

# Rules & Regulations

Rich Mountain is a mainstream event, and we will enforce the following rules. We will be reasonable and we encourage newcomers, but we reserve the right to require changes of inappropriate impressions, or to refuse participation if we think it's called for.

## BATTLE LINES

All spectators are expected to stay behind designated lines during the battle. Period civilians may sit at the front of the line and are asked to help keep other spectators from pushing forward. NO ONE, including photographers, should be on the battlefield, or in any place where they pose a safety risk or interfere with the spectators' view.

- Participants on the battlefield must be at least 13 years old and should have a role to portray. Any exceptions must be arranged in advance.
- Soldiers must be 16 years of age to carry a weapon on the battlefield. Anyone under 18 who participates must have a parent or guardian signature for liability waiver—bring permission note if parent is not attending.
- To substitute for a pre-registered individual, you need a note from that person or from your unit commander.
- Women portraying soldiers should make all possible effort to disguise their real gender and to maintain their impression whenever spectators are present.
- Nurses are asked not to run onto the battlefield during the battle. Nurses may do their impressions at the hospital area, away from the battlefield.
- Each reenactor is expected to participate in a recognized unit and to follow event rules. Pre-registered independents or small groups are welcome - but we may deny participation to anyone who disobeys orders or violates the rules.

## AUTHENTICITY

We are attempting an early-war, 1861 impression at Rich Mountain. Militia uniforms and period civilian clothing are encouraged. Know what your impression is and please be as accurate as possible. Be careful to avoid 20th century anachronisms such as: synthetics, zippers, Velcro, elastic suspenders, leather hats, cowboy boots, modern style eyeglasses, wristwatches, modern jewelry, etc.

- Non-standard camp equipment is OK if appropriate for early war. Many troops here, especially Confederates, did not have tents and made their own shelters in the woods. Avoid dog tents if possible.
- All equipment must be approved by the Army Commanders, both for safety and for authenticity. No officers above the rank of Captain are permitted without advance approval. Officers should bring enough troops to support their impression.
- All artillery should be pre-approved for authenticity and safety. Appropriate use in scenarios will be at the sole discretion of the host commander. No mortars, please.
- Due to conservative attitudes in the area (then and now) please no women in underwear ("hookers") or men without shirts in the camps.
- All participants are expected to maintain authentic standards of dress, equipment, and deportment at all times. This is especial-

ly important when spectators are present, but as a courtesy to your fellow reenactors, please stay in 19th century after hours as well.

- Attitude and atmosphere are subtle things, but important to any good living history. Your behavior, habits, and conversation express as much as what you wear. Be aware of your language and 20th century slang and topics of conversation, and be discreet about inappropriate habits like cigarette smoking. The way we act and portray our 19th century forebears shows respect for who they were and what they died for.

## SAFETY

By signing the waiver to participate in this event, participants voluntarily agree to be subject to all legitimate orders of their unit and army commanders. By signing the waiver, you agree to abide by all the rules and regulations of this event.

- No alcoholic beverages are allowed any time weapons are in use, and must be discrete at other times. No controlled substances of any kind are allowed. Drunkenness, rude, or offensive behavior will not be tolerated. Army Commanders and event organizers will bar violators from further participation in the event.
- The discharge of firearms within the designated camp or activity area is strictly prohibited. Guns must not be discharged within 50 feet of any tents. Surprise raids on the camps are banned. No horses are allowed in infantry camps.
- Weapons cartridges will be inspected prior to the tactical battle. Please make sure your weapons are clean, safe, and fully functional. No wax, staples, tape or other hazardous cartridges will be allowed. Cartridge papers should not be put into infantry rifles at any time. You must pass inspection to participate in the events.
- All reenactors should have a working knowledge of period military drill, discipline and safety rules. Artillery crews should have all necessary safety training. If you are inexperienced, please ask your company NCO's for assistance—they will be glad to help you.
- Swords, bayonets, and ramrods should only be pulled by order of the Army Commanders. No hand-to-hand combat will take place except by prior arrangement involving ALL concerned and approved by BOTH Army Commanders and RMBF event organizers. Showboating is strongly discouraged.
- The cry "MEDIC" and/or a hat raised high on a rifle or sword point are used to signal an actual emergency. A raised hat will also indicate a dangerous situation of some sort (i.e.—an artillery misfire, etc.) Such signals will STOP ALL ACTION: Please use these signals only in an actual emergency.

## PROTECT THE HISTORIC BATTLEFIELD

- Please respect the historic features of the Rich Mountain Battlefield Civil War Site. Do not walk on earthworks, damage or deface boulders or trees, dig or move rock piles. No horses on or near earthworks. No artifact hunting or metal detecting. Collectors are invited to volunteer to help with our on-going archeological survey.
- Please build fires only in designated areas. Do not build unnecessarily high fires and do not leave fires unattended at any time. Return sod and remove rocks from fire pits and fields when you break camp.
- Please keep litter picked up and dispose of it properly. Scatter bedding hay before you leave (especially in rutted or muddy areas).