

1ST DIVISION, ARMY OF NORTHERN VIRGINIA

SAFETY REGULATIONS

Adopted: April 3, 1999

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1. DEFINITIONS

1.1 The Provost Department Of The 1st Division, ANV shall be responsible for and handle all matters pertaining to safety in camp and on the field.

1.2 The term Provost Marshal refers to the department head of the Provost Department.

1.3 The term WEAPON shall be defined as any and all devices designed to fire a powder driven projectile or blank charge and all bladed weapons such as, but not limited to swords, sabers, bayonets, lances and knives. Whether a weapon is actually functional or loaded makes no difference.

1.4 The term ACCOUTREMENTS shall be defined as any and all issued type military goods taken onto the field. These items include, but are not limited to cartridge box, cap box, bayonet and scabbard, belt, haversack and canteen.

1.5 The term FIELD shall be defined as the area in which drills and battles take place.

1.6 The term ORDNANCE OFFICER/SERGEANT is the person selected by the individual Battalions to perform the task of inspecting and clearing the weapons as safe. He will report to ANV Headquarters for safety meetings, and is responsible for turning in the daily "WEAPONS INSPECTION FORM" prior to his battalion/regiment taking the field.

1.7 The term SOLDIER refers to an ANV unit member, who carries a "black powder" weapon onto the field. The minimum age to carry a "black powder" weapon is 16 years old.

2. INSPECTIONS

2.1 Every member of the ANV, military or civilian, who desires to carry a weapon, loaded or unloaded shall participate in weapon inspections.

2.2 Safety inspections will be conducted prior to all battalion formations by company officers. A battalion weapons inspection will be held before moving onto the field.

2.3 Battalion Staff weapons shall be inspected by the Ordnance Officer/Sergeant.

2.4 Any weapon found to be questionable for any reason would be failed. It will NOT be carried in any battalion formation or activity until repairs are made to the weapon, and it has been re-inspected.

2.5 It is recommended that each Company Ordnance Sergeant keep a list of his Company's weapons. This list will include the owner's name, weapon description and serial number.

2.6 The Provost Marshal can, at anytime request that a man, Company, Battalion or Regiment re-inspect their weapons.

WEAPONS AND ACCOUTREMENTS

3 RIFLES, MUSKETS AND CARBINES

3.1 Only proper weapons of the period will be allowed. No Hawkins, Plains or modern weapons or ammunition are permitted.

3.2 All weapons will be clean and free of obstructions. Weapons will be inspected in the following manner.

3.2a. The Battalion (Company) will be formed up at "open order". Bayonets are fixed and rammers are sprung.

3.2b. The Inspecting Officer/Sergeant goes to each file, and as he does so the file member will "smartly" present his weapon to the inspector.

3.2c. The Inspecting Officer/Sergeant will gently raise and drop the rammer, listening for the clear "PING" that shows the barrel is clear and clean.

3.2d. He will then check the bayonet-locking device (ring). If the bayonet is of the type that uses the front sight, and the front sight is not present, the bayonet cannot be used

3.2e. The stock will then be checked for cracks.

3.2f. The half cock will be checked by applying pressure to the trigger. The hammer should also be checked for side-to-side movement and correct alignment over the nipple. Over tightening the lock plate screws will pull the hammer off center and out of alignment with the nipple.

3.2g. The nipple will be checked for deformity and cracking. It must also be checked to see if it is properly seated and not loose.

3.2h. The Max load for a .577 or 58cal weapon is 70 grains of ff / fff black powder. The Max load for a 69 or larger caliber weapon is 80 grains of ff / fff black powder.

3.2i. Weapons will be capped off to ensure they are clear.

3.3 The Battalion/Regiment including any non-ANV personnel or unit falling in with and taking the field with said Battalion/Regiment will load and fire one cartridge by file. Personnel having misfires will step out of ranks ten paces to the rear where ordnance personnel will clear the weapon, make necessary immediate repair or adjustments, and will ensure the soldier reloads

and fires one cartridge prior to rejoining the ranks. Any weapon that fails to operate safely will not be carried onto the field.

3.4 Breech loading Carbines will be inspected in the same manner as Rifles except, (a) with the action open a visual check must be made of the interior of the barrel, or (b) a ramrod or such device is inserted into the barrel, and the barrel probed in its full length and the device seen to emerge at the other opening of the barrel.

3.5 The max load for a carbine is 60 Grains ff / fff black powder.

4. PISTOLS

4.1 Pistols will only be carried by Officers, NCOs, Cavalry Troopers, Artillery Officers and others at the Battalion/Regiment commanders discretion.

4.2 No more than 2 pistols will be carried by a person unless that person is a Cavalry Trooper.

4.3 All pistols will be carried in a proper military holster with a flap capable of being fastened.

4.4 The Battalion/Regiment ordnance officer/sergeant will ensure all pistols carried by Battalion/Regiment personnel are inspected prior to their being carried into the field including spare cylinders. Pistols will be inspected in the following manner: Pistols will be inspected in camp before the Division forms up for battle.

4.4a Pistols will be unloaded, cylinder will be removed from frame, and barrel will be removed if possible. These parts will be handed over to the inspector.

4.4b The cylinder will be checked to make sure light can be seen through the nipples while looking through front of cylinder. Nipples will be checked for condition.

4.4c The barrel will be checked for obstructions by (a) looking down the barrel and seeing light at the other end or (b) using a piece of wooden dowel, which is placed in the barrel and allowed to go through the entire length of the barrel. The dowel is the preferred method.

4.4d The pistol is now reassembled, the safety checked, and the action inspected for proper function.

4.5 Only mounted Troops are allowed to carry spare cylinders. Spare cylinders will be capped only after being installed on the frame of the pistol. Spare cylinders must be carried in a proper, period leather case and worn on the belt. Spare loaded cylinders are not to be capped until the cylinder is in the pistol.

4.6 The Max load for a pistol is 30 grains of fff black powder.

4.7 When loading pistols, owners will load in pairs, each watching the other for errors.

4.8 No wonder wads will be allowed. The preferred method of loading is as follows. fff black powder and then a packing such as "cream of wheat" or "corn meal" followed by greasing the end of the cylinder and installing the percussion caps on the cylinder nipples. Other safe methods will be considered.

5. EDGED WEAPONS

5.1 Bayonets must have a working locking mechanism and be locked in place if bayonet is fixed. If the bayonet uses the front sight of the rifle, the sight must be there or the bayonet will not be fixed.

5.2 Bayonet blades must be totally covered with the tip covered in metal, or if of a Confederate type, it must have a wooden plug at bottom, and leather of the scabbard stitched all the way down.

5.3 Swords must be of proper period type and be in good serviceable condition.

5.4 Carrying large belt or sheath knives into battle is discouraged. If they are carried they must be tied into their scabbard. It will not be taken out at any time on the field.

6. ACCOUTREMENTS

6.1 Canteens will be of the proper type, constructed of wood, tin, or steel. No glass bottles, padded or not, slung or carried in the haversack is acceptable.

6.2 Canteens will be carried on the field, they will be full of water, and will be checked before leaving for the field.

6.3 Cartridge Boxes will be of the proper type. Cartridge box tins are strongly recommended by the Divisional Safety Officer. Most events require tins in boxes. At no time will caps or cartridges be carried in pockets, hands or held in the mouth.

6.4 Cap boxes must be of the proper type, with a flap that can be secured.

7. CARTRIDGES AND LOADS

7.1 No live rounds with projectiles are allowed at any time in camp or on the field.

7.2 Projectiles used for display in camps or for living history must separate from the cartridges. NEVER store projectiles in cartridge box.

7.3 Cartridges will be made of plain paper. No writing or lettering is allowed. No Penny wrappers or paper with staples will be accepted.

7.4 Wadding should not be used unless specifically required for that type of weapon.

7.5 Cartridges will be inspected for authenticity and size.

7.6 Wonder wads will NOT be used. See 4.8 for pistol loading information.

7.7 Small arms Maximum loads:

.577-.58 cal, 70 Grains fff

.69-.75 cal, 90 Grains ff

Carbines, 60 Grains fff

Pistols, 30 Grains fff

8. REPAIRS AND SERVICE

8.1 Any weapon that fails while on the field must be inspected by the Ordnance Sergeant before it is used again.

8.2 It is recommended that if a soldier buys a new part for a weapon, he should have his Ordnance Sergeant install or check the installation of the part, before the weapon is used.

9. SAFETY ON THE FIELD

9.1 All participants including Artillery crew members must be 16 years of age or older to carry any weapon, i.e., rifle, musket, carbine, pistol or edged weapon on the battlefield at battle re-enactments or living histories.

It is highly recommended that Battalions/Regiments having participants between the ages of 16 to 18 years of age have parental consent in writing and/or a parent present on the field in order to take part in events.

9.2 All weapons will be treated as loaded at all times.

9.3 Any weapon that "hits" the ground must be cleared by the Ordnance Sergeant before the weapon goes back into line.

9.4 Any soldier that has a misfire will immediately inform the Ordnance Sergeant who will retire 10 paces with the weapon and try to clear it. If the weapon cannot be cleared, it MUST not rejoin the formation or be used for the remainder of the battle.

9.5 Under no circumstances will weapons be grounded on the field after they have had their pre-battle inspection.

9.6 Two band rifles will be used at the discretion of the Battalion/Regiment commanders.

9.7 Cartridges will not be laid on the ground for "instant" use. Dropped cartridges will be inspected for debris before being used. Under no circumstances shall cartridges be held in the teeth except to tear the cartridge during loading.

9.8 Ramrods will not be drawn on the field by soldiers. The exceptions to this rule are the Ordnance Sergeants who can use the ramrod to prove a weapon clear after retiring 10 paces.

- 9.9 Percussion caps will NOT be carried in the teeth or held in the hand to speed up loading.
- 9.10 When loading on the field, proper loading procedures will be followed. Cartridge papers will not be loaded with exception of breach-loading weapons. Powder will be poured and paper discarded. The spent percussion cap is never removed before the powder is put in the barrel.
- 9.11 Six wing caps designed for modern in-line black power weapons will not be carried or used by ANV personnel. Any person found to have them in their cap pouch will immediately surrender them to the Ordnance Officer/Sergeant or leave the ranks.
- 9.12 Bayonets will not be fixed on the field except (a): To stack arms before battle or (b): After the battle and after weapons are cleared.
- 9.13 It is highly recommended that smoking in the ranks should not be permitted.
- 9.14 No Person will take a hit with a loaded weapon.
- 9.15 When taking a hit, do not throw yourself backward.
- 9.16 All firearms including revolvers will be cleared on the field before returning to camp. Whenever possible the individual Battalions will form and clear as units.
- 9.17 No firing at troops at less than 25 feet. No direct aiming at troops within 40 feet.
- 9.18 At no time will mounted troops be fired upon at close range, and never shoot close to or directly at an animal.
- 9.19 There will be no hand-to-hand combat unless previously arraigned.
- 9.20 Tampions will not be carried onto the battlefield.
- 9.21 “Medic” is the word for a real emergency. At the call for “medic” only qualified medical personnel should respond. Upon hearing this call it should be repeated up and down the line.

10 ARTILLERY

- 10.1 Artillery will follow the safety guidelines as put out by the Chief of ARTILLERY.
- 10.2 At no time will troops fire their weapons within 25 ft of an Artillery piece or limber chest.
- 10.3 Troops will not move through Artillery positions without permission from the Battery Commander.
- 10.4 Approach all Artillery positions with caution. Watch for signals warning of a misfire or a loaded piece. The signal for a loaded artillery piece is sponge rammer on the hub of the wheel. The signal for a gun that is loaded and misfired is implements crossed on the barrel.

10.5 It is necessary that all Officers and NCOs are aware of what the different Artillery signals mean. and can act on this knowledge.

10.6 No one will touch an Artillery Piece without the permission of the crew.

10.7 No smoking within 25 ft of an Artillery position.

SAFETY IN CAMP

11.1 Campfires shall not be left unattended.

11.2 A container of water will be positioned close by each fire pit.

11.3 No one will ride or lead a horse into the Company streets except the Staff row of Infantry or Artillery camps, Civilian camps or Sutler areas.

11.4 Pets are allowed if they are permitted by Event Regulations and are controllable.

11.5 Fireworks of any type are prohibited.