

Living History Association

Old West Safety Rules And Event Guide 1830-1900



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Old West Safety Manual And Event Guide

Introduction

The wild west. Those words create an enormous challenge for those of us who operate historic sites and reenactment umbrella organizations. The descriptive definition of the time period seems to defy the boundaries of controlled and reserved behavior. They seem to smack of the unsafe and out of control individual. It is a period in American history where a vast majority of people were decent and law abiding, but where the mechanics of law and normal civil behavior were absent. Most western movies concentrate on the great adventure of western movement. It is a story of people challenging the environment and the enormous space that was the American West. It is a clash between soldiers and settlers and Native Americans; lawful citizens and the unlawful robbers, murderers and thugs who easily hid and lurked among the great spaces that made up the west. The mechanics of the law were often far away and justice was meted out with a hand gun or a lynching party. The history that was the American West provides us with interesting, unique and highly dramatic scenarios to reenact. But because of the many times individualistic nature of these scenarios, without the control of military officers and controlled drill, these western events must make an even greater safety effort than most other time periods. Rehearsal of event scenarios is almost always needed, except in the most benign of circumstances. Close coordination with site or building owners is imperative. Testing weapons in confined areas before the public arrives and adjusting loads of weapons accordingly is a must for ear safety. In a railroad car a robber may be reduced to never firing a weapon (keeping it completely unloaded) or loading with only a cap and no charge. Remember, you are acting with the intent of sending your audience home with an increased interest to hopefully crack open a book on the subject and learn about our collective past. You don't want to send them to the hospital with ear damage and a lawsuit against you or your organization.

When highly individualistic and complex scenarios are embarked upon, choose your oldest most mature reenactors for the key roles. Don't put an unaccompanied 10 or 15 year old in the center of the action with no adult support. Don't give people under 21 wide ranging gun firing roles unsupported by a person of legal majority. Above all practice and rehearse complex scenarios. Test weapons in the spaces provided. Be sure your audience is prepared for what will take place in the scenario. A loud speaker system with commentator can work wonders to explain, and even help control the action as it unfolds, by cueing the reenactors when things are supposed to happen. A safe event is one that is highly organized, practiced and controlled. Let all participants know the rules going in. Don't be afraid to adjust safety rules, making them more stringent, when the situation or site demands it. Be aware that state and federal park rules will supersede these rules. Their site, their rules unless otherwise negotiated.

Be Safe Out There!



Resources Consulted For This Manual

We would like to thank the following people and groups who are LHA members that graciously sent us at HQ copies of safety manuals they use.

Frontier Resources Gerry Barker, of Kentucky
Ghost Riders of Oklahoma
Kern's Wagon Train Club, Rod Henderson, Wyoming
Old Fort Griffen Memorial Regiment, of Texas
2nd Florida Cavalry, Roger Ragland of Florida
7th Cavalry, John Lemons of Colorado
War Horse & Militaria Heritage Foundation, Fritz Bronner of California



Other sources were:

- Brigade of the American Revolution Safety Manual
- Civil War Theme Series, Kerry Anderson & Candy Fink, Creative Teaching Press Inc. Cypress, CA 90630, 1992.
- Previous Living History Association Safety Manuals
- Old Fashioned Patriotic Cuts, Dover Publications, NY, 1988
- Time Life Old West Series, The Gunfighters, The Indians, The Soldiers, Time Life Books, NY
- Trades and Occupations, A Pictorial Archive From Early Sources, Edited by Carol Belanger Grafton, Dover Publications, NY

I. Organizational Structure:

1. Safety Officer: Every event should have at least one appointed Safety Officer to inspect participants for safe weapons, safe animals, safe and experienced riders and to oversee general scenario safety. When there is more than one Safety Officer there should still be one person who is designated as the final authority. Responsibility “may be” divided so as one Safety Officer deals only with animals and another deals with weapons, gear, and camping. Both would devise and enforce the needed safety requirements for scenarios.

2. Duties of the Safety Officer: Safety Officers will execute the following:

- Inspect all personnel for proper uniforms, properly operating weapons, clothing, accoutrements, drill or animal handling skills.
- Inspect horse and draft animals and their equipment.
- Inspect the site where an event is to be held and be sure that it meets the needs of the participants and scenario. If not, the activity should be adjusted.
- Maintain an information file on each horse or animal in attendance. (Most reenactors will return annually for good events and after a file is created the updates are easy to maintain.) Files should contain, but not necessarily be limited to, an accurate physical description and all required medical tests.
- Be sure that safety meetings are held and that safety information reaches all of the effected groups so that everyone knows what the safety rules are and to be sure that they are followed. This needs to be emphasized for each action scenario as terrain and circumstances might effect the safety rules that are applied as well as the potential hazards which participants should be made aware of.

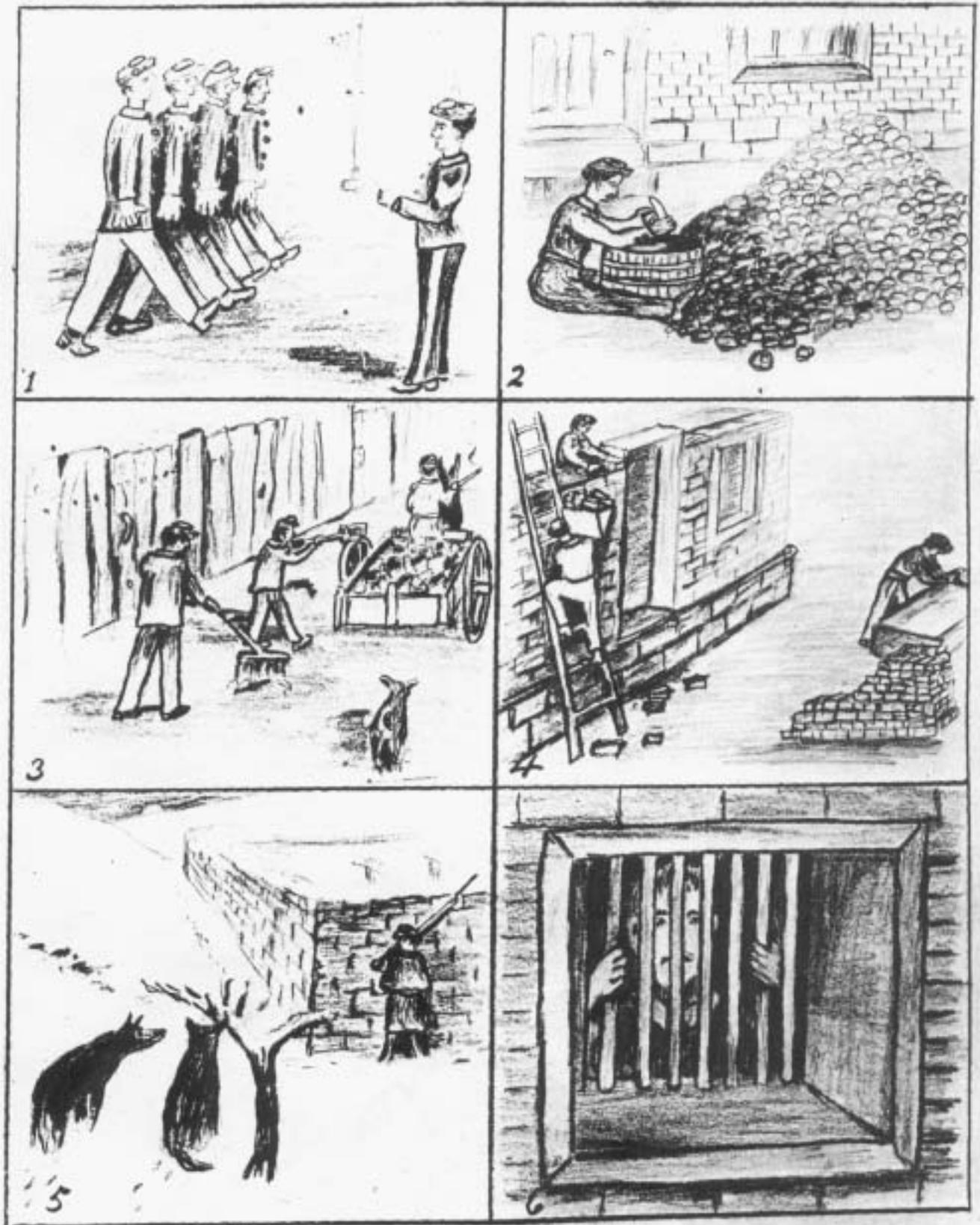
3. Every Person Is An Event Safety Officer: No reenactor at an event will be made to perform any activity that they feel is unsafe to themselves or others. Anyone who feels they cannot safely perform a task should advise a unit officer or group leader. Also anyone who sees a potential hazard or the opportunity for a potential hazard should report it either to their immediate superior, the event Safety Officer or the Event Coordinator.

- 4. Group Leaders:** At military reenactments (as well as reenactments of civilian activities) military unit commanders and leaders of any other group (wagoners, civilians, bandits, Native Americans, and so on) will attend the safety meetings held by the Safety Officer to outline safety for the event. These unit commanders, and group leaders should walk the ground of scenarios prior to the actual activity so that they know what is required of them, as well as what challenges the terrain offers for safe maneuver and communications. These unit commanders and group leaders have the responsibility of giving all of the people in their unit or group all safety rules as regards the event, as well as any information about potential hazards discussed at the safety meetings. They are in effect considered the safety officers of their respective units or groups and are responsible for their group or units ability to meet the safety standards set for the event. They must convey to their members not only all the basic safety information but also how each action of each scenario will be cued so that it unfolds safely and according to the plan. The event Safety Officer and/or Event Coordinator are relying on the knowledge, experience, and leadership of unit commanders and leaders to guide them, as well as the participants in a well executed and safe event. Safety Rules and terrain problems must be communicated to every participant.
- 5. Provost Marshall:** If you are having an event which includes an encampment a Provost Marshall in charge of camp safety should also be appointed. This person should set up the proper tent lines for laying out military camps, as well as set some standard for civilian camps which will permit spectators to safely walk through the camps and receive interpretive information by participants. For small events the Safety Officer, Provost Marshall and Event Coordinator might all be the same person. As an event grows in size it is usually better to spread the load amongst several people appointing assistants where needed but leaving one person as the final authority.
- 6. Event Coordinator or Property Owner:** If the Event Coordinator and Property Owner are two different people they must work out, before the event, what the event rules will be, and who will be responsible for what needs to be done, as well as who will be the final authority on the various event components. There should be one final authority for event activities. State and Federal Park employees often apply the rules of their agencies and maintain all final authority and policing. Local government, many state agencies, and almost all private individuals or civic club owners will look to the reenactor event coordinators to run their own safe event. That fact makes the implementation of these rules both an asset and written statement of your willingness to operate in a professional manner.

II. General Event Organization:

1. When organizing an event you should contact not only the site where the event is to be held, but you should also check all town, city, state, and federal ordinances, rules and regulations that might apply. This is particularly true if any part of an event will cross or use state or federal park properties.
2. It is common place for the requirement of fire permits for campfires. These are usually obtainable from park management, fire wardens or fire chiefs. Other permits should be looked into. Does each weapon carrying participant need a letter of invitation to carry the weapons across state borders? Is there a no weapons firing ordinance within town limits at specific times of day (example not before 8:00 am or after dusk 9:00pm). Can waivers of ordinances be obtained if the scenario is scheduled earlier or later than the allotted time. Don't push your luck and try to hold a scenario when you shouldn't because authorities can shut you down and give the whole hobby a black eye in the process.
3. Take confined spaces into account when planning a scenario. To blow off a cannon on a street can result in broken windows and the setting off of store burglar alarms and car alarms. Spectators could have, or claim to have, ear damage. Even both barrels of a four or twelve gauge shot gun with full loads could produce the same result.
4. Designate an administrative area or tent where participants must check in as they arrive to get "set up" instructions, and from which all participants can receive information concerning all aspects of the event. The first person arriving from a group should be treated as if they are in charge of that group until more senior members of the group arrive. As participants arrive always review safety rules with all of them. Designate in the schedule a time to have a safety meeting to discuss and plan all activities before the first event or presentation. You want everyone to be aware that you want to avoid any accident or incident that leads to injuries.

5. Each participant should be aware from the time they are invited to attend an event that modern anachronisms are unacceptable at authentic events. Modern beverages must be consumed from time period appropriate containers, or while in an out of site location (such as a tent). Modern foods must be consumed out of site. Cigarettes should be smoked out of site at most events because they were not common until the end of the western period. Other forms of tobacco consumption such as cigars and pipes were common throughout the western period and pose no great problem. Other common infractions include wrist watches and modern eyeglass frames. Participants should be required to wear natural fiber materials of proper patterns and designs from the moment the event opens to the public to the time it closes.



6. Each group leader or their representative (as well as individuals if that is deemed necessary) must attend the safety meeting. If key individuals miss it, they must be updated before the first activity or scenario. There are many different scenarios and you should consider any hazards that might go with each. At the meeting the following should be discussed:
 - a. The detail of planned scenarios.
 - b. All the potential hazard or risk items, the rules applied to each, and the location of emergency personnel or stations.
 - c. Ask everyone in attendance to ask questions and voice concerns.
 - d. Review all procedures and the events to be staged. For a complex day of scenarios review the activities for one block of time during the day and schedule a second meeting to discuss the last block of time of the day's activities. Don't over load your reenactors with so many scenarios at one time that they can't keep them straight in their minds.
 - e. Be sure that everyone knows that they are each responsible for safety, and in that light they should report to the event coordinators any "suspicious behavior" among the reenactors or the general public that seems strange, unsafe, or of concern.
 - f. Make sure everyone knows where to park their vehicles, trailers, etc. and be sure that everyone is prepared to stay parked for the whole day or if moving a vehicle they travel at very slow speeds at the event site. Vehicles should be parked in an area where they do not have to travel through authentic camp or spectator pedestrian areas when coming to or from the event. Drive safely.
 - g. Be sure that there is a plentiful supply of drinking water and that everyone knows where it is and has easy access to it. Try to keep the water in a cool place and encourage the reenactor leadership to keep all their members well hydrated.
 - h. Identify any hazards at the site, broken culverts, gofer holes, trenches, debris and so on.
 - i. If an accident occurs tell everyone to yell, "REAL EMERGENCY" or "WE NEED AN EMT." Saying "medic" could be mistaken as part of a scenario.
 - j. Be sure that everyone knows where the safety perimeters will be for each scenario. This is where the general public will be to watch action activities. A device, rope, fence or barrier must be in place to separate the event scenario from the spectator viewing area. If possible safety officers who will walk the barrier to keep the public in the safety zone should be identified at the meeting.
 - k. Assurances for the care and maintenance of animals attending the event must be made. All accommodations for them should be discussed as well as what arrangements have been made to keep them under control and how to keep the spectators away from them.
 - l. Livestock and horses are not allowed in the area of camp fires or in the streets of camps or sutler areas.

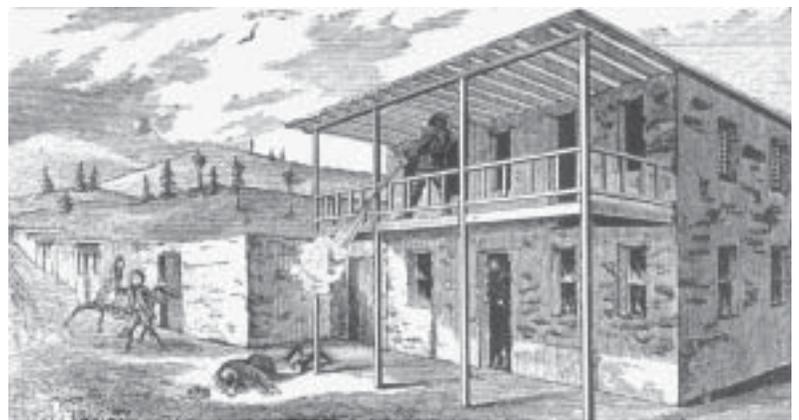


III. Event Scenarios:

1. When having an event in a street setting be sure to shut off the street to modern through traffic. Arrange your spectators away from the action, either on one side or one end of the street so that the action unfolds directly in front of them and moves away from them, or if the action moves in the direction of the spectator line make sure the action is at an oblique to the spectator line. The ideal situation is to have the spectators located behind a barrier that would make it difficult for horses to pass through and standing approximately where the artist was standing when he drew the above picture. The action is moving away from the artists vantage point. A loud speaker at the spectator line can explain the action but also can be used to cue the reenactors or warn and control spectators to any hazard. Most often spectators are startled by gun fire and should be warned about what they will be viewing.



2. Take historic structures and their owners concerns into consideration. Widows should not be shattered by your activities. Wood floors should not be chewed up by spurs and heel plates. If a scenario calls for firing from the window or door of a building make sure that all flammable materials are out of the way (such as table cloths and curtains). Keep a bucket of water nearby in the event of an accident with firing from a building. Explain in advance to property owners your exact intentions and the precautions you wish to take to prevent a mishap. Let them approve it (you may want them to sign a statement to that effect). Seek their advice and consultation. If the event is historical and educational in nature most property owners will be as helpful as they feel their circumstances will allow. Be prepared to alter history ever so slightly to meet the needs of the property owner.
3. Indoor shoot outs, bank or train robberies should be limited to the firing of weapons with reduced loads or with only musket caps or cartridge primers and no charge in any weapon. A full charge in an enclosed environment is very loud and it may easily be determined through practice that it is too loud for spectators to endure. The best option may be that if there is going to be gunfire, the charge load must be reduced (perhaps to just the cap or primer) or the action must be taken outside where the noise can more easily dissipate.



4. Robberies of trains should be ones where the robbers board the train either in a secreted location or as passengers when the train is at a full stop. Riding a horse and jumping on the train while it is moving is not permitted by these rules.



5. Robbery scenarios that involve stage coaches, wagons, wagon trains etc. must take into consideration that the animals that are present are a very substantial hazard to reenactors and spectators. Skittish animals, or animals that present an unknown commodity when placed near gun fire, must be well away from the action with handlers to keep them under control. All animals involved in the action must have been previously trained around gun fire. All ridden animals must be controlled by its rider and all team animals must remain under the control of its normal handlers. At no time should an animal in such a scenario be unattended. If a scenario calls for a horse to have a switch of riders (say where a horse is stolen) you must make sure ahead of time that the horse will tolerate the new rider so as not to surprise the horse and endanger horse, rider and the public.

6. At no time should a duel or quick draw duel with hand guns or long arms take place at a distance of less than 20 paces when full gun powder loads are being used. In door and closer range duels should include a practice session where gun loads are reduced to a level compatible with the environment (meaning that no one's ears will be hurt and muzzle blasts will be reduced so as to not burn clothing or people). This may mean reducing the discharge to only the cap or cartridge primer. Opponents in such duels should never point their weapons directly at anyone. You should instead aim low, or high and/or at an oblique to your opposition.



Never aim directly at your opposition, do not engage at close range, and make sure weapons have reduced loads in confined spaces.

7. Some event scenarios may call for some type of raid to be portrayed as were common between settlers and Native Americans, cattlemen and rustlers, Confederate Irregulars and Union sympathizers, etc. If such a raid includes the burning of any type of structure (a condemned building or a hollow stage set building) all fire authorities should be notified 90 days before the event to be sure these authorities will allow (permit) said activity, and that they will provide safety personnel for the event. Such an event demands a fire truck with personnel to operate it at the scene as well as EMT personnel to care for any problem. Such raid fires should not be started by gasoline and should not include any item that produces hazardous gases such as draps, carpeting, old tires, and so on. A prop building that is to be burned for a scenario should be made of clean wood (non-pressure treated) that burns as cleanly and quickly as possible in as small and controlled an area as possible. Such an activity as a raid fire should not be undertaken when the reenactors are small in number and short on experience. It also should not be undertaken when there are only small numbers of fire personnel available. Multiple structure raids should never include a fire scenario lest the situation gets out of control. Any structure fire in a scenario must be fully coordinated with local fire officials to insure proper distances of the fire to vehicles, animals, spectators and other structures. A scenario with a building fire in it is not something to be attempted by beginners in the hobby. You need experience and a good working relationship with fire officials.



8. Indian raids might include the killing of their opposing force (settlers or cavalry) and the capture of the opposing forces horses or livestock. (Indians on horseback should be treated as cavalry per these safety rules.) If this is to happen it must be rehearsed and the animals must be able to deal with the change of handlers in the scenario. If the animals cannot adjust (regardless of the dictates of historical fact) it may be necessary for the Native Americans to capture the animal handler along with the animals so as to prevent an uncontrolled situation.

9. Any raid into any opposing camp should have all of the action take place on the perimeter of the camp. No horses or opposing forces should fight among the tents and rope lines. If the raid would look more effective or authentic if it passed through the camp, then divide the camp in half with a wide lane in its center and keep all the action to that center lane and the perimeter. Stay away from cook fires, tents and rope lines and keep spectators behind a rope line or barrier outside of the camp. NEVER have the public in the center with the action happening around them.

10. At no time should there be a surprise attack that is really a surprise. A surprise attack should be well scripted and rehearsed and the only people who “maybe” surprised is the general public. At no time should attackers jump up from tall grass and surprise riders and horses. The below picture of Native Americans dressed as wolves or coyotes jumping up from the grass must have been terrifying to those attacked in the old west. But, this scene could easily be terrifying to horses and people in a reenactment who don't know it is coming. That surprise could cause horses to bolt away and cause an accident. Remember living history events are not supposed to be real, they are supposed to be large scale outdoor theater which is safe, fun, and educational for everyone.

11. Explosive devices and fireworks should never be allowed present at a reenactment by reenactors or the public. All fireworks or explosives should be handled by licensed fireworks technicians who are setting specific charges, for a specific result, at a forewarned and specified time, that is coordinated with all reenactors who are tending children or animals. The licensed technicians should be working within accordance of the law for the placement of their devices at a safe distance from spectators and spectators should be forewarned of what is to take place. Most such devices are flash pan explosions simulating cannon fire, or a fireworks display that is part of a larger celebration. No one should



ever try to simulate dynamite to explode a bank safe or a stage coach strong box. Such explosions throw debris in all directions and are dangerous. No reenactor should have fireworks or firecrackers on their person or with their event gear at anytime.

12. There should always be a safe distance between reenactors and between reenactors and the general public when animals or large amounts of gear are being moved. Keep the general public out of harms way behind either a staked out rope line barrier or where animals are involved, get them behind a fence line. During scenario action the public should be at least 10 feet away from the nearest action and that action should either be parallel with their position or it should be moving away from their position.

13. Alcohol must never be consumed by any reenactor during the operational hours of an event. No reenactor, who shows they are under the influence of alcohol, or any drug (legal or illegal) where their judgment is impaired, will be allowed to handle weapons, animals, or participate in scenarios in any way.

14. All scenarios should include monitors or guides to take spectators through camps to explain what they are seeing. Spectators should be informed and controlled with a loud speaker system or by reenactors who walk the spectator line to answer questions during action events.

15. Children entering an event site should be accompanied by a parent or guardian.

16. If an accident happens, each reenactor should be encouraged to inform everyone around them. The scenario should be stopped and medical attention should be sought by yelling “REAL EMERGENCY” or “WE NEED AN EMT”.

17. Event organizers should have an ambulance and EMT personnel on the site during event operational hours. They should also check for cell service to the site or for where the nearest phone is to be able to call 911 as needed. Direct emergency numbers should be on hand and available to the reenactment participants.



At no time should an opposing force jump up and surprise their reenactor enemies and animals in a real surprise attack taking people and animals off guard.

IV. Setting Camp

1. Introduction

The use of common sense while setting up, starting and maintaining cook fires, participating in the encampment, and dismantling the camp, will reduce the number of hazards and accidents. The overall commander of the camp (and/or event coordinator) shall be the Provost Marshall. This person will be in charge of military castrementation, the placement of civilian camps, the fire pit areas, and the general administration of the encampment. The Provost Marshall will advise all participants of specific rules and regulations regarding the camp, since various locations, city and state ordinances and conditions would necessitate accommodation to the situation. The rules and safety regulations that follow are a general guideline only, and will be augmented by specifics as required by local ordinances and space restrictions.



2. Campfires

- a. All fires will be enclosed in proper fire pits, or on steel plates, or fireboxes not to exceed an area of four (4) feet in diameter in all directions cleared of flammable materials such as limbs, leaves, and so on.
- b. Fires shall not be left unattended in camp areas at any time and must be attended by an adult.
- c. No fuels other than untreated wood shall be used for fires, in consideration of safety, authenticity and the environment.
- d. The area surrounding the fire pits shall be tended by an adult reenactor to prohibit direct contact of the fire with any member of the general public.
- e. Fires must be extinguished before turning in for the evening.
- f. The hours of burning, size and placement of fires shall be in accordance with local and state (or federal) regulations and shall be regulated by the Provost Marshall or host, or both.
- g. No bonfires are permitted.
- h. Fires must be no closer than five (5) feet to a cook fly, and twenty (20) feet away from tents.
- i. A bucket of water must be at each fire pit.
- j. Children must not be allowed to tend fires without adult supervision; no playing around fire pits.
- k. At the end of its use, fire pits must be drenched in water, stirred, drenched again, replacing the sod and re-leveling the ground to its former appearance.
- l. No garbage may be burned in a fire pit.
- m. Axes and hatchets must not be left around camp fires, wood piles, or in walk areas, but rather they must be sheathed and put in a secured tent or camp chest.

3. Evening Lighting

- a. Candles ensconced in a properly enclosed lantern are strongly recommended as the lighting in and around camp.
- b. Lanterns shall be kept a safe distance from flammable articles such as clothing, baskets and tent canvas.
- c. Under no circumstances should a lantern be placed near a saw dust pile or on a bale of hay.
- d. No wooden lanterns in tents. (They burn)



4. Smoking

- a. Prohibited in tents.
- b. Shall not be allowed within fifty (50) feet of black powder storage areas of cartridge fabrication designated by the Provost Marshall, event safety officer or host unit.
- c. All gunpowder not in the hands of individual participants will be stored in a secure tent at least 50 feet from campfires and smoking areas. All bulk stored gunpowder should be in pre-made cartridges. It should not be loose or in flasks. The making of cartridges at events should be discouraged.

5. Horses and Animals

- a. Prohibited from being ridden or driven in the company streets of a military camp. They should be kept at least ten feet away from all tents. Tack will be taken to the picket line for saddling. Horses will not be brought to a tent for saddling. If there is no picket line and trailers are used, the trailers will be well away from the tents.
- b. Prohibited from being ridden or driven along the fire line of camps.
- c. Prohibited from being ridden or driven in the pedestrian areas of Sutlers Row.
- d. Each unit or group should maintain their own picket line of animals and animals from one picket line should not be mixed with animals from another picket line.
- e. All picket lines should be attended by a reenactor.
- f. From a picket line horses should be watered as follows: An NCO or person in charge should untie the horses two at a time and hand them off to the person who is taking them to be watered. That person will return to the same position in the line after watering and the person in charge will retie them to the picket line. This way, by putting each horse back in the place from which it came the person in charge will always know when all the horses have been watered and will never miss watering any horse. At small events each owner should water their own horse. Water call should be at least twice a day, more in hot weather.
- g. Stables should be conducted at least once during each event; being a length of 20 minutes. For an 0800 Saturday to early afternoon Sunday event stables would be once on Saturday.

6. Public Safety: Camps

- a. Camps must be neat and well organized with clear walkways through and around camps.
- b. Camp fires must be attended by an alert adult that will keep spectators a safe distance from fires, hot pots, kettles, sharp objects, and any visible hazard..
- c. Cook fires must always be a bed of coals or of practical size. Bonfires are not permitted.
- d. No firing or loading or keeping of loaded weapons in camp is allowed.
- e. No firing or handling of weapons by spectators is allowed.
- f. It is best to arrange to have reenactor guides for spectators going through the camps in groups. Spectator children should be accompanied by an adult when visiting living history encampments. Another option is to have the camp areas roped off so the spectators can only walk around the perimeter of the camp. Still a third option is to make sure that each camp have an official greeter (docent) who guides spectators while visiting their camp before letting them travel to the next camp where that camp's greeter would welcome and guide them through that camp as well. This would continue down the line of camps to the end.
- g. When dealing with the public try to be as polite as possible. This will advance the best impression and avoid any incidents. If they ask questions and you do not know the information requested, either state that you don't know or find a more experienced reenactor who might be able to answer the question. When talking with the public, if it is in an area where they are supposed to stay in a safety zone, do not invite them beyond that barrier. If a member of the public is venturing beyond a safety zone during an action scenario, get their attention as politely as possible and direct them back into the safety zone, or if needed stop the scenario.
- h. Reenactors must not leave the camp and demonstration areas to go into town or to go "shopping" while carrying weapons. This especially means that no reenactor should go to an establishment that vends alcoholic beverages while carrying firearms.
- i. Only let the public near horses or other animals when they are escorted in safe areas near the animals. Never put the animal or the public at risk. If you see a potential safety issue, withdraw the horse or animal, or escort the public away. Certain horses and animals can react badly to noises or sudden movement so be alert. If someone is misbehaving around the horses or animals remove them immediately or get the event authorities (or for very serious problems the police) to take whatever action seems appropriate.

- j. Keep the public away from the rear quarters of a horse and always inform the public as politely as possible of any safety problem there may be around an animal. Don't be afraid to tell the public to stand back or move to a different viewing vantage point.
- k. Posting camp guards should be avoided if possible, but when there is a threat of pilferage or horse or animal safety guards will be posted. Postings will be divided between all the groups present. A minimum guard mount would be a Sergeant of the guard who would march the assembled guards to their allotted posts for each shift. He would return the off shift by marching them from their posts back to their own tent area. Civilian guards might be posted by assembling and disbursing from a prearranged location such as a particular tent.

V. Care And Management of Animals At Events:



1. Site Selection:

Organizers of events must take into consideration all the needs of the people and the animals needed to perform the event. Some original sites have become so encroached upon by modern development that they do not lend themselves to events with animals and alternatives must be sought. Events that include wagon trains, stock animals, cavalry units, and some opposing mounted force must include enough space to accommodate all the animals comfortably. An event site where animals play a big part of the activity should include the following:

- a. The availability of open space for Cavalry to properly exercise, deploy and picket horses in a secured area near their camp but easily isolated from spectators by rope lines, terrain features, fencing, or some other device. A space of one well manicured acre of field for every four horses is recommended. More wooded and rough terrain might require more space.
- b. A close site inspection should be held by the safety officers to warn animal handlers of any gofer holes or other hazards. Each animal handler should also conduct an inspection of the ground allotted to them before unloading animals.
- c. There should be room for period reproduction tents, cook fires, and an animal picket or billeting area of some sort. The historic interpretive camp should look authentic in every way. The camp area where animals are kept should be large enough that spectators can see the animals but not have easy access to them. Spectator access should be limited to guided tours or controlled demonstrations. Spectators should not be allowed near the animals on their own and they should not be encouraged to pet or touch the animals in any way. Animals should be kept at least ten feet from company streets and tents. Horses should be saddled at the picket line but never among the tent area. Animals should be taken to be watered two at a time and retied to the picket line in the same place each time. This avoids confusion about which animals have been watered and which ones haven't been.
- d. An area for a modern camp (well away from and preferably out of site of the historic camp area) should be arranged where animal pens can be set up and where their transport trailers can be located. Water, straw, shade, and horse/animal care equipment should all be located there to support the health and well being of the animals at the event. This area is instrumental when it is determined that an animal should be removed from the historic camp.
- e. All camp and picket sites should include easy access to food, water, and shade for the animals. These sites should be free of chemical spray on plants the animals may consume. Each animal owner is responsible for providing their own forage, grain, or hay for their animals unless otherwise notified by event coordinators prior to the event.
- f. If possible, animal resting places between event scenarios should be sought that are both cool and relatively insect free.
- g. A local equine veterinarian and farrier should be on call. The name and number should be posted in a place where participants the safety officer and event organizers can easily find it should the need arise.

2. Health and Disposition:

Events are a terrible experience for livestock. The public has little or no knowledge of safe horse or livestock handling. It is our responsibility to protect the animals and the public. Know your animals and be aware of their limits.

- a. It is essential that only animals fit for service be used at events. Animals that are lame, sickly, appear to have been beaten, or are exhausted will be determined to be unfit for service and will not be allowed to participate. This decision will be made by the Safety Officer together with whomever is the final authority for major event decisions. If agreement of the parties cannot be reached a veterinarian can be called to resolve the issue. The Safety Officer will examine all animals before an event in order to be sure of observable soundness and fitness for use.
- b. Each horse must have proof of a current negative Coggins test. Coggins test validation is different in various states (Texas 12 months many other states 6 months). Also a health certificate may be required in some areas. You need to know the requirements before going to, and definitely before organizing, an event.
- c. No stallions are permitted at events.
- d. No animal will attend an event until it has been tried at a training session. The training session should include stressing the animals by exposing them to loud noises, bands, flapping flags and an inconsiderate public. The animal must also tolerate and behave well on a picket line.
- e. Any animal that misbehaves or acts aggressively toward people will not be given a second chance. They should be removed from the public areas of the event or from the event site.
- f. Animals that show signs of stress must be taken to a quiet, safe place. All animals, even tested good ones, can tire or wear out. Noise has a cumulative effect, especially on horses. Riders and drivers who find themselves in this situation should take the animals to the modern trailer area away from the public and the noise where they can rest, feed, water, and regain their composure. Event organizers should provide such an area or let each person bringing animals arrange their own trailers and gear to create such an area.
- g. No horse should be left alone. Keep horses in pairs or more, unless being ridden.
- h. Livestock should never be left unattended.
- i. The public should never be allowed to feed the animals.
- j. No member of the public should be allowed to ride an animal.
- k. No member of the public should be allowed to drive a wagon or team pulled farm equipment.
- l. Participants should only be riding or driving their own animal or an animal that they are familiar with through many previous uses. If this is not the case the animal's normal owner or handler must always be close at hand to take charge of the situation as may be needed should an animal become confused or frightened.
- m. No one pets an oxen except the owner and driver.
- n. No horse will be cantered or galloped into a crowd of people.
- o. If horses are exposed to extremely stressful situations, parades in large cities for example, there will be a header for each animal.
- p. Pets should be discouraged from attending all events be they pets of reenactors or spectators. Any pet attending an event such as a dog, cat, chicken, weasels, and especially "caged ferrets" must be kept on a short leash.
- q. All pets, especially large guard dog breeds should be kept away from children. Children who often stare at such dogs cause the dog to feel challenged and therefore the dog may uncharacteristically attack the child. Such breeds should be completely prohibited from overnight participation at an event and must be on an attended strong leash at all times. If the dog is nervous it must be muzzled with a proper muzzle designed for that breed of dog.

3. Rider, Horse, And Equipment:

The proficient and safe operation of Cavalry and other mounted interpretations is paramount for any organization who wants to maintain a liability insurance policy and not be seen as a high risk element. Animals and their riders are a leading cause of accidents in the reenacting hobby. Frequent reenacting accidents can effect the whole hobby by raising liability premiums to a point where they are no longer affordable, and possibly shutting down not only your group, or unit, but also the entire hobby. If you are a horse rider you "might" be taking the future of the entire hobby in your hands each time you pull on the reins. Act responsibly!

A. Riders:

1. **Level One Participants:** In the best conditions, a Level One Participant and their horse will have demonstrated their control ability to their unit commander or group leader prior to attending their first reenactment event. Horses and/or riders who are new to the reenactment hobby should be treated as beginners. Experienced reenactment riders on new, rented, or borrowed horses should also be treated as beginners until they show a proficiency (with that particular horse) that would have them otherwise treated. The rider must demonstrate their ability to control their mount. They also should not be allowed to participate in complex drill or reenactment programs where they are thrown into the middle of a fray of horses, people, gunfire, and saber slashes. They should either be used in lesser roles and/or be accompanied by highly experienced horses and horsemen operating in a less active area of the field. It is the responsibility of unit commanders and group leaders to make sure that both riders and animals are not exposed to situations beyond their tested abilities. Failure to make the proper evaluation on the unit or group level will cause the Event Safety Officer to make their own evaluation. The Safety Officer, who observes control problems, may then demand compliance from unit commanders and group leaders to either change the position or responsibilities of beginners (or individuals and/or horses that are out of control). Failure to comply with the Safety Officer may result in the rider and horse being removed from the field or if the problem is wide spread the entire group or unit may be removed from the field. Level One participants should be kept at the greatest possible distance from the spectator lines during action events. Their camp and picket arrangements should also be positioned with the idea of keeping them at the greatest distance from the public as possible, while still being in the same camp. It is the responsibility of unit commanders and group leaders (as well as their experienced membership) to take beginners under their tutelage. You must train them and warn them about all the hazards your experiences have taught you about. When both rider and horse have demonstrated their control and knowledge of the necessary maneuvering skills they will become Level Two Participants.
2. **Level Two Participant:** Is a horseman and horse who has demonstrated their ability to perform safely in the field to their unit commander or group leader prior to attending a full reenactment. To be considered a full Level Two Participant the reenactor should also have attended at least five reenactments where there are either large numbers of the general public or where reenactment gun fire has been present. Horses must be calm and tractable and must not panic when exposed to gunfire, musical instruments, flags, flashing sabers, and so on. A rider must be able to get the horse to walk, trot, canter, stop and turn his mount maintaining complete control. It is desirable that a rider be able to ride without stirrups and turn his horse with one hand. It is recommended that those who can not do so should learn and practice these practical techniques.

Native Americans rarely used saddles or stirrups but Level One (and possibly Level Two) Participants who portray Native Americans may need these riding aides. Safety is the first consideration. To keep horses under control authenticity will be sacrificed. You can camouflage saddles, and so on, but if a rider needs them for control, then they must have them regardless of their historical interpretation.



3. Training can take a number of forms but here are a few suggestions. Cavalry units usually operate in columns of pairs or fours and many times are arranged merely by horse color. Civilian wagon trains some times arrange themselves in a similar fashion, and so on. Groups with several new members should arrange themselves veteran/recruit/recruit/veteran. If this marching order is assumed, then the same order is assumed on the picket line and in tent placement directly behind the horses. In the tent line the veteran reenactor is assigned to the recruit next to them to lend a hand and give instructions. This will bring recruits up to speed at a faster rate than if they are left to their own devices.
4. Cavalry and civilian riders will be given twenty minutes to saddle and bridle. (In other words there will be 20 minutes between “Boots and Saddles” and “To Horse”.) By giving everyone enough time to saddle and bridle the rider has the opportunity to make sure everything is on correctly with a proper fit and there are no last minute problems with horse gear that cannot be corrected. If the event schedule doesn't support this amount of time the schedule should be changed, not the policy.

5. No civilian rider should be used as an official scout impression unless his horse gear, armament, drill and maneuvers match that of the Cavalry he is with. Being a scout is not a method of avoiding army rules and regulations.

B. Horse:

1. Contrary to regulations sets of four horses on a picket line will snap link straps to the halter not the rein ring of the curb bit (see figure 1.)
2. Only one style of knot should be used to hitch a horse on a picket line. (Imagine trying to untie every conceivable knot in a hurry at night.) (See figure 2.) This knot was illustrated by Randy Steffen years ago in Western Horseman Magazine. He stated it was used by the old horse cavalry. That probably meant the 1930's, but was most likely used much earlier.
3. Two types of knots are used to provide loops on the line for individual horses. (See figures 3 & 4.)
4. Horses will not be tied to a fixed object by means of the reins.
5. Drill or horse demonstrations or workouts will not be conducted on an open ended basis. The length of drill and so on will be announced at the start. However no drill, and so forth, should exceed one hour's duration without a break for men and horses.
6. Cavalry units should not use obvious Paint and Appaloosa horses at uniformed public events (trail rides excepted).
7. Recommended breeds, particularly for Cavalry units, are Quarterhorses, Morgans, and Tennessee Walkers. These breeds seem to adapt well to reenacting conditions, but others may work depending on the horse. Acceptable colors (for Cavalry) are bay, chestnut, sorrel, buckskin, black, and grey.

C. Equipment:

Members should avoid the purchase of the wrong type of gear by checking with their unit commanders (Cavalry) or group leader (Civilian Portrayals) before accumulating all the wrong gear. Many groups are judged by other reenactors and the general public based on the authenticity and uniformity of their gear. Cutting corners hurts the group.

1. Each unit or group is responsible for its own research and documentation of uniform, civilian attire, and equipment for people and animals. All equipment should be made of natural materials and as close as possible to the original so that at a distance of five feet you could not tell the difference.
2. Western saddles should only be used by civilian riders. They are almost always inappropriate for army scouts.
3. Cavalry saddles should be the McClellan saddle with black leather, and rigged as the 1859 model. The 1904 models can be stripped and re-rigged as the 1859 model. More modern rigging for the early time periods is not acceptable.
4. The 1847 Grimsley saddle is acceptable for Cavalry as well, particularly for the Mexican War period. It was used by some, particularly by officers, in the war between the states.
5. All Cavalry horse equipment should be black in color. Confederate Cavalry can use russet colored saddles.
6. All halters, headstalls, breast straps, etc. must be of the correct period in style and make. No modern equipment will be allowed.
7. Bits must be curb bits, with curb chain. No hackamores.
8. For safety, use of a surcingle is mandatory. Lead straps are mandatory.
9. Link straps should be purchased to link horses when fighting dismounted.
10. Saddle blankets for Cavalry must be of military pattern. No Indian, Mexican, or modern western-style blankets for Cavalry.
11. Every individual should perform an inspection of their saddle, girth, headstall, and reins before you fall in line.
12. For all period horse equipment, recommended vendors are:

Doug Kid
Border States Leather Works
Route 4, 13 Appleblossom Lane
Springdale, AR 72764
(501) 361-2642

Gabriel Libraty
5530 Juel Gill Road
Myakka City, FL 34251
(941) 322-2560
E-mail: Libraty@Juno.com

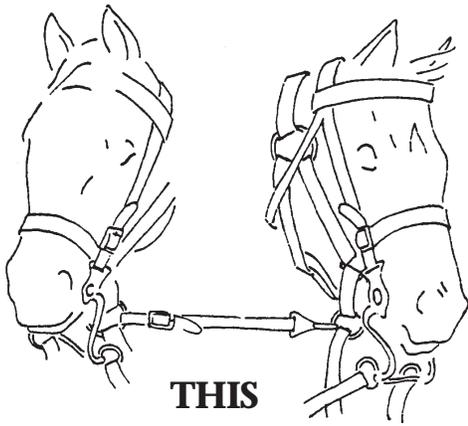


Figure 1: Method of Using a Link Strap

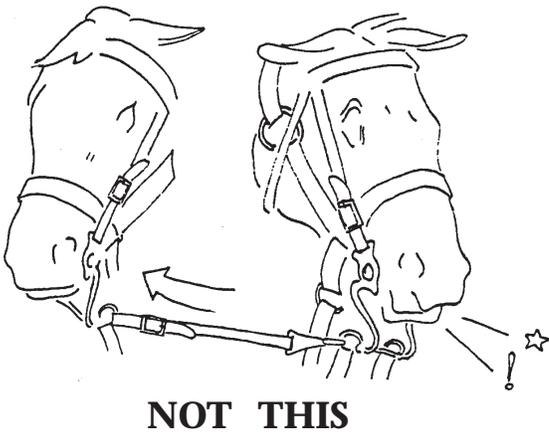


Figure 2: Picket Line Hitch

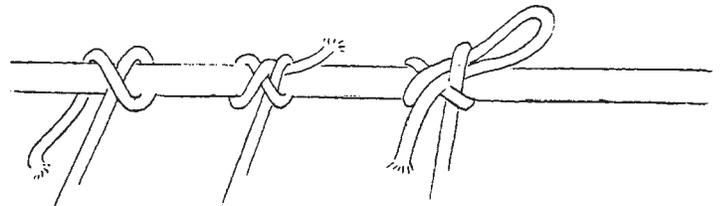


Figure 3: Middleman Knot

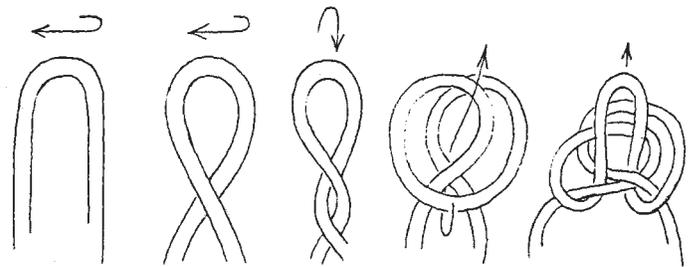
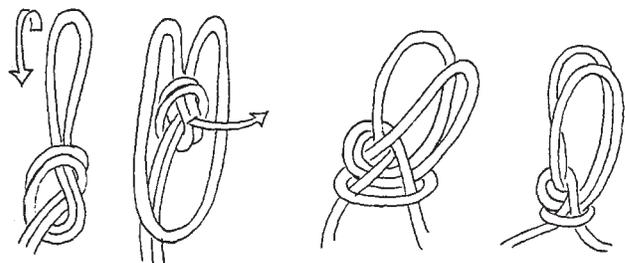


Figure 4: Bowline on a Blight



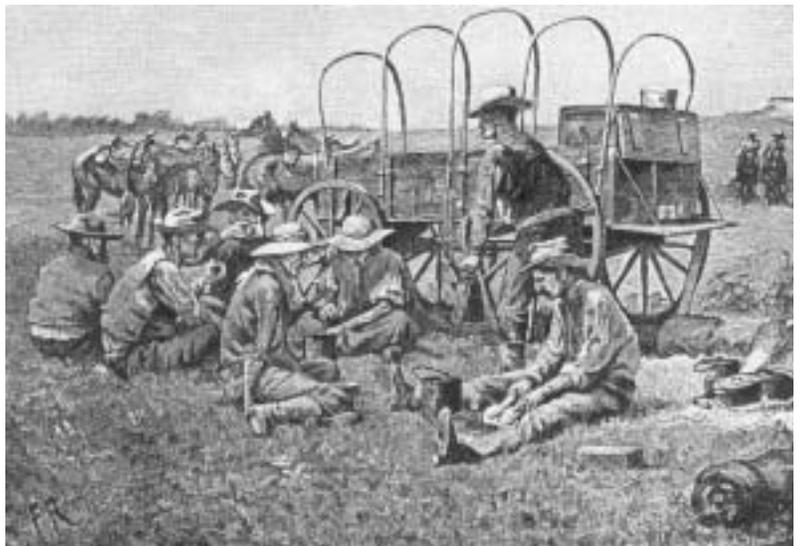
VI. Wagon Trains:

Wagon Trains are seldom part of an old west event unless the event is one stop along their way. Most wagon trains are cross country activities that last more than a weekend and travel several tens of miles, sometimes camping and opening their camps to community activities while en-route. Wagon trains are usually an event unto



themselves, but when they become part of a bigger reenactment their leadership must become aware of the event rules and be prepared to abide by them. Event organizers must also make themselves aware of wagon train rules and procedures and be prepared to meet the needs of wagon train personnel. Both the event coordinator and safety officer must work with the leadership and safety officer of the wagon train to interface their safety rules and to attend to the comfort and ability of the participants to enjoy the event.

2. The Wagonmaster will be the person in charge of the wagon train and will have the final say in decisions regarding the trail to follow, personal behavior and conflict resolution. The authority of the wagonmaster shall be respected at all times. Members or participants asked to leave the wagon train for reasons of bad conduct or misbehavior will not be entitled to any refund of participation fees paid.
3. Liability insurance must be in place for any wagon train. The wagon train will not assume any liability for the physical conditions of anyone joining the wagon train. When a participant registers they will sign a waiver of liability, whatsoever, on the part of the wagon train club or leadership for the member's health and well being. Participants must be mentally and physically capable to travel with the wagon train and are responsible for their own health care.
4. Registration of participants is mandatory. Registration forms will contain specific information concerning the dates of the wagon train, release of liability statement, and pricing of the event. All participants must also attend an orientation meeting prior to the beginning of the wagon train event.
5. Campsites will be predetermined and permission to camp prenegotiated with landowners and land administration officials. Wagon train leadership will be responsible for a pre-inspection of each site and clean up and repair of any damage caused. Where necessary, a signed agreement will be made with the landowners when private land is to be traversed or when camping on private land. Traversing and camping on Federal or State land will be done in accordance with the rules of that jurisdiction.
6. Community Activities should be encouraged around the arrival and departure of a wagon train event. All participants, as ambassadors of the wagon train, are encouraged to share their wagon train experiences with spectators.
7. Wagon Train Meals should either be catered or prepared by assigned groups within the wagon train as determined by the wagon train leadership. Individual cooking should not be allowed and fires should all be in one area. (See Camp Rules in this manual.) Water should be provided by the club or by pre-arrangement with the sites where the wagon train will stop. All participants should have water canteens or bottles for their personal use. Meal costs should generally be included in registration fees.



8. Wagon Train Stock may include horses, mules and oxen. No stallions or mares with colts will be allowed. All state requirements for stock crossing state lines will be adhered to. All horses and mules must have a coggins test and health certificate prior to joining the wagon train. A current brand inspection is required for all stock and the brand inspection papers should be in the owner's possession at all times. It is strongly recommended that all horses and mules be vaccinated against the West Nile Virus. All horses and mules must be shod. In the event of an animal death, the animal will be hauled to a community landfill and disposed of in the dead animal pit or other appropriate place.
9. Stock Feed will be weed free pellets, or local hay and oats. Participants should not be allowed to bring their own stock feed. Pricing will include stock feed. Water for live stock should be hauled in daily to campsites where it can be placed in tanks or individual buckets. Water stops along the route should be planned. Landowners must be consulted for the use of stock ponds on their land and the wagon train must be granted permission for use of said ponds.
10. Veterinary Services should be made available during any event at the owner's expense. A veterinary will make the final decisions regarding the condition of health and ability of all animals to travel on the trip. Transportation of sick or injured animals away from the wagon train should be made available. Stock owners should have some first aid items on hand, e.g. fly spray, hydrogen peroxide, bandage material including a sterile bandage with pressure wrap, an antibacterial ointment, and pain reliever such as phenylbutazone (bute), either pill or paste form.
11. Stock Management is one of the most important and critical aspects of the wagon train for the safety of all concerned. It is the responsibility of each horseman to properly manage and take care of his or her animal. Animals must be managed so that they represent no danger to each other, camp traffic, and sleeping areas. Animals must be broke to ride, work and pull before arriving at any event. Think of the safety of others! Each campsite must have space to properly keep track of all stock.
 - a. No picket stakes or hobbles will be allowed.
 - b. No stock is to be tied to trees or to wagons, without the owner's permission.
 - c. Picket lines will be provided at each campsite for the purpose of saddling and unsaddling mounts – not generally for overnight tethering.
 - d. Battery operated electric corrals should be used for overnight containment of horses and mules.
 - e. Animal owners should have a feed tub and water bucket for each animal in their custody.
 - f. Pack animals should not be encouraged for use with a wagon train or be allowed in the camp of the wagon train.

12. Wagons must have working brakes and a canvas cover. Wagons must have wooden spoked wheels and no inflatable rubber tires. Each wagon must be equipped with rough lock chains or rough lock shoes and chocks. Wagons must be staked to the ground at night when high winds are possible. The wagonmaster prior to beginning the wagon train will inspect wagons and equipment for safety and soundness. The wagonmaster may refuse a wagon if it is determined that it is unable to safely make the

trip. Wagons participating that have sponsorship may display banners and or flags when in camp. Only state flags or banners approved in advance by the wagonmaster can be displayed while the train is moving. Plaques approved by the wagonmaster can be permanently attached to the wagons. Each wagon must carry a fire extinguisher, shovel, and supplies for fighting fires. It is recommended that each wagon carry a 5 gallon plastic bucket with lid, filled with water and several gunny sacks to aid in beating down a grass fire.



13. Horseback Riders or outriders for a specific wagon should be in front of or by the side of their wagon at all times. Pleasure riders are not to ride in front of any wagon – they must be at the sides, far enough away that they will not interfere with outriders and teams, or behind the wagon train. There will be no galloping past riders and wagon teams. All horseback riders must wear boots while riding.

14. General Camp Rules call for authentic dress at all times especially while in camp. There will be no baseball caps, tank tops, shorts, and so on. We are reenacting historical events and should try to be as authentic as possible. Yellow slickers are acceptable, but no bright blues, oranges, etc. Participants are generally responsible for their own sleeping arrangements, either in their wagons or in canvas tents. Tents must be of the period being reenacted – modern back packing, pop-up type tents will not be allowed. All tents and camping are to be inside the wagon circle with all horses and mules outside the wagon circle. Other rules are:
 - a. Alcoholic consumption will be prohibited until the wagon train is in camp, and closed to the public, and then in moderation. No one is to be under the influence of alcohol, legal or illegal drugs at any time. Anyone so impaired will be kept away from animals and could be asked to leave the event.
 - b. Camping will be only in the designated campsite.
 - c. No fireworks of any type are permitted. This rule will be strictly enforced.
 - d. Participants are responsible for the security of their personal possessions, wagon, gear, tools, and livestock.
 - e. No firearms will be allowed on the wagon train unless part of a historical reenactment on a specific site. This rule will be strictly enforced.
 - f. Camp quiet hours are from 9:30 pm to 5:30 am.
 - g. See section IV Setting Camp for more details on making an authentic and safe camp.
15. Fire Precautions must always be taken. As stated before each wagon should have a fire extinguisher, shovel, and supplies for fighting fires. Extreme care must be taken with matches and cigarettes. No open fires will be permitted except those in the wagon train circle as designated by the wagonmaster. Fire fighting instruction should be given as part of the orientation meeting prior to the wagon train event.
16. Traffic Control is of enormous importance on a wagon train. All authorized support vehicles, wagons, and horseback riders are to remain on designated routes. No cross-country travel should be permitted by any wheeled vehicle or wagon. Repair and vet crews will retrieve stranded wagons and animals by traveling with the flow of the wagon train. Side trips or deviations from the wagon train route will not be allowed. Wagons and outriders must travel in the designated tracks of the wagon train. Participants will remain in parade or wagon formation on county roads and highways to ensure the safety of the wagon train participants. Club members or participants will act as road guards at highway crossings. Road crossing guards will wear identifiable reflective clothing and will carry flags or signs to ensure visibility. The wagon train will comply with all road departments and Highway Patrol regulations for event management.
17. Cultural Resources encountered on the trip, such as artifacts, are not to be touched, picked up, or damaged in any way.
18. Sanitation facilities at camp sites during an event will generally be self contained chemical facilities or other approved facilities. A self contained unit should travel with the wagon train so as to be accessible to participants during rest stops. A staging area should be set up at each campsite for authorized support vehicles including sanitation facilities. Clean up crews and trash disposal facilities should be provided for each campsite. The participants are responsible for trash and litter clean up along the route and in the campsite areas. Stakes, flagging materials, temporary facilities, litter, and all other event related materials will be removed from the route, lunch stops, and campsite areas. The route and campsite will be restored to a condition satisfactory to the landowner.

VII. Military Impressions:

For more detailed information concerning all aspects of the military, such as Infantry, artillery, and Cavalry we suggest you refer to the Living History Association (LHA) web site for the Safety Manuals of the Civil War: New England Brigade Safety Standard Operating Procedures and the Standard Living History Association Civil War Artillery Drill Manual, (the original safety manual for the National Civil War Artillery Association). These manuals were created by LHA members and are great safety resources. The web site is located at: www.livinghistoryassn.org.



VIII. Weapons:

All local, state and federal firearms laws will be obeyed. It must be remembered that blanks at close range or waded with hard substances can kill. Only weapons appropriate to the time period being portrayed will be used and the following rules must be followed.



2. Unit Commanders and group leaders have the responsibility of being sure that everyone under their control know how to safely operate any weapons they are carrying. Event safety officers may confirm that weapons carrying individuals know how to use the weapons by requiring those people to demonstrate their skill through any number of means; written test, drill and maneuvers, or firing demonstration. The Safety Officer can require participants to practice before taking the field, or if some participants are severely deficient they can be allowed to participate but with no ammunition. Those who are deemed completely unskilled may be told they cannot be involved in the conflict scenarios.
3. Upon arrival at an event no individual should be wearing or carrying a firearm and no firearm should be loaded while being transported to the event, or while making camp.
4. At least one hour before the first member of the public steps into the camp area, or before the first action scenario a weapons inspection will be held by the Event Safety Officer and any assistants he/she has appointed. A weapons inspection should be held before each action scenario on the schedule. Safety Inspections are mandatory for all weapons carrying participants. Weapons should be clean at the beginning of each day and cleaned by the user at the end of their combat activity each day. At the safety inspection:
 - a. All weapons must be empty, clean, oiled, free of rust, and in proper holsters. Barrels must be checked for obstructions as well as loading chambers, and so on. Weapon tightness, broken parts, overall condition should be checked. Pistol cylinders lock up tight when cocked. Barrel wedges should be tight.
 - b. All ammunition will be inspected. All cartridges must be properly constructed and must be either blanks or dummy bullets. No staples, tape, or coin wrappers shall be used to construct paper cartridges. No live ammunition is allowed at a reenactment event. Any live ammunition brought to an event by human error must remain in the participants vehicle or be brought to the Event Safety Officer until after the conclusion of the event. Metal blank cartridges must be made in what is considered a safe design with no wad. Wadding in cap and ball pistols should be of Cream of Wheat as it dissipates harmlessly. Wonder wads, wool or other cloth, cork, and so on will not be allowed.
 - c. Dummy bullets must have all the powder and primers removed from them, making them completely inert. The purpose of dummy bullets is to create the exterior appearance of real bullets on holster and cartridge belts, and as such no dummy bullet will ever be loaded into any weapon to be used in an action scenario.
 - d. No weapon must exhibit a hair trigger, and when on safety, or when on half cock they should be able to be held by the trigger under its own weight without discharging. On full cock weapons should resist a light pull without discharging.
 - e. All of the weapons functions, trigger, safety, ejection mechanisms and so on must work properly if it is to be used in a firing scenario. This is not a requirement for weapons that will not be fired but rather are part of a static display.
 - f. Static display weapons will be inspected, (either at the weapons inspection or in the place where they are on static display), by the Safety Officer and they must remain unloaded at all times.
 - g. Shot guns will be discouraged for participant use (especially where horses or other livestock is involved) except where there are heavily controlled and scripted scenarios with ammunition inspection and with measured distances between shooter, target and spectators.
 - h. Participants will be told that there will be no firing of weapons in camp or near livestock areas. Participants will be told if there is a place and time where weapons can be tested.

- i. All gear including horse equipment, fire arms, sabers, knives, tomahawks, and so on should be inspected. Saddles, quarter straps, stirrup straps, and so on must be checked for weak leather. For carbines saddle rings should be tight or carbines should have a secure socket. All blade weapons must have sheaths and dulled blades. Saber hilts should be tight and should not be heavily nickel plated. Sabers should fit their scabbard securely and the carry rings should be welded closed and secure. Gauntlets should be used by those using sabers. Only experienced riders on experienced horses should use sabers. All pistols must have proper belt or pommel holsters and all spare cylinders must be in approved compartmented boxes and stored safely. Cartridges should be carried in a secure leather cartridge box. Storage of paper cartridges should be no more than ten cartridges wrapped in aluminum foil. Caps should be kept in their own leather cap pouch and pistol caps and long arm caps should be in separate pouches. Ramrods should be removed from long arm weapons before entering a battlefield.
- j. Loose gun powder or gun powder in a flask should never be carried onto a reenactment combat area.
- k. Muzzleloading weapons can be tested before and after a scenario to determine they are unloaded by busting a cap while pointing weapons in the air at a steep angle. This should be done immediately after scenarios in a safe place (away from spectators, other living history programs, and livestock) designated by the Event Safety Officer with everyone involved doing this at the same time.
 1. No member should load a weapon with blanks until just prior to an event action scenario and no member may lay down a weapon and leave it unattended. Having an unattended weapon, exposed to the observation, and access of the general public, is reason to eject that participant from the event.
 2. Weapons to be used in confined or enclosed spaces must be tested with lighter loads of powder than in a normal outdoor setting. Hearing and fire protection must be taken into consideration. The lightest loads possible to insure people's safety must be used. The Event Safety Officer should work to rehearse individuals who will be firing in an enclosed area to come up with the number of shots to be fired, from which weapons will they be fired and how light the loads should be.
 3. No participant shall point a firearm in the direction of a spectator or non-participant. No participant shall fire directly at an opponent or animal, (including horses legs).
 4. No participant will carry a weapon onto the grounds of a public or private school for any reason (including educational purposes upon the invitation of a teacher) without the express written approval of a school administrator specifically stating that you have permission to bring a weapon onto the school grounds. (Some districts require school board permission while others only require the Principal to make such decisions.) Failure to do this in some states could result in confiscation of your weapons and in your arrest, regardless of your good intentions.
 5. No participant will allow a non-participant to handle any weapon. All display weapons should be unloaded and a "Do Not Touch" sign should be located with the weapons, and the participant owner should be tending the display. Uniformed law enforcement personnel may be the one exception, but if in doubt ask the Safety Officer for assistance. All weapons must be legally owned, and owners must not be previously convicted of a crime that prohibits them from having a weapon, but law enforcement people must also be operating within the law. Participants who draw a weapon from a holster to show it to a member of the public must have control of the weapon at all times. Never allow a member of the public fire a weapon.
 6. All ammunition will be stored in secured areas or tents of participants where participants are always active and can keep an eye on it and where it is out of view of the general public. It must also be well away from camp fires and smoking areas.
 7. Minors who are participants under the age of 16, or under the age of 18 without parent or guardian consent will not be permitted to carry or discharge a firearm.
 8. Some types of firearms and suggested loads:

19th Century Paper Cartridge Small Arms

Weapon	Caliber	Max Blank Load
U.S. Rifle 1841	.54/ .58	60 grains ffg
U.S. Rifle Musket 1861-64	.58	60 grains ffg
British Enfield Rifle	.58	60 grains ffg
Musketoon	.69	60 grains ffg
U.S. Musket 1842	.69	75 grains ffg
Colt	.36	30 grains ffg
Colt / Remington	.44	30 grains ffg
Walker Dragoon	.44	40 grains ffg
Large Single Shot Pistols	.69	50 grains ffg at most

19th Century Metallic Cartridge Small Arms

Weapon	Caliber	Max Blank Load
U.S. Springfield Rifle	.50	70 grains ffg
Sharps Carbine	.50	55 grains ffg
U.S. Springfield Rifle	.45	70 grains ffg
U.S. Springfield Carbine	.45	55 grains ffg
M1873 Colt Revolver	.45	28 grains ffg

Smith, Maynard, Starr, Burnside & Gallagher carbines with 60 grains ffg are approved firearms. Spencer & Henry rifles can be used by Federal Civil War Cavalry. While Colt revolvers can be used, mounted troops changing as many as five cylinders per scenario will find the Remington Army .44 easier to work with.

9. The use of bows and arrows by Native Americans in combat pose an enormous safety problem. One stunt that should never be done is a charge into Native Americans who fire arrows in a wide arch over the heads of their attackers. Arrows should never be fired at another participant or animal. Where one might consider using arrows is on an attack on a structure such as a fort or building. If this is done the arrows should be constructed in the same manner as those used for combat by the Society of Creative Anachronism. These are arrows fired from bows of 25 to 30 pound pull and a 28 inch draw. The arrows are 28 inch fiberglass arrows with no point. The point is replaced with "Balder Blunts" which are commercially available from vendors in the SCA. Beyond this suggestion, arrows should not be used at all.

IX. Rules Of Combat:

For detailed military battle reenactment rules see section VII. Military Impressions listed above for references to other safety rules.

1. General:

- A. It is the responsibility of unit commanders and group leaders to insure compliance with any and all regulations. It is further their responsibility to determine whether a participant and their animals are properly trained for the event.
- B. Every mounted reenactor should understand that mounted reenacting is potentially dangerous and good judgement should be used at all times. They should also remember that they are responsible for the actions of their animals.
- C. No participant shall be allowed on the field if intoxicated or under the influence of a controlled substance.
- D. All battlefield and demonstration areas must be designated as such and must have a rope stake line or stronger barrier (particularly when animals are involved) to separate spectators from participants. Horses will not be ridden through spectator rope line areas. A loud speaker system to give historical information and help control the action and the spectators is highly recommended.
- E. All weapons firing demonstrations must take place at a distance of twenty-five (25) feet or more from the public, and weapons shall be fired away from the public, but never in the direction of the public. Any closer distance (in an indoor or narrow street or alley setting for example) must be strongly scripted, rehearsed using reduced cartridge loads, (or just primers), and where spectators are completely corralled from the action.
- F. Emergency personnel and/or ambulance crew should be on site (or at least close by and on call and aware of your activities) during all action scenarios.



- G. No firing of weapons in the camp area. The only exception to this is heavily scripted scenarios that are rehearsed where participants know exactly what they can and cannot do. Certain items should not be touched by combatants who are not the owners. (Examples are flags, cannons, and hand weapons.) Rehearsal avoids conflict.
- H. Battles where an opposing force advances toward the public may not fire in the public's direction, except when the opposing line is between the attackers and the spectator line. At that time, the defending force (those with their backs to the public) must be at least fifty (50) feet from the spectators. Those firing in the direction of the spectators must be at least one hundred and fifty (150) feet from spectators and be aiming fifteen (15) feet in front of the opposing troop line, and at an oblique.
- I. Cannon fire must always be at a distance of at least one hundred (100) feet from the spectator line when firing in the general direction where spectators may be located. (Greater distance should be observed for guns with a bore size of three inches (3") or more. Artillery must be oblique with the spectator line, or firing away from the spectator line under such circumstances.
- J. Always use good judgment around weapons. If someone is not using safe procedures report it immediately. Every participant must be a safety officer.
- K. No participant will be made to perform any activity that they do not feel can be performed in a safe manner to themselves and others. Anyone who feels they cannot safely perform a task, should advise their unit commander or group leader. Remember safety is the primary concern.
- L. Stallions are not allowed at an event.
- M. Cavalrymen will enter the field as organized units. Mounted troops will not be allowed on the field, except as staff officers, unit couriers, or as part of an organized unit.

2. Combat, - Horses, Guns:

- A. Safety in all activities is of primary concern, whether on or off the field. Injury to anyone, by you or your horse, can create serious liability for you and other members of the unit you belong to. Unsafe conduct cannot be tolerated. Remember, safety first. Always have respect for the other combatants, troopers, their horses and the spectators.
- B. Any altercation or dispute between individuals, on and off the field, will be handled in a gentlemanly manner. Allow time for cooler heads to prevail.
- C. All participants will maintain awareness of the location of spectators. No one will ride so close to spectators, so as to endanger them due to an unexpected action of a horse. A distance of fifty (50) feet between horses and the spectator lines is a good rule to follow.
- D. Know your limitations and those of your horse. Don't put yourself or your horse in a situation you are not comfortable with.
- E. Uncontrollable horses will be ordered from the field. No horse is to be unattended. This includes simulated hits and rapid dismounts. No one will fall from a horse. To be a casualty, slump over the horse's neck and ride off the field.
- F. Riding through other units, whether in formation or as skirmishers, will only be done if pre-arranged. A minimum interval of fifteen (15) feet is required to pass between Infantry, Artillery, or casualties on the ground. When passing near casualties on the ground horses should be kept to a walk or trot.
- G. Cavalry should make every effort to stay out of areas designated as "no man's land" where there are field hazards or where pyrotechnic ground charges are located.
- H. The chain of command will be followed on the field and all participants are expected to follow the orders of unit officers or group leaders.
- I. Firearms will be loaded only on order of unit commanders or group leaders. Firearms are not kept loaded in camp.
- J. Wagon trains and civilian reenactors are not generally uniformly armed or equipped to fight in ranks. If they are to take part in a battle, their animals should be on a separate part of the field in a controlled environment largely unaffected by the gun fire. (Civilians should not be used as Cavalry.) Civilians should never involve themselves in close order combat against regular troops and rarely against Native Americans (unless it is heavily scripted and rehearsed with the partnering of opposing combatants). Most civilians are farmers and merchants, not great fighters.
- K. Pistols should be carried only in a holster or saddlebags and always with the hammer in between the nipples of the cylinder.
- L. Match your opponents weapon, fight sabers to sabers, pistols to pistols and carbine to carbine.
- M. No firing of pistols or long arms directly at other combatants within fifty (50) feet of them.
- N. Be careful not to point a pistol directly at anyone at close range. Always keep the muzzle up until ready to fire. Never have your finger on the trigger until you are ready to shoot.
- O. Always fire your weapon at an angle away from people and horses. (Shoot down and away or up and away, but never at the head of a horse or reenactor and never at the legs of a horse. If you maintain the proper

distance this should not be a problem.) Never fire directly toward another reenactor or the spectators. Weapons should always be elevated when firing.

- P. Be aware of friendly fire, watch around you. Do not ride into your own troops muzzle blast. Be careful; know where your friend is.

3. Blade Weapons:

- A. Any close contact fighting between mounted Cavalry or individuals, and Infantry or Artillery must be coordinated with the opposing unit commanders or group leaders and rehearsed prior to the battle. At no time will Cavalry engage Infantry with fixed bayonets.
- B. All blade weapons should have dulled blades and all bladed weapons and camp tools should be sheathed and in a secure location at all times when not in use.
- C. Bayonets, swords, and sabers should only be drawn from their sheaths while troops are under the direct control of their unit officers.
- D. Troops with unsheathed bayonets should not close to a distance closer than 25 feet. Scripted bayonet battles can only be done with closed opposing lines if the bayonets used are harmless theatrical props. No live steel bayonets are to be used.
- E. At no time should Cavalry or mounted persons attempt to pass through or close to a line of infantry with fixed bayonets.
- F. All saber fighting will be done above shoulder level, and only after the participants have made eye contact, and the activity is agreeable to both parties. Blade points will be kept above eye level when engaged in interaction with others. Only attempt to engage another combatant with a saber when sitting upright in the saddle. Do not lean backwards and off balance. Engage with the flat side of the blade only. Badly nicked blades will not be allowed.
- G. Do not swing your saber too hard. You may knock your opponent off balance, or he may lose control of his saber. Saber fighting should simulate combat and seem real from the distant view point of the spectator, but for the participant there should be no stress and strain involved. The saber hand should be kept higher than the head. The saber point will then be higher than the hand.
- H. Never strike an opponent's body or horse with a saber or other bladed weapon.
- I. Native Americans should wield war clubs or tomahawks in the same manner as sabers and should consider themselves as Infantry if on foot and as Cavalry if mounted. All scripted and rehearsed situations described in this manual apply to them. Close hand to hand combat should assume the same rules as saber to saber combat or should consider the use of theatrical prop weapons.
- J. Cease the attack if trouble starts (e.g., you lose control, your opponent indicates he has had enough, someone nearby is unhorsed and so on). If someone becomes unhorsed, all activity in the vicinity stops until the horse is brought under control.

4. Some Basic Rules:

- A. DO NOT charge a horse holder or an artillery piece being limbered or unlimbered.
- B. DO NOT force your way through a battleline.
- C. DO NOT grab a person or horse unless it has been pre-arranged and rehearsed.
- D. DO NOT attempt to forcibly take a flag or guidon.
- E. DO NOT lower the saber point at any time.
- F. DO NOT continue to press a saber fight if your opponent indicates he wishes to disengage.
- G. DO NOT fire into the ground or at a horses legs.
- H. DO NOT fire your weapon directly at anyone.
- I. DO NOT fire within 25 feet of anyone in front of you with a pistol or 50 feet with a long arm.
- J. DO NOT APPROACH within 50 yards of a cannon muzzle or fire within 50 feet of a cannon limber.
- K. DO NOT ride between an artillery piece and limber.
- L. DO unto your fellow reenactors as you would have them do unto you.

5. Violations:

Violations of these safety rules can result in a person having to stand down from participation in further scenarios. Serious infractions can result in expulsion from an event.

X. Some Resources To Consider:

Army Wives On The American Frontier, Living By The Bugles, by Anne Bruner Eales. Johnson Books, 1996. Based on the writings of more than fifty eastern women who accompanied their husbands to remote army posts in the far west.

Authentic Costumes & Characters Of The Wild West by E. Lisle Reedstrom. Sterling Publishing Co., Inc. New York, NY, 1992. Great well illustrated resource of people and period attire.

Calico Chronicle, Texas Women and Their Fashions 1830-1910 by Betty J. Mills. Texas Tech Press, 1985. A kaleidoscope of clothes and clothiers.

Camp Chase Gazette, P.O. Box 707, Marietta, OH 45750. Excellent Civil War period military reenactors magazine with events listings and research information, safety articles and more.

Citizens Companion, P.O. Box 707, Marietta, OH 45750. Excellent Civil War period civilian reenactors magazine with events listings, research and more.

Cooke's Cavalry Tactics by Philip St. Geo. Cooke, Brig. Gen. U.S. Army. Lippencott Publ., Philadelphia, 1862. The manual proposed for cavalry organization and tactics during and after the Civil War.

Forty Miles A Day On Beans And Hay, The Enlisted Soldier Fighting The Indian Wars by Don Rickey Jr. Oklahoma University Press 1963. A very good generic description of the daily life of the 1870's soldier.

Frontier Living, Written and Illustrated by Edwin Tunis. The Lyons Press, New York, NY 2000. An illustrated guide to pioneer life in America, including log cabins, furniture, tools, clothing and more.

Frontier Regulars, The United States Army And The Indian, 1866-1891 by Robert M. Utley, Nebraska Univ. Press, 1973. An excellent work on Indian War's army life.

Hardtack & Coffee, The Unwritten Story Of Army Life by John D. Billings. Nebraska Univ. Press 1993. Reprinted from the 1887 edition, this book is the original Civil War version of "40 Miles" written during the war.

Life and Manners In The Frontier Army by Oliver Knight. Oklahoma University Press, 1978. Life & survival on the frontier, a unique look at the "pecking order" on the military post.

Lottie Deno, Gambling Queen Of Hearts by Cynthia Rose. Clear Light Publishing, Santa Fe, 1994. An excellent updated account of the mysterious lady gambler.

Old West Time Life Series, Time Life Books, New York, NY Excellent source for general information on a wide variety of historical topics from weapons to settlers, to gunfighters, railroad men, soldiers, Indians and more.

Simplified Cooke's Cavalry Tactics by Michael E. Brown, 1989. A very good, easy to read, clarification of Cooke's manual for those who don't want to pour through all the regiment, battalion, etc. to find good working information for the platoons that most reenactors operate in. Can be purchased through Frazer Brothers for about \$10.

The Horse Soldier 1776-1943, Vol. II. 1851-1880 by Randy Steffen. Oklahoma University Press 1978. This is the bible of Cavalry reenacting; illustrations and regulations of every garment, accoutrement, saddle, and weapon.

The Story of Lottie Deno, Her Life and Times by J. Marvin Hunter. The 4 Hunters, 1959. The story of the "Angel of San Antonio," the famous lady gambler who frequented the Fort Griffin Flat.

United States Military Saddles 1812-1943 by Randy Steffen. Oklahoma Univ. Press, 1973. An excellent book on the history of the military saddle.

Victorian Lady On The Texas Frontier, the Journal of Ann Raney Coleman, edited by C. Richard King. Oklahoma University Press, 1971.



Close encounters like this are not allowed by these rules.