

Billie Creek Village Civil War Reenactment Guidelines & Requirements June 13 & 14, 2009

Parking: Re-enactor parking is available adjacent to Billie Creek Village in the south end of the Village parking lot. Reenactors with horse trailers or artillery trailers will have assigned parking. No vehicles of any type are to remain in the Village after 8 am on Saturday nor enter until after the battle on Sunday. The sole exception shall be the designated vehicles used to move the artillery pieces. Even then, those designated vehicles must be out of the village upon completion of their tasks. Violators will be towed at the owner's expense.

Inn Pool Area: The pool area is reserved for registered guests of the Inn only. If you are not a paying guest at the Inn, you are not allowed to use the pool facilities or any of the inn amenities.

Amenities: Straw & firewood will be available at designated areas in Confederate and Union camps. Straw allotment is ½ Bale per registered participant. (Additional straw is available at our cost). Ice can be purchased at the refreshment stand. Plenty of firewood is available.

Please see the village map for locations of water pumps, restroom and port-a-john facilities. Some food vendors may be open on Friday as well as for breakfast each morning. All of the food vendors are private businesses and charge for what they sell.

Gate Closing and Camp Assignments: Camp assignments will be provided at registration. Military and civilians may begin set-up at Noon on Friday. Tent placement must be approved by either the US or the CS commander before they may be pitched. All campsites must be returned to original condition prior to departure. The event begins on Friday afternoon. Re-enactors arriving Saturday morning may drive their vehicles into camp until 7:30 am. At 8:00 am, ALL vehicles, including but not limited to cars, trucks, 4-wheelers, golf carts, etc. must be in designated parking areas and the gates will close. Vehicles remaining will be towed at the owner's expense and could result in expulsion from the event. The village will open its admission gates to the public at 8:30 am. Prior to Saturday morning, vehicles may be driven into camp for brief unloading only. Do not leave your vehicle in camp any longer than necessary. The gates will remain closed to vehicles until after the battle on Sunday. US and CS command staff, host unit and Sutlers may arrive Thursday at 9:00 am.

Water Pumps: There are water pumps available at 6 locations: barn lot at farmstead, field near machinery shed restrooms, behind the general store, near the sorghum camp, admission's water fountain and windmill.

Restrooms: Modern restrooms are located at the front admissions area, behind the large machinery shed, behind the sutler camp and at the General Store. Port-a-Lets are located near the farmhouse. Permanent outhouses are located behind the farmhouse and near the maple syrup camp.

Sutlers: Sutlers are welcome by invitation only. Please call 765-569-0252 for information. Sutlers may begin set-up at 9:00 am Thursday. A \$25.00 sutler fee is required with registration.

A Parke County Transient Merchant License is required.

Contact the Parke County Auditor (765) 569-3422. A TML is required in order for any vendor to set up

Food Vendors: Same as above. All Parke County health rules apply. Food vendors must display their health department certification.

Modern Camping: There is no modern camping on Billie Creek property. Modern campground facilities are located 1 mile west of Billie Creek Village at the Covered Bridge Campground. Call (765) 549-3911 for reservations. You may also call Parke County Tourist Information at (765) 569-5226.

General Rules:

- 1 If you are in need of emergency medical assistance, ask anyone to summon help for you immediately,
- 2 Absolutely no private fireworks are allowed on Billie Creek Village property or in adjacent parking areas. Violators will be ejected from the event.
- 3 Should you see an unsafe situation, report it immediately to the nearest authority, (i.e. Battalion Command Staff, Unit Commander, Host unit, Provost Marshal or any Billie Creek Village staff member). **Public and re-enactor safety comes first.**
- 4 Parents are responsible for their children's safety. Children may not play with or "tend" campfires. Children must remain their-height plus one step away from campfires.
- 5 All participants, including civilians, must be quiet from 11 pm each night until reveille the next morning. **NO EXCEPTIONS.** Remember, your neighbors are probably trying to sleep.
- 6 Parents are financially responsible for their children's behavior.
- 7 The Provost Marshal, Re-enactor Coordinator, and the US / CS Command Staff are to deal with the re-enactors problems. Their decisions are final.
- 8 Drunk, disorderly, or destructive as well as loud or mean spirited behaviour will not be tolerated. Any damage caused will be the direct responsibility of the person(s) involved and the local authorities will be contacted. The event commanders have the authority to have anyone removed from the event that violates the rules in a major way.
- 9 Please treat Billie Creek Village staff, animals and property with respect.
- 10 No pets of any kind are allowed, See below.

Modern Items: Many of the spectators enjoy the living history and camp life aspects of the event. Modern items such as coolers, cell phones, water bottles, chemical toilets, beverage and food containers, flashlights, toys, etc. must be hidden within the confines of your tent at all times during event. Your visible items for camp must portray the Civil War era.

Pets: Billie Creek Village includes a working Living History Farm. **No pets** are allowed, including in vehicles in the parking areas. There are kennels in the area, if you must bring your animal. We will have enough to deal with the occasional Spectator dogs, etc.

Age Limits: Anyone under the age of 18 must be sponsored and approved by an adult participant who will be responsible for the safety and welfare of that minor. To carry a musket you must be 16 years old or older. To carry an edged weapon, you must be 14 years old or older. You must be 18 years old or older to serve in artillery positions one through four. You must be 16 years old or older and at least 57 inches tall to serve as a powder monkey or limber attendant. There is no minimum age for musicians. "Flag Bearer" is a position of honor, therefore children may not serve as flag bearers.

Military Impressions: Civilian Militia, Buck Skinners, non Civil War Period or Renegade impressions are NOT allowed. There will be no "Un-Attached" or "Non Affiliated" groups. All combatants on either side will fall under the leadership and regulations of their respective Army Commanders, who have the final say on authenticity, safety, and overall impressions, as well as the order of battle.

Ladies serving in the military must not be recognizable or they may be "Drummed out" as they were in the 1860's.

Rank: With the exception of U.S. and C.S Battalion Command and Medical Staff, no re-enactor may have rank higher than Captain without permission from the overall commanders, except during evening festivities. Battalion commanders must have at least **four** (4) companies of twenty (20) rifles each. Military chain-of command will be followed.

Infantry:

- 1 All uniforms, including footwear and equipment, must be of proper period materials and construction.
- 2 All infantry must participate in company drills in order to participate in the battle.
- 3 All companies must participate in battalion drill in order to participate in the battle.
- 4 Drill may be conducted in the manner that is documented, historically correct to your unit.
- 5 Authenticity inspections will be conducted each morning and throughout the day. The inspector's decisions are final.
- 6 No Hawken style or other non military muskets are allowed. Side arms may only be carried by officers. All Infantry Muskets must be Three Band unless otherwise documented.
- 7 Absolutely no live ammunition is allowed. Black powder is to be carried in pre-rolled cartridges only. No wadding is allowed in the weapon.
- 8 All black powder weapons and cartridge boxes will be inspected prior to the battle. Inspectors will be assigned by the Command Staff. No unsafe or un-inspected weapons will be allowed to participate.
- 9 Ramrods shall not be drawn during the battle. If a mis fire occurs, the soldier will remove himself from the battlefield to a safe area to correct the condition.
- 10 No weapons will be discharged in camp unless specifically directed by a staff officer.
- 11 All infantry will refrain from advancing on artillery to an unsafe distance or situation.
- 12 All participants should have a full canteen upon entering the battle.
- 13 The Provost Marshal and Re-enactor Coordinator decisions are final.

Artillery:

- 1 Artillery pieces and artillerymen must pass all safety inspections and drills in order to participate in demonstrations and battle. Inspector's decisions are final.
- 2 Only pre-registered artillery will be allowed on Billie Creek Village properly.
- 3 Artillery positions 1 & 2 must wear jackets during firing demonstrations and battle.
- 4 Any artillery unit must refrain from firing their weapon if the safety margin is compromised.
- 5 In the case of a hang fire, the approved method of dealing with a hang fire shall be immediately undertaken, overseen by the artillery commander. The signal of a hang fire, crossed rammers in front of the barrel, shall be displayed. If after two attempts to fire the piece fails, the piece will immediately be flooded. The intentional untrue designation of a loaded piece (rammers on the hubs) or of a hang fire (crossed rammers in front of the barrel) for the sole purpose of keeping the opponent away is forbidden. This tactic takes advantage of the ever present respect for safety.
- 6 Mortars will not be allowed other than those that have attended the Billie Creek reenactment in the past and have been pre-approved by the Artillery Commander.
- 7 Artillery pieces that have not been at this event must be approved for size and safety by the approved designates representing the artillery. Tubes must be full scale and the wheels must be 57 in. in height, or the height per the original blue print specifications, or approved by the artillery safety officer.
- 8 No artillery rounds larger than 8 oz. Twelve (12) pdr napoleons may fire 16oz.
- 9 Bounties of \$100.00 will be paid to the first four (4) US Artillery and the first four (4) CS Artillery pieces registered (Full Scale Only)

Cavalry:

- 1 Cavalry campsites are designated.
- 2 Horses must provide a copy of current, negative Coggins test upon arrival at registration.
- 3 All Equine must exhibit proper hoof care. Animals with curled toes or collapsed hoof walls will not be allowed to participate. Shoes are recommended due to the large-sized stone and gravel on the main street.
- 4 All participating equine must be in condition appropriate to the number of hours each rider plans to be the saddle.
- 5 Please bring adequate amounts of hay and grain with you.
- 6 Each rider is solely responsible for his mount, including behavior of the animal. He / She is also responsible for safety regarding both spectators and other re-enactors. Safety standards are first and foremost in any decision making matter.
- 7 No painted horses will be allowed. No Stallions allowed.
- 8 The Provost Marshall and Re-enactor Coordinators' decisions are final.
- 9 Bounties of \$50.00 will be paid to the first eight (8) US Cavalry and the first eight (8) CS Cavalry reenactors registered (Horse required)

Civilians:

- 1 Clothing should be of the appropriate fabric and construction of the Civil War period.
- 2 Hair and makeup must be appropriate to the Civil War period.
- 3 Accessories must be appropriate to the Civil War period.
- 4 You must be in period attire by 7:00 a.m on Saturday.

Attached Civilians: All unit commanders with attached civilians are responsible for the conduct of their civilians and for their civilians knowing the event rules prior to arrival. All Non US/CS Civilian shall be governed by the Event Organizer.

Medical:

All medical officers and medical staff are to report to the medical director after initial registration.

Recruiting Booths: Recruiting booths will be set up next to registration at the Billie Creek Village Admissions area and should be manned. If desired in other area, please consult with the Event Staff

The End of the Event and Departure: The Village realizes many re-enactors have traveled many hours to participate in this weekend's event and have a long ride home. Please allow visitors to leave the battlefield area before beginning to pack and go home. (Usually 45 minutes after the battle). Vehicles will not be allowed onto the site until the spectators have cleared the roads to a safe level.

Cleanup: All trash must be placed in the proper containers throughout the weekend. We plan on having regular trash pickup. As this is a working farm, we ask that all leftover firewood be stacked in a designated location by the road. All leftover straw should be free from any trash, logs or other debris. We must have the place clean by Tuesday, and everyone's efforts will be help in this goal.

All unit leaders are responsible for their individual camps as well as their subordinate civilians.

Rules Reminder: We want everyone attending to have a very good time.

99% of the Reenactors attending are all well seasoned in this hobby and very familiar with the usual rules.

The Event Coordinator and owners of Billie Creek Village have the final say in all matters. Let's all get along admirably and have a good time!

Address all inquiries to:

Billie Creek Village

P.O. Box 357

Rockville, In 47872

www.BillieCreekVillage.org/events/civilwardays.html

(765)-569-0252