

Exhibitors Welcome Pack

The Overlord Show

May 2026

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Chapter 1

General Show Information

This section contains information that is relevant to all exhibitors.

1.1 Standing Orders and Discipline/Code of Conduct

The organisers of the Overlord Show have established Standing Orders and a Code of Conduct to help ensure the event remains safe, enjoyable, professional, and well organised for all participants, volunteers, traders, reenactors, and members of the public. These documents set out the standards of behaviour, safety requirements, operational rules, and expectations for those attending or participating in the show. They are intended to promote fairness, protect the reputation and smooth running of the event, support compliance with legal and insurance obligations, and provide a clear framework for resolving issues should they arise.

Please ensure you have read and understood them before your arrival at the show site.

1.2 Show Dates

This year's show is being held over the late May/Spring bank holiday. The show site will be open to the public on the following days and times:

Date	Access
Saturday	Open to Public (08:30 to 18:00)
Sunday	Open to Public (08:30 to 18:00)
Monday	Open to Public (08:30 to 17:00)

1.3 Show Location

The show is located on four fields known as "The Lawns", situated to the south of the village of Denmead in Hampshire.

There is no officially recognised street address for the site. For navigation, the following provide direction to the main access gate:

Off Forest Road between Furzeley Road and Little Mead, essentially opposite the entrance to Little Mead.

SATNAV: 1 Little Mead, PO7 6HS

what3words: ///potato.passwords.chain

Lat/Long: 50.89590, -1.05967

1.3.1 Routing and Signage

Recommended route

It is strongly advised that all vehicles route via Waterlooville using the A3 and Hambledon road (B2150).

If coming via the motorway, exit the A3(M) at Junction 3. There will be AA road signs from here to the show entrance.

Please note, the entrance gate is set back from the road and may be obscured.

Arriving from the southwest/west of Denmead

Vehicles arriving from the southwest or west of Denmead via backroads from Southwick, Wickham, Boarhunt, Soberton Heath, etc., should join Forest Road. There will be a no-right-turn sign at the site entrance if coming from this direction. Please use the roundabout at Hambledon road (B2150) to make a U-turn unless this is not possible (long vehicle). These routes are less suitable for large or long vehicles. There will be signs from the Denmead village boundary on Forest Road.

Please be aware, there are new traffic calming measures with alternating priority along Forest Road.

Please note, the entrance gate is set back from the road and may be obscured.

Arriving from the northwest of Denmead

If coming from the northwest via Hambledon/Anthill Common, please note there will be no Overlord signs on this route. Follow Hambledon Rd (B2150) south past the White Hart pub. Continue down Hambledon road until the roundabout. Take the 2nd exit onto Forest Road. Follow the signs. The show entrance will be on your LEFT.

Please note, the entrance gate is set back from the road and may be obscured.



Figure 1.1: Show Location

1.3.2 Street View of Entrance



Figure 1.2: Show Entrance gate.



Figure 1.3: Show entrance as seen from west (A3(M) route)



Figure 1.4: Show entrance as seen from east. No right turn onto show site unless unable to make u-turn. This is to reduce traffic build-up.

1.4 Show Layout

The show is split into several areas: the main field, the re-enactors field, the “far” re-enactors and plastic camping field, and the public car park.

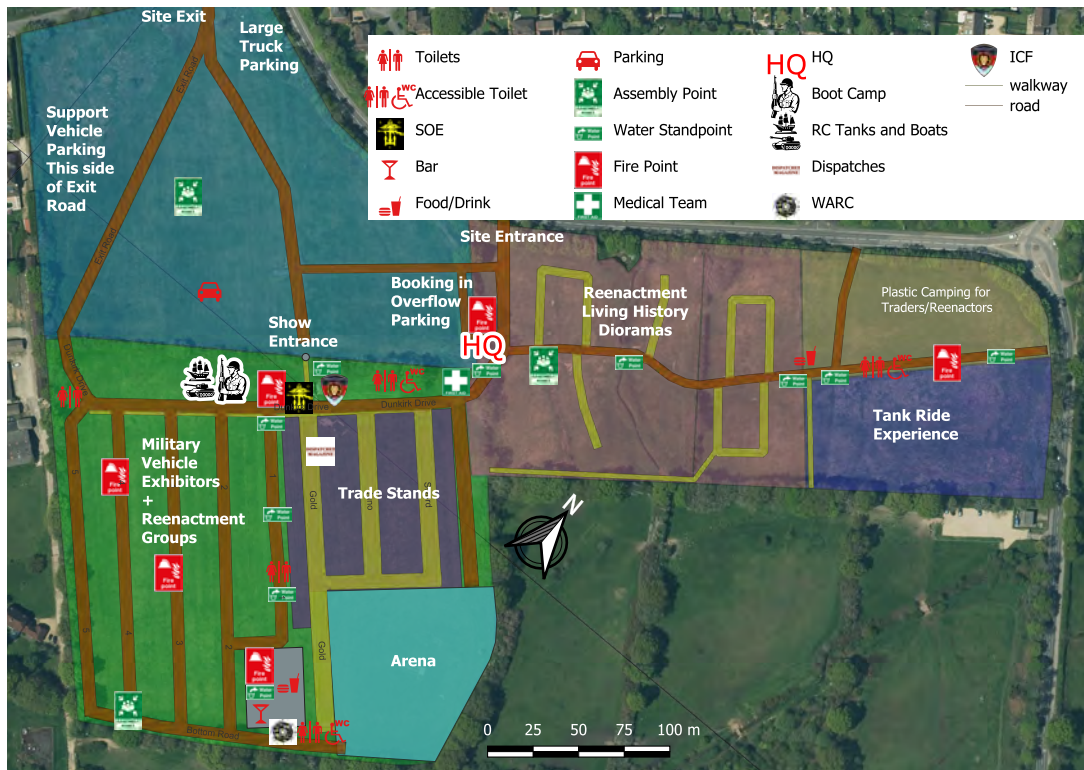


Figure 1.5: Show Layout

1.5 Show Team Contact

During the show duration, the organisers can be contacted by visiting the command tent, via a marshal, or by phoning the show phone number. **The show phone number will be available on vehicle/support passes, and on display at the command tent.** The number not being included here is not an oversight. It is an emergency number, and is not needed in advance of being on-site.

1.6 Site Access

Site access should primarily be via the main entrance gate. All entry gates are closed from 23:00 to 07:00 hours each night for security purposes. The main gate is generally not locked but will be guarded. If security is not present, the gate may be locked. If you need access outside of these times and the gate is locked, you will need to phone security using the main show phone number, and they will open the gate for you. Please ensure you have your vehicle pass displayed and are wearing your exhibitor wristband.

1.7 Security

The security provider for the show this year is Blayde Security Ltd. Blayde is SIA approved contractor. Their role is to ensure a security presence throughout the show, through foot patrols. They will be on-site 24 hours from Friday afternoon to the end of the show on Monday.

During the day, security can be contacted via show marshals with radios, by visiting the command tent, or by flagging the security guards directly. In the evening, security will be in possession of the show phone and can be contacted directly by the show phone number.

Security provide deterrence and reassurance but are no replacement for your own security precautions. Do not leave valuables unattended. Any items of extreme value that are easily portable should be secured to make them immobile.

The show team can not be held responsible for theft of items by members of the public or fellow exhibitors.

1.8 Medical Provision

Medical provision is available on site 24 hours a day from Friday evening until the close of the show on Monday. During public opening hours, medical assistance can be requested through any show marshal carrying a radio or by attending the medical tent. If you are unable to locate a marshal or the medical tent, please contact the show team via the show phone.

The on-site medical team is primarily intended to respond to accidents, injuries, and medical emergencies. All exhibitors are strongly encouraged to bring an appropriate personal or group first aid kit that they may use in the first instance.

Exhibitors with pre-existing medical conditions or additional medical requirements should exercise appropriate caution and ensure they bring any medication, equipment, or supplies they may require during the event.

1.9 On Your Arrival

On your initial arrival, please use the main show entrance.

1.9.1 Booking In

Upon arriving at the show, you will be expected to book in at the command tent. Here we will issue you with exhibitor wristbands and any vehicle or support vehicle passes. We will explain where you need to go to pitch up as well as any other relevant information not detailed in this document.

If there is a large queue, to avoid blocking the road, you will be directed to park in the main carpark, in the area just behind the command tent marked on the map as “Booking In Overflow Parking”. Please walk through the gap in the trees to book in.



Figure 1.6: Command Tent

Please note the command tent, may in-fact be a container instead of a tent.

Please do not exit your vehicle to book in unless you are right by the command tent, or are parked in overflow area in the main car park.

1.9.2 Permitted Arrival Times

Exhibitors are permitted on-site from 12:00 Noon on Thursday, 21st. Please do not arrive before this time without prior arrangement as before this point, we will still be setting up the site.

The show runs on a relatively small number of volunteers, most of which will be busy with other show setup activities. Therefore, there may not be someone permanently stationed at the command tent to book you in.

If there is no-one at the command tent, please check for a notice at the tent entrance for further instructions. Exhibitors who have attended before and are familiar with the show layout may proceed onto the show site and park up, and should return to collect their passes and wristbands before the start of the next show day (9am).

The command/booking-in tent will be expected to be staffed for booking during the following times.

Date	Booking in Staffing Times
Thursday	12:00-17:00 (Not continuously.)
Friday	10:00 to 21:00 (Not continuously.)
Saturday	07:00 to 09:00 and 17:00-20:00
Sunday	07:00 to 09:00 and 17:00-20:00
Monday	07:00 to 09:00

On days the show is underway and open to the public, it is especially important that you arrive before the show opens or after the show has closed to the public. While the

command tent will be staffed throughout the day, the primary responsibility is to run the show, not to book in exhibitors who turn up in the middle of the day.

Plan your route and ensure you arrive within the acceptable times stated above. If this is not logistically possible, you must inform us beforehand, and depending on circumstances, exceptions may be made.

Unless agreed beforehand, those who arrive significantly outside of these times are likely to receive a frosty reception. You have been warned.

1.10 Vehicle Movements

Movement during public open hours

Vehicle movement should be limited to only essential movements during show opening times.

Essential movements are movements to scheduled arena events for which a vehicle is involved, movement of disabled people, and during medical emergencies.

Vehicles used by show staff are exempt from movement restrictions. **Note: show staff may use period vehicles; simply seeing a period vehicle moving does not imply you may also do so without a justifiable excuse.**

Movement outside public open hours

Movements outside of public show opening hours are explained in the exhibitors standing orders.

Wet Weather Movement

If the show encounters wet weather, all non-essential movements should be postponed. Where applicable, 4-wheel-drive should be used at any point there is potential for vehicles to become stuck. Do not risk it. Getting stuck can cause tremendous damage to the ground, which will make the site potentially unsafe to walk on and will impede natural drainage of water making the situation worse.

1.11 Show Timetable

Please see the show programme for the timetable.

1.12 Site Facilities

Please report any deficiencies with facilities to show staff.

1.12.1 Bins

There will be various bins positioned around the site. Please use these for any rubbish that you may create. Please use the bins efficiently and sort general waste and recycling where possible. **Please break down any boxes FLAT before putting them in the bin.**

1.12.2 Toilets

On-site facilities include portable toilets positioned in groups around the show site. There will be three accessible toilets, one located by the showers, a second by the beer tent, and a third in the plastic camping area. The toilets will be attended to throughout the day, providing they remain accessible to the service vehicle.

1.12.3 Showers

Showers are located in the main field at the top of Sword and Juno walkways. These showers operate in the morning before the show opens to the public and after the show has closed until the evening. They will not run throughout the day. Usual times for showers are 07:00-10:00 and 18:00-22:00 but have been known to be kept on later. If, for whatever reason, the showers are not operating between these times, please ask a member of the show team to turn them on. We request that you leave the showers in the same condition that you would wish to find them. Please use the mops provided.

1.12.4 Chemical Toilet Disposal / Elsan Point

There are two chemical toilet disposal points located on site. One is located behind the water point by the showers (this is the above ground IBC not the old underground tank). The second is located in the far end of the plastic camping field. Please do use these containers for your chemical waste. **You must not discharge any black water or chemical waste onto the field. This creates a biological hazard.**

Figure 1.7: Chemical Disposal Point



1.13 Plastic Camping Area

The plastic camping area is found in the “far” reenactors field. This area is specifically for non-military camping. It is primarily used by traders and re-enactors. Due to the limited space, we request that vehicle plastic camping use the designated MIXED camping lanes where possible. This is not a display area, and members of the public should not enter this area. Any military vehicles should be moved to a free space in the vehicle exhibiting area during show opening hours. Tents or caravans/motorhomes should be separated by at least 3m due to the fire risk.

1.14 Beer Tent and Evening Entertainment

We have a beer tent in operation throughout the day and into the evening after the show. There will be musical entertainment that is of general interest in the evening until approximately 23:00. WHAM!DURAN will be performing a different set to last year.

Date	Access
Friday	Stephanie Belle (19:00 to 23:00)
Saturday	WHAM!DURAN (19:30 to 23:00)*
Sunday	Stephanie Belle (19:00 to 23:00)

1.15 Parking Your Support Vehicles

Support vehicles must display a support vehicle pass. If you are bringing a support vehicle, you must either be positioned in an area designated for non-military camping, move it into the designated section of the public car park (Area to the west of Exit Road). **Exhibitors, under no circumstances, should park vehicles off-site in the residential streets.**

1.16 Evening Noise Restriction

Out of respect for fellow exhibitors and our residential neighbours, we require that noise be kept to a minimum between the hours of 23:00 to 7:00. This includes music or generators. The only exception to this rule is the beer tent.

1.17 UAVs/Drones

While in recent years the CAA has introduced legislation and licensing for drones which make it legal to fly certain types of drones over private property, permission is required from the landowner to launch a drone. Under no circumstances may drones of any size be launched at any time without the express authorisation of the show manager.

1.18 Fires and Firewood

Small fires are permitted, providing that they are either raised or adequately contained within a pit and at least 3m away from any tents or other flammable materials. Fires must not be left unattended at any time and should be fully extinguished with water when no longer required. Fires must not be left to burn themselves out.

Firewood is not provided on-site. You must bring your own firewood. Exhibitors must not cut down trees or hedgerows to obtain firewood, but any material which can be found on the ground may be used.

1.19 Fire Points

Fire points are placed at various locations around the show site. Fire points will have a section of fire extinguishers and buckets, which may be used in the event of a fire. **Any misuse, tampering, or vandalism of the fire points or fire extinguishers is a criminal offence.**

1.20 On Your Departure

We request that exhibitors stay for the full duration of the show; however, we know that this is not always possible. We ask that you do not leave during show public open hours. When you leave, please be sure to dispose of any rubbish using the on-site bins or to take it with you. Shortly after the show, you will be sent a survey link. We greatly appreciate your feedback.

1.21 Show Close

When the show closes on Monday afternoon, there will be a significant amount of vehicle movement as most exhibitors begin to leave. There will be large vehicles including HGVs moving and loading on site.

To ensure safety, and to permit easier access to the site for large vehicles, the main entry gate should only be used for exiting by large vehicles and HGV which can not exit via the car park exit gate. All other vehicles should go west on “Dunkirk Drive”, then north on “Exit Road”.

Chapter 2

Information for Vehicle Exhibitors

2.1 Section Contact

The people responsible for the Vehicle Exhibitors are Cori Haws and Andrew Michael. Any pre-show contacts can be made via email to vehicles@overlordshow.co.uk.

During the show, both will be on-site and able to answer questions. They will most likely be found at the command tent.

2.2 Vehicle Exhibits Section Layout

2.2.1 Vehicle Lanes

The vehicle exhibitors' section is found in the main field. It consists of four roadways or lanes which run parallel to the tap line that bisects the main field, with the tap line being lane 1, and the furthest being lane 4.

Each vehicle roadway is approximately 8m wide and separated by approximately 20m. The roadway entrances will be marked out using rope pins and red and white tape so that entrances are obvious, and a sign indicating the lane number. To assist with defining the lanes, several guide lines will be positioned along their length. These will be two rope pins connected with red and white tape. You are permitted to These will be removed once the lane is sufficiently well defined.

There is a roadway (effectively lane 5) which separates the back of the last vehicle lane from the hedgerow and follows the field boundary, eventually arriving at the main arena.



Figure 2.1: Vehicle Exhibitors Field indicating permitted camping. Military camping is military-style tents only. Mixed camping is any form of camping including civilian tents, campervans/motorhomes.



Figure 2.2: Signs indicated lane number and permitted camping

2.2.2 Pitch Size

The Overlord Show works on the assumption that the average vehicle exhibitor should be able to contain their pitch to 5m width by 10m depth. Long vehicles and those with caravans or motorhomes may take up additional space. For each exhibiting vehicle, you are entitled up to an additional 5m of frontage depending on the vehicle. Motorcycles or quad bikes do not require the full 5m. Please do not be greedy. Assuming exhibits follow these rules, we will have space for all exhibitors on-site.

2.2.3 Pitch Allocations

Exact pitches are not allocated. Space is on a first-come-first-served basis.

Those with military tents may pitch up along any of the vehicle lanes, although it is requested use of lanes 1 to 3 are prioritised.

We request that any non-military camping (civilian tents, motorhomes, caravans etc) in the vehicle exhibitors section is limited to the furthest vehicle lane, lane 4, only. This has been decided based on feedback from previous years shows and due to the consistent lack of adequate camouflage.

Utilisation will be periodically checked by the show team and if necessary non-military camping will be allowed to fill spaces in lane 3, but this should not occur before lane 4 is sufficiently full.

If the show team determines that space is required and the field has not been filled, the show team will direct exhibitors to use any available space.

As vehicle lanes are separated by 20m, between each lane is space for two vehicle pitches back to back with access to each pitch from adjacent vehicle lanes. The only exception to this is the pitches between lane 4 and the arena road (lane 5) which is typically only 10m in depth and is accessible only from lane 4.

2.2.4 Arranging your pitch

Exhibitors should position their exhibiting vehicle at the front of their pitch (closest to the roadway) so that the vehicle can be seen and any tentage is placed towards the back.

We appreciate that exhibitors may wish to rope off their vehicle and tentage and understand the reasoning for this. We request that barriers be as transparent as possible to allow a good view of vehicles. Additionally, exhibitors should not rope off excessive amounts of space.

You will be challenged if you appear to be roping off excessive space.

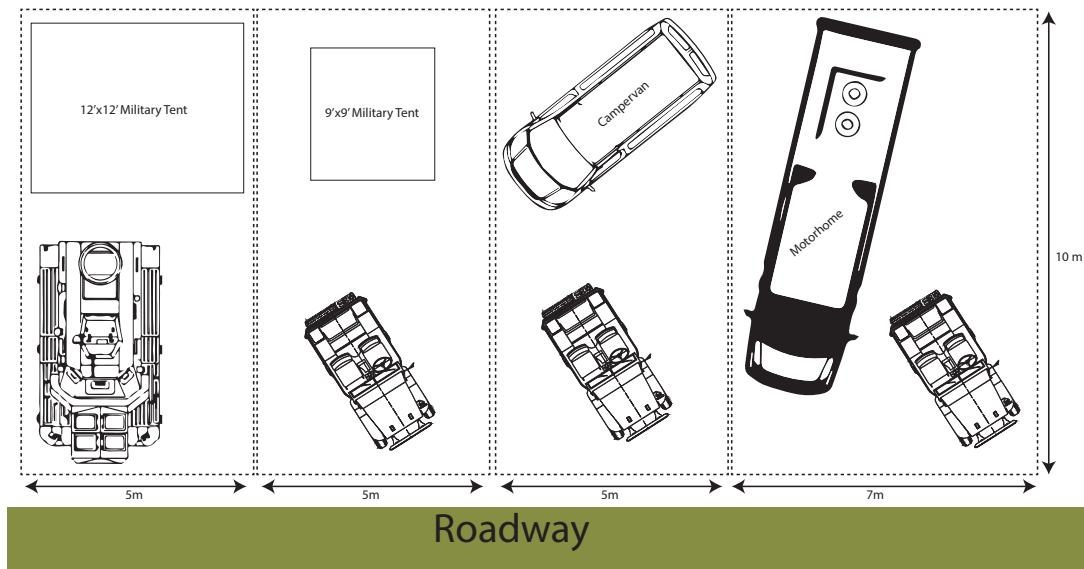


Figure 2.3: Example pitch layout for a single exhibitor with a single vehicle. Image to scale.

2.3 Arena Events

There are several arena events scheduled for each day involving vehicle exhibitors. These are the WWII vehicles parade for WWII and pre-war vehicles of any type, and the postwar vehicles parade for any vehicles after WWII. Vehicles will do a few laps around the arena accompanied by commentary by our extremely knowledgeable commentator Mark Harvey. If you have any specific or interesting things about your vehicle, please let him know before you enter the arena.

Please note that the times for these are in section 1.11. If you would like to attend either of these events, please simply queue along the bottom roadway to the arena about 15 minutes before the event is scheduled to start. There is no invitation; just turn up if you would like to participate in the vehicle parades.

Chapter 3

Information for Reenactors and Living History

3.1 Section Contact

The people responsible for the Reenactors and Living History exhibitors are Cori Haws and David Hill. Any pre-show contacts can be made via email to reenactors@overlordshow.co.uk.

During the show, Cori Haws should be the primary contact and can be contacted at the command tent.

3.2 Pitch Allocations

Pitches have been allocated taking into consideration period, faction, space requirements, and special requests. A map will be provided to you which shows the location, approximate and area of your pitch.

We strive to provide the space that is requested on your application form; however, that is not always possible.

While it can be difficult to get a perspective for the size of your pitch, please note that the map you will be provided detailing your pitch is a scale map. Each grid square represents 5m by 5m. Your allocated area is also listed in square meters (m²).

We note that some groups may find themselves not where they expected to be, and this may also differ from previous discussions with groups. The team makes several iterations of the layout as exhibitors make applications to attend.

Your Pitch

Your pitch will be marked out for you before you arrive using a surveyor's measuring tape or laser measure according to the map. Generally speaking, the boundaries of your pitch will either be marked out using rope pins and rope or plastic tape, or line marking paint. You will be given at least that amount of space detailed on the map though the exact geometry may differ slightly as natural features of the field are not well defined on the map. Usually, when we rope out your pitch, you will end up with more space than displayed on the map as we close up the gaps between pitches.

The show team does survey each pitch during the show to see how well groups use their allocated spaces.

Issues with your pitch

If there are issues with the pitch on the day, please let the section contacts know as soon as possible so we can look at providing a solution. Please do not try to make changes unilaterally, such as expanding your pitch into “empty” space without consulting the reenactors team, as this may cause problems in ways which are not immediately obvious. If you need more space, we can usually accommodate some expansion so long as it does not encroach on other groups.

If for whatever reason you are not happy with your pitch, we ask that you come and talk with the section contacts (other show staff cannot make changes) and we can discuss what can be done for future shows.

3.3 Use of blank firing weapons

Blank firing weapons should not be discharged without authorisation of the command tent. Discharges outside of the arena will only be permitted for test-firing purposes or for pre-arranged displays.

3.4 Trenches

Trenches may be excavated by hand or with assistance of the show team using a mini-excavator. There will be only limited time when someone is available to operate the digger, so if you would like assistance with trenches, please let the show team know as early as possible so that this can be organised.

3.5 Arena Events

There are several arena events which can involve re-enactors, living historians or their vehicles. Any re-enactors who have military vehicles are permitted to join in the vehicle parades. Please see section 2.3 for information on this.

Reenactors or Living History exhibitors who have blank firing weapons may also be involved in the re-enactment battles or skirmishes for which their unit or faction is relevant. Those wishing to participate should communicate with the battle coordinator on their arrival to receive information about the battle briefing. Please see section 3.6 for information on this. **Reenactors cannot simply show up to the arena to participate.**

3.6 Battle Participation

The Battle coordinators are Richard Salter (Show Chairperson), and David Hill (Soviet Front), and Paul Clark (Modern Skirmish). They will hold a battle briefing during the show. You will be informed of the times for this when you book in on-site.

All reenactors who wish to participate in the battle must attend the battle briefing. It is important you attend so that you can be made aware of the battle scenario and to ensure vital health and safety information can be conveyed.

Ammo will be issued in accordance with previously distributed information. Group leaders have been made aware of their groups total ammo allocation.

3.7 Stamp Collection

We are running a stamp collection task for the children this year. There will be 10 punch stamps distributed to various re-enactor groups covering all of the different factions and time periods, spread across the fields. The purpose of the challenge is to encourage children, and members of the public more generally, to interact with the different groups and to ask questions. We suggest that stamp holders aren't too easy to give away stamps, but rather encourage children to ask a question about the group. This said, please do not withhold stamps to those who do not wish to do so. Some children might not take well to being pressured. Please we aware that, the command tent will have a list and map of the stamps.

Appendix A

Site Information

A.1 Description of Fields

A.1.1 Main Field

The main field is approximately 12 acres in size. There are water standpipes along the north-west hedgerow until approximately half way across the field where it then turns and divides the field north-west to south-east.

It contains the military vehicle exhibiting space, trade stalls, showering facilities, food court, beer tent, and arena.

A.1.2 Reenactors Field

The reenactors field is approximately 4 acres. It is bisected by a shallow waterway. There are two bridges across the waterway, one concrete tube section reinforced with soil in the centre of the field, and an additional bridge of metal/wood (lorry bed) construction in the east corner. Traffic should primarily use the central bridge.

This field is used for reenactor and living history dioramas. It also contains the show command tent, along the eastern hedgerow.

A.1.3 “Far” Reenactors and Plastic Camping field

The far re-enactors and plastic camping field is approximately 6 acres. It contains additional space for reenactment groups (south-west side), and for plastic camping (civilian camping for re-enactors and traders) and non-military vehicle parking (north-east).

The plastic camping area is separated from the reenactor dioramas using herras fencing.

It can be accessed from the Reenactors Field through the hedgerow, or via the gate onto the public roadway between Great Mead and the Forest Road/Hambledon Road roundabout. This gateway should only be used by those using the plastic camping area. **This gateway must NOT be used on your initial arrival to the show.**

There are water stand pipes along the length of the field.

A.1.4 Car Park

This field is approximately 10 acres. The central area of the car park should only be used for members of the public. Exhibitors and Traders may park their civilian vehicles in the

area to the west of "Exit Road".