

# MILITARY RULES AND REGULATIONS

Military reenactors should strive for the highest level of authenticity regarding uniforms and impressions. Plastic buttons, rubber boots, and other non-period apparel dishonor those that we represent. This event is for AUTHENTIC REENACTORS only. Zoar Village is an authentic pre-war town. You will look rather silly if you do not fit the part and may be asked to leave.

Campaign impressions are highly encouraged. We will have separate campaign camps set up along the Tuscarawas River and Ohio-Erie Canal (see separate guidelines). The garrison camping in the Village will be first rate, but you may not want to miss the opportunity to “campaign it along the river.”

Only 3-band muskets/rifles will be allowed on the field for the infantry. NO EXCEPTIONS. NO PISTOLS except for mounted cavalry, artillery and officers.

All military reenactors must pass safety inspections by the respective commanding officers before being allowed on the field. That will include a thorough weapons and cartridge inspection. Please insure that your weapons are safe, clean, and fully functional. Any individual or weapon judged to be unsafe will not be allowed on the battlefield.

There will be no hand to hand combat unless approved by the commanding officers. No direct aiming will be tolerated (it is not even necessary). No firing in any manner will be permitted within 20 yards of opposing forces. Neither bayonets nor ramrods shall be drawn during the battles and tactical. Subordinate officers please go over all of these customary rules with your troops. There may occasions during the tactical where you will be in close contact with the enemy. PLEASE BE SAFE. COMMON SENSE RULES THE DAY.

No rank above Captain is permitted without approval of the army commanders.

No modern eye wear will be allowed on the field.

Weapons shall not be discharged in the camps or at times other than planned skirmishes. No impromptu skirmishing will be tolerated. This too will be strictly enforced by the Provost Guard.

All participants must register and sign the legal release and waiver. Those that do will be issued an event pass. YOU MUST CARRY THIS PASS WITH YOU AT ALL TIMES. You will need it to get on any of the buses. The commanding officers will also be checking these during safety inspections. If you are without one, you will not be permitted to participate in any of the weekend activities. If you loose your pass, you may acquire another from the provost guard by signing a new waiver and paying the walk-on fee.

No vehicles in the camp areas after 9:00 a.m. Saturday. No exceptions. The provost guard will be strictly enforcing this rule.

There will be no CAMPFIREs in the company streets. One fire per company at the end of their respective street is not only appropriate, but much more safe. No fires are to be left unattended at any time. All fire pits in the Garrison camping areas must be extinguished at the end of the event and the sod replaced. Remember that the garrison campers will be on private land and it is very important to repair the ground so generously given to us for this special event.

The “ALL QUIET” at 11:00 p.m. in the Garrison Camps will be strictly enforced. That does not mean you have to retire, just keep it down and be considerate to your fellow reenactor and especially, the town folks of Zoar Village, your generous host. If you do not feel you can live up to this simple request, report to the campaign camps although I warn you that they have the authority to chain and shackle any offenders.