

The Forces of Montcalm and Wolfe, Inc.

Standing Rules of Operation
(2007)

Standing Rule 5 – Safety Rules for Cavalry

These safety rules are intended to deal with the use of horses in connection with French and Indian War events, to protect the public as well as individual members and sanctioned units as they participate in all aspects of events regulated by The Forces and the Forces Safety Committee. The rules will operate on the assumption that horses are unpredictable animals and that even the most experienced and well-trained horse can act in an unexpected and potentially dangerous manner.

SECTION 1: General Rules

- A. Horse owners will assume reasonable responsibility for the actions of their animal(s) at an event. This would include within the encampment, in demonstration areas, on the battlefield, and in any other situation where the horse would be in proximity to the public and the re-enactors at an event.
- B. Field Commanders and the Safety Officers have the right to require the removal of any animal that they feel is behaving in an inappropriate or threatening manner, or that they deem a threat to the safety of their troops, the public, or re-enactors. Such removal can involve removal from the field or if necessary, removal from the event. Such a decision should be in cooperation with event management.
- C. Horse owners will assume reasonable responsibility for the safety and well being of their animal. This would include inspection of the picket area, inspection of the battlefield, feeding, watering, etc.
- D. Horses can only be brought to an event and used in that event if prior arrangements have been made with Forces command and with the event organizers.
- E. It is highly recommended that local veterinary services be "on-call" and readily available to the site of the event.

SECTION 2: Encampment of Horses

- A. The selection of a horse encampment site must involve the commander of the horse elements, Forces safety personnel and site and event managers.
- B. In selecting a site, the following criteria should be used.
The encampment area should:
 - 1. be reasonably level and clear of ground clutter.
 - 2. be in close proximity to a source of safe, potable water.
 - 3. have a reasonable amount of shade.
 - 4. be a reasonable distance away from the battlefields, artillery parks, etc.
 - 5. be such to allow limited access to the horses by the general public.
 - 6. be an area that can be kept reasonably secured.
- C. If the encampment is within the "living history" area of an event, then the encampment should be reasonably correct in its authentic impression. If the horse camp lies outside the "living history" area, then authenticity is not a concern.
- D. Horses at an event may be kept in a pen or in stalls where available. Horse may be secured on some form of "picket line". However, when not in use or under direct control of a handler, horses must be physically secured in some manner.

- E. Horse personnel are requested to keep the direct contact between their horses and the public at a minimum. The horses should be kept in an area where the public cannot gain access to the animals without the knowledge and permission of the horse owner. No public should come into direct contact with a horse unless under the direct supervision of the horse owner. And said owner will be held responsible for anything that occurs during such contact. It should always be stressed to the public and to re-enactors without horse experience that horses are large, unpredictable and potentially dangerous animals that can do harm either intentionally or inadvertently. Because of this, it is strongly suggested that a barrier rope be used to keep the public apart from the horses.

SECTION 3: Horse requirements

- A. Horses brought to an event must have the proper travel papers and vaccinations to prevent the spread of disease to other animals at the event.
- B. Horses must be trained in advance to the elements that they will experience at an event. They should be comfortable around gunfire, movement of ground personnel, the sight of flags, sound of applause, etc. They must be reasonably controlled in their reaction to new things. A horse may spook or shy from something they do not initially understand so long as that reaction is minor and controllable by their rider. Horses who react in an extreme fashion, or "blow up" should not be brought to an event. An event must not be used as a training exercise for an animal.
- C. It is the responsibility of the horse owner and the field commander that each horse be fit for service. All care should be taken to ensure that horses used in an event are only used in a safe, healthy and humane manner. The Forces will not allow the mistreatment of any horse by anyone at an event.

SECTION 4: Requirements for Mounted Impression

- A. A rider must be able to mount, walk, trot, canter, stop and turn his horse. The rider must exercise reasonable and competent control over his mount at all times. The rider must be able to exercise said control and direction with one hand, since the other hand will be occupied with a saber or pistol, etc.
- B. An effective living history impression should include proper tack and saddle, as well as correct weapons and tactics.

SECTION 5: General Rules of Engagement

- A. In any tactical engagement involving horses, safety must come first. This includes the safety of horse and rider, the safety of ground troops and the safety of the public. In cases of safety, historical accuracy must be secondary.
- B. The movement and usage of horses in any tactical scenario must be planned out in advance, agreed to by both field commanders and then strictly adhered to. This will include determining as precisely as possible where the horses will operate on the battlefield, who will engage in combat with the cavalry, and how said combat will be executed. The area of operation for the cavalry should be clearly marked on the battlefield where possible. All units should be made aware of this area so that individuals who are not comfortable around horses can be allowed to operate away from this area. This demarcation should also help in preventing the overlap of safety zones between infantry, artillery and cavalry units.
- C. In planning the use of horses on the battlefield, it is imperative to allow for either an "escape route" or "quiet zone" for the horses. Should a horse become agitated during a scenario, it must be possible for a rider to remove that horse from the battle area without risking passage through troops or public. Where possible, the best approach is to keep a

path clear throughout the scenario, which the rider can use to quickly remove his mount. This should be a path of no less than six feet in width that lead completely out of the battle zone and out of the view of the public. If the battle area does not allow for an escape route, then a "quiet zone" should be established. This would be an area adjacent to the battlefield but removed as much as possible; clear from troops, gunfire and cannon. In this area the rider could dismount and hold and calm his horse until the battle is concluded.

- D. During a battle scenario, a minimum safety zone of five feet must be maintained between horse or horses and ground personnel. This means whether a single horse or unit of horses, no one on the ground should be closer than five feet to any horse. Maintaining this distance will be the responsibility of both the rider and the ground personnel with the major load of that responsibility falling to the rider. The rider has control over the horse and should have a clearer view.
- E. Individual scenarios that would involve entering the safety zone will be treated the same as "hand-to-hand combat" by the Forces. Such scenarios must be choreographed, practiced, demonstrated to the safety officer and the field commanders. And may only be added to the battle if approved by the safety officer and both field commanders.
- F. Should a rider become unhorsed during a battle, all action must cease immediately and all personnel should hold their positions unless forced to move due to the movement of the animal. Anyone who witnesses a rider becoming unhorsed should call as loudly as possible: **Rider Down!** Riderless horses must not be approached by anyone without proper training and experience around horses. Only the horse's owner or other cavalry personnel should attempt to retrieve a loose animal. In such an event, other mounted elements, if any, should shield the public as much as possible from the loose animal. Once the animal has been retrieved, the scenario may resume.
- G. Riders will not engage in any scenario where they are intentionally unhorsed. However, riders may engage in "dismounted tactics" where space allows. In these cases horses must be in the control of one dismounted rider who is not firing.
- H. In approaching an area where there are "casualties" on the ground, the safety zone will be increased to ten feet. As much as possible, riders should avoid entering areas where there are ground personnel in a prone and less mobile position.
- I. Riders must wear leather gauntlets in all battle conditions.

SECTION 6: Use of Firearms

- A. Unit inspection of firearms is to be done PRIOR to the demonstration as follows:
 1. Firearms used exclusively by cavalry are required to have flash guards but are not required to have frizzen covers since these have a tendency to become tangled in the reins and tack. These firearms should be checked for properly secured flash guards.
 2. Firearms are placed on "half cock" and hung by their triggers to check sear serviceability.
 3. Condition of barrel is checked by placing ramrod in the barrel and bouncing it to ascertain if the barrel is clear- "springing a rod".
 4. Cartridge boxes are the only approved means of carrying loads for cavalry. Boxes shall be inspected for live charges and to make sure only blank cartridges go on to the field. The Forces recommends that cartridges be carried in a double-covered block style cartridge box.

B. Battle Conduct

1. Firearms are not to be aimed directly at anyone. All blank firing between opposing forces shall be with small arms' muzzles elevated at greater than 40 degrees from horizontal. Firing should always be well over the heads of the opposition.
2. Opposing forces may advance and fire no closer than ten yards from each other. No firing shall take place between any forces that are within the ten yard limit. It is the responsibility of the Safety Officers and the Field Commanders to see that this ten yard limit is maintained.
3. Nothing is to be placed in the gun barrel except black powder. There will be no wadding, paper, lead projectile or any other foreign material and no use of the ramrod.
4. The throwing of weapons or projectiles is prohibited.
5. Pistols used from horseback are to be loaded while not engaged on the field. Once pistols are loaded they shall be carried in the vertical position (barrel up). The pistol should be held to the side and away from the body and head of both horse and rider. Once loaded the rider may enter the battle to fire. Reloading must occur outside of the battle.
6. Long arms such as carbines may only be used in "dismounted tactics". This means as a unit of two or more, riders will dismount. One non-firing rider may hold up to three horses including his own. The firing rider(s) may then assume a firing position and give fire with their long arms. Pistols may not be used in dismounted tactics. It is important that there be ample space on the battlefield to allow for dismounted tactics.

C. Post Battle Conduct

1. At the end of the action, cavalry troops shall "recover" or "secure" their weapons by inverting them and dumping unused powder.
2. Cavalry units will assume a mustered position just off the battlefield while ground personnel police the field for spent cartridges.
3. Cavalry units should remain on the field until given permission to leave by the field commander.
4. Unit Commanders should meet with Safety Officers and Field Commanders some time after a battle scenario in order to do a short critique of the battle and to discuss any safety issues.
5. Any infractions noted by safety personnel or commanders shall be dealt with through the chain of command.

SECTION 7: Use of Swords

- A. Swords carried by cavalry shall have a severely dulled cutting edge and the tip should be rounded to no less than a quarter inch diameter. All swords must have a functional and sound sword knot.
- B. Sword may be carried in either a baldric or waist belt and scabbard. The scabbard should be inspected to assure that the tip does not protrude and that the hanging rings are secure.
- C. Sword may be drawn and brandished during demonstrations, drill and engagements. The tip must always be pointed upward and never leveled at anyone.
- D. Any sword combat must be practiced, demonstrated for the safety officer and field officers and approved by same before it can be used in any presentation or battle scenario. All sword combat must be executed above the head with the point of the blade always up. In such combat the swords are stuck lightly side against side and never edge-to-edge. Never engage in sword combat with someone you do not know and have not practiced with.

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