

# RULES AND REGULATIONS



## GENERAL

1. **All participants** are required to register and carry their registration card at all times during the event. Proof of age is required for registration.
2. Any participants who are not affiliated with a unit at the event will be assigned to a unit and will act as members of that unit during the event. Any participant that does not have a commander willing to accept responsibility for them as a unit member will not be allowed to participate in battles on the field.
3. Each unit commander is responsible for the conduct of participants in his unit (this includes women and children). The Commander is responsible for making sure that each member of the unit is aware of the participant guidelines and safety rules and they understand and abide by them.
4. **NO black powder weapons of any kind will be carried or fired by any participant under 16 years of age.** Children are not permitted on the field during the reenactments. Exception is made for functional musicians (boys 11 or older who can actually play a drum, a fife or a bugle). **Young boys are not to serve as color bearers during battle reenactments.**
5. All horses must be inspected in the Cavalry camp and have current Coggins verified. Any horse not inspected will not be allowed in the battle. All horses and riders must be authentically equipped and comply with the Cavalry Regulations. Their owners must assume responsibility for their care and safety.
6. Pets **are prohibited** Wednesday through Sunday at Olustee Battlefield Historic State Park during the Olustee Battle Reenactment week. Pets are defined as fur-bearing animals such as cats and dogs.
7. **Federal and State laws prohibit digging of any kind at Olustee Battlefield. No exceptions. Violators will receive Federal fines and be immediately dismissed from the event.**
8. All campfires are to be maintained and supervised at all times by an adult (*18 years of age or older*). **Ground fires are not to be pit type. Fires should be central to camps in designated areas and attended at all times. NO Campfires will be permitted after 10:00 a.m. on Sunday.**
9. No cutting of standing wood, live or dead.
10. All cars must be parked in designated areas. Blocking roadways is strictly prohibited. Vehicles blocking roadways will be towed at owners' expense.
11. **NO** alcoholic beverages are to be consumed prior to or during a reenactment event. Any drunk or disorderly person will be removed by the provost and evicted from the event.
12. **All trash is to be placed in plastic bags and placed in dumpsters.** Aluminum cans are to be placed in recycling bins. Please do not leave trash in camps.
13. Quiet hours will be observed at the Olustee Battle Reenactment. No firearms are to be fired and all unnecessary noise is to be held to a minimum between 12:00 a.m. and 6:00 a.m.
14. Supplies will be issued by your camp coordinator or his designee. You must present your registration card to receive supplies.
15. **It is mandatory** that all reenactors be present at Sunday morning colors. Only those present at Sunday colors will be allowed in Sunday's battle.

## **CAMPING**

1. All camping at the Olustee Battle Reenactment is primitive in nature. We cannot permit the use of generators outside the designated quiet hours, nor can we provide electricity.
2. Camping is permitted only for registered event participants and their immediate families.
3. Campers will not be admitted to the Modern or Authentic Camping areas until they have registered for the event.
4. Camping is permitted in designated areas ONLY. Camp coordinators or their designees are responsible for identifying designated camp sites within their areas.

### **AUTHENTIC CAMPING**

- a. Authentic tents may be set up only in company streets as directed by a camp coordinator or his designee.
- b. **NO** modern anachronisms (sleeping bags, coolers, cans, etc.) will be permitted in view of the public in the authentic camps 8:00 a.m. to sundown.
- c. Authentic camps will be open to public viewing only at designated and properly guarded times.

### **MODERN CAMPING**

- a. The 10<sup>th</sup> Georgia or its representative is responsible for assigning all modern campsites. Sites are available on a first come basis. No reservations required and NONE Will Be Taken.
- b. Generators must be turned off between 12:00 a.m. and 6:00 a.m. when the entire event observes quiet hours.
- c. Modern camping roads are one way unless otherwise designated.
- d. Each modern campsite may park one (1) vehicle. All extra vehicles will be parked in the areas provided.

## **TRAFFIC/GATES**

1. For the safety of our school groups visiting on Friday, the front gate will be closed to vehicular traffic (except trucks pulling cannons or those pre-identified artillery vehicles) from 8 a.m. until 2 p.m. During this period only, you will be able to register at the modern camping back gate.
2. The front gate is closed for vehicle entry from 7 a.m. Saturday until 5 p.m. Sunday, except to Reenactors **pulling** cannons or those pre-identified artillery vehicles.
3. Reenactors will not be allowed to leave the park through the front gate following Sunday's battle until after all pedestrian traffic has cleared, or at approximately 5:00 p.m. Please respect the safety of pedestrians and motorists alike by being patient until the gate opens. You are welcome to exit through the rear gate before 5 p.m. on Sunday.
4. The modern camping back gate located on 250-A will not be opened until Friday at 8:00 a.m. Please enter the park through the front entrance off US 90 and make sure you sign in at the Registration Tent.
5. Driving patterns and conditions for the Olustee Battle Reenactment may change due to condition of the battlefield site. Please help us protect the battle by complying with driving regulations. Updated driving

patterns will be placed on our website, [www.battleofolustee.org](http://www.battleofolustee.org), prior to the event. Please remember that Olustee is one of the few reenactments held on the actual battle site.

## **SAFETY**

1. All safety regulations will be strictly enforced through a provost and/or a safety committee. Any violation of these rules will be grounds for an individual or unit to be removed from the event. Violations of safety rules and regulations will be documented and continued disregard for safety will result in a reenactor or a unit not being allowed to participate in activities at Olustee Battlefield Historic State Park.
2. The provost and the safety committee will be responsible for the inspection of units prior to events and immediately following events to ensure compliance with safety regulations.
3. A full safety inspection should be held by each unit commander prior to their arrival at this event.
4. Upon conclusion of the battle, participants will form into their respective units for review and inspection of weapons. Unit commanders will check to ensure that all men are accounted for after the battle.
5. In the event of an actual injury needing immediate attention during an event, either the injured person or someone going to his aid will shout the word "Medic" to signify this injury. The word "Medic" is to be used **ONLY** in the case of an actual injury requiring immediate attention. When the call "Medic" is heard, all activity should cease and the injured party cared for.

## **AUTHENTICITY**

1. All uniforms shall be of correct 1861 - 1865 U.S. or C.S. Army pattern and of wool, linen, cotton, or other natural fiber. Anachronisms such as zippers, belt loops, army boots, sneakers, cowboy boots, modern work pants, Levis, buckskins, etc., will not be allowed.
2. All officers and men are encouraged to wear a minimum of rank distinctions and uniform trim on the battlefield.
3. All accoutrements, including buckles, plates, buttons, etc., must be of correct 1830 - 1865 pattern.
4. If eyeglasses are required the participant should try to be equipped with a style correct to the period. Modern sunglasses are **Prohibited**.
5. Wristwatches are **NOT** to be worn.
6. Modern rings and other jewelry are **NOT** to be worn.
7. **NO** cameras may be carried onto the battlefield during the reenactment.
8. Only patterns of original design are to be worn in regard to medals, patches, ribbons, etc.
9. Horses must be authentically equipped.
10. Only percussion military weapons designed prior to 1865 will be carried by Confederates on the field. Spencer cartridge rifles will be the only non-percussion military weapon allowed on the Federal side for Sunday's Battle. Henry rifles and other period cartridge military weapons are allowed for Saturday's battle. **Shotguns are not allowed.** Three-banded rifles/muskets are preferred. **Breech loaders are not allowed.**

## WEAPONS

1. No unauthorized discharging of weapons day or night.
2. Unit formations will be held previous to the battle where weapons, accoutrements and cartridges will be inspected. Those failing this inspection will be utilized with the provost detachment during the event if proper corrections cannot be made to regulations.
3. Each person handling a black powder weapon will be required to complete a brief training – training will be conducted during weapons inspection and you will be provided special handouts at registration to help us accomplish this directive mandated by the Florida Park Service.
4. **NO** projectiles, bullets, musket balls, or loading blocks will be carried AT ANY TIME at the scene of an event.
5. Only officers and MOUNTED cavalrymen may carry pistols or revolvers. These must not be fired directly at any person. Artillery men will not be allowed on the reenactment field with sidearms or rifles.
6. Edged weapons may be carried but will not be unsheathed at any time without direct command of an officer. Such command will only be given with the prior approval of the event overall commander.
7. Opposing troops will not advance within 20 yards of another unit at any time during this event. Exceptions will only occur if they have been carefully planned prior to the event and approved by the Overall Commander
8. All firing will be done at an elevated angle within 20 yards of the opposing participants. Never aim a weapon directly at another person.
9. There will be no weapons fired in the bivouac or encampment area or along routes of march without prior approval or direction of the Overall Commander. **Infractions will result in expulsion of the individual unit.**
10. All cartridges must be made up prior to an event. In the case of prolonged event or unexpected firing activities, cartridges may be made at a designated safety area only, not in camp or near exposed flames or visitors' cigarettes. No staples will be used in any cartridge. Nails, vent picks, etc., should be kept out of the cartridge box to avoid accidentally dropping any of these objects into a muzzle.
12. Cartridges will not be carried anywhere on the person except in a hard cartridge box unless they are securely wrapped in foil in lots of ten and carried in a secure location.
13. Powder will only be carried in the form of cartridges.
14. All ramrods will be left in camp during a battle reenactment. Exceptions to be carried by one NCO in each unit unless otherwise directed.
15. Maximum musket or rifle cartridge will follow the Table of Maximum Loads. **Only FFg** black powder will be used. **NO** Pyrodex. **NO** FFFFg (4F) powder will be used except by artillery units for priming. Cartridge paper will not be placed in the barrel and **NO** wadding or ramming will be permitted except in the use of handguns. Multiple loading is not permitted.

## Table of Maximum Loads Small Arms

<u>Weapon Type</u>	<u>Caliber</u>	<u>Maximum Blank Load</u>
<b><u>Pistols</u></b>		
Colt and Remington Revolver	.44	30 grains FFg
Colt Navy Revolver	.36	14 grains FFg
<b><u>18<sup>th</sup> Century Muskets</u></b>		
Brown Bess	.75	125 grains FFg
Charleville	.69	125 grains FFg
<b><u>19<sup>th</sup> Century Rifles and Muskets</u></b>		
U. S. Rifle, 1841	.54 or .58	60 grains FFg
Springfield, 1861-1864	.58	60 grains FFg
British Enfield	.58	60 grains FFg
U. S. Musket, 1842	.69	75 grains FFg
<b><u>19<sup>th</sup> Century Metallic Cartridge Small Arms</u></b>		
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
Henry Rifle	.44	25 grains FFg
M1860 Spencer Rifle	.52	50 grains FFg

\*All musket charges include priming. For muzzle loading rifles and muskets not listed, the general guideline should be about one grain of power per caliber.

## Table of Maximum Loads for Artillery

<u>Weapon Type</u>	<u>Size</u>	<u>Maximum Blank Load</u>
<b><u>19<sup>th</sup> Century</u></b>		
Napoleon	12 pounder	20 ounces Fg or C grade
M1841 Howitzer	12 pounder	10 ounces Fg or C grade
Mountain Howitzer	12 pounder	6 ounces Fg or C grade
Gun, 1841	6 pounder	10 ounces Fg or C grade
Parrott Rifle	3 inch	10 ounces Fg or C grade
Ordnance Rifle	3 inch	10 ounces Fg or C grade

\*For cannons smaller than full scale and for cannons not listed, the maximum charge is no more than 2-1/2 ounces Fg or C grade powder per one full inch of bore opening.

## **ARTILLERY**

The Artillery Camp Coordinator for the 36th Annual Reenactment of the Battle of Olustee is Bob Farrar who will designate campsites, control parking and coordinate all rules and regulations regarding safety, equipment, and weapons inspections for all Artillery.

The Overall Artillery Commander is Bob Farrar.

**Everyone is reminded of the potential danger that accompanies the use of Artillery pieces.** Every effort should be made to ensure that safety procedures are always used within the camps and around the thousands of spectators who attend this event, as well as on the field. Unit commanders are expected to assist in the compliance of all rules and regulations by those under their command. Your cooperation in making this a safe and enjoyable event will be much appreciated. Remember, safety first!

1. **Olustee Battle Reenactment is a Full-Scale Artillery Only Event** - Only full-scale, authentic artillery guns, carriages and limbers will be allowed to participate in any activities involving firing of weapons or interpretation to the public. No mortars or coehorns. **Breech Loaders are not permitted.** If your artillery piece is located on any part of the event grounds and there may be a question about your gun's scale or authenticity, **YOU** must bring documentation to prove authenticity.
2. Artillery pieces should be on the event grounds by Friday night if possible.
3. NO CARS are allowed to park in the cannon parking area or in the authentic area of artillery camp.
4. Artillery pieces need to be on the Inspections Field as soon as reasonably possible following your arrival.
5. The overall commander for artillery will conduct inspections of all artillery pieces to be fired. No artillery pieces may be fired without first being inspected.
6. Cannon crews are required to perform firing and misfiring drills as a part of the safety inspection.
7. Those that wish to participate in the night firing must have their cannons in place on the parade ground by 6 p.m. Friday evening. No cannons may be moved onto the parade ground between 6 p.m. and until completion of the night firing.
8. Only officers and mounted cavalry are allowed to carry pistols or revolvers. Artillery men will not be allowed on the reenactment field with sidearms or rifles.
9. Cannons **Will Not** be allowed off the battlefield until after all foot traffic by spectators has cleared.
10. Maximum cannon charges must follow the Table of Maximum Loads.
11. Cannon charges will be Fg or C grade black powder only. **NO** Pyrodex.
12. Charges will be prepared using aluminum foil only (**no plastic bags**). No additional materials such as flour or sawdust will be added to the charges.
13. **No cannon charges are to be made on property without permission from the Overall Artillery Commander.**

For questions regarding artillery regulations, please contact:

Artillery Commander Bob Farrar

[barbella46@bellsouth.net](mailto:barbella46@bellsouth.net)

## CAVALRY

The Cavalry Coordinator for the 36th Annual Reenactment of the Battle of Olustee is Lt. Colonel Bob Mclendon of the 2<sup>nd</sup> Florida Cavalry. Lt. Colonel Mclendon will command the Federal cavalry, designate the Confederate commander, and coordinate all rules and regulations regarding safety regulations, equipment, and weapons inspections for all cavalry.

**Everyone is reminded of the potential danger that accompanies the use of horses.** Every effort should be made to control horses within the camps and around the thousands of spectators who attend this event, as well as on the field. Unit commanders are expected to assist in the compliance of all rules and regulations by those under their command. Your cooperation in making this a safe and enjoyable event will be much appreciated. Remember, safety first!

**All Cavalry should enter the event through the Front Gate on Thursday. Friday through Sunday entry will be through the gate off 250-A.**

### Overall Cavalry Regulations

1. All mounted horsemen must be subordinate to a specific unit commander.
2. **All** horses must have inspected in the Cavalry Camp and current Coggins verified. Any horse not inspected will not be allowed in the battle. All horses and riders must comply with Cavalry regulations.
3. Unruly and uncontrollable horses will be ordered from the field. No stallions allowed. **NO MOUNTS ARE ALLOWED** which are not battle proven. **NO RENTAL HORSES ALLOWED** which are not reenacting horses.
4. All participants will take proper care of their horses. Any abuse of horses will not be tolerated.
5. **At no time will cavalry enter the pyrotechnician's designated area on the battlefield.**
6. **NO HORSES** are allowed within the sutler area or areas frequented by park visitors. **Anyone riding a horse within the sutler area will be dismissed from the event! Prior approval must be received from the Overall Cavalry Commander** to utilize the primary road passing through sutler area.
7. **Dismounted Cavalry allowed by invitation only.** **All other DISMOUNTED CAVALRY not entering the field mounted, WILL NOT be allowed on the battlefield.**
8. **It is mandatory** that all cavalry be mounted and present at Sunday morning colors. Only those present at Sunday colors will be allowed in Sunday's battle.
9. Remember, safety first! Always have respect for other combatants and their horses.
10. Any altercation or dispute between individuals, on or off the field, will be handled in a gentlemanly manner. Allow time for cooler heads to prevail!

## Battlefield Regulations for Cavalry

1. All participants must be inspected prior to the battle. The following rules will be **strictly enforced**.  
**Inspection will include:**
  - a. Firearms for tightness, broken parts, overall condition and obstructions.
  - b. Saber hilts for tightness. No heavily nicked blades.
  - c. Saddles, quarter straps, stirrup straps, etc., for weak leather.
  - d. Pistol and carbine rounds.
  - e. Only period saddles will be allowed. No modern saddles.
  - f. **All** horse furniture and equipment must be correct military issue for the period. No “makeshift” or “rag-tag” equipment will be allowed.
  - g. Curb bit with correct curb chain is mandatory. Any exception must be approved prior to the battle by the overall cavalry commander. **No hackamores.**
  - h. Lead straps are mandatory. For added safety, **surcingles are mandatory.**
2. **Horses shall not be ridden within 100 feet of the spectator line at anytime.**
3. Unit commanders should ensure that cavalry under their commander follow specific scripted activity for the event.
4. Mounted soldiers will not be allowed on the field except as mounted officers, staff or unit couriers, or as part of an organized mounted unit.
5. Cavalry shall advance as organized units utilizing proper cavalry drill tactics.
6. At no time will cavalry be allowed to override infantry lines. Only if the infantry makes an opening through their lines should cavalry pass and then, only in organized columns and at a safe speed.
7. All activity should be restricted to a walk or trot in areas where there are “casualties.”
8. All close-contact fighting between cavalry and infantry or artillery will be coordinated and agreed upon between unit commanders prior to the battle. At no time will cavalry engage infantry with fixed bayonets.
9. Any firing of weapons will be done in a safe manner. No firing of weapons directly at another combatant, mounted or otherwise, will be done within 50 feet.
10. Revolvers will be loaded in a safe manner. No wax wadding. “Wonder wads” are strongly discouraged. No powder flasks will be allowed on the field.
11. No repeating carbines (Spencers, Henrys, etc.) will be allowed on the Confederate side as they were not used in the 1864 battle by Confederates.
12. In the interest of safety no shotguns will be allowed on the field.
13. All saber fighting will be performed 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 shoulder level when engaged with others. All interaction between sabers will be with the flat edge of the saber. No “hitting” with sabers. Blades will be dulled and badly nicked blades will not be allowed.

For any questions regarding cavalry regulations, please contact;

Lt. Colonel Bob McLendon - Telephone: (334) 484-8562 e-mail: captcav2nd@yahoo.com

## **MEDICAL**

1. All medical reenactors are responsible to the Medical Commander.

### **Surgeon's Educational Medical Demonstrations**

1. Only military surgery techniques and equipment that was used in 1864 will be used in educational demonstrations.
2. The surgeon is reminded that this demonstration simulates the field hospital and is encouraged to use all available resources that were used at a field hospital.
3. The surgeon will remind the audience that this is a simulation of what it was like during the Civil War and not an actual operation.
4. The surgeon should educate the audience while performing his demonstration, explaining what is being done, how it is being done, and why it is being done. If the surgeon is unable to talk to the audience while performing the demonstration, he should have someone qualified to talk in his place.
5. The surgeon will ensure all procedures are done in a safe manner with no risk to the public or the participants.
6. No gun powder is to be used to "cauterize the wound" or for any medical procedures.
7. No medical equipment or product from the surgical demonstration will be thrown toward the audience.
8. Spectator participation will not be encouraged for any reason.
9. No family member or reenactor under the age of 12 is allowed to participate in the demonstration. Anyone between the ages of 12 and 18 must have parental or guardian consent.
10. All ranks of surgeon are acceptable for this demonstration.

### **Battlefield Guidelines for Medical Reenactors**

1. A Medical Commander will be in charge of all medical activities on the battlefield.
2. The forward aid stations or dressing stations will be located at each end of the battlefield, adjacent to the spectator area and clear of the battle area. These areas should be marked with proper medical designations that were used during the 1864 time frame.
3. The highest rank of a surgeon on the battlefield will be Major.
4. All Medical Reenactors must comply with the Reenactment's regulations regarding uniforms.
5. Medical stewards and stretcher bearers over the age of 16 can assist with the wounded on the field and bring the wounded to the aid stations. These individuals must stay clear of the artillery units when firing and must stay behind the advancing infantry units.
6. Since these are forward aid stations and not field hospitals, the surgeons should refrain from performing any major surgical procedures during the battle. These procedures should only be done during the education demonstrations.
7. All properly attired civilian nurses or reenactors from relief societies must stay within the respective forward aid stations.
8. Reenacting nurses should make available water at the aid stations for the reenactors. The Florida Park Service and USDA Forest Service will provide ice for these areas.
9. Nurses should not be on the battlefield during the battle unless authorized in an emergency by the Medical Commander. This is for historical accuracy and is not meant to discriminate.
10. At the close of the battle, the Medical Commander may authorize all medical reenactors (including nurses) to proceed upon the battlefield under a flag of truce for the purpose of tending to the "injured" and providing ice and water to the reenactors.