Van Raalte Farm Civil War Muster
Event Rules and Regulations

-Thursday, Sutlers, reenacting units, or individuals may register and setup only after 4:00pm, unless prior approval has been given by the Event Coordinator. Security will be reduced on Thursday evening.

-Friday, from 3:00pm to 9:00 pm. Note since we are having an education day on the site, early registrations will not be permitted.

-Saturday, from 7am to 9 am.

-Sunday, from 8am to 9am.

If you arrive after that time, please find a staff member at the information tent to register you.

Non-registered units or individuals may not participate in this event nor stay on the property after scheduled event hours.

A waiver must be signed by all reenactors/living history participants. This document and other information will be available at the Registration table.

Parking:
ALL vehicles will be out of the campsites, cavalry area, battlefield and parking lot by 8 am on Saturday and Sunday and into designated parking fields.
All others will be towed after 8 am.
Vehicles must be parked in the reenactor parking lots as designated by the site.

General Site Rules:
Special impressions are NOT allowed unless approved by the Event Coordinator, other than a military unit and civilians in proper period clothing. Anyone requesting dressing as a non-military special impression must have approval of the Event Coordinator PRIOR to the event. Military units must dress in proper military uniforms commonly found in 1861-1865. (The battles and general theme of the event will be focusing on 1861)
No animals are allowed at the event or on event property except cavalry horses, with the exception of service animals. In the event of service animals, they must be registered and approved by the Event Coordinator.
Except under special circumstances please do not pack-up tents/camps prior to event closing on Sunday. Permission will be given ONLY by a member of the Muster Executive Committee.

Fires should be built only in designated fire pits, and trash deposited in appropriate receptacles, maintaining litter free camp areas. Extinguish all fires properly upon departure and re-cover the pit. Fire pits should have an appropriate nearby full water container in case of emergencies.

No modern firearms or live ammunition may be carried on the event site by participants or spectators, including those persons possessing concealed weapons permits, with the exception of law enforcement officers.

Civilian and Military Camps
Please make every effort to maintain period correctness in camp as much as possible during public hours.
Military camps should have a military appearance, no farbism or non-military aspects allowed. All civilians are required to dress in appropriate civilian attire.
Violations of these simple standard rules will be reported immediately to the command of each unit for action; with possible ejection from the event.

After Hours:
• All quiet will be at 11 pm.

Safety:
Eagle Eye Security will be on duty from 4:30 pm on Thursday until 4:30 pm on Sunday. Thursday will have reduced security on-site. Please report any issues regarding safety to the security headquarters.
In emergencies, staff members, security members, and Union and Confederate military commanders will be in possession of radios to contact appropriate help.
An American Red Cross tent will be on site.

General:
Reenactor unit officers are responsible for their troops' safety in compliance with generally accepted reenactor practices. This includes but not limited to: no hand-to-hand combat; no fixed bayonets on the field; mandatory weapon safety checks; no weapons fired in camp or after dark, except as scripted by the event coordinators; standard artillery and cavalry safety precautions.

Pistols are allowed ONLY for cavalry, dismounted, and Officers.
Participants are required to comply with all reasonable instructions from event organizers to ensure the safety and comfort of participants and visitors.

All event participants will carry a FULL CANTEEN at all times. NO PETS will be allowed at this event under any circumstances. With unaffiliated organizations no person shall carry the non-commissioned rank of Sgt/Major or the commissioned rank of Lt. Colonial or above without approval of army command (Federal or C.S.A.) No General Officers will be allowed on the field without prior approval. All reenactors must meet accepted standards for authenticity. In case of dispute all decisions will be made by the respective commanders.

Unit Specific:
Infantry Weapons: 3 band muskets preferred; correct 2 banders allowed only by prior written approval from the commanding General of the appropriate army. Ramrods are not to be drawn on the field with the exception of Safety personnel clearing a weapon behind the firing line. Bayonets are not to be fixed on the field. Scabbards must have appropriate tips.

Powder Charges:
Limited to a maximum of 70 grains for .54-.58 caliber and 90 grains for .69 caliber, 60 grains for carbines; 14 and 30 grains for .36 and .44 caliber pistols respectively. No weapons are to be discharged within 25 yards of the "enemy"; remember to always elevate when firing. No weapons are to be discharged within camp boundaries with the exception of weapons inspection under supervision of the unit safety officer or commanding officer. No live ammunition is allowed on the reenactment site. LEAVE IT AT HOME! No tompions may be taken to the field. No "wonder wads" are to be used in any weapon.

Horses:
ALL equestrian issues will fall under the purview of the Cavalry commander to include Cavalry, Staff, Mounted Artillery and Civilian. All horses brought to the site are required to have a current Coggins certificate. Horses should be trained to gunfire and battle BEFORE THE EVENT. Do not bring untrained horses to the event. Horses WILL NOT be ridden or led through the infantry camps, artillery camps, and sutler areas or in spectator areas. All horses will be dismounted prior to entering any authorized camp area and led to the designated picket area. With the exception of designated combat areas, absolutely no mounted individual will allow a horse to enter a camp area above the gait of a controlled walk.

No person under the age of 16 will mount a horse as a combatant or serve in a mounted capacity with the exception of qualified riders serving as functional musicians. Determination of a qualified rider will be made by the Cavalry Commander. Horses will be ridden on event grounds only by troopers or staff. Spectators, children, and visitors will absolutely not be allowed to mount any horse. Period civilians wishing to portray a mounted impression will apply to the appropriate Cavalry Commander who will then determine the qualifications of the rider(s) and will also determine when and where they may ride. Mounted cavalry escort may be required at the discretion of the Cavalry Commander. There will be no exceptions to this rule. Violators will be expelled from the event. Stallions will not be permitted on the event site.

Artillery:
Artillery units will adhere to the provisions and standards developed by the NCWAA and will be under the command & direction of the appropriate Artillery Commander.