



RULES & REGULATIONS

EVENT RULES

- 1) No one under the age of 16 will take the field unless he is a fully functional musician. No "aides", "foot couriers", "guide-on carriers", or "orderlies".
 - 2) No one under the age of 16 can carry or use a weapon of any type while in the camp or on the field.
 - 3) All "historical character impressionists" must be approved by ATLANTA CAMPAIGN, INC. AND by their respective army commander.
 - 4) There is a 45-minute time limit for each vehicle to be on the site for unloading. The vehicles must then be taken to the designated reenactor parking area.
 - 5) All vehicles must be parked in the designated reenactor parking areas. Any vehicle on the site and not parked in a designated parking area will be towed.
 - 6) ATLANTA CAMPAIGN, INC. is not responsible for lost or stolen items or vehicles. Theft of any vehicles or items will be reported to the local law enforcement authorities.
 - 7) Drunkenness, lewd, abusive or unruly behavior will not be tolerated and will be dealt with appropriately. By county ordinance this is a non-smoking property.
 - 8) The consumption of alcoholic beverages by anyone under the age of 21 is strictly prohibited. Anyone under the age of 21 caught consuming an alcoholic beverage or having an alcoholic beverage in their possession will be immediately removed from the site. Anyone caught serving alcoholic beverages to anyone under the age of 21 will be immediately turned over to local law enforcement authorities.
 - 9) The use of illegal drugs or drug related paraphernalia is strictly prohibited. Anyone caught using or possessing illegal drugs or drug related paraphernalia would immediately be turned over to local law enforcement authorities.
 - 10) Women may portray combatants with the approval of their unit commander. Every reasonable effort must be taken to disguise your gender. Animal parts and other outlandish or non-regulation or out-of-period items and clothing are prohibited for wear on military uniforms.
- ATLANTA CAMPAIGN, INC. reserves the right to determine what is reasonable and to remove from the field anyone who, in their opinion, does not pass muster with respect to period military uniforms.
- 11) The military camps will be maintained in a military manner with guards at appropriate times and correct military conduct. Flashlights, tape recorders and Coleman lanterns are prohibited for use in the camps. Event designated officers may make camp inspections and request through the commanding officers that all anachronisms be removed or hidden.
 - 12) A medallion or token is your pass and must be on your person at all times. There are no replacements. If you lose it you will have to pay the walk-on fee to get another. Medallions will be checked upon entering the event site and in formation just before the battles. Company commanders can avoid embarrassment and delay by conducting checks for these along with the weapons inspections.
 - 13) Pets are not allowed on site. Working dogs (seeing eye dogs and the like) are the exception to this rule.
 - 14) All horses must have and show current Coggins Certificates.
 - 15) All artillery will be pulled into position by either a horse or tractor and supervised by the event staff.
 - 16) No digging for artifacts and no metal detectors on site. No taking of any props from property. Violators will be arrested.



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SAFETY RULES

- 1) The discharge of weapons in camp is prohibited. Soldiers may only shoot in designated areas and must have the permission from and be under the proper supervision of an officer or NCO.
- 2) No reenactor will allow any civilian to handle or fire a weapon. Nor will they permit a civilian or spectator to sit on or ride a horse.
- 3) Recruits should be drilled prior to the battles and be placed in the front ranks and be under the supervision of watchful veterans.
- 4) Ramrods are not to be pulled during any battle scenarios. Ramrods may be pulled during inspections and for living history or drill competitions only.
- 5) Paper from cartridges is not to be stuffed as wadding after pouring powder into a weapon. Throw your paper from cartridges on the ground.
- 6) Pistols will not be loaded or fired except by mounted cavalry. This rule applies to all reenactors including officers who are not cavalry officers.
- 7) All bayonet scabbards must have a metal tip securely fastened to them.
- 8) Fire pits will not be dug. All fires are to be made on and above ground and are to be kept free of garbage at all times. A bucket of sand or water should be near every fire. Fires must be tended at all times. Rocks gathered and placed around fires must be removed prior to leaving the event.
- 9) All canteens must be full prior to participating in a battle.
- 10) Company commanders are responsible for knowing the medical condition of their troops. Company commanders have the right and responsibility to make sure that any member of their unit is not allowed to participate in a battle if that Commander feels that it might jeopardize the member's health or aggravate any pre-existing medical condition.
- 11) Company commanders are responsible for weapons inspections prior to the battles. Event safety officers may spot check individuals or entire units weapons and can require that any unit stand down until they are satisfied that all weapons in that unit are safe for use in the battle.



RVLES & REGVLATIONS

MILITARY RULES

- 1) Officers are expected to bring troops to justify their rank.
- 2) All Field Grade Officers (those above the rank of Captain) in Battalions must have their rank approved by the Battalion Commander or his Chief or Staff. No Battalion Commander will hold a rank above Colonel without prior approval of the Army Commander in Chief or his Chief of Staff.
- 3) All artillery and cavalry are under the direct command of their respective army commanders and must follow their commander's order regarding camping, positions on the field and other military issues.
- 4) There will be no flag grabbing or taking unless it is scripted and has the prior approval of the Army, Battalion, and Unit commanders of the troops involved.
- 5) All reenactors who wish to participate in battles must be present in all designated formations including drills called by the unit commander prior to the battles. If you miss such a drill or formation the unit commander has the right to prohibit you from participating in the battle.
- 6) Walk-ons and individuals without a unit must go to the Chief of Staff of their respective army to get assigned to a specific unit for the battles