


Department of the Cumberland Guard



Mill Springs, Kentucky – November 1 –3, 2019

SPECIAL ORDERS,
Nancy, Kentucky }

HEADQUARTERS
COLONEL ROB VAN , COMMANDING

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

Special Order #1	Event Information, Staff and Emergency Contacts
Special Order #2	Battalion Command Structure
Special Order #3	Order of Battle (Infantry and Artillery)
Special Order #4	Reports
Special Order #5	Schedule – Military
Special Order #6	Schedule - Civilian and Other
Special Order #7	Friday, November 1, 2019 @ 8:00p Officers Meeting Agenda
Special Order #8	Guard Schedule
Special Order #9	Battalion Drill Focus
Special Order #10	Safety Infractions
Special Order #11	Medical
Special Order #12	Lost and Found
Special Order #13	Maps
Special Order #14	Atlanta Campaign Rules
Special Order #15	Town of Logan's Crossroads Rules

BY COMMAND OF COLONEL VAN:

MAJOR CHUCK MUNSON,

Chief of Staff

OFFICIAL:



Assistant Adjutant General



SPECIAL ORDERS,
#1



EVENT INFORMATION, STAFF AND EMERGENCY CONTACTS:

Mill Springs, Kentucky is in the Eastern Time Zone. Daylight Savings Time ends on Sunday November 3, 2019. So at 2:00a Sunday morning clocks will be turned back to 1:00a.

Website: <https://millsprings2019.com/>

SEVERE WEATHER PLAN:

EMERGENCY CONTACTS:

All emergency calls should be directed to Headquarters first, which has radio contact with on-site paramedics.

(317) 557-2244 Rob Van

REGISTRATION INFORMATION: ALL PARTICIPANTS registered or not, are to go to the Museum/Visitors Center to complete the registration process. It is about 1 1/2 miles from the event site. 9020 W Hwy 80 Nancy Ky

Once they have completed the registration process, been given their wooden nickel, filled out their medical card they can then proceed to the event site. There will be directions to the site at the Museum.

Bedding straw will be at the museum for sale at \$3 a bale. Not for sale on site.
Throughout the event ice will be brought to the camps for sale in 10 lb. bags for \$2.

Have your nickels handy to show the Provost Guards at the entrance to Union Camp. As they will be looking for those plus assist everyone in finding their Company Street. Everyone will be required to show their Nickels & Medical Card at all formations. Carried in their Right Front Pants Pocket. Extra Medical Cards will be available at Federal Medical HQ. Health issues or not if a person goes down for any reason the EMT's need to know your status.

FIRE INFORMATION: As of now there is no fire ban at Mill Springs. Fire must be on top of the ground (**NO Dug Fire Pits**) with a ring around them. The ring can be of wood or stone. It is mandatory a bucket of water or a covered fire extinguisher be beside the fire.

Do not let a fire unattended.



SPECIAL ORDERS,
#2

BATTALION COMMAND STRUCTURE

STAFF	NAME	EMAIL	NUMBER
Commander	Colonel Rob Van	robert.r.van@gmail.com	317-557-2244
Right Wing Commander	Lt. Colonel Nick Miner	nminer4@gmail.com	
Left Wing Commander	Major Bob Minton	rebelcaptain2000@yahoo.com	419-420-2673
AAG / Chief of Staff	Chuck Munson	1861chuck@gmail.com	352-638-6171
Sergeant Major	Chad Johnson	oldfashionsoldier@hotmail.com	616-717-3720
Adjutant	Tom Berlucchi	tberlucchi@yahoo.com	248-840-5234
Provost Marshal	Steve Lundburg	steveshannon1@att.net	865-221-9971
Artillery	Kevin Harris	ymkevin@yahoo.com	440-477-3047
Cavalry	Mike Church	sixthohcav1@yahoo.com	740-590-2623
Engineers	Scott House	scott_house@hotmail.com	573-979-3794
Medical	Trevor Steinbach	drbucher@hotmail.com	630-406-6556
Aide de Camp	Ryan VanMaldegen	recoilfc@gmail.com	616-901-5921
Regimental Cook			
Music	RJ Samp	rjsampjr@gmail.com	630-561-3249



INFANTRY. Troop numbers based on Preregistration Information and Subject to Change.

UNIT	UNIT NAME	COUNT	COMMANDING
1st Company	Michigan / Cumberland Guard / GLB		Captain Marty Walker
	3rd Michigan	19	walker.building.and.construction@hotmail.com
	7th Michigan	12	
	17th Michigan	3	Captain Doug McComas
	4th Michigan	1	dougmccomas@comcast.net
	<u>Cumberland Guard</u>	<u>1</u>	
		36	
2nd Company	First Federal Division / Army of the Ohio		Captain Marty Spang
	41st Ohio	10	mspang@insight.rr.com
	30th Ohio	10	
	21st Ohio	6	Captain Steve Foraker
	Army of the Ohio	2	svforakerjr@yahoo.com
	<u>6th Ohio</u>	<u>2</u>	
		30	
3rd Company	Army of the Wabash (Indiana)		Captain Scott Lawalin
	49th Indiana	14	slawalin15@gmail.com
	44th Indiana	1	
	11th Indiana	14	
	<u>9th Pa Reserves</u>	<u>1</u>	
		30	
4th Company	Military Department of the Mississippi		Captain Howard Morgan
	125th Ohio	13	hmorgan125@aol.com
	14th Iowa	4	
	66th Ohio / 4th Brigade	3	
	73rd Indiana	4	
	76th Ohio	1	
	<u>8th Tennessee</u>	<u>8</u>	
		33	
5th Company	First Federal Division / Muddy River		
	7th / 30th MO	10	Captain Mike Sager
	17th Mo	1	wolverin99@aol.com
	1st Nebraska	6	
	<u>Muddy River</u>	<u>2</u>	
		19	
6th Company	Military Department of the Mississippi		Captain Jason Brunner
	9th Kentucky	15	yankee_dragoon@yahoo.com
	<u>13th Kentucky</u>	<u>8</u>	
		23	



ARTILLERY. Troop numbers based on Preregistration Information and Subject to Change.

STAFF	NAME	EMAIL	NUMBER
Commander	Kevin Harris	ymkevin@yahoo.com	440-477-3047
Safety Officer / Chief of Staff	Patrick DeGeorge	patrick.j.degeorge@gmail.com	
Chief Medical Officer	Penny Meier	meier-moo@excite.com	
Battery A Commander	John Hughes		
Robinson's Battery		robinsonsbattery@aol.com	
Schofield's Battery			
2nd Michigan			
1st Michigan (Jim Larrison)			
2st Michigan (Troy Bongard)		bongard@live.com	
Battery B Commander	Rob Frost	rfrost@independentplastic.com	
4th Indiana			
Chicago Light Artillery			
1st Ohio Battery A			
5th Indiana		cannoneer5ind@gmail.com	
12th USCHA			



All Company Officers shall ensure that all reports/paperowrk are delivered to Battalion Headquarters by the times indicated in the Military Schedule using the report forms provided.



SPECIAL ORDERS,
#5

SCHEDULE—MILITARY

Wednesday October 30, 2019

Colonel Van arriving
Senior Staff

Thursday October 31, 2019

09:00a—09:00p

Registration Open

06:00p

Battalion Officer Meeting (those present)
School Day Preparations

Battalion Headquarters

Friday November 1, 2019

09:00a—11:59p

Registration Open

09:00a—02:00p

School Day (1,400—1,700 children expected)

08:00p

Battalion and Company Officer Meeting

Battalion Headquarters

Saturday, November 2, 2019

07:00a

Reveille

08:00a

Morning Reports Due at Headquarters

09:00a

Meeting with Real World First Responders
and Medical Officers of Companies

Battalion Headquarters

10:00a

Battalion Drill

10:00a

Cavalry Battle?

01:30p

Army On-line & Inspected

02:00p

Battle

04:30p

NCO Meeting, Parade Discussion / Review

Battalion Headquarters

05:00p

Parade

05:30p

Battalion and Company Officer Meeting
immediately after Parade to Discuss All Night

Battalion Headquarters

Picket Line Scenario and Safety Rules

06:00p

Form for All Night Picket Line

08:00p—10:00p

Military Ball

11:00p

All Quiet

Sunday, July 21, 2019

06:30a

Reveille

06:30a

Form for Morning Battle

08:00a

Morning Reports Due at Headquarters

11:30a

Battalion Drill

01:30p

Army On-line & Inspected

02:00p

Battle

05:00p

End of Event



SPECIAL ORDERS,
#6

SCHEDULE—CIVILIAN & OTHER

Saturday, November 2, 2019

09:00a

Gates Open to Public

11:00a

Ladies Tea

Sunday, November 3, 2019

09:00a

Gates Open to Public

10:00a

Church Service @ Activity Tent



Friday November 1, 2019 at 08:00 p.m.

BATTALION HEADQUARTERS

I. Colonel Van

- ◇ Introductions
- ◇ SO#9—Battalion Drill Discussion
- ◇ End of Battles Discussion

II. Security—Steve Lundburg

- ◇ SO#8 Guard Schedule

III. Reports—AAG Chuck Munson

- ◇ SO#2—Weather Forecast/Inclement Weather Plan
- ◇ SO#3—Order of Battle
- ◇ SO#4—Distribution of Report Forms
- ◇ SO#5,6—Review Event Schedule
- ◇ SO#10—Safety Infractions
- ◇ SO#12—Lost and Found
- ◇ Order of Battle
- ◇ Logistics
 - α. Straw
 - β. Water
 - χ. Firewood
 - δ. Ice
 - ε. Port-O-Lets

IV. Medical—Trevor Steinbach

- ◇ SO#11—Medical Issues (Existing and New)
- ◇ Medical Officer / Real World First Responder Meeting Saturday 09:00a
- ◇ Whistles / Flags
- ◇ When to NOT use the Whistle (Col. Van)

V. Staff Comments

- ο Comments

VI. Questions.

- ο Company Commanders may stay for Battalion Drill discussion if required.



Guards are excused for Battle and Battalion formations only. Four Guards to be placed by Provost Guard.

Friday, November 1, 2019

Saturday, November 2, 2019

08:00a

2nd Company

11:00a

11:00a

3rd Company

02:00p

02:00p

4th Company

05:00p

05:00p

5th Company

08:00p

08:00p

1st Company

6th Company

11:00p

Sunday, November 3, 2019

07:00a

1st Company

08:00a

08:00a

2nd Company

09:00a

09:00a

3rd Company

10:00a

10:00a

4th Company

11:00a

11:00a

5th Company

12:00p

12:00p

6th Company

01:00p



Of particular focus during Battalion Drill will be the following maneuvers:

- By the Right of Companies to the Rear into Column
- Form Column by Company, on the X Company, Right in Front, Battalion (L/R/I) Face.
- By the Head of the Column, Take Wheeling Distance
- On the X (Last) Company, take Wheeling Distance
- Change Front Forward on First Company, By Company Right Half Wheel
- Change Front Forward on the X (Last) Company, By Company Left Half Wheel
- Forward Into Line, By Company Left Half Wheel
- Left into Line Wheel
- Deploy Column on X Company, Battalion (L/R/I) Face.



SPECIAL ORDERS,
#10



SAFETY INFRACTIONS

Any safety infractions noted to occur during the Event are to be reported directly to the Battalion Chief of Staff/Assistant Adjutant General as soon as practical in real time.

SPECIAL ORDERS,
#11



MEDICAL

Each Company Commander MUST identify qualified medical personnel and provide a list of these individuals to Battalion Chief of Staff/Assistant Adjutant General with morning reports.

Each Company Commander MUST identify any individuals in their command with pre-existing medical conditions that are relevant for the Command Staff to be aware of. These individuals must carry a card with their medical information and insurance in their right front pants pocket at all times.

The list is to include the person's name and specific company to which they belong (both within the battalion and the company designation they use throughout the year).

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 Chief of Staff as soon as practical after the tactical and battles.

SPECIAL ORDERS,
#12



LOST & FOUND

All items found are to be turned in at the Battalion Chief of Staff/Assistant Adjutant General's tent at Battalion Headquarters.

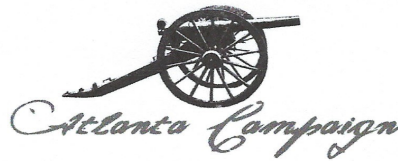
All inquiries regarding lost articles are to be directed to the same area.

After the event, contact Major Tom Berlucchi of the Cumberland Guard staff for reports of any lost items.



Union Headquarters at the Red Star.
Yellow crosses indicate water spigots.
Orange bar indicates port-o-lets.





RULES & REGULATIONS

EVENT RULES

- 1) 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".
- 2) No one under the age of 16 can carry or use a weapon of any type while in the camp or on the field.
- 3) All "historical character impressionists" must be approved by ATLANTA CAMPAIGN, INC. AND by their respective army commander.
- 4) There is a 45-minute time limit for each vehicle to be on the site for unloading. The vehicles must then be taken to the designated reenactor parking area.
- 5) All vehicles must be parked in the designated reenactor parking areas. Any vehicle on the site and not parked in a designated parking area will be towed.
- 6) ATLANTA CAMPAIGN, INC. 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. By county ordinance this is a non-smoking property.
- 8) The consumption of alcoholic beverages by anyone under the age of 21 is strictly prohibited. Anyone under the age of 21 caught consuming an alcoholic beverage or having an alcoholic beverage in their possession will be immediately removed from the site. Anyone caught serving alcoholic beverages to anyone under the age of 21 will be immediately turned over to local law enforcement authorities.
- 9) 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.
- 10) Women may portray combatants with the approval of their unit commander. Every reasonable effort must be taken to disguise your gender. Animal parts and other outlandish or non-regulation or out-of-period items and clothing are prohibited for wear on military uniforms.

ATLANTA CAMPAIGN, INC. 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 correct military conduct. Flashlights, tape recorders and Coleman lanterns are prohibited for use in the camps. Event designated officers may make camp inspections and request through the commanding officers that all anachronisms be removed or hidden.
- 12) A medallion or token 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. Medallions 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) Pets are not allowed on site. Working dogs (seeing eye dogs and the like) are the exception to this rule.
- 14) All horses must have and show current Coggins Certificates.
- 15) All artillery will be pulled into position by either a horse or tractor and supervised by the event staff.
- 16) No digging for artifacts and no metal detectors on site. No taking of any props from property. Violators will be arrested.





RULES & REGULATIONS

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 or drill competitions 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 including officers who are not cavalry officers.
- 7) All bayonet scabbards must have a metal tip securely fastened to them.
- 8) Fire pits will not be dug. All fires are to be made on and above ground and are to be kept free of garbage at all times. 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.





RULES & REGULATIONS

MILITARY RULES

- 1) Officers are expected to bring troops to justify their rank.
- 2) All Field Grade Officers (those above the rank of Captain) in Battalions must have their rank approved by the Battalion Commander or his Chief or Staff. No Battalion Commander will hold a rank above Colonel without prior approval of the Army Commander in Chief or his Chief of Staff.
- 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 Chief of Staff of their respective army to get assigned to a specific unit for the battles



Of particular note for any interactions with the Town:

- ◇ Entrance into the town is by invitation only
- ◇ Generally scenarios should start with the military Officer sending two NCOs into town to retrieve the mayor, bring him to the Officer in charge, and then discuss the scenario briefly.
- ◇ In the event there is a misunderstanding or a scenario is heading out of control, the phrase '**Howell Cobb can eat a whole chicken**' will immediately freeze the scenario and allow modern discussion of the issue or problem. Military commanders will order their men to order arms immediately.
- ◇ Bayonets may be fixed during the scenario, but should not be pointed to a person and should be at port arms, right shoulder shift arms, shoulder arms, or order arms.
- ◇ With regards to searches, the military will realize tents in the town are the 'houses' of participants. The following will be understood;
 - ◇ A closed tent flap indicates that tent is 'off limits' and is not participating nor wants to be searched.
 - ◇ An open tent flap indicates that tent can be searched, however, a tent will ALWAYS be searched with a town member
 - ◇ There will be no taking of personal property or food unless specifically arranged beforehand by the property owner.

