

CCWS Safety Rules

(January 2009)

A. Preface.

1. This document sets out the specific safety rules for the Cascade Civil War Society (CCWS) to be observed at all events. While we have attempted to cover most situations, it would be impossible to cover them all, therefore, individuals must exercise their own common sense at all times.
2. We are attempting to portray a lifestyle and activities, which are inherently dangerous. Since we are dealing with potentially dangerous weapons and activities, we have developed procedures concerning our battlefield and camp life. We have done so because it is our intent to provide a safe and enjoyable experience for you and every member of your family. All activities must be carried out with the understanding that safety for yourself and your comrades is a **FIRST PRIORITY and ULTIMATELY you are responsible for your own safety!**
3. These rules cover the use and storage of the small arms (rifles, muskets, carbines and pistols), artillery, signaling devices, ground charges, air bursts, edged weapons, and horses (or mules) used in CCWS activities. Additional rules apply to horse drawn vehicles and are covered in a separate document. Whenever any of these items are being used, the user must remember that they are all potentially dangerous items if not handled properly.
4. Safety tests are required for anyone, CCWS member, visitor, or guest, who uses or stores any of the items covered in these safety rules, or who participates at any place where weapons are being used or discharged. Safety tests must be passed upon joining and during every even numbered year. A safety test will be passed when all questions are answered correctly. Riders and Drivers have an additional skills test they must have passed on a yearly basis to enable them to ride a horse or drive a vehicle at events.
5. Unit commanders or their safety officers are required by the CCWS to keep the completed safety test of all members of their unit, dated, scored, signed and filed for easy access at all events should questions arise.

B. General Behavioral Rules.

1. Each member is responsible for his or her actions and safety. If a situation arises that is not covered by these safety rules you must use your common sense.
2. Safety is the first priority of the CCWS and as such all members must have a thorough knowledge of these safety rules. It is the responsibility of their commanders to ensure that they do.
3. Possession and/or use of illegal drugs or any other criminal act is prohibited and will result in immediate expulsion from the event and the CCWS as well as being referred to local law enforcement officials.
4. Alcohol may be used only in moderation and when the following conditions are met:
 - a. In compliance with any local regulation.
 - b. Only after the last engagement when weapons are secured.
 - c. Only after the public has departed.

- d. At backcountries, only during those periods of time, which were decided upon prior to the start of the event. For example in the evening between agreed upon hours.
5. The use of alcohol in violation of these rules will result in suspension from the event and such additional discipline as is provided in the bylaws (See Article XXII of the CCWS Bylaws).
6. The use of prescription drugs places upon the user the responsibility to see that he/she is not impaired in judgment or function. Failure to do so may result in the imposition of restrictions or sanctions.
7. Any verbal provocation or physical abuse is strictly prohibited at any time and will result in discipline as is provided in the bylaws (See Article XXII of the CCWS Bylaws).
8. Smoking and open flames are prohibited within 25 feet of exposed powder, cartridges, and charges or at any time while under arms.
9. Fires must be attended by a member of the CCWS while they are lit. A bucket of water should be kept near every fire at all CCWS events.
10. All fires must be extinguished before being left unattended.
11. All fires must be located a safe distance from combustible materials such as tents and flys. Care must be taken when working around a fire to ensure that clothing does not catch fire.
12. NO ball ammunition may be brought to a battle reenactment area. Ball ammunition shall be considered any reproduction or original projectile that could be fired from any weapon used at a battle reenactment.
13. Discharging a weapon in camp is prohibited except in planned scenarios that have been approved by all applicable battalion commanders, including the Civilian Coordinator if firing in civilian camps is planned.
14. At no time will a member pick up another member's weapon without permission of said member. The only exception will be if it is evident that the member has lost it. The weapon must be turned over to the battalion headquarters immediately.
15. Colors or Standards will be considered captured when touched by opposing forces, and they will be immediately furled and sent to the rear with the color bearer.
16. At no time should a firearm be discharged directly at anyone.
17. Only fireworks authorized by the CCWS Board are allowed at any event. Personal fireworks are prohibited by Oregon state law at state parks.
18. No weapons (handguns, rifles, knives, bayonets, etc.), except sabers and dress swords, will be brought to any military ball.

C. General Battlefield Rules.

1. Unit and Battalion Commanding Officers have overall responsibility for safety at events. They may delegate enforcement to Safety Officers; however, **ULTIMATELY** you are responsible for your personal safety and that cannot be delegated.
2. Weapons with flintlock or in-line percussion ignitions are expressly excluded from CCWS events.

3. Musket caps that have more than four wings shall not be used when firing in close order.
4. Powder should be inspected to ensure that no foreign objects are included in the powder prior to making rounds.
5. Ramrods and bayonets must be secured prior to entering the battlefield.
6. Any unit not represented at the Officers Call, to discuss the battle plan, may not participate in the battle, except by prior agreement.
7. Hand to hand combat will be permitted only by prior permission of the Battalion Commanders with notification to all units that will be engaged and **REHEARSAL** by all units and persons involved. Should you find yourself engaged in unrehearsed hand to hand you should retreat, if possible, or immediately become a simulated casualty. Loaded weapons must not be brought into a hand-to-hand scenario.
8. Weapons may not be fired without the Unit Commander's permission.
9. Cap firing does not require permission but must be done in a designated capping and clearing area away from the public.
10. Because of the recognized inherently dangerous nature of capping and/or discharging weapons in and around camp areas Battalion Commanders shall designate and mark a specific area for the clearing and firing of weapons between battles. This area will not be on the battlefield since the battlefield is the main show area for other activities. All malfunctioning and loaded firearms will be handled in this firing area only.
11. Those who are representing simulated casualties may never fire.
12. Skirmishers may fire from a prone position if they keep their muzzles well elevated.
13. Any firearm with a barrel less than 39 inches shall not fire from the rear rank except if the front ranks are kneeling, as in dismounted cavalry.
14. Pistols and long arms will not be a full-cock during maneuvering on the battlefield or in a charge.
15. All long arms will be cleared at the end of each battle.
16. Pistols may be carried loaded off of the battlefield as long as they are not removed from the person. Once they are removed from the person, they should be discharged, or the caps removed and the pistol secured.
17. A range of 30 feet is accepted as the reasonable and prudent distance to fire towards opposing troops unless otherwise practiced.
18. Cannons will not fire when troops are in front of the blast cone and are closer than 75 feet.
19. Frontal charges on loaded cannons are prohibited. Members of an artillery gun crew will only support their implements on the wheel hubs when the cannon is loaded.
20. "Mounted" vehicles-- artillery pieces, limbers, caissons or wagons, drawn by horses, mules or oxen—must always have a clear route off the battlefield in case of an emergency. There should always be a clear route between the battlefield and cavalry or artillery camps.
21. Any member may call **“STOP ACTION”** at any time if the member witnesses any unsafe condition. A cease fire and a hold on all movement will

occur if any unauthorized person, such as a spectator, comes onto the field during a battle, if that person cannot otherwise be controlled.

22. The cry of “**MEDIC**” is reserved for real (actual) emergencies only. In event of an actual injury, first aid is to be quickly supplied with the least amount of fanfare. **DO NOT MOVE THE SERIOUSLY INJURED!**

23. Battlefield participants are limited to individuals with a military persona over the age of 14 who have completed all applicable safety tests. Members between the ages of 12 and 14 may be allowed on the field as functioning musicians (as determined by their respective battalion command), when they have passed all applicable safety tests, grouped into a field music band and under the supervision of an adult. Musicians aged 12 to 14 are limited to no more than an aggregate of 2 per company on the field.

24. Skirmishes, battles and raids are prohibited at public events except when coordinated between the Battalion Commanders and the site host. At backcountries raids can be expected 24 hours a day.

D. General Weapons Safety Rules.

1. All weapons must be clean and in good repair prior to use.
2. Extreme care must be taken in ensuring a weapon is clean between live firing and participation in a battle reenactment. A scraper should be used to ensure that no fragments of a bullet (specifically a bullet skirt) remain in the barrel.
3. All weapons and cartridges will be inspected by the battalion commanders or their representatives at each event prior to the first battle each day. Any weapon found to be unserviceable shall not be loaded or fired until it has been approved as fully functional by an authorized inspector from their battalion command.
 - a. Muzzle loading weapons will be determined to be clear of debris by “sounding steel”. This will be done by dropping the ramrod in the barrel from about 4 to 6 inches from the breach. If there is no obstruction or debris, a ringing sound will be heard. If there is an obstruction or debris a “clunk” will be heard.
 - b. Breech loading weapons will be determined to be clear of debris by dropping the breechblock, or otherwise opening the weapon, and visually examining the barrel and breech for fouling, debris, or other obstructions.
 - c. Pistols will be inspected and determined to have a clear barrel and cylinder(s).
4. No item will be permitted in the cartridge box except blank cartridges.
5. Made-up blank cartridges, caps and black powder should be stored in a cool, dry place that is secure from access by children, flame, fire, or any source of high temperature.
6. Caps must be stored in their original retail container, cap pouch, or period correct ammunition packaging. They may not be stored in glass jars, paper boxes or other unsafe containers.
7. Blank cartridges must be carried on the battlefield in a leather cartridge box.
8. Percussion caps will be carried in historically appropriate cap containers on the battlefield.

9. Only black powder is permitted for use in firearms. Pyrodex and other smokeless powders are forbidden.
10. Unguarded weapons should not be readily accessible to the public during an event.

E. Specific Weapons Safety Rules.

1. Long Arms.

- a. All long arms will be loaded with FFFg black powder **ONLY**.
- b. During loading, the muzzle must be pointed in a safe direction.
- c. Follow the procedures given by your company commander for loading the weapon. To help prevent premature ignition, do not remove the expended cap until ready to re-cap, i.e. until after the powder has been settled.
- d. No ramrods will be drawn during battles. Ramrods may be used in firing demonstrations when no opposing troops are present, with company commander's approval.
- e. Powder flasks and powder horns may not be carried on the battlefield.
- f. Long arm cartridges must conform to the civil war period and be made of paper (exception for hard-cased carbine rounds; see 1k below). No staples, tape, string, glue or other methods of securing the cartridge are used. They will be made prior to battle and contain no more powder than listed as follows:

Caliber	Maximum Charge
10 gauge Shotgun	130 grains
.69 Caliber	90 grains
.54/.58 Caliber	75 grains
.50 Caliber	60 grains

These loads are the maximum allowed and should not be regarded as a suggested load for the weapon size.

- g. When loading, only the powder will be placed in the barrel, no paper. The only exception is when cigarette paper is used for breech-loading weapons.
- h. All long arms will be cleaned at the end of each day.
- i. Long arms will be capped off prior to use after cleaning to ensure the touchhole is clear. To do this a cap will be placed on the cone and the muzzle lowered near the ground and the weapon discharged. If the touchhole is clear a movement of grass, leaves, and dust will be noticed.
- j. Long arms that fire hard-cased cartridges with a fixed primer must have their firing pins checked to ensure that they are free floating.
- k. Carbine and other shoulder arm hard-cased cartridges shall conform to Civil War specifications. Hard-cased ammunition is sealed only with compressed Cream of Wheat, or with "crumbling" floral foam. Hard-cased crimped ammunition (metal or plastic) shall not be reused to prevent potential fragmentation.
- l. Long arms will only be loaded at designated times before each battle or demonstration, and at no other time when the public is present.

- m. In the event a long arm malfunctions on the battlefield, the soldier carrying that long arm will follow the following procedure:
 - i. With the muzzle pointed in a safe direction (preferably with the muzzle pointed up), remove the failed cap or cartridge and replace it with another.
 - ii. If the weapon fails to fire, repeat step 1, use your nipple pick to clear the touchhole, and again try to discharge the weapon.
 - iii. If your weapon still fails to discharge, dump your powder and become a simulated casualty.

2. Revolvers & Pistols.

- a. All revolvers, and other pistols, will be loaded with FFFg black powder ONLY.
- b. Specified charges for revolvers shall not exceed those in the table below.

Caliber	Maximum Charge
.31 Caliber	15 grains
.36 Caliber	20 grains
.44 Caliber	30 grains
.44 Cal. Colt Dragoon	40 grains
Single shot of any Caliber	25 grains

- c. Pistol chambers may be loaded and sealed in one or both of the following ways.
 - i. Cream of Wheat method: Chambers will be charged with the correct amount of black powder for the caliber of pistol. The remainder of the chamber will be filled with cream of wheat and packed tightly. No other material is needed to seal the chamber. The use of grease and cream of wheat must be avoided since it will create a hard plug.
 - ii. Floral foam method: Chambers will be charged with the correct amount of black powder for the caliber of pistol. “Crumbling” floral foam will be placed over the powder and compacted.
 - iii. Caps may be placed on the cylinder once the chambers are completely loaded.
- d. The use of grease is strictly prohibited.
- e. Powder flasks may never be carried at public events. Powder flasks may be carried on the person only at backcountry events, and then only for the loading of revolvers.
- f. Pistols are reloaded on the battlefield only with prepared cartridges conforming to the Civil War period, or spare cylinders.
- g. Those using revolvers may carry extra cylinders provided they are properly loaded and carried securely in a leather pouch.
- h. Pistols must always be carried in holsters with secured flaps or thongs when not in use. Loaded pistols must always be kept on the person.
- i. If a single shot pistol is equipped with a ramrod it may never be drawn during a battle.

- j. Single shot pistols will not use a wadding material.
- 3. Sabers, Swords, Bayonets & Knives.
 - a. Edged weapons will only be drawn on the command of the unit commander.
 - b. No edged weapon will be leveled or pointed at or make contact with another participant. In a scripted combat any edged weapons will be kept within 45 degrees of vertical at all times.
 - c. Sabers, swords and bayonets will have dulled edges and points.
 - d. Knives may not be drawn on the field, and must be secure in their sheaths. This means that if the sheath is turned upside down, the knife will not move or fall out.
 - e. Prior to the orders “arms at will” or “route step” bayonets must be unfixed.

F. Mounted Safety Rules.

1. A saddle horse will be allowed to participate in battlefield scenarios at CCWS events only if that horse and its rider have together successfully completed the CCWS mounted skills certification administered by a mounted unit evaluator for the current year.
2. A mounted safety officer/skills evaluator(s) for each cavalry unit shall be a knowledgeable member of that unit or another unit on horse safety, training, riding and trooper instruction. The evaluator’s name shall be submitted to the CCWS board to keep on file. This evaluator shall report to the unit commander any dangerous practices, equipment, horse or riders. They both shall report difficult or unresolved problems to their brigade commander.
3. If the owner of a horse allows another person to ride his horse at CCWS events, he shall make a reasonable effort to ascertain the suitability of his horse to the rider. (This includes evaluating the training and temperament of the horse, and the rider’s experience and physical abilities.)
4. All persons participating in equine activities at CCWS events, including riders, drivers, passengers on horse drawn vehicles, outriders, outwalkers, horseholders, and grooms, must sign the CCWS liability waiver for equine activities.
5. No horse shall be ridden or driven at any field event except by a reenactor in period attire due to insurance considerations.
6. The use of stallions is prohibited unless all of the following criteria are met: (a) the individual desiring to employ one agrees to take complete responsibility for its actions; (b) there are no objections from other horsemen who have their mounts at the event; (c) the stallion is guarded at all times by an experienced horseman, or is placed in a secure enclosure when not in use.
7. All horse equipment must be used in a safe, humane and correct manner.
8. A “quick-release” knot will be used to tie horses by the halter lead. Horses shall never be tied by the reins and link-straps shall be fixed to the halter, not the bit.
9. A loose sling snap must be pushed under the mounted troopers saber belt and not left dangling.
10. Horses may not be left unattended in camp. A horse guard shall be posted while the public is present. 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.

11. Picket lines are to be kept taut. Saddled mounts should be tied so as to keep the saddle from catching the picket rope. There will be no fighting within 20 yards of picketing areas when in use.

12. If horses are kept on picket pins, they must be at least 30 yards away from tents and watched by a guard at all times.

13. Horses should not be chased if loose. They should be “hazed” in a non-threatening way towards other horses or their camp picket line.

14. An inspection for cavalry shall include all weapons and tack used and all items carried onto the battlefield. The horse’s hooves shall be inspected for loose shoes or lodged stones.

15. Horses and mules must be ridden at a walk in camp or civilian streets, and when entering the battlefield via avenues through the public, and only by prior permission of battalion and/or civilian commanders.

16. Riders must be at a walk any time they are within 30 feet of pedestrians, tented areas, or any camp; any time they are within 30 feet of the public, simulated casualties, or enemy ground troops; or when they are within 50 feet of horse drawn vehicles. The following exceptions apply: a) scenarios approved by all affected battalion commanders and practiced in advance; b) when riders are using cavalry lanes designated in advance by battalion commanders; c) when riders are acting as outriders for horse-drawn vehicles; d) riders who “take hits” off of horses (see rule 17.)

17. Riders may “take hits” from horses only if the rider and horse have successfully completed that optional section of the mounted skills evaluation. Riders who take hits must either maintain control of the horse from the ground, or have a “pick-up” rider take control of the horse immediately after the rider has fallen from the saddle.

18. Mounted men will not fire at less than a 60-degree angle from their horses’ ears and be aware of other troopers and horses around them.

19. Saber combat between mounted and dismounted troops is prohibited.

20. Riders must not let drawn sabers drop below the wrist during engagement.

21. Hand to hand saber combat between mounted participants can occur only if scripted in advance, approved by both battalion commanders and **REHEARSED** by all units, persons, and horses involved.

22. No person may take the reins of another rider’s horse while the rider is mounted. If a rider becomes a casualty or prisoner, the person leading the horse shall use the lead strap, and the rider shall keep the reins.

23. Safety will always take precedence over the authentic way of doing things with mounted troops if a conflict of methods arises.

24. The public in a controlled situation such as a talk or demonstration may touch a gentle horse.

G. Artillery Safety Guidelines.

1. Guidance for loading and firing of artillery by CCWS crews will be provided by the “National Safety Rules and Procedures for Shooting Muzzle loading Artillery.”

2. The CCWS definition of artillery is: any form of cannon, howitzer, mortar or any other firearm that's original (full size) bore is greater than 1.5 inches. In this document, the terms "artillery" and "cannon" shall include all forms of these weapons.
3. The artillery piece to be placed on the firing line at CCWS events must be of period design and construction. The Artillery Battalion commander however, must approve all cannons, and at his discretion he may keep any cannon off the field if he so deems it or its crew unsafe.
4. The minimum distance required between guns is determined by the area required by the gun crew to work the guns safely as determined by the Senior Experienced Gun Officer and/or the Ordinance Sergeant. A spacing of 20 to 25 feet between the nearest wheel hubs of adjacent pieces is suggested.
5. The placement of artillery is the responsibility of the Artillery Battalion Commander or designee.
6. Artillery will be permitted to fire with a minimum crew of 3 persons for each gun, except breech loading cannons. One member of each crew must be knowledgeable and experienced in artillery operation and care.
7. All artillery will have the proper required equipment on site and be in a safe condition as per CCWS rules and regulations. Improperly equipped or unsafe artillery must be removed from the field of fire.
8. No projectiles of any kind or condition are to be fired at any CCWS battle or living history demonstration, unless prearranged and approved by the CCWS Board of Directors in writing.
9. At no time will any object of material be fired from a cannon if that object or material will pass over the 75-foot safety boundary, and thus endanger the participants and/or spectators during any CCWS event.
10. The artillery ammunition box will be placed 25 feet to the rear of its associated cannon and 25 feet from the spectator's line. The lid hinge must be nearest the cannon.
11. The artillery ammunition box is to be constantly manned when unlocked. When the box is not in use, it is to be removed from the field of operation and placed in a secure location.
12. Ammunition boxes must be fitted with self-closing lids, i.e., lids, which fall closed when your hand is removed. Lids may not be fitted with any hold-open device or prop.
13. It is recommended that artillery powder charges be kept in individual safety containers. Each charge must be placed in a leather haversack when being carried from the ammunition box to the cannon muzzle. The charges will not be removed from the containers and haversacks until they are to be placed in the cannon muzzle.
14. The thickness of the foil wrapper for the cannon powder charge is the responsibility of the Battery Commander, giving the highest regard and consideration for the safety of his crew, other crews and the public.
15. Before each CCWS battle, participating artillery must be inspected by the Artillery Battalion Commander. Each artillery piece must successfully pass the safety inspection before being allowed to fire in any events. The "Artillery Safety

Checklist” must be completed in duplicate by the inspecting personnel. One copy is to be retained by the gun commander and the other copy is to be given to the CCWS President or his designated representative to be retained in the CCWS’s files.

16. Each artillery piece must have a certificate issued by an approved business or organization that has inspected the artillery piece by means of radiography, x-rays or magnifluxing or similar CCWS approved methods.

17. Failure to present a copy of a certificate of inspection by some form of radiography is sufficient grounds for the CCWS safety inspector to deny the artillery piece permission to participate in the CCWS event. There are to be no exceptions. Forgetfulness or accidental loss of the certificate is no excuse.

18. A rammer leaning against or upon the wheel hub is a clear signal that the cannon is loaded and ready to fire.

19. A cannon that has misfired can be extremely dangerous. When a cannon misfires the implements will be crossed over the barrel of the cannon. When continuing efforts to clear a cannon that has misfired are unsuccessful a red flag is the signal used to alert troops.

H. Ground Charge and Airburst Safety Guidelines.

1. The CCWS definition of ground charges is: any explosive or smoke effect placed in the ground.

2. The CCWS definition of an airburst is: any explosive charge sent into the air to detonate while in the air.

3. Ground charges and airbursts are used to produce special effects that simulate artillery strikes. Airbursts and ground charges require engineering staff with state pyrotechnic licenses.

4. It is the responsibility of the Engineer Corps to place the ground charges and to see that the airbursts are clear of trees and overhead obstructions.

5. Ground charges are placed in holes 6 inches in diameter and 10 inches deep. These holes are usually located along fence lines and at the front of cannons.

6. Ground charges look like cans buried upright in the ground with plastic wrap on top and flour underneath the plastic wrap. Wires leading from each charge are buried 2 or more inches in the ground.

7. The minimum distance from an exploding ground charge is 10 feet. Do not look directly into the ground charge container. Nothing will be placed over a ground charge.

8. The Engineer and Artillery Corps have fire-fighting equipment available in case of a grass fire.

9. Watch for casing paper from air or ground charges coming back to earth, it may still be hot.

I. Horse Drawn Vehicle Safety Rules for Everyone.

1. “All Stop” is a command that can be given by anyone who sees an unsafe or potentially unsafe condition with a horse-drawn vehicle.

2. “Clear Wheels” is a command that can be given by anyone to warn non-mounted personnel to get away from a horse drawn vehicle, i.e. vehicle rolling backward down hill or drivers losing control of the team.

3. Only CCWS members who have signed the CCWS liability waiver for equine

activities are allowed to be passengers in horse-drawn civilian vehicles and only 16 years old and up on military support vehicles (wagons, ambulances, etc.) at CCWS events.

4. Only CCWS members who have signed the CCWS liability waiver for equine activities and passed the CCWS Written Driving Test are allowed to ride limber chests at events.

5. Driving horses will be allowed to participate at CCWS events only if those horses and their driver(s) have together successfully completed the CCWS Driving Skills test administered by an CCWS approved evaluator for the current year. (See CCWS Rules for Horse-Drawn Vehicles.)

6. The quickest permitted movement of any horse drawn vehicle at public events is a trot, unless the team and drivers are certified at the ADVANCED level and approval of Battalion Commanders and Safety Committee chairperson is given.

7. Horse drawn vehicles must be at a walk anytime they are 30 feet from pedestrians, tented areas, or any camp and any time they are within 30 feet of the public, simulated casualties, or enemy troops.

8. Horse drawn vehicles may **NEVER** be attacked or captured.

9. Firing, fighting, or taking hits is NEVER allowed off or from an artillery team horse.

10. Team masters or drivers must be mounted or on board and have taken control of the reins before allowing any passengers to mount any horse drawn vehicle.

11. A trot is the fastest permitted movement of ANY horse-drawn vehicle when passengers are aboard.

12. Mounted or foot soldiers should NOT run towards or up behind any horse drawn vehicle and must not fire within 50 feet of any horse-drawn vehicles.

Quick Reference Guide

Battlefield safety ranges:

Between infantry and:

Opposing infantry – 30ft

Opposing cavalry – 30ft

Artillery – 75ft cone

Between cavalry and:

Artillery – 75ft cone

Simulated casualties, enemy ground troops, general public –all mounted action must be confined to a walk when within 30 feet

Pedestrians, tented areas, or any camp –all mounted action must be confined to a walk when within 30 feet

Between Artillery and:

Any other troops - 75ft cone

Between guns on the same firing line – 20 to 25ft as determined by artillery officers

Between a gun and its ammunition box – 25ft

Between an ammunition box and the public – 25 ft

Ground Charges:

Any troops – 10 ft radius

Horse-Drawn Vehicles and:

Between horse-drawn vehicles and any weapons firing – 50ft

Between horse-drawn vehicles and mounted personnel – 50ft (exception for outriders)

Simulated casualties, enemy ground troops, general public –HD vehicles must be confined to a walk when within 30 feet

Pedestrians, tented areas, or any camp –HD vehicles must be confined to a walk when within 30 feet

Important Signals and Phrases

Phrases (All phrases should be repeated by all members until the completion of the necessary action.):

“STOP ACTION” – called any time a member witnesses and unsafe condition and results in a cease-fire and a hold on all movement.

“MEDIC” – called in the case of a real injury or medical problem, first aid is to be quickly supplied with the least amount of fanfare.

“ALL STOP” – called by any member who sees an unsafe, or potentially unsafe, action with a horse drawn vehicle

“CLEAR WHEELS” – called by any member to warn non-mounted members to get away from a horse-drawn vehicle.

Signals:

Artillery -

Cannon is loaded – the gun implements are supported on the cannon wheel hubs.

Cannon has misfired – the gun implements are crossed in front of the cannon.

Cannon has misfired and is unserviceable – the gun implements are crossed in front of the cannon and a red flag is visible.