

# GEORGIA DIVISION REENACTORS ASSOCIATION, INC.

## CAVALRY SAFETY REGULATIONS

Revised 12/1/2023

### Section 1: General Safety Regulations

1. **Horses & Tack:** All Coggins certifications will be inspected at the Registration Tent prior to the animal being unloaded or allowed on the site. All horses are to be sound and in good health. All tack must be in good repair and of appropriate period style.
2. All horses are required to be ridden at a walk through camps or any area when not engaged on the field (exception drills). Horses should not be in the Sutler or the Social Tent area. Horses should be attended at all times. Please do not ride in modern civilian attire after Friday.
3. **Mounted Infantry:** All mounted infantry will report to and serve under the respective CS & Federal Cavalry Commander. All Cavalry Regulations will apply. They should be versed in Cook's Cavalry Tactics. They shall either camp in the cavalry camps or go campaign.
4. Unruly or uncontrollable horses shall be required to leave the field.
5. Please keep all spectators off the horses.
6. No cavalry charges shall be executed within 75 feet of the spectator lines.
7. Sabers will be in good repair with tight hilts with no danger of detaching from its blade. The saber point must be kept pointing upwards at all times during a saber engagement.
8. Fighting near artillery and/or ammunition chests will be carried out by saber only.
9. Cavalry shall not override infantry units without prior approval of the Event Staff, and agreements by all parties involved.
10. Safety inspections of all tack, weapons, ammunition, and livestock will be conducted prior to all battle engagements, by a Cavalry Safety Officer. Anyone found with defective or unsound equipment will not be allowed on the field until the deficiency is corrected.
11. Any knives carried shall be of period type and secured at all times in a proper period style sheath. Knives will **Never** be drawn on the field for any reason.
12. Proper period style muzzle-loading (black powder) percussion, carbines, muskets, shotguns, or revolvers with **No** projectiles of any kind will be used.
13. **No ramrods** for muzzle-loading weapons will be carried on the field for any reason.
14. All revolvers will be carried in a period style regulation holster with spare cylinders being carried in a safe manner.
15. **Dismounted Cavalry:** Dismounted troopers will camp in the cavalry camps, unless camping campaign style.

- A. **Command:** Dismounted troopers must be well versed in both Cook's Cavalry & Hardee's Infantry Tactics. Being without a mount, you will not be able to keep pace with mounted forces. Upon the discretion of the CS or Federal Cavalry Commander, you may be assigned to the Infantry Commander to support the infantry or other positions on the field.
- B. **Weapons:** Dismounted troopers will carry only carbines, 2 or 3 band muskets, and revolvers on the field (no shotguns). Only officers & NCOs will carry sabers.

## Section 2: Weapon Inspections

**ALL weapons will be inspected and passed as safe prior to participation in any engagement. The Unit Commander, NCO, or Safety Officer will determine that:**

1. The weapon is clean inside and out, is in good working order, and is in good general appearance.
2. No obstructions are in the barrel of the weapon.
3. There are no cracks in the metal or wood.
4. There are no loose or missing screws.
5. While on half cock, the inspector can suspend the weapon upside down while holding the trigger by itself.
6. All bands are tight.
7. In general, all parts of the weapon are fully functional.
8. Revolver's barrels must be cleared with loading plunger or rod during safety inspections. All the above sections 1 through 7 that apply must also be met.

### Inspection Procedure

1. Weapon Inspections shall be held for all combatants at least one hour prior to each day's battle.
2. Any discrepancies must be corrected prior to the engagement. The weapon must be re-inspected prior to troop formations.
3. Unit Commanders are to report failed weapons to the Safety Officer, and report how the discrepancy was resolved. Weapons that fail inspection a second time shall not be allowed on the field, period.
4. Each day at Officers Call, the Safety Officer will issue inspection stickers in the color of the day to the Unit Commanders. The stickers will be placed on each passed weapon. Sticker location will be announced by the Safety Officer.
5. Each Unit Commander or NCO will report that inspections were in order to the Safety Officer prior to or at formation to deploy.
6. At each day's Officers Call, the Safety Officer will announce the location of his reporting post. The Safety Officer shall be at this post two hours prior to formation in order to receive inspection reports and to answer questions, or to assist in ensuring that all weapons are safe to take the field.

7. After all inspections are complete, the Safety Officer will report his findings to the Event Provost.
8. The Safety Officer may inspect any weapon at any time at will. All decisions by the Safety Officer are final.

### **Section 3: Powder & Cartridges**

1. Bulk powder in excess of **Two Pounds** will not be stored in camp.
2. Rolling cartridges on site should be avoided if possible. Participants should plan on attending the event with an ample supply of cartridges so that they do not have to be rolled on site. A trooper who needs to roll cartridges must inform his Unit Commander or NCO. The Unit Commander or NCO will assign a guard and select a site at least 70 feet from the nearest source of heat. No smoking, no children under the age of 16, or spectators will be allowed near.
3. A properly rolled cartridge will be rolled in a soft type paper. No penny wrappers, heavy bond paper, plastic, staples, tape, or any type of metal is to be used in their construction.
4. For rifles: 60 grains maximum of powder for .58 caliber, and 70 grains maximum of powder for .69 caliber rifles and shotguns.
5. For revolvers: 25 grains maximum of powder for .36 caliber, and 30 grains maximum of powder for .44 caliber weapons.
6. No "Wonder Wads" will be used in weapons.
7. **No wadding** is to be added after powder is poured, and **no type of cartridge** is to be inserted into the muzzle during an engagement. Sparks and burnt paper can be a safety hazard which could ignite dry grass and end the battle scenario.

### **Section 4: Carrying Powder & Cartridges on the Field**

1. Cartridges will be carried in an appropriate box with tins.
2. Extra cartridges may be carried in a secured location wrapped in aluminum foil in batches of ten. Matches, lighters, or other fire making apparatus should not be carried in the same container or location.
3. No nipple pick, wrench, caps, or other potential projectiles will be stored together.
4. No powder flasks will be carried on the field.
5. All weapons must be discharged before taking a "hit."
6. All weapons will be discharged before leaving the field.