



CIVIL WAR REENACTMENT RULES AND POLICIES 2010

By signing the registration form, you are agreeing to abide by the Reenactment Rules and Policies. These rules and policies will be actively enforced. If you cannot abide by these rules and policies, please do not attend this event. Failure to abide by these rules during the course of the event may result in any individual or unit being removed from the premises.

General Rules

Re-enactors are welcome to visit Conner Prairie's Historic Areas during the course of the weekend. Civil War clothing may be worn throughout the grounds.

All non-period items must be kept out of site during public hours.

No alcohol is allowed on site.

Smoking is permitted outside of Conner Prairie's operating hours. (Please see below)

Smoking is prohibited during Conner Prairie's operating hours:

Saturday – 10 am to 5pm

Sunday – 11am to 5pm

Smoking is permitted within 10 feet of your campfire pit.

Smoking is prohibited within 10 feet of any building.

Conner Prairie does not provide facilities for modern overnight camping or RV hookups. Please see the Conner Prairie website for information on nearby modern accommodations.

No pets are allowed on the grounds.

Working Service Animals are permitted.

Registered participants will be admitted to the event through the registration booth. All non-participants (family members, etc.) will be required to purchase an admission ticket at the Welcome Center ticket desk or outdoor ticket tent.

Each registered participant will be given a pass for one free admission to Conner Prairie. This pass may be used the weekend of the event or for a return visit at a later date.

All registered participants must be in appropriate Civil War era clothing. (Period clothing is not required during set up and tear down).

All participants must be pre-registered. No "walk-ons" will be allowed.

Registered participants are expected to stay for the duration of the event. The event ends at 5pm on Sunday.



Civil War Period Clothing and Camps

All Civilian clothing, Military uniforms, accessories and accouterments must be of the appropriate style, cut, construction and fit of the 1860s era.

All camps and equipment must be authentic to the Civil War period. Authentic reproductions are acceptable.

Authenticity and acceptability of Civil War era clothing and equipment and reproductions will be determined by members of Conner Prairie's Experience Division Management Staff.

Safety

Each company will appoint a designated Safety Officer to ensure general and weapons safety. The Company Safety Officer will report to the Regimental/Battalion Safety Officer.

Each Regiment/Battalion will have an appointed designated Safety Officer to ensure general and weapons safety. The Regimental/Battalion Safety Officer will report to the Brigade Safety Officer.

Weapons Safety inspection will be conducted prior to each battle or demonstration. It will be the responsibility of the military commanders to conduct these inspections.

All re-enactors must affiliate with a unit to participate. The command staff will attempt to assign individuals registering without unit affiliation to units, but this does not guarantee acceptance by that unit. It is the individual's responsibility to affiliate and, if no recognized unit is found, the individual will not be allowed to participate. Affiliation means that the unit or individual will be under the control of, camp with, be inspected by and fall in for battle or demonstrations with that recognized unit. Individuals must join or affiliate with a unit to register. The Event Managers and Re-enactor Commanders will make the final determination if a registration is accepted.

All safety regulations will be strictly enforced through a provost and/or appropriate safety personnel. Any violation of these rules will be grounds for an individual or unit to be removed from the field or event.

All participants under the age of 18 must have their parents sign the waiver form in order to participate, and have a legal guardian on site.

No projectiles, bullets, musket balls or loading blocks will be carried at any time at the scene of the event. Sutlers/vendors are not permitted to sell live ammunition or projectiles of any type, including those listed above.

Opposing troops will not advance within 25 yards of another unit at any time during this event. Exceptions will only occur if they have been carefully planned prior to the event *and approved* by the Event Managers.

All firing will be done at an elevated angle. Never aim a weapon directly at another person.



There will be no weapons fired in the bivouac or encampment area or along routes of march without prior approval and direction of the Event Managers and Army Commanders. Infractions will result in expulsion of the individual and/or unit.

All cartridges must be made up prior to the event. In the case of a prolonged event or unexpected firing activities, cartridges may be made at a designated safety area only, not in camp or near exposed flames. No staples will be used in any cartridge. Nails, vent picks, etc. should be kept out of the cartridge box to avoid accidentally dropping any of these objects into a muzzle.

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 (4f) powder will be used except by artillery units for priming. 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.

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.

Powder will be carried only in the form of cartridges.

Ramrods can be carried but are not to be drawn and used under any circumstance, unless otherwise directed by the Company Safety Officer during safety checks.

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.

Each unit commander is responsible for the conduct of his unit members (this includes women and children). The commander is responsible to make sure that his personnel and those assigned to him are aware of the safety rules and that they understand and abide by them.

In case of injury during the course of the skirmish/battle, all re-enactors will remain in the position they were in at the time the battle was halted. No individual or unit is to move or leave the field until instructed to do so by the Event Managers and Re-enactor Commanders.

No weapon will be discharged except during scheduled demonstrations or the battle and in designated demonstration/battle areas.

Infantry Weapons

Only 3 band muskets are to be used.

NO non-period weapons allowed.

NO civilian weapons allowed.

Side arms are to be carried **ONLY** by officers.

Ramrods are not to be drawn on the field with the exception of Safety personnel clearing a weapon behind the firing line.



Bayonets are not to be fixed on the field. Scabbards must have appropriate tips.

NO sheath knives will be carried on the field.

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.

No powder charge should exceed the manufacturer's recommendations for the weapon.

No weapons are to be discharged within 25 yards of the "enemy;" remember to always elevate when firing.

No weapons are to be discharged within camp boundaries with the exception of weapons inspections under supervision of the unit safety officer or commanding officer.

No live ammunition is allowed on the reenactment site. LEAVE IT AT HOME!

No tompons may be taken on the field.

No "Wonder wads" are to be used in any weapon.

Horses

ALL equestrian issues will fall under the purview of the appropriate Federal or Confederate Army commander, their Cavalry commander and Conner Prairie's Livestock Manager . This includes all cavalry, staff, mounted artillery and civilians.

All horses brought to the site are required to have a current Coggins certificate. Conner Prairie's Livestock Manager will verify this certificate before the horse(s) are unloaded from their trailer. All horses on site will have their papers inspected by 9 am on Saturday morning.

Horses without a current Coggins certificate will not be allowed to participate in the event or stay on the property.

Horses should be trained to gunfire and battle BEFORE THE EVENT. Do not bring untrained horses to the event.

Horses WILL NOT be ridden or led through the infantry camps, artillery camps, sutler areas or spectator areas.

An area will be designated for use by the horses/cavalry as their picket area.

Horses and other livestock are only allowed in designated areas. These areas will be identified to the Cavalry units and Army Commanders.

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.

No person under the age of 16 will mount a horse as a combatant or serve in a mounted capacity.



Only troopers or staff will ride horses on event grounds. Spectators, children and visitors will absolutely not be allowed to mount any horse.

Period civilians wanting to portray a mounted impression will apply to the appropriate Cavalry commander who will then determine the qualifications of the rider(s) and will also determine when and where they may ride. Mounted cavalry escort may be required at the discretion of the Cavalry commander. There will be no exceptions to this rule. Violators will be expelled from the event.

Stallions will not be permitted on the event site.

Hay will be supplied and distributed for each horse and for the entire event at the cavalry registration area when the horse is registered. The rate is one bale per horse. Additional hay is available if needed.

Artillery

Artillery will use the National Civil War Artillery Association Rules for the operation and inspection of cannons.

All artillery shall have the proper equipment and be in good repair. Determination of suitability shall be the responsibility of the Artillery Inspector (appointed by the Event Managers).

Each artillery piece will be inspected and approved before it is unloaded to the unit's camp. Artillery inspection forms will be filed with the Event Managers.

Cannons will be placed in the Battery Park upon arrival.

Conner Prairie is a living history museum; therefore, the goal is to establish an authentic artillery camp for the public. Contact the Chief of Artillery once your registration has been accepted for camping instructions.

Each piece must insure that there are enough participants to "cover" the limber at all times during the operation of the cannon.

All artillery is under the command of the Chief of Artillery which reports to the Army Commanders and Event Managers.

The Chief of Artillery, in consultation with the Battery Commanders and Army Commanders, is responsible for the placement of all guns and range markers. These markers indicate the safe firing distance. When approached, infantry must not cross until all guns are discharged. Once discharged, a rammer will be placed in the tube to indicate that the gun is safe to approach.

No cannon can be reloaded once the infantry approaches the range markers.

Artillery will follow historical military decorum during the event.

No mortars or mountain howitzers are allowed. All artillery must have 57 inch wheels and be full sized reproductions. Artillery participants will operate as part of a battery, not as individual cannons.



Muzzle loading artillery pieces are to be manned by at least six men who have been trained in the proper operation of the gun which they are operating.

No projectile, object, fireworks or other material may be fired from a gun.

Artillery munitions boxes will be at least 25 feet to the rear of the cannon and 30 feet from the nearest public.

The munitions box containing black powder shall be constantly manned when unlocked. When not in use the box is to be stored in a safe and secured area keeping with all governmental regulations governing black powder storage.

The box lid is to remain closed when rounds are not being moved, loaded or inspected.

The placement of artillery is the responsibility of the senior artillery officer.

The safety zone for artillery will be 50 feet to the sides and rear and 75 feet to the front. Only artillery crews or authorized personnel are allowed within the safety area when the gun is loaded or the munitions box is open.

No gun shall be loaded when the safety zone is not clear. No gun shall be fired when the safety zone is not clear.

All artillery rounds shall be made of black powder. No Pyrodex is to be used for artillery rounds.

Cannon rounds will be not be composed of more than three ounces of powder per inch of bore diameter of the gun in which that round will be used. Manufacturer's recommendations (if lower than the above charge) are to be followed.

If an artillery piece is loaded, the number one man will hold the rammer in a vertical position on top of the right gun wheel. For breech loading guns the number one man will hold his right hand in the air.

Side arms are to be carried ONLY by officers.

Additional Guidelines

All event participants must carry a full canteen at all times.

No person may carry the non-commissioned rank of Sgt./Major or the commissioned rank of Captain or above without approval of the appropriate army commander.

No General Officers or impressions of historic persons will be allowed without prior written consent from Conner Prairie Museum.

All re-enactors must meet accepted standards for authenticity. In case of dispute, the respective Commanders and Event Management Team will make all decisions.



Security Guidelines

Personal and unit property are to be respected. No individual is to remove any article of property from a camp, tent, battlefield or other area without the express permission of the owner. This includes the “capturing” of flags and other items from the opposing camp.

Any person(s) caught taking items without permission will be subject to removal from the event and/or notification of Law Enforcement.

The retrieval of objects left on the battlefield or found along pathways for the purpose of returning the item to the owner is acceptable.

Anyone exhibiting signs of drunkenness, drug use or other behavior detrimental to the event will be expelled from the event.

The Event Management Team reserves the right to remove any individual or unit from the event for violations of these rules and policies.

Conner Prairie Museum reserves the right to decline the registration and participation of any unit or individual for any reason.