

CUMBERLAND GUARD

HOLLAND SPECIAL ORDERS

Colonel David Shackelford, Commanding
VanRaalte Civil War Muster—September 17 - 18, 2011

*(These are **Tentative Orders and Subject to Change** once on site)*



Special Order #1 -11: Battalion Command Structure:

Commander - Colonel David Shackelford
Adjutant – Rick Veenhoven
Lt Colonel – Dave Bauman
Major – Keith G. Harrison
Sgt Major – Frank Perkins
Principal Musician - Mark Heath
Clerk - To be named



Special Order #2 -11: Company Designation (Tentative)

1st Company (7th MI, 24th MI)	Captain Tom Emerick
2nd Company (3rd MI)	Captain Marty Walker
3rd Company (3rd MI)	Bvt Captain ?



Special Order #3-11: 1st Sergeant's Meeting (8:30 PM Friday Battalion Headquarters)

First Sergeants from the Infantry Companies shall report to the Battalion Adjutant at Battalion Headquarters on Friday at 8:30 PM. All necessary forms and any additional orders shall be dispersed at that time.



Special Order #4-11: Detail of Service

A. Guards Duty

1. At a minimum, guard duty will entail the color line and battalion headquarters (1 Headquarters, 2 Color Line) [If pressed for bodies, 1 at Headquarters and on color line]. Battalion guards shall operate from Friday night 7 PM to 11 PM, Saturday 8 AM to 11 PM, and Sunday 8 AM to 1:00 PM. All Guards shall be returned to their respective units for all Battalion (but not Company drills and formations, and for Saturday's and Sunday's battles.

The schedule for Battalion Headquarters Guard is as follows:

Friday

7:00 PM to 9:00 PM - 1st Company (2 hours)
9:00 PM to 11:00 PM - 1st Company (2 hours)

Saturday:

8:00 AM to 10:00 AM - 1st Company (2 hours)
10:00 AM to Noon - 1st Company (2 hours)
Noon to 2:00 PM - 2nd Company (2 hours)
2:00 PM to 4:00 PM - 2nd Company (2 hours)
4:00 PM to 6:00 PM - 2nd Company (2 hours)
6:00 PM to 8:00 PM - 2nd Company (2 hours)
8:00 PM to 10:00 PM - 3rd Company (2 hours)
10:00 PM to 11:00 PM - 3rd Company (1 hour)


Sunday

8:00 AM to 10:00 AM - 3rd Company (2 hours)

10:00 AM to Noon - 3rd Company (2 hours)

Noon to 1:00 PM - 3rd Company (1 hour)

Note: Each company has 8 Hours of Battalion Headquarters and Color Line Guard Duty




Special Order #5-11: Battalion Reports

A. Morning Reports are due to Battalion Headquarters before 7:45 AM on Saturday and Sunday.

B. Weapon Inspection Reports are due to Battalion Headquarters by 9:00 AM Saturday and Sunday.

B. Battle Reports are due to Battalion Headquarters as soon as possible upon termination of the conflict. Battle reports shall consist of a descriptive narrative and a compilation of an Abstract of Material report.




Special Order #6-11: Medical

Each Company **MUST** identify qualified medical personnel and provide a list of these individuals to the Battalion Adjutant no later than 9 AM on Saturday. The list is to include the person's name and specific company to which they belong. All reports of actual injuries **during** the tacticals and battles are to be identified by use of the term "**Medic.**" Finally, all occurrences of actual injuries are to be reported to the Battalion Adjutant as soon as practical **after** the battles.



Special Order #7-11: Lost and Found Articles

All items found are to be turned in at the Battalion Adjutant tent at Battalion Headquarters. All inquiries regarding lost articles are to be directed to the same area.



Special Order #8-11: Safety Infractions

Any safety infractions noted to occur during the tacticals and battles are to be **reported directly to the Battalion Major** as soon as practical following the battles.



Special Order #9-11: Reenactor Schedule

The follow schedule is subject to change.

Friday

8:30 PM – 1st Sergeant's Meeting (Battalion Headquarters)

11:00 PM- Tattoo

11:30 PM - Taps (THIS MEANS QUIET!!!)

Saturday

6:30 AM - Reveille, Roll Call, and Breakfast

7:00 AM - Fatigue Duty and Sick Call

7:30 AM - Morning reports due to Battalion

7:45 AM - Battalion Formation & Arms Inspection

8:00 AM - Company Formation and Drill

10:00 AM - Battalion Drill

12:30 PM - Dinner

1:15 PM - Battalion Formation & Arms Inspection

2:00 PM - Battle
2:55 PM - Medical Scenarios
5:00 PM - Supper
10:30 PM - Tattoo
11:00 PM - Taps (THIS MEANS QUIET!!!)

Sunday

6:30 AM - Reveille, Roll Call, and Breakfast
7:00 AM - Fatigue Duty and Sick Call
7:30 AM - Morning reports due to Battalion
8:00 AM - Company Formation & Drill
10:00 AM - Church
10:50 AM - Battalion Formation
11:00 AM - Combined Union/Confederate Drill
12:30 PM - Dinner
2:15 PM - Battalion Formation & Arms Inspection
2:30 PM - Battle
3:30 PM - Camp Clean-up



Special Order #10-11: Other Activities Schedule

Saturday:

10:30 AM - 5th MI Band
11:30 AM - Fred Johnson
12:30 PM - Lincoln Douglas Debate
3:30 PM - Lincoln Douglas Debate
4:00 PM - Fashion Show
4:30 PM - Sullivan Balou/Reading
7:00 PM - Dance
9:00 PM - Night Fire
9:30 PM - Last Shuttle

Sunday:

10:00 AM - Period Church Service
12:45 PM - Cavalry Drill
1:00 PM - 5th MI Band
1:30 PM - Lincoln & Douglas Debate
2:30 PM - Sullivan Balou Reading



Special Order #11-11: Event and Safety Rules

Reenactor unit officers are responsible for their troops' safety in compliance with generally accepted reenactor practices. This includes but not limited to no hand-to-hand combat; no fixed bayonets on the field; mandatory weapon safety checks; no weapons fired in camp or after dark, except as scripted by the event coordinators; standard artillery and cavalry safety precautions.

Pistols are allowed ONLY for cavalry, dismounted, and Officers.

Participants are required to comply with all reasonable instructions from event organizers to ensure the safety and comfort of participants and visitors.

All event participants will carry a FULL CANTEEN at all times.

NO PETS will be allowed at this event under any circumstances.

With unaffiliated organizations no person shall carry the non-commissioned rank of Sgt/Major or the commissioned rank of Lt. Colonial or above without approval of army command (Federal or C.S.A.) No General Officers will be allowed on the field without prior approval.

All reenactors must meet accepted standards for authenticity. In case of dispute all decisions will be made by the respective commanders.

Infantry Weapons

Three-banded muskets preferred; correct 2-banders allowed only by prior written approval from the commanding General of the appropriate army.

Ramrods are not to be drawn on the field with the exception of Safety personnel clearing a weapon behind the firing line.

Bayonets are not to be fixed on the field. Scabbards must have appropriate tips.

POWDER CHARGES limited to a maximum of 70 grains for .54-.58 caliber and 90 grains for .69 caliber, 60 grains for carbines; 14 and 30 grains for .36 and .44 caliber pistols respectively.

No weapons are to be discharged within 25 yards of the "enemy"; remember to always elevate when firing.

No weapons are to be discharged within camp boundaries with the exception of weapons inspection under supervision of the unit safety officer or commanding officer.

No live ammunition is allowed on the reenactment site. LEAVE IT AT HOME

No tompons may be taken to the field.

No "Wonder wads" are to be used in any weapon.

Horses WILL NOT be ridden or led through the infantry camps, artillery camps, and sutler areas or in spectator areas.

All horses will be dismounted prior to entering any authorized camp area and led to the designated picket area. With the exception of designated combat areas, absolutely no mounted individual will allow a horse to enter a camp area above the gait of a controlled walk.

Artillery:

Artillery units will adhere to the provisions and standards developed by the NCWAA and will be under the command & direction of the appropriate Artillery Commander.

