

Re-enactor Registration Form

March 21-22, 2015

One form per person. Please make copies as needed. Please print clearly and provide complete address.

Return Registration (Form Only, not regulations) by March 1, 2015 to:

Picacho Peak State Park

c/o Civil War Re-enactment, P.O. Box 907, Eloy, AZ 85131

Name: _____

Address: _____

City: _____ State/Province: _____ Zip/Postal: _____

Phone: _____

E-mail Address: _____

Unit Name: _____

Circle one (1) and Fill in blank (i.e. infantry, cavalry, minister, etc.):

Union: _____

Confederate: _____

Civilian: _____

Check one:

- Period Camp**
- Modern Camp** - Jackrabbit West Group Area (non-electric)
- Off Park Accommodations**

I have read and agree to Arizona State Parks's Volunteer Stipulations, Photo Release, and Civil War in the Southwest Event Regulations, as posted on AZStateParks.com

Volunteer Signature: _____ **Date:** _____

Any unsigned registration form disqualifies the individual from participation.

In Case of Emergency Contact (Name & Phone Number)

Name: _____ Phone: _____

Information on the event, including clothing, artillery and battle weapon requirements please visit AZStateParks.com/Parks/PIPE

Re-Enactor Regulations

For the safety of our visitors and the interpretive authenticity of the event, re-enactors are required to adhere to the following Re-Enactor Event Guidelines Regulations.

Arizona State Park Volunteer Re-Enactor:

- Arizona State Parks will provide the Volunteer with pertinent Arizona State Parks information and policies. The volunteer agrees to abide by all such Policies.
- The Volunteer understands the s/he is working at all times on a voluntary basis without compensation and not as a State employee and is not covered by the State's workers compensation plan.
- The Volunteer understands that s/he will be working directly under the supervision of an assigned park staff member. and will report to his/her supervisor the number of volunteers hours provided.
- Arizona State Parks staff may photograph volunteers during an event for park historic value, or the ability to advertise future events. By signing as a Volunteer for Arizona State Parks you give permission to use any photographs taken while you are volunteering.
- This agreement can be cancelled at any time by either the Volunteer or Arizona State Parks.

Authenticity and General Code of Conduct:

- All participants will remain in historical dress of the appropriate time period during event hours.
- All persons (except spectators) in camp during event hours are required to be in historical dress of the appropriate time period. We highly encourage your family and friends to join you, but they must either be correctly dressed or remain out of your encampment/display area during public hours.
- All tack shall be of period design and in good condition.
- All "battle" participants must be "attached" to a registered, coordinating unit. No "unattached" person(s) or group(s) allowed. Individual reenactors will be assigned to a unit by Reenactor Headquarters Commander.
- Modern accoutrements (pop cans, plastic ware, coolers, etc.) are not allowed to be in view during event hours.
- Alcohol consumption is not allowed on the premises during event hours.
- Anyone acting in an unsafe, disorderly, or uncooperative manner will immediately be

asked to leave and/or face legal charges.

- Arizona State Parks is not responsible for your personal items. Arrangements can be made to secure valuables at night if needed.

- While camping at an historical site, please take special care of site features.

Tampering, climbing upon or destroying property is not allowed and may be cause for removal from the property and/or legal charges.

- All fires must be extinguished before breaking camp.

- All motorized vehicles must be removed from the encampment area during event hours (9 am – 4 pm). The Park Manager can make exceptions, for those with special needs.

- In accordance with Arizona State Park Policy & Procedures, quiet hours will be observed from 10 pm to 6 am.

- All Unit Leaders and NCO's will have a copy of the above regulations on their person at all times. **Picacho Peak State Park**

- Any violations of the above regulations should be reported immediately to the park staff or the Reenactor Headquarters Commander and appropriate action will be taken.

Weapons:

- Live ammunition is not allowed on the park.

- During battle, gunpowder will be carried as pre-rolled cartridges only (no penny wrappers, staples, glue tabs, aluminum foil [except for artillery rounds] or waxed cartridges).

- Firearms will remain unloaded except for battles or firing demonstrations.

- Firearms are to be clean before any shooting of blanks.

- Firearms will be discharged only during event hours, in pre-determined demonstration areas, or during battles, always in a safe direction and manner.

- Artillery should be discharged in at least 3-minute intervals between firing.

- Metallic blanks will be allowed for demonstrations.

- Any bladed weapon should be carried safely.

- Firearms may only be discharged by persons 16 years of age or older.

- Volunteers between the ages of 16 and 18 must be supervised by a parent or guardian at all times when discharging firearms.

- Volunteers under the age of 16 may carry or drill with an unloaded firearm.

- No bayonets fixed in "battles". They can be used to stack arms or drill.

- No hand to hand combat at any time.

- The use of shotguns and other muzzle loading weapons is permitted, but only with 60 grain charges. No wads will be used, and no ramrods will be drawn, except by NCO's/Officers.

- Cannon-ramrods are permitted, as well as foil for cannon-chargers.

- The use of "wonder wads" is prohibited. Cream of Wheat, dry, shall be used as wadding.

- No loading directly from flasks or bulk powder containers which can explode from spark in bore, except

for revolvers.

- Knives are not allowed for mounted troops. Bayonets or knives carried by infantry will be sheathed during "battle(s)". Exceptions to this rule are swords of Officers or Cavalry.

- No "capturing" or removal of flags, guns, or other property from control of owner,

except during planned

“battle” scenarios.

- No aiming directly at anyone at any distance; aim to the side.
- No swinging muskets, flag staffs, or swords at “opponents”, except for the rehearsed use of sabers between Cavalry.
- Shooting is not allowed in the camps with the exception of an area set aside especially for the purpose of demonstration and weapons clearing.
- No weapons discharged after 6 pm on Friday or Saturday.
- No throwing “grenades”, explosives, or smoke devices of any type.
- Sabers shall be drawn only on command. During saber fights, the tip of the saber shall be up at all

times.

- A Provost Marshall and/or a Park Ranger will check all weapons upon arrival and check-in at the park.
- A Provost Marshall and/or a Park Ranger may conduct random checks of camps and weaponry throughout the event.

Animals:

- Livestock is allowed only if required for historical re-enactments.
- Control of Livestock is the responsibility of the re-enactor(s) and all precautions must be taken for the safety of others.
- Care of Livestock is the responsibility of the re-enactor(s).
- No firing at less than 50 feet between “opponents”. Cavalry charges on infantry shall not come closer than 50 feet at a trot.
- Horses and mules will be kept at a walk while passing through camps or public areas.
- Horses will not be tied up in individual camps. Horses will be tied to the picket line provided in the Cavalry area.
- Riding animals after dark is strictly prohibited, except when carrying out duties assigned by the company commander.
- The running of horses or making wild passes close to or along the front of spectator lines is strictly prohibited.
- Racing of animals is prohibited. Anyone attempting to conduct a horse race will be expelled from the event. Violation of this rule also carries the possible consequence of facing official charges.

Artillery Safety and Operation Regulations

Safety Zone

Establish a minimum 50ft wide safety zone between the spectators and the gun and a minimum 20yd. safety zone in front of the muzzle and any battlefield combatants (non-artillery crews). All pieces shall be brought into battery so that muzzles are in alignment. No muzzle shall be forward of others regardless of the size of the piece. Axel hubs of pieces shall be **at least** five feet from one another, allowing for free movement around each piece.

Changes will be determined by the Safety Officer in charge. No person under the age of 14 shall handle powder.

Equipment Required

1. A three crew minimum to service all field pieces.
2. Ammunition box with self-closing lid.
3. Vent brush or cleaning device.
4. Vent pick.
5. Thumbstall.
6. Heavy welders or fireproof gloves.
7. Leather haversack for use as ammunition pass box and another for priming materials.
8. Straight or tapered rammer.
9. Wet sponge & Dry Sponge.
10. Worm
11. Water bucket
12. Primers or Priming power device (if used). Linstock and slowmatch or lanyard.
13. Gimlet.

Nine Step Standard Procedures

1. **Clean the Vent** - Clean the vent as the first step in each cleaning, loading and firing sequence. Proceed as follows:

A. Use a .22 caliber or appropriately sized bronze cleaning brush on a suitable rod and brush the entire vent twice.

B. If no brush is available, the alternative method is to run the priming pick or gimlet up and down the vent twice, twisting to make sure the vent is completely free of powder bag remnants.

2. Stop the Vent

Seal the vent with thumb pressure during the entire cleaning and loading process. This means no air should escape the vent from the time the worm enters the muzzle until the rammer is removed after the projectile has been seated. Use a leather thumbstall or heavy glove to protect your thumb and make a tight seal.

3. Worm the Bore

Using a tool with two sharp steel points which replicates an original cannon cleaning worm, worm the bore until all debris is removed. Turn the worm at the breech to pick up any powder container remnants and to loosen any powder residue. The worm should fit closely so the points will pick up debris easily.

4. Wet Sponge the Bore

A. Sponge with a wet (but not sopping) tight-fitting sponge with a head of lambswool or other like material over a wooden cylinder affixed to a shaft at least one foot longer than the bore. The end of the sponge head should conform to the shape of the breechplug.

B. Seat the sponge against the breech with hand pressure and give two full rotations of the shaft. Withdraw the sponge half-length, twist, then reseat against the breech and give another two full rotations.

C. Remove the sponge. If any powder container remnants or unburned powder comes out with the sponge, repeat the entire process, starting with Step 3 - Worm.

5. Dry Sponge the Bore

After wet sponging, the same procedure is used with the dry sponge. The purpose of the dry sponge is to remove excess moisture from the bore; if water is left in the bore it may cause incomplete burning of the next powder charge, leaving dangerously glowing residue.

6. Load Powder

- A. The ammunition chest should be located 20 feet behind the gun and 20 feet forward of the spectator line. Powder charges should be prepared in advance as specified in Safety Rules 1 and 2 below, wrapped in heavy-duty aluminum foil.
- B. Open the chest only long enough to remove one charge in its safety container. (Do not open chest following warning that a gun is about to fire until 10 seconds after that gun has fired to prevent hot vent debris from falling into the chest.)
- C. Carry charge to gun in fireproof safety container. Do not proceed to load unless 3 minutes has elapsed since the gun was last fired. Check your watch.
- D. Open safety container. Remove foil-wrapped charge and place it in the muzzle with one hand while wearing heavy leather gloves (see above).
- E. Wearing heavy gloves, stand to the side of barrel with as much of your body as possible behind the plane of the muzzle. Grasp rammer underhand, with right hand, thumb to the side. Left hand should be placed upward or above the barrel or at your side. Seat the charge lightly with smooth strokes. Do not pound the rammer against the charge.
- F. Immediately upon feeling the charge reach the breech, drop your hand away, releasing the rammer. After ascertaining the charge is fully home remove the rammer, one hand, underhand, thumb to the side. This may require grasping and releasing the shaft a few times. Never two hands on the rammer.
- G. After loading the charge, implements will be placed on the wheels to indicate to all on the field that the gun is loaded.

7. Pick the Charge

- A. To insure ignition, pick the powder charge wrapper through the vent with a pick held by the shaft, between glove protected fingers.
- B. The pick shall be constructed of a non-sparking material.

8. Prime

- A. Priming the vent depends on the type of ignition used. Typical systems are: linstock and fuse, priming quills, friction primers, .22 blank, and percussion cap.
- B. Hot debris is apt to be blown out the vent on discharge. Crew members should wear hats for protection, spectators kept at a safe distance, and all ammunition chests closed whenever any gun is firing.

9. Fire the Gun

- A. The person designated to ignite the charge calls out "Ready to fire" or similar "Ready" command in a loud voice to alert other crews on the line that a gun is about to fire and to notify the gun captain that the piece is primed. At this call, any open ammunition chests are immediately closed. The gun captain makes a quick visual inspection of the range forward of the muzzle to make sure no one is in danger and then commands "Fire". The time between "Ready to Fire" and "Fire" should be at least five seconds. The primer is then ignited.
- B. Fuse and priming quills are ignited with a linstock which is long enough to allow the cannoneer to stand outside the wheels. The linstock holds the burning slow match made of

cotton rope impregnated with potassium nitrate or lead acetate to make it burn.

C. If a lanyard is used to ignite friction primers, or to activate a lock using percussion caps or blank cartridge, it should be long enough to allow the cannoneer to stand outside the wheels and out of the way of recoil.

Misfires

If the primer ignites, but the gun fails to fire:

A. The rammer or other implements are held over the piece in an **"X"** as a warning signal that the piece is hazardous;

B. After a minimum interval of **3 minutes**, the piece is re-primed;

C. The Chief-of-Piece ensures that everyone and everything are in safe order, and calls "Clear Front!" before giving the order to fire;

D. If the second firing attempt fails, after a minimum interval of **3 minutes** the vent and bore are flooded completely with water, and after a minimum interval of **3minutes** following flooding, worming clears the bore.

Seven Basic Safety Regulations:

1. Powder charges should not exceed 2 oz. of Fg or Cannon Grade powder per inch of bore diameter. No excessive charges.

2. Prepare powder charges in advance using heavy duty aluminum foil. Baggies may be used inside the foil or similar for Breech Loading guns, taking care not to allow excess air in the baggies and removing excess plastic where unnecessary.

3. All crew members should wear ear protection devices. No person under the age of 14 is to handle powder.

4. No one should cross in front of the muzzle at any time during the cleaning, loading or firing procedure.

5. The interior of the ammunition chest shall be lined with a non- sparking material and the box itself shall be stoutly constructed of wood or metal. A copy of these safety rules should be posted inside the ammunition chest.

6. No drinking of alcoholic beverages at any time on the line. Any consumption of alcoholic beverages will disqualify a member from shooting for the duration of the day. No smoking at any time within the safety zone.

7. No wadding shall be used at any time. This includes firing blanks.

Make sure each crew member has knowledge of procedures and safety rules. Walk. Do not run. Work at a smooth, steady pace.

FOR BREECH LOADING PIECES:

For breech loading artillery, required equipment is:

1. A wire brush for cleaning the breech

2. Leather gloves for all cannon crew members

3. A wet sponge to clean the tube

4. Grease to lubricate the breech treads

5. Pliers for removing the primer

6. For guns using friction primers, a lanyard

7. For guns using caps, caps and slam hammer and lanyard

8. A runner mallet for opening a stuck breech

9. A bucket with water for the wet sponge / brush or fires

10. Rammers long enough to form an X over cannon in case of misfire or will be tall enough to signify a loaded cannon.

Firing procedures (with explanations) for breech loading artillery are, in order:

1. Grease breech treads at the beginning of an engagement
2. Open the breech
3. Wet Sponge the breech
4. Bring forward the charge from the ammunition box, in a gunner's haversack;
5. Insert the charge; Close the Breech
6. At this point the piece is loaded and is not left unattended or moved (except for small adjustments or immediate safety reasons) until the piece is fired.
7. As soon as the charge is placed in the breech of the piece, two implements are placed upright on the wheel hub or axle, for field artillery, providing the top of the rammer is at a minimum height of 7 feet.
8. On the top of the wheel rim, for pieces with smaller carriages or rammers, so that the top of the rammer is at a minimum height of 7 feet.
9. Prime Charge

Misfire procedures for Breech loading artillery are, in order:

1. The rammer or other implements are held over the piece in an "X" as a warning signal that the piece is hazardous;
 2. After a minimum interval of 3 minutes, the piece is re-primed;
 3. The Chief-of-Piece ensures that everyone and everything are in safe order, and calls "Clear Front!" or similar command before giving the order to fire;
 4. If the second firing attempt fails, after a minimum interval of 3 minutes the vent and bore are flooded completely with water, and after a minimum interval of 3 minutes following flooding, worming clears the bore.
 5. For pieces not mounted on field carriages with large diameter wheels, pieces with short implements, or other pieces where the implement resting on the wheel does not attain a minimum height of 7 feet, either
 10. If the second firing attempt fails, after a minimum interval of 3 minutes remove the friction primer or cap, prime open breech, clean and dry and reload.
- If you are in doubt about ANY part of these firing or safety procedures, ASK THE RANGE OFFICER OR SAFETY OFFICER.