

The Florida Park Service Historic Weapons Event Information

A Guide for Reenactors

Battle of Olustee
Olustee Battlefield Historic State Park
February 16 – 18, 2018



**FLORIDA
State Parks**
*...the Real Florida*SM



Welcome to the Florida Park Service Historic Weapons Firing Safety Program!

The Florida Park Service Historic Weapons Firing Program consists of events and demonstrations, including battle reenactments and other interpretive programming involving the use of historic weapons. Safety is a priority during all demonstrations and events involving historic weapons.

The Battle of Olustee Civil War Reenactment is coordinated by The Florida Park Service and The Olustee Battlefield Citizen Support Organization in cooperation with the USDA Forest Service, and The Blue-Grey Army, Inc. of Lake City, Florida. Participants at the Olustee Battle Reenactment must abide by the regulations established by the Florida Park Service, The Olustee Battlefield Citizen Support Organization and the USDA Forest Service. All Reenactors participating in the Olustee Battle Reenactment events are considered to be volunteers of the Florida Park Service. Volunteers of the Florida Park Service are covered by worker's compensation and liability insurance.

Safety Supervisors, commanders and camp coordinators will be clearly identified in the materials provided at registration. Questions regarding participation in the Olustee Battle Reenactment should be directed to the Event Coordinators – Jim Ellis at James.D.Ellis@dep.state.fl.us or Elaine McGrath at Elaine.McGrath@dep.state.fl.us.

Participation Requirements

Registration

- All participants are required to register by completing the Olustee Reenactment Registration Form and Florida Park Service Volunteer Application & Agreement or the Florida Park Service Group Volunteer Application & Agreement.
- Registration cards will be issued and must be carried at all times during the event.
- Proof of age is required for registration.
- Any participants who are not affiliated with a unit at the event will be assigned to a unit and will act as members of that unit during the event. Any participant that does not have a commander willing to accept responsibility for them as a unit member will not be allowed to participate in battles on the field.
- Participants are encouraged to pre-register.
- All Artillery must pre-register

Volunteer Expectations

- Volunteers are essential to the Florida Park Service and help us perform our mission.
- ALL Volunteers must complete either the Florida Park Service Individual Volunteer Application or the Florida Park Service Group Volunteer Application before participating in this event to be covered by the State of Florida worker's compensation and liability. More information is available at <http://www.floridastateparks.org/get-involved/volunteer>.
- Each volunteer needs to be covered by the State of Florida workers' compensation and liability.
- **Each unit commander is responsible for the conduct of participants in his unit** (this includes women and children). The Commander is responsible for making sure that each member of the unit is aware of the participant guidelines and safety rules and they understand and abide by them.

Age Requirements

- The minimum age at which Reenactors (Demonstrators) are permitted to participate in carrying or firing historic weapons during FPS demonstrations is 16 years.
- If reenactors are under 16 years of age, they may still participate in areas appropriate to the event or demonstration that do not require weapons handling; children must remain under parent, guardian or unit supervision at all times.
- Children are not permitted on the field during the reenactments. Exception is made for functional musicians (boys 11 or older who can actually play a drum, a fife or a bugle). Young boys are not to serve as color bearers during battle reenactments.
- Pre-registration is mandatory for all minors – in addition to event registration forms, minors must also submit a notarized minor's permission slip and medical authorization form. Permission slips must be submitted by all minor, even if parent or guardian is present.

General

- Pets are prohibited Wednesday through Sunday at Olustee Battlefield Historic State Park during the Olustee Battle Reenactment week. Pets are considered to be animals which are easily tamed or domesticated and kept primarily for companionship.
- Federal and State laws prohibit digging of any kind at Olustee Battlefield. No exceptions. Violators will receive Federal fines and be immediately dismissed from the event.
- All campfires are to be maintained and supervised at all times by an adult (*18 years of age or older*). Ground fires are not to be pit type. Fires should be central to camps in designated areas and attended at all times. NO Campfires will be permitted after 10:00 a.m. on Sunday.
- No cutting of standing wood, live or dead.
- All cars must be parked in designated areas. Blocking roadways is strictly prohibited. Vehicles blocking roadways will be towed at owners' expense.
- NO alcoholic beverages are to be consumed prior to or during a reenactment event. Any drunk or disorderly person will be removed by the provost and evicted from the event.
- All trash is to be placed in plastic bags and placed in dumpsters. Aluminum cans are to be placed in recycling bins. Please do not leave trash in camps.
- Quiet hours will be observed at the Olustee Battle Reenactment. No firearms are to be fired and all unnecessary noise is to be held to a minimum between 12:00 a.m. and 6:00 a.m.
- Supplies will be issued by your camp coordinator or his designee. You must present your registration card to receive supplies.
- It is mandatory that all reenactors be present at Sunday morning colors. Only those present at Sunday colors will be allowed in Sunday's battle.

Camping

- All camping at the Olustee Battle Reenactment is primitive in nature. We cannot permit the use of generators outside the designated quiet hours, nor can we provide electricity.
- Camping is permitted only for registered event participants and their immediate families.
- Campers will not be admitted to the Modern or Authentic Camping areas until they have registered for the event.
- Camping is permitted in designated areas ONLY. Camp coordinators or their designees are responsible for identifying designated camp sites within their areas.
- Prior to departing, ALL campers must dispose of their garbage in dumpsters.

Authentic Camping

- Authentic tents may be set up only in company streets as directed by a camp coordinator or his designee.
- NO modern anachronisms (sleeping bags, coolers, cans, etc.) will be permitted in view of the public in the authentic camps 8:00 a.m. to sundown.
- Authentic camps will be open to public viewing only at designated and properly guarded times.

Modern Camping

- The 10th Georgia or its representative is responsible for assigning all modern campsites. Sites are available on a first come basis. No reservations required and NONE Will Be Taken.
- Generators must be turned off between 12:00 a.m. and 6:00 a.m. when the entire event observes quiet hours.
- Modern camping roads are one way unless otherwise designated.
- Each modern campsite may park one (1) vehicle. All extra vehicles will be parked in the areas provided.

Traffic & Gates

- For the safety of our school groups visiting on Friday, the front gate will be closed to vehicular traffic (except trucks pulling cannons or those pre-identified artillery vehicles) from 8:00 a.m. until 2:00 p.m.
- The front gate is closed for vehicle entry from 7:00 a.m. on Saturday until 5:00 p.m. on Sunday, except to Reenactors pulling cannons or those pre-identified artillery vehicles.
- Reenactors will not be allowed to leave the park through the front gate following Sunday's battle until after all pedestrian traffic has cleared, or at approximately 5:00 p.m. You are welcome to exit through the rear gate before 5:00 p.m. on Sunday.
- The modern camping back gate located on 250-A will not be opened until Friday at 8:00 a.m. Please enter the park through the front entrance off US 90 and make sure you sign in at the Registration Tent.
- Driving patterns and conditions for the Olustee Battle Reenactment may change due to condition of the battlefield site. Please help us protect the battle by complying with driving regulations. Updated driving patterns will be placed on our website, www.battleofolustee.org, prior to the event. Please remember that Olustee is one of the few reenactments held on the actual battle site.

Authenticity

- All uniforms shall be of correct 1861 - 1865 U.S. or C.S. Army pattern and of wool, linen, cotton, or other natural fiber. Anachronisms such as zippers, belt loops, army boots, sneakers, cowboy boots, modern work pants, Levis, buckskins, etc., will not be allowed.
- All officers and men are encouraged to wear a minimum of rank distinctions and uniform trim on the battlefield. No officer should wear rank higher than captain without approval of the branch commander.
- All accoutrements, including buckles, plates, buttons, etc., must be of correct 1830 - 1865 pattern.
- If eyeglasses are required the participant should try to be equipped with a style correct to the period. Modern sunglasses are prohibited.
- Wristwatches are NOT to be worn.
- Modern rings and other jewelry are NOT to be worn.
- NO cameras may be carried onto the battlefield during the reenactment.
- Only patterns of original design are to be worn in regard to medals, patches, ribbons, etc.
- Horses must be authentically equipped.
- Only percussion military weapons designed prior to 1865 will be carried by Confederates on the field. Spencer cartridge rifles will be the only non-percussion military weapon allowed on the Federal side for Sunday's Battle. Henry rifles and other period cartridge military weapons are allowed for Saturday's battle. Shotguns are not allowed. Three-banded rifles/muskets are preferred. Breech loaders are not allowed.

General Event Safety

- Alcoholic beverages will not be consumed during normal park operating hours. Any individuals under the influence will be removed.
- All safety regulations will be strictly enforced through a provost and/or a safety committee. Any violation of these rules will be grounds for an individual or unit to be removed from the event. Violations of safety rules and regulations will be documented and continued disregard for safety will result in a reenactor or a unit not being allowed to participate in activities at Olustee Battlefield Historic State Park.
- The provost and the safety committee will be responsible for the inspection of units prior to events and immediately following events to ensure compliance with safety regulations.
- A full safety inspection (including general safety knowledge of the reenactor, weapon(s), charges/cartridges and knowledge of policies and ranges) should be held by each unit commander prior to their arrival at this event.
- Upon conclusion of the battle, participants will form into their respective units for review and inspection of weapons. Unit commanders will check to ensure that all men are accounted for after the battle.
- In the event of an actual injury needing immediate attention during an event or demonstration, either the injured person or someone going to his aid will shout the word "MEDIC" to signify this injury. The word "MEDIC" is to be used ONLY in the case of an ACTUAL INJURY requiring immediate attention. Once the term "MEDIC" is heard, all activity will cease and the injured person will be cared for.

General Historic Weapons Safety

- Park visitors are not permitted to handle any edged weapons or any weapon or equipment containing black powder.
- No unauthorized discharging of weapons – day or night.
- No loose powder is allowed in the event or demonstration area.
- To protect against flash burns, all demonstrators must wear long-sleeved, natural fiber or animal skin clothing appropriate to the time period being portrayed.
- Before firing, warn the visitors of the loud noise, and caution visitors with hearing aids and small children to cover their ears.
- The demonstration area shall be safe for the size of the event of demonstration. All events or demonstrations where weapons are fired will follow the *Primitive Weapons Range Diagram*, *Small Arms Range Diagram*, *Artillery Range Diagram*, or *Opposing Troops Range Diagram* as appropriate.
- No bullets, musket balls, projectiles, or loading blocks will be carried AT ANY TIME during an event or demonstration. Only officers and mounted cavalrymen may carry pistols or revolvers. These must not be fired directly at any person. Artillery men will not be allowed on the reenactment field with sidearms or rifles.
- Edged weapons may be carried but will not be unsheathed at any time without direct command of an officer. The command will only be given with prior approval of the event overall commander.
- There will be no weapons fired in the bivouac or encampment area or along routes of march without prior approval or direction of the Overall Commander. Infractions will result in expulsion of the individual unit.
- Demonstrators are not permitted to fire their weapons in the encampments or along marching routes without prior approval from the Safety Supervisor or Safety Assistant in charge of the event or demonstration. An area for weapons testing will be designated, if needed.
- Opposing troops will not advance within 60 feet (20 yards) of another unit at any time during a battle reenactment. (*This regulation is strictly enforced at this battle due to the nature of the event.*)
- All firing will be done at an elevated angle. Never aim a weapon directly at another person.
- Each unit commander is responsible for the conduct of all reenactors in the unit. (This includes women and children). The unit commander is responsible for making sure the reenactors are aware of the safety rules and that they understand and abide by them.
- If a weapon misfires, explain the procedures to the visitors, keeping them at a safe distance until the weapon is discharged or is rendered safe. If attempts fail to correct a misfire, then small arms will be removed from the area. Visitors will be removed from the demonstration area for artillery misfires which are not able to be rendered safe. Standard unloading procedures will then be followed.
- In the event of an actual injury needing immediate attention during an event or demonstration, either the injured person or someone going to his aid will shout the word “MEDIC” to signify this injury. The word “MEDIC” is to be used ONLY in the case of an ACTUAL INJURY requiring immediate attention. Once the term “MEDIC” is heard, all activity will cease and the injured person will be cared for.
- No hand-to-hand combat is permitted (including swords, sabers or other weapons).

Weapons Inspections

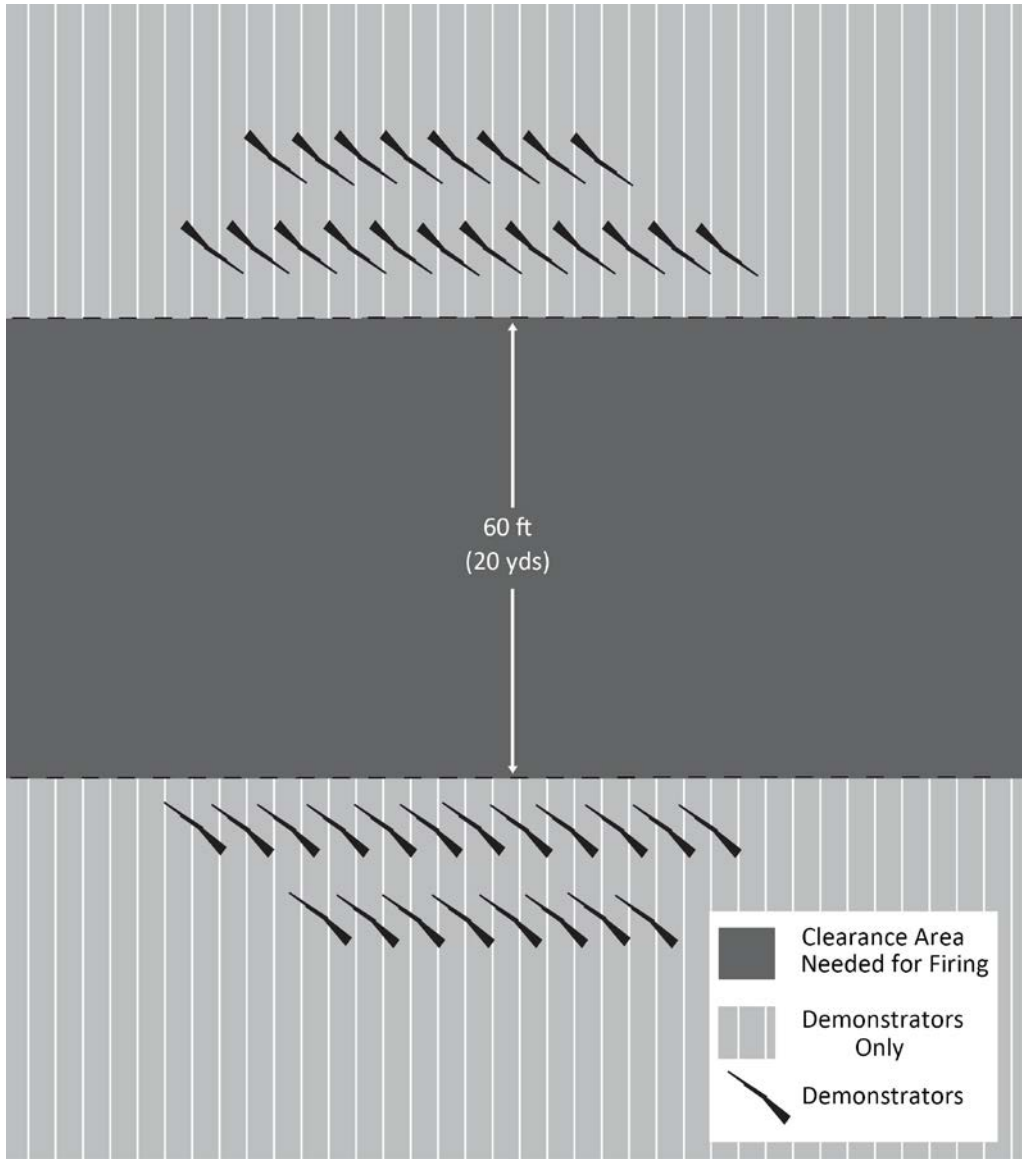
- Unit formations will be held previous to the battle where weapons, accoutrements and cartridges will be inspected. Those failing this inspection will be utilized with the provost detachment during the event if proper corrections cannot be made to regulations.
- Each person handling a black powder weapon will be required to complete a brief training – training will be conducted during weapons inspection and you will be provided special handouts at registration to help us accomplish this directive mandated by the Florida Park Service.
- All weapons are subject to inspection prior to firing during an event or demonstration.
- Cannon crews are required to perform firing and misfiring drills as part of a safety inspection.

Black Powder

- BRING YOUR OWN BLACK POWDER TO THIS EVENT IN PREPARED CARTRIDGES OR ROUNDS! Artillery All black powder must be brought into the park in prepared format – cartridges or cannon rounds, as appropriate.
- The use of FFFg (3F) and FFFFg (4F) is not permitted during Florida Park Service Events or Demonstrations or in Florida State Parks. Only FFG (2F) is permitted for small arms, and Fg (1F) or C Grade (Cannon Grade) is permitted for artillery.
- Pyrodex (or other synthetic black powders) and fireworks grade powder are not permitted in Florida Park Service Events or Demonstrations or in Florida State Parks.
- No loose powder is allowed in the event or demonstration area.
- Nothing may be added to the black powder for special effects, such as flour, accelerants, etc.
- Aluminum foil will be the only material used to prepare artillery charges – no plastic bags, etc.
- No staples will be used in any cartridge.
- Powder horns may not be used as a method to load weapons nor may black powder be carried in powder horns - no loose powder is allowed in the event or demonstration area. If appropriate to the time period being portrayed, empty powder horns may be worn.
- Torn or damaged small arms cartridges will not be used.
- Ammo cans, limbers/ammunition boxes and pass boxes containing black powder in any format must remain secured and under supervision.
- Black powder in the form of cartridges (paper or metal) may be carried in cartridge boxes or ammo belts only for use during this event. Cartridge boxes must be lined with a metal tin or a wooden cartridge block.
- Black powder in the form of cannon rounds may be temporarily stored in a limber/ammunition box only for use during this event. The limber/ammunition box must be constructed of wood or metal, and lined with non-sparking material.
- Sales of black powder are not permitted in Florida State Parks.

Opposing Forces

The demonstration area shall be safe for the size of the event of demonstration. **All events or demonstrations where weapons are fired and there are opposing troops will follow the Opposing Troops Range Diagram.** (This regulation is specific to this battle and strictly enforced due to the nature of the event.)



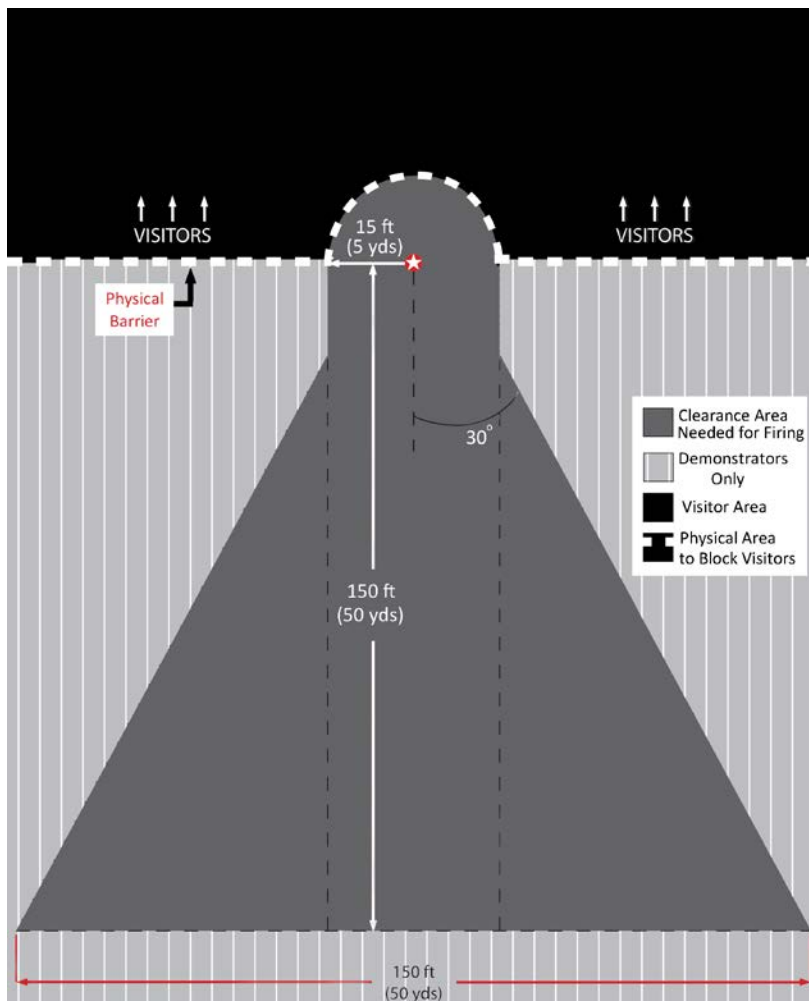
Small Arms

General Safety:

- All weapons are subject to inspection prior to firing during an event or demonstration.
- Weapons are to be kept down-range and pointed away from visitors at all times.
- All locks must be fitted with flash guards and hammer (frizzen) stalls.
- Wadding is not permitted except in the use of handguns.
- Revolvers will be loaded in a safe manner.
- Ramming is not permitted during opposing force reenactments. All rammers will be left in the encampment during battle reenactments, except one to be carried by the NCO in each unit.
- Multiple loading is not permitted.
- Edged weapons may be carried but will not be unsheathed at any time without direct command of an officer. The command will only be given with prior approval of the park staff.
- Only officers, NCOs and MOUNTED cavalymen may carry pistols or revolvers. Do not fire pistols or revolvers directly at any person.
- If a weapon misfires, explain the misfire procedure to the visitors, and keep them at a safe distance until the weapon is discharged or rendered safe. If attempts fail to correct a small arms misfire, small arms will be removed from the area.
- Shotguns are not allowed. Three-banded rifles/muskets are preferred. Breech loaders are not allowed.
- No repeating carbines (Spencers, Henrys, etc.) will be allowed on the Confederate side as they were not used in the 1864 battle by Confederates.

Range:

The demonstration area shall be safe for the size of the event of demonstration. All events or demonstrations where small arms are fired will follow the *Small Arms Range Diagram*.



Loads:

All events or demonstrations where small arms are fired will follow the *Table of Maximum Loads*.

Weapon Type	Caliber	Maximum Blank Load
18th Century Muskets, Rifles & Pistols		
"Brown Bess" Musket (<i>flintlock</i>)	.75	125 grains FFg
Charleville Musket (<i>flintlock</i>)	.69	125 grains FFg
19th Century Rifles, Muskets & Revolvers		
U.S. Rifle, 1841 (Mississippi Rifle) (<i>percussion</i>)	.54 or .58	60 grains FFg
Springfield, 1855-1864 (<i>percussion</i>)	.58	60 grains FFg
British Enfield Rifle, 1853/1858 (<i>percussion</i>)	.58	60 grains FFg
U.S. Musket, 1842 (<i>percussion</i>)	.69	75 grains FFg
Revolver (<i>percussion</i>)	.36 or .44	30 grains FFg
19th Century Metallic Cartridge Small Arms		
U.S. Springfield Rifle	.50	70 grains FFg
U.S. Rifle, 1866-1870	.45	70 grains FFg
Sharps Carbine	.50	55 grains FFg
U.S. Springfield Rifle, M1866-1860	.45	70 grains FFg
U.S. Springfield Carbine	.45	55 grains FFg
Colt Revolver, M1873	.45	28 grains FFg
Henry Repeating Rifle	.44	25 grains FFg
Spencer Rifle, M1860	.52	25 grains FFg

*All musket charges include priming. For muzzle loading rifles and muskets not listed, the general guideline should be about **one grain of powder per caliber**.

Artillery

The Artillery Camp Coordinator for the 42nd Annual Reenactment of the Battle of Olustee is **Mark Akers** who will designate campsites, control parking and be responsible for overall camp security and safety. **Bob Farrar** will coordinate all rules and regulations regarding safety, equipment, and weapons inspections for all Artillery.

The Overall Artillery Commander is **Bob Farrar**.

Everyone is reminded of the potential danger that accompanies the use of Artillery pieces. Every effort should be made to ensure that safety procedures are always used within the camps and around the thousands of spectators who attend this event, as well as on the field. Unit commanders are expected to assist in the compliance of all rules and regulations by those under their command. Your cooperation in making this a safe and enjoyable event will be much appreciated. Remember, safety first!

BRING YOUR OWN BLACK POWDER TO THIS EVENT IN PREPARED ROUNDS! Artillery Gun Owners participating in the battles both Saturday and Sunday will receive a \$300 stipend per gun following this event. All black powder must be brought into the park in prepared format – cartridges or cannon rounds, as appropriate. **Black powder will not be distributed.**

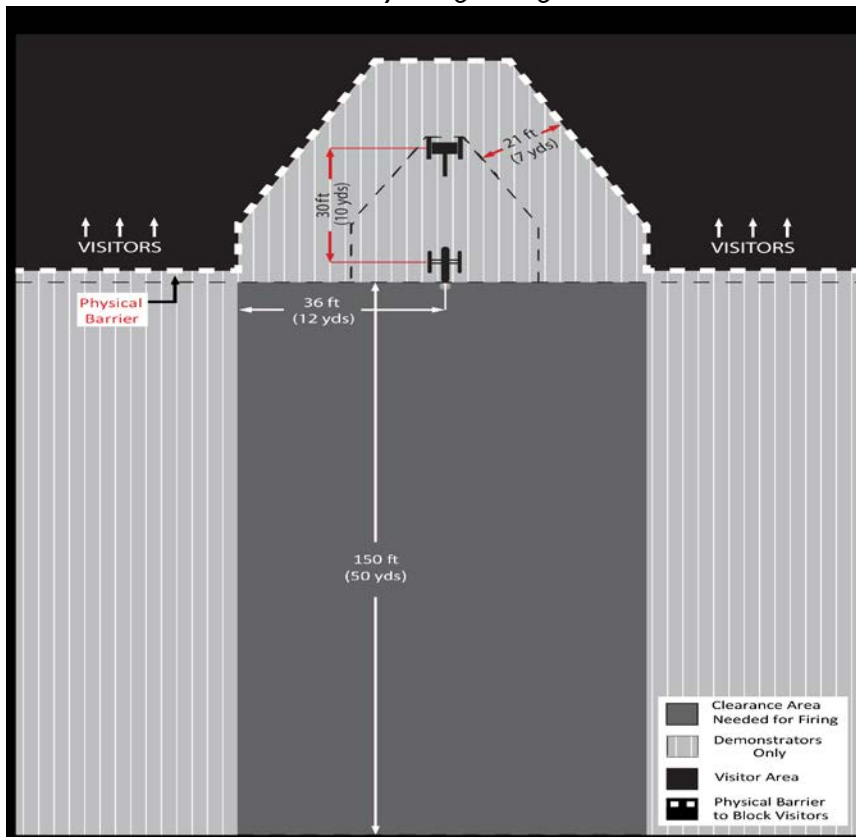
The Olustee Battle Reenactment is a **Full-Scale Artillery Only Event** - Only full-scale, authentic artillery guns, carriages and limbers will be allowed to participate in any activities involving firing of weapons or interpretation to the public. No mortars or coehorns. Breech Loaders are not permitted. If your artillery piece is located on any part of the event grounds and there may be a question about your gun's scale or authenticity, YOU must bring documentation to prove authenticity.

General Safety:

- Artillery pieces should be on the event grounds by Friday night if possible.
- No cars are allowed to park in the cannon parking area or in the authentic area of artillery camp.
- Artillery pieces need to be on the Inspections Field as soon as reasonably possible following your arrival.
- All weapons are subject to inspection prior to firing during an event or demonstration.
- Cannon crews are required to perform firing and misfiring drills as part of a safety inspection.
- Those that wish to participate in the night firing must have their cannons in place on the parade ground by 6:00 p.m. Friday evening. No cannons may be moved onto the parade ground between 6:00 p.m. and the completion of night firing.
- Only officers and mounted cavalry are allowed to carry pistols or revolvers. Artillery men will not be allowed on the reenactment field with sidearms or rifles.
- Cannons Will Not be allowed off the battlefield until after all foot traffic by spectators has cleared.
- All Demonstrators must wear period uniform coats or jackets when firing.
- It is recommended that items which may encumber the Demonstrator, such as sabers, pistol holsters, haversacks, etc., not be worn during the demonstration. Canteens may be worn or placed near the limber. If haversacks are worn, they should be nearly empty with no cups attached to the outside.
- Spurs should be worn only when a Demonstrator can demonstrate they will not interfere with his/her duties.
- Cannoneers No. 1 and 2 must wear buckskin or light leather gauntlets similar to “cavalry” gauntlets.
- Artillery demonstrations shall consist of at least 4 people for a “5-man crew” and at least 6 people for a “7-man crew”. These positions consist of the Gunner and Cannoneers No. 1 through No. 5.
- Aluminum foil will be the only material used to prepare cannon charges – no plastic bags.
- For maximum safety, cannons should be fired no more than once every 3 minutes.
- If a weapon misfires, explain the misfire procedure to the visitors, and keep them at a safe distance until the weapon is discharged or rendered safe. If attempts fail to correct an artillery misfire, visitors will be removed from the area and standard unloading procedures will follow.

Range:

The demonstration area shall be safe for the size of the event of demonstration. All events or demonstrations where artillery is fired will follow the *Artillery Range Diagram*.



Loads:

All events or demonstrations where artillery is fired will follow the *Table of Maximum Loads*.

Weapon Type	Size	Maximum Blank Load
18th Century Artillery		
Swivel Gun 2	2 pounder	4 ounces Fg or C grade
"Grasshopper" Bronze 3	3 pounder	6 ounces Fg or C grade
British Light Gun 6	6 pounder	12 ounces Fg or C grade
British Field Howitzer	5.8 inch	10 ounces Fg or C grade
Iron Gun	3 pounder	6 ounces Fg or C grade
Iron Gun	4 pounder	8 ounces Fg or C grade
Iron Gun	6 pounder	10 ounces Fg or C grade
Iron Gun	12 pounder	20 ounces Fg or C grade
Howitzer	8 inch	36 ounces Fg or C grade
Howitzer	8.76 inch	16 ounces Fg or C grade
Iron Gun (Armstrong)	9 pounder	16 ounces Fg or C grade
Iron Gun (Armstrong)	18 pounder	32 ounces Fg or C grade
Iron Gun (Artmstrong)	24 pounder	36 ounces Fg or C grade

*For cannons smaller than full scale and for cannons not listed, the maximum charge is **no more than 2.5 ounces Fg or C grade powder per one full inch of bore opening.**

Cavalry

The Cavalry Camp Coordinator for the 42nd Annual Reenactment of the Battle of Olustee is Captain Jimmy Bishop of the 1st Florida Cavalry. Colonel Bob Mclendon of Phillips Legion is the Overall Cavalry Commander and will command the Federal cavalry on the field, will coordinate all rules and regulations regarding safety, equipment, and weapons inspections for all cavalry. George Scott has been designated the Confederate field commander

Everyone is reminded of the potential danger that accompanies the use of horses. Every effort should be made to control horses within the camps and around the thousands of spectators who attend this event, as well as on the field. Unit commanders are expected to assist in the compliance of all rules and regulations by those under their command. Your cooperation in making this a safe and enjoyable event will be much appreciated. Remember, safety first!

- All Cavalry should enter the event through the Front Gate on Thursday. Friday through Sunday entry will be through the gate off 250-A.
- All horses must be inspected in the Cavalry camp and have current Coggins verified. Any horse not inspected will not be allowed in the battle. All horses and riders must be authentically equipped and comply with the Cavalry Regulations. Their owners must assume responsibility for their care and safety.

General Cavalry Regulations

- All cavalry participants shall follow all applicable policies related to general weapon safety and specific policies related to weapons handled/fired.
- Unruly and uncontrollable horses will be ordered from the field. No stallions allowed. NO MOUNTS ARE ALLOWED which are not battle proven. NO RENTAL HORSES ALLOWED which are not reenacting horses.
- All participants will take proper care of their horses. Any abuse of horses will not be tolerated.
- At no time will cavalry enter the pyrotechnician's designated area on the battlefield.
- NO HORSES are allowed within the sutler area or areas frequented by park visitors. Anyone riding a horse within the sutler area will be dismissed from the event! Prior approval must be received from the Overall Cavalry Commander to utilize the primary road passing through sutler area.
- Only Federal cavalry may carry repeating rifles or carbines. Federals may carry Spencer carbines.
- Confederate cavalry may carry any period muzzle loading weapon, such as 3-band infantry weapons, 2-band rifle/muskets, Hall's carbines and rifles known to have been carried by Confederates, such as Maynards, Mississippi rifles, Enfields, Hall's carbines, Model 1842 .69 caliber smoothbores, Austrians, etc.. NO SHOTGUNS.
- Pistols must be carried in approved holsters. No pistols may be carried in haversacks, saddle bags, etc.
- No knives may be carried in a boot or attached to a trooper's leg.
- Sabers will not be used so as to knock another part.
- No dismounted cavalry is allowed unless they enter the field mounted. Any dismounted cavalry unit attending must take part on the field as infantry.
- Any cavalry entering the field must be mounted. Any exceptions reference to dismounted cavalry must be approved by the Army commander at least 2 weeks prior to the event.
- It is mandatory that all cavalry be mounted and present at Sunday morning colors. Only those present at Sunday colors will be allowed in Sunday's battle.
- Horses must be authentically equipped.
- Remember, safety first! Always have respect for other combatants and their horses.
- Any altercation or dispute between individuals, on or off the field, will be handled in a gentlemanly manner. Allow time for cooler heads to prevail!

Cavalry Cartridge Boxes

- Cartridges will only be carried in approved cartridge boxes.

Battlefield Cavalry Regulations

- All participants must be inspected prior to the battle. The following rules will be strictly enforced.
- Inspection will include:
 - Firearms for tightness, hammer mechanism, broken parts, overall condition and obstructions.
 - Saber hilts for tightness. No heavily nicked blades. Blades should not be sharpened.
 - Saddles, quarter straps, stirrup straps, etc., for weak leather.
 - Pistol and carbine rounds.
 - Only period saddles will be allowed. No modern saddles.
 - All horse furniture and equipment must be correct military issue for the period. No “makeshift” or “rag-tag” equipment will be allowed.
 - Curb bit with correct curb chain is mandatory. Any exception must be approved prior to the battle by the overall cavalry commander. No hackamores.
 - Lead straps are mandatory. For added safety, surcingles are mandatory.
- Horses shall not be ridden within 100 feet of the spectator line at anytime.
- Unit commanders should ensure that cavalry under their commander follow specific scripted activity for the event.
- Mounted soldiers will not be allowed on the field except as mounted officers, staff or unit couriers, or as part of an organized mounted unit.
- Cavalry shall advance as organized units utilizing proper cavalry drill tactics.
- At no time will cavalry be allowed to override infantry lines. Only if the infantry makes an opening through their lines should cavalry pass and then, only in organized columns and at a safe speed.
- All activity should be restricted to a walk or trot in areas where there are “casualties.”
- All close-contact fighting between cavalry and infantry or artillery will be coordinated and agreed upon between unit commanders prior to the battle. At no time will cavalry engage infantry with fixed bayonets.

Medical Reenactors

All medical reenactors are responsible to the Medical Commander.

Surgeon's Educational Medical Demonstrations

- Only military surgery techniques and equipment that was used in 1864 will be used in educational demonstrations.
- The surgeon is reminded that this demonstration simulates the field hospital and is encouraged to use all available resources that were used at a field hospital.
- The surgeon will remind the audience that this is a simulation of what it was like during the Civil War and not an actual operation.
- The surgeon should educate the audience while performing his demonstration, explaining what is being done, how it is being done, and why it is being done. If the surgeon is unable to talk to the audience while performing the demonstration, he should have someone qualified to talk in his place.
- The surgeon will ensure all procedures are done in a safe manner with no risk to the public or the participants.
- No gun powder is to be used to "cauterize the wound" or for any medical procedures.
- No medical equipment or product from the surgical demonstration will be thrown toward the audience.
- Spectator participation will not be encouraged for any reason.
- No family member or reenactor under the age of 12 is allowed to participate in the demonstration. Anyone between the ages of 12 and 18 must have parental or guardian consent.
- All ranks of surgeon are acceptable for this demonstration.

Battlefield Guidelines for Medical Reenactors

- A Medical Commander will be in charge of all medical activities on the battlefield.
- The forward aid stations or dressing stations will be located at each end of the battlefield, adjacent to the spectator area and clear of the battle area. These areas should be marked with proper medical designations that were used during the 1864 time frame.
- The highest rank of a surgeon on the battlefield will be Major.

- All Medical Reenactors must comply with the reenactment's regulations regarding uniforms.
- Medical stewards and stretcher bearers over the age of 16 can assist with the wounded on the field and bring the wounded to the aid stations. These individuals must stay clear of the artillery units when firing and must stay behind the advancing infantry units.
- Since these are forward aid stations and not field hospitals, the surgeons should refrain from performing any major surgical procedures during the battle. These procedures should only be done during the education demonstrations.
- All properly attired civilian nurses or reenactors from relief societies must stay within the respective forward aid stations.
- Reenacting nurses should make available water at the aid stations for the reenactors. Ice will be provided for these areas.
- Nurses should not be on the battlefield during the battle unless authorized in an emergency by the Medical Commander. This is for historical accuracy and is not meant to discriminate.
- At the close of the battle, the Medical Commander may authorize all medical reenactors (including nurses) to proceed upon the battlefield under a flag of truce for the purpose of tending to the "injured" and providing ice and water to the reenactors.