

# ***Reenactor Rules And Regulations***

**ALL PALMETTO BATTALION BY-LAWS AND FIELD ORDERS WILL BE IN EFFECT**

- 1- All uniforms and equipment must be of proper materials, construction and appearance.
- 2- Infantry weapons shall consist of three band muskets or proper revolvers for officers. For cavalry, carbines, revolvers, and sabers. No shotguns, hawkins, or flintlocks.
- 3- **NO KNIVES** allowed on the battlefield. Only officers, Cavalry, and designated NCO's are to carry edged weapons.
- 4- Horses must have current Coggins Certification (SC State Law).
- 5- Horses are not to be ridden in infantry, refugee, or civilian camps.
- 6- Fire-pits allowed in designated areas only . Units are expected to fill in fire-pits at the end of the event.
- 7- No non period music, musical instruments or playback equipment.
- 8- Vehicles must be parked in designated areas only (See Map for Reenactor Parking).  
  
**ALL VEHICLES MUST BE OUT OF CAMPS BY 8:00AM SATURDAY. NO EXCEPTIONS !!  
VEHICLES WILL NOT BE ALLOWED BACK INTO CAMP UNTIL 4:00PM SUNDAY.**
- 9- All modern equipment must be out of public sight at all times.
- 10- Pre-rolled rounds only, No Penny wrappers, staples, tape, aluminum foil or waxed rounds. The use of "Wonder Wads" is strictly forbidden.
- 11- Bayonets will not be fixed except upon the orders of the commanding officer.
- 12- Unit commanders are responsible for the conduct of their men.
- 13- Any soldier missing safety inspection will not be allowed on the battlefield.
- 14- Pets and Smoking are prohibited while on site.