

# HUNTINGTON BEACH CIVIL WAR DAYS SAFETY REGULATIONS

## Infantry / Dismounted

### I. GENERAL

1. Also see the Huntington Beach Civil War Days Military Procedures document.
2. Safety comes first. Each reenactor participating in the battles must keep that in mind and be aware of basic safety regulations.
3. Every unit is expected to make safety issues a part of its training program and review its safety program throughout the year.
4. Each recruit or veteran reenactor who has not participated in a Huntington Beach event must be familiar with and pass the New Recruit Test for their branch of the army before taking the field for a battle. Each unit commander at each event shall be held personally responsible for any failure to test a recruit before allowing him to participate on the battlefield.
5. Unit commanders shall have a copy of these General Safety Regulations and applicable branch safety rules at each event and require prospective new recruits to read the regulations before taking the New Recruit Test.
  - a. Safety tests require a 100% score to pass. The test may be retaken until a 100% score is achieved.
  - b. Unit commanders shall bring copies of the test for their respective branches to each event to administer the test to prospective new recruits. Commanders should not rely on battalion, brigade, or division leadership to provide copies.
6. No recruit shall be allowed on the field until a copy of his completed test is delivered to the battalion adjutant.
7. Every participant in an event shall properly register and sign a release. At that time, the registrant will be issued a ticket/certificate/coupon that indicates that he/she is properly registered. This document shall always be carried on the reenactor's person during the event and shall be presented upon demand.

### II. SPECIFIC SAFETY RULES

1. **Hazardous conduct:** Anything constituting hazardous conduct on or off the field is prohibited. The use of good judgment is paramount.
2. **Fire Extinguishers:** No fires will be left unattended at any time. Water buckets and/or hidden fire extinguishers shall be maintained near open fires at all times.
3. **Unattended weapons:** No weapons will be left unattended, either in or out of the camp area. Unattended weapons will be collected and delivered to the Division/Brigade Provost where they will be available to the owner.
4. **Public entering reenactor tents:** Members of the public may not enter any participant's tent unless by express invitation of the owner, and the tent flap must be kept open during this time.

5. **Rowdiness:** Rowdiness, abusive language, or public drunkenness will not be tolerated at any time. Unit commanders/leaders are responsible for all unit members' conduct during the event.
6. **Alcohol:** No alcohol will be consumed before or during public hours each day. The event host may be more restrictive regarding this issue.
7. **Spectators and Firearms:** Spectators will be permitted to handle weapons in controlled, demonstration scenarios. The weapon being demonstrated is never to leave the sight of its owner. Weapons will only be handled by minors with the parent's approval and only when the parent or guardian is present. All weapons used must be unloaded and in a fully safe condition. Handling of weapons by spectators or noncombatant minors for any reason other than that described above is strictly prohibited.
8. **Smoking:** Smoking or open flame is prohibited during the following times: - While handling powder in any form, within the artillery powder magazine Safety Zone; and after battles until all weapons and cartridges have been secured.
9. **Permission to pick up firearm:** To avoid unnecessary conflict, at no time will a member pick up another member's weapon without permission from such member. The exception is when the member retrieving the weapon has a good faith and reasonable belief that the owner has "lost" the weapon. For purposes of interpreting this rule, cannon implements are weapons.
10. **Firearm Control:** Firearms and powder supplies will never be left uncontrolled. To prevent access before, during, and after battles or demonstrations, firearms, ammunition, caps, and powder supplies will be guarded to prevent theft, unauthorized tampering, personal injury, and/or damage. No loaded weapons, caps, ammunition, or powder will ever be put into the hands of spectators, minors, or noncombatants. The individual gun or powder owner will be held responsible.
11. **Live Ammunition:** The possession of live ammunition, either period or modern, and/or the possession of modern weapons in camp are prohibited, except as may be possessed by sworn peace officers or those retired law enforcement personnel with current carry permits.
12. **Weapon Clearing:** Weapon firing or clearing of weapons outside of the battlefield must be authorized and supervised by the unit leadership or reenactor commanders. Before clearing weapons, a 10-yard safety distance from any general camp area or spectator area is required. A 20-yard safety distance from any picket line is required. The alarm, "Fire in the hole!" or "Firing!" is required. Other than the clearing of weapons at the end of a battle, the firing of weapons is not permitted without express authorization from, at a minimum, a battalion commander.
13. **Medic:** The call "Medic!" is for use in actual emergencies only. For Living History, "surgeon," "stretcher bearer," or other period terms shall be used.

14. **Minimum Age:** The minimum age to carry a weapon is 14. No one under the age of 14 is allowed on the battlefield, other than functional musicians who are at least 12 years of age. A birth certificate or school ID verifying age is required.
15. **Pistol holster:** Each pistol must be in an appropriate holster. No pistols shall be carried in belts, pockets, etc. Extra pistol cylinders may be carried on the field in an appropriate leather pouch.
16. **Cartridge box:** Cartridges shall be carried in cartridge boxes. Cartridge boxes shall be emptied, in company formation, and inspected for live rounds. Tompions shall be left in camp. No commercial Wonder Wads shall be used.
17. **Hand-to-hand:** Hand-to-hand battle scenarios require the permission of the Army Commanders and practice in the techniques by the participants before battle. Before engaging in any hand-to-hand all weapons must be cleared and empty. Individuals who find themselves in unauthorized hand-to-hand combat will surrender, take a hit, or run away, as appropriate. After the battle, the individual initiating the unauthorized hand-to-hand will be reported to the Brigade command.
18. **Safety Observation:** During battlefield activities, any member, observing a situation that violates a safety rule, may be allowed to correct the situation immediately, otherwise, if not resolved, may call a cease-fire, which shall remain in effect until the situation is corrected or resolved. Officers on the field may take reasonable steps to correct the situation without calling "Cease Fire" if it is likely to be quickly and safely resolved.
19. **Cease fire:** To make a cease-fire obvious and quick, the individual calling the cease-fire due to safety will take his weapon (rifle or sword) and hold it over their head longitudinally, using both hands. A signal that can be repeated by additional participants until the cease-fire has been affected. In a medical emergency, this position will help guide first responders to the scene.
20. **Prone position firing:** Soldiers may not fire from a prone position.
21. **Wounded soldier:** A wounded party may never fire from the ground. A soldier should discharge his weapon before taking a "hit."
22. **Ramrods:** No ramrods or bayonets shall be drawn on the battlefield.
23. **Noncombatants:** Noncombatant members are not allowed on the active battlefield except period military medical impressions, clergy, war correspondents, and musicians who are within the chain of command. Others may be permitted within scripted scenarios that have been approved at Officers Call.
24. **Public:** The public is not allowed:
  - a. On the battlefield, during battle scenarios, include the time after engagement while troops are still present on the field.
  - b. On the battlefield between battle scenarios if live ground charges are present, or demonstrations are being held.
  - c. In camps during battles without authorization from respective commanders.
  - d. In any member's tent, unless by express invitation of the owner.

- e. The public is allowed on the field immediately following battle scenarios only if they are part of approved tours guided by reenactors.
- 25. **Bayonets:** Steel bayonets may be fixed for parade, guard duty, arms inspection, stacking arms, drill, digging in, or other non-battle scenarios, at the direction of the field commanders (except for public demonstration). Bayonets may not be drawn on the battlefield.
- 26. **Swords:** Swords may be drawn only by officers or at the direction of officers.
- 27. **Knives:** Knives shall be secured in their sheaths and shall not be drawn or used on the battlefield without express approval at the Officer's Call when they are made part of a carefully approved scenario.
- 28. **Medical need reenactors:** All reenactors with special medical needs/conditions/prescription medications should inform their respective chain of command, whether combatant or civilian, of their situation to ensure their safety.
- 29. **Live-fired firearms:** Firearms that have been live-fired: See the Huntington Beach Civil War Days Military Procedures document as there are specific procedures required to permit these firearms to be used in battle scenarios.
- 30. Safety distances**
  - a. The minimum safe distance when firing a long arm or pistol toward another reenactor is 30 feet.
  - b. The minimum safe distance in front of a cannon is 25 yds.
  - c. The minimum safe distance from an artillery limber to fire a weapon is 25 feet.
- 31. Pistol:**
  - a. ALL pistols and spare cylinders will be inspected and logged. Additionally, a pistol check card listing the serial number, make, and caliber of each pistol, and each spare cylinder will be issued to each soldier before taking the field. NO EXCEPTIONS
  - b. No wax, wonder wads will be used when loading pistols. Cream of wheat or floral foam are the only products allowed to retain powder in the cylinder.
  - c. No powder flasks will be allowed on the field.
  - d. Once the pistol is drawn from the holster, it will be held in the raised/ready position, muzzle up, and right hand at shoulder level, until just before firing.
- 32. Carbine/Shotgun:**
  - a. Once drawn from the thimble or boot, the firearm will be kept pointing, muzzle up, until ready to fire. The same precautions exist as were noted with the pistol.
  - b. The hammer will be placed in the half-cock position during loading and until ready to fire.
  - c. All carbine cartridge boxes and haversacks will be emptied and inspected by the commanding officer for live rounds before every battle.