

Event Guidelines

Nevada City Revolutionary War Days

Current as of Aug 1, 2014

This is a Living History event to educate the public about the founding of this Nation, to provide an enjoyable historical experience to create interest in American History, and to have a fun reenacting experience.

Participants

This is a Brigade of the American Revolution (BAR) Invitational Event. Each reenactor participant must be a current member of BAR or a sister organization including the British Brigade (BB) and Foundation for Early America (FEA). Each Unit will be governed by their own organization rules or bylaws where possible. Soldier impressions by females are allowed as long as reasonable concealment of female identity is undertaken. Unit demonstrations are encouraged. Demonstrations will be coordinated with the Event Quartermaster (QM), to ensure an appropriate place in the schedule of activities. The Event QM will have final say on all aspects of the Event. Each participating Unit will have a Unit QM designated prior to arrival at the site. Each Unit QM will be in charge of their Unit, and will coordinate with the Event QM prior to and during the Event. Violation of Event Guidelines may mean exclusion from the event, to be determined by the Event QM.

Pre-registration Required

All reenactors must be pre-registered prior to the event date. All reenactors will fill out a pre-registration form, waiver and a medical form and submit to the QM. Please advise if you are a current EMT.

Reenactor Check In

Reenactor check in will be at the Information Tent on Friday afternoon, or at 8:00 to 9:00 am Saturday. Reenactor parking passes will be distributed then. Morning Reports will be filed by the Unit QM to the Event QM each morning of the event.

Unloading & Loading

No vehicles are allowed on Park sod except to load and unload as directed by the QM, with the exception of the reenactor parking area. Parking lots are close and unloading and loading will be done by hand. Unloading and loading will occur only outside of event public hours. Unloading will be on Friday all day, or before 8:30 am on Saturday. Loading will be after Sunday noon, and must be completed by Sunday 5:00 pm.

Parking

Participants will move vehicles, after unloading, as quickly as possible into Reenactor Parking. Reenactor Parking passes must be displayed in vehicles. Vehicles will be out of the public parking lots by 8:30 am, and may not return until after event hours. Reenactor parking will be in the field area next to the tennis court, entering through a gate, as shown on the event map, and as directed.

Modern Camping

No modern camping or trailer facilities will be provided .

Nearby Lodging

A multitude of hotels and B&Bs are available in Nevada City and Grass Valley. See the lodging and market guide.

Camps

Pioneer Park does not have unlimited space. We want our camps to appear as authentic as possible. The camps will be organized and laid out as directed when arriving at the site. Your unit will be assigned a space after you have registered. Tents should only be set up under the direction of the Unit QM. Please seek them out before unloading any equipment. For that reason, Unit QMs need to be the first people on site.

Camp Signage

Each civilian "station" or Camp should have a sign or placard with a Unit name or information to explain to the public what is being interpreted. An 11 by 17 "period hanging sign" can be made by us for you if desired; these signs will have a symbol for those who cannot read, and text such as "seamstress" or "Delaware Regiment". These signs will be used for all interpretations. They will be affixed to the end of a Camp Fly ridge pole or from a lantern pole. Additional Unit information or handouts may be provided at each Camp or Station.

Tents

It is expected that most privates and NCO's will be using standard size enlisted wedge tents. One wall or marquis tent per regiment may be used as an Officer's tent (whether or not you have an officer) or as a cook tent (and may be used for storage). No "dogtents" or other non-period tentage. See the Event QM for questions on tentage.

Food

Reenactors will be responsible for their own meals. Delaware Regiment and other Units, as they prefer, will be marching from the Park to town for dinner in Nevada City on Saturday evening.

Camp Authenticity

In order to enhance the 18th century experience of the public, as well as participants, we will expect participants to follow the camp rules set herein. The QM will police the camps prior to their opening to the public, as well as during the event. Unit commanders should advise all members to comply with the QM request regarding the following:

Coolers will be kept out of sight.

No modern beverage bottles or other modern containers in sight during any hours.

All cars must be out of camp as designated by the schedule.

No camp furniture in the company streets.

No visible modern cots or sleeping bags.

No visible non-period food or food packaging.

Camp Fires & Dining Flies

There will be a limit of one above ground fire, one cook fly, and one supply tent per unit in the kitchen area. No below ground pits will be used as this is Park sod. Measures will be taken to not burn sod below the fire. No briquettes; charcoal is acceptable and wood. Pavers will be provided by the City to protect turf. Use fire devices that at least give the appearance of being of the era; no modern barbeques. Braziers or an open box iron stove will be acceptable. Each fire will have a fire bucket full of water at all times and a concealed fire extinguisher. No fires will be allowed in the company streets. No open flames allowed in tents. All candles must be enclosed in period correct lanterns.

Firewood and Straw

Firewood will be provided by the City. Do not take more than is needed, and do not remove excess firewood; return unused firewood to be collected by the City. Limited straw bales will be provided by the City, for use generally as seating for public. If needed, a few bales may be

broken to use for bedding. The loose straw must be raked by the Unit into a pile for collection, after event closing.

Garbage

Each Unit will police their area for trash, including collection of spent cartridge papers. Garbage will be deposited into City provided garbage cans. Ash disposal will be by each Unit into City provided ash buckets. Unit QM's are responsible for policing their camp to ensure full cleanup.

Campaign Camp

See the QM for participants who prefer "campaign" camping.

Sutlers

No Sutlers will be at this event at this time. Future events can entertain Sutlers.

Quiet Hours, Alcohol and Smoking

Quiet hours are after 9 pm. Keep the noise down; we have many homes around the Park. No alcohol will be served in any form during public hours. After public hours on Saturday evening, personal alcohol may be served only in the reenactment community. No smoking anywhere in the Park at any time.

Public Hours

Public hours are posted on the schedule, and are Saturday from 9:00 am to 5:00 pm, and Sunday 9:00 am to noon.

Demonstrations

Planned demonstrations are shown on the schedule. Individual demonstrations of crafts, skills, drill or firing may be held during public hours and are encouraged. Absolutely no firing of weapons outside of public hours! Firing demonstrations will be held only in the designated firing area, and shall be approved by the QM and the Safety Officer.

Information Tent

Information Tent will be unmanned during public hours. Information Tent will have Event Schedule and Map of event. Unit flyers should be provided to the Information Tent to be distributed to the Public.

Safety

A Safety Meeting will be held prior to event opening on Friday and on Saturday morning. The BAR Safety Manual will apply to this event. A Safety Officer (SO) will be designated, and will have full authority under the Event QM to ensure Event safety. Weapon firing will be allowed only during public hours, and will only be part of scheduled demonstrations or individual demonstrations as approved by the QM and Safety Officer (SO). No cannon firing will be allowed without advance coordination and approval from the QM prior to the event; cannon must be pieces of the era. Weapons must be unloaded at all times excepted for approved demonstrations. Weapons may not be handled by spectators; except that they may be allowed to heft a weapon with the reenactor also holding the weapon. Weapons will be inspected by each Unit in formation immediately following flag raising each day. Soldiers will not carry round ball on their person or in their pouches at any time.

Animals

No horses are allowed at the event. No dogs or pirates. Militia and Loyalists are welcome. (--)

Parade

Units may march with the Delaware Regiment and California Consolidated Drum Band (CCDB) in the Parade, including Redcoat Regiments, or may submit a separate Parade entry. Contact the Event QM to march in the parade with Delaware Regiment and CCDB; we want Redcoats marching with us if possible!. See the Nevada City Chamber of Commerce website for entry

forms if you wish to march separately from Delaware and CCDB. Redcoat Regiments should discuss Parade participation with the Event QM to discuss an appropriate impression in a Constitution Day Parade. No firing of weapons in the Parade, and leave all powder and cartridges back in camp.

Event QM

John Hess

Jhess1776@innercite.com

530-620-5017

916-223-2548 cell

Local Businesses and Emergency Contacts

Emergencies:

Dial 911

Nevada City Police – 317 Broad Street, Nevada City

Nevada County Sheriff – 950 Maidu Ave, Nevada City

Hospital – Sierra Nevada Memorial Hospital, 155 Glasson Way, Grass Valley

Local Business:

Quickstop – Chevron Nevada City, Sacramento Street and Hwy 20.

Gas – Chevron Nevada City, Sacramento Street and Hwy 20.

Hardware – B&C True Value, 2032 Nevada City Hwy, Grass Valley

Markets – See separate lodging & market list

Lodging – Some establishments will offer a discount to those in uniform/costume. Ask. See separate lodging & market list