

## **MORGAN'S RAID 2008 – EVENT RULES AND REGULATIONS**

1. **REGISTRATION** All participants in Morgan's Raid, military or civilian, are required to register, either by pre-registration or at the Registration Tent. **Pre-Registration Deadline is June 6, 2008.** Prepaid Pre-registered participants \$5.00; 6-12 \$3.00; under 6 is FREE. Non-Prepaid Pre-registered/Walk Ons \$7.00. The Registration Tent will be located inside the main entrance at the top of the parking lot. ***Please stop there as soon as you arrive.*** You will be given your parking pass, \*your amenities card, sign your registration form and the Liability Release Form. If you are a paid pre-registered reenactor or sutler you will be given your tickets to the Grand Ball or Barn Dance. NEW this year, Visa/MC accepted for Paid Pre-Registration by sending your Registration Form Information via email to [betty.mullannix@georgetownky.gov](mailto:betty.mullannix@georgetownky.gov) with your Credit Card Number, Expiration Date, and Account Holder's Name. Upon receipt and verification of transaction you will receive a notification.

***\*All participants will be required to have this card on their person at all times.***

### **Amenities**

The following amenities are provided for all **PAID Pre-Registered** participants:

- Hay: 1 bale per day per horse(2 days)
- Free admission to the Grand Ball or Barn Dance

**For Sale – On Site:** \*Ice

**Available for ALL Participants:** \*Water \*Firewood

2. **RULES OF COMPLIANCE** Responsibility for compliance with all Rules and Regulations will fall to the respective unit commanders. All unit commanders are responsible for advising their members of these rules and to see that the rules are enforced. The Cardome Centre Director reserves the right to take any necessary steps to enforce these Event Rules and Regulations, including but not limited to, barring any participant from participating in any or all aspects of the event or expulsion from the event.

3. **OFFICER'S CALLS** Officer's Calls will be conducted each day at 11:00 a.m. "in the cut" prior to the day's battle. Officer's Calls shall be **mandatory** for the following persons: Overall Federal Commander; Overall Confederate Commander; Federal Infantry, Cavalry, and Artillery Commanders; Confederate Infantry, Cavalry, and Artillery Commanders; and any other commander wishing to exercise independent command on the field. All unit commanders are also welcome to attend and encouraged to do so. A designated replacement is only acceptable in the event of an extreme emergency. Failure of mandatory attendance will result in being barred from that day's battle.

## **Commander List for 2008 Confederate (to be listed at a later date)**

### **4. WEAPONS**

A. No weapons may be fired in the camps. A drill field and a parade ground are provided for this purpose. Guns needing to be discharged should be walked to one of these areas for firing. A loud call of "Fire in the hole" should be made just prior to discharging weapons in these situations to alert nearby persons and allow them to take necessary preparatory actions, such as seeing to the control of their animals. A weapons inspection should be conducted by each unit prior to the start of reloading or capping.

B. Bayonets will not be removed from scabbards for any purpose.

C. Ramrods will not be used during battles or other firing of weapons on the site. Ramrods will not be carried onto the battlefield.

D. Any weapons discharged on the field will not be discharged directly at any other person or animal; weapons discharge should be at an elevated angle well over the heads of other participants, or in rare occasions, directly at the ground. No weapons will be discharged at the ground in the vicinity of any animals at any time.

E. No "wonder wads" or other wadding material which are capable of being discharged as a solid are permitted in any black powder weapons.

F. Sabers will be kept at an upright angle at all times while drawn on the field, and will be maintained at an angle of not less than 45° to the ground.

G. Strict observation of artillery safety will at all times be enforced. Participants will not enter the artillery field of fire safety zone for any reason. Participants will be educated by their unit commanders on the meaning of the various placements of artillery rammers and implements, and will observe proper procedures related to same. No weapons will be discharged over or near artillery pieces, limber chests, ammunition chests, or caissons.

### **5. HORSES**

**A. All horses will be checked at registration for a current (less than one year old) negative Coggins (EIA) certificate. In addition, any horse transported from outside the Commonwealth of Kentucky will be required to have a health certificate issued within 30 days prior to the event. All in state horses will also be required a health certificate valid in the state for 150 days. Commonwealth of Kentucky Dept. of Agriculture**

**officials will be present to check Coggins and health papers. Those not having a valid Coggins certificate and/or health certificate will be refused entry to the event.\***

B. Horses should be kept in living history areas only. No horses are allowed on company streets, within sutler row, or around Cardome's main buildings.

**C. All horses in the camp areas or public areas of the event will be kept to no more than a slow walk. There will be no trotting, galloping, or movement by other gaits faster than a slow walk except on the battlefield area at any time. Violation of this rule can result in expulsion from the event.**

D. Unsafe or out-of-control animals will not be allowed to participate in the event and at the discretion of the Cardome Centre, horse owners/riders may be asked to leave the premises of the facility.

E. Stallions are not allowed at the event due to their increased level of safety risk.

F. Horse owners/riders are responsible for the safety, health, and care of their animals at all times.

G. During any times when the camps are open for public viewing, no horse shall be ridden in the public areas and/or the battlefield by anyone other than a properly-attired and equipped reenactor. (See schedule of events)

H. Horses will not be ridden near or among "wounded" reenactors who are on the ground during the battle.

***\* For further updates on rules and regulations for horses please check with [www.kyagr.com](http://www.kyagr.com).***

6. **AGE LIMITS:**

A. Participants must be 18 years of age or older to assume legal responsibility for themselves and to participate without guardianship.

B. Participants under 18 years of age must have the signature of their parent or legal guardian on the Liability Release Form to participate in the event.

C. To carry and use a weapon participants must be 16 years of age or older.

D. Children under 16 may participate in the battle scenarios in non-combatant roles (e.g., musician, powder monkey, water bearer), but must at all times be under the supervision of an adult, and the adult assumes

full liability for that child. (Reference: For the 2008 event we are researching the possibility of changing the age limits)

E. Children under 14 years of age must remain in the camps or must be under the immediate supervision of a designated adult after 10:00 p.m.

F. Commanders have the sole responsibility for underage children on the field.

7. **PARKING:**

A. You must park only in the designated parking areas. They have very convenient access to both the campsites and to the main activities of the event.

B. You must display your parking passes in your window at all times! This will facilitate a faster emergency contact for you in the event that one is needed.

C. Vehicles will be allowed in camp for one hour to allow unloading of supplies before 9:00 a.m. Saturday.

D. After 9:00 a.m. on Saturday the camps are open for the public and should present a 100% authentic appearance, i.e., all vehicles must be removed by this time and no vehicles will be allowed into the camp area until approximately 30 minutes after the battle on Sunday. Participants registering after 9:00 a.m. on Saturday must place their vehicles in the parking lot and carry their items into the camps.

E. Camps will be open for unrestricted vehicle access after the General Public has left the camp area, approximately 30 minutes following the Sunday Battle.

F. No vehicle will be used as a camp site in the "Period Encampment." Please do not leave your vehicle unattended in the camp site. Cardome Centre reserves the right to tow vehicle from "Period Encampment."

G. RV Parking is welcome. Cost is \$25.00 p/day for electric (20 amp breakers only). It is recommended that you contact the office in advance and reserve a location, as space is limited.

H. Camping with Horse Trailers, outside the "Period Encampment" only. It is recommended that you contact the office in advance and reserve a location, as space is limited and there is NO GUARANTEE that you will be permitted to camp with your horses and trailer without prior notification and reservations.

8. **SAFETY** The Cardome Centre asks all participants to please take a personal role in both ensuring your own safety as well as the safety of your fellow reenactors, both in your unit and in others. We understand that our

hobby involves an increased element of danger in relation to many others, and that we must therefore practice a higher level of safety awareness, safety practice, and safety thinking. All safety issues and unsafe conditions should be brought to the attention of the Cardome Staff immediately (see Rules and Regs #2).

9. **ALCOHOLIC BEVERAGES:** Participants must not bring alcoholic beverages onto the Cardome site. The Centre forbids the possession of any kind of alcoholic beverage on the premises. Additionally, participants should be aware that Scott County, in which the event is held, is a “moist” county (i.e., no alcoholic beverages are sold by the package in the county; liquor by the drink is available in certain qualifying restaurant facilities).
10. **TRASH:** Please do the following to assist in maintenance of the site and event, and to honorably represent your unit: (a) Place all trash in one of the designated containers; (b) Please voluntarily assist by picking up trash that you see (even if you did not drop it) and put into a container; (c) At the end of the event please give particular care to thoroughly clean up your individual campsite, and the general area around your campsite, leaving the ground as close as possible to appearing as if you were never there. This site is used for many public events and another event will be closely following Morgan's Raid at Georgetown. Leaving the site clean will help to maintain the reputation of living historians as being responsible hobbyists.
11. **FIRES:**
  - A. Carefully cut out the ground for your campfire on setting up your camp, preserving the grass and sod. Upon leaving, carefully restore the sod and grass as best you can.
  - B. Firewood will be provided; no cutting of trees, vegetation, or other wood on the Cardome Centre property will be permitted. If you are out of firewood, please notify Cardome staff at the Registration Tent.
  - C. Please do not build any fire larger than needed for cooking or other basic camp needs.
  - D. All fires should be tended.
12. **WANTON PROPERTY DAMAGE:** Careless and reckless damage of property, trespass on unauthorized property, and other unlawful acts against the public order cast a negative image over the vast majority of living historians who work hard and make many sacrifices to benefit the public with their efforts. All incidents of unlawful property damage or vandalism will be prosecuted and will result in immediate expulsion from the event!

## **MORGAN'S RAID 2008 – GENERAL INFORMATION**

The reenactment site is at the historical Cardome Centre. The site was named by James Fischer Robinson, who was born in Scott County in 1800 and who, through a series of circumstances and maneuvers, became the Governor of Kentucky in 1862, during the Civil War. The name Cardome comes from the Latin words 'cara domus,' meaning "dear home."

In 1896 the Robinson heirs sold the property to the Sisters of Visitation, a Catholic religious order of nuns founded in France in 1610. The oldest building in the main complex (Building No. 2) was known as the Academy Building, and was built in 1895 as an addition to the already existing Chambers-Robinson mansion. (The mansion, unfortunately, was destroyed by fire in 1986.) The main building on the site, also known as the Monastery Building (Building No. 1) was constructed at the turn of the century and holds the real jewel of the complex, the former church Chapel. This room, with its wonderful old grandeur and high ceilings now serves as the location for the Morgan's Raid Grand Ball. The nuns established a Catholic girls school here for a number years. When the nuns left, they sold the property to the City of Georgetown.

The City has preserved the history of the property and uses it as a community center, which includes a number of yearly activities, an Adult Learning Center, Senior Citizens, ArtWorks, Montessori School and the Yuko-En on the Elkhorn, the Friendship Garden. The Centre is also offered for private rental events. (A detailed history is available inside Building No. 1.)

Large fields lie behind the complex of buildings, offering ample room for the Morgan's Raid event. The field immediately behind the buildings is used for the Union and Confederate campsites, Sutler Row, and others vendors. A larger field behind and to one side of the complex offers a wide vista for military operations, and room for a large crowd of spectators. The two fields are separated by a tree line, so that the battle scenario has a much cleaner appearance for both participants and photographers. The buildings and the field behind the buildings contain a number of water spigots. Though a short walk may be required to fill canteens or tubs, ample water is available on a 24-hour basis. Military camps will be provided for the Union and Confederate forces. A mixed camp will be provided for military and civilian reenactors who wish to camp together.

## **Travel**

Georgetown is one of the easiest trips for reenactors, regardless of branch. The town lies very near the junction of two major interstate highways (I-75 North/South, I-64 East/West), and has two direct exits off of I-75. The reenactment site is less than 2 miles from I-75 Exit 126, and less than 5 miles from I-75 Exit 129. Cardome Centre is less than one mile north of the intersection of U.S. 25 and U.S. 460 in downtown Georgetown. Exit 126 requires a trip through the town, but it is not complicated. Exit 129 involves an easy drive down a straight stretch of 2-lane highway. Though reenactors pulling trailers (horses, cannons, etc.) can easily navigate both routes, the road from Exit 129 is definitely the easier of the two since it does not require navigation through town traffic or traffic lights. This is the natural exit if you are coming from the north. If you are coming from the south (either from I-75 or exchanging from I-64 to I-75) you can pass Exit 126 and proceed to Exit 129 if you wish to take the easier route. It will take you perhaps an extra total 10 minutes travel time to do so. Travel I-64 West to Georgetown Exit 69, left on US 62, cross over By Pass to US 460, at stop sign turn right, to first stop light, left on US 25.

If you are coming from the north, driving south on I-75, watch your directional signs carefully in the Cincinnati area. There is a large complex of interconnecting highways in the city, especially downtown, and it is quite easy to miss a turn and get onto the wrong road. Also, plan well ahead in this area. Traffic can sometimes be heavy and it is difficult, or impossible, to change lanes if you are near a needed interchange or exit. The Cincinnati area is also undergoing extensive construction on their interstates and major four-lane highways in the downtown area. The particulars change as the construction proceeds, but caution is needed due to the altered driving conditions.

## **Resources**

The city of Georgetown has all the external resources that most reenactors want or need. A number of small grocery stores or convenient marts are located almost immediately off the site. Within 10 minutes driving time there is a K-Mart, Wal-Mart, and Kroger. A TSC (Tractor Supply) store and Southern States (who continues to help support this event) carrying feed, animal medicines, and a number of other farm animal needs, is located about 10 minutes from the site.

## **Telephones**

There are no telephones on site. Additionally, telephones are located in and around the numerous groceries and marts less than 5 minutes from the site.

## **Amenities**

The following amenities are provided for all **PAID Pre-Registered** participants:

- Hay:1 bale per day per horse (2 days)
- Free admission to the Grand Ball and Barn Dance

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**For Sale – On Site:**

\*Ice

**Available for ALL Participants:**

\*Water

\*Firewood

## **MORGAN'S RAID 2008 – 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!

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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, ~~or~~ change to spectator clothing and not represent a living historian at the event, or leave the event.

### **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 cavalrymen may have used any of the above saddles. Union cavalrymen 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 cavalrymen is very highly encouraged since this will accurately present the actual camping style of Confederate cavalrymen 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.

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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**

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.