

“Civil War in the Southwest”

2018 Registration Form & Participant Rules

These are the basic instructions for completing the “*Civil War in the Southwest*” registration form. **ALL** participants (including minors, civilians, etc.) will need to fill out their own separate registration form. (For example, if four family members will be participating, all four members will need to be listed on Page 2 & 3 of the Form.) Pioneer Living History Museum requires all participants to have insurance to participate in the events and activities associated with this event. If you do not have insurance, you must obtain “guest” coverage through the SWLHA for \$10.00 per person for the entire event.

Part I – Registration - All participants (including minors, civilians, etc.) will need to fill out their own separate registration form. The Parent/Guardian will provide a signature along with the participating minor(s) in Part III.

Part II – Unit Info - Please complete all portions; including a check next to the organization name (if applicable) as well as your unit affiliation and unit name.

Part III & IV – Signatures - Please sign and date the form. Parent/Guardian will sign in this area along with the participating minor.

Part V - Emergency Contact Information – Please complete with the information of an individual you would wish us to contact in the event of an emergency involving you. Parent/Guardian will fill out this section with their contact information.

The Waiver – Please be sure that you READ and understand the Liability Waiver

Thank you, for your understanding in this matter and we look forward to your participation!

*****IMPORTANT*****

**IF YOU ARE NOT A MEMBER OF THE SWLHA OR THE ACWC, PLEASE MAIL THIS
REGISTRATION FORM TO:**

Southwest Living History Association
C/O Registration – Mr. Larry Schmalz
9639 E. Ironwood Dr.
Scottsdale, AZ 85258

If you are a member of either the SWLHA or the ACWC, please complete this registration form and turn in to your Unit Commander. The Unit Commander is responsible for turning in the unit’s forms and fees (insurance) to the events designated registrar of each organization.

General Liability Waiver Assumption of Risk, Release of Liability, and Indemnification Agreement

I/we acknowledge that historical reenacting events, involve a variety of activities, but are not limited to; walking and marching over rough terrain, use of black powder, handling sharp objects, exposure to extreme temperatures and entail known and unknown risks that may result in emotional injury, personal injury or death to me/us and participation may result in damage to my/our property, or to other persons or parties or their property. Such risks of loss, injury or death include, but are not limited to, burns, cuts, terrain conditions, heat prostration and related conditions, use of black powder, impacts from debris, accoutrements, vehicles and/or weaponry, the failure to follow command orders or rules and regulations of event sponsors and host, rescue efforts or medical attention provided by anyone connected to the reenacting event, cardiac conditions, falls, or contact with animals.

1.) ASSUMPTION OF RISK: With full knowledge and appreciation of the dangers, I/we have made a voluntary choice to participate in reenacting activities and events despite the risks that they present, and I/we voluntarily agree to assume sole responsibility for ANY AND ALL RISKS OF LOSS, PROPERTY DAMAGE OR PERSONAL INJURY, INCLUDING DEATH, that may be sustained by me/us as a result of participating in these activities unless caused by the gross negligence or willful or wanton misconduct of a "released party" below. The Re-enactor/Member accepts such risks and agrees not to hold SWLHA, its Board, its members, other reenactors or venues liable for such injuries to their persons or property.

2.) MEMBERSHIP/PARTICIPATION: in the SWLHA is a privilege bestowed by the SWLHA Board which can be revoked at any time, for any reason, whether on a unit level or individual level. Any Unit or Member so removed will have no recourse against the SWLHA Board or SWLHA Members.

3.) RELEASE: I/we, on behalf of myself/ourselves and any party claiming an interest through me/us (including but limited to, heirs, spouses, parents, children and beneficiaries), voluntarily RELEASE, WAIVE AND DISCHARGE, AND COVENANT NOT TO SUE, the Southwest Living History Association (SWLHA), the trustees of, officers of, agents of, employees of, or members of any of these reenacting organizations; any owner, lessor, or lessee of any property on which these reenacting organizations conduct any activity; or the organizers of any reenacting event (singularly "released party" and collectively "released parties") from and for all liability, claims, demands, actions, loss or damage on account of any injury to my/our person (including death) or property, whether caused by their NEGLIGENCE or for any other reason, excepting only the gross negligence or willful or wanton misconduct of a "released party," while preparing for, practicing for, traveling to or from, or participating in, any reenacting event.

4.) INDEMNIFICATION: I/we agree DEFEND, INDEMNIFY AND HOLD HARMLESS the "released parties" from any loss, liability, damage, claims or costs, including court costs and attorney fees, that they may incur arising out of or related to my/our participation in reenacting activities and events, whether caused by their negligence or for any other reason, excepting only their gross negligence or willful or wanton misconduct.

5.) SEPARATION OF RELEASEES: I/we agree that this ASSUMPTION OF THE RISK, RELEASE AND INDEMNIFICATION AGREEMENT applies separately to each of the "released parties" and that the gross negligence or willful or wanton misconduct of one "released party" will not negate my/our assumption of the risk, release of, and duty to indemnify any "released parties" who are not grossly negligent or who have not acted willfully or wantonly.

6.) BREADTH: It is the intent of the undersigned that this ASSUMPTION OF THE RISK, RELEASE AND INDEMNIFICATION AGREEMENT shall be as broad and inclusive as is permitted by Arizona law and any action brought relative to this event will be governed by Arizona law and must be brought in Arizona Courts . If any clause, sub clause or portion of any sentence is held invalid, I/we agree that the balance shall continue in full force and effect.

"Civil War in the Southwest"
(Nov 16-18, 2018) – Reenactor Registration

Part I- Participant Information: (Please Print)

Last Name: _____ First Name: _____ MI: _____
Address: _____
City: _____ State: _____ Zip: _____
Phone (Cell/Home): _____ E-Mail: _____

Part II- Unit Affiliation: SWLHA ACWC

Union Unit: _____ Assoc.: _____
 Confederate Unit: _____ Assoc.: _____
 Civilian Affiliation: _____ Assoc.: _____

If Artillery, please describe the type of piece you plan on using (e.g. 1841 12lb. Mountain Howitzer, etc.)

Part III- Participant Signature:

I/We, by executing this AGREEMENT, agree to the terms listed in the "General Liability Waiver" above.

Name (Print): _____ Signature: _____
Date: _____ Parent/Guardian: _____

Part IV- Minor(s) (If Applicable):

I/We the undersigned have read and understand the above terms and I warrant that I am the parent or legal Guardian of the minor(s) child for whom this application applies, warrant and represent that I am empowered to execute this agreement on his/her behalf.

Minor's Name (Print): _____ Age of Minor: _____
Minor's Name (Print): _____ Age of Minor: _____
Parent's or Legal Guardian's Signature: _____ Date: _____

Part V- Emergency Contact:

In the event of an emergency, please notify:

Name: _____ Relationship: _____
Cell/Home: _____ Secondary: _____

“Civil War in the Southwest”

Re-enactor Event Guidelines & Regulations

For the safety of our visitors and the interpretive authenticity of the event, re-enactors are required to adhere to the following Re-Enactor Event Guidelines & Regulations regarding Authenticity and General Code of Conduct:

- All participants must complete & submit the Re-Enactor Registration Form.
- All participants will remain in historical dress of the appropriate time period during event hours.
- All persons (except spectators) in camp during event hours are required to be in historical dress of the appropriate time period. We highly encourage your family and friends to join you, but they must either be correctly dressed or remain out of your encampment/display area during public hours.
- All tack shall be of period design and in good condition.
- All “battle” participants must be “attached” to a registered, coordinating unit. No “unattached” person(s) or group(s) allowed. Individual re-enactors will be assigned to a unit by Re-enactor Headquarters Commander. Participants must have registration form signed off by accepting Unit Leader.
- Modern accoutrements (pop cans, plastic ware, coolers, etc.) are not allowed to be in view during event hours.
- Alcohol consumption is not allowed on the premises during event hours.
- Anyone acting in an unsafe, disorderly, or uncooperative manner will immediately be asked to leave and/or face legal charges.
- Pioneer Village, the SWLHA, or the ACWC are not responsible for your personal items.
- Tampering, climbing upon or destroying property is not allowed and may be cause for removal from the property and/or legal charges.
- All fires must be extinguished before breaking camp.
- All motorized vehicles must be removed from the encampment area during event hours (9 am – 4 pm).
- In accordance with Pioneer Village, quiet hours will be observed from 10 pm to 6 am.
- All Unit Leaders and NCO’s will have a copy of the above regulations on their person at all times.
- Any violations of the above regulations should be reported immediately to the event staff or the Reenactor Headquarters Commander and appropriate action will be taken.

WEAPONS

- Live ammunition is not allowed on the park grounds.
- During battle, gunpowder will be carried as pre-rolled cartridges only (no penny wrappers, staples, glue, aluminum foil [except for artillery rounds] or waxed cartridges).
- Firearms will remain unloaded except for battles or firing demonstrations.
- Firearms are to be clean before any shooting of blanks.
- Firearms will be discharged only during event hours, in pre-determined demonstration areas, or during battles, always in a safe direction and manner.
- Metallic blanks will be allowed for demonstrations.
- Any bladed weapon should be carried safely.
- Firearms may only be discharged by persons 16 years of age or older.
- Volunteers between the ages of 16 and 18 must be supervised by a parent or guardian at all times when discharging firearms.
- Volunteers under the age of 16 may carry or drill with an unloaded firearm.
- No bayonets fixed in "battles". They can be used to stack arms or drill.
- No hand to hand combat at any time.
- The use of shotguns and other muzzle loading weapons is permitted, but only with 60 grain charges. No wads will be used, and no ramrods will be drawn, except by NCO's/Officers.
- The use of "wonder wads" is prohibited. Cream of Wheat, dry, shall be used as wadding.
- No loading directly from flasks or bulk powder containers which can explode from spark in bore, except for revolvers.
- Knives are not allowed for mounted troops. Bayonets or knives carried by infantry will be sheathed during "battle(s)". Exceptions to this rule are swords of Officers or Cavalry.
- No "capturing" or removal of flags, guns, or other property from control of owner, except during planned "battle" scenarios.
- No aiming directly at anyone at any distance; aim to the side.
- No swinging muskets, flag staffs, or swords at "opponents", except for the rehearsed use of sabers between Cavalry.
- Shooting is not allowed in the camps with the exception of an area set aside especially for the purpose of demonstration and weapons clearing.
- No weapons discharged after 6 pm on Friday or Saturday.
- No throwing "grenades", explosives, or smoke devices of any type.
- Sabers shall be drawn only on command. During saber fights, the tip of the saber shall be up at all times.
- A Safety Officer will check all weapons upon arrival and check-in at the park.
- A Safety Officer may conduct random checks of camps and weaponry throughout the event.

ARTILLERY

Safety Zone

Establish a minimum 50ft wide safety zone between the spectators and the gun and a minimum 20yd. safety zone in front of the muzzle and any battlefield combatants (non-artillery crews). All pieces shall be brought into battery so that muzzles are in alignment. No muzzle shall be forward of others regardless of the size of the piece. Axel hubs of pieces shall be at least five feet from one another, allowing for free movement around each piece. The Safety Officer in charge will determine changes.

Equipment Required

- A three-crew minimum to service all field pieces
- Ammunition box with self-closing lid
- Vent brush or cleaning device
- Vent pick
- Thumbstall
- Heavy welders or fireproof gloves
- Leather haversack for use as ammunition pass box and another for priming materials
- Straight or tapered rammer
- Wet sponge & Dry Sponge
- Worm
- Water bucket
- Primers or Priming power device (if used)
- Linstock and slowmatch or lanyard
- Gimlet

Nine Step Standard Procedures

1. Clean the Vent as the first step in each cleaning, loading and firing sequence. Proceed as follows:
 - a. Use a .22 caliber or appropriately sized bronze cleaning brush on a suitable rod and brush the entire vent twice.
 - b. If no brush is available, the alternative method is to run the priming pick or gimlet up and down the vent twice, twisting to make sure the vent is completely free of powder bag remnants.
2. Stop the Vent – Seal the vent with thumb pressure during the entire cleaning and loading process. This means no air should escape the vent from the time the worm enters the muzzle until the rammer is removed after the projectile has been seated. Use a leather thumbstall or heavy glove to protect your thumb and make a tight seal.
3. Worm the Bore Using a tool with two sharp steel points that replicate an original cannon cleaning worm, worm the bore until all debris is removed. Turn the worm at the breech to pick up any powder container remnants and to loosen any powder residue. The worm should fit closely so the points will pick up debris easily.

4. Wet Sponge the Bore

- a. Sponge with a wet (but not sopping) tight-fitting sponge with a head of lamb's wool or other like material over a wooden cylinder affixed to a shaft at least one foot longer than the bore. The end of the sponge head should conform to the shape of the breech plug.
- b. Seat the sponge against the breech with hand pressure and give two full rotations of the shaft. Withdraw the sponge half-length, twist, then reseal against the breech and give another two full rotations.
- c. Remove the sponge. If any powder container remnants or unburned powder comes out with the sponge, repeat the entire process, starting with Step 3 - Worm.

5. Dry Sponge the Bore - After wet sponging, the same procedure is used with the dry sponge. The purpose of the dry sponge is to remove excess moisture from the bore; if water is left in the bore it may cause incomplete burning of the next powder charge, leaving dangerously glowing residue.

6. Load Powder

- a. The ammunition chest should be located 20 feet behind the gun and 20 feet forward of the spectator line. Powder charges should be prepared in advance as specified in Safety Rules 1 and 2 below, wrapped in heavy-duty aluminum foil.
- b. Open the chest only long enough to remove one charge in its safety container. (Do not open chest following warning that a gun is about to fire until 10 seconds after that gun has fired to prevent hot vent debris from falling into the chest.)
- c. Carry charge to gun in fireproof safety container. Do not proceed to load unless 3 minutes has elapsed since the gun was last fired. Check your watch.
- d. Open safety container. Remove foil-wrapped charge and place it in the muzzle with one hand while wearing heavy leather gloves (see above)
- e. Wearing heavy gloves stand to the side of barrel with as much of your body as possible behind the plane of the muzzle. Grasp rammer underhand, with right hand, thumb to the side. Left hand should be placed upward or above the barrel or at your side. Seat the charge lightly with smooth strokes. Do not pound the rammer against the charge.
- f. Immediately upon feeling the charge reach the breech, drop your hand away, releasing the rammer. After ascertaining the charge is fully home remove the rammer, one hand, underhand, and thumb to the side. This may require grasping and releasing the shaft a few times. Never put two hands on the rammer.
- g. After loading the charge, implements will be placed on the wheels to indicate to all on the field that the gun is loaded.

7. Pick the Charge

- a. To insure ignition, pick the powder charge wrapper through the vent with a pick held by the shaft, between glove protected fingers.
- b. The pick shall be constructed of a non-sparking material.

8. Prime

- a. Priming the vent depends on the type of ignition used. Typical systems are: linstock and fuse, priming quills, friction primers, .22 blank, and percussion cap.
- b. Hot debris is apt to be blown out the vent on discharge. Crewmembers should wear hats for protection, spectators kept at a safe distance, and all ammunition chests closed whenever any gun is firing.

9. Fire the Gun

- a. The person designated to ignite the charge calls out "Ready to fire" or similar "Ready" command in a loud voice to alert other crews on the line that a gun is about to fire and to notify the gun captain that the piece is primed. At this call, any open ammunition chests are immediately closed. The gun captain makes a quick visual inspection of the range forward of the muzzle to make sure no one is in danger and then commands "Fire". The time between "Ready to Fire" and "Fire" should be at least five seconds. The primer is then ignited.
- b. Fuse and priming quills are ignited with a linstock that is long enough to allow the cannoneer to stand outside the wheels. The linstock holds the burning slow match made of cotton rope impregnated with potassium nitrate or lead acetate to make it burn.
- c. If a lanyard is used to ignite friction primers, or to activate a lock using percussion caps or blank cartridge, it should be long enough to allow the cannoneer to stand outside the wheels and out of the way of recoil.

Misfires if the primer ignites, but the gun fails to fire

- The rammer or other implements are held over the piece in an "X" as a warning signal that the piece is hazardous
- After a minimum interval of 3 minutes, the piece is re-primed
- The Chief-of-Piece ensures that everyone and everything are in safe order, and calls "Clear Front!" before giving the order to fire
- If the second firing attempt fails, after a minimum interval of 3 minutes the vent and bore are flooded completely with water, and after a minimum interval of 3 minutes following flooding, worming clears the bore.

Basic Safety Regulations

- Powder charges should not exceed 2 oz. of 1F or Cannon Grade powder per inch of bore diameter. No excessive charges.
- Prepare powder charges in advance using heavy-duty aluminum foil. Baggies may be used inside the foil or similar for Breech Loading guns, taking care not to allow excess air in the baggies and removing excess plastic where unnecessary.
- All crewmembers should wear ear protection devices. No person under the age of 14 is to handle powder.
- No one should cross in front of the muzzle at any time during the cleaning, loading or firing procedure.
- The interior of the ammunition chest shall be lined with a non-sparking material and the box itself shall

be stoutly constructed of wood or metal. A copy of these safety rules should be posted inside the ammunition chest.

- No drinking of alcoholic beverages at any time on the line. Any consumption of alcoholic beverages will disqualify a member from shooting for the duration of the day. No smoking at any time within the safety zone.
- No wadding shall be used at any time. This includes firing blanks.
- Make sure each crewmember has knowledge of procedures and safety rules. Walk. Do not run. Work at a smooth, steady pace.

BREECH LOADING PIECES

- For breech loading artillery, required equipment includes:
- A wire brush for cleaning the breech
- Leather gloves for all cannon crew members
- A wet sponge to clean the tube
- Grease to lubricate the breech treads
- Pliers for removing the primer
- For guns using friction primers, a lanyard
- For guns using caps, caps and slam hammer and lanyard
- A runner mallet for opening a stuck breech • A bucket with water for the wet sponge / brush or fires
- Rammers long enough to form an X over cannon in case of misfire or will be tall enough to signify a loaded cannon.

Firing procedures (with explanations) for breech loading artillery are, in order:

- Grease breech treads at the beginning of an engagement
- Open the breech
- Wet Sponge the breech
- Bring forward the charge from the ammunition box, in a gunner's haversack;
- Insert the charge; Close the Breech
- At this point the piece is loaded and is not left unattended or moved (except for small adjustments or immediate safety reasons) until the piece is fired.
- As soon as the charge is placed in the breech of the piece, two implements are placed upright on the wheel hub or axle, for field artillery, providing the top of the rammer is at a minimum height of 7 feet.
- On the top of the wheel rim, for pieces with smaller carriages or rammers, so that the top of the rammer is at a minimum height of 7 feet.
- Prime Charge

Misfire procedures for Breech loading artillery are, in order

- The rammer or other implements are held over the piece in an "X" as a warning signal that the piece is hazardous;
- After a minimum interval of 3 minutes, the piece is re-primed;
- The Chief-of-Piece ensures that everyone and everything are in safe order, and calls "Clear Front!" or similar command before giving the order to fire;
- If the second firing attempt fails, after a minimum interval of 3 minutes the vent and bore are flooded completely with water, and after a minimum interval of 3 minutes following flooding, worming clears the bore
- If the second firing attempt fails, after a minimum interval of 3 minutes remove the friction primer or cap, prime open breech, clean and dry and reload.
- The Chief-of-Piece ensures that everyone and everything are in safe order, and calls "Clear Front!" or similar command before giving the order to fire

- If the second firing attempt fails, after a minimum interval of 3 minutes the vent and bore are flooded completely with water, and after a minimum of 3 minutes following flooding, worming clears the bore.

If you are in doubt about **ANY** part of these firing or safety procedures
ASK THE RANGE OFFICER OR SAFETY OFFICER

If you have additional questions, contact your unit commander or SWLHABoD@gmail.com