

CIVIL WAR PROGRAM

SAFETY RULES

Marching Through History Expo

RELEASE DATE: September 22, 2005
Revision 1, Add Section 9. Weapons safety check

Section 1 - General Safety

1. All members and guest participants must read and have a working knowledge of the Safety Rules before participating in any reenacting event. Members and guests are personally responsible for this. It is, also, the responsibility of the commanders (military and civilian) and their subordinates, to instruct those under their command in these rules and to enforce the at all times.
2. Hazardous conduct on or off the field is prohibited.
3. There are to be no unattended fires at any time. Water buckets and/or camouflaged fire extinguishers are to be maintained near open fires at all times. A safety area of 10 feet is required between any fire and tents (this does not apply to fires built under flies during the rain; soaked canvas does not burn).
4. Members of the public may not enter any member's tent, unless by express invitation of the owner.
5. Rowdiness, abusive language or public drunkenness will not be tolerated at any time. Unit commanders are responsible for all unit members – military and civilian.
6. No consumption of alcohol during public hours.
7. No illegal substances or activity at any time; violations will be referred to the local law enforcement agency.
8. Spectators will only handle weapons in controlled, demonstration scenarios. The weapon being demonstrated is never to leave the presence and control of its owner. Weapons will only be handled by minors with the parent's approval and only when parent or guardian is present. All weapons so used must be unloaded and in a fully safe condition. Handling of weapons by spectators or noncombatant minors for any reason other than that described above is strictly prohibited.
9. Dogs and other untrained animals are recognized as a potential safety problem and must be controlled or be prohibited.
10. Smoking or open flame is prohibited during the following times: - While handling powder in any form, within the artillery powder magazine Safety Zone; and after battles until all weapons and cartridges have been secured.
11. To avoid unnecessary conflict, at no time will a member pick up another member's weapon without permission from such member. The exception is when the member retrieving the weapon has good faith and reasonable belief that the owner has "lost" the weapon. For purposes of interpreting this rule, cannon implements are weapons.
12. Firearms and powder supplies will never be out of possession, sight or control. To prevent access before, during and after battles or demonstrations, firearms, ammunition, caps and powder supplies will be guarded to prevent theft, unauthorized tampering, personal injury and/or damage to the explosives. No loaded weapons, caps, ammunition or powder will ever be put into the hands of spectators, minors or noncombatants. The individual gun or powder owner will be held responsible.
13. The possession of live ammunition, either period or modern and/or the possession of modern weapons in camp are prohibited, except as may be possessed by sworn peace officers or those retired with current carry permits.
14. Weapon firing or clearing of weapons outside of the battlefield must be authorized and supervised by a member of the unit leadership. Prior to clearing weapon, make sure you have a 10 yard safety distance from any general camp area or spectator area and 20 yards from any picket lines and give the alarm "fire in the hole, or firing". Indiscriminate firing of weapons is not permitted. The exception to this rule is where weapons are being cleared on order in formation.

Section 2 - Battlefield and Camp Safety & Security

Battlefield Safety Zones:

A Safety Zone of 10 yards is required between or around:

- Anyone carrying unsecured and/or live weapons, and the public;
- Anyone carrying loaded weapons, and artillery ammunition boxes, limbers or caissons;
- Artillery powder magazines, tents, structures or anyone, and anyone not an authorized member of the artillery;
- A loaded artillery piece, and persons standing to the side of the muzzle (except the gun's crew);
- Anyone firing weapons, and the persons the weapons are aimed at (if persons are within 10 yards, weapons are fired straight up in the air).
- The active area of the “battlefield” and any spectator or other public areas. All troops are prohibited in this area.

A Safety Zone of 20 yards is required between or around:

- Anyone firing weapons, and mounted persons the weapons are aimed at (if mounted persons are within 20 yards, weapons are fired straight up in the air);
 - Anyone firing weapons, and mounted artillery pieces or wagons (weapons are not fired at all within this Safety Zone);
 - Anyone firing weapons, and equine picket lines;
 - A loaded artillery piece, and persons standing in front of the muzzle;
 - Artillery emplacements (guns and ammunition boxes), and the public.
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Spectator Safety Issues:

The public is not allowed:

1. On the battlefield, during battle scenarios, this will include the time after engagement while troops are still present on the field;
2. On the battlefield between battle scenarios if live ground charges are present, or demonstrations are being held;
3. In military camps during battle scenarios;
4. In the Civilian Town during battle scenarios unless the Town is declared open to the public;
5. In any member's tent, unless by express invitation of the owner.
6. The public is allowed on the field immediately following battle scenarios only if they are part of approved tours of the field guided by Event Host members.
7. The host site event organizers and the Safety Coordinator are responsible for the marking and placement of battlefield spectator barriers.

Battlefield:

- Barriers are patrolled by Provost Guards or Safety Team members during all battlefield operations.
- All Provost Guards or Safety Team members will be courteous but firm when requesting spectators or guests to relocate to a designated spectator area.
- Spectators not cooperating with Provost Guards or Safety Team members will be referred to the host site organizers for removal, or to the police for arrest and prosecution.
- Provost Guards or Safety Team members also patrol the Civilian Town and Army Camps during battles.
- Members are not allowed in the military camps during battle scenarios unless they are wearing period clothing.
- "Mounted" vehicles-- artillery pieces, limbers, caissons or wagons, drawn by horses, mules or oxen-- always have a clear route off the battlefield in case of an emergency.
- Troops attempting to "capture" such vehicles on the battlefield and during a battle will leave at least one open avenue for the animals to move through in an emergency, and obey the safety instructions of the lead driver of the vehicle.

! The call "Medic!" is for use in actual emergencies only! For living history, call "surgeon," "stretcher bearer," or other period terms.

Additional Safety Rules pertaining to the Battlefield:

- The minimum age to carry a weapon, service an artillery piece or ride with the cavalry is 14. No one under the age of 14 is allowed on the field, and no one under the age of 14 will carry or use a weapon of any type while in camp or on the field.
- Canteens are required for all those participating in battlefield activities.
- No Re-enactor may be armed with more than one long arm. No more than two revolvers may be carried by any re-enactor, and each must be in an appropriate holster. No pistols in belts, pockets, etc. Extra pistol cylinders may be carried on the field in an appropriate leather pouch.
- Cartridges shall be carried in cartridges boxes. Tompions shall be left in camp. No wonder Wads shall ever be used.
- Hand-to-hand battle scenarios, (which can include operations within the safety zones of Artillery, Infantry and/or Cavalry units) require the permission of the Army Commanders, and practice in the techniques by the participants prior to utilizing the hand to hand in the field. Before engaging in any hand to hand all weapons must be cleared and empty. Individuals who find themselves in

unauthorized hand-to-hand combat will surrender, take a hit or run away, as appropriate. After the battle the individual instigating the unauthorized hand to hand will be reported to Brigade command.

- If a “Field Hospital” is established within the Battlefield area, then there will be no weapons fire within 10-yard zone taken from the position of the Hospital fly or Tent.
 - During battlefield activities, any member, observing a situation that is in violation of a safety rule, may be allowed to correct the situation immediately, otherwise, if not resolved, may call a cease fire, which shall remain in effect until the situation is corrected or resolved. Officers on the field may take reasonable steps to correct the situation without calling "Cease Fire" if it is likely to be quicker and safer. To make a cease-fire obvious and quick the individual calling the cease fire due to safety will take his weapon (rifle or sword) and hold over their head longitudinally, using both hands. A signal that can be repeated by additional participants until the cease-fire has been produced.
 - Soldiers may fire from the prone position only when commanded to by their CO. Before firing the soldier will elevate his muzzle above any tall grass, sand or loose rocks (permission is withheld for fire danger, or if loose gravel may be kicked up by muzzle blast).
 - A wounded party may never fire from the ground. A soldier should discharge his weapon before falling.
 - No ramrods or bayonets shall be used on the battlefield. Rammers and bayonets shall be secured while on the battlefield.
 - Non-combatant members are not allowed on the active battlefield with the exception of period military medical impressions, and war correspondents or scripted scenarios that have been approved by both brigade commanders.
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Section 3 - Long arm Safety

1. Weapons shall be clean in good repair and inspected per Section 9 prior to use.
 2. All weapons will be field cleaned at the end of the day.
 3. Weapons will be loaded only when designated by your CO.
 4. Only FF or FFF grade black powder will be used (absolutely no black powder substitutes are allowed).
 5. At no time will ramrods be drawn on the field.
 6. Long arm cartridges must be made of paper, and tied with string if desired, but no staples, tape, or glue or other methods of securing the cartridge are used conforms to the civil war period. They will be made prior to battle and will contain no more that 75 grains of black powder for 54 to 58 cal weapons, 90 grains for 69 cal weapons or 130 grains for 10 gauge shotguns. These loads are the maximum allowed and should not be regarded as a suggested load for the weapon size.
 7. Powder horns, flasks or other free loading devices are not allowed on the battlefield.
 8. When loading, only the powder will be placed in the barrel, no paper. Exception is when specially treated silver nitrate paper is used for breech-loading carbines.
 9. When discharging a weapon inside the minimum safety distance, the weapon will be discharged straight up at a right angle to the ground.
 10. Carbine and other shoulder arm cartridges conform to Civil War specifications. Hard-cased ammunition is sealed only with compressed Cream of Wheat, or with "crumbling" floral foam and "shooting grease," *but not both*.
 11. Ramrods are allowed on the battlefield when securely attached to the long arm, and are not used in loading unless in controlled firing demonstrations. Paper cartridge wrappers will not be loaded in muzzle-loading long arms due to potential fire hazard.
 12. Long arms are reloaded on the battlefield only with prepared cartridges.
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Section 4 - Pistol Safety

1. Revolvers and other pistols of 36 cal. shall be loaded with no more than 15 grains of powder. Pistols of 44 cal. shall be loaded with no more than 30 grains of FFF powder only. These loads are the maximum allowed and should be not regarded as a suggested load for the weapon size.
 2. Single shot pistols may be loaded with 40 grains and will be treated as a long arm in other respects.
 3. Only dry material of the following can be utilized as wadding for pistols and revolvers: Cream of Wheat, or with "crumbling" floral foam and "shooting grease," *but not both*. All other wadding is prohibited.
 4. Pistols are reloaded on the battlefield only with prepared cartridges or spare cylinders.
 5. Powder horns, flasks or other free loading devices are not allowed on the battlefield.
 6. Re-enactors using revolvers may carry extra cylinders provided the cylinders are pre-loaded, and securely carried in a leather pouch designed specifically for this function.
 7. Minimum distance for aimed pistol fire is 10 yards.
 8. All pistols are carried in a holster when loaded to avoid accidental discharge. Pistols are not carried in waistbands, belts or boots, whether loaded or not. Carrying pistols in waistbands or belts is prohibited.
 9. Pistols are considered secured if they are carried in a holster with the flap closed, or a loop over the hammer.
 10. Pistols are loaded on orders of the unit commander, and on these orders, pistols may be loaded prior to battle scenarios.
 11. Orders may also be given to reload automatically during battle scenarios.
 12. Cylinders shall be loaded as follows:
 - Charge all chambers with black powder.
 - Place Floral Foam in each chamber and ram down foam, or fill remainder of each chamber with Cream of Wheat rammed down tight.
 - Completely seal each Floral Foam loaded chamber with grease.
 - Percussion caps are not applied to revolver cylinders until the chambers are loaded.
 13. Pistols shall either be discharged at the end of a battle or have the caps removed and the pistol secured.
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Section 5 - Bladed Weapons

1. Steel bayonets may be fixed for parade, guard duty, arms inspection, stacking arms, drill, digging in, or other non-battle scenarios, at the direction of the officers.
 2. Bayonets will be fixed only at the order of the field commanders (except for public demonstration). Metal bayonets will never be drawn on the battlefield.
 3. During battles, only “non-lethal” (plastic) bayonets are fixed, and only on the orders of field commanders for use in fully choreographed and planned scenarios. Companies participating in such scenarios carry only non-lethal bayonets onto the field for battle, and commanders of such companies inspect their men prior to battle to ensure that steel bayonets are not carried.
 4. Swords may be drawn only by officers or at the direction of the cavalry or artillery officers on each side.
 5. Knives shall not be drawn on the field and will be tied or otherwise secured to their sheaths.
 6. Except as otherwise noted in this section, bladed weapons shall not be either drawn or used on the battlefield and must be secured in the scabbard or sheath.
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Section 6 - Artillery Safety

1. The Civil war program shall follow the current artillery rules for the Marching through History Expo.
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Section 7 - Horse Safety

1. Attacking horsemen must honor all of the safety zones contained within the Battlefield area.
 2. All riders and horses will be tested by the equine safety officer of each Branch of the Organization or their designee for their riding ability. It should be noted that each horse to be used by a member, must be tested individually. Testing is not required for participants holding current PACWAR association membership with equine test stamp.
 3. All horses must be tested with firearms.
 4. Horses and mules must have safe and serviceable tack and shoes (if shod), and be in "sound" health. All tack and shoes will be inspected for serviceability.
 5. Surcingles are required on military and civilian single-billeted saddles, except artillery team valise saddles.
 6. Horses may only be touched or handled by the owner or by persons designated by the owner.
 7. Those in charge of picketed horses or mules ensure that members of the public approach the animals from the front or side only, not from the rear, and only with permission.
 8. There will be no fighting within 20 yards of picketing areas when in use.
 9. The senior horseman of each side will be responsible for the placement of horse picketing areas. Horses and mules, when not in use, are tied to a picket line, or other secure objects, kept in sturdy corrals or pens, or tied to picket (or grazing) pins with lariats. If on picket pins, they are far enough away from tents that animals secured to them are always at least *30 yards* away.
 10. Stable guards, or owners, keep watch on picketed horses or mules throughout public hours.
 11. The picket line shall be kept taut and horses will be securely tied to the picket line.
 12. Management of animals after public hours is at the discretion of the mounted Unit Commanders.
 13. For members with horses or mules not in a mounted unit, the Army Commanders or Civilian Corps Coordinator may delegate responsibility (e.g., to the owner, or to a mounted Unit Commander).
 14. Horses and mules must be ridden at a walk in camp streets, and when entering the battlefield via avenues through the public.
 15. Horses and mules are not intentionally spooked or stampeded.
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Section 8 - Spectator Safety

1. At no time shall any weapon be pointed at a spectator who is closer than 20 yards away.
2. No weapon will be fired within 10 yards of a spectator.
3. If, at any time, a spectator enters the battle area a cease-fire will be called by any member observing the action. The cease-fire will be maintained until the spectator is removed from the battlefield (*see cease-fire above*).
4. Individuals assigned to provost have absolute authority to call cease-fire and redirect soldiers or units that are positioned too close to the crowd.
5. The host event site and/or Board shall be responsible for the placement of spectator viewing areas. These shall be patrolled by readily visible "guards" to keep the public in proper place while battlefield operations are going on.
6. All safety members assigned to safety activities involving spectators and guests will use utmost courtesy when requesting that spectators or guests relocate to a designated spectator area. Any abusive attitude or language is prohibited.
7. The battlefield will be cleared of spectators a minimum of 10 minutes before a battle..
8. The Program Announcer, if any present, shall remind spectators of safety precautions before each battle.

Section 9- Weapons Safety Check

- A. Prior to every battle or firing demonstration the following safety inspection shall be made of all weapons to be fired, by an officer or designated Sergeant;
1. Pistols shall be visually inspected for clean and debris free barrels and cylinders.
 2. Rifles and muskets shall be inspected for clean barrels as follows; A metal ramrod shall be dropped into the bore and cause a distinct metallic sound as the ramrod hits the breech. A cap shall be fired with the muzzle pointed to the ground so as to produce dirt or sand movement indicating bore is clear.
 3. The weapon shall be checked for loose hammers, nipples and barrels. Check to see that the "half-cock position cannot be disconnected by striking with the heel of the hand. There shall be no "hair triggers".
 4. Cartridge and cap boxes shall be inspected to ascertain that cartridges comply with C. above, that no balls are present, that only approved breechloading charges are present, wads are proper, and that no full powder flasks are being carried.
 5. The bore of every cannon shall be visually inspected with a light or mirror immediately before the battle and shall not be left unattended until secured.
 6. All defects shall be corrected on the spot and re-inspected. Weapons that cannot be corrected shall be removed from the grounds.