

Arizona Civil War Council

Rules and Regulations

- I. I. FIREARMS & AMMUNITION SAFETY
- A. A. Military weapons can be any original or correct copy that is congruent to the period and unit represented.
 - B. B. Muskets must have secure half-cock for safety after priming. Flintlocks shall have pan-shield to deflect vent-flash upwards.
 - C. C. Muzzleloaders shall use only black powder or commercial equivalents, not to exceed capacity of .45-70 cartridge-case for 58 caliber, 90 grains for 69 caliber, or 110 grains for 75 caliber muskets. Bulk powder or extra paper cartridges shall be stored in spark-proof box away from fire.
 - D. D. No smoking in ranks, unless authorized to do so.
 - E. E. No loose powder in camp except for demonstration purposes and/or training. Then it must not be kept within thirty (30) feet of a flame. Care must be taken with powder around fires or possible sparks. Stay away from fire pits, cigarettes, cigars, pipes, etc.
 - F. F. Metal cartridge or handgun wadding must not scorch or tear newspaper ten (10) feet from muzzle. Advised wadding is “flame-retarding crepe-paper party-streamer”, not ordinary flammable papers. Foil, wax, or soggy “spit wads” are prohibited.
 - G. G. Confederate Infantry may carry one (1) pistol each in a secure holster. U.S. Infantry regulars are not authorized to carry any firearm other than a regulation 3-band musket. (Pistols may be carried by US and CS Officers, flagbearers, artillerymen, and cavalrymen). Note: In reenactments pistols are ineffective beyond thirty (30) yards.
 - H. H. Artillery shall use only blackpowder or commercial equivalents, plus optional flour for more smoke, no other additives allowed. Powder must be stored in a spark-proof box, locked when not in use, with thirty (30) feet no-fire zone all around. Powder cartridges shall include aluminum foil for resisting sparks. Bore must be wet-swabbed before reloading, with loading/firing rate not to exceed one shot per minute.
- II. II. AGE OF COMBATANTS
- A. A. Field participants must be over ten (10) years of age. Participants under eighteen (18) years of age must be under the direct supervision of an adult.
 - B. B. Muskets/Pistols – Sixteen (16)-years-old, Fifteen and one half (15 ½) for drilling purposes only.
 - C. C. Non-firing toy muskets/pistols are not allowed in battle.
 - D. D. Fifteen (15)-years-old may serve on an artillery crew with direct adult supervision. Twelve (12)-fourteen (14)-years-old may only be powder carriers.
- III. III. BATTLE SAFETY REGULATIONS
- A. A. Unit/group leaders shall carry these *Regulations*, and ensure that all their members have read or been told all safety rules.
 - B. B. No alcohol consumption between midnight (12AM) and five (5PM) or end of weapons use. Anyone under the influence of alcohol or non-prescribed drugs shall not participate in battles.
 - C. C. All firearms and ammunition shall be inspected before battle. No live ammunition or loose bullets will be carried.
 - D. D. Do not start a march, drill session, or battle without a full canteen.
 - E. E. For blank loads, no heavy wadding, wax, foil, or soggy material will be used (except foil for cannon-cartridges). No intentional multiple-loading of maximum powder charge, not to exceed capacity of .45-70 cartridge-case for 58 caliber, 90 grains for 69 caliber, or 110 grains for 75 caliber muskets.
 - F. F. No loading longarms directly from bulk powder containers that can explode from spark in bore, or nearby shooting. Handguns may use flasks if more than 30 feet from any firing.
 - G. G. No ramrods used during battles – except cannon-rammers.

- H. H. No firing less than 30 feet between “opponents”. No aiming directly at anyone at any distance. Aim to the side or above.
- I.

III BATTLE SAFETY REGULATIONS (con’t)

- J. I. Do not take a “hit” with a loaded musket.
- K. J. At call of resurrection weapons must be at shoulder arms until cleared.
- L. K. If non-participant(s) enter the line of fire, cease firing until a unit commander gives the order to resume.
- M. L. If serious injury occurs, call “CEASE FIRE” and “MEDIC”, and give necessary assistance.
- N. M. No bayonets or knives will be unsheathed during battles, except swords of Officers or Cavalry. No edged weapon will be allowed to be carried if it is not in a proper scabbard. This includes swords, bayonets, knives, tomahawks, hatchets or any other edged weapon.
- O. N. No swinging of muskets, flagstaves, or swords at “opponents”, except rehearsed use of sabers between cavalry only.
- P. O. No unrehearsed contact combat. Any rehearsed acts require prior approval by both Commanders. No “surprise” stunts.
- Q. P. No throwing of “grenades” explosives or smoke devices, rocks, food, liquids, or anything else.
- R. Q. No “capturing” or removal of flags, guns, or other property.
- S. R. Mounted troops shall not ride through line of troops on foot, nor come within 30 feet of them during “battles”.
- T. S. Artillery shall not fire toward individuals within 50 feet, and “opponents” shall not close within 50 feet of cannon signaling “loaded” by rammer held upright on wheel.
- U. T. Anyone acting in an unsafe, disorderly, or uncooperative manner will not be allowed to participate in battle.

IV. IV. FIRST AID

- A. A. All units must keep a list of members who are medically trained (EMTs, Paramedics, Nurses and Doctors).
- B. B. All first aid must be given by a medically trained person, if possible.
- C. C. ACWC medical forms must be carried at all times, on your person, and a copy kept in the organizational records.

V. V. PUBLIC SAFETY

- A. A. Camps must be neat and well organized with all non-period items out of site at all times and clear walkways though and around camps.
- B. B. Camp fires must always be attended by an adult who will keep spectators at a safe distance from fires.
- C. C. Cook fires must always be a bed of coals or a practical size.

VI. VI. BATTLEFIELD & DEMONSTRATION AREA

- A. A. No firing of weapons is allowed by spectators.
- B. B. No firing of weapons within 30 feet of camp area.

VII. VII. CAMPFIRES

- A. A. Fires must be built only in a fire pit, fire ring, fire box or on a steel plate.
- B. B. Fires must be no closer than five (5) feet to a cook fly, and ten (10) feet away from tents.
- C. C. A bucket of water must be at each fire pit.
- D. D. Fires must be attended by an adult at all times.
- E. E. Children must not be allowed to tend fires without adult supervision. No playing around fire pits.
- F. F. No bonfires are allowed, because flying sparks can damage or destroy tents.

- G. G. At the end of its use, fire pits must be drenched in water, stirred, and drenched again, replacing the sod and releveling the ground to former appearance.
- H. H. No garbage may be burned in a fire pit.

VII. CAMPFIRES (con't)

- I. I. Axes and hatchets must not be left around campfires, wood piles, or in walk areas, but rather they must be sheathed or put in a secured tent or camp chest.

VIII. ANIMALS

- A. A. Non-working animals can be allowed in camp (e.g., dogs and cats).
- B. B. Working animals, when not in use, must be securely tethered or enclosed away from camp for the safety of the animal, reenactors, and public.
- C. C. Animals are the direct responsibility of the owner.
- D. D. All papers required per state law (proof of a Coggins test, etc.) are to be presented at registration. Owners unable to present proper paperwork will be sent home immediately. No Exceptions.
- E. E. Horses and Mules will be kept at a walk while passing through camps or public areas.
- F. F. Riding animals after dark is strictly prohibited.
- G. G. The running of horses or making wild passes close to or along the front of the spectator lines is strictly prohibited.
- H. H. Racing of animals is prohibited.

IX. BUILDING SAFETY

- A. A. Historic buildings should not be used if there is any possibility of damaging them.
- B. B. If a building is allowed to be used by musketeers, be careful of all glass and old wood. Clean up all cartridge papers and debris before leaving the building.
- C. C. No cannon may be fired from a historic building, without the permission of the site.
- D. D. Cannons must be at least fifty (50) feet away from buildings.

X. CLOTHING REQUIREMENTS/GUIDELINES

Uniforms and other clothing shall be of period design and fabric.

XI. MILITARY RANK RATIO

- A. A. Rank within units will be kept to a minimum and will reflect the size of the unit. All new military members shall join at the rank of private.
- B. B. Infantry/Cavalry

<u>No. in Unit</u>	<u>Pvt.</u>	<u>Cpl.</u>	<u>Sgt.</u>	<u>1st Sgt. or</u>	<u>1st or 2nd Lt.</u>	<u>Capt.</u>
5	3	1	1			
10	6	2	1		1	
15	10	3	1	1	1	
20	12	4	2	1	1	1
25	15	4	3	1	2	1

C. C. ARTILLERY

1 GUN	2	1*	1			
2GUNS	4	2*	2	1	1	
3GUNS	6	3*	3	1	1	1

*Artillery Cp. optional

- D. D. All NCO's must be approved by majority vote within each unit.
- E. E. All new officers' positions, U.S. & C.S. must be approved by majority vote of ACWC Military members' quorum.
- F. F. Specialized "Ranks" such as QM-Sgt, Military/Uniformed Chaplain or Surgeon, must be approved by a majority vote of ACWC Military members' quorum.

XII. XII. U.S. SERVICE STRIPES

- A. A. Service stripes (for five(5) years service) shall be awarded only by US units in the ACWC, based on documented active membership. Attending one (1) or two (2) events a year does not equal a year's service.
- B. B. "War Service" stripe requires minimum five (5) combat events a year for five (5) years, Valid documentation must be provided by the applicant.

XIII. XIII. MEDALS

As we wish to authentically represent American Civil War soldiers, and no medals were issued during the war to regular troops, medals will only be worn at Non-public activities, on a full dress uniform

XIV. XIV. VOTING MEMBER REQUIREMENTS

Must attend six (6) or more ACWC general membership meetings and/or field events in Arizona during the preceding twelve (12) months. (Emphasis should be placed on attending field events).

XV. XV. FORMING A NEW GROUP/UNIT WITHIN THE ACWC, INC

- A. A. The unit organizer(s) must submit in writing a proposed unit description, images to be done, dress and/or uniform code, listing of authenticity requirements, etc. The proposal should be given to their current unit leader and the president of the ACWC, to be placed on the agenda of the next general meeting.
- B. B. The proposed group leader(s) or representative(s) should be present at the general meeting to answer any questions.
- C. C. The vote for approval for the new probationary unit will be scheduled for the next general members meeting, (if all members needed to form the unit are identified). The proposed unit will be allowed a period of up to six (6) months to identify all of its members, or they will need to reapply for new unit status.
- D. D. The newly formed probationary unit must attend a minimum of five (5) Arizona field events in a period of one (1) year with a minimum of five (5) members present at each event.
- E. E. Minimum active members required to become a unit.
 - Non-military: Five (5) members
 - Infantry: Five (5) members
 - Artillery: Three (3) members, plus approved cannon.
 - Cavalry: Five (5) members mounted.