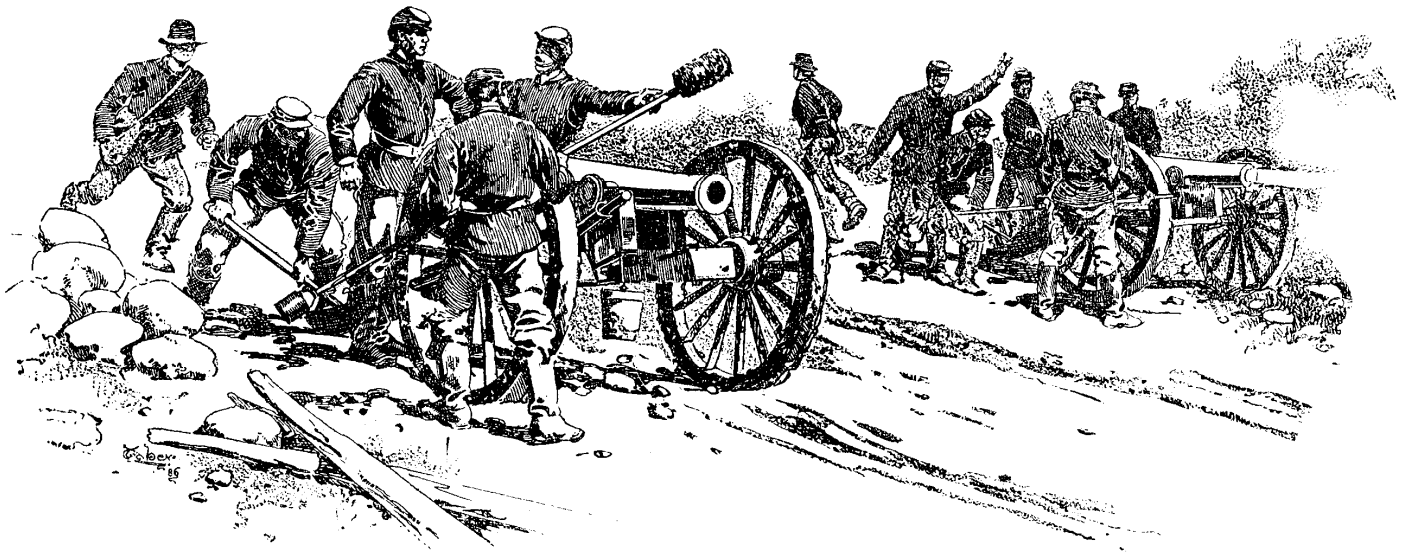


2ND FLORIDA LIGHT ARTILLERY, BATTERY A



UNIT HANDBOOK

*An Artillery Reenacting Unit Affiliated with the
2nd Florida Volunteers Living History, Inc.
and the United States Field Artillery Association*

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Confederate Battle Flag



Federal Battle Flag

INTRODUCTION.

SECTION 1. UNIT OVERVIEW

The 2nd Florida Light Artillery, Battery A, is a Reenacting and Living History organization dedicated to honoring and accurately portraying the life and times of artillerists during the War Between the States.

As members of the 2nd Florida Light Artillery, Battery A, our main focus is on artillery, and a variety of civilian impressions.

The 2nd Florida Light Artillery, Battery A, does not portray an actual artillery unit that served during the War Between the States. We fall in with other artillery reenacting groups at events we attend.

The 2nd Florida Light Artillery, Battery A, is part of the Loyal Train of Artillery Chapter of the United States Field Artillery Association and part of its muzzle-loading artillery school. The unit will sponsor and host USFAA sanctioned artillery schools (The School of the Piece and the School of the Battery) in Florida and neighboring states. All members of the 2nd Florida Light Artillery, Battery A, must also be active members of the USFAA.

The 2nd Florida Light Artillery, Battery A, is an artillery impression of the 2nd Florida Volunteers Living History, Inc., and will follow those organizational customs, traditions, and bylaws.

The 2nd Florida Light Artillery, Battery A, is dedicated to further the public's awareness and understanding of Southern History, War Between the States History, and Muzzle Loading Artillery. This organization's activities include participating in and sponsoring lectures, seminars, round-table discussions, living history encampments, and reenactments of historical events.

The 2nd Florida Light Artillery, Battery A, is a family organization. The events we attend normally include recreating battles and normal camp life. Women and children play an important part in demonstrating what life was like during the War Between the States. There's something for everyone to do and we encourage each member to try more than one impression. It helps you to learn about the history of the mid-1800s, which you can then pass on to others.

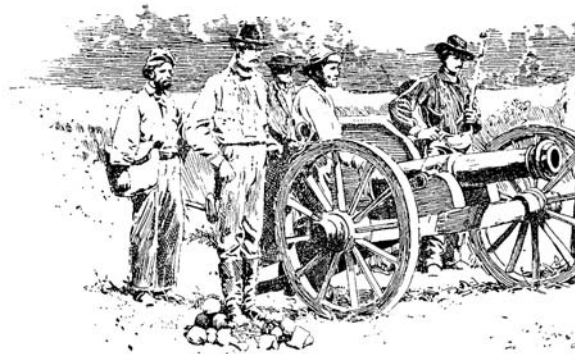
The 2nd Florida Light Artillery, Battery A, also holds regular Unit meetings to drill and plan for upcoming events. There are several major events we attend each year, but there is no minimum number of events we require our members to attend.

The 2nd Florida Light Artillery, Battery A, will galvanize (portray Federal artillerists) if and when there are enough members who have Federal uniforms.

SECTION 2. UNIT MEMBERSHIP

Any person desiring enlistment in the 2nd Florida Light Artillery must go through an application process. All applications for enlistment are voted upon by the current Membership of the Unit and ratified by the Unit Commander. Applications for Enlistment are accepted at any time.

Applicants must acknowledge that they have read and will abide by this Unit Handbook and the Code of Conduct of the 2nd Florida Volunteers Living History, Inc., as found in the Corporation's Bylaws. Applicants must also agree to follow the commands of their superior officers and to follow the drills as established by the USFAA and the Royal Hutt River Artillery,



Any Members of the Unit may be removed from the Unit at any unit meeting for any cause. Removal of a Member will require a two-thirds vote of the Members present at the meeting and must be ratified by the Unit Commander. The Member being removed has the right to state their case to the rest of the Membership before any vote is taken. The Unit Commander may also relieve any Member of their duties at any time if he believes it is important for the Unit or for safety concerns.

RANK STRUCTURE.

“He who governs least, governs best.” Thomas Jefferson

Unit leadership is a position that requires time, effort, and commitment. Therefore, each individual seeking or accepting a unit commander position must be willing and prepared to serve their units and participate in its activities. No one should seek or accept unit command just for the prestige of a rank. A unit leader’s job is to support the Members of their unit.

SECTION 1. COMMAND STRUCTURE

The size of each military organization is based on currently active, paid Members who are listed on the 2nd Florida Light Artillery, Battery A, roster. For the purpose of determining command structure, the unit may not count as Members any individual who is not a currently active, paid Member. If the loss of Membership causes the unit’s size to fall below what is allowed in the unit’s standards for the existing command structure, the unit will decide whether to return its membership to the proper level, or re-determine the unit’s command structure.

The following is presented as the Guidelines for the 2nd Florida Light Artillery, Battery A,. The actual ratio of privates to NCOs and Officers will be determined by the overall Unit Commander, with the goal to be as few Officers and NCOs as practical.

Unit Type	Size	Command Structure
Regiment	2 or more Battalions of minimum size	1 Colonel & 2 Lt. Colonels, plus Battalion Commanders
Battalion	2 or more Companies or Batteries of minimum size	2 Companies - 1 Major, plus Battery commanders 3 Companies - 1 Lt. Colonel & 1 Major, plus Battery commanders 4 Companies - 1 Colonel & 2 Majors, plus Battery Commanders
Battery	4-6 cannons with Cannon Crews	1 Captain, 1 Adjutant Lieutenant & 1 First Sergeant, Plus Section Commanders
Section	2 cannons with Cannon Crews	1 Lieutenant & 1 Sergeant, Plus Cannon Crew commanders
Cannon Crew	Minimum of 5 uniformed Members	5-6 Members - 1 Corporal 7-12 Members - 1 Sergeant & 2 Corporals
Observers	Minimum of 4 uniformed Members	1 Lieutenant & 1 Sergeant, Plus 4-6 Members - 1 Corporal 7-12 Members - 1 Sergeant & 2 Corporals

Company First Sergeants will be responsible for all enlisted personnel in the individual companies. The First Sergeant is the Drill Sergeant, and as such is responsible for coordinating the unit's drill practices. Eligibility for a First Sergeant typically requires a qualified company of 2 or more minimum Sections.

SECTION 2. UNIT COMMANDERS

Unit Commander.

The overall Unit Commander of the 2nd Florida Light Artillery, Battery A, is the founder. As the senior artillery safety instructor, his command of the unit is necessary. In camp and at drills, the overall Unit Commander holds at least the rank of Captain. The overall Unit Commander shall also attend all Officer's Calls at events to represent the unit. However, the Unit Commander will conform his rank in the field as required at reenactments and events when the unit falls in with other reenacting units.

Other Officers and NCOs.

The individual officers and NCOs (Non Commissioned Officers) for 2nd Florida Light Artillery, Battery A, will be elected by the Members for one (1) calendar year. Nominations and voting will be handled during the annual meeting of the unit, or as needed, and a simple majority of those Members present and voting is sufficient to elect an individual officer or NCO. No individual may be an officer or NCO who is not a currently active, paid Member, and who does not meet the minimum qualifications established by the Unit Commander. The Unit Commander may brevet (temporarily appoint) officers and NCOs between annual meetings for the purpose of filling vacancies at events and to evaluate potential candidates for higher rank. The Unit Commander may also appoint additional support positions, such as Quartermaster, Chaplain, Adjutant, Spotter, Bugler, Black Smith, Provost, Judge Advocate, Paymaster, Cook, and others as needed. The Unit Commander will determine the rank given to these additional support positions.

The Members of the unit may remove an elected unit officer at any unit meeting for any cause and elect a suitable replacement. Removal of an elected unit officer will require a two-thirds vote of the Members present at the meeting and must be ratified by the Unit Commander. The Unit Commander may also relieve any officer or NCO of their duties at any time if he believes it is important for the Unit or for safety concerns.

NCOs will be responsible for all enlisted personnel and subject to the responsibilities outlined in the appropriate field manuals. Officers will be responsible for the senior NCO and subject to the responsibilities outlined in the appropriate field manuals.

Each officer and NCO has specific duties and responsibilities, but the unit, with the exception of the commanding officer, is a democratic organization. However, campaigning for elected positions will not be tolerated by any Member of the Unit.

SECTION 3. QUALIFICATIONS FOR OFFICERS AND NCOS

Officers should have completed a School of the Piece and a School of the Battery (or its available equivalent) and completed an appropriate exam. New NCOs should complete this during their first year to be eligible for promotion or to retain their rank. No one may serve on positions 1-4 of a gun during an event that has not attended a School of the Piece without a special dispensation from the overall Unit Commander.

Senior officers should have received their teaching certification in muzzle-loading artillery from the United States Field Artillery Association muzzle-loading artillery school (or equivalent).

SECTION 4. UNIT MEETINGS

The will meet no less than quarterly and will hold an annual meeting each year to nominate and elect unit officers. The unit shall appoint a Clerk/Adjutant, who shall keep regular minutes of the unit's proceedings.

The unit will meet on a regular basis to drill, prepare for upcoming events, determine which events to attend, coordinate recruitment and fund raising activities, and get to know each other better. As the unit becomes larger, the commanders (officers and NCOs) will meet on a regular basis to guide the organization and maintain active lines of communication throughout the unit.

SECTION 5. PARTICIPATION IN REENACTMENTS AND LIVING HISTORY EVENTS

Whenever the 2nd Florida Light Artillery, Battery A, takes part in events for which they were not historically associated, the unit shall fall in under the colors of a historically associated unit. When the unit joins another for an event, the Officers and NCOs shall be willing to forfeit unit rank structure above the Section level for the duration of the event if requested by the historically associated unit.

SECTION 6. DUTIES OF EACH RANK

CAPTAIN (Battery Commander)

Has overall command, control, and responsibility for the training, serviceability, and combat operation of the Battery Company's personnel and equipment. He is not only the chief recruiter of the Battery, but also is responsible to keep his Battery in the best possible condition.

Depending on the organization of the army and the deployment of Artillery forces with Infantry forces, the Captain receives his orders from either an artillery Battalion Commander, a Division "Chief of Artillery", or an infantry Brigade Commander.

FIRST & SECOND LIEUTENANT (Section Chiefs)

Has command of, and responsibility for, their respective sections consisting of two Artillery Crews, and their equipment. The Section Chiefs receives their orders from the captain and performs various additional duties such as: Brigade/Division artillery inspector; requisitioning ammunition, clothing, tools, tentage, and Battalion officer of the day. Occasionally a Section from a Battery will be ordered out on picket duty or a special detail with a small infantry force. In the event the Captain is absent, the Senior Lieutenant takes command of the Battery.

FIRST & SECOND LIEUTENANT (Observers)

Has command of the Observers. Has responsibility for the communications between the Observers, the Section Chiefs and Chiefs of the Piece, and the Battery Commander regarding the location of targets and the effects of artillery fire on the target. Coordinates the relay of information and commands to ensure the best possible deployment and effect of artillery fire on the target.

SECOND LIEUTENANT (Chief of the line of Caissons – Ordnance Detail Officer)

The junior officer of a Battery has command of, and responsibility for all the caissons and ordnance. The personnel under his direction includes the Chiefs of Caisson (Lance Corporals) and any extra men assigned him. This officer is also frequently assigned the additional duty of Adjutant. During battle his duties are to insure maximum protection of the caissons and his men from hostile fire - yet keep them in close enough proximity to the battery and battle lines that the demand for ammunition can be satisfied quickly.

FIRST SERGEANT

The ranking staff NCO works for, and answers to, the Captain only. He carries out all details desired by the Captain that pertained to the Battery, not an individual segment of it. He assists the Captain in the supervision of the Battery's operations and is responsible for the administration work of the Battery. He prepares reports, calls roll, maintains the fatigue and duty rosters, and makes recommendations on personnel actions. He also assigns, assists, supervises, and checks the various details such as: posting guards and equipment repair. He is the overseer of training and discipline, and instructs the Sergeants on their NCO duties. During battle he has no combat station, but stays near the Captain and carries out any orders issued him. If the Battery happens to be short an officer due to leave, sickness, or death, the First Sergeant takes up the duties of the Chief of the Line of Caissons by direction of the Captain. He remains assigned until replaced or promoted to the Junior Lieutenant. Only in extreme necessity will the First Sergeant have command of a Section.

STAFF SERGEANT (Quartermaster Sergeant)

This staff NCO receives his direction from the First Sergeant or the Captain. As the Staff Sergeant he is responsible for drawing and issuing clothing, personal gear, rations, and sometimes small arms ammunition to the enlisted men of the Battery, and keeps the appropriate records. In battle the Staff Sergeant, like the First Sergeant, has no combat assignment. He is to keep with the Commander and carry out any orders issued him. However, most often he is detailed to remain with the gear and supplies assigned the Battery or the parent artillery Battalion and see to their safe keeping.

SERGEANTS (Chiefs of the Piece – Gun Crew Commander)

Has command of, and responsibility for the men and equipment of a Gun Crew. The personnel consists of the gunner and his cannoneers, and the Chief of Caisson and his drivers. The sergeant assigns all duty positions in his Gun Crew, except for the Corporals, and he insures that the cannoneers and drivers are not only properly trained, by that they can switch roles on an individual basis if necessary. During battle he takes his post in rear of his piece. In action he is to: follow, repeat, and carry out the Section Chief's orders promptly; insure that the Gunner selected the correct target and used the proper range and projectile; and check that the Chief of Caisson is prepared to bring forward ammunition as necessary. The Sergeants are ranked in order of seniority, i.e., Second Sergeant, Third Sergeant, Fourth Sergeant, etc.

SERGEANTS (Observers)

Has command of, and responsibility for the men and equipment of an Observer Unit. During battle each carries out the orders of the Observers Officer. He relays orders to the Observers and ensures that the Observers Unit is effectively relaying information to the Battery Commander, the Section Chiefs and Chiefs of the Piece regarding the location of targets and the effects of artillery fire on the target. Has responsibility for training and deploying Observers.

CORPORALS (Gunnery)

Has command of, and responsibility for the men and equipment of a Gun Crew. During battle each carries out the orders of his Chief of the Piece. He aims and sights the piece and gives the orders for its combat firing. According to the Section Chief he controls the rate of fire.

CORPORALS (Observers)

Has command of, and responsibility for the men and equipment of an Observer Unit. During battle each carries out the orders of the Observers Officer or Sergeant. He relays orders to the observers and communicates to the Battery Commander, the Section Chiefs and Chiefs of the Piece regarding the location of targets and the effects of artillery fire on the target.

LANCE CORPORALS (Chiefs of Caisson)

Primary job is the care of the limbers and caissons, especially in seeing that the ammunition in them is properly packed and in good condition. These Corporals have limited authority over the drivers of their respective companies, but the drivers are first subject to the wishes of the Chief of Line of Caissons and the Chief of the Piece. In battle he helps direct the caisson into a secured position as directed by the Chief of Line of Caissons. Once reaching the position he, with any extra men assigned, readies ammunition for transfer to the forward limber.

PRIVATES (Cannoneers)

Has active participation in the loading and firing of the piece they are assigned, and are trained according to numbers that describe the duties of each particular gun position. Though each is trained in a priority position, they are generally trained on all positions and also that of driver. The cannoneers receive their battle commands from the Gunner with the Chief of the Piece supervising the overall action of the Gun Crew.

PRIVATES (Observers)

Has active participation in locating the target, communicating target position to the Observers Officer, and observing and communicating the effects of artillery fire on the target to aid in aiming the artillery pieces and achieving the artillery fire objectives. Observers take position between the artillery line and the target, or in some other position that affords an unobstructed view of the target and the surrounding terrain. Observers must move to and from their positions in secret to avoid injury and prevent warning the target of impending artillery fire. The Observers receive their battle commands from the Observers Officer.

PRIVATES (Ordnance Drivers)

Are the drivers that play an active part in moving the ordnance equipment. During battle they bring the ordnance into position under the direction of the Sergeant. The caisson drivers are directed into position by the Chief of Line of Caissons, frequently taking position under hostile fire. The drivers must be alert at all times in case the ordnance has to be removed from its position in haste.

PRIVATES (Quartermaster Drivers)

Are under the direction of the QM Sergeant and are assigned to drive and care for the gear and equipment. Often the teamsters are detailed to the Battalion or Brigade Quartermaster.

PRIVATES (Mechanics/Engineers)

These men are specialists who repair the Battery equipment and guns, as well as aid in the deployment of artillery in rough terrain. They receive their instructions from the First Sergeant and travel in the rear of the Battery near their tools.

PRIVATES (Extra men)

Almost all batteries retain a number of extra men above the minimum required for the battery to function properly. These men are assigned to the Gun Crews for training and for quick replacement of battle casualties, hospitalised sick, and furloughed men. Usually the complement is placed under charge of the Chief of Line of Caissons (Ordnance Detail) and remain with the

caissons during active campaigning. Occasionally some of these men are detailed to the Staff Sergeant (Quartermaster). The First Sergeants also uses them as a ready pool of manpower when the battery is in drill status so miscellaneous work can be accomplished. This position is not an official assignment nor are men placed here in a permanent status. All Privates are to be trained in the duties of cannoneers and drivers alike.

PRIVATES (Guidon)

The Colour Bearer, more appropriately the Guidon Bearer, holds a position on the Captain's staff. The importance of the Guidon is realized when considering that armies manoeuvre on small parcels of land with thousands of troops. Coupled with road dust, confusion, and battle smoke, the Battery needs a marker the Sergeants can see so they can direct their Crews onto the battlefield. The Guidon fulfils this need by indicating the direction of deployment the Captain wants taken. When arriving at a position to form a battle line, the Guidon first halts to establish the right or centre of the proposed line. The Colour Bearer is selected on special trust and confidence by the officers. His duties in camp are as an orderly or clerk. In camp the Colours were furled and cased to protect them from the elements and usually kept in the officer's quarters.

Notes on Guard Duty: In addition to a higher headquarters' requirements for pickets, all Batteries have a minimum of two guards on duty at all times. The guards are posted at the Battery ordnance park to protect the guns and caissons from theft of miscellaneous hardware and to keep curious infantrymen from damaging the guns unknowingly.

UNIFORM AND EQUIPMENT CODE.

Authenticity in presentation and appearance is vital to the purposes of this organization. The unit NCOs are responsible for enforcing the authenticity of its impression and Members. Authenticity shall be governed by the “20 foot rule,” which states that authenticity will be judged acceptable based on its appearance from a distance of 20 feet or more.

SECTION 1. UNIFORMS - CONFEDERATE

The guidelines are to outline the minimum items a uniform must include, and to offer suggestions on allowable materials/patterns.

- I. **Head Gear.** Enlisted men will wear Red kepis with a blue band or Gray slouch hats with a red hat cord. Officers may wear either red kepis with blue bands and the appropriate amount of gold braid, Gray slouch hats, or straw hats (only if the officer is not serving on the gun line as the straw is flammable). Only Regimental Numbers, Company Letters, Service Branch Insignias are acceptable, and should be consistent throughout the unit. Officers have the choice of Red or Gold Officers hat cords.
- II. **Jackets.**
 - A. **Enlisted Jackets.** These are single-breasted shell (short) jackets or sack (medium) coats that button all the way up to the collar. They must be made of wool. They are Richmond/Cadet Gray. They must have red wool cuffs and collars (for artillery). Buttons are brass with the letter “A” on them. NCOs may also have the appropriate red chevrons on the sleeves. *Note: For those members who are also portraying infantry and do not want to purchase two uniforms, it is recommended that the jacket have no colored cuffs or collars, and that any chevrons be a neutral color (e.g. brown).*
 - B. **Officer Jackets.** These can be either double-breasted shell (short) coats or frock (full length) coats that button all the way up to the collar. They must be made of wool. They are Richmond/Cadet Gray. They must have red wool cuffs and collars (for artillery). Buttons are brass with the letter “A” on them. Officers should have the correct rank insignia on their collars, and may also have gold braid on the sleeves.
 - C. **Overcoat/Great Coat.** These are optional. They can be Sky Blue wool or Richmond/Cadet Gray wool.
- III. **Shirt.** Shirts may be made of cotton, linen, or wool. These are typically off-white (unbleached muslin) or red bib shirts for enlisted ranks and white for officers, pull-over style (4-6 buttons from the top) with long-sleeves. They may have standing or standard collars. Buttons are typically wood, but can also be bone or shell. Neckwear is recommended and should be either black silk (cravat or scarf) or a black cotton scarf tied around the neck under the collar with the ends loose in front.
- IV. **Trousers.** These can be either be straight leg or tapered leg (for boots). They must be made of Navy Blue wool (although Sky Blue can be used). No synthetic fibers are allowed. They have no stripes or piping. Straight or mule-ear pockets only, button-fly. Buttons may be either pewter, wood, or bone. Braces (suspenders) are optional.

- V. **Waistcoat (Vest)** – Optional for enlisted ranks only. These are single-breasted Navy Blue wool and button all the way to the collar (military style). No synthetic fibers are allowed. Brass buttons with the letter “A” on them. At least two pockets (for watch) in the front. Collars should be standing.
- VI. **Footwear.** Black cavalry boots are required for officers and enlisted ranks. Period Brogans are also acceptable for enlisted ranks who also portray infantry. Footwear must be made of leather with a leather heel, although sole and heel guards may be worn to improve traction if they are kept out of sight from the general public. Otherwise, a steel heel plate is correct for the time period.
- VII. **Gloves.** White Berlin for dress occasions. Cavalry gauntlets for field use.

SECTION 2. UNIFORMS - FEDERAL

The guidelines are to outline the minimum items a uniform must include, and to offer suggestions on allowable materials/patterns.

- I. **Head Gear.** Enlisted men and officers will wear Navy blue kepis. Only Regimental Numbers, Company Letters, Service Branch Insignias are acceptable, and should be consistent throughout the unit.
- II. **Jackets.**
 - A. **Enlisted Jackets.** These are Navy Blue single-breasted sack (medium) jackets that button all the way up to the collar. They must be made of wool. Buttons are brass with the letter “A” on them, or the Federal Eagle with the “A” on the shield on them. NCOs may also have the appropriate red chevrons on the sleeves.
 - B. **Officer Jackets.** These are Navy Blue double-breasted frock (full length) coats that button all the way up to the collar. They must be made of wool. Buttons are brass with the letter “A” on them, or the Federal Eagle with the “A” on the shield on them. Officers should have the correct rank insignia on their shoulders.
 - C. **Overcoat/Great Coat.** These are optional. They are Sky Blue or Navy Blue wool.
- III. **Shirt.** Shirts may be made of cotton or linen. These are white (officers, 4-6 buttons from the top) or red bib (enlisted ranks), pull-over style with long-sleeves. They may have standing or standard collars. Buttons are typically wood, but can also be bone or shell. Neckwear is recommended in the field and should be either black silk (cravat or scarf) or a black cotton scarf tied around the neck under the collar with the ends loose in front.
- IV. **Trousers.** These can be either be straight leg or tapered leg (for boots). They must be made of Navy Blue wool (although Sky Blue can be used). No synthetic fibers are allowed. They have no stripes or piping. Straight or mule-ear pockets only, button-fly. Buttons are pewter. Braces (suspenders) are optional.
- V. **Waistcoat (Vest)** – Optional for enlisted ranks. These are single-breasted Navy Blue wool and button all the way to the collar (military style). Buttons are brass with the letter “A” on them, or the Federal Eagle with the “A” on the shield. At least two pockets (for watch) in the front. Collars should be standing.

- VI. **Footwear.** Black cavalry boots are required for officers and enlisted ranks. Period Brogans are also acceptable for enlisted ranks who also portray infantry. Footwear must be made of leather with a leather heel, although sole and heel guards may be worn to improve traction if they are kept out of sight from the general public. Otherwise, a steel heel plate is correct for the time period.
- VII. **Gloves.** White Berlin for dress occasions. Cavalry gauntlets for field use.

SECTION 3. ARMS (EXCLUDING CANNONS)

Firearms must be percussion cap. No flintlocks are acceptable.

- I. **Pistols.** NCOs/Officers may carry the 1858 Model .44 Caliber Remington revolvers. Confederate officers may also carry Derringers (.44 or .31 Caliber), or any other percussion pistol of the period. No one serving in the Number 1 through 4 Position of a gun crew may wear any side arms while serving in those position.
- II. **Swords/Sabers.** Cavalry sabers (Confederate) or Army Swords (Federal) may be worn by officers and the Gunner only.
- III. **Carbines/Muskets.** Artillery Carbines or .58 caliber muskets are acceptable for artillerists defending the cannons. Muskets may be the 3-band Enfield or the 3-band Springfield rifled percussion cap musket. No flint-lock firearm is acceptable.
- IV. **Knives.** Confederate enlisted personnel and NCOs may carry long knives, or Scottish Dirks (or equivalent), so long as they do not interfere with their duties on the gun line. Artillerists should carry small knives to help service the piece.

SECTION 4. EQUIPMENT (EXCLUDING CANNON EQUIPMENT)

When acquiring equipment, begin with what is required in the field, then with what is required for living history, and then acquire what is required in camp. As a simple rule, if you do not need it or need to use it, do not buy it.

- I. **Canteen.** Canteens are required. Wood (Confederate) or metal “bull’s eye” with wool or cotton cover (Confederate or Federal).
- II. **Haversacks.** Haversacks are required. Haversacks can be made of almost any material, as long as it is natural fibers. Federal Haversacks are black.
- III. **Eating Utensils.** Utensils required and includes a tin cup, tin plate, knife, fork, and spoon.
- IV. **Belts.** Belts are required. They should be black leather. They should have a brass buckle (belt plate). Confederate belt plates can be the Federal Eagle, the state insignia or abbreviation, CS or CSA, or the US worn upside-down (sn) for “Southern Nation”. Cavalry rigs may also be worn. Federal belt plates are the Federal Eagle.
- V. **Cap Pouch.** Cap Pouches are required for those carrying pistols. They are worn on the belt and should be black leather. They should have a fleece patch on both sides to keep the caps from falling out.
- VI. **Cartridge Box.** For those carrying Remington pistols, cylinder pouches should be worn on the belt instead of a cartridge box. Otherwise, cartridge boxes are optional and should be cavalry style and worn on the belt.
- VII. **Tent.** This is optional (unless you plan to camp out). Shelter Halves or A-Frames are most common for enlisted personnel. Wall Tents, Fly’s and Sibleys are for senior NCOs and Officers.

- VIII. **Poncho.** This is optional. Black rubber over cotton or canvas.
- IX. **Knapsack.** This is optional.
- X. **Bedroll/Blanket.** This is optional.
- XI. **Gum Blanket.** This is optional. Black rubber over cotton or canvas.
- XII. **Cooking Gear.** This is only necessary if you are the company cook.
- XIII. **Furniture.** This is only necessary for camp or living history impressions and should be in keeping with the type of impression. Chairs are very beneficial. Ladder Back chairs are correct to the time period.

CODE OF CONDUCT.

The Code of Conduct represents the commitment each Member must have to the goals and activities of the unit. Failure to follow the requirements of the Code of Conduct will result in disciplinary action, which could include the termination of membership.

1. Hatred and bigotry have no place in society or this Unit. Respect the feelings of others. Do unto others as you would have them do unto you. We live in a culturally diverse nation. The true history of the Southern United States includes many of these diverse cultures, all linked together by a common heritage. We must learn to live together and have mutual respect for each other's history and heritage.
2. This unit follows the instructions of the United States Field Artillery Association muzzle-loading artillery school, and its manuals are the only acceptable artillery manuals for learning the drill and operation of muzzle-loading cannons. All members are expected to own their own copies of these manuals.
3. Obey all safety rules. Every member is a Safety Officer and is responsible for learning and enforcing all safety procedures.
4. The unit follows the "3 minute" rule, which states that three minutes shall have elapsed between when the cannon was last fired and serviced, and when the next round may be loaded. The rule shall never be violated under any circumstances.
5. Do not, under any circumstances, pass in front of the muzzle of a cannon any closer than 50 yards, or within a 90 degree arc from the center line of the bore. The charge of a full scale 12-pound Napoleon cannon could be up to two pounds of powder.
6. During battle reenactments, never fire if anyone is within 50 yards from the muzzle of the cannon and keep the cannon at full elevation. Never discharge a pistol, rifle, or musket within 100 feet of a loaded cannon or artillery limber chest.
7. There will be no consumption of alcoholic products before or during reenactments, while armed, while in first person persona, or while the public is present. No one shall consume alcohol within 12 hours of serving on a cannon. This shall be strictly enforced so that the detection by any member warrants an immediate inspection. Anyone found violating this rule will be issued a written reprimand signed by all members witnessing this behavior. A second occurrence will result in the immediate termination of membership without the possibility of re-admittance.
8. No person under the age of 16 years shall be allowed to handle arms in camp or carry arms in the ranks without special dispensation from the unit's commanding officer. No one who has not been through artillery training by a certified instructor may serve on a cannon crew when firing blank rounds or live ammunition without special dispensation from the gun owner.
9. No camp fires, lamps, or candles will be left unattended. These fires must be thoroughly extinguished or someone must remain in camp to watch the fire and ensure no accidents happen. This shall be strictly enforced so that the detection by any member warrants an immediate inspection. Anyone found violating this rule will be issued a written reprimand signed by all members witnessing this behavior. A second occurrence will result in the immediate termination of membership without the possibility of re-admittance.

10. No fires will be allowed in tents not designed to accommodate a stove. This includes candles not in a lantern.
11. Keep all modern items out of sight when the general public is in camp. No use of modern tobacco products when in first person persona or when the public is present.
12. No smoking of any kind (pipe, cigar, cigarillo) is permitted when handling or working with gun powder or in the vicinity of someone who is.
13. No smoking of any kind is permitted while participating in any battle reenactment, weapons demonstration or parade, or in possession of a loaded firearm.
14. Treat all firearms as if loaded. Treat all firearms loaded with blank rounds as deadly weapons.
15. All weapons must be inspected by the designated unit safety officer prior to each battle reenactment. No weapon can be used that has not passed inspection.
16. If you have used your musket in a live fire (projectile down the bore), always fire at least three blank loads into the ground before using it in a battle reenactment.
17. Each unit will post a guard to keep the camp secure whenever anyone is working with gun powder. Gun powder may only be handled in a secluded place a safe distance from camp.
18. Avoid rolling cartridges in camp. If absolutely necessary, keep the powder well away from campfires, candles, sources of heat, and the public.
19. Load muzzle-loading muskets with pre-rolled cartridges, never from a powder flask/horn.
20. Always load muzzle-loading pistols in advance from a powder flask or pre-rolled cartridges, and seal each cylinder with "cream of wheat." Paper or cotton wadding is never to be used to seal the cylinders, and the cylinders of muzzle-loading pistols should never be re-loaded during a reenactment except with pre-rolled cartridges.
21. While loading firearms, keep hands and face away from the muzzle.
22. After loading, always point the muzzle in a safe direction. Be aware of anyone in front, behind, and on either side of you.
23. During battle reenactments, never fire directly at a person less than 100 feet from you. Aim over the head or to the side of anyone within that distance.
24. When firing muskets from two ranks, the rear rank should step well forward and, before firing, ensure that neither the muzzle nor the cap is near the faces of the front rank.
25. Never draw or use a musket ram rod during a battle reenactment.
26. Be careful when fixing or drilling with bayonets. When marching with bayonets fixed, keep weapons nearly vertical to protect the person behind you.
27. In a real medical emergency, the key word for help is "Medic." If you hear the word "Medic," repeat it as loud as you can, then go to the person that needs help and give all the assistance you can.
28. Maintain a vigilant control of all small children, especially when we have a camp fire burning or weapons in the open. Remember, most portrayals are of armies in the field and we are handling instruments of death. We do not want to ruin a member of the general public's outing, or our own.
29. Complete your uniform or civilian attire in as timely a manner as possible.
30. Bring your own rations. Don't expect someone else to furnish you with food or powder.

31. Always use the military protocol of the time period being portrayed (Seventeenth to Nineteenth Century). If unsure of the correct protocol, don't be afraid to ask.
32. When in first person persona, always act as a Southern Lady or Gentleman. Always act with honor, integrity, and chivalry. Always maintain the actions and attitudes of the Southern Ladies and Gentlemen of the time period being portrayed. Always be polite, even in the face of adversity. If faced with adversity, walk away and notify your unit's commanding officer.
33. To accurately portray the inhabitants of the South from 1607 - 1890, we must play by their rules. In those days, a man was only as good as his word and many business transactions were consummated over a handshake. We must be as true and accurate as possible to effectively represent the historically correct facts of what actually occurred during that time period.
34. Treat the general public with respect no matter how stupid their question might seem, or how many times you have answered that question. Remember, they are one of the main reasons we do what we do, and their education should be at the forefront of our interests.
35. Be a good listener. The general public wants to tell you all about their ancestor, and in so doing, valuable information can be gathered for future use.
36. Ask permission before using another person's property. Always say "Thank you" when you return it, and return it in at least as good a condition as when you borrowed it.

To be good reenactors, we must learn what people of the South from 1607 - 1890 did in their day to day activities. We must commit to the study of how they lived and experience it for ourselves. Time devoted to the study of the various disciplines of the Southern military and civilian organizations of the Nineteenth Centuries is the only way to achieve the goal of being the finest reenacting and living history organization in the region. Only with time spent in serious study will we obtain the honor and integrity our heritage deserves.

We must use caution when correcting the years of misinformation and political correctness that is pervasive in American education today. We must not use exaggerated or misleading information. Once we lose trust of the public, it is difficult, if not impossible, to get that trust back. We have no control over our heritage, but we can surely control the destiny of our legacy. By controlling this legacy, we will ensure our great-grandchildren will know us and our great-grandparents.

As re-enactors of Southern gentility, we should inculcate all the attributes of Honor, Integrity, Chivalry, and Respect for all we meet, as well as for ourselves. Honor, Chivalry, Integrity, and Respect are the intangible parts of our psychological makeup that separate us from common thieves and worse. Open and active Respect is the benchmark of the Southern Ladies and Gentlemen. The Southern Lady and Gentleman carries Honor as the standard by which he or she is judged by his or her peers. Honor is a Southern quality that must be preserved and handed down to future generations, or we will cease to be set apart from the common rabble that inhabit this planet.

CHARACTER QUESTIONNAIRE

For the First Person Impression

Compiled by: Andrew H. Rowden internet:arowden@crassus.onu.edu
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Please answer the following autobiographical questions about your character as briefly and as accurately as possible.

1. General Information

Character's Name:

Birth Date:

Place of Birth:

Target Year for Impression:

Present Age:

2. Physical Information

Height:

Weight:

Diet:

Hair Color:

Complexion:

Nationality:

Deformities:

Handicaps:

Diseases:

General Health:

3. Clothing Information

Usual style of clothing:

Usual type of accessories:

4. Family Background

Father's name:

Father's Occupation:

Father's Age:

Mother's name:

Mother's Occupation:

Mother's Age:

What are the names, ages, and occupations of siblings, if any?

Are the siblings married and do they have children?

Do you have any other significant relatives (grandparents, aunts, uncles, cousins)?

5. Answer the following about the character:
Ancestry:
Political Party:
Religious Affiliation:
Education:
Occupation:
Special Skills and Interests:
Marital Status (include date of wedding, spouse's name, age and occupation):
Children (include names, ages, occupations, spouses, their children, etc.):
Socioeconomic Class:
6. Describe the character's temperament and give an example.
7. The character's background includes a childhood influence by (family, friends, education, religion, socioeconomic advantages and/or disadvantages):
8. Describe certain experiences or occupations that have made lasting impressions.
9. The character's general attitudes and outlooks on life have been determined by:
10. Above all, the character believes: