling 911. Headquarters will notify event stewards.

Fight the fire only if:

- The fire department has been notified
- The fire is small and not spreading to other areas
- Escaping the area is possible by backing up to the nearest exit
- You can reach the nearest fire extinguisher (all tents are required to have a fire extinguisher nearby)

Upon being notified about a fire emergency, occupants must:

- Assemble at the designated evacuation point
- Remain outside until the competent authority (event steward) announces that it is safe to re-enter.

Fire Safety Rules

1. No trenches, wastewater pits or ground fires allowed.
2. All fires must be in a brazier elevated at least 12 inches above the ground
3. All braziers require a fire extinguisher or bucket of sand and a spade be located nearby
4. All RV's and tents require at least 1 fire extinguisher
5. All kitchens require fire extinguisher close by
6. No open fires inside tents
7. No firearms or Fireworks
8. Tiki torches must be staked in a firm and stable manner
9. No Coleman fuel to be used in tiki torches
10. No flammable liquids to be thrown into fires
11. Campfires and torches may not be left unattended at any time
12. Constable patrols are authorized to enter camps and extinguish fires left unattended.
13. Fire play (juggling, twirling) is not allowed on site
14. In the event of fire, immediately notify constabulary or headquarters
15. If the fire is small. Use an extinguisher to control the fire.

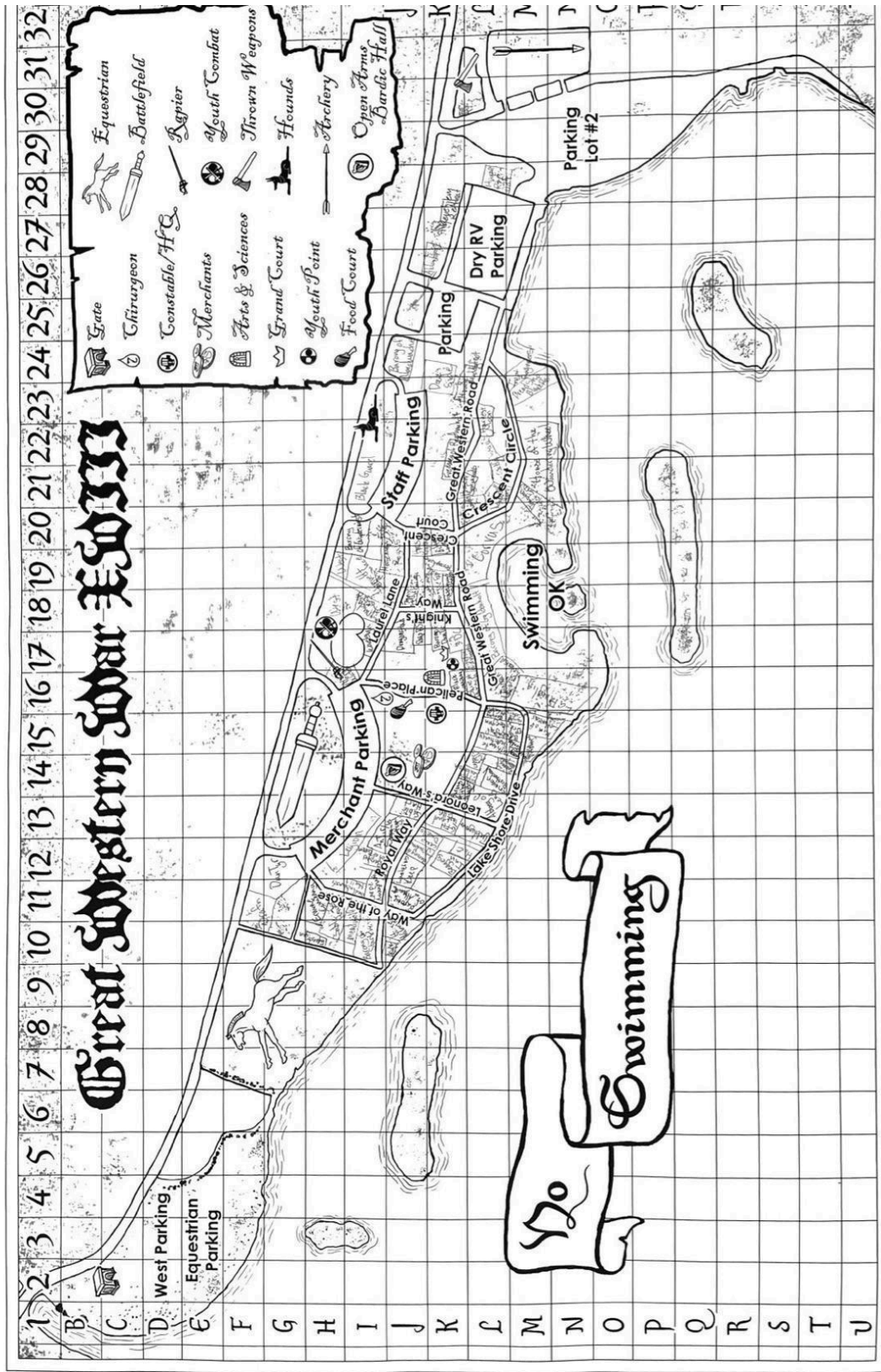
Medical Emergency

Steps in Case of Medical Emergency

1. Contact Headquarters or a member of the Constabulary about the emergency.
Headquarters is staffed from 6am until 2am Monday through Wednesday. Thursday, Friday and Saturday Headquarters is staffed 24 hours
2. Headquarters (Location 2) will radio the medical volunteer on call and dispatch them to the location of the emergency. There is a medical volunteer on call 24hours a day beginning on Tuesday of the event. They are provided a radio and their own channel for emergency calls. During the day they staff the medical tent listed on the map (Location 1). They have access to a flatbed golf cart, stretchers and cots.
EMTs are available during the following hours:
 - Tues (11/4): Noon-8PM
 - Wed: (11/5) Noon-8PM
 - Thurs: (11/6) 10AM-Midnight
 - Fri: (11/7) 10AM-Midnight
 - Sat (11/8) 10AM-Midnight
 - Sun: (11/9) 9AM-3PM
3. Once the medical volunteer reaches the site of the emergency they will assess the severity of the situation and make a call to headquarters if needed.
4. Headquarters will contact the Event Stewards, Site Liaison and/or EMTs and make a call to emergency services to dispatch an ambulance. The site liaison will also notify the park rangers that emergency services have been called.
5. The emergency services will be directed to the north entrance of the park, located on Ironbank Road near south of Golf Course Road.
Staff will be stationed at the north entrance of the park as well as the ranger station to meet the ambulance.
6. Once the ambulance arrives, one of the Event Stewards will meet them in the parking lot and direct them along the roads to the location of the emergency. The main roads between the camps are marked in blue on the map. These roads are wide enough to support an emergency vehicle and run North>South, East>West.
7. Event Stewards will follow up with Emergency Services to file a report.

Medical volunteers typically number between 4-5 individuals with at least basic CPR/AED training

In cases of emergency the privacy of injured must be ensured.



Pets at War

Wildlife

There are many forms of wildlife that are residents of the site. As a general rule, please respect all the wildlife in the area and do not harm them.

Dogs at War!

Bringing your pet to war can be a big decision. Not only do they miss the familiarities of home, they are required to deal with all sorts of strange noises, large Some deal with it better than others, so you have to decide whether they'd be more comfortable with crowds, temperature changes, and more. you or at home. If you choose to bring them to war, here are a few tips guaranteed to make everyone's war better, safer, and less stressful.

Tag 'em

Despite your best efforts, your pet may somehow escape or become lost, which can be complicated by the unfamiliar surroundings, sounds, and smells. All dogs should be wearing tags with their humans' modern contact information as well as a city or county license. In addition, consider adding a tag with specific SCA/camping information that will help reunite you with your pup on site more quickly. It's easy to laminate a small piece of paper with your SCA name, household, camping space, and mobile number, then just punch a hole and slip it in with the other tags. This will help the war staff to reunite you with your pet on-site rather than sending your pet on a stressful trip to the pound.

In the event that your dog loses his collar (and all identifying tags), a microchip is an excellent way to protect your pet and make reuniting a much better possibility. It's a quick, inexpensive, painless procedure that provides incredible peace of mind. Talk to your vet about micro chipping.

In the event of a loose or stray dog, the war staff will attempt to catch and return your pet if properly marked. However, the staff has been instructed to be extremely cautious when handling stray animals. If your pet demonstrates aggression or other dangerous behavior, county animal control officers will handle it.

Pet Owners will be issued a self-stick wristband when checking into gate to secure to your pets' collars. Please label your gate-issued wristband with your complete information: SCA/Legal Name, Camp Name, and your cell phone number.

Vaccines

Protecting your pet with the proper vaccinations is not only smart, it's the law. And not only modern law, but kingdom law too! **All dogs in Caid** must be able to show proof of a rabies vaccination. A great way to make sure you always have this handy is to store a copy of your vaccination records in the vehicle your dog travels in.

Since your hound will potentially rub noses with many new friends at war, it's also smart to protect

them with the other recommended vaccines such as: Parvo, Corona, DHLPP (Parainfluenza, Adenovirus, and canine distemper) and Bordetella (Kennel Cough). An ounce of prevention is worth a pound of cure.

Pests

Camping out, even in civilized Caid, can expose your pet to all sorts of pests such as ticks, mosquitoes, and fleas—all of which carry all sorts of nasty stuff such as Lyme disease, West Nile Virus, and tapeworms, among others. Protect your dog with a good prophylactic like K9 Advantix. It's way easier to take the precautions and prevent infestation rather than deal with the aftermath. Your pet will thank you for it.

Bad human, no biscuit!

The opportunity to bring your pet to war is a privilege; please protect it with responsible, thoughtful behavior. By following a few common sense rules you'll ensure our 4-legged friends are always welcome at war.

Scoop the poop

This sounds obvious but apparently isn't to everyone. Please, watch your dog carefully and always carry 3 bags with you at all times. And in the name of chivalry, if you see some that has been missed, pick it up. You'll be a hero to all and the person you save from stepping in it may be yourself. Be sure to securely tie waste bags before disposing in the trash and never throw them in the porta-potties.

Keep a leash on it

No matter how well behaved your dog is or how small or inconsequential your dog might seem: Keep your dog on a leash. Not only is it good canine manners, it's the law. Not everyone is comfortable with dogs approaching them—be respectful and keep your pet under control at all times. Remind children to always ask the owner's permission before approaching and petting a strange dog. And be a cautious owner—hounds that are normally friendly and kid-safe at home may react differently in an unfamiliar situation. Be sure your dog is comfortable and relaxed before allowing people to come up and love them. And if you allow your children to walk the family pet, please consider the dog's strength and excitement level at war: Excited dogs can lunge or run unexpectedly, potentially injuring small children.

Home Alone

Most dogs want to be with their pack. Be courteous to your neighbors and please don't leave your dog alone in camp. A normally well-adjusted hound may react to being left in a strange place in a variety of different ways including non-stop barking, crying, or frantic attempts to escape and find you. Take your pup with you while you're out and about, or designate a human to keep him company. And never, ever leave a dog unattended in a tent, pavilion, or vehicle. The temperature can rise quickly and become dangerous or deadly faster than you think.

Respect the wildlife

Buena Vista Aquatic Recreational Area is home to a host of creatures that could potentially be dangerous to your pet. Be on the lookout for snakes, coyotes, buzzards, owls, skunks, opossums, gophers, squirrels, geese, ducks, and even cats. If you should have a chance encounter, try to keep your pet calm and put as much distance as you can between you and the wildlife. Report dangerous predators to the war staff, and for goodness sake don't try to handle any local creatures yourself.

Special procedures for a mountain lion encounter

Stay calm and do not run, turn your back, or walk away. Keep your pet as close to you as you can. Give the cat plenty of room and a way to escape, as most will avoid a confrontation if possible. Try to appear larger than you are by raising your arms overhead and opening your jacket or cloak. Yell aggressively, make lots of noise and throw rocks, branches, or other objects if necessary. Avoid bending or crouching. Should you be attacked, fight back, try to stay standing, and face the animal as they usually go for the head and neck area.

Off-Roading

If you adventure into the wilds of Buena Vista Aquatic Recreational Area with your pet, be aware of dangerous plants and foliage. You could find stinging nettles, thistles, foxtail, poison oak, and more. Poison oak can be transferred easily from your pet to you. Be aware and careful.

Be Prepared

Be sure to pack and bring all the gear, food and water your pet will need over the weekend. Make a list you can double-check before departing. Here are some suggestions, but make sure to personalize with items important to your pet.

Food

Dry or wet, pack enough for every day you plan to be at war plus an extra day or two just in case. Store dry food in a waterproof, bug-proof container.

Water

Plan for several gallons per pet in case it is hotter or dryer than anticipated. Pets appreciate water from home that smells familiar, and you want to do everything you can to encourage regular hydration. For dogs that won't drink away from home, bring a couple cans of low-sodium chicken broth. This usually entices even the most finicky or stressed-out pet to drink.

Bedding

Southern California is considered a high-desert climate and it can be quite cold at night in November even if it's hot during the day. Be prepared with bedding that keeps your pet off the ground as well as blankets and jackets for dogs that are susceptible to cold.

Shelter

Be sure to bring a kennel or cage where your pet can retire and relax away from noise, people, heat/sun, and predators with some sense of privacy/security for when the war becomes overwhelming. This is very important for animals that stress in unfamiliar places.

The Essentials

Medication, poop-bags, bowls, extra collar and leash, sunscreen, chew toys/bones, treats, brush, etc.

First Aid Kit

This doesn't have to be elaborate, but why not be prepared with a waterproof kit containing the basics for minor problems. Some examples: Hydrogen Peroxide, Betadine solution/scrub, Antibiotic

ointment, Antibacterial pads/wipes, Tweezers and/or sterile needle (for ticks and splinters), Scissors, Syringe (to flush a wound), Sterile gauze pads/bandaging material, Ace bandage/vet wrap (for bandaging, stabilizing joints/bones or a make-shift muzzle), Vaseline/Bag Balm, Instant ice pack/heat pack, Towels, Bandana or cloth strips, Cotton and q-tips, Milk of Magnesia (for stomach upset and some types of poison ingestion), Pepto Bismol (for stomach upset and some types of poison ingestion; do not give to cats), Kaopectate (OK for cats and dogs), Benadryl (for allergic reactions, bug bites, and stings), Aspirin (for dogs only, NOT ibuprofen or acetaminophen, 1 tablet/60lbs), Gentle pet sedative such as Rescue Remedy (available at health food and some pet supply stores), Can of wet food (can help reduce effect of poisoning), Flashlight, Thermometer (know your pet's baseline temperature in advance. Average temperature for cats and dogs is between 100.5-102.5 degrees F), Compact thermal blanket (for shock/cold), Emergency number for local vet along with directions (also good to include your personal vet's contact info as well as copies of vaccination records, medications and medical history if applicable).

Ready your canine athlete

If you plan to participate in the lure coursing activities be sure to come prepared with a hound that is in relatively good physical condition. Just like human weekend-warriors that overdo it, dogs can become sore or injured when asked to do activities at levels they are not accustomed to. Spend the time at home working up to a good fitness level and you'll be more likely to come home from war with a healthy, happy dog. Simply walking your dog for 20 minutes at a good pace every day plus a full out run once or twice a week will prepare your canine athlete for a war full of great coursing.

Horses of War

Bringing your destrier to war!

Traveling with horses requires plenty of planning and preparation, but knowing your horse will be safe and comfortable in a new setting will bring you much peace of mind. Make a list of essentials that you can double-check before leaving to ensure nothing vital is forgotten. Here is a start, but be sure to customize your list with items important to your four-legged friend.

Emergency Contact Card – You'll want to be easily reachable should your horse become sick or injured while you're at the war. Contact cards are available in most tack stores, but making your own custom emergency card and laminating it is easy and more permanent. Be sure to include your modern name, SCA name, mobile number, home number, Barony or household you're camping with, camping space and the number of the on-call vet you're using at war. Punch holes through the laminated card and attach to your horse's temporary pipe stall with plastic ties.

· **Health and Vaccination Records** – Be sure to bring copies of all your shot records. Many vaccinations require a few weeks' time to protect your horse, so consult with your vet and don't wait to update your vaccinations until the weekend before war! For those traveling over state lines you'll need a health certificate and proof of negative Coggins issued by your vet within 30 days of your travel date.

· **West Nile Virus** – Make sure your horse has been vaccinated against West Nile virus. The Great Western War site is beside a lake where mosquitos can breed, and birds at the site have tested

positive for West Nile in previous years. In order to avoid catching the virus, horses whose immunizations are not up-to-date should be left at home. For more information on West Nile virus in horses, see the [US Department of Agriculture page](#)

- **Food** – Horses have delicate digestive systems susceptible to colic with sudden changes of food, levels of protein, reduced amounts of hydration and stress. Your safest bet is to bring the hay or feed your horse is currently eating so there is no sudden change in diet. Be sensitive to the timing of his usual meal schedule and stick to it as closely as possible. Bring enough for the days you'll be stabling at war plus a couple days extra for an emergency situation.

- **Buckets** – Bring them for water, manure, supplements, bathing, etc.

- **Supplements / Medications** – Pack any supplements or medication your horse needs in a water-proof, bug-proof, horse-proof container. Don't forget to bring the feed you mix it into if applicable. And it's always good to have Bute on hand for emergencies.

- **Electrolytes** – Because hydration is so important, especially with heightened levels of activity and stress that comes with war, be sure to bring electrolytes just in case. Easily available at most tack stores, they come in a convenient powder form that can be mixed in with water or in a paste form that can be given orally like a wormer.

- **Tack** – How many times have you trailered out and forgotten a bridle or girth? Make a complete list of every piece of tack you need as well as brushes, sweat-scrapers, fly spray, etc. and check through the list before leaving. Bring extras of critical things that might break or fail like a halter and lead, etc. If you plan to dress your horse up, don't forget your caparisons and be ready to do quick fitting alterations if necessary.

- **Blankets** – If your horse is used to being blanketed at night or not used to sleeping under the stars, be sure to bring temperature-appropriate blankets and covers. A waterproof blanket is good to have even though rain is rare in November.

- **Bedding** – A couple bags of shavings in your temporary stall will make your horse more comfortable and help insulate him from cold while laying down.

- **First Aid Kit** – Horses are notorious for cuts, scrapes and other emergencies. Be sure to have the contact number of the closest on-call vet and farrier and pack first aid basics such as Betadine scrub, Hydrogen Peroxide, cotton, sterile pads, bandaging, vet wrap, blue coat powder, Corona or Antibiotic cream, Bute, calming supplements, liniments, electrolytes, thermometer, K-Y or Vaseline, syringe, Benadryl, portable ice/heat packs, scissors, wire cutters, latex gloves, insect repellent/sting kit, etc.

- **Baseline Vitals** – Familiarize yourself with your horse's baseline readings before traveling so you know when things are going wrong.

- Average horse temperature: 99-101° F

- Average horse heart rate: 28-44 beats/min

- Average respiratory rate: 8-20 breaths/min

- Average capillary refill time (check on gums) 1-2 seconds

Ready your equine athlete – If you plan to participate in the equestrian games, tournaments, trail rides, etc., be sure to come prepared with a horse that has physically trained for the endurance and strength required. Just like human weekend-warriors that overdo it, horses can become sore or injured when asked to do activities at levels they are not accustomed to. Spend the time at home working up to a good fitness level and you'll be more likely to come home from war with a healthy, happy horse.

All Other Animals

The only animals allowed to be brought on site are dogs, cats, and horses. (You may not bring birds, rodents, reptiles, etc. from home—Only dogs, cats, or horses.)

There is no fee for pets (dog or cat). Horse registration is separate from camper (human) registration fees.

Most of the common sense tips associated with **canines** will serve you well with any other pet you plan to bring to war. Make sure your pet has species-appropriate vaccines, especially rabies just in case anyone should get bitten. Pack enough food for the entire war plus two days extra. Bring the water your pet usually drinks if you can to avoid upsetting their diet. Probably one of the most important things to remember is to provide a warm, quiet, safe place your pet can retire to should he or she be overwhelmed with the war. Warmth is key, especially at night, as smaller bodies tend to lose heat faster. Please consult a vet for appropriate temperature levels you should aim for.

You'll also want to tag your pet if possible with information on how to find you should you unintentionally part company. Remember, Buena Vista Aquatic Recreational Area is full of wildlife that preys on small creatures. Do not leave your small pet outside (even in a cage) unattended.

Birds at GWW

No pet birds may be brought to GWW. While there are wild birds and sometimes even geese onsite at GWW, you may not bring any birds from home (whether parrots, chickens, etc.). The only home animals allowed to be brought to GWW site are dogs, cats, and horses.

Ferrets are Illegal in California

You may not have Ferrets with you at GWW. They remain illegal in California. Please see the following from the California Department of Fish and Wildlife.

<https://www.wildlife.ca.gov/living-with-wildlife/restricted-pet-species>