

# The Battles For The Bridge

## General Safety Rules & Regulations

**PLEASE READ: Be aware that when you sign your registration form, you are agreeing to abide by the Safety Regulations and Rules for this event. All safety regulations will be strictly enforced through a provost and/or the Federal and Confederate commanders or their designees. Any violation of these rules will be grounds for an individual or unit to be removed from the field.**

### GENERAL

1. Weapons Safety inspection will be conducted prior to each battle by the Federal and Confederate commanders or their designees.
2. Anyone under the age of 14 will not be permitted on the Battlefield. **NO EXCEPTIONS!**
3. No one under the age of 16 will be permitted to carry a rifle on the field.
4. **NO** projectiles, bullets, musket balls, or loading blocks will be carried **at any time**. Please leave these at home.
5. Opposing troops will not advance within 10 yards of another unit at any time during this event. Exceptions will only occur if they have been carefully planned and orchestrated prior to the event and approved by both the Federal and Confederate commander.
6. All firing will be done at an elevated angle. Never aim a weapon directly at another person.
7. There will be no weapons fired in the encampment area or along routes of march without prior approval or direction of the commander. **Infractions will result in expulsion of the individual and/or unit.**
8. All cartridges must be made up prior to the event. Maximum musket or rifle cartridges will follow the Table of Maximum Loads. Only FFg or FFFg black powder will be used - **NO** Pyrodex. **NO** FFFFg. 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 is recommended). Multiple loading is not permitted.
9. Cartridges **will not** be carried anywhere on the person except in a hard cartridge box unless they are securely wrapped in foil in lots of ten and carried in a secure location.
10. Ramrods can be carried but are not to be drawn and used under any circumstance. Unless otherwise directed by the commanders or their designees for safety checks.
11. Unit formations will be held previous to each battle, where weapons, accouterments and cartridges will be inspected. Those failing this inspection will not be allowed to carry the failing firearms onto the field.
12. Each unit commander is responsible for the conduct of his men (**this includes women and children**). The unit commander is responsible to make sure that his personnel and those assigned to him are aware, understand and abide by these safety rules
13. Most importantly: **IF THERE IS AN ACTUAL MEDICAL EMERGENCY ON THE FIELD DURING THE BATTLE, THE WORD TO SAY IS "MEDIC!"** Action on the field ceases immediately and the nearest person to the emergency signals by waving his arms until first responders arrive. Depending on the length of the emergency, the battle may or may not resume.

## **INFANTRY**

1. 3 band muskets only. NO non-period weapons.
2. Side arms carried ONLY by officers.
3. Ramrods are not to be drawn on the field with the exception of safety personnel clearing a weapon behind the firing line
4. Absolutely no bayonets are to be fixed on the field during the battle. Scabbards must have appropriate tips.
5. Sheath knives may be carried on the field, but not to be removed from their sheath for any reason.
6. Powder charges are 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 weapons are to be discharged within 10 yards of the “enemy”; remember to always elevate when firing.
8. No weapons are to be discharged within camp boundaries with the exception of weapons inspection under supervision of the unit safety officer or commanding officer.
9. No live ammunition is allowed on the reenactment site. LEAVE IT AT HOME!
10. No tampions may be taken onto the field.
11. No “Wonder wads” are to be used in any weapon.

## **CAVALRY**

1. ALL equestrian issues will fall under the purview of the Confederate commander or his designee, as there were only mounted Confederate cavalry present at both of the battles. All dismount cavalry will be under the purview of the infantry commander.
2. All horses brought to the site are required to have a current Coggins certificate. Horses should be trained to gunfire and battle BEFORE THE EVENT. Do not bring untrained horses to the event.
3. Horses WILL NOT be ridden through the infantry camps, registration areas or in spectator areas.
4. All horses will be dismounted prior to entering any authorized camp area and led to the designated picket area. With the exception of designated combat areas, absolutely no mounted individual will allow a horse to enter a camp area above the gait of a controlled walk.
5. No person under the age of 16 will mount a horse as a combatant or serve in a mounted capacity with the exception of qualified riders serving as functional musicians. Determination of a qualified rider will be made by the Confederate commander or his designee.
6. Horses will be ridden on event grounds only by re-enactors only. Spectators, children, and visitors will absolutely not be allowed to mount any horse.
7. Hay will be supplied and distributed for each horse, for the entire event, at the cavalry camp area when the horse is registered at the rate of one bale per day per horse plus one additional bale for the event.

## **ARTILLERY**

1. Artillery is limited to full scale cannons only. Mountain howitzers are OK. Other scaled artillery will be considered at the discretion of the Federal or Confederate artillery commander or his designee.
2. Prior to battle, all guns must be inspected. Trunnion caps and pins are tight and held properly in place by cotter pins or other acceptable fastener. All ordnance is to be free of any debris in the bore and vent. Gun carriages and limbers are to be in good working field-use order. All vents must be of proper measurement requirements. Sponges are to be intact with no holes, rips, or tears, and be of the correct bore size for the piece. Rammer heads are to be intact and be of the correct bore size for the piece.
3. All implements are to be on site, be of proper equipment, and be in proper working order prior to the gun and detachment inspection. This is to include a sponge rammer, and 1 worm. All poles on sponge rammers, and worms, are to be made of the proper wood, no pvc pipe is allowed.
4. All rounds are to be made of black powder only and with no fillers.
5. All rounds shall be kept in the ammunition chests, except for rounds being delivered to the pieces. The lid of a chest shall remain closed and the chest locked at all times except when rounds are being removed, during inspections, or while work is being performed inside chest.
6. No artillery cartridges shall be constructed at the event site. Up to four (4) ounces of gunpowder for each inch of bore will be allowed. (Example: 3" bore allows 12 oz. or less of gunpowder).
7. All detachments must be observed by the Chief of Artillery or his designee on their piece for their drill and safety before taking the field. All visual inspections must be completed and passed before each artillery piece is qualified to be taken to the field.
8. Handling misfires: The 3 minute misfire drill will be strongly enforced. After the third misfire the vent and barrel must be properly flushed and unloaded through the muzzle (no fourth attempts).
9. If any misfired primer tube (first or second attempts) cannot be accounted for, the barrel must be flushed and unloaded through the muzzle. No re-ramming misfired rounds. The only time a round can be re-rammed is when #3 discovers the round is not properly seated before it is fired the first time. If it becomes necessary that you must unload through the muzzle for any reason, the artillery commander or his designee must be notified prior to the procedure. Misfired primers must be removed from the field in a safe receptacle.
10. Only officers may carry side-arms.

## **ADDITIONAL RULES AND GUIDELINES**

1. If you have a physical condition that may require special attention or may affect the outcome of possible emergency treatment during the event, it is recommended you notify your commanding officer or someone who would be with you on the field of such condition in advance of taking the field.
2. All event participants will carry a FULL CANTEEN at all times.
3. All pets are required to be on a leash at all times.

4. All re-enactors must meet the accepted uniform guidelines for the event. In case of dispute all decisions will be made by the respective commanders or event staff.
5. **Absolutely no digging for relics. Anyone found digging for relics will be turned over to the local authorities and prosecuted to the full extent of the law.**

### **CAMP SAFETY**

1. Federal and Confederate Camp Provosts will be appointed by the event staff to oversee the proper placement of camps and enforcement of safety rules and guidelines. They will also assist in directing participants their unit's camps and making sure that vehicles are out of camp.
2. Company streets must be kept clear of all obstructions, camp gear, and furniture. The company streets will be used for formations, troop movements, and provide emergency access to the camps. Fires must be at the top and bottom of the tent rows with enough room to allow passage even if a crowd is around the fire.
3. Fires are to be built on top of the ground, **absolutely no fire pits**. No trash is to be burned, this includes empty or full cans or bottles. Straw and hay and other flammable substances are to be stored well away from any fire.
4. Mounted personnel are not authorized to travel through infantry camps. If, for some reason, this cannot be avoided, the mounted soldier should dismount and lead his mount until clear of the camp.
5. Vehicles are to be removed from the camp area after they are unloaded and moved to the designated parking area. Vehicles are not allowed in camp except when specifically authorized during emergency situation. Vehicles are allowed in camps after the reenactment based upon the posted rules of the event.
6. At the conclusion of the event, trash and unburned firewood shall be gathered and deposited in designated areas.