

“Passing of Armies”

Civil War Reenactment and Living History Weekend

June 26, 27, 28, 2015

***Soldiers & Sailors Memorial & Museum Trust
along with the County of Allegheny***

EVENT STANDARDS, RULES & REGULATIONS

It is our intention to host a public Civil War living history event that enriches the perspective of both our participants and our community by providing an educational and entertaining experience. Authenticity in Civil War era impressions, both military and civilian, are important elements needed to convey the best light possible on the experience. With that in mind;

1. Every reenactor and/or living historian shall affiliate, as a part of their registration, with an established Civil War reenactment unit. That unit must then in turn be a recognized part of an established Civil War reenactment umbrella organization. Event staff will coordinate with appointed army commanders to attempt to assign individuals registering without a recognized umbrella organization, but this does not guarantee acceptance by the assigned unit or umbrella organization. As a safety, and as a command and control issue, it is the individual's responsibility to affiliate. If no recognized unit is found, the individual will not be able to participate.

2. Affiliation means that the unit or individual will be under the control of, camp with, be safety inspected by, and fall in for battle with that recognized unit. Individuals must join or affiliate with a unit to register. The event Commanders and organizers will make the final determination if a registrant is accepted. ***Walk-on registrations without a unit affiliation will not be accepted.***

Specialty impressions – to include generals and presidents or exotic units - are by invitation only.

All registration applications are subject to the approval the event staff.

3. The event organizers begin with the assumption that the vast majority of reenactors care deeply about our American heritage and have already spent considerable time, effort and resources in assembling an accurate portrayal of a civil war soldier -- from their dress and equipment to their understandings of the School of the Soldier and School of the Battalion. We also assume that each reenactor and living historian is prepared to take personal responsibility for their own health and safety and the safety of others in camp and on the field.

4. No person shall carry the non-commissioned rank of Sgt/Major or the commissioned filed grade rank of major or above without approval of Army command (Federal or C.S.A.) No General Officers will be allowed on the field without prior approval of Army command.

5. Army commands will work with the Event organizers and staff to enforce impression and safety standards. Shortcomings will be reported to Army, Division or Regimental command and, if necessary, to event staff, as appropriate.

6. Safety and Scenario violations will be immediately corrected. Army, Division and Regimental commanders will be held responsible for noted safety violations and for their correction. Depending on

the severity of a safety violation the Commander may be relieved of command by the Commanding Army General or by the event staff.

Impression Standards

This event offers reenactors a rare opportunity to portray a wide variety of military and civilian impressions. We encourage all well-researched impressions that can be linked to the event history at the Company or greater level, e.g., 15 or more common impressions. We are not interested in and will not permit military impressions of two or three individuals – even if authentic - on the field. *Uniforms should conform to an 1864- 65 appearance. Regardless of national origin, you were an American soldier. Strive to look field effective, functional, and most importantly--military.*

Please do your best to educate the public and respect your fellow reenactors by heeding the following:

1. All clothing must accurately represent the fashion and style of the historical event portrayed: e.g., natural fibers, period cut and color.
2. Modern plastic glasses frames are not to be permitted. Sunglasses were not worn in the mid 19th century. Wire rimmed tinted glasses were only worn by people suffering from syphilis; you decide!
3. Footwear is restricted to brogans and approved period boots and shoes. No shoes and no sneakers (we should not need to have this discussion).
4. No specialty impressions without the approval of the Event organizers. If you have any doubts, ask.
5. Women portraying soldiers in the ranks should make every reasonable effort to hide their gender. Hundreds if not thousands of women passed themselves off as men in order to serve as soldiers during the war – on both sides – and we will never know exactly how many did so because they were good at it. Honor them. If any Army or event volunteer (as above) determines the female gender at not less that 15 feet that individual will be asked to leave the field/ranks. Ponytails on men aren't a great idea, either, nor are mohawks or gelled spikes. It's the 1860s.
6. Do not wear any uniforms or insignia that would not have appeared in 1864 -65. *No more excessive early war regalia!* This includes, but is by no means limited to:
 - a. Corps badges.
 - b. Confederate sharpshooter badges.
 - c. Tait jackets.
7. Kilts, bagpipes, Indian attire, inappropriate furs, feathers, bandannas, frontier trappings and other questionable attire are forbidden.
8. A dirty musket is rarely if ever appropriate and may in fact constitute a safety violation.
19. Only officers or cavalymen may carry a side arm (and only ONE). No boot pistols, boot knives, or other Hollywood trappings.
10. All anachronisms (cots, coolers, sweat pants, etc.) must be hidden away inside tents at all times.

11. Tobacco use shall be confined to period products – pipes, cigars, snuff, chew, or in rare cases filterless cigarettes.

12. All soldiers should strive to wear their uniform in a military manner. For example, the top button on all coats should always be buttoned. All shirt and vest buttons should be buttoned. Accouterments, including your haversack and canteen, should be worn high on the hip.

Safety

1. No one except military participants will be allowed on the battlefield during the battles.

2. Except when simulating a hit, all participants are expected to remain with their units.

3. Only a senior non-com may pull a ramrod in the field and only if 20 paces behind the firing line. No exceptions. A violation of this rule can result in the private and the senior non-com being thrown out of the event.

4. You can fix bayonets for inspections and to stack arms while staging for battle scenarios, as directed by commanders. You will not fix bayonets or ram cartridges in battle.

5. There will be no hand-to-hand combat except as provided by the scripted scenario. You will be told in advance if you are a participant. Anyone who touches another participant, their gear or any colors -- if not previously arranged - will be arrested, ejected and prosecuted. No charging the enemy by an individual (or any other non-scripted skits) will be tolerated.

6. During battle scenarios, do not come within 50 yards of the muzzle of an artillery piece.

7. No firing of small arms within 40 yards. Never aim directly at anyone at any range.

8. Only period smoking on the field.

9. No bare feet on the field. You may be willing to run the risk, but we don't want to send medics for you when someone may be having a more serious problem elsewhere.

10. NO black powder weapons of any kind will be carried or fired by any participant less than 16 years of age. Participants 16-18 years old must have parental or signed guardian supervision. Children under age 16 are not permitted on the field during the reenactments. Exceptions will be made for functional musicians (boys 11 or older who can actually play a drum, a fife or a bugle) and trained signal party youths age 12 or above. These youths will be assigned one on one with an adult signal man. Violation of these rules can lead to ejection of the child, responsible adult and/or unit commander.

11. NO projectiles, bullets, musket balls, or loading blocks will be carried at any time.

12. Cartridge paper will not be placed in the barrel and NO wadding or ramming will be permitted except in the use of handguns. (Absolutely NO wonder wads, Cream of Wheat recommended). Multiple loading is not permitted.

13. Infantry cartridges will not be carried anywhere on the person except in a hard cartridge box.

14. Infantry black powder will only be carried in the form of cartridges.

15. No cameras or electronic video equipment are permitted to be carried on the battlefield during the battle reenactment.

Camps

1. Wall tents in the military camp are permitted only for command staff. A-tents, dog tents or shebangs are recommended for enlisted men.

2. Depending on weather conditions and park regulations instructions a decision on whether or not fire pits can be used will be determined closer to the event date and result will be conveyed through military commanders.

3. ALL campfires shall have, at a minimum, one full bucket or other container of water /fire extinguisher close at hand. Event staff will inspect for this and may cancel your fire permit.

4. No loaded weapons may be brought into any camp. No discharging of weapons in camp at any time.

5. Consumption of alcoholic beverages and/or use of illegal drugs is prohibited.

6. Spectators are told to leave the battle and camping areas one hour before the start of each battle. Reenactors should remind the public to move back to spectator row. We encourage battalions to mount guards.

7. It will be summer in Pennsylvania with hot days and warm nights. Ticks are commonly found in the area. Plan appropriately!

8. Lights out means lights out and quiet time. We know you're happy to be with your friends but people need their sleep before they go out and handle black powder weapons.

9. Straw must be left inside tents.

10. Adequate firewood will be provided by the event at designated points.

11. Due to congestion and the number of participants, Cars in camp – for 15 minutes – to unload when permitted. Cars will not enter / re-enter camp from 8:00 AM Saturday until Sunday after the battle.

12. Each organization shall lay out its military streets within its designated area according to period regulations. **All participants must camp within the perimeters of the organization they will be serving with or assigned to for the entire weekend.** There will be no independent messes camping separately without prior written approval from the Command Staff.

13. All modern items, (including food containers), will be kept out of public view at all times.

14. Civilians must be in period attire if remaining in the camps during the weekend.

15. Civilians camping in military mixed camps are subject to military rules and discipline.

16. Each organization is responsible to police its own area during and after the event-- leaving the area as it was found, or better.

17. Before the Sunday battle, all campfires should be out and trash bagged and placed in designated area on your way out. Unused firewood should be returned to the wood piles.

18. Provost Guards will have the responsibility and authority to enforce conduct in the camps as well as enforcing the event rules and regulations.

Weapons

1. 3 band muskets
2. NO non-period weapons.
3. NO civilian weapons.
4. Side arms carried ONLY by officers and cavalry troopers.
5. NO sheath knives will be carried on the field.
6. POWDER CHARGES limited to a maximum of 70 grains for .54-.58 caliber and 90 grains for .69 caliber, 60 grains for carbines; 14 and 30 grains for .36 and .44 caliber pistols respectively.
7. No live ammunition is allowed on the reenactment site. LEAVE IT AT HOME!
8. No tompons may be taken to the field.
9. No "Wonder wads" are to be used in any weapon.

Vehicles and Parking

1. Vehicles are necessary for transportation to and from the reenactment. However, at the event they serve no purpose other than negatively impacting the 1865 experience for those who have already settled in for the weekend. Too often, participants park in unauthorized areas causing havoc for those volunteers in charge of controlling the parking areas.

2. Vehicles are permitted into authentic camping areas to unload for a maximum of 15 minutes. **No vehicles are allowed in the camp area after 8:00 a.m. Saturday, until after the battle on Sunday.**

3. A parking pass with your name and unit displayed on the windshield is required for each vehicle to enter the Hartwood Acres Park property. The pass must remain visible at all times when you park in the designated areas. (We must know how to quickly contact the owner of any vehicle.)

4. Artillery pieces may be quartered with the unit however no modern trailers or vehicles may remain in camp.

5. Soldiers & Sailors, or agents thereof, reserve the right to tow any and all vehicles and/or trailers, unattended or otherwise, parked in inappropriate areas at the owner's expense.

GENERAL RULES

1. **No live ammunition, fireworks or modern firearms will be allowed on the grounds.** Violators will be expelled from the event!

2. **NO PETS WILL BE ALLOWED ON THE GROUNDS! DO NOT BRING DOGS, CATS, CHICKENS, ETC.**

3. **Sutlers by invitation only!** Any other sales or solicitation on the Hartwood Acres Park property will not be permitted and violators will be expelled from the event.

4. With the exception of authorized photographers, cinematographers, press, etc., all other personnel must film from the spectator viewing area only. Special credentials will be issued by the event host to approved individuals and must be carried at all times. No recordings, photos or videos may be manufactured and sold on or off site at any time without prior approval and written consent from the event staff. Soldiers & Sailors Memorial & Museum Trust, or agents thereof, retain all intellectual property rights to any and all images derived from past, present and future events. Violators will be subject to legal recourse.

5. No modern camping or RV parking will be provided. Local police will be responsible for incidents outside Hartwood Acres property and emergency situations on the field. Allegheny County Police will be responsible for incidents on park property.

6. Soldiers & Sailors Memorial & Museum Trust, or agents thereof, reserve the right to immediately expel from this event any personnel in violation of any rules listed in this posting as well as any personnel acting in an unsafe, disrespectful, destructive or disrupting nature towards the land, the authorities, spectators or fellow participants.

Thanks very much for your cooperation. If you have any questions about these or the full set of safety regulations, please contact us.