

145th Anniversary Battle of Marianna



Battle of Marianna 2009 EVENT RULES

- 1) No one under the age of 16 may carry or use a weapon of any type while in the camp or on the field. No one under the age of 16 will take the field unless he is a fully functional musician. No "aides", "foot couriers", "guide-on carriers", or "orderlies" under the age of 16 will take the field.
- 2) Any child in camp who is under 16 years of age, must be supervised at all times by at least one parent or designated guardian. No child is to be left unsupervised. If the parent or guardian leave the camp for any reason, they must take the child with them. No child under 16 years of age is permitted to touch, carry, clean, or do anything with any firearm while attending the event.
- 3) All "historical character impressionists" must be approved by The Marianna Reenacting Committee.
- 4) All vehicles must be parked in the designated reenactor parking area by 09:00 A.M on Friday morning. Vehicles are allowed in the camp areas after 1:30 pm on Friday for unloading and loading.
- 5) All vehicles must be parked in the designated reenactor parking areas by 09:00 PM on Friday night.
- 6) The Marianna Reenactment Planning Committee is not responsible for lost or stolen items or vehicles. Theft of any vehicles or items will be reported to the local law enforcement authorities.
- 7) Drunkenness, lewd, abusive or unruly behavior will not be tolerated and will be dealt with appropriately.
- 8) The use of illegal drugs or drug related paraphernalia is strictly prohibited. Anyone caught using or possessing illegal drugs or drug related paraphernalia would immediately be turned over to local law enforcement authorities.
- 9) Women may portray combatants with the approval of their unit commander. Every reasonable effort must be taken to disguise your gender.
- 10) The Marianna Reenactment Planning Committee reserves the right to determine what is reasonable and to remove from the field anyone who, in their opinion, does not pass muster with respect to period military uniforms.
- 11) The military camps will be maintained in a military manner with guards at appropriate times and will maintain correct military conduct while the camps are open to the public.
- 12) A medallion, token, or a card is your pass and must be on your person at all times. There are no replacements. If you lose it you will have to pay the walk-on fee to get another. Passes will be checked upon entering the event site and in formation just before the battles. Company commanders can avoid embarrassment and delay by conducting checks for these along with the weapons inspections.
- 13) All horses must have and show current Coggins Certificates.
- 14) There will be **live explosives on the field**, do not enter any portion of the field, unless your Unit Commander gives you orders and directions to do so. Each commander is responsible to know on which areas of the field his unit may maneuver.

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Battle of Marianna 2009 SAFETY RULES

- 1) The discharge of weapons in camp is prohibited. Soldiers may only shoot in designated areas and must have the permission from and be under the proper supervision of an officer or NCO.
- 2) No reenactor will allow any civilian to handle or fire a weapon. Nor will they permit a civilian or spectator to sit on or ride a horse.
- 3) Recruits should be drilled prior to the battles and be placed in the front ranks and be under the supervision of watchful veterans.
- 4) Ramrods are not to be pulled during any battle scenarios. Ramrods may be pulled during inspections and for living history programs, or during drill only.
- 5) Paper from cartridges is not to be stuffed as wadding after pouring powder into a weapon. Throw your paper from cartridges on the ground.
- 6) Pistols will not be loaded or fired except by mounted cavalry. This rule applies to all reenactors except designated officers and militia may carry and fire pistols in the 10:00 a.m. reenactment on Saturday Morning. These reenactors will be identified by the over all field commander, Stan Peacock, and the Marianna Reenactment Planning Committee.
- 7) All bayonet scabbards must have a metal tip securely fastened to them.
- 8) A bucket of sand or water should be near every fire. **Fires must be tended at all times.** Rocks gathered and placed around fires must be removed prior to leaving the event.
- 9) All canteens must be full prior to participating in a battle.
- 10) Company commanders are responsible for knowing the medical condition of their troops. Company commanders have the right and responsibility to make sure that any member of their unit is not allowed to participate in a battle if that Commander feels that it might jeopardize the member's health or aggravate any pre-existing medical condition.
- 11) Company commanders are responsible for weapons inspections prior to the battles. Event safety officers may spot check individuals or entire units weapons and can require that any unit stand down until they are satisfied that all weapons in that unit are safe for use in the battle.

- 12) All knives and bayonets of any kind must remain in the scabbard on the battlefield. All knives and bayonets must be secured by a leather strap or buckled into the scabbard to prevent the knife or bayonet from slipping out when soldiers run or perform double time movements. Commanding officers for each unit are to individually inspect each soldier in the unit. If knives or bayonets are not strapped or secured on a soldier, the Commanding Officer is to either secure the item or have it removed from the soldier and returned to them after the battle.

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Battle of Marianna 2009 MILITARY RULES

- 1) Officers are expected to bring troops to justify their rank.
- 2) All reenactors who wish to participate must be willing to galvanize in either of the reenactment battles.
- 3) All artillery and cavalry are under the direct command of their respective army commanders and must follow their commander's order regarding camping, positions on the field and other military issues.
- 4) There will be no flag grabbing or taking unless it is scripted and has the prior approval of the Army, Battalion, and Unit commanders of the troops involved.
- 5) All reenactors who wish to participate in battles must be present in all designated formations including drills called by the unit commander prior to the battles. If you miss such a drill or formation, the unit commander has the right to prohibit you from participating in the battle.
- 6) Walk-ons and individuals without a unit must go to the Field Commander of their respective army to get assigned to a specific unit for the battles