

MORGAN'S RAID 2006 – EVENT IMPRESSION GUIDELINES

AUTHENTICITY GUIDELINES

Morgan's Raid represents an early war to early mid-war event. The time period represented is July, 1862. In the western theater, this was less than one year after the large scale mobilization and organization of forces, but did follow significant duty in the field in the preceding months by many of the soldiers. Uniforms and weapons should reflect this period and this service. Common, private enlisted impressions should represent the great majority of soldiers.

Officer impressions should be minimized to the maximum extent possible, as should the proportion of non-commissioned officers in the ranks (sergeants and corporals). No officer should present for service in the battles or for living histories at the event above the rank of captain without express permission of the event committee. (Exception: soldiers may present any rank desired at the Grand Ball.)

Though some hat insignia was still in evidence at this point in the war, great encouragement is given to not display such insignia to improve the visual authenticity of the event, since few soldiers still had these at this time. Uniforms should be consistent with those issued to soldiers in the western theater of the war.

Weapons should be those commonly used in the war, and consistent with the time period. No modern black powder weapons will be permitted on the field.

The event recognizes three levels of authenticity: Fully Authentic, Near Authentic, Farby.

Please observe the following guidelines in this context:

Fully authentic impressions are strongly encouraged in all aspects of the event. Fully Authentic implies both a correct uniform and equipment appearance, and a correct presentation of the time period.

Near Authentic impressions are acceptable for those areas where they are generally accepted in the hobby. These include incorrect time period presentations which are not particularly noticeable (for example, a bridle style that did not appear until 1864), or which may not be 100% correct in appearance but are very near the proper appearance.

The Farby category includes presentations which are noticeably outside of accepted authenticity guidelines. Farby impressions are expressly forbidden at the Morgan's Raid event! They include such things as the wearing of cowboy style boots by cavalry impressionists, blue jeans, black tennis shoes or black modern shoes, and modern eyeglasses.

The event committee reserves the right to forbid any inappropriate living history presentation at the event. The decision of the committee on whether or not a presentation is acceptable is final. Those asked to correct their impression must either do so immediately, change to spectator clothing and not represent a living historian at the event, or leave the event.

12/20/2005

INFANTRY RULES AND GUIDELINES

Union infantry should portray a garrisoned impression.

A campaign appearance is encouraged for Confederate infantry, since this would offer a unique education for visitors. However, an encamped appearance is certainly also acceptable. Enlisted soldiers should carry only appropriate; authentic long arms. Officers may carry appropriate, authentic side arms.

CAVALRY RULES AND GUIDELINES

Cavalry impressionists (mounted or dismounted) will be allowed to carry any authentic weapon, including pistols and carbines.

All horse furniture should be authentic and consistent with the War Between the States era. Saddle types may include: 1859 McClellan, Hope, Campbell, Jennifer, Grimsley, or any other saddle common to the period. Confederate cavalymen may have used any of the above saddles. Union cavalymen are highly encouraged to ride McClellans. Modern saddles, bridles, halters and other horse furniture are considered to be Farby and are forbidden.

A campaign camping style for Confederate cavalymen is very highly encouraged since this will accurately present the actual camping style of Confederate cavalymen during Morgan's First Kentucky Raid.

ARTILLERY RULES AND GUIDELINES

Artillery was used by both sides during Morgan's first Kentucky Raid. Morgan carried two mountain howitzers with his command, and the Union garrison at Cynthiana had a 12-pounder cannon which it used to defend the city. To both offer an event for the participation of artillerists and to provide valuable education to our spectators we strongly encourage the participation of guns and crews offering an authentic impression of any gun or any theater of the War Between the States.

This event has proven to be very popular with the artillery branch, and has in the past sometimes had nearly 20 guns present. Full-scale guns are very, very highly encouraged. However, 3/4 scale guns will be allowed with prior permission of the committee, which will take into account the number of 3/4 scale guns in relation to the number of full scale guns for granting approval. In the past there have never been more than 2 3/4 scale guns present at the event. No gun under 3/4 scale will be allowed.

All static guns placed on the field will remain in place throughout the event.

Union artillerists should present a garrisoned appearance.

Horse-drawn artillery must adhere to all the regulations pertaining to horses under the general or cavalry sections.

CIVILIAN RULES AND GUIDELINES

12/20/2005

Morgan's Raid at Georgetown wishes to promote and assist in the growth of civilian impressions of the era. Authentic civilian impressions of any type are very welcome at this event. Civilians may present any impression desired, though it should be authentic to the time period. No civilians should be camped in the military camps, and no civilians should be in the military camps during the periods when the public is touring through the camps. No military flags will be displayed in civilian camps! Please check at the Registration Tent for special civilian activities at the event.

GENERAL CAMP GUIDELINES

No modern items of any type should be visible in the camps.

Wall tents should be used for staff impressions only. Common soldiers should not be housed in wall tents.

GALVANIZING

"Galvanizing" is the changing by a unit from the impression of one side in the War Between the States to the other, for the purposes of balancing the number of opposing combatants on the field. For example, if a Confederate unit changes uniforms to be a Union unit, they have galvanized. Likewise for a Union unit changing to be a Confederate unit. In the interests of authenticity, it is just as important to present an authentic overall field appearance for spectators as it is to present an authentic personal appearance. Therefore, for the sake of the event, reenactors are asked to come prepared to galvanize to EITHER SIDE if requested.