

## REENACTMENT REGULATIONS

### *Registration*

1. Registration will be \$5.00 per person before Feb. 19 and \$10.00 after. Children 11 and under are free.
2. Artillery and Mounted Cavalry will be admitted free to the event. The first 2 US and first 2 CS Artillery pieces will receive a \$100 bounty per gun. In order to receive a bounty, your unit must be set up in the city's vendor system and you must submit an invoice. (Staff members will assist you in filling out the paperwork)
3. Cavalry will receive hay free of charge if registered early. Anyone wishing to bring horses to the event must have their registration forms postmarked *no later than 3 weeks* before the first day of the event (Friday). Anyone with horses not preregistered must get prior approval from Endview staff. Straw may be purchased at the registration tent for \$4.00 until it runs out.
4. All participants portraying specific individuals (such as generals or politicians) must get prior approval from the event staff. This is to ensure that these portrayals are appropriate for the scenario. (For example, Generals Lee and Jackson were not at the Battle of Williamsburg. Others may have been present but with a lower rank.) These participants will not be allowed on the battlefield unless the respective Army commanders give permission.
5. Registration will open Friday at noon and remain open until 8pm. Registration will reopen Saturday morning at 8am and remain open until 10am. After that time, you will need to register at the office or the historic house. (Location will be clearly posted).
6. Set up camp where your unit or branch of service is assigned. Please respect the members of our host units' decisions in regard to camp areas.

### *Duties*

1. Unit commanders will:
  - a. Make sure unit members are properly registered for this event, and possess a valid participant pass as documentation of registration, before they enter into a combat scenario.
  - b. Make sure unit members are aware of these rules and regulations before entering any combat scenario.
  - c. Organize and supervise the execution of firearm safety inspections for all unit members before attending a combat scenario.
  - d. Cavalry commanders are responsible for checking "Coggins" certificates.
2. All event participants will:
  - a. Be familiar and comply with these rules and regulations.
  - b. Comply with the directions of Unit Commanders and Endview staff in matters pertaining to event rules and regulations.

- c. Ensure they attend unit firearm inspections prior to taking part in any combat scenario.
- d. Serve as adjunct safety officers during combat scenarios.

### ***Weapons***

1. *No live ammunition* will be allowed in any camps, on the battlefield or at the tacticals.
2. Edged weapons and bayonets may be carried, but unsheathed only after prior approval of event host Commander. Ramrods may be carried but are *never* drawn except by approved ordinance personnel in the performance of their duties. Ramrods may be drawn during safety inspection of arms prior to the battles.
3. Only period weapons appropriate to that branch of service will be permitted. *Infantry*: 2- or 3-band rifles. NO repeating rifles. *Cavalry*: carbines, revolvers, 2-banders, and sabers. *Artillery*: no scale pieces.
4. Powder to be carried *only in pre-rolled cartridges*. No penny wrappers, staples, tape, or aluminum foil allowed for small arms.
5. Full safety inspections will occur before taking the field each day of battle - no exceptions. *No firing of weapons in camps*. See Event Commander ONLY for any exceptions.
6. No one under age 16 may carry a weapon onto the battlefield. No one under age 12 is permitted on the battlefield. Children ages 12 to 16 shall function as musicians.
7. Weapon blank charges are as follows:
 

.36 or .44 cal	45 grains of FFF
.54 or .58 cal	65 grains of FFF
.69 cal	100 grains of FFF
Cannons	3 oz max. of F or FF (no flour) per inch bore size

### ***Camp Life***

1. No modern items should be in plain view of the spectators. Most spectators are trying to get an idea of what life was like for people during the Civil War. Leaving modern items out will give them a poor impression, and may discourage them from supporting reenactments and living histories again.
2. While in camp: the clothing, appearance, deportment and choice of language by men and women will follow the example of that used in the early 1860s. Both sexes will adhere to the modesty standards of that time, especially when the public is present.
3. Campgrounds are City property. Sod from fire pits must be rolled back on Friday, then replaced after breaking camp on Sunday. Please leave them as when you arrived. Do not use fire pits as trash dumps.
4. Park only in the areas designated for participants. No reenactors should park in Endview's parking lot for any reason. That area is reserved for

staff, volunteers and handicapped spectators. Vehicles that violate this rule may be ticketed and/or towed.

5. Portable toilets do not arrive until Friday. They will be cleaned Saturday night.
6. No illegal drugs, substances, or alcohol are allowed. Other beverages must be in period containers or cups. All quiet in Camp at midnight means just that. Noise must be kept to a minimum between midnight and reveille. Please act as Ladies and Gentlemen during these hours. Loud drunkenness will not be tolerated.
7. Any person acting in an unsafe manner or under the influence of an illegal substance, drugs, or alcohol will be removed from the premises without a refund. This includes officers, soldiers, civilians and sutlers. Park officers and/or City police will issue tickets to those in violation of these regulations.
8. Please place all garbage in the dumpster provided before you leave the site. Any recyclable material may be bagged separately and left next to dumpster to be recycled.
9. Every Unit Commander is responsible for the conduct of unit members. Understand and abide by the rules and regulations of Endview Plantation. It is in everyone's self interest to report all unsafe or illegal acts to his or her Unit Commander, a Staff member of the host unit, or an Endview employee.

### *Miscellaneous*

1. Children must be under adult supervision at all times.
2. An adult should remain in camp at all times for safety and security reasons.
3. Dogs must be on a leash and supervised by an adult at all times. If a dog injures a person, that dog's owner assumes full responsibility.
4. An ambulance will not be provided by the Civil War at Endview during the event. If an injured individual requests an ambulance, one will be summoned. All fees for emergency services will be the responsibility of the injured and not of the Civil War at Endview. The rescue squad is located less than three miles away from the site.

## ***Cavalry Regulations***

1. Horse traffic is permissible in the following areas:
  - back battlefield
  - roads
  - front fields adjacent to Yorktown Road
  - reenactor parking area
2. Due to heavy visitor traffic, horse traffic is off-limits in the following areas:
  - around the historic buildings
  - all graveled paths in the woods and any wooden bridges (these are intended for pedestrian traffic only)
3. If you need to fill galvanized horse drinking tanks, please contact one of the staff members and he/she will see that they are filled.
4. *Be aware of gopher holes in all of the fields and paths.* These holes are everywhere! We are trying our best to fill these, but more may show up.
5. Do not leave horses tied/picketed/*unattended* for extended periods of time in public areas (such as the historic house, near sutler tents and food vendors, etc.) Public visitors may not understand horse behavior and could endanger themselves.
6. Horses will be provided with hay. All cavalry must have their registration forms in or postmarked by 3 weeks before the first day of the event (Friday). Any mounted cavalry not preregistered must get prior approval from Endview staff. This helps us know how much hay to provide for the event.

If you have any comments or questions, please contact Endview staff. Thanks and we look forward to seeing you!

**Endview Plantation • Newport News, Virginia**  
**757-887-1862**  
**endview@nngov.com**