

UNION ARMY OF THE WEST 2018 INFANTRY SAFETY REGULATIONS

V052818

1.0 Hand-to-hand, Knives, Swords, Bayonets & Rammers

- 1.1 Knives shall not be drawn and will be tied or otherwise secured to their sheaths while on the field.
- 1.2 Ramrods or bayonets may never be drawn on the field during a battle scenario.
- 1.3 Swords may be drawn on the field only by officers in infantry units.
- 1.4 Hand-to-hand combat scenarios are allowed only with the approval of army commanders and all participants beforehand.

2.0 Long Arms

- 2.1 Weapons shall be clean and in good repair prior to use.
- 2.2 All weapons will be field cleaned before the next day's battles.
- 2.3 For muskets only FF or FFF grade Black Powder will be used (no black powder substitutes are allowed).
- 2.4 Long arms are reloaded on the battlefield only with prepared cartridges.
- 2.5 For .58 caliber weapons the maximum powder charge is 70 grains.
- 2.6 For .69 caliber weapons the maximum powder charge is 90 grains.
- 2.7 When loading, only black powder may be placed in the musket barrel. Paper or other materials never go into the barrel.
- 2.8 Soldiers may not fire from the prone position.

3.0 Safety Zones

- 3.1 The front safety zone for a loaded artillery piece is 25 yards.
- 3.2 The general safety zone separating the public and any live weapons is 10 yards.
- 3.3 At no time shall any weapon be pointed at spectators closer than 20 yards.

- 3.4 No weapon will be fired within 10 yards of a spectator.
- 3.5 The minimum side and rear safety zone around a loaded artillery piece is 5 yards.
- 3.6 The minimum distance for long-arm weapon fire between foot combatants is 10 yards.
- 3.7 When prone wounded are present within 10 yards, weapons fire must be at 20-degree or more elevation.
- 3.8 The minimum distance for long-arm weapon fire towards mounted combatants or stock is 10 yards.
- 3.9 In order to clear or fire a weapon outside of the battlefield a weapon must be aimed at the ground (cap only) or at maximum elevation (loaded) and must be at least 10 yards from spectators/general camp, be announced by shouting "clearing" or "Fire-in-the-Hole" and must have authorization and supervision of the unit leadership.

4.0 General Safety

- 4.1 A "cease fire" can be called by any participant who sees a safety problem.
- 4.2 Loaded weapons, ammunition, powder, or caps must never be put in the hands of spectators and must be under active control or secured at all times.
- 4.3 A fire extinguisher (water bucket or other) is required to be near a fire at all times.
- 4.4 Spectators can handle/touch weapons only in controlled demonstrations while unloaded/unprimed and without bayonets and the re-enactor must always be in physical control of the weapon.
- 4.5 The required safety zone between fires and any form of canvas is 5 yards, and all fires must be supervised by an adult.
- 4.6 Smoking or open flames are prohibited when handling black powder in any form, within the artillery powder safety zone and after battles until all weapons and cartridges have been secured.
- 4.7 When at a reenactment or event only call "medic" in case of an actual medical emergency.
- 4.8 You can pick up or handle another person's weapon (or artillery implement) only with the owner's permission, if you think it is lost, or on a commanders order to

address a safety issue.

5.0 Artillery Safety

- 5.1 Implements held over the artillery piece in an "X" indicate the gun has misfired and is in a dangerous condition. Stay clear!
- 5.2 Weapons may not be fired if a limber or ammunition box is within 10 yards under any circumstances!
- 5.3 If you see a cannon with implements held vertically on top of the wheels or hubs stay clear – the gun is ready to fire!
- 5.4 If a gun captain has a lanyard in their hand stay clear! The gun is ready to fire even without implements on the hubs.
- 5.5 Red wooden blocks on the field are used to mark the edge of the artillery danger zone. Stay outside of them when artillery is being loaded or firing.

6.0 Pistol Safety

- 6.1 Revolvers may be fired by infantry officers in a battlefield scenario only when scripted as part of the scenario in advance.
- 6.2 Pistols may be carried on the field by 1st sergeants and officers only.
- 6.3 All pistols must be inspected to insure they are safe according to approved procedures prior to wear.
- 6.4 Revolver cylinders must be sealed with either compressed Cream of Wheat or "Crumbling" floral foam.
- 6.5 Revolver cylinders must always be cleaned and reloaded immediately before an event to prevent sealing materials from hardening.
- 6.6 Minimum distance for aimed pistol fire is 10 yards.