

Greensboro Parks and Recreation Safety and Regulations

Reenactment of the Battle of Guilford Courthouse

1. General Rules and Guidelines for Participants

The Greensboro Parks and Recreation Department's mission at this historic program is to teach visitors about everyday life in backcountry colonial North Carolina. This reenactment is intended to be an educational and entertaining event for all ages. The goal of the event is to show accurate demonstrations of military tactics, camp life and wares of the colonial period. To this end, all participants must follow these guidelines:

1. All participants are extended an invitation on a year-to-year basis. The reenactment host reserves the right to extend or deny future invitations on the basis of the following criteria:
 - Authenticity of participant's wares and/or demonstrations
 - Interaction with visitors and other participants
 - Unforeseen site restrictions (i.e. camping size area)
 - Number of participants
 - Violation of site privileges, rules, or guidelines
2. There are three separate categories of participants. Each category has a limited number of invitations. The categories are as follows:
 - Military
 - Sutler (non-military)
 - Craftsmen/Demonstrator (non-military)
3. Military Units must follow the Greensboro Parks and Recreation Safety and Regulations. Violation of any safety regulation will result in disciplinary action. All units are provided with a copy of this document from the registrars. This document is also available on the Park website.
4. All participants are required to abide by the policies of the City of Greensboro Parks and Recreation Department.
5. Interested military units, sutlers, and craftsmen who have not previously participated in the event can find registration at:

<https://www.greensboro-nc.gov/departments/parks-recreation/parks-gardens/country-park/battle-of-guilford-courthouse>

Or contact the registrars for questions and information:

Guilford.Registrar@gmail.com

2. Guidelines for Sutlers and Craftsmen

1. All participants registering as sutlers are required to submit either A or B:
 - A. Submit a \$25 fee along with their registration. In addition, upon completion of the event, a 10% fee will be charged on the total amount of sales excluding the first \$500. The additional amount owed to the host must be reported prior to leaving the host site and must be paid within two weeks of the event.
 - B. Submit a \$100 fee for the event without any additional fees due.
2. All participants registered as craftsmen are required to submit a \$15 fee along with their registration. In addition, upon completion of the event, a 10% fee will be charged on the total amount of sales excluding the first \$500. The additional amount owed to the host must be reported prior to leaving the host site and must be paid within two weeks of the event.
3. Only the Host Representative will have the authority to waive or adjust any fees.
4. Only participants registered as sutlers and craftsmen may sell period items. We encourage anyone selling period items to also provide an appropriate demonstration, activity, etc.
5. Participants registered as craftsmen must demonstrate a craft or skill relative to the period, by using tools, methods, and equipment appropriate to the period.
6. All items must be appropriate for the late 18th Century, 1750-1789.
7. Books regarding your specialty may be sold.
8. The following items may not be displayed or sold:
 - Mass produced items (e.g. CDs, t-shirts, and stickers)
 - Souvenir items (e.g. photographs, post cards, and stationery)
 - Food
 - Archaeological artifacts
9. All participants must dress in clothing appropriate for the late 18th Century, 1750-1789.
10. Display area(s) (tents, tables, etc.) must be provided by the participant and must be appropriate for the period. Non-standard or nonperiod tables/cases must be covered with appropriate 18th Century material and skirted to the ground (not visible).

11. Modern supplies (boxes, plastic covers, etc.) must be kept from public view.
12. Reenactment “host jury” and staff members will inspect participant set ups and will have authority to request removal of non-period items.
13. First time applicants must supply photo of display with application.
14. Reenactment host reserves the right to reject any application deemed inappropriate for the event. If application is rejected, any fee will be refunded.

City of Greensboro Safety Regulations

Reenactment Safety Regulations for City of Greensboro Reenactment Sites

The Greensboro Parks and Recreation Department’s Mission for its Historic Programs is to provide visitors with quality presentations of life in the 18th century back country North Carolina. At the core of this mission is the philosophy that “hands-on” experiences teach by letting the visitor feel that he/she has literally touched a piece of history. Black powder and edged weapons need to be used with the greatest of care and concern at all times. During a large-scale reenactment, these concerns are magnified. The following rules address these concerns to ensure the safety of visitors and reenactors alike.

1. Black Powder

- Spectators – As you are aware, black powder is volatile and dangerous. Spectators should NEVER be allowed, under any circumstances, to handle black powder
- Storage – Powder should be stored in containers that provide both security and weather protection. A locked storage box is required. The storage should be accessible ONLY to your unit.
- Cartridges – All cartridges are to consist of paper with (preferably) 3F powder and may be folded, tied, or taped (Masking tape) to secure them.

Please have your rounds rolled prior to the event. However, if you must roll rounds, make sure you are isolated from sources of heat and flame and NEVER leave materials unattended. You are not allowed to carry live rounds on the Park property. Possession of live rounds will result in removal from the site.

2. Black Powder Weapons

- Restrictions – you may allow visitors to touch firearms, but NEVER let the visitor control the weapon. ALWAYS be sure you maintain control.
 - o NEVER, ever let a visitor handle a weapon that is loaded or even primed.
 - o NEVER let visitors fire weapons or “flash pans”
- Required Safety Devices – Your musket/rifle is required to have the following:
 - o A leather hammer stall
 - o A flash guard
 - o Functioning half-cock position

- When available, pistols are required to have the same safety devices as muskets/rifles
- If any of the above are not present and/or functioning, you CANNOT fire your weapon within the Park
- Security – You are responsible for the security of your weapon(s) at ALL times

3. Edged Weapons

- Spectators – Edged weapons are particularly dangerous to children and visitors. NEVER let a visitor handle ANY edged weapon.
- Safety Devices – Any edged weapon must be kept in an appropriate sheath or cover at all times.
- Security – You are responsible for the security of your weapon(s) at ALL times.

4. Battle Conduct

- Firing Distances – You should NEVER discharge your weapon closer than **25 yards** from an opposing line.
- Critical Distances – In addition to firing distances specified, you should NEVER maneuver closer than **15 yards** to an opposing line or unit. This is both for safety and command/control reasons. (Units may maneuver closer than 15 yards, but ONLY if agreed upon and rehearsed in advance).
- Aiming Points – You should NEVER, under any circumstances, aim your weapon directly at a fellow reenactor. Weapons should ALWAYS be elevated to fire over the heads of an opposing line.
- Edged Weapons Restrictions – While wearing edged weapons is permitted, only personnel in command positions are allowed to use them, and only in appropriate command functions.
- Never have your weapons loaded except when given the command by a Commander.
- Pistols – Pistols are only to be used on the battlefield by appropriated units/individuals (i.e. Dragoons). The Field Commanders MUST be informed if your unit plans to fire pistols on the battlefield.
- Misfire Procedure – If your weapon misfires, you are required to secure your firelock (i.e. dump your powder), and then fully reload your weapon. To facilitate this misfire procedure, no cartridges are to be rammed down during the tactical.
- Ramrods – Ramrods are NEVER to be used on the battlefield.
- Hand-to-Hand Combat – Under NO circumstances are you to take or pretend to take a weapon from a fellow reenactor. (See Battlefield Conduct, paragraph 2).
- Use of black powder and edged weapons during any and all tactical demonstrations is restricted to registered participants no younger than 16 years of age.

5. Demonstrations

- General Information – Any firing of weapons for demonstration outside of the battle scenario must be pre-approved by the Park Director/Manager or Park Safety Officer.

- Demonstration Site – Any approved demonstration must be held in the battlefield area, with visitors on the opposite side of the rope line. No demonstrations are allowed in the camp(s) at any time.
- Spectators – You are responsible for maintaining a distance of **25 feet** from the visitors (and any other demonstrators), and for warning visitors of the flash and noise the guns produce.

6. Safety Inspections

- Before Inspections – Prior to any safety inspection, all firelocks should be secured (i.e. dumped out), to insure there is no powder in the barrel.
- When Required – Safety inspections of your firearms are required before firing in any demonstration: including the battle and any unit or individual demonstration. Safety inspections will also be performed at the end of such demonstration.
- Inspection Procedure – All units are expected to follow these guidelines in addition to their own unit safety procedures:
 - o All units will inspect the following:
 - Flash guards
 - Hammer stalls
 - Functioning half-cock position
 - Cracks in the stock
 - Any other items that the unit safety officer deems appropriate
 - All firearms will be searched using the ramrod
 - All cartridge boxes will be inspected to ensure that the rounds are safely stored and properly constructed.
 - All edged weapons will be inspected for the proper sheath/covering and for the proper security
 - Each unit commander is responsible for seeing this is done, or appointing someone to do so. This person will report his unit's status to the Park Safety Officer and prepare his unit's troops for inspection as required.

7. Individual and Unit Responsibilities

- Unit Responsibilities – Units are responsible for the following while on site:
 - o Full safety inspections before and after all demonstrations and tactical exercises.
 - o Storage and security of their cartridges
 - o Security and control of their weapon
- Individual Responsibilities – While on site, the individual reenactor is required to:
 - o Have his weapon clean and equipped with the appropriate safety devices
 - o Secure all cartridges issued to him/her
 - o Maintain control of his/hers weapon at all times
 - o Report any safety violations to his Unit Commander or Park Staff

8. Safety Violations

- Who to inform – If you observe a violation, you should inform a Unit Commander, Field Commander, or Park Staff. On the battlefield, either the

American or Crown Forces Field Commander can stop the battle at any time for a safety violation.

- Consequences of Safety Violations – If a safety violation occurs during the battle and is sufficiently serious that its consequences would cause immediate harm; the entire battle will be stopped. Units or individuals may be denied participation in the battle, removed from the battlefield, or removed from the site by Park Staff for violations for safety regulations.