

The

SKIRMISH RULES

of the

North-South Skirmish Association, Inc.

2013 edition

This edition of the Skirmish Rules supersedes all previous editions. An up-to-date copy is maintained for downloading on the N-SSA's website (www.N-SSA.org) under "Information for Skirmishers." Updates will be posted after each meeting of the Board of Directors at which changes are made. Please incorporate updates immediately in order to keep your copy of the Skirmish Rules current.

The address of the N-SSA is 480 Chalybeate Spring Road, Winchester, Virginia 22603-9542.

Our website is www.N-SSA.org

The North-South Skirmish Association (N-SSA) is a 501(c)(3) corporation, incorporated in the Commonwealth of Virginia.

The North-South Skirmish Association (the “N-SSA”) is an equal opportunity association interested in qualified members without regard to race, color, religion, gender, marital status, sexual orientation, weight, height, age, national origin, citizenship status, veteran status, the presence of a medical condition which does not prohibit the member from participating in the activities of the N-SSA, disability or handicap, or any other legally protected status. This policy shall be posted with every edition of The Skirmish Rules.

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SECTION 1: SCOPE AND AUTHORITY

1.1 SCOPE

The North-South Skirmish Rules (hereafter called the Skirmish Rules) are binding on all participants (individuals, companies, and member organizations) in all events in the programs of all official North-South Skirmish Association skirmishes.

1.2 PURPOSE

The purpose of these rules is to assure that official N-SSA skirmishes are conducted uniformly in all regions, as well as to establish uniform standards for official events, range procedures, arms, equipment, uniforms, and conduct.

1.3 AUTHORITY

The Board of Directors of the North-South Skirmish Association, Incorporated, approves and publishes the Skirmish Rules under the authority of Article VIII, Section 2 of the association's Bylaws. In cases of challenge, protest, appeal, or dispute the Board of Directors' interpretation of these rules is definitive and final.

1.4 AUTHORITATIVE VERSION

The authoritative version of the Skirmish Rules is the latest edition, the master copy of which is maintained by the Executive Secretary. That copy supersedes all other editions.

1.5 ENFORCEMENT RESPONSIBILITY

The responsibility for enforcement of the Skirmish Rules rests with:

- a. The N-SSA Board of Directors
- b. National Commander, at national skirmishes
- c. Inspector General, at national skirmishes
- d. Regional Commanders, at regional skirmishes
- e. Regional Inspectors, at regional skirmishes
- f. Assistant Inspectors, when asked to assist
- g. Organization commanders, within their organizations
- h. Company Commanders, within their companies while competing

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SECTION 2: SKIRMISHES

2.1 SKIRMISH DEFINITION

A form of competition in which uniformed teams, hereafter known as “companies,” fire Civil War firearms or their replicas (see **Section 14**) in a series of matches featuring destructible targets. A skirmish may also include matches for individual competition and matches for artillery.

2.1.1 OFFICIAL SKIRMISH

An official skirmish shall be defined as a National Skirmish (**2.2**) or a Regional Skirmish (**2.3**) or a Regional Specialty Skirmish (**2.4**) that has been approved by the Board of Directors or its designated representative, and registered with the Executive Secretary and the Insurance Committee.

2.1.2 REQUIRED PARTICIPATION

Article II, Section 4 of the Bylaws requires member organizations to participate in at least three official skirmishes each year. The Executive Secretary shall use the participation records of national skirmishes and reports of regional commanders to compile a report to the Board of Directors each January listing member organizations that have not met the participation requirement.

2.2 NATIONAL SKIRMISH

A skirmish sponsored by the North-South Skirmish Association, Inc., and conducted in accordance with the Skirmish Rules. Participation in the national skirmishes is limited to member or probationary organizations of the N-SSA and invited guests of the Board of Directors.

2.2.1 REGISTRATION

The Executive Secretary shall send registration forms to all member and probationary organization. Such forms shall include a tentative program, a registration return deadline, and shall have spaces to enter the organization’s musket, carbine, revolver, repeater, single-shot, and smoothbore companies, mortar(s) and cannon (by class), and individual match entrants.

- a. Requests for assignment to a specific position, relay, or phase will be honored to the extent possible, and ONLY if the registration is received on or before the deadline.
- b. Late registrations will be accepted ONLY if space is available without altering the skirmish program AND the Information Technology Officer has not received the registration data from the Executive Secretary

2.3 REGIONAL SKIRMISH

A skirmish sponsored by one or more member organizations of a Region and conducted in accordance with the Skirmish Rules.

2.3.1 ”DRAWN TEAM” REGIONAL SKIRMISH

A region may hold one skirmish per year at which the company members are drawn at random. The skirmish staff may be appointed by the region commander or by the member organizations of the region or a region member organization may provide the staff.

2.4 SPECIALTY REGIONAL SKIRMISH

A skirmish sponsored by the N-SSA or one or more member organizations in which the entire program may consist of matches for artillery (cannon, and/or howitzer, and/or mortar), or for one or more types of firearms (see **Section 14**) and which is conducted in accordance with the Skirmish Rules.

2.5 SKIRMISHES AT FORT SHENANDOAH

Any skirmish held at Fort Shenandoah, excluding the Veterans Skirmish, must be an official skirmish.

2.6 COMPANY MATCHES

Company matches are those parts of a skirmish in which the participants shall compete as multi-person companies in a prescribed number of company events. The final standings of the companies shall be determined on the basis of the total elapsed time of each company, summed from the individual company events times, as detailed in **Section 27**.

2.6.1 COMPANY EVENT

A company event is a stage of all company matches. Each company shall have an identical number of targets. In most cases, the targets shall be destructible so the company, judges and spectators can observe the progress of the competition.

2.6.1.1 POINT EVENT

A point event is an event in which the companies fire at a target or a set of targets for score or hits. Firing may be controlled by command or by time limit. Companies shall be scored in accordance with the value or number of hits made on the targets. See **tables 27.1(a) and 27.1(b)**.

2.6.1.2 ELIMINATION EVENT

An elimination event is a company event in which a company is required to eliminate, by gunfire, an assigned number of targets. Firing is commenced by all companies on command and continued until all targets are eliminated or until the time limit has expired. See **rules 27.3.5 and 27.3.6**.

2.7 INDIVIDUAL MATCHES

Individual matches with small arms must be included in the program of each National Skirmish, and may be included in regional skirmishes.

2.8 ARTILLERY MATCHES

At each National Skirmish there shall be competition with artillery (rifled and smoothbore guns, howitzers, and mortars).

2.8.1 ARTILLERY MATCHES, REGIONALS

Artillery matches (gun, howitzer, or mortar) can be held at regional skirmishes only if:

- a. The range has been approved for artillery use, and
- b. The match is approved by the National Commander

2.9 SKIRMISH STAFF

Every N-SSA skirmish is conducted by a host staff, the size of which is proportionate to the size of the activity. It is the duty of all member organizations to take their turns hosting National Skirmishes. These hosting duties are rotated so that all units bear their share of the responsibility.

2.9.1 HOST ORGANIZATIONS, NATIONAL SKIRMISHES

The Commander or his designee shall assign member organizations to the hosting staffs of National Skirmishes. It shall be the duty of each member organization to participate fully in the work force of the skirmishes to which it is assigned.

2.9.2 “PARTICIPATE FULLY”

“Participate fully” means that a member organization turns out at least 85% of the average number of its members who have participated in the last four National Skirmishes it has attended to work on the host staff. Non-members who perform work at a National Skirmish shall be counted toward a unit’s participation requirement, as long as the work is satisfactory to the Skirmish Director.

2.9.3 FAILURE TO PARTICIPATE FULLY

2.9.3.1 REPORT TO THE BOARD OF DIRECTORS

Failure or refusal of a member organization to participate fully in its assigned national skirmish shall be reported to the Board of Directors by the Skirmish Director.

2.9.3.2 PEER REVIEW BOARD

The Board of Directors will assign a Peer Review Board to consider the report. The Peer Review Board shall consist of one member from each region, none of whom is a member of the Board of Directors, and will be chaired by the Program Chairman (non-voting). The Peer Review Board will present its report to the Board of Directors along with a recommendation for action if it deems action is warranted.

2.9.3.3 PENALTY FOR NOT PARTICIPATING FULLY

The penalty for not participating fully shall be assignment to report with the required number of workers (**See rule 2.9.2**) at the work weekend prior to the next National Skirmish to do work assigned them by the Property Manager. Failing that, the organization and its individual members shall be placed on probation and barred from participation in the next TWO national skirmishes. Individuals who actually worked at the National Skirmish to which the organization was assigned shall be counted toward the number required to fulfill the penalty.

2.9.4 EXCEPTIONS

2.9.4.1 PRIOR REQUESTS

The Commander, upon written request received at least six months prior to the skirmish, may grant exceptions to **rule 2.9**. A negative decision by the Commander may be appealed to the Board of Directors. Its decision is final.

2.9.4.2 INDIVIDUALS WHO WORK

Individual members of an organization that has been put on probation under **rule 2.9.3.3**, but who worked on the host staff at the skirmish to which the unit was assigned, will be permitted to participate in National Skirmishes as competitors

in individual matches and as pick-ups in company matches while their unit is barred from competition.

2.10 SKIRMISH DIRECTOR AND STAFF, NATIONAL SKIRMISH

The Commander shall appoint a Skirmish Director from among the members of the sponsoring member organizations. The Program Chairman shall assist the Skirmish Director in the organization of his staff officers and staff, and in the performance of his duties. Sponsoring member organizations shall follow the directions and orders of the Skirmish Director in the operation of the skirmish.

2.10.1 DUTIES OF NATIONAL SKIRMISH STAFF OFFICERS

The duties of all skirmish staff officers are spelled out in the *Skirmish Director's Manual*, updated by the Program Chairman and available from the Executive Secretary.

2.10.2 NATIONAL SKIRMISH STAFF MEMBERS

Members of the staff must be thoroughly familiar with their duties and with pertinent sections of the *Skirmish Rules*. They must be qualified to fulfill the duties of their positions. They shall conduct themselves fairly and with impartiality to all in the performance of their duties. All conversations with competitors and other staff officers and staff members shall be carried on in a courteous manner. Disqualifications shall be enforced and explained by citing the violated rules, and in a manner which shall cause the least inconvenience to all concerned.

2.10.3 SKIRMISH RULES, ALL OFFICIAL SKIRMISHES

The skirmish director of every official skirmish must have a copy of the latest edition of the Skirmish Rules on hand at the skirmish.

2.11 PARTICIPATION OF STAFF MEMBERS IN SHOOTING EVENTS

No member of any host or sponsoring organization of a National Skirmish shall participate in any shooting event of that skirmish.

2.11.1 EXCEPTION FOR REGIONAL SKIRMISHES (amended 8/2012)

2.11.1.1 INDIVIDUAL MEMBERS OF HOST ORGANIZATIONS

(amended 1/2013)

Individual members of host organizations shall not compete in any shooting activities of regional skirmishes, except:

- a. as members of competing companies under **rule 2.11.1.2**, or
- b. as pickups to fill in shorthanded companies, but ONLY
 - when all extra members from other units have been placed
 - if offered at the commanders' meeting of the affected company match in a supervised lottery draw, and
- c. The Skirmish Director and the Statistics Officer are excluded.

2.11.1.2 COMPANIES OF HOST ORGANIZATIONS

Companies of host organizations may compete in company matches of regional skirmishes only when the following conditions are met.

- a. Two relays are used
- b. No more than six companies are shooting in any one relay
- c. Members of non-shooting relays serve as safety officers and line judges
- d. The Skirmish Director and the Statistics Officer may not compete

- e. Approval of the Region Commander is required.

2.12 INCLEMENT WEATHER

The skirmish director may declare inclement weather conditions if any of the following conditions exist:

- a. Rain — In case of rain, modern raingear may be used.
- b. Cold — In case of temperatures below freezing (32 F.) modern outerwear may be worn, although period outerwear is encouraged.
- c. Heat — In case of extreme heat (above 90 F.) resulting in a comfort level of 95 F. or higher, the requirement to wear approved uniforms at a regional skirmish may be waived or altered. (see **Table 2.1, Heat Index Table** on page 5)

2.12.1 LIGHTNING

If lightning is observed, the skirmish shall be suspended until such a condition no longer exists.

2.13 RECRUITMENT EVENTS

(adopted 1/2012)

Regions may conduct recruiting events at which prospective recruits may fire N-SSA-approved small arms at paper and/or breakable targets. Such firing must be conducted under the supervision of experienced skirmishers, and the region commander or his/her designee must direct all shooting activities. Prospective recruits must be taught N-SSA loading and other range procedures before being allowed to load and fire by themselves. Approval and insurance must be obtained in the same manner as for regional skirmishes. These recruiting events shall not be held in conjunction with official skirmishes.

2.14 VETERANS ACTIVITIES

(adopted 1/2013)

2.14.1 VETERANS CORPS

The N-SSA recognizes a subset of individual members called the Veterans Corps. Any individual member who has a minimum of ten years of N-SSA membership (defined as having received ten or more annual membership cards) is considered a Veteran Skirmisher, and shall be designated so by the addition of the letter “V” to his/her competitor number (e.g., 1498V).

2.14.2 VETERANS GOVERNANCE

The Veterans Corps may select a chairman and a treasurer, subject to the approval of the Commander. Other ad hoc committees may be appointed by the Veterans Chairman as needed.

2.14.3 VETERANS SKIRMISH

Each year on the weekend of the third Friday in July the Veterans Corps will conduct a skirmish for members of the Veterans Corps. All N-SSA rules will apply, except those for uniforms and for official targets.

**Table 2.1: Heat Index Table
(added 1/2005)**

HEAT INDEX	effects on the human body
90 to 105	heat stroke possible with prolonged exposure
105 to 130	heat stroke likely with prolonged exposure
130 or above	heat stroke likely with continued exposure

RELATIVE HUMIDITY	AIR TEMPERATURE (F)									
	70	75	80	85	90	95	100	105	110	115
30	67	73	78	84	90	96	104	113	123	135
35	67	73	79	85	91	98	107	118	130	143
40	68	74	79	86	93	101	110	123	137	151
45	68	74	80	87	95	104	115	129	143	
50	69	75	81	88	96	107	120	135	150	
55	69	75	81	89	98	110	126	142		
60	70	76	82	90	100	114	132	149		
65	70	76	83	91	102	119	138			
70	70	77	85	93	106	124	144			
75	70	77	86	95	109	130				
80	71	78	86	97	113	136				
85	71	78	87	99	117					
90	71	79	88	102	122					
95	71	79	89	105						
100	72	80	91	108						

SECTION 3: OFFICIAL PROGRAM

3.1 MINIMUM REQUIREMENTS

The minimum program shall consist of the following:

3.1.1 NATIONAL SKIRMISH

- a. Company Commanders' Meeting
- b. Inspections
- c. Opening Ceremonies
- d. Individual Matches (hand and shoulder arms)
- e. Musket Company Match
- f. Carbine Company Match
- g. Awards Ceremonies
- h. Artillery Match
- i. Mortar Match
- j. Revolver Company Match
- k. Breechloading Rifle/Carbine II Match
- l. Smoothbore Company Match
- m. Single Shot Breechloading Rifle/Carbine II Company Match

3.1.2 NATIONAL SKIRMISH COMPANY EVENTS

3.1.2.1 MUSKET AND CARBINE COMPANY MATCHES (amended 08/07)

1. 32 clay pigeons on a backer, 50 yards
2. 16 hanging 4" tiles, 50 yards
3. 16 hanging clay pigeons, 50 yards
4. 16 hanging 3" pots or breakable pot silhouettes, 50 yards
5. 10 hanging 6" tiles, 100 yards

3.1.2.2 REVOLVER COMPANY MATCH (amended 01/2011)

1. 12 clay pigeons on a backer, 25 yards
2. 8 hanging 4" tiles, 25 yards
3. 8 hanging clay pigeons, 25 yards
4. 6 hanging 6" tiles, 25 yards

3.1.2.3 BREECHLOADING RIFLE/CARBINE II COMPANY MATCH (amended 8/07)

1. 10 hanging 6" tiles, 100 yards
2. 32 clay pigeons on a backer, 50 yards
3. 16 hanging 4" tiles, 50 yards
4. 16 hanging 3" pots or breakable pot silhouettes, 50 yards

3.1.2.4 SINGLE-SHOT BREECHLOADING RIFLE/CARBINE II COMPANY MATCH (amended 8/07)

1. 5 hanging 6" tiles, 100 yards
2. 16 clay pigeons on a backer, 50 yards
3. 8 hanging 4" tiles, 50 yards
4. 8 hanging 3" pots or breakable pot silhouettes, 50 yards

3.1.2.5 SMOOTHBORE COMPANY MATCH (amended 01/2012)

1. 7 hanging 6" tiles, 50 yards
2. 15 clay pigeons on a backer, 25 yards
3. 10 hanging 4" tiles, 25 yards
4. 10 hanging pot silhouettes, 25 yards

3.1.3 POSITION OF MUSKET COMPANIES AT NATIONALS

The center ten (10) positions on the firing line in Phase I of the Musket Company Match of a National Skirmish shall be assigned to those companies that finished in the first ten (10) places of the previous National Skirmish.

3.1.4 POSITION OF CARBINE COMPANIES AT NATIONALS

The center ten (10) positions on the firing line of the Carbine Company Match of a National Skirmish shall be assigned to those companies that finished in the first ten (10) places of the previous National Skirmish.

3.1.5 POSITION OF REVOLVER COMPANIES AT NATIONALS (01/09)

Ten (10) positions on the right end of the firing line in Phase II of the Revolver Company Match of a National Skirmish shall be assigned to those companies that finished in the first 10 places of the previous National Skirmish.

3.1.6 REGIONAL SKIRMISH REQUIRED PROGRAM

- a. Company Commanders' Meeting
- b. Opening Ceremony

- c. Musket Company Matches
- d. Awards Ceremonies

3.1.7 REGIONAL SKIRMISH OPTIONAL PROGRAM

A regional skirmish may also include these program events:

- a. Demonstrations (when approved by the National Commander)
- b. Artillery Match
- c. Mortar Match
- d. Carbine Company Match
- e. Revolver Company Match
- f. Breechloading Rifle/Carbine II Company Match
- g. Smoothbore Company Match
- h. Individual Matches (hand and shoulder arms)
- i. Single Shot Breechloading Rifle/Carbine II

3.1.8 SPECIALTY REGIONAL SKIRMISH REQUIRED PROGRAM

- a. Commander's Meeting
- b. Opening ceremony
- c. Matches

3.2 COMMANDERS MEETING, NATIONAL SKIRMISH

The time of the Commanders meeting will be announced in the skirmish program. It will also be a membership meeting, the membership consisting of the member organizations of the N-SSA. A representative of each registered member organization is required to be in attendance. The National Commander will conduct the meeting. The agenda shall include the following:

- a. Remarks and announcements by the Commander
- b. Remarks and announcements by the Skirmish Director
- c. Remarks and announcements by other members or guests
- d. Voting on changes in the By-Laws, if scheduled
- e. National elections, in October of even-numbered years

3.2.1 FAILURE TO ATTEND COMMANDERS MEETING, NATIONAL

Any organization whose commander, or properly designated representative, does not attend this meeting shall not be permitted to participate in subsequent company matches at that skirmish.

3.3 COMMANDERS MEETING, REGIONAL SKIRMISH

A commanders meeting shall be held before the opening ceremonies of regional skirmish Musket Company matches, and before each other company match. Attendance shall be required of company commanders of each registered organization, or their designated deputies. The Skirmish Director shall conduct the meeting. The meeting agenda shall include the following subjects:

- a. Assignment of company firing positions and relays.
- b. Explanations and instructions for the program, target erection, scoring rules, ceremonies, and safety rules.
- c. Settlement of finances.

3.3.1 FAILURE TO ATTEND COMMANDERS MEETING, REGIONAL

Any organization whose commander, or properly designated representative, does not attend this meeting may not be permitted to participate in the company match for which the meeting is held.

3.4 OPENING CEREMONY

Unless adverse weather conditions exist or the size of the skirmish makes it necessary to shorten the time of the opening ceremony, the conduct of the opening ceremony shall conform to instructions contained in **rule 3.4.1**. Where such adverse conditions exist the opening ceremonies may be modified.

3.4.1 OPENING CEREMONY, NATIONAL SKIRMISHES

Opening ceremonies at National Skirmishes shall be held on Sunday morning before each phase of the musket company matches. The ceremonies shall include:

- a. Welcome
- b. Recognition of the Color Company
- c. The National Anthem, and patriotic music selections of the North and South.
- d. Invocation
- e. Remarks by the Commander
- f. Remarks by the Skirmish Director
- g. Presentation of N-SSA Service Awards
- h. Dismissal

3.4.1.1 COLOR GUARD

The N-SSA color guard shall consist of a U.S. National flag of the 1861-1865 period, a Confederate flag, and the N-SSA flag. When possible, color bearers shall be selected from the winners of the Best Uniformed Company Awards at the previous National Skirmish, and shall exhibit military bearing and familiarity with the proper carrying of colors. Color guards shall be selected in the same manner, each to be armed with a musket or rifle and accoutrements. The U.S. flag shall be carried on the right with a Union color guard on its right; the C.S. flag shall be carried on the left with the Confederate color guard on its left. The N-SSA flag shall be carried in the center by a member of the winning organization of the previous skirmish.

3.4.1.2 COLOR COMPANY

The Color Company shall be the winning organization of the previous skirmish. The Color Company shall form to the left of the color guard.

3.4.1.3 FORMING ON THE FIELD

Organizations shall form on the field in the order in which they are assigned to firing positions, so that when on the field they shall be approximately opposite their firing positions. Where space is limited, companies shall form on the field and thereon align in rows according to relay. The color guard shall station itself in front of the entire line, in the center. The Color Company shall form on the left of the color guard.

3.4.2 OPENING CEREMONY, REGIONAL SKIRMISHES

Regional skirmishes should open similarly to the manner above described at National Skirmishes. The color guard shall consist of U.S. and C.S. colors with appropriate guards, all personnel being uniformed and equipped as described. The content should include:

- a. Welcome
- b. The National Anthem and representative patriotic music
- c. Invocation
- d. Remarks by the Skirmish Director
- e. Dismissal

3.5 AWARD CEREMONIES AT NATIONAL SKIRMISHES

There shall be two award ceremonies at national skirmishes.

3.5.1 SATURDAY EVENING AWARD CEREMONY

Awards to be presented on Saturday shall include:

- a. Carbine Company, Revolver Company, Breechloading Rifle/Carbine II Company, Smoothbore Company, and Mortar medals and trophies

- b. Individual trophies
- c. DSSA and DSCA awards

3.5.2 SUNDAY AFTERNOON AWARD CEREMONY

- a. Cannon and Howitzer medals and trophies
- b. Musket Company medals and trophies

3.5.3 AWARD OFFICIALS

The awards shall be presented by the Skirmish Director and the National Commander. They may request the assistance of other officers or dignitaries. The Young and Senior Skirmisher awards are NRA awards, and their presentation will be at the convenience of NRA officials.

3.6 ARTILLERY MATCHES

All National Skirmishes shall include one match for each class of artillery.

3.6.1 NIGHT-TIME ARTILLERY FIRING, NATIONAL SKIRMISHES

(added 01/2012)

Night-time artillery firing, whether matches or demonstrations, may be held at National Skirmishes with the permission of the Board of Directors and notification of our neighbors around Fort Shenandoah.

3.6.2 NIGHT-TIME ARTILLERY FIRING, REGIONAL SKIRMISHES

(added 01/2012)

Night-time artillery firing, whether matches or demonstrations, may be held at regional skirmishes on artillery approved ranges with the permission of the property owner and with notification of the neighbors.

3.7 DEMONSTRATION FIRING

Any demonstration firing of non-N-SSA approved firearms or at non-N-SSA approved target materials must be approved in advance by the National Commander. Requests for approval must include identity and number of participants, types of arms to be used, types of target materials to be used, the range of fire, and any other pertinent information.

3.8 DURATION OF A NATIONAL SKIRMISH

A National Skirmish schedule shall include at least five (5) days of firing. Times for all elements of the official program shall be established by the Board of Directors.

3.8.1 DAILY SCHEDULED MATCHES

(amended 01/09)

- Wednesday:* Individual Matches
- Thursday:* Individual Matches
- Friday:* Individual Matches
Revolver Company Match

Smoothbore Company Match
Breechloading Rifle/Carbine II Company Match
Single-shot Breechloading Rifle/Carbine II Company Match
Mortar Match

Saturday: Carbine Company Match
Cannon/Howitzer Match

Sunday: Musket Company Match

3.9 SUPPORTIVE ACTIVITIES

The Board of Directors may authorize activities to be held in conjunction with official skirmishes, the purpose of which shall be the education and entertainment of members and their families.

3.10 SPONSORSHIP

(added 08/11)

The Board of Directors may authorize paid corporate sponsorships of individual, aggregate, or company matches at official skirmishes. Sponsorships shall not be extended to individuals or to participating companies or to member organizations.

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SECTION 4: GENERAL RULES FOR COMPANY MATCHES

These general rules apply to all company matches at all N-SSA skirmishes. They are to be used in conjunction with the rules for specific company matches, and in conjunction with sections specific to functions such as inspection, uniforms, firearms, etc.

4.1 MINIMUM REQUIREMENTS FOR AN OFFICIAL COMPANY

Company size	Minimum of unit's members required
3.....	2
4.....	3
5.....	3
8.....	5

4.1.1 ELIGIBILITY FOR AWARDS

A company that does not contain the minimum number of members of a single unit shall not be eligible for any company match awards.

4.2 NUMBER OF OFFICIAL EVENTS REQUIRED (amended 8/2006)

a. Minimum proportion of total events to required events

Total events Number of official events required

3.....	2
4.....	3
5.....	3
6.....	4
7.....	4
8.....	5
9.....	5
10.....	6

b. No more than one silhouette event per match.

c. If a pigeon board (mounted pigeons) is used, it must precede all other 50-yard events. Clay pigeon backer boards must be previously unused.

4.3 HITS (DEFINED)

a. A silhouette target is considered hit if the arc of the bullet overlaps the arc or plane of the outer edge of the target.

b. A target intended to be eliminated shall be considered hit if:

1. The wire or the clip by which it is suspended is cut, causing it to fall.
2. The target shows a mark, crack, chip, or dent from having been hit by a bullet.
3. A part is broken off the target or it is knocked to the ground by fragments of another target eliminated by a bullet.

4.4 TARGETS

- a. When clear or translucent liquid-filled targets are used, they shall be filled with a liquid that contrasts with the background.
- b. **COLOR**—All targets, whenever possible, shall be of a color that contrasts with the background. All targets used in a company event must be of uniform color for all companies. All clay pigeons used in a company event must be of the same color patterns (black ring or full color) for all companies. (amended 01/2011)

- c. **SHRAPNEL**—Targets may be filled with liquid or powder, but shall not contain hard non-integral components generally considered shrapnel (e.g., stones, target chips, lead, or other hard materials).

- d. **HANGING TARGETS**—For hanging target events, the targets must be hung singly and securely by twisting the wire into a closed loop around or through the upper cross members of the frame (see rule 4.4(h)). The wire must also be twisted into a closed loop around, upon, through, or within the target, as demonstrated by the Skirmish Director. Pots may be secured by a closed loop, or by a washer supplied by the skirmish hosts that is larger than the hole in the bottom of the pot (see figure 4.1).

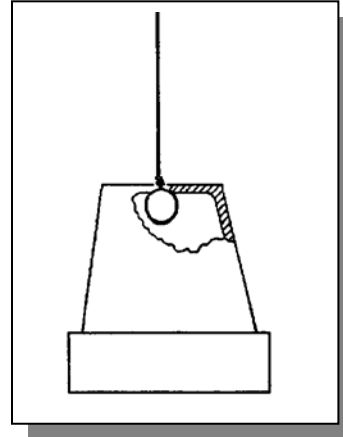


Figure 4.1

- e. **PIGEON BOARD ATTACHMENTS**—Pigeons shall be mounted using either a trash bag tie looped back through itself (see figure 4.2) or a wire device as in figure 4.3.

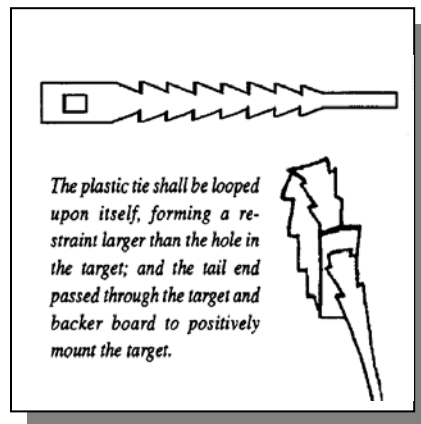


Figure 4.2

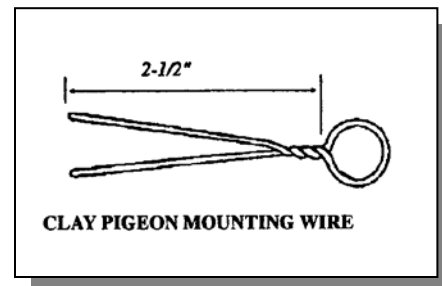


Figure 4.3

- f. **FALLEN TARGETS**—Targets that fall off the upper cross member after the LOAD command and before the COMMENCE FIRE command shall be scored as unhit targets per table 27.2(a, b, or c).

- g. A company found to have wired two or more targets together or to have hung targets without closed loops (or washers, if supplied) shall be disqualified from that event and penalized by being given the time equivalent of full time plus all targets unhit.

- h. SPACING—For hanging elimination events, the targets must be hung alternately high and low. The upper row of targets shall be hung approximately 6 inches from the top member of the frame. The lower row of targets must be hung beneath the upper row. There must be at least a target's width of space between each two adjacent targets, with all the targets hung equally spaced across the entire width of the target frame.
- i. WIRES—Wires used at Fort Shenandoah must be no.16 – no.19 soft annealed black iron wire, and must be at least 30 inches in length. Wires used at other regional skirmishes must be at least 30 inches in length.

4.5 INSPECTIONS

- a. All companies are subject to random inspection.
- b. Inspections shall include firearms, accoutrements, and uniforms.

4.6 SHOOTING STANCE

All firing must be from the offhand position.

4.7 IDENTIFICATION (amended 08/06)

Each competitor in a company match must wear his/her valid N-SSA membership card visibly. The membership card worn must be an original card, issued by the N-SSA, and not a copy or facsimile. (See rule 19.2.1)

4.8 UNIFORMS

Each competitor in a company match must wear the approved uniform of his/her member organization.

4.9 FIREARMS AND ACCOUTREMENTS

- a. Firearms must conform to N-SSA requirements. Non-production reproduction arms or arms that have been altered since production must have an approval card from the Small Arms Committee. That card or a copy should be carried so it can be shown to an inspector or to a skirmish official if the approval of the arm comes into question. The burden of proof is on the competitor.
- b. Accoutrements must conform to N-SSA requirements.

4.10 SHOOTING EQUIPMENT, SHOULDER ARM COMPANY MATCHES

During the company matches, ammunition supplies, cleaning equipment and equipment boxes must be kept at least 25 feet behind the firing line and 8 feet from the nearest spectator. Competitors firing in a company event may not place shooting kits or accoutrements on the ground, with the exceptions of an edged weapon of the period used to support a ramrod, and cleaning rods during carbine and breechloading rifle/carbine II events. All ammunition components and shooting equipment must be carried by, suspended from, or attached to the competitor's person, in cartridge boxes, waist belts, or haversacks. Ammunition used during firing shall be loaded only from a rigid leather cartridge box or one made from several stitched layers of cloth of the type made for the Confederacy. Cartridge boxes shall otherwise comply with **rules 16.2, 16.2.1, and 17.5(a)**, and must be used appropriately.

4.11 SHOOTING EQUIPMENT, REVOLVER COMPANY MATCHES, NATIONAL SKIRMISHES

Revolver Company matches at National Skirmishes shall only be conducted from a fixed firing line on which loading benches are erected. All loading gear and shooting kits shall be placed on or under the loading bench. Shooters shall stand behind the loading bench for loading and shooting. There shall be no open powder containers on the loading bench. Loading shall be done from sealed containers, each holding one pre-measured charge.

4.12 “FIRE” AND “CEASE FIRE” COMMANDS

Rather than giving these commands by voice, the commands may be signaled by a two-second whistle blast, horn blast, or tone generator sound.

4.13 BINOCULARS OR SIMILAR MAGNIFICATION DEVICES (added 01/06)

One pair of binoculars, or a similar magnification device, may be used by a member of a company, providing they are/it is carried on the person of a member of the company.

4.14 GENERAL DUTIES OF TIMERS (added 08/06)

- a. The duties of a timer, during an *elimination* event, are to:
 1. Time the event, using a digital electronic stopwatch
 2. Start the watch at the signal to commence fire.
 3. Stop the watch at the command of the company commander.
 4. Observe that shots are not fired before the commence fire or after the cease fire signals.
 5. Observe the target frame after time is called to ensure that loaded arms are not fired into unhit targets or target fragments.
 6. Verify, if necessary, that all targets are hit.
 7. Convert the elapsed time into seconds and tenths.
 8. Record the elapsed time, in seconds and tenths, on the score card, and sign the card.
 9. Record the number of targets remaining, if any, on the score card.
- b. The duties of a timer, during a *silhouette* event, are to:
 1. Observe that shots are not fired before the commence fire or after the cease fire signals
 2. Observe the target frame to ensure that loaded arms are not fired into the target(s) after the cease fire command.
 3. Count the number of hits in the target(s).
 4. Record the number of hits on the score card, and sign the card.

4.15 GENERAL DUTIES OF SAFETY OFFICERS (added 08/06)

- a. A Safety Officer must have a working knowledge of all parts of SECTION 25: LOADING AND CLEARING SMALL ARMS that pertain to the type of arm being used in competition.
- b. Safety Officers must observe the loading, firing and clearing procedures of all competitors of the company to which he/she is assigned. A safety officer must focus all attention on the competitors on his position, and must not watch the targets break.
- c. A Safety Officer must inform a competitor of safety violations, and must stop unsafe practices when observed.
- d. The red flag must be raised in only TWO situations:
 1. AFTER the CEASE FIRE command has been given from the tower, to inform the tower that there is a fouled arm on that position;

2. During an event if there is a condition on that position that requires the immediate cessation of fire; for example, a medical emergency requiring the immediate attention of medical personnel.

4.16 FIRST CAP TO BE SNAPPED DOWNRANGE **(added 01/2011)**

When snapping caps before an event or when clearing shoulder arms after an event the first cap must be aimed downrange and snapped from the shoulder. All caps snapped on a handgun must be aimed downrange.

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SECTION 5: MUSKET COMPANY MATCHES

5.1 DEFINITION **(amended 01/2011)**

A musket company match consists of four or more separate events fired by companies of eight (or five) skirmishers using firearms approved for use in musket company matches. It is a required element of all national skirmishes and all regional skirmishes (EXCEPT specialty regional skirmishes), and of the Veterans Skirmish.

5.2 MUSKET COMPANY PERSONNEL REQUIREMENTS **(amended 01/2011)**

A company may include more than eight (or five) skirmishers, but not more than eight (or five) at a time may compete on the firing line during the company events. Supernumeraries from other organizations may fill vacancies in reduced companies with the permission of the Skirmish Director, the companies involved, and the individuals. In National Skirmishes, no company may compete unless it contains five members of its own organization. For purposes of credit for participation in a minimum number of skirmishes annually, the term "compete" also means "participate."

5.2.1 MUSKET COMPANY, REGIONAL SKIRMISHES **(added 01/2011)**

Either 5-person or 8-person companies may be used, but not both. Supernumeraries may be assigned to vacancies in accordance with **rule 5.2**. No company shall be allowed to compete for awards with less than three or five members of its own organization for 5- or 8-person companies, respectively.

5.3 ELIGIBLE FIREARMS (see definitions of firearms in Section 14.3)

Muskets

Rifle Muskets

Rifled Muskets

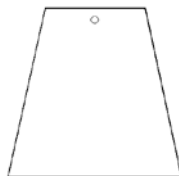
Rifles

5.4 OFFICIAL EVENTS **(amended 01/2011, 08/11)**

Official events for musket company matches must come from this list, and must be conducted as prescribed. These targets are of two types: **silhouette targets** (5.4.A) and **elimination targets** (5.4.B-K). Numbers in parentheses are the numbers of targets for five-person musket companies.

- A. **SILHOUETTES**—50 or 100 yards—Volley fire or 2-minute rapid-fire. If volley fire, a maximum of five hits per competitor shall be scored. Volley fire events must be scored with **Table 27.1(a)**. If rapid-fire, the total number of hits must be scored. Rapid-fire events must be scored with **Table 27.1(b)**. No silhouette target may be of any human form or caricature. No more than one silhouette event may be used in a skirmish. One octagonal 24" cardboard or wallboard target, 100 yards.
1. Two 12" square cardboard or wallboard targets, 100 yards.
 2. One target per competitor on a cardboard backer, 50 or 100 yards.
 - a. All rectangular, sides 6" minimum, 12" maximum.
 - b. All circular, diameter 6" minimum, 12" maximum.
 3. One diamond per competitor, 50 yards, 5" sides, points up.
- B. **CLAY PIGEONS**—50 yards, rapid fire, standard 4.25" clay pigeons.
1. 24 or 32 (15 or 20) pigeons on a backer, mounted with trash bag ties or wire clips, pigeons showing either black or color side, all pigeons on the board must be of uniform color (see **rule 4.4(b)**).

2. 16 (10) hanging pigeons. All pigeons in a frame must be of uniform color.
- C. CLAY POTS—50 or 100 yards, rapid fire. (amended 08/2010)
1. 16 (10) standard 3" pots or breakable pot silhouettes, hanging wide end down at 50 yards.
 2. 10 (7) standard 6" pots, hanging wide end down at 100 yard
- D. CLAY DISCS OR PLATES—100 yards, rapid fire
1. 10 (7) hanging, drilled, 6" or 8" diameter discs or plates.
- If targets are not uniform in types or size, then each company shall have equal ratios of the various types and sizes.
- E. METAL CANS—50 yards, rapid fire.
1. 16 (10) hanging, liquid filled 12-ounce cans.
- May be painted or unpainted, but must be uniformly so for all companies.
- F. TILES—50 or 100 yards, rapid fire.
1. 16 (10) hanging, drilled, 4" square tiles at 50 yards
 2. 10 (7) hanging, drilled, 6" square tiles at 100 yards.
- All 4" or 6" tiles shall be hung as either diamonds or squares, but must be hung uniformly by all companies. The Skirmish Director shall decide the pattern.
- G. STYROFOAM CUPS—50 or 100 yards, rapid fire.
1. 16 (10) hanging 6 to 12 ounce liquid- or powder-filled cups at 50 yards.
 2. 10 (7) hanging 32 ounce liquid- or powder-filled cups at 100 yards.
- H. CLEAR PLASTIC CUPS—50 yards, rapid fire.
1. 16 hanging 6 to 12 ounce, colored-liquid-filled cups.
- I. JUGS AND BOTTLES—100 yards, rapid fire.
1. 10 (7) hanging one-half gallon translucent jugs filled with colored liquid.
 2. 10 (7) hanging two-liter clear or translucent bottles filled with colored liquid. False bottoms must be removed.
- J. WOODEN TRAPEZOIDS -50 yards, rapid fire. (added 08/11)
1. 16 (10) hanging isosceles trapezoids with bases of 2 and 3 ½ inches, cut from nominal 1x4s or 2x4s (*see illustration*).



- a. May be painted or unpainted, but must be uniformly so for all companies.
- b. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.

- c. Must be hung with the wider base down, as illustrated.
- K. WOOD BLOCKS—50 yards, rapid fire.
- 1. 16 (10) hanging nominal 4x4 wood blocks cut square from nominal 1x4s, 2x4s, or 4x4s.
 - a. May be painted or unpainted, but must be uniformly so for all companies.
 - b. May be hung as squares or diamonds, but must be uniform on the frame.
 - c. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.
- L. BOTTLES—50 yards, rapid fire.
- 1. 16 (10) hanging plastic bottles of uniform size filled with colored liquid. False bottoms must be removed.

5.5 OPTIONAL COMPANY EVENTS

The remaining company events may include any elimination, point or sequence events that the Skirmish Director desires. Targets should be of the destructible type so competitors, judges and spectators may observe the progress of the firing. Exploding targets are not permitted. In no case shall any form of live animal, fish or fowl be used as targeting or part of targeting in an official or unofficial event.

5.6 FIRING LINE COMMANDS, RAPID-FIRE EVENTS

- 1. ***"ONE MINUTE TO THE FIRING LINE!"*** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
- 2. ***"ONE MINUTE TO SNAP CAPS!"*** Competitors shall have one minute to snap caps to ensure that their firearms are clear. *NOTE: The first cap must be aimed downrange and fired from the shoulder.* At the expiration of one minute, the following command shall be given:
- 3. ***"CEASE FIRE!"*** followed by
- 4. ***"LOAD AND COME TO THE READY!"*** Competitors shall load and cap their firearms (per rule 25.2), and come to the ready position (per rule 23.9).
- 5. ***"FIRE!"*** Competitors may commence firing and reload as necessary until all targets are hit or until the 5-minute time limit expires.
- 6. ***"CEASE FIRING!"*** All competitors must stop firing immediately. All firearms must be held with the muzzle pointed downrange. Competitors shall await further orders from the tower.
- 7. ***"DISCHARGE ALL LOADED FIREARMS INTO THE BACKSTOP!"***
- 8. ***"SAFETIES, CLEAR THE LINE!"*** Each competitor shall have his firearm cleared in accordance with all N-SSA rules prior to leaving the firing line. Each company must wait until all its firearms have been cleared in accordance with rules 25.7 and 25.10 and the safety officer informs them that the line is clear before leaving the firing line.

5.7 FIRING LINE COMMANDS, VOLLEY FIRE EVENTS

- 1. ***"ONE MINUTE TO THE FIRING LINE!"*** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
- 2. ***"ONE MINUTE TO SNAP CAPS!"*** At this command, competitors may clear their firearms by snapping one or more caps. *NOTE: The first cap must be aimed downrange*

and fired from the shoulder. At the expiration of one minute, the following command shall be given:

3. **“CEASE FIRE!”** followed by
4. **“LOAD!”** At this command, the firearm shall be loaded and capped (**per rule 25.2**), following which the hammer and trigger shall not be touched and fingers shall be kept out of the trigger guard. When 30 seconds has elapsed after the LOAD command the following commands shall be given. They shall be given in a steady cadence which shall not be so fast as to occur before prior movements are completed or so slow as to require the competitors to hold their firearms in any position for an undue amount of time.
5. **“READY!”** At this command, the firearms shall be brought to the ready position as described in **rule 23.9**, the fingers still not touching the triggers.
6. **“AIM!”** At this command, the competitors shall place the butts of the pieces on their shoulders and fingers on the triggers.
7. **“FIRE!”** This command may be given vocally or by a 2-second whistle blast, horn blast, or tone generator sound. After five seconds, a **“CEASE FIRE!”** command shall be given in the same manner as the FIRE command. Unless the last volley has been fired, the CEASE FIRE command shall be followed by the LOAD command and the procedure beginning with (3.) shall be repeated. After the last volley, the procedures under **rules 25.7 and 25.10** shall be followed.
8. **“SAFETIES, CLEAR THE LINE!”** Each competitor shall have his firearm cleared in accordance with rules 25.7 and 25.10 prior to leaving the firing line. Each company must wait until all its firearms have been cleared and the safety officer informs them that the line is clear before leaving the firing line.

5.8 PREPARATORY FIRING COMMANDS

If necessary, the announcer may include additional preparatory commands before the firing commands. Preparatory commands are usually employed in sequence or point events, i.e., **“AT 200 YARDS: READY, AIM, FIRE!”** to instruct the competitors of the range of the targets to be fired upon. The Announcer shall inform the competitors of the range at least 10 seconds before the firing commands are given.

5.9 GENERAL RULES, MUSKET COMPANY MATCHES

A musket company match must consist of at least four separate events, of which at least three must be official events.

SECTION 6: CARBINE COMPANY MATCHES

6.1 DEFINITION

A carbine company match consists of three or more separate events fired by companies of eight (or five) skirmishers using firearms approved for use in carbine company matches. It is a required element of all national skirmishes and is optional for regional skirmishes. National skirmish carbine companies shall consist of eight competitors, and regional skirmish carbine companies may consist of eight or five.

6.2 CARBINE COMPANY PERSONNEL REQUIREMENTS

A company may include more than eight skirmishers, but not more than eight at a time may compete on the firing line during the company events. Supernumeraries from other organizations may fill vacancies in reduced companies with the permission of the Skirmish Director, the companies involved, and the individuals. In National Skirmishes, no company may compete unless it contains five members of its own organization.

6.2.1 CARBINE COMPANY, REGIONAL SKIRMISHES

Either 5-person or 8-person companies may be used. Supernumeraries may be assigned to vacancies in accordance with **rule 6.2**. No company shall be allowed to compete for awards with less than three or five members of its own organization for 5- or 8-person companies, respectively.

6.3 ELIGIBLE FIREARMS (see definitions of firearms in Section 14.3)

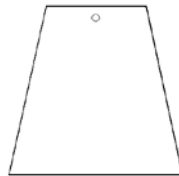
- a. Carbines
- b. Musketoons

6.4 OFFICIAL EVENTS (amended 01/2011)

Official events for carbine company matches must come from this list, and must be conducted as prescribed. These targets are of two types: **silhouette targets** (6.4.A) and **elimination targets** (6.4.B-L). Numbers in parentheses are the number of targets for five-person carbine companies.

- A. **SILHOUETTES**—50 or 100 yards—Volley fire or 2-minute rapid-fire. If volley fire, a maximum of five hits per competitor shall be scored. Volley fire events must be scored with **Table 27.1(a)**. If rapid-fire, the total number of hits must be scored. Rapid-fire events must be scored with **Table 27.1(b)**. No silhouette target may be of any human form or caricature. No more than one silhouette event may be used in a skirmish.
 1. One octagonal 24" cardboard or wallboard target, 100 yards.
 2. Two 12" square cardboard or wallboard targets, 100 yards.
 3. One target per competitor on a cardboard backer, 50 or 100 yards.
 - a. All rectangular, sides 6" minimum, 12" maximum.
 - b. All circular, diameter 6" minimum, 12" maximum.
 4. One diamond per competitor, 50 yards, 5" sides, points up.
- B. **CLAY PIGEONS**—50 yards, rapid fire, standard 4.25" clay pigeons.
 1. 24 or 32 (15 or 20) pigeons on a backer, mounted with trash bag ties or wire clips, pigeons showing either black or color side, all pigeons on the board must be of uniform color.
 2. 16 (10) hanging pigeons. All pigeons in a frame must be of uniform color (see **rule 4.4(b)**).

- C. CLAY POTS—50 or 100 yards, rapid fire. (amended 08/2010)
1. 16 (10) standard 3" pots or breakable pot silhouettes, hanging wide end down at 50 yards.
 2. 10 (7) standard 6" pots, hanging wide end down at 100 yards.
- D. CLAY DISCS OR PLATES—100 yards, rapid fire
1. 10 (7) hanging, drilled, 6" or 8" diameter discs or plates.
If targets are not uniform in types or size, then each company shall have equal ratios of the various types and sizes.
- E. METAL CANS—50 yards, rapid fire.
1. 16 (10) hanging, liquid filled 12-ounce cans.
May be painted or unpainted, but must be uniformly so for all companies.
- F. TILES—50 or 100 yards, rapid fire.
1. 16 (10) hanging, drilled, 4" square tiles at 50 yards
 2. 10 (7) hanging, drilled, 6" square tiles at 100 yards.
All 4" or 6" tiles shall be hung as either diamonds or squares, but must be hung uniformly by all companies. The Skirmish Director shall decide the pattern.
- G. STYROFOAM CUPS—50 or 100 yards, rapid fire.
1. 16 (10) hanging 6 to 12 ounce liquid- or powder-filled cups at 50 yards.
 2. 10 (7) hanging 32 ounce liquid- or powder-filled cups at 100 yards.
- H. CLEAR PLASTIC CUPS—50 yards, rapid fire.
1. 16 (10) hanging 6 to 12 ounce, colored-liquid-filled cups.
- I. JUGS AND BOTTLES—100 yards, rapid fire.
1. 10 (7) hanging one-half gallon translucent jugs filled with colored liquid.
 2. 10 (7) hanging two-liter clear or translucent bottles filled with colored liquid.
False bottoms must be removed.
- J. WOODEN TRAPEZOIDS -50 yards, rapid fire. (added 08/11)
1. 16 (10) hanging isosceles trapezoids with bases of 2 and 3 ½ inches, cut from nominal 1x4s or 2x4s (*see illustration*).



- a. May be painted or unpainted, but must be uniformly so for all companies.
- b. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.

c. Must be hung with the wider base down, as illustrated.

K. WOOD BLOCKS—50 yards, rapid fire.

1. 16 (10) hanging nominal 4x4 wood blocks cut square from nominal 1x4s, 2x4s, or 4x4s.
 - a. May be painted or unpainted, but must be uniformly so for all companies.
 - b. May be hung as squares or diamonds, but must be uniform on the frame.
 - c. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.

L. BOTTLES—50 yards, rapid fire.

1. 16 (10) hanging plastic bottles of uniform size filled with colored liquid. False bottoms must be removed.

6.5 OPTIONAL COMPANY EVENTS

The remaining company events may include any elimination, point or sequence events that the Skirmish Director desires. Targets should be of the destructible type so competitors, judges and spectators may observe the progress of the firing. Exploding targets are not permitted. In no case shall any form of live animal, fish or fowl be used as targeting or part of targeting in an official or unofficial event.

6.6 FIRING LINE COMMANDS, RAPID-FIRE EVENTS

1. ***"ONE MINUTE TO THE FIRING LINE!"*** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
2. ***"ONE MINUTE TO SNAP CAPS!"*** Competitors shall have one minute to snap caps to ensure that their firearms are clear. *NOTE: The first cap must be aimed downrange and fired from the shoulder.* At the expiration of one minute, the following command shall be given:
3. ***"CEASE FIRE!"*** followed by
4. ***"LOAD AND COME TO THE READY!"*** Competitors shall load and cap their firearms (**per rule 25.2**), and come to the ready position (**per rule 23.9**).
5. ***"FIRE!"*** Competitors may commence firing and reload as necessary until all targets are hit or until the 5-minute time limit expires.
6. ***"CEASE FIRING!"*** All competitors must stop firing immediately. All firearms must be held with the muzzle pointed downrange. Competitors shall await further orders from the tower.
7. ***"DISCHARGE ALL LOADED FIREARMS INTO THE BACKSTOP!"***
8. ***"SAFETIES, CLEAR THE LINE!"*** Each competitor shall have his firearm cleared in accordance with all N-SSA rules prior to leaving the firing line. Each company must wait until all its firearms have been cleared in accordance with **rules 25.7 and 25.10** and the safety officer informs them that the line is clear before leaving the firing line.

6.7 FIRING LINE COMMANDS, VOLLEY FIRE EVENTS

1. ***"ONE MINUTE TO THE FIRING LINE!"*** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
2. ***"ONE MINUTE TO SNAP CAPS!"*** At this command, competitors may clear their firearms by snapping one or more caps. *NOTE: The first cap must be*

aimed downrange and fired from the shoulder. At the expiration of one minute, the following command shall be given:

3. **“CEASE FIRE!”** followed by
4. **“LOAD!”** At this command, the firearm shall be loaded and capped (**per rule 25.2**), following which the hammer and trigger shall not be touched and fingers shall be kept out of the trigger guard. When 30 seconds has elapsed after the LOAD command the following commands shall be given. They shall be given in a steady cadence which shall not be so fast as to occur before prior movements are completed or so slow as to require the competitors to hold their firearms in any position for an undue amount of time.
5. **“READY!”** At this command, the firearms shall be brought to the ready position as described in **rule 23.9**, the fingers still not touching the triggers.
6. **“AIM!”** At this command, the competitors shall place the butts of the pieces on their shoulders and fingers on the triggers.
7. **“FIRE!”** This command may be given vocally or by a 2-second whistle blast, horn blast, or tone generator sound. After five seconds, a **“CEASE FIRE!”** command shall be given in the same manner as the FIRE command. Unless the last volley has been fired, the CEASE FIRE command shall be followed by the LOAD command and the procedure beginning with (3.) shall be repeated. After the last volley, the procedures under **rules 25.7 and 25.10** shall be followed.
8. **“SAFETIES, CLEAR THE LINE!”** Each competitor shall have his firearm cleared in accordance with **rules 25.7 and 25.10** prior to leaving the firing line. Each company must wait until all its firearms have been cleared and the safety officer informs them that the line is clear before leaving the firing line.

6.8 PREPARATORY FIRING COMMANDS

If necessary, the announcer may include additional preparatory commands before the firing commands. Preparatory commands are usually employed in sequence or point events, i.e., **“AT 200 YARDS: READY, AIM, FIRE!”** to instruct the competitors of the range of the targets to be fired upon. The Announcer shall inform the competitors of the range at least 10 seconds before the firing commands are given.

6.9 GENERAL RULES, MUSKET COMPANY MATCHES

A carbine company match must consist of at least three separate events, of which at least two must be official events.

SECTION 7: REVOLVER COMPANY MATCHES

7.1 DEFINITION

A revolver company match consists of three or more separate events fired by companies of four (or three) skirmishers using firearms approved for use in revolver company matches. It is a required element of all national skirmishes and is optional for regional skirmishes. National skirmish revolver companies shall consist of four competitors, and regional skirmish revolver companies may consist of three.

7.2 REVOLVER COMPANY PERSONNEL REQUIREMENTS

A company may include more than four skirmishers, but not more than four at a time may compete on the firing line during the company events. Supernumeraries from other organizations may fill vacancies in reduced companies with the permission of the Skirmish Director, the companies involved, and the individuals. In National Skirmishes, no company may compete unless it contains at least three members of its own organization.

7.2.1 REVOLVER COMPANY, REGIONAL SKIRMISHES

Either 3-person or 4-person companies may be used. Supernumeraries may be assigned to vacancies in accordance with **rule 7.2**. No company shall be allowed to compete for awards with less than two or three members of its own organization for 3- or 4-person companies, respectively.

7.3 ELIGIBLE FIREARMS (see definitions of firearms in Section 14.3)

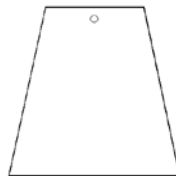
- a. Revolvers

7.4 OFFICIAL EVENTS (amended 01/2011)

Official events for carbine company matches must come from this list, and must be conducted as prescribed. These targets are of two types: **silhouette targets** (7.4.A) and **elimination targets** (7.4.B-L).

- A. **SILHOUETTES**—50 or 100 yards—Volley fire or ninety -second rapid-fire. If volley fire, a maximum of five hits per competitor shall be scored. Volley fire events must be scored with **Table 27.1(a)**. If rapid-fire, the total number of hits must be scored. Rapid-fire events must be scored with **Table 27.1(b)**. No silhouette target may be of any human form or caricature. No more than one silhouette event may be used in a skirmish.
 - 1. One octagonal 24" cardboard or wallboard target, 50 yards.
 - 2. Two 12" square cardboard or wallboard targets, 50 yards.
 - 3. One target per competitor on a cardboard backer, 25 or 50 yards.
 - a. All rectangular, sides 6" minimum, 12" maximum.
 - b. All circular, diameter 6" minimum, 12" maximum.
 - 4. One diamond per competitor, 25 yards, 5" sides, points up.
- B. **CLAY PIGEONS**—25 yards, rapid fire, standard 4.25" clay pigeons.
 - 1. Three clay pigeons per competitor, mounted with trash bag ties or wire clips, pigeons showing either black or color side, all pigeons on the board must be of uniform color (**see rule 4.4(b)**).
 - 1. Two hanging pigeons per competitor. All pigeons in a frame must be of uniform color (**see rule 4.4(b)**).

- C. CLAY POTS—25 or 50 yards, rapid fire. (amended 08/2010)
- Two standard 3" pots or breakable pot silhouettes per competitor, hanging wide end down at 25 yards.
 - One standard 6" pot per competitor, hanging wide end down at 50 yards.
- D. CLAY DISCS OR PLATES—50 yards, rapid fire
- No more than two per competitor, drilled, 6" or 8" diameter discs or plates.
- If targets are not uniform in types or size, then each company shall have equal ratios of the various types and sizes.
- E. METAL CANS—25 yards, rapid fire.
- Two per competitor, hanging, liquid filled 12-ounce cans.
May be painted or unpainted, but must be uniformly so for all companies.
- F. TILES—25 or 50 yards, rapid fire.
- Two per competitor, hanging, drilled, 4" square tiles at 25 yards
 - Six hanging, drilled 6" square tiles at 25 yards (National Skirmishes).
 - No more than two per competitor, hanging, drilled, 6" square tiles at 50 yards.
All 4" or 6" tiles shall be hung as either diamonds or squares, but must be hung uniformly by all companies. The Skirmish Director shall decide the pattern.
- G. STYROFOAM CUPS—25 or 50 yards, rapid fire.
- Two per competitor, hanging 6- to 12-ounce liquid- or powder-filled cups at 25 yards.
 - No more than two per competitor, hanging 32-ounce liquid- or powder-filled cups at 50 yards.
- H. CLEAR PLASTIC CUPS—25 yards, rapid fire.
- Two per competitor, hanging 6- to 12-ounce, colored-liquid-filled cups (10 for Regionals).
- I. JUGS AND BOTTLES—50 yards, rapid fire.
- No more than two per competitor, hanging one-half gallon translucent jugs filled with colored liquid.
 - No more than two per competitor, hanging 2-liter clear or translucent bottles filled with colored liquid. False bottoms must be removed.
- J. WOODEN TRAPEZOIDS -50 yards, rapid fire. (added 08/11)
- Two per competitor hanging isosceles trapezoids with bases of 2 and 3 ½ inches, cut from nominal 1x4s or 2x4s (*see illustration*).



- a. May be painted or unpainted, but must be uniformly so for all companies.
 - b. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.
 - c. Must be hung with the wider base down, as illustrated.
- K. WOOD BLOCKS—25 yards, rapid fire
- 1. Two per competitor, hanging nominal 4x4 wood blocks cut square from nominal 1x4s, 2x4s, or 4x4s.
 - a. May be painted or unpainted, but must be uniformly so for all companies.
 - b. May be hung as squares or diamonds, but must be uniform on the frame.
 - c. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.
- L. BOTTLES—25 yards, rapid fire.
- 2. Two per competitor hanging plastic bottles of uniform size filled with colored liquid. False bottoms must be removed.

7.5 TIME LIMITS (amended 1/2013)

Each event shall have a time limit of ninety seconds and have not more than six shots per competitor.

7.6 OPTIONAL COMPANY EVENTS

The remaining company events may include any elimination, point or sequence events the Skirmish Director desires. Targets should be of the destructible type so that competitors, judges and spectators may observe the progress of the firing. Exploding targets are not permitted. In no case shall any form of live animal, fish or fowl be used as targeting or part of targeting in an official or unofficial event. The number of targets shall never exceed three per competitor.

7.7 SAFETY OFFICER AND LINE JUDGE

Each competing company must supply one individual in uniform to act as safety officer/line judge for another company. Failure to provide a safety officer/line judge with a stopwatch may disqualify the company for that match. As safety officer, he/she shall ensure that the company to which he/she is assigned follows safety procedures, and clears each of their arms after each event. As line judge, he/she shall keep and record the company's time for each event and ensure that all claimed targets are hit.

7.8 LOADING

No revolver shall be loaded while anyone is down range. Revolvers shall be capped only on the specific command and only on the firing line. No capping shall be done unless the cylinder is properly placed in the frame of the revolver. Cappers may be used by revolver competitors when competing in individual and company events (**see rule 25.6**).

7.9 FIRING LINE COMMANDS, REVOLVER COMPANY MATCHES (amended 8/2009 and 1/2013)

The following is the sequence for single or multiple-relay matches. If the range is configured for “double hanging” the script may be altered to allow two events to be hung simultaneously.

1. **“YOU MAY GO FORWARD AND HANG YOUR TARGETS FOR EVENT ONE:** [announce appropriate target].” The initial set of targets may be pre-hung by the host organization, by members of the second or third relay, or by the company members where there is only one relay.
2. When the line is safe and all targets are hung for the first relay, the announcer shall bring all shooters to the line. **“SHOOTERS, ONE MINUTE TO THE LINE.”**
3. **“DOES EACH TEAM HAVE A LINE JUDGE/SAFETY OFFICER IN PLACE? PLEASE INDICATE BY RAISING YOUR GREEN FLAG NOW.”**
4. Visually check the line for safety flags. If all personnel are in place **“IS THE RANGE CLEAR ON THE RIGHT?”** (visually inspect)
5. **“IS THE RANGE CLEAR ON THE LEFT?”** (visually inspect)
6. **“THE RANGE IS CLEAR. YOU HAVE THREE MINUTES TO SNAP CAPS.”**
7. Snapping caps will ONLY be done prior to the first event of each phase..After three minutes, **“CEASE FIRE! CEASE FIRE!”**
8. **“AT THE COMMAND LOAD, YOU WILL HAVE 5 MINUTES TO LOAD. A SEPARATE COMMAND WILL FOLLOW TO CAP REVOLVERS.”**
9. **“ONCE YOUR REVOLVER IS LOADED, PLEASE CLOSE ALL SHOOTING BOXES AND PLACE THEM UNDER THE BENCH.”**
10. **“LOAD.”** At the end of 5 minutes (or when it is apparent all teams are ready),
11. **“YOU HAVE TWO MINUTES TO CAP AND COME TO THE READY.”**
12. **“WHEN YOU HAVE FINISHED CAPPING YOUR REVOLVER, KEEP IT POINTED DOWN RANGE, BELOW THE TARGETS, OR SUPPORT IT ON THE BENCH. DO NOT AIM AT THE TARGETS.”**
13. **“THIS WILL BE A NINETY SECOND EVENT. ALL FIRING WILL START AND STOP WITH THE SOUND OF THE WHISTLE/HORN.”**
14. **“IS THE RANGE CLEAR ON THE RIGHT?”** (visually inspect)
15. **“IS THE RANGE CLEAR ON THE LEFT?”** (visually inspect)
16. **“FIRE!”** (Sound Whistle/Horn) This command may be by voice, whistle, horn, or tone generator and is given only after all safety officers have signaled by raising their green safety flags indicating that all shooters are ready.
17. When time has expired, **“CEASE FIRE! CEASE FIRE!”**

At this command, all competitors shall immediately stop firing. The announcer, if the line is safe, shall allow the companies to clear any loaded revolvers into the backstop. The safety officers shall ascertain that no additional targets are broken during the clearing procedure. Before the company can clear the line the safety officer shall inspect each chamber of each revolver on his position in accordance with **rule 25.12** to assure that all are cleared.
18. **“DISCHARGE ALL LOADED REVOLVERS INTO THE BACKSTOP.”**

19. ***“SAFETY OFFICERS, ASSURE THAT ALL REVOLVERS ARE UNLOADED. IF THERE ARE ANY FOULED OR LOADED REVOLVERS ON THE LINE, PLEASE INDICATE BY RAISING YOUR RED FLAG NOW.”***
20. ***“ONCE YOU HAVE BEEN CLEARED, PLEASE BENCH YOUR REVOLVER AND STEP BACK AWAY FROM THE LINE.”***
21. ***“IS THE LINE CLEAR ON THE RIGHT?”*** (visually inspect)
22. ***“IS THE LINE CLEAR ON THE LEFT?”*** (visually inspect)
23. ***“THE LINE IS CLEAR.”***
24. ***“LINE JUDGES AND TEAM CAPTAINS MAY GO FORWARD AT THIS TIME TO CHECK QUESTIONABLE TARGETS AND REPLACE ANY BROKEN TARGETS.”***
25. (After a momentary delay), ***“YOU MAY GO FORWARD AND HANG TARGETS FOR EVENT 2, [announce appropriate target], AND HANG TARGETS FOR EVENT 3, [announce appropriate target].”***

Repeat this sequence of commands for all scheduled events. At the conclusion of each phase of a National Skirmish Revolver or at the conclusion of a Regional Skirmish Revolver Match, announce,

“ALL TEAMS PLEASE POLICE YOUR READY AREA AND CLEAN-UP YOUR TARGET POSITION. THANK YOU.”

7.10 SCORING

Scoring shall be done on an elapsed time basis. Time shall be called when all targets are broken or when all chambers that can be fired have been fired. If all the targets are hit, time is called and recorded for that event. If there are unhit targets, the time shall be recorded as the elapsed time (before time was called) for the event plus a penalty per unhit targets. The penalty time is determined by dividing the total event time (90 seconds) by the total number of targets. See **table 27.2(b)** for applicable penalty times. If a tie remains at the end of the events, the best score in a 50-yard event shall be used to break the tie. If there is no 50-yard event or if the score still remains tied, the best score on the pigeon board event shall be used. Should the score still be tied, the next following event shall be used as the tiebreaker.

7.11 GENERAL RULES, REVOLVER COMPANY MATCHES

- a. A Revolver Company Match must consist of at least three events, of which at least two must be official events
- b. Revolver Company matches at National Skirmishes shall only be conducted from a fixed firing line on which loading benches are erected. All loading gear and shooting kits shall be placed on or under the loading bench. Shooters shall stand behind the loading bench for loading and shooting. There shall be no open powder containers on the loading bench. Loading shall be done from sealed containers, each holding one pre-measured charge.
- c. Revolver Company matches at Regional Skirmishes may use tables or benches placed behind the firing line for loading. No revolvers may be capped behind the line. All loading gear and shooting kits must be placed on the loading tables or benches. Loaded revolvers will be carried to the firing line uncapped. The command to cap shall be given only on the firing line, just before the sequence of firing commands begins.
- d. A revolver company match shall consist of neither less than three nor more than five separate events, of which not more than one shall be fired at 50 yards. The

remaining events must be fired at 25 yards. (Inclusion of a 50-yard event is not required.)

SECTION 8: BREECHLOADING RIFLE/CARBINE II (BR/C2) COMPANY MATCHES

8.1 DEFINITION

A breechloading rifle/carbine II company match consists of three or more separate events fired by companies of four skirmishers using firearms approved for use in breechloading rifle/carbine II company matches. It is a required element of all national skirmishes, and may be used in regional skirmishes. For regional skirmishes, the number of competitors may be reduced to three. Supernumeraries may be assigned to fill vacancies, in accordance with **rule 8.2**; however, the skirmish director may give permission to a company to participate with fewer than the required minimum number of competitors on a “non-award” basis.

8.1.1 SINGLE-SHOT BR/C2 COMPANIES

The national skirmish breechloading rifle/carbine II company matches shall include a separate class for **single-shot breechloading rifle/carbine II companies (Class SS)**. All members of a single-shot company must fire single-shot firearms. Their times shall be ranked only against other single-shot companies. Targets shall be half the number specified for BR/CR2 competition.

8.2 BR/C2 COMPANY PERSONNEL REQUIREMENTS

A breechloading rifle/carbine II company may include more than four skirmishers, but not more than four at a time may compete on the firing line during the company events. Supernumeraries from other organizations may fill vacancies in reduced companies in accordance with **rule 8.2**.

8.2.1 BR/C2 COMPANY, REGIONAL SKIRMISHES

Either 3-person or 4-person companies may be used. Supernumeraries may be assigned to vacancies in accordance with **rule 8.2**. No company shall be allowed to compete for awards with less than two or three members of its own organization for 3- or 4-person companies, respectively. Regional skirmishes may include single-shot company competition with three- or four-person companies.

8.3 ELIGIBLE FIREARMS (see definitions of firearms in Section 14.3)

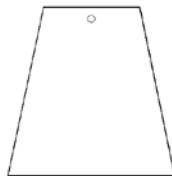
- a. Breechloading Rifles
- b. Carbine II
- c. Single-shot Breechloading Rifle or Carbine II

8.4 OFFICIAL EVENTS **(amended 01/2011)**

Official events for BR/C2 company matches must come from this list, and must be conducted as prescribed. These targets are of two types: **silhouette targets** (8.4.A) and **elimination targets** (8.4.B-L). Numbers in parentheses are the numbers of targets for three-person companies.

- A. **SILHOUETTES**—50 or 100 yards—Volley fire or 2-minute rapid-fire. If volley fire, a maximum of five hits per competitor shall be scored. Volley fire events must be scored with **Table 27.1(a)**. If rapid-fire, the total number of hits must be scored. Rapid-fire events must be scored with **Table 27.1(b)**. No silhouette target may be of any human form or caricature. No more than one silhouette event may be used in a skirmish.
 1. One octagonal 24" cardboard or wallboard target, 100 yards.
 2. Two 12" square cardboard or wallboard targets, 100 yards.
 3. One target per competitor on a cardboard backer, 50 or 100 yards.
 - a. All rectangular, sides 6" minimum, 12" maximum.
 - b. All circular, diameter 6" minimum, 12" maximum
 4. One diamond per competitor, 50 yards, 5" sides, points up.

- B. CLAY PIGEONS—50 yards, rapid fire, standard 4.25" clay pigeons.
- 24 or 32 (18 or 24) pigeons on a backer, mounted with trash bag ties or wire clips, pigeons showing either black or color side, all pigeons on the board must be of uniform color (see rule 4.4(b)).
 - 16 (12) hanging pigeons. All pigeons in a frame must be of uniform color.
- C. CLAY POTS—50 or 100 yards, rapid fire. (amended 08/2010)
- 16 (12) standard 3" pots or breakable pot silhouettes, hanging wide end down at 50 yards.
 - 10 (8) standard 6" pots, hanging wide end down at 100 yards.
- D. CLAY DISCS OR PLATES—100 yards, rapid fire
- 10 (8) hanging, drilled, 6" or 8" diameter discs or plates.
- If targets are not uniform in types or size, then each company shall have equal ratios of the various types and sizes.
- E. METAL CANS—50 yards, rapid fire.
- 16 (12) hanging, liquid filled 12-ounce cans.
- May be painted or unpainted, but must be uniformly so for all companies.
- F. TILES—50 or 100 yards, rapid fire.
- 16 (12) hanging, drilled, 4" square tiles at 50 yards
 - 10 (8) hanging, drilled, 6" square tiles at 100 yards.
- All 4" or 6" tiles shall be hung as either diamonds or squares, but must be hung uniformly by all companies. The Skirmish Director shall decide the pattern.
- G. STYROFOAM CUPS—50 or 100 yards, rapid fire.
- 16 (12) hanging 6 to 12 ounce liquid- or powder-filled cups at 50 yards.
 - 10 (8) hanging 32 ounce liquid- or powder-filled cups at 100 yards.
- H. CLEAR PLASTIC CUPS—50 yards, rapid fire.
- 16 (12) hanging 6 to 12 ounce, colored-liquid-filled cup
- I. JUGS AND BOTTLES—100 yards, rapid fire.
- 10 (8) hanging one-half gallon translucent jugs filled with colored liquid.
 - 10 (8) hanging two-liter clear or translucent bottles filled with colored liquid. False bottoms must be removed.
- J. WOODEN TRAPEZOIDS -50 yards, rapid fire. (added 08/2011)
- 16 (12) hanging isosceles trapezoids with bases of 2 and 3 ½ inches, cut from nominal 1x4s or 2x4s (see illustration).



- May be painted or unpainted, but must be uniformly so for all companies.

- b. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.
 - c. Must be hung with the wider base down, as illustrated.
- K. WOOD BLOCKS—50 yards, rapid fire.
- 1. 16 (12) hanging nominal 4x4 wood blocks cut square from nominal 1x4s, 2x4s, or 4x4s.
 - a. May be painted or unpainted, but must be uniformly so for all companies.
 - b. May be hung as squares or diamonds, but must be uniform on the frame.
 - c. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.
- L. BOTTLES—50 yards, rapid fire.
- 1. 16 (12) plastic water bottles. Bottle must be of uniform size and filled with colored liquid. False bottoms must be removed.

8.5 OPTIONAL COMPANY EVENTS

The remaining company events may include any elimination, point or sequence events that the Skirmish Director desires. Targets should be of the destructible type so competitors, judges and spectators may observe the progress of the firing. Exploding targets are not permitted. In no case shall any form of live animal, fish or fowl be used as targeting or part of targeting in an official or unofficial event.

8.6 SAFETY OFFICER AND LINE JUDGE (amended 08/09)

In skirmishes shooting only one relay, each competing company must supply one individual in uniform to act as safety officer/line judge for another company. Failure to provide a safety officer/line judge, with a stopwatch, may disqualify the company for that match. As safety officer, he/she shall ensure that the company to which he/she is assigned follows safety procedures, and clears each of their arms after each event. As line judge, he/she shall keep and record the company's time for each event and ensure that all claimed targets are hit. In multiple-relay matches, two individuals shall perform line judge and safety officer functions for another competing company firing on a different relay.

8.7 FIRING LINE COMMANDS, BR/C2 MATCHES (amended 08/08)

1. **"COMPETITORS TO THE FIRING LINE!"** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
2. **"ONE MINUTE TO SNAP CAPS!"** This command is to be used only if necessary. If there are no externally-primed firearms on the line, it may be omitted. *NOTE: The first cap must be aimed downrange and fired from the shoulder.* If there are no externally primed firearms on the line, the command to snap caps may be omitted. After one minute has expired, the following command is given:
3. **"CEASE FIRE!"** followed by
4. **"LOAD AND COME TO THE READY!"** Competitors may chamber a round and come to the ready position.
5. **"FIRE!"** Companies may commence firing and reload, as necessary, until all targets are hit or the 3-minute time limit expires.

6. **“CEASE FIRING!”** All competitors must stop firing immediately. All firearms must be held with the muzzle pointed downrange. Competitors shall await further commands from the tower.
7. **“SAFETIES, CLEAR THE LINE!”** Each competitor shall have his firearm cleared in accordance with **rules 25.7, 25.11, 25.14, or 25.15** prior to leaving the firing line. Each company must wait until all its firearms have been cleared, and the safety officer informs them that the line is clear, before leaving the firing line.

8.8 LOADING MAGAZINE FIREARMS

- a. Each competitor must bring a cleaning rod to the firing line to facilitate the clearing process.
- b. The barrel of the firearm must be pointed downrange in a near horizontal position during loading and reloading.
- c. No multiple cartridge “speed loaders” may be used at any time; however, if a loading tube was originally issued for the firearm, it may be used on the line to load or to reload (**see rules 25.3(b) and 25.4**). An example of this would be a Blakeslee tube for the Spencer rifle or carbine.
- d. Companies shall have up to five minutes between events to clean their firearms, recover spent cartridges and refill cartridge boxes.
- e. Competitors using the Henry rifle may load the magazine only once per event. During an event, when all rounds from the magazine have been fired, further rounds must be individually loaded directly into the breech.

8.9 SCORING, BR/C2 MATCHES

Scoring shall be done on an elapsed time basis. Time shall be called when the team captain believes all targets are broken or when three minutes have elapsed, whichever comes first.

8.10 PROCEDURE FOR INSPECTION OF LEVER-ACTION ARMS (added 08/08)

- a. The competitor shall present the arm to the inspector with the action fully open and its lever in the farthest forward position.
- b. Any modification to an arm that results in a shortened lever throw shall result in penalties under **rule 22.11**.
- c. Trigger pull and half-cock inspections shall be the same as in **rules 8.8 and 8.9**.

8.11 GENERAL RULES, BR/C2 MATCHES (amended 08/08)

- d. A breechloading rifle/carbine II company match must consist of at least three separate events, of which at least two must be official events.
- e. The length of each event shall not exceed three minutes (180 seconds).
- f. The match may consist of only one relay. If so, all targets may be hung before the start of the match.
- g. A breechloading rifle/carbine II company match may be scheduled in conjunction with another company match, specifically a smoothbore match.
- h. A mixed company of repeater and single-shot arms must compete as a repeater company.
- i. If single-shot companies compete against repeater companies at regional skirmishes, they shall use half the number of targets, rounded up to the next whole target.

SECTION 9: SMOOTHBORE COMPANY MATCHES

9.1 DEFINITION (amended 1/2013)

A smoothbore company match consists of three or more separate events fired by companies of skirmishers using firearms approved for use in smoothbore company matches. It is a required element of all national skirmishes and is optional for regional skirmishes.

9.2 SMOOTHBORE COMPANY PERSONNEL REQUIREMENTS (amended 1/2013)

A company may include more than the required number of skirmishers, but not more than the required number may compete at a time on the firing line during the company events. Supernumeraries from other organizations may fill vacancies in reduced companies with the permission of the Skirmish Director, the companies involved, and the individuals. No company may compete for awards unless it contains at least the minimum number of members of its own organization in accordance with **rule 4.1**.

9.2.1 SMOOTHBORE COMPANY, NATIONAL SKIRMISHES

Smoothbore companies at National Skirmishes shall consist of five persons.

9.2.2 SMOOTHBORE COMPANY, REGIONAL SKIRMISHES

Regional skirmishes may have competitions with 3-person, 4-person, or 5-person companies.

9.3 ELIGIBLE FIREARMS (see definitions of firearms in Section 14.3)

- a. Muskets
- b. Smoothbores

9.4 OFFICIAL EVENTS (amended 1/2011)

Official events for smoothbore company matches must come from this list, and must be conducted as prescribed. These targets are of two types: **silhouette targets** and **elimination targets**.

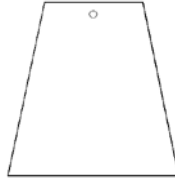
9.4.1 SILHOUETTE TARGETS

Silhouettes may be at 25 or 50 yards, and may be either volley fire or 2-minute rapid-fire. If volley fire, a maximum of five hits per competitor shall be scored. Volley fire events must be scored with **Table 27.1(a)**. If rapid-fire, the total number of hits must be scored. Rapid-fire events must be scored with **Table 27.1(b)**. No silhouette target may be of any human form or caricature. No more than one silhouette event may be used in a skirmish

1. One octagonal 24" cardboard or wallboard target, 50 yards.
2. Two 12" square cardboard or wallboard targets, 50 yards.
3. One target per competitor on a cardboard backer, 25 or 50 yards.
 - a. All rectangular, sides 6" minimum, 12" maximum.
 - b. All circular, diameter 6" minimum, 12" maximum.
4. One diamond per competitor, 25 yards, 5" sides, points up.

9.4.2 ELIMINATION TARGETS

1. For official 25-yard elimination events, target quantities must be as follows:
 - a. Pigeon board – three birds per competitor.
 - b. Hanging events – two targets per competitor.
 2. For official 50 yard elimination events, target quantities shall be as follows:
 - a. All events shall have targets for the number of competitors plus two.
- A. CLAY PIGEONS—25 yards, rapid fire, standard 4.25" clay pigeons.
1. BIRD BOARD: Pigeons mounted on a backer with trash bag ties or wire clips, pigeons showing either black or color side, all pigeons on the board must be of uniform color (**see rule 4.4(b)**).
 2. HANGING PIGEONS: All pigeons in a frame must be of uniform color (**see rule 4.4(b)**).
- B. CLAY POTS—25 or 50 yards, rapid fire. (**amended 08/2010**)
1. HANGING POTS: hanging wide end down at 25 yards.
 2. HANGING POTS: hanging wide end down at 50 yards.
- C. CLAY DISCS OR PLATES—50 yards, rapid fire.
1. Hanging, drilled, 6" or 8" diameter disc or plate.
If targets are not uniform in types or size, then each company shall have equal ratios of the various types and sizes.
- D. METAL CANS—25 yards, rapid fire.
1. Hanging, liquid filled 12-ounce cans.
May be painted or unpainted, but must be uniformly so for all companies.
- E. TILES—25 or 50 yards, rapid fire.
1. Hanging, drilled, 4" square tiles at 25 yards
 2. Hanging, drilled, 6" square tiles at 50 yards.
All 4" or 6" tiles shall be hung as either diamonds or squares, but must be hung uniformly by all companies. The Skirmish Director shall decide and announce the pattern.
- F. STYROFOAM CUPS—25 or 50 yards, rapid fire.
1. Hanging 6- to 12-ounce liquid- or powder-filled cups at 25 yards.
 2. Hanging 32-ounce liquid- or powder-filled cups at 50 yards.
- G. CLEAR PLASTIC CUPS—25 yards, rapid fire.
1. Hanging 6- to 12-ounce, colored-liquid-filled cups.
- H. JUGS AND BOTTLES—50 yards, rapid fire.
1. Hanging one-half gallon translucent jugs filled with colored liquid.
 2. Hanging two-liter clear or translucent bottles filled with colored liquid. False bottoms must be removed.
- I. WOODEN TRAPEZOIDS -50 yards, rapid fire. (**added 08/11**)
1. Hanging isosceles trapezoids with bases of 2 and 3 ½ inches, cut from nominal 1x4s or 2x4s (*see illustration*).



- a. May be painted or unpainted, but must be uniformly so for all companies.
- b. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.
- c. Must be hung with the wider base down, as illustrated.

J. WOOD BLOCKS—25 yards, rapid fire.

1. Hanging nominal 4x4 wood blocks cut square from nominal 1x4s, 2x4s, or 4x4s.
 - a. May be painted or unpainted, but must be uniformly so for all companies.
 - b. May be hung as squares or diamonds, but must be uniform on the frame.
 - c. To be hung on a wire stapled or nailed to the block, or looped through a hole drilled through the block, or looped through a rubber band centered on the block.

K. BOTTLES—25 yards, rapid fire.

1. Hanging plastic bottles of uniform size filled with colored liquid. False bottoms must be removed.

9.5 50-YARD EVENT

Inclusion of a 50-yard event is not required at regionals. When a 50-yard event is included, no more than one may be scheduled.

9.6 TIME LIMIT

The length of each event shall not exceed three minutes (180 seconds).

9.7 OPTIONAL COMPANY EVENTS

The remaining company events may include any elimination, point or sequence events the Skirmish Director desires. Targets should be of the destructible type so competitors, judges and spectators may observe the progress of the firing. Exploding targets are not permitted. In no case shall any form of live animal, fish or fowl be used as targeting or part of targeting in an official or unofficial event.

9.8 FIRING LINE COMMANDS, RAPID-FIRE EVENTS

1. **"COMPETITORS TO THE FIRING LINE!"** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
2. **"ONE MINUTE TO SNAP CAPS!"** Competitors shall have one minute to snap caps to ensure that their firearms are clear. *NOTE: The first cap must be aimed downrange and fired from the shoulder.* At the expiration of one minute, the following command shall be given:
3. **"LOAD AND COME TO THE READY!"** Competitors shall load and cap their firearms (**per rule 25.2**), and come to the ready position (**per rule 23.9**).

4. **“FIRE!”** Competitors may commence firing and reload as necessary until all targets are hit or until the 3-minute time limit expires.
5. **“CEASE FIRING!”** All competitors must stop firing immediately. All firearms must be held with the muzzle pointed downrange. Competitors shall await further orders from the tower.
6. **“DISCHARGE ALL LOADED FIREARMS INTO THE BACKSTOP!”**
7. **“SAFETIES, CLEAR THE LINE!”** Each competitor shall have his firearm cleared in accordance with all N-SSA rules prior to leaving the firing line. Each company must wait until all its firearms have been cleared in accordance with **rules 25.7 and 25.10** and the safety officer informs them that the line is clear before leaving the firing line.

9.9 FIRING LINE COMMANDS, VOLLEY FIRE EVENTS

1. **“ONE MINUTE TO THE FIRING LINE!”** Companies shall have one minute to assemble their members on the firing line and prepare for the event.
2. **“ONE MINUTE TO SNAP CAPS!”** At this command, competitors may clear their firearms by snapping one or more caps. *NOTE: The first cap must be aimed downrange and fired from the shoulder.* At the expiration of one minute, the following command shall be given:
3. **“CEASE FIRE!”** followed by
4. **“LOAD!”** At this command, the arm shall be loaded and capped as per **rule 25.2**, following which the hammer and trigger shall not be touched and fingers shall be kept out of the trigger guard. When 30 seconds has elapsed after the LOAD command, the following commands shall be given. They shall be given in a steady cadence which shall not be so fast as to occur before prior movements are completed or so slow as to require the competitors to hold their firearms in any position for an undue amount of time.
5. **“READY!”** At this command, the firearms shall be brought to the ready position as described in **rule 23.9**, the fingers still not touching the triggers.
6. **“AIM!”** At this command, the competitors shall place the butts of the pieces on their shoulders and fingers on the triggers.
7. **“FIRE!”** This command may be given vocally or by a 2-second whistle blast, horn blast, or tone generator sound. After five seconds, a **“CEASE FIRE!”** command shall be given in the same manner as the FIRE command. Unless the last volley has been fired, the CEASE FIRE command shall be followed by the LOAD command and the procedure beginning with (3.) shall be repeated. After the last volley, the procedures under **rules 25.7 and 25.10** shall be followed.
8. **“SAFETIES, CLEAR THE LINE!”** Each competitor shall have his firearm cleared in accordance with **rules 25.7 and 25.10** prior to leaving the firing line. Each company must wait until all its firearms have been cleared.

9.10 GENERAL RULES, SMOOTHBORE COMPANY MATCHES

A smoothbore company match must consist of at least three separate events, of which at least two must be official events.

9.11 SAFETY OFFICER AND LINE JUDGE

(amended 8/2009 and 1/2013)

When there are two or more relays on a position the companies will provide line judges and safety officers for the relay following their shooting relay. When there is only one relay each competing company must supply line judge and safety personnel. Failure to provide a safety officer and/or a line judge, with a stopwatch, shall disqualify the company for that match.

9.11.1 FIVE-PERSON COMPANIES

When five-person companies compete there must be both a safety officer and a line judge (two separate individuals) for each company.

9.11.2 THREE- OR FOUR-PERSON COMPANIES

In skirmishes shooting only one relay, each competing company must supply one individual in uniform to act as safety officer/line judge for another company. As safety officer, he/she shall ensure that the company to which he/she is assigned follows safety procedures, and clears each of their arms after each event. As line judge, he/she shall keep and record the company's time for each event and ensure that all claimed targets are hit.

9.12 SCORING

Scoring shall be done on an elapsed time basis. Time shall be called when the company commander believes all targets are broken or when three minutes have elapsed, whichever comes first. The company with the lowest total elapsed time shall be judged the winner, with successively lower places being determined by progressively longer total elapsed times.

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SECTION 10: ARTILLERY MATCHES (CANNON)

IMPORTANT NOTICE

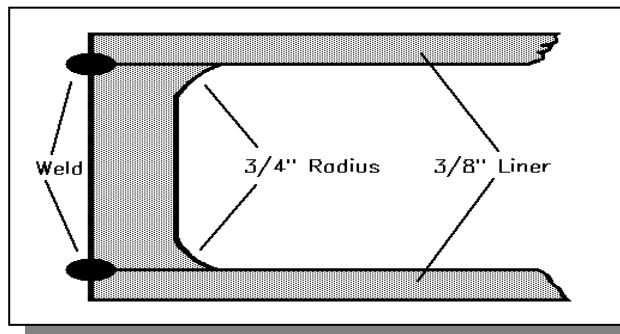
In this, and in all other sections and sub-sections of these *Skirmish Rules*, the term “approved” by the N-SSA or its designated representative(s) shall mean that the item in question has been found to meet the dimension, configuration, mechanical function, and authenticity criteria of the N-SSA. It **does not** in any way imply, or infer, or guarantee the safety or the integrity of any particular item.

10.1 PARTICIPATION

Member and Probationary Organizations may fire Artillery pieces in a Skirmish as prescribed in the Skirmish program, Skirmish Rules, and special regulations of the Inspector General of the N-SSA, Inc. and/or the Artillery Ordnance Officer; however, refer to **rule 2.11** for participation of skirmish staff.

10.2 ELIGIBILITY

Actual or exact scale replicas of Civil War artillery pieces may be fired. The term “Civil War” applies to any artillery piece whose model antedates April 26, 1865. Replicas of



artillery pieces must duplicate original pieces. All reproduction barrels must be made of iron, steel or bronze. All reproduction barrels and those original barrels failing inspection must be lined with a bore liner of extruded seamless steel tubing of a minimum ANSI standard and of a minimum 3/8-inch wall thickness.

Figure 10.1

The liner must be closed at the breech end with a steel plug, sweat-fitted into the liner and welded. The breech plug must have a radius of at least 25 percent of the bore radius and be at least 1 inch thick at its thinnest point. (See figure 10.1).

All reproduction barrels manufactured after March 1, 1986 must have pictures of the liner and breech plug before and after welding. No reproduction barrel shall be approved after March 1, 1986, that does not have one caliber’s thickness of metal surrounding the bore at the breech unless approved by Artillery Ordnance Officer. (See figure 10.2 for example.)

Liner may be affixed by casting barrel around the liner or by other approved methods such as bonding with high strength adhesives. The method of locking the liner in the barrel shall be approved by the Artillery Ordnance Officer. The gun and its crew must pass the inspection specified in Section 18. A gun crew shall consist of a minimum of four members of the organization. Effective 1 February 1996, all artillery pieces must be originals or full-size, exact replicas to be approved.

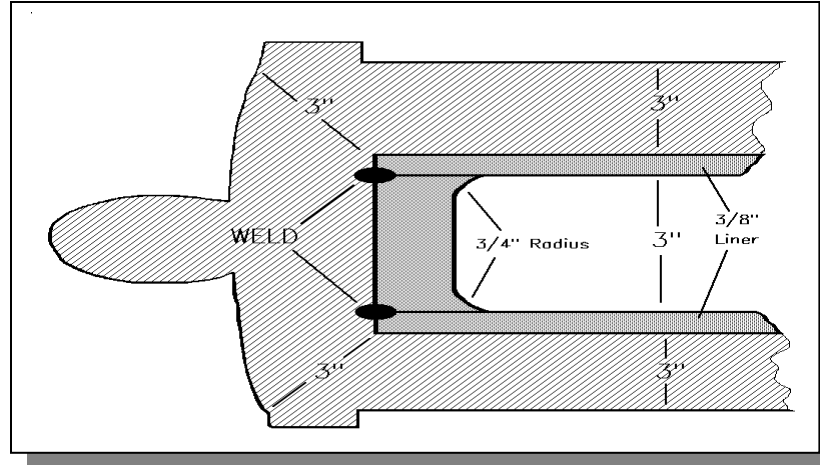


Figure 10.2

- a. Scale replicas currently having N-SSA approval, except those with tank-type rifling, may be sold or transferred to N-SSA members or organizations and continue to be used as long as they pass the inspection at the time of transfer. If a scale replica fails to pass inspection, or is not currently inspected, it shall be disqualified from further N-SSA competition.
- b. A cannon with a reduced bore is considered a scale replica gun, and is, therefore, not allowed, unless already in N-SSA use as of February 1, 1996.
- c. A reproduction of rifled cannon must be rifled, unless already in N-SSA use as of February 1, 1996.

10.2.1 CLASSES OF ARTILLERY

(amended 01/09)

CLASS 'A': Class 'A' to include all rifled guns, whether original or reproduction and regardless of size.

CLASS 'B': Class 'B' to include all smoothbore guns, whether original or reproduction and regardless of size.

CLASS 'H': Class 'H' to include all howitzers, whether original or reproduction and regardless of size.

CLASS 'RH': to include all Rifle Howitzers, whether original or reproduction with or without a powder chamber and whose bore length does not exceed 12 calibers. Example a 3"bore (diameter) would have a maximum bore length of 36".

CLASS 'M': Class 'M' to include all mortars whether original or reproduction regardless of size.

10.2.2 REGISTRATION OF ARTILLERY PIECES

All Artillery pieces must be registered with the Artillery Ordnance Officer, using the Official Registration Packet, and approved in order to participate in any competition or demonstration at any skirmish. An official registration form in triplicate and three sets of 8x10 photographs, one each of the complete gun, projectile, and ammunition chest shall be kept on file with the inspecting officer, one with the Artillery Ordnance Officer, one to be kept in ammunition chest. Registration of artillery pieces shall consist of a complete inspection by the Artillery Ordnance Officer of the gun, necessary tools, projectiles, powder charges, and gun crew. Whenever possible, inspection of artillery shall take place at National Skirmishes. Recognizing the great distance which many units

must haul their pieces for inspection, when the piece shall thereafter be used for regional competition only, the National Commander, with the consent of the Board of Directors, shall appoint deputy artillery ordnance officers to conduct inspections of artillery at Fort Shenandoah and within the various regions. Each artillery piece, equipment, ammunition, and crew must be re-inspected within five years after the date of previous inspection, or when the piece is modified, altered or rebuilt. It is the responsibility of the unit owning the gun to make the arrangements with the Artillery Ordnance Officer or his deputies for the inspection of the piece, either at a National Skirmish or locally. The Artillery Ordnance Officer shall maintain a record of all inspections; the status of all currently registered guns and the dates of expiration of registration and shall provide this information to members of the Board of Directors each year. Each artillery piece shall be re-inspected when transferred or sold to another party or unit. Expenses for local inspections shall be borne by the units involved. Effective 3 August 1991, tank-type rifling on new cannon barrels or on new sleeve liners for barrels shall not be approved. All cannon, either full-size or scaled replicas, must maintain the same construction and ratio to the original in all components, including the carriage, bore and exterior of the barrel.

10.2.3 SCOPE OF APPROVAL

Approval of artillery pieces by the Artillery Ordnance Officer indicates only that the pieces so approved comply with the *Skirmish Rules* regarding authenticity, configuration, and mechanical function, and in no way guarantees or implies their safety and integrity.

10.3 MUZZLELOADING CANNON CREW

Crews shall consist of no fewer than six registered artillery crew members for all class guns.

- a. Gunner—Commands the gun. Is responsible for the discipline of the crew, the direction and safe operation of the serving of the piece and shall obey the commands of the range officials. Aims the gun and issues the commands to the crew.
- b. No. 1—Worms and sponges the bore thoroughly after the gun is fired and rams the charge and projectile.
- c. No. 2—Receives charge from No. 4 and inserts it in barrel.
- d. No. 3—Stops the vent while the gun is being sponged and loaded, and may fire the gun on the command of the gunner.
- e. No. 4—Receives charge from No. 5 and hands it to No. 2. He shall retire to gun trail and lay gun at direction of gunner, and may fire the gun on the command of the gunner.
- f. No. 5—Tends ammunition chest. Takes charge from chest and hands it to No. 4 for delivery to gun. He shall remain at the chest during entire artillery event and shall not leave it until chest is safely locked.

10.4 BREECHLOADING CANNON CREW

(added 08/08)

Crews shall consist of no fewer than four registered artillery crew members for breechloading guns.

- a. Gunner—Commands the gun. Is responsible for the discipline of the crew, the direction and safe operation of the serving of the piece and shall obey the commands of the range officials. Aims the gun and issues the commands to the crew.
- b. No. 1—Opens the breech and sponges the bore thoroughly after the gun is fired. He shall retire to the gun trail and lay the gun at the direction of the gunner.

- c. No. 2—Receives charge from No. 3, inserts it and closes the breech. He may fire the gun on the command of the gunner.
- d. No. 3—Tends the ammunition chest. Takes charge from chest and hands it to No. 2 for delivery to the gun. He shall remain at the chest during entire artillery event and shall not leave it until the chest is safely locked.

10.5 **CONDITION**

Cannon with rough or cracked bores, suspicious barrels, faulty vents, faulty firing mechanisms, defective mountings and carriages or any condition that might render them hazardous to fire, shall be barred from use.

10.5.1 **VENT**

The vent must provide a continuous smooth unbroken passage from the exterior to the chamber.

10.6 **MUZZLELOADING CANNON TOOLS**

Each cannon must be furnished with the following required tools and equipment:

- a. Each muzzleloading piece shall be equipped with a tubular projectile gauge of the same diameter as the bore of the cannon. The minimum length of this gauge shall be 2-1/2 calibers. Projectiles must pass freely through this tube gauge.
- b. Water bucket that is free from leaks.
- c. Two sponges of sheep's wool or carpeting, that fill the bore and fit the chamber. One sponge for wetting and one sponge for drying bore. The staff of each sponge shall be marked to show length of full insertion.
- d. The rammer used to seat the charge shall *NOT* be fitted with a head or have any projection that could tear the hand in the event of pre-ignition while the charge is being rammed into the chamber. Present an extra plain pole, preferably of a slightly larger diameter for seating the charge. For larger bore guns, a smoothly tapered "Mississippi" type rammer head is acceptable if maximum angle of taper is no more than one inch to the foot overall diameter. Rammers with original type heads may be used for ramming the shot if necessary. Rammer staffs shall have two marks to distinguish seating of charge and projectile. Charge line shall be yellow, projectile line shall be red.
- e. Vent brush.
- f. Vent pick, to be brass.
- g. Gimlet, or device for removing primers.
- h. Thumbstall or suitable vent stop.
- i. Friction primers, percussion primers, quills, firecracker fuse, or linstock,
- j. Ammunition box, with a stopping device to prevent the lid from remaining open. Ammunition box or chest shall be either an original limber chest or a reasonable copy thereof, fitted with a functional lock.
- k. Primer box.
- l. Lanyard or linstock of a length that shall permit the cannon to be fired while standing outside the wheel.
- m. Worm.
- n. Rammer and sponge heads shall have no exposed iron, steel or other material that could create a spark.

- o. Numbers 1 and 2 shall wear fireproof or heavy leather gauntlets extending over wrists.
- p. All tools shall approximate originals in size and shape for Class "A" and Class "B" guns and Class "H" howitzers.
- q. Stopwatch.

10.7 BREECHLOADING CANNON TOOLS (added 08/08)

Each breechloading cannon must be furnished with the following required tools and equipment:

- a. Stopwatch.
- b. Water bucket that is free from leaks.
- c. Two sponges of sheep's wool or carpeting that fill the bore and fit the chamber. One sponge for wetting and one sponge for drying bore. One plain pole for removing metallic cartridges.
- d. Vent brush if a quill, friction primer or firecracker fuse is used for ignition. The vent brush is not needed when using a percussion primer.
- e. Vent pick, to be brass.
- f. Gimlet, or device for removing primers.
- g. Friction primers, percussion primers, quills or firecracker fuse.
- h. Ammunition box, with a stopping device to prevent the lid from remaining open. Ammunition box or chest shall be either an original limber chest or a reasonable copy thereof, fitted with a functional lock.
- i. Primer box.
- j. Lanyard or linstock of a length that shall permit the cannon to be fired while standing outside the wheel.
- k. All tools shall approximate originals in size and shape for the gun

10.8 PRIMERS

Friction primers, percussion primers, quills, firecracker fuse, or a linstock shall be used.

10.9 TORCHES

The use of torches or any other open flame to ignite priming is prohibited.

10.10 AMMUNITION

Ammunition may not be fixed. The powder charge and projectile must be loaded individually, in separate motions. The use of wadding and patches of any kind is prohibited.

10.10.1 CHARGES

- a. Maximum powder charges for all cannon shall be limited to the amount permitted by the chart as published in **Table 10.1**. Only commercially manufactured black powder of American standard Fg granulation (150,000 granules per pound or 220 granules per 10 gr. wt. (avdp.) sample), or a coarser granulation, may be used.
- b. Charges must be wrapped in a powder "bag" fabricated of at least one complete layer of heavy-duty aluminum foil. For each match, the ammunition chest shall contain two charges more than the number of rounds scheduled for that match; e.g., 14 charges are required for a 12-round match. Powder charges shall not be prepared at the site of any official skirmish.

- c. All powder charges shall be transported and handled in closed individual containers that protect them from punctures and leakage. In use, the powder charge shall remain in the container until the charge is received by the #2 cannoneer, who shall remove the foil bag and return the empty container to the #4 cannoneer. The containers should be of a size that shall not permit them to be inadvertently loaded into the cannon tube, yet they must have an inside diameter that shall cause the foil bag to retain its shape for easy loading. Blank charges shall not be allowed.

10.10.2 PROJECTILES

- a. Projectiles shall not be of a configuration or material that may cause unsafe pressures. Weight of projectiles shall be limited to that amount permitted by **Table 10.1**.
- b. Solid ferrous, combustible, explosive or pyrotechnic projectiles are prohibited. This shall apply to demonstration of artillery as well as competitive matches. Loose sand, soft clay or other malleable material is prohibited for use in cored projectiles. Conical or “minnie” type projectiles shall be submitted to the Chief of Artillery for approval.
- c. Saboted balls are not permitted to be used in any N-SSA artillery match, unless approved by the Artillery Officer.
 - 1. Projectiles designed to separate in flight to produce additional hits, or which fragment in flight, are prohibited. Cannon firing such projectiles shall be disqualified.
 - 2. **Table 10.1** describes the maximum powder charge and projectile weight for any cannon of the caliber listed. The powder and projectile weights for each piece shall be stated on a 3x5 card and secured on underside of ammo chest cover for inspection purposes. Further, if special dispensations to exceed the limits stated on the chart are granted by the Artillery Ordnance Officer, it shall be done in writing and posted as above.

10.10.3 LOOSE POWDER

Cannon shall not be loaded with loose powder.

10.10.4 AMMUNITION CHESTS

Filled powder “bags” shall be kept in an original limber chest or reasonable copy thereof fitted with a locking device. Ammunition chests shall be stored in accordance with the instructions of the Artillery Ordnance Officer. Ammunition chests shall be kept locked at all times except during artillery matches.

10.11 ARTILLERY FIRING REGULATIONS

(amended 01/08)

Artillery pieces shall be fired in the following manner:

- a. Cannon shall compete by classes.
- b. The interval between the center lines of the cannon tubes shall be approximately 16 feet.
- c. At Ft. Shenandoah, the target line shall remain static and the firing line shall be adjusted to accommodate the match program.
- d. Ammunition chests shall be placed at least 25 feet to the rear of the trail when gun is placed in battery. Powder bags shall be kept in ammunition chest except those delivered to the piece. Projectiles may be stored outside but adjacent to the chest for easy handling by No. 5. The lid of the ammunition chest shall be closed at all times except when removing powder charges.

- e. The range forward of the artillery safety line shall be restricted to all except cannon crews and persons authorized by the Skirmish Director and the Artillery Ordnance Officer.
- f. The program shall specify the number of rounds to be fired. The Artillery Ordnance Officer and his deputies shall direct the individual artillery matches. The National Artillery Match Officer shall provide targets for each cannon at National Skirmishes — Class “A”, Class “B” and Class “RH”, all firing only at a range of 200 yards. Class “H” firing only at a range of 100 yards. For Regional Skirmishes, the Skirmish Director shall bear this responsibility.
- g. An artillery piece can be entered in only one match of the regular artillery match competition at a National Skirmish. (added 1/2013)

Artillery pieces shall be formed on the line as follows:

NATIONAL—pieces shall be formed by the Artillery Officer.

REGIONAL SKIRMISHES—pieces shall be formed by the Skirmish Director. Each class must have at least two pieces to compete as its own class. Individual artillery matches shall be fired in relays at a range of between 100 and 200 yards. Time allowed per match shall be in accordance with **rule 10.18**.

10.12 TARGETS AND SCORING

Target backers for all artillery matches shall be drywall or equivalent material with a minimum thickness of 1/4-inch. All target backers are to be 4'x8' or 4'x6' and shall be supported by the basic target frame as specified in **figure 26.1**.

10.12.1 TARGET SIZES

Military rifle targets Type “A”, “B,” and “C” shall be used for artillery competition. Targets shall be pasted to backers with appropriate paste only.

- a. Targets for 100-yard competition shall be:

Rifled Guns. . . “A” Target

Smoothbores. . . “B” Target

Howitzers... “B” Target

Rifled Howitzers... “B” Target

(NOTE: Rifled Howitzers will not compete at 100 yards at National Skirmishes)

- b. Targets for 150- and 200-yard competition shall be:

Rifled Guns. . . “B” Target

Smoothbores. . . “C” Target

Rifled Howitzers... “C” Target

- c. Target dimensions shall be:

“A” Target	“B” Target	“C” Target
V Ring 4” (black)	V Ring 12” (black)	V Ring 20” (black)
5 Ring 12” (black)	5 Ring 20” (black)	5 Ring 36” (black)
4 Ring 24” (white)	4 Ring 40” (white)	4 Ring 54” (white)
3 Ring 36” (white)	3 Ring 60” (white)	3 Ring 72” (white)

Typical arrangement of the target shall be on an 8'x4' backer, as shown in **Figure 10.3**.

- d. In the event official preprinted targets may not be available for a particular Regional match, the V ring may be omitted in constructing a target, at the option of the Skirmish Director.

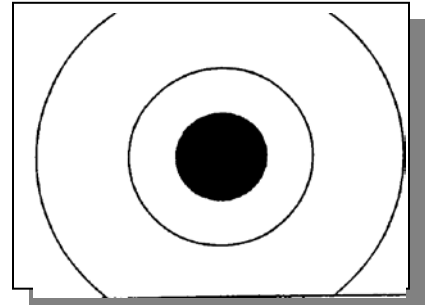


Figure 10.3

10.12.2 ALTERNATE TARGETS

(amended 01/09)

- a. 200 yards — Rifled Guns — Cannon Silhouette Target — **Figure 10.4**.
48-1/2x38 inches
- b. 200 yards — Smoothbores — Cannon Silhouette Target — **Figure 10.4**.
48-1/2x38 inches

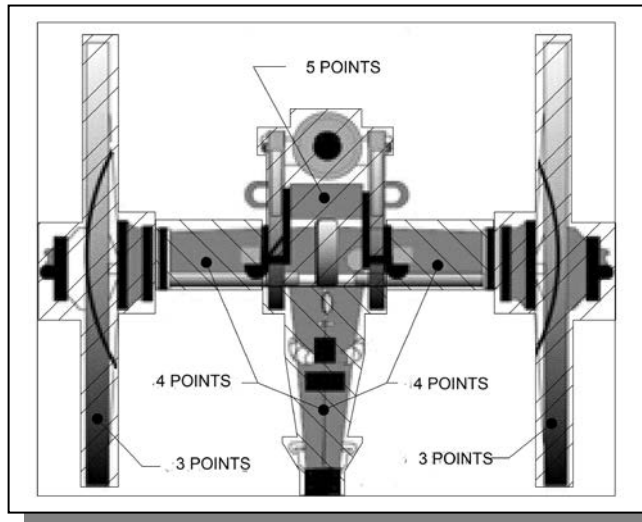


Figure 10.4

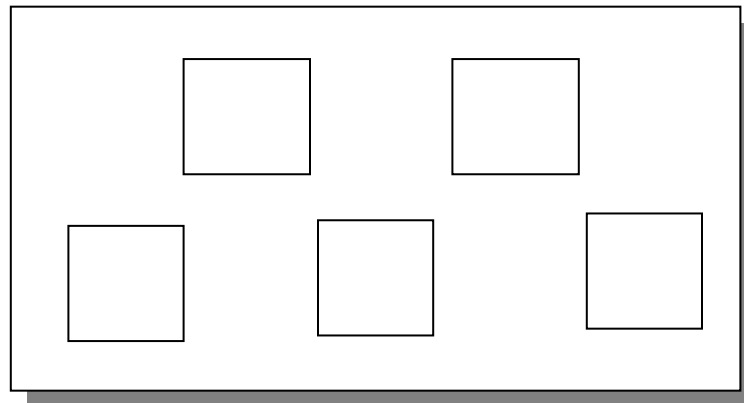


Figure 10.5

- c. 100 yards — Rifled Guns — five 6" square tiles or wallboard, arranged as shown in **Figure 10.5**.

- d. 100 yards — Smoothbore Guns — five 12" square tiles or wallboard, arranged as shown in **Figure 10.5**.

10.12.3 SCORING (amended 01/09)

a. Military Type A, B, C Targets

Hits shall be scored by determining the center point of the projectile hole. Any hits outside the 3-ring but still touching the backer board shall count as two points.

b. Alternate Cannon Silhouette Targets

1. Hits shall be scored by awarding the higher point value if any part of the projectile hole touches a dividing line or silhouette part.
2. 5 points for hits on the cannon barrel, cheeks and axel.
3. 4 points for hits on the axel outside the cheeks and trial.
4. 3 points for hits on the wheels.
5. 1 point for hits on the backer but not in any of the above scoring areas.

10.13 ARTILLERY MATCH

A match shall consist of no less than 10 rounds and no more than 12 rounds fired within one hour. On paper targets, the best 10 shots shall be counted for score (maximum of 50 points). If a combination of military and silhouette or 100-yard breakable targets are used in a match, a maximum of 7 shots shall be fired on any target with a maximum point count of 25 per target. In 100-yard matches, the breakable targets shall be mounted as shown in **Figure 10.5** with each hit counting 5 points (maximum 25 points).

10.13.1 TIES

Ties shall be broken using the results from the Military Targets.

- a. All being equal, the award goes to gun with the greatest number of hits in the bulls eye.
- b. This being equal, the gun with the farthest hit from the bulls eye is the loser.
- c. To determine relative distances, the measurements shall be from the center of the bulls eye to the center of the hit. If (a) and (b) are equal, the cannon with the second-farthest hits from the center of the bull is the loser. If the tie is still not broken, the process continues to the third farthest hit, etc. The maximum number of hits to consider in breaking a tie shall be five hits.

10.13.2 EXCESSIVE HITS

When more than the required number of hits appear on a target, the following procedure shall be followed:

- a. If all hits are of equal value, the gun's score shall be penalized by the deduction of one hit at its value, for each hit in excess of the required number.
- b. If hits are of different values, the score shall be penalized by the deduction of the highest hit value for each hit in excess of the required number.
- c. Hits that can be identified as a different caliber from those fired by the assigned competitor, or hits that were noted by the line judge as coming from another cannon, shall be disregarded; and shall not be counted as hits.

10.14 CONTROLS AND COMMANDS

In artillery firing, the cannon shall be loaded and fired initially on command of the Artillery Ordnance Officer and then fired at will or by command of the gunners until the command "**CEASE FIRING!**" is given. For demonstrations, the following orders may

be used by the Artillery Ordnance Officer to begin the event and for a few initial rounds fired.

- a. **“LOAD”** — The piece shall be wormed and sponged, loaded and aimed.
- b. **“READY”** — The piece shall be primed, and lanyard attached and the gunner shall raise the right arm when ready.
- c. **“FIRE”** — All pieces on the firing line shall be discharged, or **“BY GUN RIGHT (LEFT) GUN, COMMENCE FIRING”** — The right (left) piece shall fire. The piece on its left shall fire after the shot has hit the target or the ground, and so on until the entire line of cannons has fired.
- d. **“DISCHARGE ALL LOADED GUNS”** — Pieces shall be fired if loaded.
- e. **“SECURE GUNS”** — Pieces shall be wormed and sponged.

10.15 DISABLED CANNONS

Loaded pieces that cannot be unloaded by discharge shall have the vent and bore flooded with water and the load shall be pulled via the muzzle. Loads shall be removed while the piece is on the firing line, if it is possible to do so without delaying the end of the relay. Otherwise, the piece shall be removed to a secure position until it can be unloaded.

10.16 LOADING MANUAL

In general, the loading manual shall be performed in accordance with the Artillery practices of the Civil War. The following precautions shall be observed:

- a. All members of the crew shall perform their duties while serving the piece at a walk. Running is prohibited.
- b. The gunner shall regulate the rate and correctness by which the crew serves the piece. He shall halt and correct any improper movements or sequence in loading.
- c. The vent shall be brushed before the bore is wormed and sponged.
- d. After firing each round, the piece shall be wormed, thoroughly sponged with water, then wormed and sponged again. Care must be exercised not to sponge in such a way as to leave a pool of water in the chamber to soak the powder charge and form a glowing coal which might pre-ignite a subsequent charge. This shall be done by using one sponge to wet the bore and another sponge to dry the bore. During sponging, the sponge must be given two turns while held firmly against the rear of the chamber. After the second sponging, a visual examination of the bore shall be made to ensure that nothing has been left in the bore. This may be accomplished by using flashlight or by using a mirror to reflect the sunlight.
- e. The vent shall be stopped with a proper thumbstall from the time the sponge enters the muzzle until the rammer is removed from the bore after the projectile has been rammed.
- f. When a primer fails to discharge the piece, the gunner shall command, **“DO NOT ADVANCE, THE PRIMER HAS FAILED!”** Removal of the old primer and replacement shall be done by working in front of the carriage axle with big cannon or over the wheel with small guns and howitzers.
- g. The man inserting the powder “bag” shall not stand in front of the bore.
- h. The person ramming the cartridge or its components shall not stand with his/her body in line of the axis of the bore. He/she shall not ram the charge in such a way as to break the foil nor shall the thumb be placed over the rammer while ramming.

10.17 ARTILLERY SIGHTS

Only “as issued” sights antedating April 26, 1865, or authentic reproductions, other than optical, may be used.

10.18 ARTILLERY SAFETY OFFICERS

Each cannon being fired, either in competition or demonstration, shall have a safety officer in uniform who is familiar with artillery safety requirements. One safety officer who shall be an experienced member of an artillery member organization, or who is familiar with artillery safety requirements as defined in this section, shall be appointed for each piece on the firing line and act as safety officer for that piece during the actual firing of artillery matches and demonstrations with assignments and duties as follows:

- a. Safety officers shall be appointed as follows:
 1. Safety officers for Relay 1 matches shall be appointed from Relay 2 crews.
 2. Safety officers for Relay 2 matches shall be appointed from Relay 1 crews.
 3. Safety officers for Relay 3 matches shall be volunteers from previous relays.
 4. Only gunners or experienced cannoneers shall be appointed safety officers.
- b. Inspect implements, powder charges and ammunition prior to match and make certain that all comply with Skirmish Rules. Any violation shall be reported to the Artillery Ordnance Officer or his deputy.
- c. Observe the loading and firing procedures. He shall have full authority to order “*CEASE FIRE*” should any member or members of a crew persist in unsafe practices.
- d. Observe target for hits, particularly when projectiles go through previously made holes and score in accordance with **rule 10.10.3**.
- e. At National Skirmishes, teams failing to supply a safety officer in uniform for their respective positions shall be disqualified from competition.

10.18.1 TIMING PROCEDURES FOR SAFETY OFFICERS AND GUNNERS

The safety officer, who shall be equipped with a stopwatch, shall start his time immediately after the first round is fired from his cannon; and that piece shall not fire again until after three minutes have elapsed. The safety officer then stops the watch and reads the time (three minutes or more) at the moment the next round is fired. He then resets the stop watch and repeats this procedure until all rounds have been fired. The gunner shall follow the same procedure with his stop watch to set this safe time pace.

10.19 RATE OF FIRE

The rate of fire shall be no greater than one round every three minutes. Additionally, the powder charge for the succeeding round shall not be placed into the muzzle of the piece until at least one minute (60 seconds) has elapsed since the previous discharge. Any rate of fire in excess of this time shall be considered an unsafe practice and shall be cause for disqualification for that skirmish and shall be brought before the board of directors for further disciplinary action.

10.20 ARTILLERY MATCHES

Time shall be computed from the command “*COMMENCE FIRING*” and cease at the end of the time allotted for the match. Time allotted for each match shall be a minimum of five minutes per round fired. Rates of fire shall be as stated in **rule 10.17** and duties of safety officers and firing regulations shall be as stated in **rule 10.16.1**.

10.21 INSPECTION AT SKIRMISHES

At any skirmish, the Artillery Ordnance Officer may select at random one charge and inspect its weight and composition to determine compliance with the Skirmish Rules. Spot inspections of the cannon, the crew, and/or the equipment may be conducted at any time. Cannons, crews, equipment, and ammunition found not in compliance shall cause the disqualification of the pieces from further competition at that skirmish.

10.22 NIGHT-TIME ARTILLERY FIRING **(amended 01/2012)**

10.22.1 NIGHT-TIME ARTILLERY FIRING, NATIONAL SKIRMISHES

(added 01/2012)

Night-time artillery firing, whether matches or demonstrations, may be held at National Skirmishes with the permission of the Board of Directors and notification of our neighbors around Fort Shenandoah.

10.22.2 NIGHT-TIME ARTILLERY FIRING, REGIONAL SKIRMISHES

(added 01/2012)

Night-time artillery firing, whether matches or demonstrations, may be held at regional skirmishes on artillery approved ranges with the permission of the property owner and with notification of the neighbors.

TABLE 10.1 MAXIMUM POWDER CHARGES AND PROJECTILE WEIGHTS

RIFLES---Group 1*		
Caliber (inches)	Powder (ounces)	Projectile (ounces)
2.0	3.00	32
2.1	3.25	38
2.2	3.50	44
2.3	3.75	50
2.4	4.00	56
2.5	4.25	62
2.6	4.50	68
2.7	4.75	74
2.8	5.00	80
2.9	5.25	86
3.0	5.50	92
3.1	5.75	98
3.2	6.00	104
3.3	6.25	110
3.4	6.50	116
3.5	6.75	122
3.6	7.00	128
3.7	7.00	134

RIFLES---Group 2**		
Caliber (inches)	Powder (ounces)	Projectile (ounces)
2.2	3.50	44
2.3	3.75	50
2.4	4.00	56
2.5	4.25	62
2.6	5.00	74
2.7	5.25	80
2.8	5.50	86
2.9	6.00	92
3.0	6.50	100
3.1	6.75	108
3.2	7.00	110
3.3	7.40	116
3.4	7.80	120
3.5	7.90	126
3.6	9.00	138
3.7	9.00	144

SMOOTHBORES---Group 1*		
Caliber (inches)	Powder (ounces)	Projectile (ounces)
2.0	4.00	16
2.1	4.20	18
2.2	4.40	21
2.3	4.60	24
2.4	4.80	28
2.5	5.00	32
2.6	5.20	37
2.7	5.40	42
2.8	5.60	48
2.9	5.80	52
3.0	6.00	56
3.1	6.20	61
3.2	6.40	67
3.3	6.60	72
3.4	6.80	78
3.5	7.00	86
3.6	7.20	96
3.7	10.00	99

SMOOTHBORES---Group 2**		
Caliber (inches)	Powder (ounces)	Projectile (ounces)
2.9	6.80	52
3.0	7.00	56
3.1	7.20	61
3.2	7.40	67
3.3	7.60	72
3.4	7.80	78
3.5	8.20	86
3.6	8.60	96
3.7	10.00	99
4.6	20.00	192

- *All scale rifles based on overall size; not just bore size.
- **Goex Cannon Grade Powder only.
- Field pieces designed as **howitzers** shall use a powder charge based on their **chamber diameter**, not on their bore diameter.

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SECTION 11: ARTILLERY MATCHES (MORTARS)

11.1 PARTICIPATION

Member and Probationary organizations may fire mortars in a skirmish as prescribed in the skirmish program, Skirmish Rules and special regulations of the Board of Directors or its agents. The Skirmish Director shall appoint a Mortar Match Officer who shall have the responsibility to see that the match is conducted properly.

11.2 ELIGIBILITY

Actual or full-scale replicas of Civil War mortars may be fired. The term "Civil War" applies to any mortar whose model antedates April 26, 1865. All mortars must maintain the same construction and ratio to the original in all components, including the bed, bore and exterior of the barrel. Replica mortars must utilize a bore and chamber conforming to the dimensions of the original mortar. No auxiliary chambers will be allowed. In addition, the bore must be at least 4.5 inches (12-pounder) in diameter, and the carriage or gun mount must conform to the style of original Civil War mortars. All mortars must have a barrel length of at least nine inches. All reproduction barrels must be made of iron, steel or bronze. All reproduction barrels and original barrels failing inspection must be lined with a bore liner of extruded seamless steel tubing of a minimum ANSI standard and of a minimum 3/8-inch wall thickness. The liner must be closed at the breech end with a steel plug with chamber, sweat-fitted into the liner and welded. The breech plug must have a radius of at least 25 percent of the chamber radius and be at least one inch thick at its thinnest point. All reproduction barrels manufactured after February 1, 1998 must have pictures of the liner and breech plug before and after welding. No reproduction barrel shall be approved after February 1, 1998 that does not have one caliber's thickness of metal surrounding the bore at the breech. The method of locking the liner in a barrel must be approved in advance of the actual work by the Artillery Ordnance Officer. The mortar and crew must pass an inspection specified in **Rule 11.3.1**.

11.3 REGISTRATION OF MORTARS

All mortars must be registered with the Artillery Ordnance Officer using the official registration packet, and approved in order to participate in any competition or demonstration at any skirmish. An official registration form in duplicate and two sets of 8x10 pictures, one each of the complete mortar, projectile and ammunition chest, shall be kept on file by the Artillery Ordnance Officer, the inspecting officer, and one to be kept in the ammunition chest.

11.3.1 INSPECTIONS

Registration of mortars shall consist of a complete inspection by the Artillery Ordnance Officer of the mortar, necessary tools, projectiles, powder charges and gun crew. Whenever possible, inspections of mortars shall take place at National Skirmishes. Realizing the distances some units have to travel, the National Commander may appoint Deputy Artillery Ordnance Officers, and inspections may take place at Regional Skirmishes. Each mortar, with its equipment, ammunition and crew, must be re-inspected when the piece is modified, altered, rebuilt, or sold. Any mortar modified, altered or rebuilt shall maintain the same construction and ratio to the original in all components, including the bed, bore and exterior of the barrel. It is the responsibility of the unit owning the mortar to make arrangements to have the mortar inspected.

11.3.2 RECORD OF INSPECTION

The Artillery Ordnance Officer shall maintain a record of all inspections, the status of all currently registered mortars, and the dates of expiration of registration, and shall provide this information to the Board of Directors each year. Each mortar shall be re-inspected when transferred or sold to another party or unit. Expenses for inspections shall be borne by the unit(s) involved. All mortars must maintain the same construction and ratio to the original in all components, including the carriage, bore and exterior of the barrel.

11.4 SCOPE OF APPROVAL

Approval of mortars by the Artillery Ordnance Officer indicates only that the mortars so approved comply with the Skirmish Rules regarding authenticity, configuration and mechanical function, and in no way guarantees or implies their safety and integrity.

11.5 PROJECTILES

Only round balls may be used. Maximum weight shall be the weight of projectiles designed for the bore diameter of a pre-April 26, 1865 original mortar (*ex.: 24 Pdr. Coehorn Mortar = 16.8 lb. shell*). Minimum weight shall be 45 percent of the maximum allowed weight.

11.6 PROJECTILE WINDAGE

Windage shall be 0.010 inch or greater and the ball shall fit so as to roll out of the mortar by gravity should removing the shot be required.

11.7 PROJECTILE CONSTRUCTION

Projectiles shall be constructed of a non-ferrous material that shall not fracture or break apart on firing or on impact. No streamers of any kind or other foreign material shall be attached to projectiles. Pyrotechnic or frangible projectiles are prohibited.

11.8 EQUIPMENT REQUIRED

- a. A mortar bed or carriage.
- b. A deflector for the vent either attached to the bed or capable of being firmly set in or on the ground behind the mortar so as to prevent primers, primer remnants or hot gases from traveling more than two feet from the mortar.
- c. Sponge.
- d. Sponge bucket with water.
- e. Bore wiper.
- f. A short stake to hold the wiper.
- g. Bore scraper.
- h. A large spoon to remove powder fouling from the bore.
- i. Vent brush.
- j. Vent pick.

- k. Gimlet or needle-nose pliers to remove a stuck friction primer.
- l. Leather gloves.
- m. Welder's leather arm sleeve. (Nomex or other approved material may be substituted for leather.)
- n. Safety glasses.
- o. A cylindrical target stake with a maximum diameter of 2.0 inches.
- p. Leather primer pouch.
- q. A broom (if a mortar platform is employed).
- r. Instantaneous firing primers; either friction primers or quills.
- s. Linstock or lanyard.
- t. Individual containers for charges and charge supplements.
- u. Gunner's haversack to be used to carry powder charges from the ammunition chest.
- v. Ammunition chest with lock.
- w. A hammer or maul for driving stakes.
- x. Digital stopwatch.

11.9 SIGHTS

Sighting shall be done in the original manner of pointing Civil War mortars. Only a gunner's level, quadrant, pointing stakes, string and plummet are permitted.

11.10 POWDER CHARGES

Powder charges shall be prepared in advance using commercially manufactured black powder of American standard Fg or coarser granulation.

11.10.1 STORAGE AND HANDLING

(amended 08/09)

Powder charges shall be kept in individual containers which are then contained in a securely constructed ammunition box located 25 feet behind the mortar. The hinged side of the lid shall be positioned closest to the mortar so the open side does not face the firing line when removing charges.

- a. Once the match has started, the lid of the ammunition chest shall be closed at all times except when removing a powder charge. No powder charges may be kept outside of the ammunition chest.
- b. The powder charges must be placed in approved containers that can hold no more than a single charge. If the powder charge is to be adjusted during firing, individual increments of additional powder shall be prepared in advance and stored within the ammunition box.

These incremental unit containers shall be of distinctively different color from the main charges. Blank charges shall not be allowed.

11.10.2 LIMITATIONS ON LOADING **(added 01/09)**

Only loose powder shall be introduced in the powder chamber, no wadding or powder bags are allowed. See section 11.12 for rate of fire.

11.11 PROJECTILE STORAGE

Projectiles may be stored outside the ammunition chest for easy handling by the #2 man.

11.12 RATE OF FIRE **(amended 01/06)**

The match must be fired within a period of no less than 45 minutes. The rate of fire shall be no greater than one round every three minutes. Additionally, the powder charge for the succeeding round shall not be placed into the muzzle of the mortar until at least one minute has elapsed since the previous discharge. Any rate of fire less than this time shall be considered an unsafe practice and shall be just cause for disqualification for that skirmish and shall be brought before the Board of Directors for further disciplinary action.

11.13 ANGLE OF FIRE

Mortars shall be fired at an angle between 30 and 60 degrees only.

11.14 SCORING

A match shall consist of seven rounds, the best five of which shall be counted for score. Individual targets shall be set out for each mortar. The target shall be a cylindrical stake provided by the mortar crew and set in the ground at the prescribed distance as determined by the Mortar Match Officer or Skirmish Director. Stakes shall be no taller than 6 feet above the ground and may be painted but shall have no wind flags or other sighting aids attached or painted. When possible, the exact range distance shall be made known to the registered mortar crews at least two weeks in advance of the skirmish to facilitate preparation of charges.

Each mortar crew must have either a 100-foot tape measure or a 300-foot tape measure to be used for scoring purposes. Crews will score the crew next to them on the line, unless that crew is from the same organization. If the closest crew is from the same organization, each crew must find a different organization to score. A tape measure marked in inches and feet shall be used to determine the total distance of the nearest five balls from the stake. The distance shall be measured from the center of the stake to the nearest edge of the ball. The distances shall be recorded for each ball, starting with the closest to the stake. The recorded distances may either be listed as separate distances or cumulative distances. The shortest distance wins. Ties shall be broken by the nearest ball to the stake. If still unbroken, the tie will then be decided by the next nearest ball to the stake until the tie is broken.

11.15 CREW MEMBERS AND THEIR DUTIES

A crew shall consist of a minimum of four skirmishers, one of whom shall be a Safety Officer who shall be assigned to perform safety duties for another crew on the line. Basic Civil War period mortar drill, as modified to comply with N-SSA safety procedures, shall be followed:

- a. The gunner directs the crew in setting out the target stake and the pointing stakes (if used) before the match begins. The gunner, as necessary, scrapes any powder fouling from the bore and chamber and removes it with a spoon.
- b. No. 1 sponges the chamber, and then wipes it with the wiper placed on a stake behind him.
- c. No. 1 then cleans the vent with the priming wire and then with the vent brush. He then sweeps the platform if it contains any dirt or pebbles, etc.
- d. On the command "**LOAD**," given by the gunner, No. 2 opens the ammunition chest and takes out one powder charge in its individual container, plus any incremental powder charges required (also in individual closed containers); places the charges in the haversack and carries them forward to the gunner. He may, at the same time, bring one projectile to the mortar along with the powder, or he may bring it in a separate trip.
- e. The gunner (wearing gloves, glasses and the welder's sleeve), after ascertaining that the chamber and vent have been cleaned, and after notification from the safety officer that a minimum of one minute has elapsed since the last discharge, pours the powder into the chamber.
- f. The gunner returns the powder container(s) to No. 2 picks up the projectile and holds it for inspection. No. 2, on seeing any dirt or debris attached to the projectile, wipes it clean with the wiper and then replaces the wiper on the stake. The gunner then places the projectile into the bore.
- g. The gunner then sights the mortar and is assisted by No. 1 and 2, who adjust the bed to his commands.
- h. When the gun is sighted the gunner commands "**READY**," No. 1 places a primer in the vent and ensures that the vent deflector is in place. He ignites the primer upon the command "**FIRE**" from the gunner, who shall give the command only after being notified that three minutes have elapsed since the last discharge.
- i. On discharge of the gun, the safety officer restarts the stopwatch. The gunner inspects the chamber and bore, scrapes if necessary, then directs No. 1 to begin the cleaning sequence.
- j. If additional manpower is available, No. 4 serves at the ammunition chest. If no No. 4 is present, No. 2 padlocks the chest whenever the chest is unattended.

11.16 RANGE LAYOUT AND REPAIR

- a. A minimum range safety zone of 75 yards should be created beyond the target stake. This safety zone is to act as a buffer in case of an errant shot. Spacing between mortars shall be a minimum of 15 feet. The ammunition chest shall have a 25-foot radius safety zone. All ranges must be approved by the National Commander.
- b. At the conclusion of firing the mortar competition, each mortar crew shall fill in or replace any divots created in the range during firing. Failure to do so shall result in disqualification.

11.17 NIGHT-TIME ARTILLERY FIRING

(amended 01/2012)

11.17.1 NIGHT-TIME ARTILLERY FIRING, NATIONAL SKIRMISHES

(added 01/2012)

Night-time artillery firing, whether matches or demonstrations, may be held at National Skirmishes with the permission of the Board of Directors and notification of our neighbors around Fort Shenandoah.

11.17.2 NIGHT-TIME ARTILLERY FIRING, REGIONAL SKIRMISHES

(added 01/2012)

Night-time artillery firing, whether matches or demonstrations, may be held at regional skirmishes on artillery approved ranges with the permission of the property owner and with notification of the neighbors.

SECTION 12. INDIVIDUAL MATCHES AND AGGREGATES

12.1 INDIVIDUAL MATCHES, NATIONAL SKIRMISHES (amended 8/2007, 8/2012)

Targets shall be standard as listed below. Target numbers are those of N-SSA designation; approved equivalent targets may be used if desired, subject to approval by the National Commander. Shoulder arms matches shall be of 20-minute duration. Revolver matches shall be of 30-minute duration. Should all competitors complete their course of fire before the end of the stated time period, the relay may be cut short with the approval of the Skirmish Director and the Range Officer.

1. Carbine Match (50 yards); Target N-SSA #1, 5 record shots per bull maximum.
2. Carbine Match (100 yards); Target N-SSA #2, 10 record shots maximum.
3. Musket Match (50 yards); Target N-SSA #1, 5 record shots per bull maximum.
4. Musket Match (100 yards); Target N-SSA #2, 10 record shots maximum.
5. Revolver Match (25 yards); Target N-SSA #5, 5 record shots per bull maximum.
6. Revolver Match (50 yards); Target N-SSA #4, 10 record shots maximum.
7. Breech Loading Rifle/Carbine II Match (50 yards); Target N-SSA #1, 5 record shots per bull, maximum.
8. Breech Loading Rifle/Carbine II Match (100 yards); Target N-SSA #2, 10 record shots maximum.
9. Smoothbore Match (25 yards); Target N-SSA #1, 5 record shots per bull, maximum.
10. Smoothbore Match (50 yards); Target N-SSA #2, 10-shot record maximum.
11. Single-Shot Breech Loading Rifle/Carbine II Match (50 yards); Target N-SSA #1, 5 record shots per bull, maximum.
12. Single-Shot Breech Loading Rifle/Carbine II Match (100 yards); Target N-SSA #2, 10 record shots maximum.

12.2 AGGREGATE MATCHES, NATIONAL SKIRMISHES (amended 8/2012)

The following aggregate matches are required in the national skirmish program:

1. Musket Aggregate (aggregate of matches 3 and 4)
2. Carbine Aggregate (aggregate of matches 1 and 2)
3. Musket/Carbine Aggregate (aggregate of matches 1, 2, 3, and 4)
4. Revolver Aggregate (aggregate of matches 5 and 6)
5. Fifty-yard Aggregate (aggregate of matches 1, 3, and 6)
6. Grand Aggregate (aggregate of matches 1, 2, 3, 4, 5, and 6)
7. Smoothbore Aggregate (aggregate of matches 9 and 10)
8. Breechloading Rifle/Carbine II Aggregate (aggregate of matches 7 and 8)
9. Five-Gun Aggregate (aggregate of matches 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10)
10. Single-Shot Breech Loading Rifle/Carbine II Aggregate (aggregate of matches 11 and 12)

12.3 INDIVIDUAL MATCHES, REGIONAL SKIRMISHES (amended 01/05, 08/11, 8/12)

Individual matches shall be optional with regions. They may be 10-shot matches in 20-minute relays as above, or may be 5-shot matches in 10- to 20-minute relays. Regional skirmishes do not have to include all the following matches.

1. Carbine Match (50 yards); Target N-SSA #1.
2. Carbine Match (100 yards); Target N-SSA #2.
3. Musket Match (50 yards); Target N-SSA #1.
4. Musket Match (100 yards); Target N-SSA #2.
5. Revolver Match (25 yards); Target N-SSA #3 or #5.
6. Revolver Match (50 yards); Target N-SSA #4.
7. Breech Loading Rifle/Carbine II Match (50 yards); Target N-SSA #1.
8. Breech Loading Rifle/Carbine II Match (100 yards); Target N-SSA #2.
9. Smoothbore Match (25 yards); Target N-SSA #1.
10. Smoothbore Match (50 yards); Target N-SSA #2.
11. Single-Shot Breech Loading Rifle/Carbine II Match (50 yards); Target N-SSA #1.
12. Single-Shot Breech Loading Rifle/Carbine II Match (100 yards); Target N-SSA #2.

12.4 AGGREGATE MATCHES, REGIONAL SKIRMISHES

Regional skirmishes may incorporate selected aggregate matches as part of their programs. Aggregates must be declared and paid for at the time the individual matches are entered

12.5 DURATION OF A MATCH

Each individual match target is to be fired in one relay, except in the case of a firearm becoming disabled, or when permitted by the Skirmish Director for other good cause.

12.6 FOULED OR DISABLED FIREARM ALIBI, INDIVIDUAL MATCHES

(amended 01/2012)

When a firearm is fouled or otherwise disabled during an individual match, it shall be cleared in accordance with the procedures in **rule 25.8.2**. If the firearm is cleared and/or repaired during the relay, the competitor may continue the match on that relay, and/or may elect to finish the match on the next individual relay of the same duration.

12.7 LOSS OF TARGET DURING AN INDIVIDUAL MATCH

When an individual target and/or backer blows frame during an individual match, the shooter may be granted an alibi if, to the satisfaction of the Individual Match Officer or Skirmish Director, the target was not blown off due to carelessness of the shooter. If an alibi is granted, the shooter must complete the number of unfired rounds in the next individual match relay of the same time duration. An alibi shall not be granted if the shooter cannot find his target that was blown off the frame.

12.8 SECURING INDIVIDUAL TARGETS TO THE BACKER

To prevent loss of targets during individual matches, competitors are encouraged to use sufficient staples to securely affix the target to the cardboard backer; however, no staples shall be placed in any part of the scoring area. Staples that interfere with proper scoring shall result in target disqualification.

12.9 PLACEMENT OF INDIVIDUAL MATCH TARGETS, NATIONAL SKIRMISH
(added 1/2006)

A competitor must post his/her target on a frame on the same numbered position from which the target will be shot. For example, a competitor shooting on position 25 must post his/her target on a target frame on position 25. Failure to follow this rule will result in the disqualification of the target in question.

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SECTION 13: SKIRMISH FINANCES

13.1 MATCH FEES

Match fees for National Skirmishes shall be set by the Board of Directors.

13.2 NATIONAL SKIRMISH MATCH FEES (amended 01/2009)

Match	Fee
Musket Company	60.00
Carbine Company	60.00
Breechloading Rifle/Carbine II Company	30.00
Single-shot Breechloading Rifle/Carbine II Company	30.00
Revolver Company	30.00
Smoothbore Company	37.50
Artillery (Cannon)	45.00
Artillery (Howitzer)	45.00
Artillery (Rifled Howitzer)	45.00
Artillery (Mortar)	22.50
Individual and Aggregate Match	2.00
Participation patches	2.00

13.3 REGIONAL SKIRMISH MATCH FEES

Match fees for regional skirmishes may be set by the regions or by the host organizations.

13.4 FINANCIAL SETTLEMENT

The Paymaster shall present a financial statement for each National Skirmish at the Board of Directors meeting following the skirmish.

13.5 LIABILITY INSURANCE

Official skirmishes and the Veterans Skirmish shall be covered by adequate public liability insurance.

13.6 REGIONAL SKIRMISH INSURANCE

The N-SSA shall provide liability insurance for Regional Skirmishes and the Veterans Skirmish. The host organization of a Regional Skirmish shall apply for this coverage through its Region Commander. The Region Commander shall forward the application only after he has determined that the proposed skirmish program conforms to the Skirmish Rules. Official skirmishes, as defined in ARTICLE VIII, Sections 1 and 3, regional specialty skirmishes, drawn-team regional skirmishes, and the Veterans Skirmish shall be covered by the liability insurance of the N-SSA.

13.7 PARTICIPATION PATCHES, SKIRMISH STAFF

When participation patches are sold at National Skirmishes, one patch shall be furnished free of charge to each participating member of the skirmish staff.

13.8 FEES FOR THE USE OF FT. SHENANDOAH FOR REGIONAL SKIRMISHES
(added 08/2010)

Fees for the use of Fort Shenandoah for regional skirmishes are based on the number of registered musket companies. The range rent fee includes use of the range, frames, tractor, wagons, and dumpster, the cost of toilet pump-outs, and power used on the range and in the barn. Target materials may be purchased from inventory at the prevailing rate, or may be brought to the range.

The rent for the use of Fort Shenandoah to hold regional skirmishes is \$500, plus \$14 for each registered eight-person musket company or \$8.75 for each registered five-person musket company. (Amended 1/2013)

SECTION 14: SMALL ARMS

IMPORTANT NOTICE.

In this, and all other sections and sub-sections of these *Skirmish Rules*, the term “approved” by the N-SSA or its designated representative(s) shall mean that the item in question has been found to meet the dimension, configuration, mechanical function, and authenticity criteria of the N-SSA. It *does not* in any way imply, or infer, or guarantee the safety or the integrity of any particular item.

14.1 ACCEPTABLE SKIRMISH MATCH FIREARMS

Only original or reproductions of military firearms manufactured during the Civil War or prewar era, and which meet the criteria set forth in these rules, shall be used for competition. Those arms must have been manufactured prior to 26 April 1865 in quantities of at least 100 arms each. The arms must have been possessed by a US, CS, state, or local military authority during the American Civil War, but they do not need to have been issued to troops in the field.

14.2 EXCLUDED FIREARMS

Excluded from competition are experimental arms or arms issued to or used by only a few individuals. Also excluded are arms made primarily as sporting arms, or made and issued primarily for the purpose of sharpshooting and which are characterized by target sights, sporting stock configurations, and calibers other than those suited for general military use.

14.3 FIREARMS DEFINITIONS

The following definitions are accepted for N-SSA competition purposes.

- a. **Musket:** a muzzle loading shoulder arm having a smooth bore and a barrel length of approximately 42 inches
- b. **Rifled Musket:** a musket, originally manufactured as a smoothbore, now having a rifled bore and a barrel length of approximately 42 inches.
- c. **Rifle Musket:** a muzzle loading shoulder arm manufactured with a rifled bore and having a barrel length of approximately 40 inches.
- d. **Rifle:** a muzzle loading shoulder arm manufactured with a rifled bore and having a barrel length of approximately 33 inches.
- e. **Carbine:** a breech or muzzle loading shoulder arm having a smooth or rifled bore, using externally primed ammunition, and having a maximum barrel length of 26.5 inches.
- f. **Musketoon:** a muzzle loading shoulder arm having a smooth or rifled bore and a maximum barrel length of 26.5 inches.
- g. **Revolver:** any percussion revolver suitable for general issue to military forces.
- h. **Breechloading Rifle:** a breechloading shoulder arm firing a black powder cartridge (internally or externally primed) and having a barrel length no less than 26.5 inches.

- i. **Carbine II:** a breechloading shoulder arm having a rifled bore, using internally primed black powder ammunition and a barrel length less than 26.5 inches. (amended 08/11)
- j. **Single-shot Breechloading Rifle/Carbine II:** a firearm as defined in (h) or (i) above, but which has no magazine and which must be single-loaded. Ammunition may be internally or externally primed. (amended 08/11)
- k. **Smoothbore:** Any muzzle loading arm designed, manufactured, and issued with an unrifled bore, and with a sight or sights as originally manufactured, or as installed on an unrifled arsenal or contract alteration of the arm.

14.4 PROHIBITED ARMS

The use of any firearm employing exposed loaded chambers which must be held so that portions of the body of the competitor, other competitors, or spectators are in the line of fire of unfired chambers is prohibited. Also prohibited from use in N-SSA competition is any US smoothbore musket utilizing a barrel manufactured for a model of firearm prior to the model of 1816. Reproductions of smoothbore muskets and barrels manufactured prior to 1816 must have Small Arms Committee approval.

14.5 REPRODUCTION HAND AND SHOULDER ARMS

In recognition of the decreasing availability of original arms or parts for arms of the period specified, reproductions of entire arms and replacement parts for arms is permitted. However, such reproductions must be replicas of production arms, the originals of which would qualify for use in individual and company matches under these Skirmish Rules.

14.6 IDENTIFICATION OF REPRODUCTIONS

In the interest of preserving the identity of original arms and parts, and in order to discourage counterfeiting of originals, the use on reproductions of original names, markings, and dates of their prototypes is discouraged. Manufacturers of reproduction arms are required to mark their arms with their own names, trademarks or symbols in such a manner as to be visible on the completed firearm to distinguish these from the originals.

14.7 APPROVAL OF REPRODUCTION PRODUCTS (amended 01/08)

NOTE: Reproduction items (hereafter called "products") which require approval by the Board of Directors shall be:

- (1) *firearms (see Rule 14.7.1)*
- (2) *replacement barrels (see Rule 14.12)*
- (3) *barrel breeching processes not previously approved*
- (4) *barrel lining processes not previously approved*
- (5) *centerfire conversion systems (see Rule 14.10.1)*

Each product proposed for use in official skirmishes must be submitted to the Small Arms Committee. That committee shall examine each item submitted and make recommendations for consideration by the Board of Directors based on the best information available at the time. Only the Board may grant approval. If such products are to be produced in quantity, only pilot models need to be submitted. Such pilot models must be in all respects true representative specimens of the models to be approved. Deviations resulting in any product not so complying shall cause the product not to be used until it is re-approved. Reproduction replacement parts for use with original or approved reproduction arms need not be submitted individually for approval but are subject to challenge and inspection and may be disqualified for use in the event of non-compliance with **rule 14.5**. Samples of products offered for approval must be

submitted to the Inspector General or to the Small Arms Committee at least six weeks before the January or August meetings or the meetings held at the Spring and Fall National Skirmishes. Product approval will be considered only at these meetings. A competitor using an individually approved reproduction firearm must be able to show proof of such approval promptly (see **rule 14.8**). The Small Arms Committee has the authority to revoke or recall already issued approval cards found to have been issued in error.

14.7.1 ARMS TO BE SUBMITTED FOR APPROVAL

The following arms must be submitted to the Small Arms Committee for consideration of approval. Production approval of reproduction arms, barrels and processes will occur only at Board of Directors meetings. All shipping costs for materials submitted to the Board must be paid by the manufacturer or distributor seeking approval. The N-SSA shall not assume any cost or liability for items submitted to the board for approval.

- a. All arms being used in N-SSA competition that are individually produced replicas of Civil War arms must have a card showing inspection and approval by the small arms committee.
- b. A prototype example of any reproduction of an original Civil War firearm being produced by any individual or commercial concern at a rate in which production shall exceed two such arms per year. The prototype shall be accompanied by duplicate copies of a detailed description and/or drawings of the configuration (including principle dimensions and tolerances) of the arms that shall be produced and sold for use in N-SSA competition if approved.
- c. Any arm, original or reproduction, in which any major component (lock, stock, barrel, or sights) has been dimensionally altered, relocated or changed, in any way from the same part found on an original, unaltered Civil War arm of the exact same type, model, or variant, as issued prior to 26 April 1865.
- d. Any arm, original or reproduction, in which any major component is used which is of a type or style not intended by the original issuing authority for use on an original, unaltered Civil War arm of the exact same type, model or variant as issued or reissued prior to 26 April 1865.
- e. Any arm using a barrel not previously approved for use in N-SSA competition.
- f. Any arm that has the original manufacturer's identification removed or in any way altered.
- g. Any smoothbore musket, whether original or replica, that is fitted with any form of rear sighting device located above the plane of the barrel, is required to be inspected and approved by the Small Arms Committee. The arm and sights must conform to a recognized pattern and configuration of that model arm in order to receive a Small Arms Committee approval card and be used in skirmishing. The burden of proof rests with the submitting party.

14.7.2 ARMS NOT NEEDING APPROVAL

The following arms need NOT receive Small Arms Committee approval:

- a. Previously approved arms that have any major component part or parts replaced by the same major component part from another original or

reproduction arm of the exact same type or model found on the N-SSA list of approved arms.

- b. Original or N-SSA approved arms on which an N-SSA approved barrel is used, provided the barrel is of a type intended for use on said arm.

NOTE: Any firearm, approved or not, is subject to a challenge and inspection for compliance with N-SSA rules. The burden of proof rests with the competitor (see also rules 14.8.4 and 14.8.5).

14.7.3 SUBMISSION LIABILITY (amended 08/06)

Any product submitted for approval shall be submitted at the owner's risk. The North-South Skirmish Association, Inc., or any individual acting in his official capacity as an officer or appointed agent of this association shall not be held liable for loss or damage to the arm, barrel, process, or system.

14.8 PROOF OF APPROVAL OF INDIVIDUALLY APPROVED ARMS

Non-production arms may be granted approval by the Small Arms Committee for skirmish use. Approval shall be for the arm in the configuration in which it is presented to the committee. Future modifications shall invalidate the approval and the arm must be submitted again for re-approval. Proof of approval shall be in the form of a card issued to the submitter of the arm by the Small Arms Committee. Presentation of the card to an inspector shall be proof that the arm is approved for skirmish use, provided the arm matches in all respects the dimensions listed on the card.

14.8.1 TRANSFER OF INDIVIDUALLY APPROVED ARMS

When an individually approved firearm is sold or otherwise transferred, the card of approval shall be transferred with the arm.

14.8.2 RESPONSIBILITY OF FIREARMS OWNER

It is the responsibility of the owner of an individually approved firearm to carry the card of approval whenever he uses such an arm. He must be able to present the card to an inspector or other skirmish or association official whenever it is necessary to determine the approval status of the arm. Use of a non-production firearm for which proof is required, but which cannot be shown, shall cause the individual (and his company, if in a company match) to be disqualified under **rules 22.11.1(a) or 22.11.2(a)**, as appropriate.

14.8.3 REPRODUCTION BARREL CALIBERS

Barrel calibers must be the same as the original calibers for the original arms of which reproductions are to be made, or as modified by the respective ordnance departments, Union or Confederate, for use before or during the Civil War. Barrels of calibers other than those of the original or modified arms must be submitted to the Small Arms Committee for approval, and may not be used in a skirmish until individual approval has been granted by the Small Arms Committee or production approval has been granted by the Board of Directors.

14.8.4 BURDEN OF PROOF, NON-STANDARD ARMS (INDIVIDUAL APPROVAL)

A competitor wishing to use an original firearm or reproduction of an original firearm part that does not appear to fit into any of the types or models of firearms known to have existed during the Civil War, or any arm on which the Small Arms Committee has no information, must submit documentation to the Small Arms Committee. That documentation must include photocopies of

original Civil War-era documents or books or recognized secondary source material, such as books or articles that directly validate the exact design or configuration of the arm or component submitted. The documentation must also prove the production quantity of the arm submitted. The purpose of the documentation is to satisfy the committee that such firearms would qualify under **rule 14.1**. The burden of proof is on the submitting party.

14.8.5 BURDEN OF PROOF, NON-STANDARD ARMS (PRODUCTION ARMS)

A manufacturer, manufacturer's agent, or dealer wishing to submit a production firearm or firearm component for N-SSA approval that is of a design or configuration not known to have been possessed in large quantities by US or CS military authorities, must also submit adequate documentation that this arm or component, in the configuration submitted, meets the standards set forth in **rule 14.1**. This documentation must include photocopies of either original Civil War era documents or books or recognized secondary source material, such as books or articles that directly validate the exact design or configuration of the arm or component submitted.

14.9 MODIFICATIONS (HAND AND SHOULDER ARMS)

The only modification allowed for company and individual match arms shall be those allowed below in **rules 14.9.1 through 14.15**. Interchanging of parts as practiced by the issuing military forces of the period shall be allowed. No other modification, addition or alteration which changes the original design or function of the arm shall be permitted.

14.9.1 SIGHTS (HAND AND SHOULDER ARMS) **(amended 08/08)**

Sights may be modified or exchanged according to known changes made by military forces issuing the arm. In addition, modifications may be made to sights as follows:

- a. Front sights, except as noted under **rule 14.9.1(1)**, may be modified or rebuilt provided the resulting sight is a metallic blade on an original type base, in the original location for the model of arm concerned, not to extend beyond the base and with no limitation as to height or thickness of blade.
- b. The addition of non-issue auxiliary front sights and sight hoods shall be prohibited.
- c. Barrels may not be welded to receive rear sight alterations.
- d. Rear sight modifications shall be limited to the modification of existing sight notches, substitution of new sight leaves or the addition of sighting holes in the sight leaf. Modifications to the new or original sight leaf shall not increase the original thickness by more than 1/16-inch (.0625"). All rear sight leaves must be in the same position in the base as the original for the model concerned and the rear sight base must be in the same position as the original. The new sight leaf must function the same as the original. This rule shall apply to only simple leaf-type sights that consist of one or two sighting leaves with sighting notches or holes therein.
- e. Auxiliary rear sights or non-issue rear sight sunshades are prohibited.
- f. All sights and sight alterations shall be metallic.
- g. Sighting holes may be added to existing rear sights as long as the dimensions of the block, leaf or ladder remain the same, and no additional material may be added except to fill a notch.

- h. Fixed-blade Kentucky- or block-type rear sights may be modified only by the addition of an extra piece of metal to the rear sight. The addition should be the same width and no higher than 3/8" above the original sight height.
- i. Replacement leaves of the "L" type may be no higher than the height of the 300 yd. leg and the 500 yd. leg of the original sight leaf.
- j. Long-range sights may be modified only by the addition of metal to the vertical height and the thickness of the sighting notch area of the ladder or slide. The added metal shall not exceed the width of the original area to which it is attached, it shall not increase the original thickness by more than 1/16-inch (.0625") and the total height of the notch or peep area shall not exceed 1/2-inch (.500").
- k. Front sights on revolvers and long arms may be secured to the barrel using a dovetail base in the original position. The attachment of the barrel-sight combination, after the insertion of the dovetail, must conform to the original configuration. The sight must be permanently affixed. There can be no method of adjustment built into the front sight.
- l. Notwithstanding the above provisions, no modifications of any sort may be made to the original as-issued dimensions, form, nature, or location of any sights affixed to a smoothbore musket to be used in any smoothbore competition.

14.10 LOCKS (HAND AND SHOULDER ARMS)

Lock parts may be replaced or fitted to insure competitive functioning of the mechanism (including the internal parts of revolvers). Removing the functioning of the half-cock notch is prohibited. The trigger pull for revolvers shall be no less than two pounds. The trigger pull for all other arms shall be no less than three pounds. Locks shall contain no externally controlled trigger pull adjustment. Set triggers are prohibited. Externally visible trigger stops are prohibited.

14.10.1 CENTERFIRE CONVERSION

(amended 8/2012)

Rifles and carbines originally requiring rimfire ammunition may be converted to centerfire by the use of replacement firing pin housing or block intended to redirect the strike of the firing pin to the center of the cartridge base. Reproduction arms containing a conversion to centerfire are considered to fall within the spirit of this rule.

- a. Tubular magazine-fed rifles and carbines that have been converted to center fire may be used only with an N-SSA approved centerfire conversion block and a specially modified flat-nosed follower mechanism with a diameter larger than the primer.
- b. All breech centerfire conversions that require a firing pin mounted within the breech or breechblock shall utilize a spring-loaded firing pin.
- c. Approved centerfire block conversions shall be stamped either upon the top or left side with distinguishing marks, names, etc. in a size large enough to be easily distinguished and visible.

14.11 STOCKS AND GRIPS (HAND AND SHOULDER ARMS)

No additions shall be made to stock exteriors except as required in making repairs or in parts fitting and then only in such manner that the completed addition shall not change or alter the original external appearance of the piece for the model of arm concerned. Cheek rests or recoil pads of any nature shall not be used. Slings shall not be used to support a firearm. Stocks or grips of handguns shall be of the same configuration as the original

arm concerned. Finger grooves, thumb rests, lifts or “grip adapters” may not be used. Exceptions to this may be approved by the Inspector General in the case of physical disability on written recommendation of a physician. Composition bedding of barrels is permitted. The addition of chequering to any firearm is prohibited.

14.12 BARRELS (HAND AND SHOULDER ARMS)

Barrels for all arms must be originals or replacements approved by the Board of Directors. Replacement barrels listed in the official list of *Approved Arms, Barrels and Processes, Hand and Shoulder Arms* are approved only for the arms indicated. Reproduction barrels should be clearly marked on the left side, near the breech to identify the manufacturer. These markings shall be in a size large enough to be easily read and identified.

14.13 INVALIDATION OF APPROVAL

An approved replacement barrel may not be modified by welding on or around the breech. Welding the breech for any reason shall invalidate the approval of the barrel. Modification of the bolster by any method involving heat shall invalidate the approval of the barrel.

14.14 RAMRODS

(amended 08/06)

Ramrods must be of the correct pattern and dimensions for the arm. Copies may not exceed the firearm’s barrel length, less the tang, by more than three inches, and may be made partly or wholly of brass. “Knurling” the rod is prohibited, and threading may not exceed one inch.

14.14.1 RAMROD THREAD PROTECTORS

(amended 08/06)

A ramrod thread protector may be used, consisting of a metal tip threaded to fit the threaded end of the ramrod and not over one inch long. The end shall be blunt or squared off and neither pointed nor sharp. When a thread protector is used, the ramrod length, including the thread protector, may not exceed the firearm’s barrel length, less the tang, by more than three inches.

14.14.2 PROHIBITIONS

(amended 08/06)

- a. No ramrod may be used which is fastened to the firearm by swivel, chain or other device. Such ramrods may be used only if disconnected from the attaching device.
- b. No ramrod guide, ramrod grip, barrel protector, or other device used on or in conjunction with a ramrod may be used, except for a thread protector (**see rule 14.14.1**).
- c. Cleaning rods may not be used as ramrods.

14.15 APPROVED REPLACEMENT BARRELS AND REPRODUCTION SMALL ARMS

See the Small Arms Committee list of approved barrels. The listed barrels may be used in official skirmishes. Barrels must be used on the models of arms specified. Listed arms and barrels may be modified in accordance with the rules of this section, but some modifications may invalidate approval, in which case the arms so modified must be submitted for individual approval (**see rules 14.7 and 14.8 and their subsections**).

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SECTION 15: UNIFORMS

15.1 APPLICATION OF UNIFORM RULES (amended 1/2013)

These rules shall apply only to units participating in official skirmish activities, namely all company matches and all artillery competitions. At national skirmishes these rules shall apply in all small arms matches and artillery competitions on Friday, Saturday, and Sunday. Organizations are encouraged, for maintaining the principle of presenting authentic appearance of the Civil War period, to adopt and follow closely these rules in their unofficial activities, such as parades, military balls and other dress occasions.

15.2 APPROVED UNIFORMS

The uniforms to be submitted for approval are those to be used in National and Regional company and artillery matches. Such approved uniforms shall consist of coats, headgear, trousers, shirts and footwear as described in these rules and must be used at all times on those occasions. Coats only may be removed at the discretion of the Company Commander.

15.3 ACCEPTABLE UNIFORM MATERIALS

Recognizing the scarcity of 100% wool fabrics (as originally required by many military regulations) modern wool-blends, cotton, flannel, linen, duck, or man-made fibers may be used provided they give the appearance of the original cloth.

15.4 COMPLIANCE

All new organizations must comply with these regulations upon being admitted as probationary organizations

15.5 CONFEDERATE UNIFORMS

It is recognized that the typical Confederate soldier often did not wear Confederate regulation uniforms, or any uniform in some cases, for the simple reason that they were not available. Nevertheless, the Confederate soldier presented a unique, if not strictly military, appearance, which is desirable in the interest of authenticity to reproduce at skirmishes. Such nondescript appearance is provided for herein with the understanding that all visible civilian clothing used is of a pattern used during the Civil War period.

15.6 DISQUALIFICATION BY UNIFORM COMMITTEE

The Uniform Committee shall pass on the compliance with these regulations. Inspectors shall disqualify individuals and companies who fail to comply with these regulations. Appeal may be made through normal appeal procedures.

15.7 COATS

Jackets, blouses, or coats shall be patterned after original regulations or after patterns of the period, or the special uniform of an original organization whose uniform pattern is known to have existed and been used during the war.

15.8 HEADGEAR

Headgear may be kepis, forage caps, shakos, hats, or fezzes, but must be of an original pattern known to have been used in the war. Headgear may include plastic materials for straps and cap bills.

15.9 PINS AND BADGES

Modern pins or badges of a pattern not worn during the war should not be worn on any part of the uniform unless approved by N-SSA.

15.10 TROUSERS

Trousers should be patterned after the original regulations or be of a pattern known to have been used by the military organization. The use of suspenders is permitted provided they are similar in appearance to suspenders of the period and worn in the same manner.

15.11 SHIRTS

When worn exposed, shirts shall be patterned after a regulation military shirt of the period, or of a pattern known to have existed and been used by some military organization of the period during the war, or shall be of a civilian pattern and color or print of the period. Modern-style underclothing, shall not be worn exposed.

15.12 FOOTWEAR

The use of historically correct footwear is encouraged.

15.12.1 SHOES

(amended 08/05)

Shoes must be black or brown, but may be of modern style. Although they may be of modern construction, they must have the appearance of period or regulation footwear. Tennis shoes (or shoes of that generic family) are not permitted to be worn during official company matches.

15.12.2 BOOTS

Boots worn outside the trousers must be patterned after the regulations of the period, or an original style of boots known to have been used by some military organization of the period. Modern lace, "engineer" or "combat" boots may not be worn outside of the trousers.

15.12.3 LEGGINGS

Leggings may be used provided they are patterned after leggings used in the war.

15.13 RAINCOATS AND OVERCOATS

When necessary for protection from inclement weather, raincoats, boots, caps, ponchos, or overcoats of any kind may be used. However, organizations are encouraged to adopt uniformity in using these garments, preferable using pattern and cut of the Civil War period.

15.13.1 INCLEMENT WEATHER

The skirmish director may declare inclement weather conditions if any of the following conditions exist:

- a. Rain—In case of rain, modern rain gear may be used.
- b. Cold—In case of temperatures below freezing (32° F), modern outerwear may be utilized although period outerwear is encouraged.
- c. Heat—In cases of extreme heat (above 90° F) resulting in a comfort level of 95° F or higher, the requirement to wear approved uniforms at regional skirmishes shall be at the option of the skirmish director.

15.14 NAVAL UNIFORMS

Naval organizations shall adopt and wear the regulation uniform of the US or CS navies of the Civil War period, or uniforms known to have been used by the naval services during the war.

15.14.1 MARINE UNIFORMS

Marine organizations shall adopt and use the regulation uniform of the USMC or the CSMC of the Civil War period, or uniforms known to have been worn by personnel serving as marines during the war.

15.15 CIVILIAN CLOTHING

15.15.1 CONFEDERATE CIVILIAN CLOTHING

Confederate units desiring to adopt clothing typifying the nondescript uniforms of some Confederate soldiers during the war may adopt such “uniforms” consisting of civilian clothing mixed with uniform, if desired, providing the civilian clothing and uniform parts are all of patterns of the period. Documentation is required.

15.15.2 CIVILIAN PATTERN SHIRTS AND VESTS

The common practice of troops, both Union and Confederate, of using civilian pattern shirts and vests is recognized, but the use of other civilian clothing without documentation and the approval of the Uniform Committee is prohibited.

15.16 BUTTONS, INSIGNIA, BUCKLES, ETC.

All buttons, insignia, buckles, etc. used must comply with the regulations of the period or be patterned after those known to have been used by a military organization during the war. In no case may such be used that are of patterns of the Post-Civil War period.

15.17 INSIGNIA OF RANK

Officers of member organizations may wear rank insignia of non-commissioned officers of their respective branches of service. No participant shall wear the uniform or insignia of a commissioned officer.

15.18 (RESERVED FOR FUTURE USE)

15.19 PROOF OF AUTHENTICITY

Organizations wishing to adopt uniforms, buttons, insignia, buckles, equipment, etc. not of regulation patterns but believed or known to be of patterns that would still qualify under these regulations, are required to submit physical, photographic, or historically documented evidence of authenticity. Such evidence shall be maintained in the file of the organization, if approved, and a copy shall be kept in the Association's archives for future reference. If evidence is submitted other than by photograph, the Executive Secretary shall endeavor to photograph it for filing purposed.

15.20 CHANGES IN UNIFORMS

Any member organization wishing to modify its existing approved uniform or adopt an alternate or new uniform may do so at any time provided such changes comply with these rules and the By-Laws. The organization shall submit sufficient written and photographic description of the proposed changes to the Uniform Committee who shall approve the same unless there is obvious noncompliance with these rules.

15.21 USE OF ORIGINAL UNIFORMS AND UNIFORM PARTS

Recognizing the necessity of historic preservation, the use of original uniforms or uniform parts is discouraged.

SECTION 16: ACCOUTREMENTS

16.1 DEFINITION

Accoutrements shall be defined as items of equipment, other than firearms and clothing, carried by a soldier, sailor, or marine. Accoutrements shall include:

- a. Cartridge boxes, with or without slings
- b. Belts, belt plates, and buckles
- c. Cap boxes or pouches
- d. Box and sling plates
- e. Scabbards for bayonets or swords
- f. Carbine slings
- g. Rifle and other long arm slings
- h. Holsters
- i. Haversacks
- j. Knapsacks
- k. Canteens

16.2 AUTHENTICITY OF PATTERNS

All accoutrements used or worn by skirmishers shall be of regulation patterns used during the Civil War, or as used by particular organizations during the war.

16.2.1 LEATHER QUALITY, CARTRIDGE AND CAP BOXES

All leather used in construction of cartridge and cap boxes should approximate the thickness and weight of leather used for these purposes during the Civil War.

16.3 PROOF OF AUTHENTICITY

Organizations wishing to adopt accoutrements that are not of regulation patterns but are believed or known to be of patterns that still qualify under these regulations, are required to submit physical, photographic, or historically documented evidence of authenticity. Such evidence shall be maintained in the file of that organization, if approved; and a copy shall be kept in the Association's archives for future reference. If evidence is submitted other than by photograph, the Executive Secretary shall endeavor to photograph it for filing purposes.

16.4 USE OF ORIGINAL ACCOUTREMENTS

Recognizing the necessity of historic preservation, the use of original accoutrements is discouraged.

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SECTION 17: SMALL ARMS AMMUNITION

17.1 AMMUNITION, GENERAL

Ammunition shall consist of a lead or lead alloy projectile and a pre-measured charge of black powder. Projectiles may be coated with a lubricant, and hollow bases may be filled with lubricant. Carbine I and II, revolver, and breechloading rifle ammunition may include non-explosive, non-metallic filler, such as Cream of Wheat or wads. Except for Carbine II and breechloading rifles, all ammunition must be externally primed. Breechloading cartridge arms shall use a cartridge casing of appropriate material as an integral part of the cartridge. Restrictions may be placed on the size or shape of a projectile, and it must approximate the weight of projectiles normally intended for use in the arm being fired.

17.1.1 SMOOTHBORE PROJECTILES

Projectiles for smoothbore matches shall be round ball only. In a smoothbore firearm, the ball may be wrapped with aluminum foil, with or without grease; but the use of patches, paper or cloth, or over-powder wads or plastic wads is prohibited.

17.2 PROHIBITED PROJECTILES

The use of multiple, separating, tracer, incendiary, or explosive projectiles is prohibited. Ramrods and cleaning rods shall not be intentionally fired as projectiles.

17.3 BLACK POWDER ONLY

The only propellant allowed for use in N-SSA skirmishes is black powder. The use of smokeless powder or black powder substitutes in any quantity is prohibited. Powder charges must not exceed original Civil War issue charges for specific arms being fired.

17.4 POWDER QUANTITY LIMIT

No competitor may have in his possession at an official skirmish more than one pound of black powder in excess of pre-loaded ammunition. Such excess black powder must be in a sealable factory container. Preparation of ammunition from loose powder in the ready area is prohibited.

17.5 CARTRIDGES

(amended 08/2005)

- a. No reserve cartridges shall be carried outside of an approved cartridge box except for fixed ammunition loaded into the magazine of tubular magazine-fed firearms while on the firing line. On the line, at least one flap of the cartridge box must cover the cartridges at all times, except when a skirmisher is actually reaching into the box, or looking into the box to examine ammunition.
- b. The use of powder flasks or powder horns of any description, or loading from anything but prepared individual charges during company or individual matches, is prohibited.
- c. The use of combustible cartridges in muzzleloading arms is prohibited.
- d. Ammunition for tubular magazine-fed firearms must contain a bullet with a flat nose of a diameter exceeding that of its primer.
- e. Centerfire cartridges for use in Carbine II and breechloading rifles should approximate the size of the original rimfire cartridges used in these arms prior to 26 April 1865.

- f. Cartridges for muzzleloading arms must consist of a cardboard or plastic cylinder, sealed on one end. No cartridge shall be employed that allows the ramrod to be pushed through the cylinder. No cartridge may be used that is designed to be set in place on, in, or around the muzzle.

17.6 PERCUSSION CAPS AND PRIMERS **(amended 08/2005)**

- a. The only allowable method of ignition for percussion or flintlock arms shall be percussion caps or flints.
- b. Caps shall be carried only in regulation-pattern cap boxes, and at no time shall the caps be exposed by either allowing the box to remain open while firing, or by the use of non-regulation cap-holders.
- c. Cappers may be used by revolver competitors when competing in individual and company events.
- d. In the use of flintlock firearms, priming powder must be provided as part of a prepared cartridge, but separate from the main charge. The use of priming horns or any other such container is prohibited.
- e. Internally primed ammunition may use modern cartridge primers. Primers must be of a type that will not, when seated in the primer pocket, extend beyond the plane of the base of the cartridge.

SECTION 18: INSPECTION

IMPORTANT STATEMENT

One of the purposes of skirmishing, as stated in Article I, Section 2, paragraph 3 of the By-Laws of the N-SSA, is to demonstrate the original manner in which the firearms of the Civil War period were fired. The object is to demonstrate how they were used, not how they might have performed with modern improvements. The use of equipment or devices contrary to the spirit of the *Skirmish Rules* is forbidden.

Skirmish or Association officials shall have the right to examine any participant's arms, accoutrements, uniform, or equipment. It shall be the responsibility of the competitor to submit doubtful shooting equipment to Skirmish or Association officials for inspection and approval in sufficient time to avoid inconveniencing either the competitor or the inspecting official. The burden of proof always rests with the competitor.

18.1 SCOPE

The following shall be subject to inspection:

- a. Uniforms, accoutrements and musket company match arms of all members of a probationary organization shall be inspected for compliance with the Skirmish Rules. This inspection shall be conducted at a National Skirmish by the Inspector General, with the assistance of representatives of the Membership, Small Arms, and Uniform Committees.
- b. All artillery pieces, equipment and ammunition, upon original registration. Ammunition, projectiles and equipment shall be spot inspected at all skirmishes.
- c. Artillery crews, both probationary and non-registered.
- d. Existing member organizations and competitors drawn for spot inspection.
- e. Individuals or units that have been protested by another competitor or unit. Such inspection, conducted by the I.G. or his staff, may include firearms, ammunition, accoutrements and uniforms. (See also "Important Statement" above.)

18.2 AUTHORITY

At a National Skirmish, the Inspector General of the North-South Skirmish Association, assisted by the Regional Inspectors and Assistant Inspectors General, shall conduct the inspections. At a Regional Skirmish, the inspections shall be conducted by the Inspector of that region and/or his assistant(s).

18.3 INSPECTION OF PROBATIONARY ORGANIZATIONS

18.3.1 LOCATION

Inspection of probationary organizations shall be conducted only at National Skirmishes.

18.3.2 TIME

The time of the inspection of probationary organizations shall be published in the skirmish program.

18.3.3 PROCEDURE

The Inspector General shall assemble members of a company and inspect arms, ammunition, uniforms, and accoutrements for compliance with the Skirmish Rules. All members of a probationary unit shall stand inspection with a firearm suitable for a musket company match. The Inspector General shall then observe the competitors in the movements of the loading manual, and correct the

competitors in any improper actions. He shall approve or disapprove any individual or equipment that is not in compliance with the Skirmish Rules.

18.4 INSPECTION OF ARTILLERY PIECES AND CREWS

The Artillery Ordnance Officer or his deputies shall observe the condition of the piece, tools, and the construction of ammunition. He shall observe the members of the assigned crew in the performance of the loading manual. The Artillery Ordnance Officer or his deputies shall bar the use of tools, ammunition, or guns that do not meet the requirements of **Section 10**.

18.5 ARTILLERY PIECES, EQUIPMENT AND AMMUNITION

Artillery pieces and equipment shall be inspected by the Artillery Ordnance Officer or his deputies the first time each piece is registered. Thereafter, they shall be subject to spot inspections. Ammunition shall be spot inspected at each skirmish in which the piece shall compete or demonstrate. This inspection of ammunition shall not be scheduled and no notice shall be given. Violation of regulations with regard to charges and projectiles shall result in the withdrawing of registration to fire at that skirmish. Any appeal in this case must be presented to the Board of Directors as an official protest as prescribed elsewhere in these rules. (See **Section 28**).

18.6 REPORT

The Artillery Ordnance Officer shall report the qualification or disqualification of individuals or gun crews resulting from his inspection to the Skirmish Director before the commencement of the Artillery matches.

18.7 SPOT INSPECTIONS (amended 01/08)

Spot inspections of individual match competitors and/or participating companies may be made at any time during an official skirmish to ensure that firearms, ammunition, uniforms, and accoutrements comply with the Skirmish Rules. Selection of individual competitors or companies to be inspected shall be by random drawing conducted by or supervised by the Inspector General (see **rule 18.7.1**). An individual disqualified because of failure to pass inspection may be penalized according to appropriate parts of **rule 22.11 and its subsections**. A company disqualified because of failure to pass inspection may be penalized according to **rules 22.9.5 and 22.11.1**.

18.7.1 RANDOM DRAWING (amended 01/08)

A random drawing to select subjects for spot inspections at National Skirmishes shall be conducted prior to the individual matches for individual competitors and prior to the company matches for companies. For individual match competitor inspections, firing positions shall be selected by drawing. A drawing shall be held for each relay. All competitors firing on the selected position on the selected relay shall be inspected. For company matches, positions and relays shall be selected as above. Companies shall be inspected at the end of the relay. Only assigned positions shall be considered a valid draw.

18.8 PROCEDURE AND INSTRUMENTS FOR INSPECTION OF TRIGGER PULLS ON COMPETITION ARMS

The official National Rifle Association procedure and the official NRA weight shall be used in the inspection of the locks of hand and shoulder arms (see **rule 14.10**).

18.8.1 WEIGHING TRIGGER PULL

Trigger pull shall be weighed only with an Official NRA Trigger Test Weight. Failure of the trigger to meet the trigger pull requirements shall disqualify the competitor in the match previously fired.

While the trigger pull is being weighed, the firearm shall be held with the barrel perpendicular to the horizontal surface on which the test weight is supported. The rod or hook of the test weight shall rest on the lowest point of the curve in curved triggers, or on a point approximately one-quarter of an inch from the lower end of straight triggers.

To pass the weight test, the weight shall be lifted by the firearm while in the cocked position and while all safety devices are in firing position, from the horizontal surface on which it is resting. Failure of the trigger to pass the weight test is the competitor's responsibility.

Where the slope or angle of the trigger is such that the hook of the weight shall not catch on the trigger with the barrel perpendicular to the horizontal surface, the barrel shall be inclined off the perpendicular just enough to allow the weight hook to catch on the trigger. When it becomes necessary to employ the modification stated above, the resting point for the hook should be considered to be the same as stated for straight triggers, i.e., approximately one-quarter of an inch from the lower end of the trigger.

Each firearm shall be allowed no more than three attempts to pass the trigger pull inspection. All arms using internally primed ammunition must first be cleared in accordance with **rules 25.11, 25.14, or 25.15** before weighing the trigger pull. The firearm shall be surrendered to the Inspector for the trigger test. If the firearm fails the first two tries by the Inspector, the competitor may make the third and final try.

The trigger pull of all muskets, carbines, breechloading rifle/carbine II and smoothbore arms shall be not less than three pounds and should be able to lift a three-pound weight without triggering the hammer. A revolver must be able to lift a two-pound weight without triggering the hammer. The competitor is prohibited from pushing the hammer forward to force the sear more tightly into the full-cock notch before attempting the third and final lift. (amended 08/2010)

18.9 INSPECTION OF HALF-COCKS ON COMPETITION ARMS

Failure to pass this inspection will require the firearm inspected to be removed from further competition until the violation has been corrected to the satisfaction of the Inspector General or the inspecting officer who found the violation. Failure of a firearm to pass this inspection shall result in a penalty as provided in **rule 22.11**.

18.9.1 INSPECTION OF HALF-COCKS ON SHOULDER ARMS

Half-cock of rifles, muskets and carbines shall be checked by putting the firearm in half-cock and suspending it by the trigger from the inspector's finger. If the hammer does not fall while the arm is suspended, the half-cock shall be considered functional. The competitor is prohibited from pushing the hammer forward to force the sear more tightly into the half-cock notch before a half-cock inspection. (amended 08/2010)

18.9.2 INSPECTION OF HALF-COCK, HANDGUNS

Half-cock of handguns shall be inspected by putting the arm in half-cock and suspending it in the same manner as in **rule 18.9.1** but with the 3-pound NRA weight suspended from the trigger guard so as to add its weight to the weight of the arm.

18.10 INSPECTION OF SMALL ARMS AMMUNITION

An inspector may, as part of a spot inspection or to resolve a protest, select a cartridge at random from the ammunition supply of a competitor for inspection. The selected round of ammunition may be disassembled by the inspector, using necessary tools to disassemble breechloading carbine or breechloading rifle/carbine II ammunition. The round shall be impounded by the inspector if there is evidence of rule violation(s). Use of any propellant other than black powder shall be penalized by disqualification of the company or the competitor from the previous event (see **rules 22.10** and **22.11**, as appropriate), and the disqualification of the ammunition from competition.

18.11 SCOPE OF ACCEPTANCE

Having passed an N-SSA inspection means only that a firearm complies with the Skirmish Rules regarding authenticity, configuration and mechanical function, and in no way guarantees or implies its integrity.

18.12 RESPONSIBILITY OF MEMBER ORGANIZATIONS

It is the responsibility of each member organization to keep its members' firearms, ammunition, uniforms, and accoutrements in acceptable condition to pass inspection. The Small Arms and Uniform committees exist to assist members. Advice can always be obtained through the Inspector General and the Region Inspectors. Failure to utilize the resources of the N-SSA will be the sole responsibility of the member organization and its members.

18.13 ARMS, AMMUNITION, UNIFORMS AND ACCOUTREMENTS FAILING INSPECTION

Arms, ammunition, uniforms, and accoutrements that, upon inspection, are determined not to be in compliance with the Skirmish Rules, shall be removed from competition upon the authority of the Inspector General or a Regional Inspector. (See also **Rules 22.9.5** and **22.11**)

SECTION 19: ELIGIBILITY OF COMPETITORS

19.1 PARTICIPATING ORGANIZATIONS

Any member organization or probationary member organization of the N-SSA may, after having met all the registration requirements, participate in N-SSA official skirmishes.

19.1.1 COMPANIES

Each member or probationary organization may enter as many companies at it desires in a skirmish, subject to limits of range space.

19.1.2 INDIVIDUALS

An organization may enter as many participants for the individual matches as the program allows.

19.2 PARTICIPATING INDIVIDUALS

Every participant in an N-SSA official skirmish must be a member in good standing of a member or probationary organization, and must have been assigned an N-SSA competitor number. An individual cannot compete in an official skirmish until a competitor number has been assigned and a membership card issued. Regional commanders can issue temporary membership cards when the organization or the Executive Secretary can verify the assignment of a competitor number.

19.2.1 WEARING THE MEMBERSHIP CARD *(amended 08/06)*

Each participant in an N-SSA skirmish must wear his/her membership card **in a visible location** while participating in any individual or company activity or while in front of the safety line. Wearing the card in a hidden area, such as under a haversack flap, is prohibited. Failure to display the card shall cause the individual to be removed to behind the safety line. The membership card worn must be an original card, issued by the N-SSA, and not a copy or facsimile.

19.2.2 NON-MEMBER FIRING AT REGIONAL SKIRMISHES *(added 01/08)*

At regional skirmishes only, non-member guests of the Association may be allowed to fire official targets, using N-SSA approved arms only, under the supervision of a regional officer and a sponsoring member in good standing. A target fired by the guest shall not be scored by skirmish staff and shall not be eligible for awards. A guest may fire no more than one relay in each class of individual competition: musket, carbine, revolver, breechloader and smoothbore, and may not participate in artillery competition or company matches. The decision to allow non-member participation and to charge or not charge a fee for guest targets shall be made by the Region Commander and skirmish staff.

19.3 COMPETITOR NUMBER

Each member of every N-SSA member organization shall be assigned a permanent competitor number to be used for match registrations and as otherwise needed. The competitor number shall be assigned by the Executive Secretary. Each member's number shall remain with him/her as long he/she remains a member of the N-SSA. When the individual is no longer a member of a member organization the number shall be retired and shall not be assigned to any other person. It shall be the responsibility of the member

organization to notify the Executive Secretary in writing when a person ceases to be a member of the organization. If the person rejoins any N-SSA organization, once having had a number assigned, the old number shall be restored to that person. A “V,” denoting “veteran,” following a competitor number indicates the competitor has completed at least 10 years of membership in the N-SSA.

19.3.1 NOTIFICATION OF NON-MEMBER STATUS

It is the responsibility of an organization to notify the Executive Secretary in writing when a person ceases to be a member of the organization. After receiving notification of the deletion of a member from an organization’s roster, the Executive Secretary shall immediately notify the deleted member in writing that until he/she is included on the roster of another N-SSA organization, he/she shall not be allowed to participate in any official N-SSA skirmishes or other events.

19.3.2 PROHIBITION OF “DUAL MEMBERSHIP”

An individual shall be a member of only one member organization at a time, and the organization to which he/she belongs shall be the one named on his/her N-SSA membership card. Membership in more than one organization at a time (dual membership) is prohibited, and claims of dual membership shall not be recognized by skirmish or association officials.

19.4 RECRUITMENT EVENTS

(added 08/11)

Regions may invite non-members to open house/live fire events to generate interest in black powder shooting as long as the non-members do not participate in official skirmishes. Such events must receive insurance coverage by applying for approval in the usual manner.

SECTION 20: GENERAL RULES FOR COMPETITORS

20.1 DUTIES AND RESPONSIBILITIES

20.1.1 PERSONAL DISCIPLINE

It is the duty of each competitor to cooperate with the skirmish staff and his company commander in an effort to conduct a safe and efficient skirmish. Competitors shall obey the commands of the announcer and other range officials promptly. Competitors are expected to call any and all infractions of these Skirmish Rules governing safety, competition, and good sportsmanship promptly to the attention of the appropriate skirmish officials.

20.1.2 KNOWLEDGE OF THE SKIRMISH RULES

It is the responsibility of the competitor to know the Skirmish Rules, and to abide by them.

20.1.3 PROGRAM FAMILIARIZATION

It is the responsibility of the competitor to be familiar with the program.

20.1.4 REPORTING FOR ACTIVITIES

Competitors must report to the firing line prepared to participate when the relay is called. No match shall be delayed because a competitor is absent, delayed, or unprepared.

20.1.5 CLEARING THE FIRING LINE

All firearms must be unloaded and cleared by safety personnel before leaving the firing line.

20.1.6 FIREARMS DOWNRANGE (added 08/05)

Firearms may not be taken downrange unless ordered by the Skirmish Director, the Range Officer, or the Tower. This rule does not apply to handguns worn as part of a skirmisher's uniform and not used in competition.

20.2 CHEATING

Any competitor who cheats in any skirmish activity, individually or in concert with others, and whether to enhance his own standing or to diminish that of another, shall be barred from the remainder of the skirmish concerned and shall be reported to the Board of Directors for possible disciplinary action. This applies to individuals and to member organizations.

20.3 LOCAL RANGE RULES

All competitors and range officials shall abide by the local range rules.

20.4 OPEN FLAME

There shall be no open flame of any kind in front of the safety line of the range. Skirmishers who use open flame to black the sights of their firearms must be behind the safety line while doing so.

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SECTION 21: COMPANY COMMANDERS

21.1 COMPANY COMMANDERS

Each company must have one firing member who is designated company commander. The duties of the company commander are to:

- a. Be familiar with the Skirmish Rules and skirmish program.
- b. Cooperate at all times with the skirmish officials in the interest of safety, efficiency and good sportsmanship.
- c. Maintain discipline within his company, be responsible for the execution of the duties of his company, and direct his company during formations and competition.
- d. Make proper entries, check scores, sign score sheets and direct erection of targets during the company matches.
- e. Communicate protests, challenges, or information from his company to the skirmish staff. Inform the members of his company of the orders and directions of the skirmish staff.
- f. Have the members of his company report to their company position on the firing line at the proper time, prepared to fire.
- g. Obey all orders of the Range Officer or Announcer promptly.
- h. Accompany his company or members of his company during all company inspections.
- i. Represent his company at the company commanders meeting.
- j. During elimination events of the company matches, to instruct the Line Judge to stop his stopwatch when, in the opinion of the company commander, all targets have been hit.

21.2 DEPUTY COMPANY COMMANDER

If desired, the company commander may be assisted by a deputy who shall assume such duties as the company commander may direct.

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SECTION 22: GENERAL RULES OF COMPETITION

22.1 INTERFERENCE

The firing points and company positions shall be kept clear at all times with the exception of competitors actually firing, individual match spotters, necessary range personnel and persons granted permission by the range officials.

22.2 VIDEO EQUIPMENT

No video equipment may be used on the firing line during company matches. Any such equipment must be kept at least 10 feet behind the line.

22.3 ASSISTANCE

“Assistance” shall be defined as giving ammunition, caps, equipment, tools, or physical help to a competitor during competition.

22.3.1 ASSISTANCE DURING INDIVIDUAL MATCHES

During the individual matches, all loading and firing must be done by the competitor. Assistance is permitted from behind the firing line as long as it does not interfere with other competitors.

22.3.2 ASSISTANCE DURING COMPANY MATCHES

Assistance shall be received only from another member of the competitor’s company. No assistance is permitted by anyone from behind the firing line during company matches. The penalty for violation shall be disqualification under **rule 22.10**.

22.4 COACHING

“Coaching” shall be defined as giving advice or verbal assistance to a competitor during competition.

22.4.1 COACHING DURING INDIVIDUAL MATCHES

An individual match competitor may have one coach, as long as the coaching does not interfere with other competitors.

22.4.2 COACHING DURING COMPANY MATCHES

Only another member of the competitor’s company shall coach a company match competitor. No coaching is permitted by anyone from behind the firing line during company matches. The penalty for violation shall be disqualification under **rule 22.10**.

22.5 SPOTTING

“Spotting” shall be defined as giving information to a competitor during competition regarding the status of a target or targets.

22.5.1 SPOTTING DURING INDIVIDUAL MATCHES

An individual match competitor may have the help of a spotter, as long as the spotting does not interfere with other competitors.

22.5.2 SPOTTING DURING COMPANY MATCHES

Only other members of the competing company may spot for a company match competitor. No spotting is permitted by anyone behind the firing line. The penalty for violation shall be disqualification under **rule 22.10**.

22.6 CROSSFIRING

Competitors must confine all firing during matches to targets within their own frame, and must empty loaded arms at the end of events into the backstop. Deliberate crossfiring into frames of other competitors is prohibited.

22.6.1 CROSSFIRING DURING AN INDIVIDUAL MATCH

No competitor may fire deliberately on the target of another competitor in the individual matches. Violation shall result in the disqualification of the violator's target for that event.

22.6.2 CROSSFIRING DURING A COMPANY MATCH (amended 01/2012)

During a company match, no competitor may break any target or target fragments of another company after time has been called by his/her company or after the command to CEASE FIRE has been given. Violation shall result in penalization under **rule 27.7.3**.

22.7 LEAVING FIRING LINE

Competitors in company matches may not leave the firing line after the command "FIRE" or, after the company finishes the event, until the clearing of arms is completed according to **rules 25.10** through **25.15**, as appropriate. Each company may retire upon direction of the company Safety Officer, who, after satisfactory completion of his inspection, shall give the command, "THE LINE IS CLEAR." A competitor with a fouled arm shall not leave the line until the arm has been cleared in accordance with **rule 25.9**.

22.8 EXCHANGING ARMS (amended 8/2012)

Substitutions are allowed in company matches, but no shooter may fire on more than one musket company, one carbine company, one revolver company, one breechloading rifle/carbine II company, and one smoothbore company at a skirmish.

22.9.1 SUBSTITUTION DURING A COMPANY EVENT

No substitutions may be made during an event after the event commences. Violations are penalized under **rule 22.10**.

22.9.2 ILLEGAL SUBSTITUTION, INDIVIDUAL (amended 8/2012)

An individual who participates on more than one musket company, carbine company, revolver company, breechloading rifle/carbine II company, or smoothbore company at a skirmish shall be barred from participation under Article II, Section 7 of the Bylaws.

22.9.3 ILLEGAL SUBSTITUTION, COMPANY

A company that knowingly employs a shooter who has already fired on another company at that skirmish shall be disqualified from further participation in that company match and its times shall be canceled.

22.9.4 ILLEGAL SUBSTITUTION WITHIN COMPANIES OF AN ORGANIZATION

An organization that moves shooters from one of its companies to another during company matches shall cause those companies to be disqualified from further participation in that company match.

22.9.5 DISQUALIFICATION OF COMPANIES FOR FAILING INSPECTION

Any company in which a competitor or a competitor's firearm is found not to comply with these skirmish rules shall be disqualified for the event immediately preceding the discovery of the violation, and penalized according to **rule 22.10**.

22.10 THE “150% RULE”

Disqualification under this rule shall result in the disqualified company receiving 150% of the time recorded for that company for the event for which it was disqualified.

22.11 DISQUALIFICATION OF COMPETITORS

Competitors violating rules in this section or other rules pertaining to sportsmanship or duties of competitors may be disqualified by the Skirmish Director or the Inspector General from competing in the remainder of the individual matches, or the remainder of the company match, or the remainder of the skirmish, as appropriate.

22.11.1 DISQUALIFICATION, COMPETITORS FAILING INSPECTION, COMPANY MATCHES

An individual who fails to pass an inspection during a company match shall be disqualified from further competition in that company match until the violation has been corrected to the satisfaction of the Inspector General or the inspecting officer who found the violation. The failure of an individual on a company to pass inspection shall cause that company to be disqualified from the previous event and penalized under **rule 22.10**.

22.11.2 DISQUALIFICATION, COMPETITORS FAILING INSPECTION, INDIVIDUAL MATCHES

An individual who fails to pass an inspection during the individual matches shall have the target just fired disqualified, and shall be disqualified from further competition until the violation has been corrected to the satisfaction of the Inspector General or the inspecting officer who found the violation.

22.12 DISQUALIFICATION OF A DISABLED FIREARM

If a firearm has been disabled and cleared three times in one skirmish, it shall be declared unfit for competition, and may not be used again in that skirmish.

22.13 POSITION OF COMPANIES OF THE SAME ORGANIZATION

Different companies of the same organization may be assigned to fire in the same relay or in different relays, but when firing in the same relay, they shall be assigned at least two positions away from each other. For convenience to the members of such companies, they shall be assigned as close to each other's positions as possible.

22.14 ASSIGNED POSITIONS

*(amended 1/2011)***22.14.1 NATIONAL SKIRMISHES**

(amended 1/2013)

Companies shall fire only on the position assigned to them, unless permitted by the National Commander to make a change. A company that fires without permission from a position other than that to which assigned shall be disqualified from that company match.

22.14.2 OTHER SKIRMISHES

(amended 1/2013)

Companies shall fire only on the positions assigned to them, unless permitted by the Skirmish Director to make a change. A company that fires without permission from a position other than that to which assigned shall be disqualified from that company match.

22.15 DESTROYING TARGET FRAMES

A company shall not eliminate targets by destroying the target frame. Companies shall not fire on targets that have been grounded from a broken target frame. Any company intentionally firing upon its target frame to cause elimination of the targets shall be disqualified from further competition at that skirmish. Any company that accidentally

causes the frame to collapse shall have its time for that event canceled and shall re-fire the event during a succeeding relay on one of the hospital target frames. A penalty of 10 seconds shall be added to the time of the company for the re-fired event.

22.16 FAILURE TO HANG REQUIRED NUMBER OF TARGETS

A company that fires an event after hanging less than the proper number of targets shall be penalized full time for that event with additional time added for each missing and/or unhit target as prescribed in **Table 27.2 (a, b, or c)**.

22.17 OFFHAND POSITION

All matches shall be fired from the offhand position. The position of the supporting arm shall be at the competitor's discretion.

22.17.1 REVOLVERS

All firing shall be done with the revolver held in one hand only, supported only by the strength of the arm, the other arm being used in no way to support the revolver or shooting arm. All portions of the shooter's clothing, body and firearm shall be clear of artificial supports.

22.18 PROHIBITED EQUIPMENT

Slings or other items of equipment not otherwise prohibited by these rules shall not be used to support or to steady shoulder arms. Modern shooting jackets with shoulder pads may not be worn during individual or company matches. Shoulder pads shall not be used unless worn inside the clothing where not visible and worn only for the protection of the body.

22.19 REMOVAL OF INDIVIDUAL TARGETS AT NATIONAL MATCHES

At National Skirmishes, an individual target shall be removed only by staff personnel.

22.20 ALTERATION OF TARGETS

Alteration of targets in any form is prohibited; i.e., spotting marks on individual or company match targets. An altered individual target shall be disqualified. An altered company match target shall be penalized under **rule 22.10**.

22.21 SUBSTITUTION OF TARGETS

Substitution of individual match targets and/or alteration of target labels shall not be permitted. A competitor found to have made such a modification shall be penalized by disqualification of that target. In addition, **rule 20.2** may also be applied.

22.22 AUTHORIZED TARGETS AT NATIONAL SKIRMISHES

At National Skirmishes only pre-registered official targets for that skirmish may be fired upon.

22.23 AUTHORIZED USE OF RANGE AT NATIONAL SKIRMISHES

The range may be used only by registered competitors, firing in competition, during scheduled individual and company matches.

22.24 AUTHORIZED USE OF RANGE AT REGIONAL SKIRMISHES (added 01/08)

At Regional Skirmishes only, non-member guests of the Association may be allowed to fire official targets under the supervision of a regional officer and a sponsoring member in good standing. See **rule 19.2.2** for limitations to non-member participation.

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SECTION 23: RANGE CONTROL AND COMMANDS

23.1 DISCIPLINE

The safety of competitors, range personnel, and spectators demands continuous attention by all to the careful handling of firearms and ammunition. Self-discipline is a responsibility of each individual. Where self-discipline is lacking, range officials shall enforce discipline.

23.2 LANGUAGE

Cheering or encouragement by competitors and spectators is permitted during the company events. Abusive language is prohibited.

23.3 DELAYING A MATCH

No match shall be delayed for a competitor. Competitors shall be allowed one minute to take their places on the firing line after a match or company event is announced.

23.4 POLICING

Competitors shall police the firing line at the end of each individual match or company event. At the end of the company matches, the competitors shall police the entire range as directed by the range officials.

23.5 NATIONAL SKIRMISH COMPANY MATCH SCRIPT

The conduct of the National Skirmish company matches shall be controlled by the Announcer reading from a script prepared by the Program Chairman. The script must contain all announcements, instructions and commands. The only allowable deviations from the script shall be those essential for program modifications, special announcements or emergency commands.

23.5.1 EMERGENCY COMMANDS

During company or individual matches, the Skirmish Director shall have authority to suspend firing when he determines that weather or range conditions make it necessary. If done, competitors shall be given time to complete the event upon resumption of firing, per **rule 23.7.2**.

23.5.2 REGIONAL SKIRMISH COMPANY MATCH SCRIPT

Regional skirmishes shall use the scripts found in **Sections 5, 6, 7, 8, and 9** for the matches specific to those sections.

23.6 FIRING LINE COMMANDS, GENERAL

Commands in the company events shall follow a standard procedure and must contain information regarding the nature of the event, the relay to fire, the time limit, loading, firing, ceasing fire, clearing of arms and inspection of arms.

23.6.1 PREPARATORY FIRING COMMANDS

If necessary, the announcer may include additional preparatory commands before the firing commands. Preparatory commands are usually employed in sequence or point events, i.e., "**AT 200 YARDS: READY, AIM, FIRE!**" to instruct the competitors of the range of the targets to be fired upon. The Announcer shall inform the competitors of the range at least 10 seconds before the firing commands are given.

23.7 CEASING FIRE

“CEASE FIRE!” shall be used to end a company event, to halt firing after a volley, or to interrupt an event in the case of an emergency. See **rule 27.7** relative to the penalization of a company for violations of this rule.

23.7.1 INTERRUPTIONS AND/OR EMERGENCY CEASE FIRE

When a company event is interrupted for any reason, the announcer shall sound the CEASE FIRE signal and give the following commands:

- a. **“CEASE FIRE AND STOP WATCHES!”**
- b. **“UNPRIME AND RECOVER ARMS!”** at which time each shooter shall remove the cap or priming, set the hammer at half-cock and come to and remain in the READY position until further orders. (Revolvers shall be set at half-cock, left primed, and grounded with the muzzles pointing down range.)

In the case of an interrupted event, each line judge’s watch shall be stopped and reset to zero according to **rule 24.2**. Firing shall be resumed according to **rule 23.7.2**.

If the cause of the interruption does not involve a person or danger down range or the nature of the interruption requires personnel going down range, the Announcer shall then give the command:

- c. **“CLEAR STOPWATCHES!”**
- d. **“DISCHARGE LOADED FIREARMS INTO THE BACKSTOP!”** and then
- e. **“SNAP CAPS! SAFETY OFFICERS, CLEAR YOUR POSITIONS!”**

23.7.2 RESUMPTION OF FIRING

When firing is to be resumed, shooters shall re-prime on the command to do so, or reload on the command to do so, and commence firing as above. *Only arms that were loaded at the time of the interruption may be reloaded prior to the resumption of firing.* (This procedure shall be applied as well in the individual matches, the Match Officer recording the time at the point of interruption. Before resumption of firing, the time for the balance of the relay shall be announced.)

23.7.3 END OF COMPANY EVENT

A whistle or horn blast and the command **“CEASE FIRING!”** shall be given to end a company event. This shall be followed by the order **“DISCHARGE ALL LOADED FIREARMS!”** After all loaded firearms have been discharged, the Line Judges shall be directed to count the number of remaining targets (elimination events only). This value shall be recorded in the appropriate box of the company match score card for time equivalent computation by the Statistics Office. Under no circumstances shall the Line Judge attempt to make this computation. If any targets were eliminated by the discharge of firearms after time was stopped, the number of targets recorded as still remaining shall be the number *before* that discharge. Such eliminations shall be penalized in accordance with **rule 27.7**. Inspection of arms shall proceed as in **rules 25.10-25.15**, as applicable.

23.8 CANCELING COMMANDS

The command **“AS YOU WERE!”** means that competitors shall disregard the last command given and shall return to the position or state directed by the previous command.

23.9 READY POSITION

READY shall consist of the piece remaining with the butt of the stock between the shooter's body and forearm, elbow or upper arm. Placing the butt to the shoulder is prohibited. The barrel of the piece shall be held parallel to the ground. The piece may be cocked and primed before or after the order READY, but fingers shall not touch the trigger.

23.10 PREMATURE AND POST-TIME FIRING

Penalties for premature firing by companies and breaking targets or fragments after the company time has stopped shall be as specified in **rule 27.7**.

23.11 STOPWATCH (Definition) **(amended 1/2013)**

Only electronic digital stopwatches shall be used for keeping time in official skirmishes. These shall include electronic digital watches that have stopwatch functions. The use of spring-powered watches, analog watches, or "smart phones" is prohibited.

23.12 "FIRE" AND "CEASE FIRE" COMMANDS

Rather than giving these commands by voice, the commands may be signaled by a 2-second whistle blast, horn blast, or tone generator sound.

23.13 SAFETY FLAG (Definition)

The safety flag staff shall be approximately three feet long with a bright green flag on one end and a dayglo orange or bright red flag on the other end. The green end shall be used to indicate to the tower that the line is clear and ready. The dayglo orange or bright red end is to indicate that the line is not clear at the end of an event or to stop an event due to an emergency only. Bright colors are necessary to stand out from uniform and regimental colors.

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SECTION 24: INTERRUPTION OF MATCHES

24.1 INTERRUPTION OF INDIVIDUAL MATCHES

If an individual match relay must be interrupted and firing halted, the Announcer shall note the time that has elapsed. Before the command to resume firing is given, the Announcer shall announce to the competitors the amount of time that remains in the relay.

24.2 INTERRUPTION OF COMPANY EVENTS

All stopwatches shall be stopped and reset to zero. The Range Officer shall note the time elapsed on the master watch in the tower, and shall compute the difference between the time elapsed at the point of interruption and the time limit of the interrupted event. When the cause of the interruption has been resolved, firing shall be resumed according to **rule 23.7.2**. After the command to resume fire has been given, all company stopwatches shall be stopped at the direction of the company commander in the usual manner. The normal time limit for the event shall be observed (pre-interruption time plus post-interruption time equaling the normal time limit). Company time for a company completing the event shall be the pre-interruption elapsed time plus the post-interruption elapsed time equaling the company time for the event. (See **rule 23.7.2** for resumption procedure.)

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SECTION 25: LOADING AND CLEARING SMALL ARMS

25.1 ARMS LOADING RESTRICTIONS

Arms shall not be primed, capped, loaded, or fired except when the competitor is on his/her assigned firing position and has been given direction to do so by the appropriate range authority.

25.2 LOADING MUZZLE-LOADING SHOULDER ARMS

The loading of muzzleloading arms shall be done in accordance with the prescribed movements of the military drill regulations of the Civil War. The following precautions shall be observed:

- a. Loading shall commence with the butt of the firearm on the ground or on the foot of the skirmisher and the hammer down on the last cap fired.
- b. Powder charges shall be placed in the muzzle so that the hand does not remain in the line of fire.
- c. Projectiles shall be held between forefinger and thumb and placed in the muzzle so that the hand does not enter the line of fire. No part of the body shall be used to start the bullet into the bore. The palm of the hand shall not be placed over the end of the rammer while ramming.
- d. If the rammer is returned to the piece, it should be pulled down by the little finger, keeping the hand out of the line of fire.
- e. The ramrod shall not be placed flat on the ground between shots and at no time shall it be placed in a location that would necessitate or permit the competitor to place his body or head in front of the muzzle while loading. The ramrod may be held in the hand, leaned against the body, stuck in the top of a shoe or a boot, leaned against a bayonet or edged weapon of the period, or stuck in the ground rather than being returned to the piece between shots. No other ramrod holders are permitted.
- f. Pointing the muzzle behind the firing line is prohibited.
- g. The arm shall not be capped or primed until the loading procedure has been completed. (added 08/05)

25.2.1 LOADING FLINTLOCKS

added 08/05

- a. Before loading or reloading, the leather frizzen cover must be placed over the frizzen. The cover must remain in place until the loading process is complete and the arm is at the horizontal and ready to be primed. *NOTE: the flintlock must not be primed until the loading procedure is completed.*
- b. Loading shall proceed, and **rule 25.2 (a-g)** shall be observed.
- c. After loading is complete and the arm is at the horizontal, the frizzen cover shall be removed and the priming charge poured into the pan.

25.3 LOADING HENRY RIFLES

(amended 01/05)

- a. The barrel of the firearm must be pointed downrange, in a near horizontal position, during loading.
- b. No multiple cartridge "speed loaders" may be used to load or reload a Henry rifle.
- c. When commanded to LOAD MAGAZINES, cartridges are singly fed into the magazine. The follower must be lowered onto the foremost cartridge in the magazine; it shall not be allowed to spring freely onto the cartridge.

- d. When the Henry magazine is empty the magazine may not be reloaded. The Henry must thereafter be single-loaded directly into the breech.
- e. During individual matches Henry firearms must be loaded and fired with single rounds. The magazine shall not be used in individual match competition. **(added 01/05)**
- f. During breechloading rifle/carbine II company matches, Henry firearms must start every event with a fully loaded magazine. **(added 01/05)**

25.4 LOADING SPENCER FIREARMS

- a. The barrel of the firearm must be pointed downrange in a near-horizontal position during loading and reloading.
- b. The Spencer magazine may be loaded or reloaded with a Blakeslee loading tube. Lacking the Blakeslee device, the firearm must be reloaded singly with loose ammunition directly into the breech.

25.5 LOADING SINGLE-SHOT BREECHLOADING FIREARMS

- a. Single-shot breechloading firearms may have cartridges made of metal, paper, or plastic, and may be either internally or externally primed.
- b. The arm must be held pointed downrange, with the barrel at or below the horizontal.
- c. The cartridge will be inserted into the breech, and the breech then closed.
- d. If the arm is externally primed, it will then be capped.

25.6 LOADING REVOLVERS **(added 01/05)**

A revolver cylinder may be loaded in place, or may be removed and loaded in a loading device. Filler or wads may be used in the chambers, and all chambers must be greased. The chambers **SHALL NOT BE CAPPED** until:

- a. The revolver is on the firing line, and
- b. The cylinder is in place in the revolver, and
- c. The command to "CAP" has been given.

A capping device may be used for revolvers.

25.7 DISCHARGING LOADED FIREARMS AFTER AN EVENT **(amended 08/05)**

When an event is finished, either by the expiration of the time limit or by time having been called, the safety officer shall observe that all loaded firearms are discharged into the backstop. If the event time limit has expired the discharging shall be done after the tower gives the command "DISCHARGE ALL LOADED FIREARMS." **All loaded arms shall be fired from the shoulder directly into the backstop. If the loading procedure has been begun in a muzzle loading arm by loading powder into the barrel, the loading procedure must be completed by loading the bullet before the arm is fired.** Line judges shall closely observe this firing to determine if any targets or fragments are hit during the discharging. If any targets or fragments are hit by this discharge, the number of such hits shall be noted by the line judge in the appropriate box of the company match score card in accordance with **rule 27.8**.

25.8 CLEARING ARMS DURING AN EVENT

25.8.1 COMPANY EVENT

If a competitor's arm becomes fouled or disabled during a company event, he/she may use whatever means or tools he/she has available with his/her accoutrements or those of a company member on the firing line to clear his/her piece. Muzzleloading arms may be cleared through the nipple during an event,

but shall not be cleared via the muzzle. Skirmish ordnance staff may NOT attempt to clear the arm with a gas bottle while the company is shooting. If the arm is still fouled or disabled at the end of the event, it shall be handled according to the procedure in **rule 25.9**.

25.8.2 INDIVIDUAL MATCH

If a competitor's arm becomes fouled or disabled during an individual event, he/she may use whatever means, tools, or parts as may be available to clear the arm or to replace broken parts. Another individual may assist the competitor. The arm may NOT be cleared through the muzzle while on the firing line. If necessary, the arm may be cleared by the skirmish staff using a gas bottle during an event, but only if there are no other competitors on the same firing position.

25.9 DISABLED ARMS

Arms that cannot be discharged shall be brought to the attention of the safety officer. If the competitor cannot clear the firearm by himself during the company event in accordance with **rule 25.8.1**, no other method shall be used while the company is firing to clear the firearm, and it shall be grounded and cleared upon completion of the event. Upon the event's completion, the arm shall be taken by the competitor and a safety officer to the safety zone and cleared upon authorization by the Skirmish Ordnance Officer and Range Officer.

25.9.1 DISABLED MUZZLELOADING ARM

A muzzleloading arm must be flooded before a ball puller may be used to withdraw the ball. An arm that has been disabled may not be used in competition until it has been declared safe by the safety officer. If the arm cannot be cleared before the next relay is ready, the event may be temporarily delayed to allow the disabled arm to be moved to a designated safe area. Continued endeavor may be made between events to clear the firearm. Such attempts shall be made only in designated safe areas.

25.9.2 DISABLED BREECHLOADING RIFLE/CARBINE II (added 08/05)

If a breechloading arm firing self-contained cartridges must be cleared by pushing a cartridge from the breech by inserting a rod through the bore via the muzzle, a rag or patch must be placed in such a position as would prevent the primer from being struck against the firing pin.

25.9.3 DISABLED REVOLVER

If a disabled revolver cannot be fired, it must be cleared in the following manner. Remove the cylinder *only after* the Safety Officer checks to see that there are no live caps on the cylinder. Then remove the nipple from each fouled chamber, empty as much powder as will flow out, flood the chamber, and push the ball out from the rear or pull it with a ball puller.

25.9.4 DISQUALIFICATION OF A DISABLED FIREARM

If a firearm has been disabled and cleared three times in one skirmish, including individual and company matches, it shall be declared unfit for competition, and may not be used again in that skirmish.

25.10 CLEARING MUZZLE-LOADING FIREARMS

Arms that have been discharged during a company event shall be inspected immediately by the safety officer after the command to clear arms is given. The Safety Officer shall observe each competitor fire two caps. *The first cap must be aimed downrange and fired from the shoulder*, and the second while the firearm is pointed at a safety flag or at the ground in advance of the line. The safety officer shall observe that the second cap causes movement of the flag or of grass or dirt on the ground. Snapping caps shall be done in

numerical sequence from one end of the company to the other under the supervision of the safety officer. When he is satisfied that all arms are unloaded, he shall notify the Range Officer. This inspection is compulsory and the safety officer shall not signify that the company is unloaded unless he has performed the required inspection of the arms of all members of the company.

Inspection of arms during individual matches shall use the same procedure as that employed during company events. The safety officer shall observe the competitor firing; the *first cap must be aimed downrange and fired from the shoulder* and the second pointed at a safety flag or at the ground in advance of the line. The safety officer shall observe that the second cap causes movement of the flag, or of grass or dirt on the ground. When the competitor has been inspected thus, the competitor shall be released from the firing line.

25.11 CLEARING BREECHLOADING FIREARMS

A breechloading firearm shall be inspected by looking through, or into, the breech to observe that the chamber is unloaded. Following this, an inspection of the barrel must be made to assure that the barrel is clear. This inspection may be done by looking through the barrel from the breech end, or by the insertion of a cleaning rod through the muzzle until its tip is clearly observed in the breech opening of the arm.

25.12 CLEARING REVOLVERS

Before retiring from the firing line, upon the completion of his/her target or at the completion of the match, the competitor in revolver matches shall unload his revolver and place the revolver on half-cock so it may be inspected by the safety officer. *The cylinder must remain in the revolver during the clearing process.* The safety officer shall check the nipples for unfired caps and the chambers for unfired rounds.

25.13 CLEARING FLINTLOCK ARMS

When the competitor is finished with his/her target and prior to leaving the line, the competitor shall prove that the arm is unloaded by placing the ramrod in the barrel and noting how much extends from the barrel and then withdrawing the ramrod from the barrel and placing the ramrod alongside the barrel, demonstrating that there is not room for a charge in the barrel. (The ramrod must extend at least to the touch hole.) When the inspection is complete, the competitor may retire from the firing line.

25.13.1 FLINTLOCK ARMS — REQUIRED SAFETY FEATURES

Flintlock arms must be equipped with a flash guard to direct the flash from the touch hole upwards. This is to protect the other competitors on the firing line. The flash guard must be made of metal at least .058" thick. Each competitor shooting a flintlock arm also *must have a leather frizzen cover in place* on the frizzen while loading. The frizzen cover should be attached to the trigger guard by a leather thong.

25.14 CLEARING HENRY RIFLES **(amended 08/06)**

For Henry rifles, empty the arm of all cartridges, leaving the action open. Check the magazine by observing that the follower is fully seated and can be seen moving inside the action. Rotate the arm so that the empty magazine tube may be observed through the slot. Check the bore by inserting a cleaning rod, dowel, or similar device from the muzzle until the tip is seen in the breech, thereby assuring that the barrel is clear.

25.15 CLEARING SPENCER FIREARMS

For Spencer firearms, empty the arm of all cartridges and remove the magazine feeder tube. Check the magazine by cycling the action twice and looking through the magazine tube from the butt plate. Check the bore, either by looking through the barrel from the breech, or by inserting a cleaning rod from the muzzle until its tip is seen in the breech.

SECTION 26: RANGE LAYOUT AND TARGET FRAMES

26.1 FIRING LINE

A line running the width of the range from which all distances are measured for the layout of a skirmish range and the line on which all firing is done.

26.2 FIRING POINT (amended 08/08)

A specified position on the firing line assigned to an individual competitor. The firing line is a straight line between the position markers. Competitors may straddle (stand with one foot forward and one foot completely behind), but must not stand forward of the firing line during either individual or company match competition. The penalty for violation shall be disqualification under **rules 22.10** and **22.11**. This penalty may be assessed by the line judge or range staff.

26.3 COMPANY POSITION (amended 01/2012)

A section of the firing line assigned to a company in company matches. The distance allowed to a company on the firing line shall be not less than three (3) feet for each competitor on a full company. The area behind the firing line must be as deep as necessary to accommodate the number of companies in competition.

<u>Number in company</u>	<u>Minimum position</u>
3.....	9 feet
4.....	12 feet
5.....	15 feet
8.....	24 feet

26.4 TARGET LINE

A line 25 yards, 50 yards, or 100 yards in advance of the firing line on which the target frames are placed for the match to be fired.

26.5 SAFETY LINE

A line approximately 35 feet behind and parallel to the firing lines. During a skirmish, only competitors and range officials may occupy the space between the firing line and the safety line. For artillery matches, this line shall be 75 feet behind the line of guns.

26.5.1 SAFETY ZONE

A line or area beyond the end of the target line shall be designated and used for the clearing of fouled firearms between company events.

26.6 RANGE CONTROL POST

The Range Officer and the Announcer should be located on or in an elevated structure at such a location as to have an unobstructed view of the firing line, the competitors, the range officials and the targets.

26.7 COMMUNICATIONS

The Announcer shall be equipped with a public address system adequate to command the attention of all participants during any firing.

26.8 BARRICADES

Properly marked barricades shall be erected to indicate areas from which spectators are restricted.

26.9 SPECTATORS

An area behind the team positions shall be provided to afford the spectators a safe and adequate view of the skirmish.

26.10 TARGET FRAMES

26.10.1 NATIONAL SKIRMISHES

Target frames shall be placed in the permanent holes on the target line. Frames shall be numbered in such a manner as to be visible from the firing line. For individuals, 50-yard frames shall be equipped with three backers sturdy enough to support one N-SSA #1 target each; and 100-yard frames shall be equipped with two backers sturdy enough to support one N-SSA #2 target each.

26.10.2 REGIONAL SKIRMISHES

Frames shall be placed on the target line in an arrangement suitable to the range in use. Frames and backers must be substantial enough to support the number of backers and targets they are intended to hold, and may be either set into the ground or anchored to the ground so as to stand in a wind.

26.11 TARGET FRAMES, COMPANY MATCHES

Target frames must be centered in relation to the company positions from which they shall be fired upon. Targets shall be supported by the methods specified in **Section 4**. Company positions and target frames shall be numbered, the numerals to be visible from the firing line.

26.12 TARGET FRAMES AND SUPPORTS

Target frames and/or supports, as required, shall be supplied in accordance with the following minimum specifications.

26.12.1 BASIC TARGET FRAME

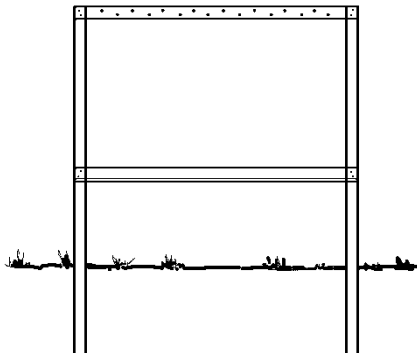
The basic frame is detailed in *Figure 26.1*. This frame shall serve as a support for the individual match targets as well as for any company match targets. This frame is approved for the artillery match, also.

26.12.2 WIRE SUPPORTS

At national skirmishes, the top member of the target frame shall have 16 holes or marks approximately five inches apart (center to center). Wire target supports shall be looped through or around the top member at these points. (See *Figure 26.1*)

26.13 UNIT COLORS AND GUIDONS

National or company colors, when displayed, shall be placed in the rear of the company ready area.

**Figure 26.1**

Uprights are 8' 2x4s. Cross members are 8' 2x4s, or 1x3s, or 1x4s.

26.14 READY AREA SHELTERS

(added 1/2013)

When shelters, such as “easy-ups”, are erected in a position’s ready area at Fort Shenandoah, the access to the arms rack must be available to all competitors on that position.

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SECTION 27: STATISTICS OPERATIONS

27.1 STATISTICS OFFICE

The Statistics Office staff shall assist the Statistics Officer in the performance of his duties.

27.2 INDIVIDUAL MATCHES

27.2.1 REGISTRATION

The Statistics Office shall provide adequate facilities and personnel to register competitors for the individual matches, and establish registration deadlines. They shall record the competitor's name, competitor number, and corresponding match(es) entered.

27.2.2 TARGET IDENTIFICATION

Targets shall be marked with the match number, competitor number, competitor classification, and the total score.

27.2.3 SCORING AUTHORITY

Targets shall be scored by the Statistics Office.

27.2.4 HOW TO SCORE

A shot hole whose center passes through the outer edge of a scoring ring is assigned the higher value.

27.2.5 HITS OUTSIDE THE SCORING RINGS (amended 08/05)

- a. Any shot that is on the scoring target but outside the scoring rings shall be scored as a hit and assigned zero (0) points.
- b. Any shot that touches the outer edge of a scoring target shall be scored as a hit and assigned zero (0) points.
- c. Any shot that cuts the line that separates the sighter target from a scoring target shall be scored as a hit on the scoring target, and assigned zero (0) points.

27.2.6 EARLY OR LATE SHOTS

If any shots are fired before the COMMENCE FIRING command or after the CEASE FIRING command, the shots of highest value on that target, equal in number to those fired in error, shall be scored as misses.

27.2.7 NUMBER OF SHOTS

No more than the prescribed number of shots for score shall be fired in a match.

27.2.8 EXCESSIVE HITS

When more than the required number of hits appears on a target, the following procedure shall be followed:

- a. If all hits are of equal value, the competitor's score shall be penalized by the deduction of one hit at its value for each hit in excess of the required number.
- b. If hits are of different values, the score shall be penalized by the deduction of the highest hit value for each hit in excess of the required number.
- c. When the match calls for N-SSA #1 (or other multi-bull targets), and the competitor has the correct total number of shots on his target but excessive

hits on any of the individual bulls, the competitor shall be penalized by deducting one point for each excessive hit on the bull.

- d. Hits that can be identified as of a different caliber than those fired by competitor can be disregarded and shall not be counted as excessive hits.
- e. Hits identified as ricochets can be disregarded and shall not be counted as excessive hits.
- f. Excessive hits that can be positively identified to the satisfaction of the line judge as not coming from the firearm of the competitor whose target is in question, can be disregarded and shall not be counted as excessive hits.

27.2.9 HITS MUST BE VISIBLE

As a rule, only visible hits shall be scored. An exception shall be made in the case where a grouping of three or more shot holes is so close that it is possible for a required shot or shots to have gone through the group of holes without leaving a mark. In this case, the competitor shall be given benefit of the doubt.

27.2.10 TARGET HANDLING (NATIONAL SKIRMISHES)

New targets shall be fastened onto backers by competitors under the supervision of range personnel. Fired targets shall not be handled by competitors but, after an opportunity for visual inspection by the competitors, shall be removed from the backer only by range personnel. After the target has been scored and the score documented on the target and entered into the computer, the Statistics Office staff shall file the target by match and classification with a minimum of 40 of the highest-scoring targets being segregated in descending order of score. A running tally of all non-aggregate matches is thereby maintained. The finish order in the non-aggregate matches may be verified in this manner.

27.2.11 TARGETS ATTACHED TO BACKER

When a target is removed from the frame still attached to the backer board, the target shall remain attached to the backer board (indicating a challenged target) throughout the entire protest period.

27.2.12 SIGHTING SHOTS

In the individual matches, time is computed from the command "*COMMENCE FIRING!*" and stopped at the end of the period allotted for the specific match. If a sighting period is allowed, it must be so stated in the program; otherwise, sighting shots must be fired in the match period.

27.3 COMPANY MATCHES

27.3.1 REGISTRATION

All companies must submit an official registration form and fee. Companies shall be registered by name and assigned a position number for more ready and accurate identification by the Statistics Office.

27.3.2 POSITION NOTIFICATION

Sheets containing assigned company match positions shall be displayed on each bulletin board.

27.3.3 CONSOLE SCORE CARDS

The Statistics Officer shall prepare and deliver to the console recorder a set of console cards on which to record the times for each company assigned to that console.

27.3.4 SCORING PROCEDURES

Events shall be timed with a digital stopwatch, or the score counted by the line judge, in accordance with the conditions of the match, the score recorded, and the console card signed by the line judge and the company commander. When using a stopwatch for elimination events, the time shall be entered on the console card in seconds and tenths of a second. If members of competing organizations are used as line judges, they shall NOT time or otherwise score any company composed of personnel from their own organization.

Any console card that is not *both*

- a. Signed by both the line judge and the company commander, *and*
- b. Recorded in seconds and tenths of a second

shall cause a penalty of 30 seconds to be added to the subject company's score for that event.

27.3.5 ELIMINATION EVENT TIME LIMITS

In an elimination event, time is started on the starting signal and continues until time has been stopped by the company commander or until time has expired, whichever comes first. Except when otherwise specified, normal time limits shall be:

- a. Musket company event, five minutes (300 seconds)
- b. Carbine company event, five minutes (300 seconds)
- c. Breechloading rifle/carbine II company event, three minutes (180 seconds)
- d. Smoothbore company event, three minutes (180 seconds)
- e. Revolver company event, two minutes (120 seconds)

27.3.6 EVALUATION

(amended 01/2011)

After each company event, the console cards shall be collected from the console operators by runners from the skirmish staff and evaluated by statistics personnel in accordance with the procedure for each type of event, (a) through (c) below. All companies shall receive a finish time for each company event.

- a. If the event is a point event, the number of points counted shall be converted to an equivalent time using **Table 27.1(a)** for volley fire events or **Table 27.1(b)** for rapid-fire events.
- b. Companies unable to finish an elimination event in the prescribed time limit (see **rule 27.3.5**) shall have as their finish times the sum of the following:
 1. Full time for the event plus
 2. The penalty time for the number of unhit targets from **table 27.2 (a, b, or c)** (Unhit Target Time Penalty Chart)
- c. Companies that have caused the line judge to stop the stopwatch, but upon examination of its targets are found to have left one or more targets unhit (by definition in **rule 4.3**) shall have as their finish times the sum of the following:
 1. The indicated stopwatch time plus
 2. The penalty time for the number of unhit targets from **table 27.2 (a, b, or c)** (Unhit Target Time Penalty Chart).

27.3.7 SCORE SUMMARIES

The company event times shall be entered in the computer and at the end of the company matches the times shall be totaled for each company. The company with the lowest total elapsed time shall be adjudged the winner with successively lower places being determined by progressively longer total elapsed times. Sub-totals shall be made after each event; and the top 40 "A" companies and the top 10 "B" companies shall be posted.

27.4 TIES

All tie-breaking rules shall be applied in the order in which they are listed.

27.4.1 INDIVIDUAL MATCHES, HAND AND SHOULDER ARMS

Targets with the same numerical score shall be ranked as follows:

- a. Target with the greatest number of "Xs."
- b. Targets with greater number of lower hit values are losers; i.e., most 6s, then most 7s, then most 8s, etc.
- c. Targets with tie scores that cannot be broken by either (a) or (b) above shall be broken by the string measure system. The string measure is the sum, in inches or fractions thereof, of the distances measured from the center of the target to the center of each shot hole. The target with smallest aggregate distance is the winner of the tie.

27.4.2 AGGREGATE MATCH TIES

(amended 01/05)

- a. Ties in aggregates of like firearms shall be broken as follows:
 1. The match of the longest range shall prevail.
- b. Ties in aggregates of dissimilar firearms shall broken as follows:
 1. The longest match of these arms, in the order listed, shall prevail.
 - i) Revolver
 - ii) Smoothbore
 - iii) Breechloading Rifle/Carbine II
 - iv) Carbine
 - v) Musket
 2. If the longest match scores fail to break the tie, then the next shorter match of arms, in the order listed, shall prevail.

27.4.3 COMPANY MATCH TIES

If two companies have the same total time at the end of the company matches, the final places shall be determined by the company having the shortest time for an official breakable event being declared the higher-placing company. If a 100-yard event uses breakable targets, this shall be used to break the tie. If this event is not available, the pigeon board shall be used instead. If a tie remains, the next available breakable 50-yard event shall be used.

27.5 RETENTION OF RECORDS

The Statistics Office shall retain all individual match targets, individual match cards, target score sheets, company time sheets or cards, and summary score cards until the expiration of time allowed for protests and challenges of their related matches.

27.6 MATCH RESULTS, NATIONAL SKIRMISH

27.6.1 “THE SKIRMISH LINE” AND THE HISTORICAL CENTER

It shall be the duty of the Statistics Office Manager to provide the editor of “The Skirmish Line” and the director of the Historical Center detailed results of all the matches of the skirmish. These results shall contain the separate company event times, total elapsed times and scores, and final standings of each competing company in all events. The names, competitor numbers and scores of each medal-winning competitor in each match of the individual matches shall be included. These results shall be provided within 15 days of the closing date of the skirmish. The above results shall be published in the next issue of *The Skirmish Line* and entered into the archives of the N-SSA.

27.6.2 NATIONAL EXECUTIVE SECRETARY

It shall be the duty of the Statistics Office Manager to provide the Executive Secretary and the Director of the Historical Center the Grand Aggregate, Musket Aggregate, Carbine Aggregate, Revolver Aggregate, Breechloading Rifle/Carbine II Aggregate, Smoothbore Aggregate and Five-Gun Aggregate match results, listing the first ten places by competitor name, competitor number, and score. These results shall be provided within 15 days of the date of the skirmish.

27.6.3 SKIRMISH REPORT

It shall be the duty of the Statistics Officer to provide, as part of the skirmish report, any comments or recommendations relative to procedures, targets, methods, etc.

27.7 COMPANY MATCH INFRACTIONS AND PENALTIES (amended 01/2012)

Infractions of company match firing rules may be noted ONLY by the line judge on the position of the company committing the infraction. The line judge alone shall determine if an infraction has been committed. Other competitors noting alleged infractions which, in their opinions, should be penalized must pursue any complaints through the regular protest procedure.

27.7.1 PENALTIES FOR EARLY OR LATE FIRING (amended 01/2012)

In the event a company fires prematurely in more than two company events at the same skirmish, it shall be disqualified from participation in the remainder of that skirmish and shall receive no score. The line judge of each company shall report premature shots on the company console card for that event, noting the number of shots fired prematurely.

- a. Infraction: firing before the command FIRE is given.
Line Judge: record the number of shots fired early
Stat crew: *Point event*; add ten seconds for each early shot.
Elimination event; add one unhit target from **table 27.2 (a, b, or c)** for each early shot.
- b. Infraction: firing after the command to CEASE FIRE has been given.
Line Judge: record the number of late shots fired.
Stat crew: add ten seconds for each late shot recorded.

27.7.2 PENALTIES FOR EARLY OR LATE HITS (amended 1/12, 8/12)

- a. Infraction: breaking or hitting a target before the command to COMMENCE FIRE has been given.
Line Judge: record the number of targets broken or hit before the command to COMMENCE FIRE has been given.
Stat crew: add the penalty for one unhit target from **table 27.2 (a, b, or c)** for each target broken or hit.
NOTE: Targets broken before the command COMMENCE FIRE may not be replaced.
- b. Infraction: breaking a target or fragment after time has been called or after the command to CEASE FIRE is given.
Line Judge: record the number of target(s) or fragment(s) broken after time is called or after the command to CEASE FIRE is given.
Stat crew: add the penalty for one unhit target from **table 27.2 (a, b, or c)** for each target or fragment broken.

27.7.3 PENALTIES FOR CROSS-FIRING

- a. Infraction: breaking a target or fragment on another company's frame after time has been called or after the command to CEASE FIRE has been given.
Line Judge: record the number of target(s) or fragment(s) broken after time is called or after the command to CEASE FIRE has been given.
Stat crew: add the penalty for one unhit target from **table 27.2 (a, b, or c)** for each target or fragment broken.

27.8 STOPWATCH MALFUNCTION

In the event of a stopwatch malfunction or line judge error, and there being no back-up watch with the correct time for a company, the event shall be re-fired on a subsequent relay with no penalty added. A time shall not be arbitrarily determined in any other manner.

TABLE 27.1 (a): VOLLEY FIRE POINT VALUE TO FINISH TIME CONVERSION TABLE

POINT VALUE	FINISH (seconds)	POINT VALUE	FINISH (seconds)	POINT VALUE	FINISH (seconds)
40	60	26	130	12	200
39	65	25	135	11	205
38	70	24	140	10	210
37	75	23	145	9	215
36	80	22	150	8	220
35	85	21	155	7	225
34	90	20	160	6	230
33	95	19	165	5	235
32	100	18	170	4	240
31	105	17	175	3	245
30	110	16	180	2	250
29	115	15	185	1	255
28	120	14	190	0	260
27	125	13	195		

Values for other actual or anticipated maximum point values may be determined in a like manner, and representative finish time values assigned.

TABLE 27.1(b): RAPID FIRE HITS TO FINISH TIME CONVERSION SCALE

HITS	TIME (seconds)	HITS	TIME (seconds)	HITS	TIME (seconds)
0	120	20	80	40	40
1	118	21	78	41	38
2	116	22	76	42	36
3	114	23	74	43	34
4	112	24	72	44	32
5	110	25	70	45	30
6	108	26	68	46	28
7	106	27	66	47	26
8	104	28	64	48	24
9	102	29	62	49	22
10	100	30	60	50	20
11	98	31	58	51	18
12	96	32	56	52	16
13	94	33	54	53	14
14	92	34	52	54	12
15	90	35	50	55	10
16	88	36	48	56	8
17	86	37	46	57	6
18	84	38	44	58	4
19	82	39	42	59	2
				60+	0

TABLE 27.2 (a) UNHIT TARGET PENALTY CHART, *MUSKET AND CARBINE COMPANIES*

Number of Targets Unhit	Number of Targets Used							
	6	8	10	12	16	20	24	32
	Penalty Time (add to recorded time)							
1	50	38	30	25	18	15	12	9
2	100	75	60	50	37	30	25	18
3	150	113	90	75	56	45	37	28
4	200	150	120	100	75	60	50	37
5	250	188	150	125	93	75	62	46
6	300	225	180	150	112	90	75	56
7		263	210	175	131	105	87	65
8		300	240	200	150	120	100	75
9			270	225	168	135	112	84
10			300	250	187	150	125	93
11				275	206	165	137	103
12				300	225	180	150	112
13					243	195	162	121
14					262	210	175	131
15					281	225	187	140
16					300	240	200	150
17						255	212	159
18						270	225	169
19						285	237	178
20						300	250	187
21							262	196
22							275	206
23							287	215
24							300	225
25								234
26								243
27								253
28								262
29								271
30								281
31								290
32								300

Time called with targets remaining unhit: Add the time from the table to the recorded stopwatch time.

Time expired with targets remaining unhit: Add the time from the table to the length of the event (usually 300 seconds).

Additional penalty values may be calculated by dividing the time allowed for the match (normally 300 seconds) by the number of targets, and rounding to the nearest whole number. Add the result to the recorded stopwatch time or to the total time (normally 300 seconds), whichever is appropriate.

TABLE 27.2 (b) UNHIT TARGET PENALTY CHART, *REVOLVER COMPANIES*

Number of Targets Unhit	Number of targets used						
	6	7	8	9	10	12	15
	Penalty Time (add to recorded time)						
1	15	13	11	10	9	8	6
2	30	25	23	20	18	15	12
3	45	39	33	30	27	24	18
4	60	51	45	40	36	30	24
5	75	64	56	50	45	38	30
6	90	77	68	60	54	45	36
7		90	79	70	63	53	42
8			90	80	72	60	48
9				90	81	68	54
10					90	75	60
11						83	66
12						90	72
13							78
14							84
15							90

Time called with targets remaining unhit: Add the time from the table to the recorded stopwatch time.

Time expired with targets remaining unhit: Add the time from the table to the length of the event (usually 90 seconds).

Additional penalty values may be calculated by dividing the time allowed for the match (normally 90 seconds) by the number of targets, and rounding to the nearest whole number. Add the result to the recorded stopwatch time or to the total time (normally 90 seconds), whichever is appropriate.

TABLE 27.2c--UNHIT TARGET PENALTY CHART, *BREECHLOADER* AND *SMOOTHBORE*

Number of Targets Unhit	Number of Targets Used										
	6	8	9	10	12	15	16	18	20	24	32
	Penalty Time (add to recorded time)										
1	30	22	20	18	15	12	11	10	9	7	5
2	60	45	40	36	30	24	22	20	18	15	11
3	90	67	60	54	45	36	33	30	27	22	16
4	120	90	80	72	60	48	45	40	36	20	22
5	150	112	100	90	75	60	56	50	45	37	28
6	180	135	120	108	90	72	67	60	54	45	33
7		157	140	126	105	84	78	70	63	52	39
8		180	160	144	120	96	90	80	72	60	45
9			180	162	135	108	101	90	81	67	50
10				180	150	120	112	100	90	75	56
11					165	132	123	110	99	82	61
12					180	144	136	120	108	90	67
13						156	146	130	117	97	73
14						168	157	140	126	105	78
15						180	168	150	135	112	84
16							180	160	144	120	90
17								170	153	127	95
18								180	162	136	101
19									171	142	106
20									180	150	112
21										157	118
22										165	123
23										172	129
24										180	135
25											140
26											146
27											151
28											157
29											163
30											168
31											174
32											180

Time called with targets remaining unhit: Add the time from the table to the recorded stopwatch time.

Time expired with targets remaining unhit: Add the time from the table to the length of the event (usually 180 seconds).

Additional penalty values may be calculated by dividing the time allowed for the match (normally 180 seconds) by the number of targets, and rounding to the nearest whole number. Add the result to the recorded stopwatch time or to the total time (normally 300 seconds), whichever is appropriate.

SECTION 28: CHALLENGES AND PROTESTS

28.1 CHALLENGES

A competitor in the individual matches may challenge the scoring of any target he/she considers has been evaluated improperly.

- a. If the challenge is made on the range, the competitor shall notify the Statistics Officer and pay a fee of five dollars. The Statistics Officer shall record the challenge and re-score the target.
- b. The time limit for challenges must be announced when scores are published.
- c. When a competitor's challenge is sustained, the challenge fee shall be returned immediately

28.2 PROTESTS

In the Individual Matches, a competitor may formally protest:

- a. An injustice the competitor believes has been done him/her, except in the evaluation of a target, which may be challenged as prescribed in **rule 28.1**.
- b. The conditions under which another competitor has been permitted to fire.
- c. The equipment another competitor has been permitted to use.

28.3 PROTEST PROCEDURE

A protest shall be void if it is not presented immediately upon occurrence.

- a. The complaint must be stated verbally to the Match Officer.
- b. If not satisfied, a written complaint must be presented to the Skirmish Director within three hours of the incident.
- c. If, at a National Skirmish, a competitor's protest is not answered satisfactorily by the Skirmish Director, a written appeal may be made to the Board of Directors via the National Adjutant. Such an appeal must be submitted within 12 hours after the Skirmish Director's decision.
- d. At Regional Skirmishes, follow procedures as stated in **rule 28.4.4**

28.4 CHALLENGES AND PROTESTS IN COMPANY MATCHES

Challenges and protests in company matches may be made for the same reasons as in individual matches as set forth in **rules 28.1 and 28.2** above, except that no fee shall be required.

28.4.1 TO WHOM MADE

Company match challenges and protests shall be made orally to the Skirmish Director. Decisions on such shall be made immediately.

28.4.2 BY WHOM MADE

Such challenges must be made through the company commander. Any skirmisher who personally observes action by another individual or company that is obviously cheating, whether to enhance the cheater's position or to impede another competitor, may protest through his company commander, directly to the Skirmish Director, or through any available member of the skirmish staff.

28.4.3 APPEALS, NATIONAL SKIRMISHES

If the protester is not satisfied with the decision of the Skirmish Director, the matter may be appealed, in writing, to the Board of Directors via the National Adjutant within 48 hours after the skirmish is concluded. If the protest is presented to the Board in time, a decision shall be rendered prior to the final scoring of company events. If adequate time is not available, the Board shall take up the matter at its next regular meeting.

28.4.4 APPEALS, REGIONAL SKIRMISHES

If not satisfied with the action on the appeal to the Regional Skirmish Director, it may be appealed to the Regional Commander who shall make a decision immediately. If still not satisfied, the protester may appeal in writing to the Board of Directors via the National Adjutant within 48 hours of the conclusion of that skirmish. Action by the Board shall be taken at its next regular meeting.

28.5 CHALLENGES AND PROTESTS IN ARTILLERY MATCHES

Must be made by the gunner in the same manner as a protest made in the company matches.

28.6 PROTEST TIMES

(added 1/2013)**28.6.1 NATIONAL SKIRMISHES**

- a. Protests for all completed company matches, including mortar, will close Saturday at 3:00 PM.
- b. Protests for musket company matches will close Sunday 1/2 hour after the final results are posted.

28.6.2 REGIONAL SKIRMISHES

Appropriate protest times shall be announced for individual and company matches.

SECTION 29: COMPANY QUALIFICATION AND CLASSIFICATION

29.1 NATIONAL SKIRMISH COMPANY CLASSIFICATION

Classifications defined here are for National Skirmishes. Separate classifications shall be maintained for musket, carbine, revolver, breechloading rifle/carbine II, and smoothbore companies. Regions may choose to use this classification method, select another classification system or not have company classification. If the region establishes a classification system, the provisions of **rule 31.4.8** must apply.

29.2 CLASSIFIED COMPANY

A classified company is a company that has fired in company matches at a National Skirmish.

29.3 UNCLASSIFIED COMPANY

An unclassified company is a company that has not fired in a National Skirmish for qualification. Such unclassified company shall fire its first National Skirmish in the top class of its division (A, B or C) and be eligible for awards in that class. Its finish position in that first National Skirmish shall determine its subsequent classification.

29.4 CLASSIFICATION SCORES

After initial classification, as in **rule 29.3** above, classification scores shall be determined by averaging the company's finish positions relative to other companies in its division for the highest three of the last four National Skirmishes in which that company has participated. If a company has not fired in four National Skirmishes, the average shall be maintained on the number of skirmishes in which it has participated.

29.4.1 RECLASSIFICATION

When the average of the finish positions as in **rule 29.4** above requires reclassification, such reclassification shall be made prior to the next National Skirmish.

29.5 OFFICIAL QUALIFICATION COURSE OF FIRE

An official qualification course of fire shall consist of the events listed in the official program of a National Skirmish.

29.5.1 WHEN FIRED

Companies may fire the qualification courses and be classified only at National Skirmishes.

29.5.2 MATCH REGULATIONS

Qualification firing is open only to companies of member organizations in good standing. Regulations for competitors, equipment, targets, firing, and scoring, other than as prescribed herein, shall be prescribed in other sections of these Skirmish Rules.

29.6 RESERVED FOR FUTURE USE

29.7 CLASSIFICATION RATINGS

Companies may attain the classifications listed in skirmish **rule 31.4.1**. Percentages represent percent of all classified companies.

29.8 QUALIFICATION NOTIFICATION

A list of all companies that have been classified under **rule 29.4** or reclassified under **rule 29.4.1** shall be published in *The Skirmish Line* following each National Skirmish.

29.9 ADMINISTRATION

The classification program shall be administered by the Statistics Office Manager.

29.9.1 CLASSIFICATION RECORDS

Organization classification records shall be maintained by the Statistics Office Manager on computer disks, copies of which shall be sent to the Executive Secretary. The Statistics Office Manager shall provide notification of classification or reclassification to *The Skirmish Line* as required in **rule 29.8**.

29.9.2 VERIFICATION OF CLASSIFICATION

Any mistake in classification shall be reported to the Skirmish Director for correction prior to actual firing; and the Director shall have the mistake corrected. The names of company award winners shall not be posted, nor medals given for the same, until their classifications have been verified by the Statistics Officer, and the Skirmish Director so informed.

29.10 APPEAL

Any member organization having reason to believe that its company is improperly classified may file an appeal in writing with the Statistics Office Manager stating all essential facts. Such appeal shall be reviewed by the Statistics Office Manager; and he may either revise classification if the facts so warrant, or sustain the classification. If not satisfied, the member organization may then appeal in writing to the Board of Directors. Such appeal must be sent to the Board in time for the meeting immediately following the final decision of the Statistics Office Manager. The decision of the Board shall be final.

29.11 PROTEST

Any member organization having reason to believe that a company of another member organization is improperly classified may file a protest in writing with the Statistics Office Manager. Upon adverse decision by the Statistics Office Manager, the company may then appeal to the Board of Directors in the same manner as in **rule 29.10**. The decision of the Board shall be final.

SECTION 30: INDIVIDUAL QUALIFICATION AND CLASSIFICATION

30.1 FIREARMS CATEGORIES

Competitors who are members in good standing may become qualified in and receive classification in any or all of the following firearms:

- a. Musket (includes rifle, rifle musket, rifled musket, and musket)
- b. Carbine
- c. Revolver
- d. Breechloading Rifle/Carbine II
- e. Smoothbore

These firearms shall be as prescribed in **Section 14** of these Skirmish Rules. A competitor may hold different classification ratings with the different firearms according to the qualification score he fires. Every N-SSA individual match competitor must fire the qualification course of fire (per **rule 30.4**) for his chosen firearm or firearms at National Skirmishes in order to receive classification.

30.2 CLASSIFIED COMPETITOR

A classified competitor is one who has fired the prescribed official course of fire for the particular firearm at a National Skirmish.

30.2.1 UNCLASSIFIED COMPETITOR

An unclassified competitor in a given category is a competitor who has not fired in that category at a National Skirmish for qualification. Such unclassified competitor shall fire his/her first National Skirmish individual match in the EXPERT class and be eligible for awards in that class. The higher of the two scores scored in that first official qualification course of fire match shall determine his/her initial classification. *Example: an unclassified competitor fires a 50-yard musket score of 91 and a 100-yard musket score of 85. The initial classification is based on the higher score, the 91.*

30.2.2 CLASSIFICATION SCORES

After initial classification as in **rule 30.2.1** above, classification scores shall be determined by averaging the competitor's highest scores for each firearm, as determined by **rules 30.4.1** through **30.4.5**, for the highest three of the last four scores from National Skirmishes in which the competitor has participated. If a competitor has not fired in four National Skirmishes, the average shall be calculated on the number of skirmishes in which he/she has participated.

30.2.3 RECLASSIFICATION

When the average of the scores fired in the highest three of the last four national skirmishes requires reclassification, such reclassification shall be made prior to the next National Skirmish.

30.3 CLASSIFICATION RATINGS

Competitors may attain the following classifications with each firearm. Percentages represent percent of all competitors classified with that firearm.

- (1)---EXPERT [Top 10%]
- (2)---SHARPSHOOTER [Next 15%]
- (3)---MARKSMAN [Next 25%]
- (4)---STRIKER [Next 50%]

30.4 OFFICIAL QUALIFICATION COURSES OF FIRE

30.4.1 MUSKET

20 minutes, slow fire, 10 shots for record.

- a. 50 yards — Target N-SSA #1, 5 record shots per bull plus unlimited shots on sighter bull.
- b. 100 yards — Target N-SSA #2, 10 record shots plus unlimited shots on sighter bull.

30.4.2 CARBINE

20 minutes, slow fire, 10 shots for record.

- a. 50 yards — Target N-SSA #1, 5 record shots per bull plus unlimited shots on sighter bull.
- b. 100 yards — Target N-SSA #2, 10 record shots plus unlimited shots on sighter bull.

30.4.3 REVOLVER

30 minutes, slow fire, 10 shots for record.

- a. 25 yards - Target N-SSA #5, 5 record shots per bull plus unlimited shots on sighter bull.
- b. 50 yards - Target N-SSA #4, 10 record shots plus unlimited shots on sighter bull.

30.4.4 BREECHLOADING RIFLE/CARBINE II

20 minutes, slow fire, 10 shots for record.

- a. 50 yards — Target N-SSA #1, 5 record shots per bull plus unlimited shots on sighter bull.
- b. 100 yards — Target N-SSA #2, 10 record shots plus unlimited shots on sighter bull.

30.4.5 SMOOTHBORE

20 minutes, slow fire 10 shots for record.

- a. 25 yards — Target N-SSA #1, 5 record shots per bull plus unlimited shots on sighter bull.
- b. 50 yards — Target N-SSA #2, 10 record shots plus unlimited shots on sighter bull.

30.4.6 WHEN FIRED

Competitors may fire the qualification courses and be classified only at National Skirmishes.

30.4.7 MATCH REGULATIONS

Qualification firing is open only to members in good standing of member organizations. Regulations for competitors, equipment, targets, firing, and scoring, other than as prescribed herein, shall be as prescribed in other Sections of these Skirmish Rules.

30.5 COMPETITION

Every competitor shall shoot in his class and shall be eligible for all awards given for that class unless he has elected to compete in a higher class, as prescribed in **rule 30.8.4**.

30.6 QUALIFICATION COURSES

The individual firearms qualification courses of fire shall be the individual match programs of National Skirmishes as described in **rule 30.4**.

30.7 CLASSIFICATION NOTIFICATION

When a competitor is classified under **rule 30.2.2**, reclassified under **rule 30.2.3**, or declassified under **rule 30.2.4** he/she shall be notified via the address label on *The Skirmish Line*. Notification shall include name, competitor number and official N-SSA classification rating for all firearms with which the member has qualified.

30.8 ADMINISTRATION

The classification program shall be administered by the Statistics Office Manager.

30.8.1 CLASSIFICATION RECORDS

Marksmanship classification records shall be maintained by the Statistics Office Manager on computer discs, copies of which shall be sent to the Executive Secretary. The Executive Secretary shall use the records to update the mailing labels as required in **rule 30.7**.

30.8.2 TARGET LABELS

The Statistics Office Manager shall provide the National Skirmish Director with labels to be affixed to each individual target. The labels shall identify each target with the competitor's name, number, and classification, and the firearm and range of the match.

30.8.3 VERIFICATION OF AWARDS WINNERS

The Statistics Officer shall compare winning targets with the records of the Statistics Office Manager to insure that the competitors have fired within their own earned individual classes or elected classes. It is the responsibility of each competitor to check his or her own targets to insure that he/she is classified properly. Any mistake in classification shall be reported to the Skirmish Director for correction prior to firing and the Skirmish Director shall have the mistake corrected. The names of individual award winners shall not be posted, and no medals given for the same, until their classifications have been verified by the Statistics Officer and the Skirmish Director so informed.

30.8.4 COMPETING IN A HIGHER CLASS

A classified competitor may elect to fire in a class higher, and thus be eligible for awards in that higher class, by providing a written request to the Statistics Office Manager no later than the application deadline for the National Skirmish in which he/she desires to compete. Regions that have classified individual competition may elect to allow a competitor to compete in a class higher by accepting a written request *prior to* his/her firing in competition.

30.9 MISCONDUCT

If a competitor has deliberately registered and/or fired in a class other than his/her own, except when authorized, he/she shall be deemed guilty of misconduct and shall be barred from further participation in that skirmish program. The competitor shall be reported to the Board of Directors and may be subject to further disciplinary action.

30.10 APPEALS

Any competitor having reason to believe that he/she is improperly classified may file an appeal in writing with the Statistics Office Manager stating all essential facts. Such appeal shall be reviewed by the Statistics Office Manager and he may either revise classification if the facts so warrant or sustain the classification. If not satisfied, the competitor may then appeal in writing to the Board of Directors. Such appeal must be sent to the Board in time for the meeting immediately following the final decision of the Statistics Office Manager. The decision of the Board shall be final. There is no fee.

30.11 PROTEST

Any competitor having reason to believe that another competitor is improperly classified may file a protest with the Statistics Office Manager stating all essential facts in writing. Upon adverse decision by the Statistics Office Manager, the competitor may then appeal directly to the Board of Directors in the same manner as in **rule 30.10**. The decision of the Board shall be final. There shall be no fee for this protest.

30.12 COMPETITOR NUMBERS

Individual competitor numbers shall be on all application forms, statistical records, reports, and shall be on file in the offices of the Executive Secretary and the Statistics Office Manager.

SECTION 31: SKIRMISH SHOOTING AWARDS

31.1 AWARDS

Medals awarded at National Skirmishes shall be of designs approved by the Board of Directors. Medals for National Skirmishes shall be ordered by the Paymaster upon authorization by the Board of Directors

31.2 INDIVIDUAL MATCHES — HAND AND SHOULDER ARMS (amended 01/09)

Medals shall be awarded to the winners of the Individual Matches as specified below. At national skirmishes awards shall be given for each class. The number of awards for each class shall be:

	EXPERT	SHARP-SHOOTER	MARKS-MAN	STRIKER
50 yd Musket	12	12	12	12
100 yd Musket	11	11	11	11
Musket Aggregate	7	7	7	8
50 yd Carbine	9	9	9	10
100 yd Carbine	8	8	8	9
Carbine Aggregate	6	6	6	7
25 yd Revolver	5	5	5	5
50 yd Revolver	4	4	4	4
Revolver Aggregate	3	3	3	3
50yd Breechloading Rifle/Carbine II	3	3	3	4
100yd Breechloading Rifle/Carbine II	3	3	3	4
Breechloading Rifle/Carbine II Aggregate	2	2	2	3
25 yd Smoothbore	3	3	3	4
50 yd Smoothbore	3	3	3	4
Smoothbore Aggregate	2	2	2	2

In addition, the following awards shall be given in unclassified matches:

Musket/Carbine Aggregate	15
50 yd Aggregate*	10
Grand Aggregate**	10
Five-Gun Aggregate***	4

*Aggregate of 50 yd Musket, 50 yd Carbine, and 50 yd Revolver.

**Aggregate of Musket, Carbine, and Revolver Aggregates.

***Aggregate of Musket, Carbine, Revolver, Breechloading Rifle/Carbine II and Smoothbore Aggregates.

31.3 PARTICIPATION STREAMERS

Each organization that participates in a National Skirmish shall receive a ribbon streamer to be attached to the organization's colors or guidon. The streamer shall be inscribed with the number of the National Skirmish and the date. The color of the streamer shall be determined by the Skirmish Director. A sample inscription

would be “125th National Skirmish, May, 2012.” It is recommended that participation streamers awarded at skirmishes other than Nationals be similarly inscribed.

31.4 COMPANY MATCH WINNERS

At National Skirmishes, the companies winning first through the appropriate number of places designated below shall receive medals as prescribed in **rule 31.1**.

31.4.1 COMPANY CLASSIFICATION, NATIONAL SKIRMISHES

Musket, carbine, revolver, breechloading rifle/carbine II, and smoothbore companies at National Skirmishes shall be classified for competition purposes. Such classification shall be based on each company's performance at previous National Skirmishes and shall be determined according to procedures established in **section 29**.

a. Musket companies shall be assigned the following classifications:

- A-1 top 25% of A companies
- A-2 next 25% of a companies
- A-3 remaining 50% of A companies
- B-1 top 50% of B companies
- B-2 remaining 50% of B companies
- C all C, D, E, etc. companies

b. Carbine companies shall be assigned the following classifications:

- A-1 top 25% of A companies
- A-2 next 25% of A companies
- A-3 remaining 50% of A companies
- B-1 top 50% of B companies
- B-2 remaining 50% of B companies
- C all C, D, E, etc. companies

c. Revolver companies shall be assigned the following classifications:

- A-1 top 25% of A companies
- A-2 next 25% of A companies
- A-3 remaining 50% of A companies
- B all B companies
- C all C, D, E, etc. companies

d. Breechloading Rifle/Carbine II companies shall be assigned the following classifications

- A-1 top 25% of A companies
- A-2 next 25% of A companies
- A-3 next 50% of A companies
- B All B companies
- C All C, D, etc. companies
- SS All single-shot breechloading rifle/carbine II companies

- e. Smoothbore companies shall be assigned the following classifications:
(amended 01/06)

A-1	Top 25% of A companies
A-2	Next 25% of A companies
A-3	Next 50% of A companies
B	All B companies
C	All C, D, etc. companies

31.4.2 MEDALS, MUSKET COMPANIES (amended 01/09)

At National Skirmishes, eight musket company medals each shall be awarded as follows:

Class A-1	first through tenth places
Class A-2	first through ninth places
Class A-3	first through twelfth places
Class B-1	first through seventh places
Class B-2	first through fifth places
Class C	first through third places

31.4.3 MEDALS, CARBINE COMPANIES

At National Skirmishes, eight carbine company medals each shall be awarded as follows:

Class A-1	first through seventh places
Class A-2	first through sixth places
Class A-3	first through seventh places
Class B-1	first through fourth places
Class B-2	first through third places
Class C	first place only

31.4.4 MEDALS, REVOLVER COMPANIES

At National Skirmishes, four revolver company medals each shall be awarded as follows:

Class A-1	first through sixth places
Class A-2	first through fourth places
Class A-3	first through fourth places
Class B	first through third places
Class C	first place only

31.4.5 MEDALS, BREECHLOADING RIFLE/CARBINE II COMPANIES

At National Skirmishes, four breechloading rifle/carbine II company medals each shall be awarded as follows:

Class A-1	first through fourth places
Class A-2	first through third places
Class A-3	first through third places
Class B	first through third places
Class C	first place only
Class SS*	first and second places

*Single shot companies

31.4.6 MEDALS, SMOOTHBORE COMPANIES (amended 01/09)

At National Skirmishes, four smoothbore musket company medals each shall be awarded as follows:

Class A-1	first through fourth places
Class A-2	first through third places
Class A-3	first through fourth places
Class B	first through third places
Class C	first place only

31.4.7 ELIGIBILITY FOR COMPANY AWARDS

For purposes of awarding medals for all official skirmishes, companies of multi-company member organizations shall be ranked A, B, C, etc. in order of finish, regardless of prior designation.

31.4.8 REGIONAL SKIRMISHES USING COMPANY CLASSIFICATIONS

B and C Company awards may be awarded at Regional Skirmishes. Regions are free to establish their own classification systems for their regional skirmishes, but A and B companies of visiting organizations shall not be required to compete in the same class. (amended 8/2005)

31.4.9 REGIONAL SKIRMISHES NOT USING COMPANY CLASSIFICATIONS

If a regional skirmish does not use company classifications (see 31.4.8 above), any B or subsequent company finishing in the A company medal positions shall receive the A company medals. B company medals would then be awarded to the highest-placing B or subsequent company following the A company medal positions. (Amended 1/2011)

31.5 ARTILLERY AWARDS (amended 8/2012)

In artillery competition, the sets of six medals per gun to be given shall depend upon the number of guns firing in each class:

1-4 guns competing:	first place only
5-9 guns	first and second place
10-15 guns	first through third places
16-24 guns	first through fourth places
25-35 guns	first through fifth places
36-50 guns	first through sixth places

31.5.1 MORTAR AWARDS

Four medals per mortar shall be awarded to the first through tenth place winners.

31.6 NATIONAL SKIRMISH TROPHIES

The following trophies shall be awarded at National Skirmishes. Trophies shall remain in the N-SSA Historical Center, and the engraving of recipients' names shall be the responsibility of the N-SSA.

31.6.1 COMPANY MATCH AND AGGREGATE TROPHIES

- a. *WILLIAM FRANCIS KEYS TROPHY* — first place A musket company

- b. *ROBERT N. HUGHES TROPHY* — second place A musket company
- c. *ED “HOG” WILHELM MEMORIAL TROPHY* — third place A musket company
- d. *HIBLER-NINNESS MEMORIAL TROPHY* — fourth place A musket company
- e. *JAMES CAULEY MEMORIAL TROPHY* — fifth place A musket company
- f. *FRANKLIN O. HAYES MEMORIAL TROPHY* — first place B musket company
- g. *STONEWALL JACKSON MEMORIAL TROPHY* — first place C musket company
- h. *JOHN L. (JACK) RAWLS TROPHY* — first place musket/carbine company aggregate
- i. *WALT TAYLOR MEMORIAL TROPHY* — second place musket/carbine company aggregate
- j. *ALAN BILBY MEMORIAL TROPHY* — first place A carbine company
- k. *ARMY OF THE TENNESSEE, ROBERT KLOPPER MEMORIAL TROPHY* — first place Class AIII musket company.
- l. *THE PRIVATES' TROPHY* — first place A breechloading rifle/carbine II company.
- m. *FIRST PLACE SMOOTHBORE COMPANY TROPHY* — first place smoothbore company
- n. *CENTRAL VIRGINIA TROPHY* — first place revolver company
- o. *FIRST PLACE CLASS AII MUSKET COMPANY TROPHY*

31.6.2 INDIVIDUAL MATCH AND AGGREGATE TROPHIES

- a. *PATRICK E. FELKER MEMORIAL TROPHY* — Highest musket aggregate, regardless of class
- b. *BRUCE C. WARBURTON MEMORIAL TROPHY* — Highest carbine aggregate, regardless of class
- c. *TOM BLUM MEMORIAL TROPHY* — Highest revolver aggregate, regardless of class
- d. *ALBERT N. HARDIN, JR. MEMORIAL TROPHY* — first place musket/carbine aggregate
- e. *WALTER T. FELTER MEMORIAL TROPHY* — second place grand aggregate.

- f. *ERNEST W. PETERKIN N-SSA GRAND AGGREGATE TROPHY* — first place grand aggregate.
- g. *BOB HUBBARD MEMORIAL “IRON MAN” TROPHY* — first place five-gun aggregate.
- h. *NRA YOUNG SKIRMISHER AWARD* — highest musket aggregate score by a skirmisher under 19 years of age. Competitors must be preregistered to be eligible for the award.
- i. *NRA SENIOR SKIRMISHER AWARD* — highest musket aggregate score by a skirmisher at least 65 years of age. Competitors must be preregistered to be eligible for the award.

31.6.3 CANNON TROPHIES

- a. *RUSSEL L. YEAGY MEMORIAL TROPHY* — first place rifled gun.
- b. *BEN T. COOK, SR. MEMORIAL TROPHY* — first place smoothbore gun.
- c. *ROBERT “PETE” PETERSON TROPHY* — highest scoring original gun.
- d. *LARRY BEYER MEMORIAL TROPHY* — highest spring/fall artillery aggregate (presented in the fall only).

31.6.4 MORTAR TROPHIES

- a. First place mortar.
- b. *“BUDDY” BUTLER AND JOE ROBINSON MEMORIAL TROPHY* — second place mortar.

31.6.5 UNIFORM TROPHIES

- a. *ROBERT L. MILLER AWARD* — best individual uniform (spring only).
- b. *NEXT BEST UNIFORMED SOLDIER — UNION.*
- c. *NEXT BEST UNIFORMED SOLDIER — CONFEDERATE.*
- d. *BEST UNIFORMED ORGANIZATION — UNION.*
- e. *BEST UNIFORMED ORGANIZATION — CONFEDERATE.*

31.7 VETERANS SKIRMISH TROPHY

- a. *HAPPY TAYLOR MEMORIAL TROPHY* — first place musket team at the Veterans Skirmish.

31.8 CASH PRIZES

No cash prizes may be awarded, except for one special event per official skirmish.

SECTION 32: N-SSA SHOOTING AWARDS

32.1 DISTINGUISHED SKIRMISH SHOOTER AWARD (DSSA)

To recognize distinguished marksmen in Skirmish shooting under these rules and to bestow upon them the highest shooting award in the North-South Skirmish Association, Inc., a “Distinguished Skirmish Shooter Award” is created. This award represents the highest standards of sportsmanship, ability, and dedication to small arms competition within this Association. This award may be awarded to skirmishers qualified under the following rules, in which the award may be referred to as “DSSA.” The DSSA may be awarded to competitors who accumulate 25 or more points through competition in the grand aggregate match.

32.1.1 ELIGIBILITY **(amended 01/07)**

To be eligible for this award, the skirmisher must:

- a. be a member in good standing of a member organization of the N-SSA;
- b. achieve a total of 25 points in competition based on participation in the Grand Aggregate match under **rule 12.2(f)**, which shall consist of individual matches with the musket, carbine, and revolver. Such aggregate must be fired at national skirmishes only. Additional awards shall be given for achieving 100 and 200 points.
- c. DSSA points shall be awarded to the 10 highest placing skirmishers in the Grand Aggregate match who are not enrolled in the Masters Class (see rule 32.1.4[e]). The highest placing non-Masters Class competitor shall receive 10 points, on down to the tenth non-Masters Class competitor, who shall receive 1 point.
- d. DSSA points shall be awarded after verification by the Information Technology Manager and after the normal challenge period is over.
- e. DSSA points are permanently awarded and shall remain as long as the shooter remains a member in good standing as in (a) above.

32.1.2 ELIGIBILITY RECORDS **(amended 01/07)**

The record of official standings in the aggregate matches and the point totals for individuals shall be kept as a permanent record by the Information Technology Manager.

- a. At the close of each National Skirmish, the Statistics Office Manager shall present to the Information Technology Manager a list of the top competitors in the Grand Aggregate match that shall include all the top 10 non-Masters Class competitors.
- b. The Information Technology Manager shall review the list and update the records to reflect the new totals and individuals who have received DSSA points, and shall notify the Commander of any shooter who has achieved the required 25 points.
- c. The National Commander, with the approval of the Board of Directors, may present the awards to eligible skirmishers at the next National Skirmish.

32.1.3 RECALL OF AWARD

Due to the nature of this award and the standards it represents, the Board of Directors may call for the return of the award if the individual recipients do not maintain the standards of conduct required or if there is evidence that the award has been obtained through other than honorable means.

32.1.4 THE AWARD DESIGN

The design shall be as shown in the illustration in **figure 32.1** below. This award shall consist of:

- a. A bronze star symbolizing the heights that a competitor must constantly strive to achieve in order to obtain perfection. The five points of the star symbolize the qualities which one must possess to become a Distinguished Skirmish Shooter.
 1. Honesty
 2. Dedication
 3. Sportsmanship
 4. Competition
 5. Desire for Excellence



Figure 32.1

- b. The star is suspended from a curved bronze bar, on which the words “Distinguished Skirmish Shooter” are engraved, the bronze bar symbolizing the limits a competitor can achieve and the goal a good competitor constantly sets for himself.
- c. The words “Distinguished Skirmish Shooter” engraved on the bar are symbolic in themselves. This is the goal of every distinguished skirmish shooter: that of recognition among his fellow competitors for being a truly outstanding competitor and sportsman.
- d. Achievement of 100 points shall be the same as above, silver finish.
- e. Achievement of 200 points shall be the same as above, gold finish. Once a competitor has earned 200 points, that competitor shall be enrolled in a special Masters Class, and shall no longer accumulate points. Competitors in the Masters Class may compete free of charge and be eligible to win medals in National Skirmish individual matches, but their scores shall not be counted in DSSA competition.

32.2 DISTINGUISHED SHOOTER CATEGORIZED AWARD (DSCA)

To provide recognition to shooters highly proficient with one or more of the individual firearms but not necessarily with all three, a Distinguished Shooter Categorized Award (DSCA) is established. This recognition shall be awarded to skirmishers who qualify under the following rules in one or more of these firearm categories:

- a. Musket Aggregate
- b. Carbine Aggregate
- c. Revolver Aggregate
- d. Breechloading Rifle/Carbine II Aggregate
- e. Smoothbore Aggregate

The award shall be called:

1. Distinguished Musket Shooter Award
2. Distinguished Carbine Shooter Award
3. Distinguished Revolver Shooter Award
4. Distinguished Breechloading Rifle/Carbine II Shooter Award

5. Distinguished Smoothbore Shooter Award

It shall be awarded to skirmishers qualifying in one of the respective firearm categories.

32.2.1 ELIGIBILITY

To be eligible for the DSCA in one of the categories, a skirmisher must meet the following criteria:

- a. The skirmisher must be a member in good standing of a member organization of the N-SSA.
- b. Since the DSCA represents the highest standards of sportsmanship and shooting ability in a specific firearm category, the skirmisher must demonstrate the qualities of Honesty, Dedication, Sportsmanship, Competition, and Desire for Excellence.
- c. The skirmisher must achieve a total of 25 points in competition based on participation at National Skirmishes in one of the following aggregate matches: Musket, Carbine, Revolver, Breechloading Rifle/Carbine II, or Smoothbore.
- d. To qualify for the Distinguished Musket Shooter Award, a skirmisher must earn 25 points in the musket aggregate matches during the N-SSA National Skirmishes. Similarly, to qualify for the Distinguished Carbine Shooter Award, he/she must earn 25 points in the carbine aggregate matches and to earn the Distinguished Revolver Shooter Award he/she must earn 25 points in the revolver aggregate matches. To earn the Distinguished Breechloading Rifle/Carbine II Shooter Award, he/she must earn 25 points in the breechloading rifle/carbine II aggregate matches. To earn the Distinguished Smoothbore Shooter Award he/she must earn 25 points in the smoothbore aggregate matches. Points earned in one firearm category cannot be transferred to a different firearm category.
- e. DSCA points shall be awarded to each individual skirmisher who finishes in the top 10 places in the musket, carbine, revolver, breechloading rifle/carbine II, or smoothbore aggregate matches who are not enrolled in the Master Class (see **rule 32.2.1(h)**). The highest placing non-Master Class competitor in each category shall receive 10 points, on down to the tenth non-Master Class competitor, who shall receive 1 point. Classifications shall be ignored so as to compute the top 10 aggregate scores drawn from all classifications
- f. A competitor may earn points in each of the categories and accordingly be eligible for all awards.
- g. DSCA points shall be awarded after verification by the Information Technology Manager and after the normal challenge period is over, in the manner set forth below.
- h. Once a competitor has earned 200 points in a category that competitor shall be enrolled in a special Master Class and shall no longer accumulate points in that category. Competitors in the Master Class may compete free of charge and be eligible to win medals in National Skirmish individual matches, but their scores shall not be counted in DSCA competition.

32.2.2 ELIGIBILITY RECORDS

The record of official standings in the Musket, Carbine, Revolver, Breechloading Rifle/Carbine II, and Smoothbore Aggregate Matches and the point totals for individuals shall be kept as a permanent record by the Information Technology Manager.

- a. At the close of each National Skirmish, the Statistics Office Manager shall present a list of the top 10 shooters placing in the Musket, Carbine, Revolver, Breechloading Rifle/Carbine II, and Smoothbore Aggregate matches to the Executive Secretary for his or her permanent files.
- b. The Information Technology Manager shall review each list and annotate the records to reflect the new totals and individuals who have received DSCA points and notify the Commander of any shooter who has achieved the required 25 points.
- c. The National Commander, with the approval of the Board of Directors, may present the awards to eligible skirmishers at the next National Skirmish.

32.2.3 RECALL OF AWARD(S)

Due to the nature of this award and the standards which it represents, the Board of Directors may call for the return of the award(s) if the individual recipients do not maintain the standards of conduct required or if there is evidence that the award(s) has been obtained through other than honorable means.

32.2.4 THE AWARD DESIGN

The design shall be as shown in the illustration in **figure 32.2**. (*Musket DSCA shown. Others carry text specific to the award.*)



Figure 32.2

32.3 DISTINGUISHED 5-GUN SHOOTER AWARDS

(added 8/2012)

To recognize distinguished marksmanship achievement with five skirmish arms (musket, carbine, revolver, smoothbore, and breech-loading rifle/carbine II) a Distinguished 5-Gun Shooter Award is established. These recognitions shall be awarded to skirmishers who qualify under these rules in the 5-gun aggregate match.

32.3.1 ELIGIBILITY

The eligibility criteria for the D5 Award are:

- a. The skirmisher must be a member in good standing of a member organization of the N-SSA.
- b. The Distinguished 5-Gun Shooter Award represents the highest standards of sportsmanship and shooting ability in a broad spectrum of

skirmish arms. The recipient must demonstrate the qualities of Honesty, Dedication, Sportsmanship, Competition, and Desire for Excellence.

- c. The skirmisher must earn a total of 25 points in competition in the 5-Gun Aggregate match under **rule 12. 2(i)**, which shall consist of the combined aggregates of the musket, carbine, revolver, smoothbore, and breech-loading rifle/carbine II matches. Such aggregates must be fired at national skirmishes only. Additional awards shall be given for accumulating 100 and 200 points
- d. D5 Award points shall be awarded to the 10 highest placing skirmishers in the 5 Gun Aggregate Match who are not enrolled in the Masters Class. The highest-placing non-Masters Class competitor shall receive 10 points, on down to the tenth non-Masters Class competitor, who shall receive 1 point. (Masters Class qualifications shall be the same as for the D-SSA (**see rule 32.1.4(e)**).
- e. D5 Award points shall be awarded after verification by the Information Technology Manager, and after the normal challenge period is over.
- f. D5 Award points are permanently awarded and shall remain as long as the shooter remains a member in good standing as in (a) above.

32.3.2 ELIGIBILITY RECORDS

The use and maintenance of records shall be the same as for the D-SSA (**see rule 31.1.2**).

32.2.3 RECALL OF AWARD

Provisions and procedures for recall of this award shall be the same as for the D-SSA (**see rule 31.1.3**).

32.3.4 THE AWARD

The design shall be as shown in **figure 32.3** below.

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SECTION 33: BIVOUAC AND CAMPING RULES

33.1 PURPOSE

To provide a consistent and reasonable set of rules to govern and control bivouacking at official skirmishes, use of N-SSA facilities, and the conservation and protection of property and equipment at Fort Shenandoah.

33.2 AUTHORITY

The following shall govern and be applicable to all persons who are present on the property of the N-SSA, i.e., Fort Shenandoah, Gainesboro, Virginia. Rules not exclusively applicable to Fort Shenandoah shall apply at all skirmishes.

33.2.1 CURFEWS AT NATIONAL SKIRMISHES (amended 08/05)

Curfews may be established at National Skirmishes by the Board of Directors. Such curfews shall apply to all persons under the age of 18 years. During curfew hours, persons under the age of 18 years shall be restricted to their unit's campsite unless they are accompanied by a parent or a member over the age of 18 years who shall be responsible for their conduct. Member organizations shall be notified of curfews in advance, if possible. If a curfew is imposed by the Board of Directors during the skirmish, notice shall be placed in writing on the bulletin boards, and announced from the tower if possible.

33.2.2 CURFEWS AT REGIONAL SKIRMISHES (added 08/05)

Curfews may be imposed at Regional Skirmishes by the Region Commander. Such curfews shall apply to all persons under the age of 18 years, under the same conditions as in **Rule 33.2.1.1**. On sites other than Fort Shenandoah, notice may be made by tower announcement, if possible, and by verbal communication throughout the camping area.

33.3 MEMBERS AND GUESTS

All registered members of member organizations of the N-SSA are privileged to use the facilities of Fort Shenandoah at any time they desire. Guests are permitted of any member, as long as the member is present. Until such time as facilities become inadequate, there is no restriction on the number of guests for each member. Members are responsible for the behavior and conduct of their families and guests. Members and their guests may stay at Fort Shenandoah for no longer than two weeks without permission from the Property Management Committee. In no case shall a member or guest be allowed to conduct a business as a sutler at Fort Shenandoah except during official skirmishes or Veterans Skirmish and the day prior to an official skirmish or Veterans Skirmish. The only firearms that members or guests, whether authorized sutlers or not, may offer for sale or trade at Fort Shenandoah are black powder firearms manufactured prior to 1898, or reproductions thereof.

33.4 REGISTRATION

Except during official and Veterans skirmishes, each N-SSA member must register in the logbook provided by the Property Manager upon arrival at Fort Shenandoah. He or she must enter his/her name, competitor number, parent organization, the number of people in his/her party, and the length of time they expect to be on the property.

33.5 CAMPSITE ALLOCATION (amended 1/2013)

- a. Campsites shall be assigned by seniority as they become available through development or vacancy.
- b. Member organizations that have no assigned campsites shall be placed on a waiting list by seniority.

- c. Organizations on the waiting list shall be assigned temporary sites at each National Skirmish from sites assigned to organizations that have no registered companies, or in undeveloped areas.
- d. Member organizations that have been assigned campsites, but that fail to occupy them with registered, participating companies at two consecutive National Skirmishes shall forfeit their campsites. *“Occupy” shall be defined as using the site for sleeping purposes by at least five members of the organization.*
- e. Campsites forfeited shall be reassigned to the member organizations at the head of the waiting list. Any structures on the campsite may be dismantled and removed by the vacating organization before the next following National Skirmish. If not removed, the disposition of such structures shall be determined by the Board of Directors.
- f. Any member organization that forfeits its campsite shall be placed at the bottom of the waiting list and await reassignment behind all preceding member organizations.
- g. Probationary organizations will not be assigned permanent campsites. They shall be assigned to an unassigned or a vacant campsite until they are voted on for membership. Probationary organizations are not allowed to build structures or shelters on any site at Fort Shenandoah.
- h. Campsite assignments, reassignments, and boundary adjustments shall be made by the Board of Directors, acting on the recommendations of the Bivouac Officer.

33.5.1 CAMPING AREAS, USE OF OTHERS’

A member who wishes to camp in an area other than that which has been assigned to his parent organization must have in his possession written permission from the organization on whose area he is to camp, or must have permission from the Property Manager to do so.

33.6 SANITATION

- a. Except for camp trailers provided with adequate toilet facilities, the toilets provided by the N-SSA shall be used.
- b. Holding tanks, portable waste tanks, or porta-pots shall not be emptied at any place on Fort Shenandoah except at the dump stations in camping area 3 (on the hill) and in camping area 5 (in the flood plain).
- c. *At a skirmish*, garbage, cans, containers, waste paper, etc., shall be placed in trash bags of sufficient strength to hold the contents without breaking. When filled, these bags shall be placed along the road for removal by trash collectors.
- d. *When camping at times other than skirmishes*, campers are responsible for their own trash disposal. All garbage and camp trash must be bagged as in **33.6(c)** and placed in the dumpster southwest of the Property Manager’s house.

33.7 STREAMS AND PONDS

- a. No refuse or trash of any kind shall be thrown in any stream or pond at Fort Shenandoah.
- b. All persons must comply with the fishing laws of the Commonwealth of Virginia.

33.8 VEHICLES AT FORT SHENANDOAH

(amended 08/11)

- a. Except for emergency vehicles, the speed limit on Fort Shenandoah is 10 miles per hour. This rule applies to all types of vehicles, including bicycles.

- b. In accordance with rule **33.18.1**, properly completed vehicle identification cards shall be displayed at all times on all motor vehicles while at Fort Shenandoah during National Skirmishes.
- c. No motor vehicle of any kind other than Association or staff vehicles shall be permitted forward of the range fence or designated safety line, except at the direction of the National Commander, Property Manager, or Skirmish Director.
- d. No motor vehicles are permitted off the laid-out roads other than to gain access to campsites and designated parking areas.
- e. Parking in Memorial Park is prohibited at all times, other than for service vehicles that are in use.
- f. Parking in the headquarters area between the bridge and Artillery Row is restricted during National Skirmishes to emergency equipment and medical personnel, and to the Commander, the Inspector General, the Executive Secretary, special guests of the N-SSA, and others as may be deemed necessary by the Commander.
- g. No unlicensed motor vehicle other than N-SSA motorized equipment may be operated on Fort Shenandoah at National Skirmishes, except with permission of the Board of Directors.
- h. Any person who operates an automobile, truck, or motorcycle on Fort Shenandoah must have a valid license to operate the vehicle on public roads, if such is required by law.
- i. Detachable or retracting mirrors must be removed or retracted when not towing a trailer.
- j. Flashing red lights and sirens may be used only in emergencies.
- k. Fuel-powered model airplanes and rockets of any type are prohibited from use on Fort Shenandoah.

33.9 FIREWORKS/TOY CAP GUNS/SLINGSHOTS

No fireworks, toy cap guns or slingshots of any kind may be used on Fort Shenandoah. Slingshots shall be defined as any catapult-type device using an elastic material to propel a projectile.

33.10 CAMP AND EVENING BIVOUAC FIRES AT FORT SHENANDOAH

- a. Campfires are permitted in all camping areas except when prohibited by local or state authority in dry seasons. At such times the restrictions shall be posted.
- b. Skirmishers must provide their own firewood or may obtain it from local suppliers. In no case shall trees on Fort Shenandoah property be cut for this or any other purpose.
- c. Open fires must be attended at all times and must be extinguished before vacating property.

33.11 POLICING

- a. Organizations are responsible for policing their areas. At times other than skirmishes, members who camp at Fort Shenandoah are individually responsible for the cleanup of their areas.
- b. Areas left with debris shall be cleaned by the Property Manager and the organization concerned shall be charged for the necessary service.

33.12 PETS, ANIMALS — LARGE OR SMALL

Pets (except for the Property Manager's pets) are not permitted on Fort Shenandoah from noon Tuesday to noon Monday of National Skirmishes. Pets are permitted at all other times provided all the following rules are adhered to completely:

- a. Pets must be kept on a leash and under control at all times.
- b. They must be kept in the owner's assigned camp area or on the roads at all times. They must not be taken into the spectator area or on the range.
- c. Owners must clean up after their pets.
- d. Any violations of the above rules shall result in the pet owner being ordered from the property.
- e. Guide dogs and other trained, working assistance animals are exempted from all parts of this rule.

33.13 IMPACT AREAS

Impact areas shall be declared off limits from noon Tuesday of all National Skirmishes until the closing of the range on Sunday, with the exception of artillery crews in the artillery impact area after the artillery matches. During Regional Skirmishes held at Fort Shenandoah, access to the impact areas may be permitted by the Skirmish Director any time the range is closed.

33.13.1 LEAD PICKING (amended 1/2013)

1. Upon being fired on the small arms ranges all small arms projectiles become the property of the North-South Skirmish Association, Inc. The Board of Directors will establish rules and/or policies to govern lead removal.
2. Members are permitted to pick lead for their own personal use or for distribution directly to members. Family members and guests may assist member pickers.
3. Lead pickers must raise a yellow flag from the range flagpole to indicate they are downrange. Pickers must immediately leave the range when shooters want to use the range. The use of the range for skirmishes and practice shall take precedence over lead picking.
4. Lead cannot be removed for distribution outside of the N-SSA EXCEPT by the N-SSA or its assignees.
5. From time to time, pickers should scan the firing line to determine if shooters are arriving for practice and prepare to leave the impact area. When the bell rings signaling that practice is about to begin, lead pickers must immediately leave the impact area.

33.14 PROVOST MARSHAL — ENFORCEMENT

- a. It shall be the duty of the Provost Marshal and all members of the Board of Directors and organization commanders who are present to enforce these bivouac and camping rules during all official activities. If the Provost Marshal is not present, the director of the activity shall appoint one commander to act as Acting Provost Marshal for the duration of the activity.
- b. Provost Guard, National Skirmishes — A Provost Guard shall be operated under the direction of the National Provost Marshal. Members may be the Regional Provost Marshals, plus volunteers approved by the National Provost Marshal, and they shall wear a distinctive badge of identification while on duty. The Provost Guard shall enforce these bivouac and camping rules, and shall do so in a courteous and sober

manner. No one shall function in a provost capacity at a National Skirmish unless he is a member of the Provost Guard under the direction of the National Provost Marshal or included in **rule 33.14 (a)** above.

- c. At all times, the Property Manager shall have power to enforce these rules and submit complete reports of violations thereof to the Chairman of the Property Management Committee and to the National Commander.

33.14.1 CITATION PROCEDURE

In order to effectively enforce the bivouac, camping, traffic and other rules as set forth in **Section 33**, the Provost Marshal, his staff, and the Property Manager shall be empowered to issue N-SSA citations against offenders.

- a. All organizations, individual members and their families, as well as guests of members, shall be subject to enforcement of these rules.
- b. Offenses of a serious nature shall be cited and the matter brought before the N-SSA Board of Directors for review and disciplinary action.
- c. An accumulation of two or more violations by individuals or organizations over a 2-year period shall require the Provost Marshal to report the violators to the Board of Directors.
- d. The citation shall be a two-part form describing the violation, with one copy presented to the offender and one copy for the Provost Marshal's records.

33.15 GASOLINE DRIVEN GENERATORS

In order to reduce distracting noise and noxious fumes, any gasoline, etc., gasoline-driven generators, whether portable or permanently placed in a vehicle, shall not be run between 9:00 p.m. and dawn, local time.

33.16 CAMPERS AT FORT SHENANDOAH

- a. Campers left at Fort Shenandoah are left at their owners' risk.
- b. Campers of any type set on permanent blocking with wheels removed are prohibited.
- c. Motorized campers may be left year round if they are UL-approved and are capable of being moved under their own power. All other motorized vehicles left year round are prohibited.
- d. All camping vehicles left on N-SSA property must have their owner's name and competitor number clearly and legibly affixed in an easy-to-read location near the entrance door. Failure to comply shall result in a fine of \$50 per unmarked camper being assessed by the Board of Directors against the member organization of which the owner is a member or on whose campsite the camping vehicle sits. The Property Management Committee shall report violations each January and August.
- e. Slide-on campers must maintain slide-on type jacks in place, and may be stabilized by additional, readily removable temporary supports.
- f. Campers stored in Fort Shenandoah parking lots must be removed to their owners' campsites during National Skirmishes, and shall not be returned to the parking lot until the end of the skirmish. Failure to remove a camper from the parking lot during a National Skirmish shall cause a \$50 fine to be levied against the member organization of which the owner is a member.
- g. Each unit shall maintain a list of all campers/trailers left at Fort Shenandoah for a period of six months or more. The list shall include the owner's name and the age and general description of the camper/trailer. The description shall include the

manufacturer, type (motor home, trailer, pop-up, etc.) and size. This list shall be forwarded to the Executive Secretary each year with the annual membership dues.

- h. Skirmishers or their guests may use water hookups at Fort Shenandoah to fill their water tanks, but shall not be hooked up for longer than one-half hour. The wells at Fort Shenandoah must be available to all campers.
- i. A camper stored in a parking lot that does not bear the owner's name and competitor number shall be considered abandoned and may be disposed of by the N-SSA in accordance with the laws of the Commonwealth of Virginia. Campers identified as abandoned in unit campsites are also subject to disposal in accordance with the laws of the Commonwealth of Virginia. (amended 08/05)
- j. Campers stored in Fort Shenandoah parking lots may be moved as necessary by N-SSA personnel or designees, either within the parking lots or to alternate locations. For that reason, campers outside their owners' unit campsite shall not be blocked up, placed on leveling jacks or immobilized in any other way.
- k. People who leave campers anywhere on Fort Shenandoah thereby give permission to the N-SSA to move the campers around the property as necessary for the good order of the N-SSA, including maintenance activities, construction activities, traffic management, and to respond to severe weather conditions. The N-SSA shall not be liable for damage that may occur as a result of moving campers, or of not moving them.

33.17 MOWING

Campers left on organization campsites and structures erected on organization campsites shall exclude the campsite from mowing, except in the portions to which the mower has clear access. The Property Manager is not obligated to mow within five feet of a camper or a structure. Mowing in areas adjacent to campers or structures shall be the obligation of the organization to which the campsite is assigned. Failure of the organization to mow around campers or structures may be considered cause for the Board of Directors to order the removal of campers and/or structures from a campsite.

33.18 PARKING AT NATIONAL SKIRMISHES (amended 01/05)

Parking is limited to unit campsites or to designated parking areas. Enforcement of parking restrictions is the responsibility of the Provost Guard.

33.18.1 VEHICLE IDENTIFICATION CARDS

All motor vehicles driven on Fort Shenandoah at National Skirmishes shall display a vehicle identification card on the dash in the driver's corner. That card must show the member's name and member organization name and number (e.g., *Joe Smith, Bungtown Rifles, 354WR*). That information must be written clearly and be legible from outside the vehicle. Failure to display the card, or failure to display the required information, shall cause the Board of Directors to levy a fine of no more than \$25.

33.18.2 DESIGNATED PARKING AREAS, NATIONAL SKIRMISHES

Parking is permitted in:

- a. One's organization's campsite;
- b. Other campsites, with permission;
- c. The general parking area across from Sutler Row;
- d. The general area south and east of the Historical Center;
- e. Designated parking for residents of Area 1 (Artillery Park)

Parking is restricted in:

- f. The range parking area (organization parking pass required);
- g. Handicapped areas (valid state-issued handicapped tag or placard required) (amended 08/09);
- h. Staff parking areas (staff parking pass required);
- i. The Hocker-Hughes lawn (staff parking pass required; otherwise reserved for medical equipment and personnel);
- j. Sutler parking area (sutler parking pass required);

Parking is prohibited in:

- k. Any area marked "NO PARKING."

33.18.3 ENFORCEMENT

Members of the Provost Guard shall issue citations to vehicles parked improperly: one copy left on the windshield and one copy given to the Executive Secretary. A \$10.00 fine shall be assessed against the member organization of the offender. The fine must be paid to the Executive Secretary within 30 days.

33.18.4 CAMPING PROHIBITIONS

- a. Overnight parking is prohibited in the general parking area across from Sutler Row and the general parking area east and south of the Historical Center without permission.
- b. Camping is prohibited in any parking area EXCEPT for sutlers, who may camp in the sutler parking area, but only with written permission from the Sutler Officer. The Sutler Officer will assign a space.
- c. A vehicle owner, or the member sponsor of a vehicle owner, who uses a parking area for camping shall be reported to the Board of Directors, and may be barred from anticipation in the next National Skirmish.
- d. A sutler who uses a parking area for camping without permission shall be reported to the Board of Directors, and may be barred from exhibiting and selling at the next National Skirmish.
- e. In this section "camping" shall be defined as using a vehicle for sleeping purposes between the hours of midnight and 5:00 a.m. from Tuesday through Sunday of National Skirmishes.

33.19 BICYCLES, TRICYCLES, SCOOTERS, AND SKATEBOARDS

33.19.1 NATIONAL SKIRMISHES

Bicycles, tricycles, and scooters shall not be ridden outside of campsites from noon Tuesday until noon Monday of National Skirmishes. Roadways are not considered part of the campsite.

33.19.2 OTHER TIMES

Bicycles, tricycles, and scooters may be ridden outside the owner's campsite at Regional Skirmishes and other times, except in areas in which their use is forbidden. Such vehicles must have and use lights to be operated after dark.

33.19.3 SKATEBOARDS

Skateboards are prohibited at Fort Shenandoah.

33.20 STRUCTURES

Structures may be erected on campsites only with the approval of the Property Management Committee and the Frederick County building authorities (See the document titled *Fort Shenandoah Building Code*). All structures erected on Fort Shenandoah are the property of the North-South Skirmish Association. Organizations on whose campsites the structures stand shall be billed for their shares of the Fort Shenandoah property tax.

33.20.1 TAX DELINQUENCY

The Board of Directors may direct the removal of any structure for which the property tax payment is delinquent, or the Board may order the forfeiture of the delinquent organization's campsite.

33.21 HUNTING

Hunting is not permitted on Fort Shenandoah, except for the Property Manager and members of his immediate family.

33.22 NOISE

Controllable sounds shall be regulated during the hours of midnight to 6:00 a.m. so as not to be heard beyond each unit's campsite. Upon the request of any other unit, the sound-source organization shall regulate the sound to comply with the above. The on-duty Provost Guard shall be the final arbiter in any question as to the appropriate sound level.

33.23 POSTING ELECTION MATERIAL

During either National or Regional elections, election-related posters, handbills and other printed material pertaining in any way to the election may be posted only at a site, or sites, specifically designated by the Board of Directors for that purpose. At each location so designated, candidates may post no more than two items, each no larger than 11 inches by 17 inches. Material posted at other sites will be removed and discarded.

- a. Unauthorized or malicious removal or defacement of a candidate's campaign material from approved posting sites will be cause for disciplinary action by the Board of Directors.
- b. At this time, election materials may be posted on the bulletin board to the rear of the main range tower, and on the south end of the westernmost sutler building (formerly Old Sutler John's).

SECTION 34: SMOKING, ALCOHOL, AND CONTROLLED SUBSTANCES

34.1 SMOKING

Smoking is prohibited in front of the safety line.

34.2 DISORDERLY CONDUCT

Disorderly conduct or intoxication is prohibited in the range area. Offenders shall be expelled from the range area. If necessary, offenders shall be expelled from the property.

34.3 USE OF ALCOHOLIC BEVERAGES, DRUGS AND NARCOTICS

- a. Other than in the camping area, drinking of alcoholic beverages is not permitted on the range side of the creek at Fort Shenandoah during official shooting activities.
- b. The consumption of alcoholic beverages by any individual participating in an officially scheduled competitive event at any official skirmish is prohibited during the day on which the event occurs until the individual completes his participation in all such events for that day. Violation of this rule shall result in the exclusion of the offending individual from participation in any such events for that day and the reporting of the violator to the Board of Directors for possible disciplinary action.
- c. Use of controlled substances by any person at Fort Shenandoah or at any official skirmish, which violates the laws of the state concerned, is forbidden. Violators are subject to disciplinary action and/or expulsion. If required by law, violators shall be turned over to law enforcement authorities.
- d. Consumption of alcoholic beverages by persons under 21 years of age is a violation of state and commonwealth laws, and is prohibited at all N-SSA skirmishes and other activities. Underage drinkers shall be reported to the Board of Directors for disciplinary action. Underage drinkers shall, at the least, be barred from N-SSA property and activities until they reach the age of 21. If required, violators shall be turned over to law enforcement authorities.
- e. Individuals who supply alcohol to underage persons, or who allow underage members, family members or guests to consume alcohol, shall be reported to the Board of Directors for possible disciplinary action. If required, violators shall be turned over to law enforcement authorities.
- f. Member organizations will be held accountable for illegal activities of their members and/or guests. Cooperation with N-SSA authorities is expected. If cooperation is not forthcoming, member organizations will be referred to the Board of Directors for possible disciplinary action.
- g. Activities involving the consumption of alcohol shall not be included in the announced program of any N-SSA function; and N-SSA host organizations shall not serve, sell, or otherwise dispense alcoholic beverages at N-SSA functions.

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SECTION 35: RANGE USE AT FORT SHENANDOAH

35.1 LIMITS TO USE

N-SSA-approved firearms and other black powder and muzzleloading firearms may be used on the ranges at Fort Shenandoah by members, their guests, and other authorized personnel on non-skirmish days. Use of the ranges is subject to all range rules of the Association, and subject to reasonable scheduling by the Property Manager or other authorities designated by the Board of Directors.

35.1.1 RANGE CLOSING

- a. The Skirmish Director may close the ranges at Fort Shenandoah, commencing on the Saturday before a National Skirmish, and may keep them closed until the National Skirmish begins.
- b. The Property Manager may close either or both ranges if ground conditions warrant, or if there are maintenance needs on the range.

35.1.2 NON-BLACK POWDER FIREARMS

These may not be fired on the ranges at Fort Shenandoah, unless approved in advance by the Board of Directors.

35.1.3 FIRING RESTRICTED TO RANGES

Firearms may be loaded, primed, or discharged only on the range firing lines. In the case of revolvers and artillery, they may be loaded, primed, or discharged only in areas designated for their use.

35.2 PERSONNEL RESTRICTIONS

Members and their guests may use Fort Shenandoah ranges at any time consistent with limits in **rule 35.1**. A member must be present when guests are firing, and must act as safety officer.

35.3 MODERN CARTRIDGE FIREARMS

These may not be worn or openly displayed at Fort Shenandoah, except by persons whose official duties require carrying same. This applies also to so-called "counterfeit replicas."

35.4 RANGE PRACTICE PROCEDURE

The width of the main range and the difficulty of immediate communication between practicing shooters require a system of controlled practice procedures.

- a. The initial practice area shall be the first position immediately in front of the tower unless weather and ground conditions make that impractical.
- b. The first shooter on the range shall become the Range Officer and shall check to see if a yellow flag is flying, indicating that lead pickers are down range. If no flag is showing, he shall visually inspect the impact area to further assure that no pickers are there and shall also ring a large bell or blow the range horn to alert everyone that practice is about to begin. He shall also raise the red range flag, and shall allow ample time for all lead pickers to return safely behind the firing line.
- c. As more shooters arrive, they shall operate from positions immediately adjacent to the initial position but still under the command of the first-arriving shooter/Range Officer. Additionally, as more shooters arrive, they shall take up continuing adjacent positions, leaving no large gaps in the line.

- d. To facilitate replacement of targets, standard times shall be set to give everyone the opportunity to make those changes simultaneously. As a practical matter, these times shall be on the hour and half-hour as determined by the Range Officer's watch.
- e. At the conclusion of practice, each shooter shall police his firing position and target area. All frames the shooter used must be removed from the range to the base of the tower.
- f. If the initial shooter/Range Officer should leave while other shooters are still using the range, he shall transfer the Range Officer authority to another shooter.
- g. As the last shooter is leaving the range, he shall police the area and lower the red range flag.

SECTION 36: N-SSA SERVICE AWARDS

36.1 SERVICE AWARDS

The Board of Directors may present these awards in recognition of significant contributions of service to the N-SSA by individuals or organizations upon recommendation of the Awards Committee. Individuals or member organizations may make nominations to the Awards Committee.

36.1.1 AWARD OF MERIT

The *Award of Merit*, consisting of a medal and a citation, is the N-SSA's highest award for service. The *Award of Merit* is presented to individuals, and can be received only once.

36.1.1.1 ELIGIBILITY

- a. Nominees must be members in good standing of member organizations at the time of nomination.
- b. Nominees must have been members in good standing of one or more member organizations for at least eight years.
- c. Nominees must not have received the *Award of Merit* previously.

36.1.1.2 FACTORS TO BE CONSIDERED:

- a. Contributions of outstanding service or services to the N-SSA.
- b. Sportsmanship.
- c. Moral character.
- d. Leadership.
- e. Offices held.
- f. Contributions to skirmish activities.

36.1.2 DISTINGUISHED SERVICE AWARD

The *Distinguished Service Award*, consisting of a medal and a citation, is the N-SSA's second highest award for service. The *Distinguished Service Award* is presented to individuals, and can be received more than once.

36.1.2.1 ELIGIBILITY

- a. Nominees must be members in good standing of member organizations at the time of nomination.
- b. Nominees must have been members in good standing of one or more member organizations for at least five years.
- c. Recipients of the *Distinguished Service Award* are eligible for successive *Distinguished Service Awards*.

36.1.2.2 FACTORS TO BE CONSIDERED

- a. Contributions must be significant in and of themselves and must have had a beneficial effect on the N-SSA.
- b. Contributions may have been made within a limited period of time.
- c. Contributions may have resulted from service, or services, performed over an extended period of time.

36.1.3 CERTIFICATE OF APPRECIATION

The *Certificate of Appreciation*, consisting of a certificate, is the only N-SSA award that may be given both to members and to non-members.

36.1.3.1 ELIGIBILITY

- a. Nominees may be individual members of member organizations.
- b. Nominees may be member organizations in good standing.
- c. Nominees may be non-members of the N-SSA.
- d. Nominees may be non-member organizations.

36.1.3.2 FACTORS TO BE CONSIDERED

- a. Contributions may have been of short duration, but of value to the N-SSA.
- b. Contributions may have been of narrow range, but of long duration and of value to the N-SSA.

36.1.4 UNIT CITATION AWARD

The *Unit Citation Award*, consisting of a streamer (gold script on crimson streamer) and a citation, is the N-SSA's highest recognition of service by a member organization.

36.1.4.1 ELIGIBILITY

Nominee must be a member organization in good standing.

36.1.4.2 FACTORS TO BE CONSIDERED

- a. Significant contribution of time and labor to the N-SSA by the organization working as an organization.
- b. Contributions have been freely made to benefit the association.

36.2 SKIRMISH DIRECTOR'S STAR

Directors of National Skirmishes shall be awarded a distinctive badge, which shall be worn on the uniform. The award shall be presented at the National Skirmish following the one directed. The award shall be a 2-inch gold star with blue numerals indicating the skirmish directed, as shown in **figure 36.1**. It shall be worn on the right sleeve of the coat three inches above the cuff.



Figure 36.1

36.3 PAST COMMANDER'S SERVICE STRIPE

Past Commanders of the North-South Skirmish Association shall be entitled to wear a distinctive stripe indicating their service in this important position. The award shall be presented at the first National Skirmish following the conclusion of the Commander's term of office. The design, executed in metallic gold thread on a black background, shall be as shown in **figure 36.2**. The stripe shall be worn on the left sleeve of the uniform coat, two to three inches above the cuff.



Figure 36.2

36.4 PIONEER PATCH

To recognize volunteer work performed at Ft. Shenandoah, a *Pioneer Patch* is established. When awarded, the patch may be worn on the skirmish uniform.

36.4.1 DESIGN AND ELIGIBILITY

The *Pioneer Patch* shall consist of a crossed pick and shovel (as shown in **figure 36.3**) embroidered on a three-inch square patch of black material in either white, silver or gold thread. The thread color shall be determined by the number of work points accumulated as follows: *white* = 20 points; *silver* = 50 points; *gold* = 100 points. Points shall be earned on the basis of two points for each four hours of work performed. The Property Management Committee shall keep a record of individual points earned and report eligible members for consideration by the Board of Directors.



Figure 36.3

36.5 FIFTY-YEAR VETERAN AWARD

The association awards a medal and a citation to members who have completed 50 years of membership in the N-SSA. The medallion is shaped as a minié ball on which are written the words "FIFTY YEARS." Organizations having a member with 50 years of total N-SSA membership shall report that member's eligibility to the Awards Committee. The nominee is required to sign the form as verification of his 50-year cumulative membership in the N-SSA. The Awards Committee will then send the verified nomination to the Board of Directors for their approval.

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SECTION 37: COSTUME COMPETITION

37.1 ELIGIBILITY

Competitors may be males or females of any age. All participants in costume competition must be one of the following:

- a. Members in good standing of the N-SSA
- b. Dependents of members in good standing of the N-SSA
- c. Non-members sponsored for competition by two members in good standing of the N-SSA.

37.2 REGISTRATION

Costume competition participants must file an application with the competition registrar on the form provided for that purpose. Applications must be accompanied by signatures and/or N-SSA membership number as requested on the form.

- a. If the individual is a current, dues-paying N-SSA member, the N-SSA competitor number and the competitor's signature are required.
- b. If the individual is not a member of the N-SSA, but is a family member of a current, dues-paying N-SSA member, the N-SSA member's name, competitor number, and signature are required.
- c. If the individual is neither a member of the N-SSA nor a dependent of a member of the N-SSA, his or her application must include the name, competitor number and signature of two members in good standing of the N-SSA who are willing to serve as sponsors.
- d. Application for competition may be submitted by mail. Applications and fees, if required, submitted by mail must reach the registrar no less than five days prior to the first day of the National Skirmish in which the applicant wishes to compete.

37.3 FEES

(amended 01/08)

Competitors entering under the terms of **rule 37.2(c)** shall pay an entry fee upon registration for costume competition.

- a. The fee for member child participation shall be \$3.
- b. The fee for member adult participation shall be \$5.
- c. The fee for non-member adult participation shall be \$10.
- d. The fee for non-member children under 12 years of age shall be \$5, with the exception of Boy's Military and Civilian, which is under 15 years of age.

37.4 SPECIAL NEEDS

37.4.1 SCHEDULING

Competitors with special scheduling needs must inform the Operations Coordinator of these needs prior to the start of the competition.

37.4.2 PHYSICAL LIMITATIONS

Competitors whose physical condition may limit their ability to participate are encouraged to inform the Operations Coordinator or the Committee Chair of such limitations prior to the start of competition.

37.5 ELIGIBILITY OF COORDINATORS

Appointed coordinators of the costume committee shall be permitted to enter competition, provided the smooth running of the competition is not sacrificed, and the objectivity of the judging is not affected. Coordinators who wish to enter will be expected to arrange for an N-SSA member to perform their duties, and to obtain the approval of the Operations Coordinator to the proposed arrangements.

37.6 ELIGIBILITY OF GARMENTS

All garments entered in N-SSA costume competition must be reproductions of garments worn during the years 1861 through 1865.

37.7 COMPETITION CATEGORIES

Each competitor is responsible for choosing the category in which she or he will compete. Competitors may request the advice of the registrar or other committee staff members. Competitors may compete in one or more of the following categories:

Children	Best Visual		Age
Infants		Regular	0-2
Children		Regular	3-5
Girl's Informal		Regular	6-11
Girl's Semi-formal		Regular	6-11
Boy's Civilian		Regular	6-15
Boy's Military		Regular	6-15
Young Ladies	Best Visual		
Informal		Regular	12-18
Semi-formal		Regular	12-18
Formal		Regular	12-18
Civilian Men	Best Visual	Intermediate	Regular
			16+
Adult Ladies	Best Visual		
Informal		Intermediate	Regular
Semi-formal		Intermediate	Regular
Formal		Intermediate	Regular
Judges		Intermediate	Regular
Specialty Dress		Intermediate	Regular
			19+
Special			
Young Seamstress and Costumer (Fall National only)			
Elmer Venskoske (Fall National only)			
Becky Wood (Spring National only)			
Delaney (Fall National only)			
Susan Brisbin Special Projects			
Rosaleen Hulshart (Spring National only)			
John Elton Children's Award of the Potomac Region (Spring and Fall)			

37.8 JUDGING

With the exception of the Becky Wood Award and the Boy's Military competition, all categories shall be judged by individuals selected by the Judges Coordinator.

- a. The Becky Wood Award shall be judged by members of the 3rd Maryland Artillery.
- b. The Boy's Military shall be judged by members of the N-SSA who have been selected by the costume committee for that purpose.

37.8.1 POINTS

All competitors shall be judged according to a point system established by the Costume Committee. Copies of the point system specifications are available, upon request, from the Operations Coordinator and the Judges Coordinator.

37.8.2 JUDGES

Judges shall be chosen by the Judges Coordinator. Individuals shall be deemed qualified to serve as judges by virtue of their success in regular competition and/or their study of Civil War period clothing.

- a. Judges shall not judge categories in which members of their own family, garments they made, or garments they helped to make are entered for competition. In such cases, the judge shall be replaced by the Judges Coordinator or by a suitable alternate for that particular category.
- b. Judges are requested to wear appropriate costumes of the Civil War era since their attire is a visible reminder to the spectators of their qualifications.

37.8.3 SUBSTITUTE JUDGES

Should the Judges Coordinator wish to compete, only a member in good standing of the N-SSA may assume his or her duties during the competition. The substitution order for the Judges Coordinator shall be:

- a. Operations Coordinator
- b. Assistant Operations Coordinator
- c. Costume Committee Secretary
- d. Registration Coordinator
- e. Trophies Coordinator
- f. Costume Committee Chair

37.8.4 JUDGING PROCEDURE

The three judges for costume competition shall be seated together and may only be approached by the Judges Coordinator or Operations Chair. When each category is called, the entrants in that category shall line up and approach the judges individually. A time limit shall be set, and efforts made to ensure that all entrants have the same amount of time before the judges. After judging, competitors are encouraged to make themselves available for presentation to the audience. Judging may proceed on additional categories before results are announced in the prior category. Once results are announced, winners shall be directed to a photographer to have pictures taken for publication in *The Skirmish Line*.

37.8.5 PROTESTS

Protests may be made to the Costume Committee Chair or the Operations Coordinator up to one hour after the official closing of Costume Competition.

37.9 AWARDS

Awards are chosen by the Trophies Coordinator, subject to approval by the coordinators of the Costume Committee.

37.9.1 NUMBER OF AWARDS

Awards shall be presented for first and second place and honorable mention in each regular competition category. First and second place awards shall be presented to individuals meeting the minimum point standards. Honorable mention awards may be presented to all competitors meeting specified point standards in each category.

37.9.2 “BEST VISUAL”

First and second place awards shall be presented in the “Best Visual” category to the competitors judged best in their class. There shall be no minimum standard for receiving an award in “Best Visual” competition.

37.9.3 PRESENTATION OF AWARDS

Awards shall be presented at each National Skirmish Costume Competition. When this is not possible, awards may be either mailed to the recipient or saved for presentation at the following National Skirmish.

37.9.4 TROPHIES

Revolving trophies shall be presented at National Skirmishes only. Trophy recipients shall be photographed with the trophy. At the conclusion of the competition, trophies shall be returned to the N-SSA Historic Center and shall not, under any circumstances, be removed from the property at Fort Shenandoah.

37.10 COSTUME RETIREMENT

Competitors who win first place awards in regional costume competition shall be eligible to compete in that same costume in National Skirmish Costume Competition. Once a costume wins first place in national competition, however, it must be retired for a period of two years unless it is substantially altered to give it a completely different look. After the 2-year retirement, a costume may be re-entered in competition without alteration.

37.11 REGIONAL COSTUME COMPETITION

Regions holding costume competitions shall be free to establish their own rules concerning costume retirement.

SECTION 38: YOUTH COMPETITION

38.1 OBJECTIVE

The objectives of youth competition with BB guns and pellet rifles are:

- a. To promote the education of young dependents and guests of the N-SSA in the history of the Civil War by increasing their participation in N-SSA activities.
- b. To provide an opportunity to learn the fundamentals of firearms safety and marksmanship through friendly competition.
- c. To promote the development of a sense of fair play and personal achievement while providing family entertainment during skirmish weekends.

38.2 ELIGIBILITY

(amended 08/07)

All dependents and guests of N-SSA members who are under the age of 15 years are eligible to participate in Youth Competition in two age classifications:

- Juniors — ages 4 years through 10 years
- Seniors — ages 11 years through 14 years.

The competitor's age for purposes of eligibility and classification shall be his or her age 24 hours prior to the competition. If a competitor's 15th birthday falls between March 1 and the day of the Spring Nationals competition, he or she shall be allowed to compete in individual and team competition at the Spring Nationals only. If a competitor's 15th birthday falls between July 17 and the date of the Fall National competition, he or she shall be allowed to compete in individual and team competition at both National Skirmishes for that year.

38.3 EQUIPMENT AND AMMUNITION

(amended 08/07)

- a. Youth Competition is limited to the use of pellet rifles or BB guns that fire only one pellet or BB and requires manual action by the competitor to cock and chamber a round. These arms may be of lever, pump, or break action. Only fixed post or bead front sights and open or peep rear sights are authorized. Rear sights may be adjustable for both windage and elevation.
- b. No optical sights are permitted. Stocks must be factory installed except that they may be lengthened or shortened, provided the general contour of the original stock is maintained.
- c. No pistol grip stocks are permitted.
- d. No Youth Competition arm shall weight more than seven pounds.
- e. The trigger pull shall be not less than two pounds when measured in the same manner as black powder firearms.
- f. Ammunition is limited to .177 caliber steel or lead BB and .177 caliber lead pellets.

38.4 TARGETS

All Youth Competition shall be fired at a target distance of 25 feet from the firing line.

38.4.1 INDIVIDUAL YOUTH COMPETITION TARGETS (amended 8/2012)

Individual Youth Competition shall be fired using a three-bull N-SSA TF-1 target, five shots per scoring bull maximum. Youth Team Competition shall consist of at least three events of breakable targets. The targets for each event shall be uniform.

38.4.2 YOUTH TEAM COMPETITION TARGETS (added 01/09)

- a. CLAY PIGEONS – 25 feet, rapid fire. 60mm pigeons (Moskeet).
 - 1. Twelve Moskeet on a backer, mounted with trash bag ties or wire clips, color side out.
 - 2. Two hanging Moskeet per competitor, color side out.
- b. NECCO WAFERS – 25 feet, rapid fire.
 - 1. Twelve wafers on a backer, mounted with trash bag ties or wire clips, color side out.
 - 2. Two hanging wafers per competitor, color side out.
- c. CLAY POTS – 25 feet, rapid fire.
 - 1. Two hanging clay pots or pot silhouettes per competitor.
- d. WHITE PLASTER DISCS – 25 feet, rapid fire.
 - 1. Two hanging 1-3/4" white plaster discs per competitor.

38.5 YOUTH TEAM COMPETITION (amended 01/09)

- a. Youth Team Competition shall be composed of teams of three to five individuals of the same age classification. The size of each team shall be determined by the Youth Competition Director, depending on the number of competitors available. In order to fill out teams, it is permissible for a Junior Competitor to shoot on a Senior team. Senior Competitors may not compete on Junior teams.
- b. Youth Team Competition at a Spring National Skirmish shall be composed of competitors from the same team or region when possible.
- c. Youth Team Competition at a Fall National Skirmish shall be held among teams representing the several Regions of the Association. A Region may enter more than one team.
- d. Each Youth Team Competition event shall consist of events at least three minutes in duration, using breakable targets that are uniform for a given event. The time necessary to hit all the targets for the event shall be the team time for the event. A target is considered hit if it is missing a fragment, leaking or marked as a result of the impact of a fired BB or pellet, as verified by Skirmish Staff personnel.
- e. A penalty shall be added to the total event time for each unhit target. The penalty per unhit target shall be calculated according to the following formula: 180 seconds divided by the number of targets for the event. Use Table 27.2c Unhit Target Penalty Chart for calculating the penalty.

- f. A team's final score shall be the aggregate of the times, including penalties, for each event of the competition. If a team's final score ties with another team's score, the following tiebreaking procedure shall be used:
1. The team with the shortest time on the smallest target wins.
 2. If still tied, compare times on the next smallest target and step through all events if necessary. If two teams are still tied after all event times have been compared, both teams shall be declared the winner and given equal ranking.
- g. Each competing team shall provide its own time and safety officer. Each team shall have at least one adult coach immediately behind the firing line for a team event. Any competitor who needs individual assistance shall be allowed one adult coach.
- h. All Youth Team Competition shall be fired from the offhand position. This requirement may be waived for the benefit of a competitor with physical limitations.

38.6 INDIVIDUAL COMPETITION

(amended 01/09 and 8/2012)

- a. Youth Individual Competition shall be fired in relays of 30 minutes duration each. If a Youth Competition arm malfunctions during a relay, it may be repaired or replaced by an adult, but no extra time shall be allowed to complete the relay.
- b. During Youth Individual Competition, an adult shall accompany each competitor on the line.
- c. Individual targets shall be scored by a minimum of three adult scorers.
- d. All Youth Individual Competition shall be fired from the offhand position. This requirement may be waived for the benefit of a competitor with physical limitations.
- e. Scoring Targets – Each shot shall be given the value of the scoring ring in which the leading edge of the shot hole (closest to the center) is located. The score will be from 5 to 10-X for each shot, with a maximum total of 100-10X. A shot hole, the leading edge of which comes in contact with the outside of the bullseye or scoring rings of the target is given the higher value. If a competitor hits on the target but, outside the scoring rings, that shot will be counted as 5 points. A scoring gauge will be used to determine the value of close shots. The higher value is awarded when the flange of the gauge touches the scoring ring, except when the BB gun “outward” scoring gauge is used, in which case, the higher value is awarded when the flange fails to touch the outside edge of the next scoring ring out.
- f. Scoring gauge limits – Outward scoring gauges will measure between 0.421 and 0.423 inches. These are identified as blue plugs.
- g. When using the plug for deciding the value of a shot, a second scorer should be used to decide the value of the shot(s) if questioned by the first scorer. If two scorers cannot agree, a third person will make the decision.
- h. When the competitor has the correct number of scoring shots on his/her target, but has too many hits on one of the individual bulls, the competitor shall be penalized by deducting one point for each extra hits on the bull.
- i. Excessive hits – If more than the required number of hits appears on a target, any shot that can be identified as having been shot by another competitor shall not be scored. If a shooter,

through his or her own error, fires more than the required number of shots, the highest value hits over and above the required number shall not be counted.

- j. Tie breakers – Ties shall be broken in the following manner:
1. By the greatest number of Xs.
 2. By the greatest number of shots of the next lower value, continuing downward until a difference is found.
 3. If none of these steps breaks the tie, the scores are declared tied and the competitors given equal ranking.

38.7 SAFETY

- a. During Individual Youth Competition, each competitor shall have an adult in place to supervise safe competition.
- b. During Youth Team Competition, each team shall have at least one adult safety officer.
- c. During individual and team events, safety glasses shall be worn by both the shooter(s) and the adult safety officer/coach.
- d. If a competitor acts in an unsafe manner and has not responded to correction, the competitor may be removed from the firing line and barred from competing during the remainder of the competition.
- e. Prior to leaving the firing line, each competitor shall, under adult supervision, either remove all BBs/pellets from their firearm or put the arm into a case.

38.8 AWARDS

(amended 08/07)

- a. Youth Team Competition awards shall be given to each team member of the top three placing teams in each age classification.
- b. Individual Youth Competition awards shall be presented as follows:
 Juniors: Six places.
 Seniors: Three places pellet rifle; six places BB gun.

38.9 LIMITATIONS OF GUIDELINES

The foregoing guidelines are for use during National Skirmishes. Youth Competition at Regional Skirmishes is not bound by these guidelines except as to the safety requirements.

SECTION 39: UNIFORM COMPETITION

39.1 ROBERT L. MILLER AWARD

The Robert L. Miller Award was created to encourage historical research, production, and the wearing of authentic Civil War clothing at N-SSA shooting events for public education of both participants and the general public.

- a. The Robert L. Miller Award competition is held during the Spring N-SSA National Skirmish at 4 p.m. Saturday at Memorial Park.
- b. Any individual N-SSA member in good standing who has not already won the award.
- c. Individuals wishing to compete for the award may do so by indication on the unit registration form for each Spring National, by signing in at the executive secretary's office, or by signing in at the actual competition.

39.1.1 JUDGING PROCEDURE

- a. Judges are appointed at the discretion of the Uniform Committee Chairman or his designee and are normally N-SSA members who have previously won the Miller Award or are members of the N-SSA with professional experience or a strong background in the Civil War military material culture, its history or related museum field.
- b. Competitors shall be judged individually and sequentially. The judging procedure is structured to allow each competitor time to present the impression to the judges, and allow the judges to ask questions of the competitor.
- c. Competitors are to wear the same basic uniform conforming to their unit's bylaws that they wear while shooting in team events. The competitor is to represent his parent N-SSA unit, and the uniform is to be a replica or theoretical recreation of the uniform that was worn by the original unit at some point during the period 1861 – 1865. The use of original items from the period is prohibited.
- d. Points System: A specific judging point system is used by the judges. In order to win the Robert L. Miller Award, a competitor must receive at least 100 out of a possible 125 points. (Table 39.1)

39.1.2 AWARD PRESENTATION

- a. The Miller award medal is a bronze medallion bearing the likeness of Robert L. Miller with the competition winner's name engraved upon it.
- b. The winner will be recognized on Sunday at the opening ceremonies before Company Musket Matches at the Fall Nationals following the competition.

39.2 JACK RAWLS AND ERNEST PETERKIN AWARDS

The Jack Rawls and Ernest Peterkin awards were created to act as an adjunct to the Robert L. Miller Award to encourage historical research, production, and wearing authentic Civil War clothing at N-SSA shooting events for public education of both participants and the general public. The Jack Rawls and Ernest Peterkin awards are reserved for Robert L. Miller Award competitors who, while not the highest scoring competitor (i.e., winner of the Robert L. Miller Award) have scored 100 points or more. The Jack Rawls Award is presented to an individual N-SSA competitor

representing a Confederate unit while the Ernest Peterkin Award is presented to an individual N-SSA competitor representing a Union unit.

- a. As an integral part of the Robert L. Miller award competition, the Jack Rawls and Ernest Peterkin awards competition is held during the Spring N-SSA National Skirmish at 4 p.m. Saturday at Memorial Park.
- b. Any individual N-SSA member in good standing who has not already won the Robert L. Miller Award.
- c. Registration is the same as that for the Robert L. Miller award. Individuals wishing to compete for the award(s) may do so by indicating on the unit registration form for each Spring Nationals, by signing in at the N-SSA secretary's office, or by signing in at the actual competition.

39.2.1 JUDGING PROCEDURE

- a. Judges are appointed at the discretion of the Uniform Committee Chairman or his designee and are normally N-SSA members who have previously won the Miller Award or are members of the N-SSA with professional experience or a strong background in the Civil War military material culture, its history or related museum field.
- b. Competitors shall be judged individually and sequentially. The judging procedure is structured to allow each competitor time to present the impression to the judges, and allow the judges to ask questions of the competitor.
- c. Competitors are to wear the same basic uniform conforming to their unit's bylaws that they wear while shooting in team events. The competitor is to represent his parent N-SSA unit, and the uniform is to be a replica or theoretical recreation of the uniform that was worn by the original unit at some point during the period 1861 – 1865. The use of original items from the period is prohibited.
- d. Only one award is given for the Rawls and or Peterkin awards during each Robert L. Miller Award competition (Table 39.1)

39.1.2 AWARD PRESENTATION

- a. The Jack Rawls and Ernest Peterkin awards consist of an N-SSA competitors medallion bearing the designation of either "The Jack Rawls Award for Most Authentic Confederate Skirmisher" or "The Ernest Peterkin Award for most Authentic Union Skirmisher."
- b. The winner(s) will be recognized on Sunday at the opening ceremonies before Company Musket Matches at the Fall Nationals following the competition.

39.3 MOST AUTHENTIC UNIT AWARD

The Most Authentic Unit Award was created to encourage historical research, production, and the wearing of authentic Civil War clothing at N-SSA shooting events for public education of both participants and the general public. Most Authentic Unit Award is awarded to N-SSA units representing Confederate and Union units.

- a. The Most Authentic Unit Award competition is held during the Fall National Skirmish at 4 p.m. Saturday at Memorial Park.
- b. The Most Authentic Unit competition is open to any member organization in good standing. Competing units must have a minimum of five of their own members in good

standing present in order to compete. Supernumeraries from other member organizations are not allowed to participate in the competition.

- c. Units wishing to compete for the award may do so by indicating on the unit registration form for each Fall Nationals, by signing in at the N-SSA secretary's office, or by signing in at the actual competition.

39.3.1 JUDGING PROCEDURE

- a. Judges are appointed at the discretion of the Uniform Committee Chairman or his designee and are normally N-SSA members who have previously won the Miller Award or are members of the NSSA with professional experience or a strong background in the Civil War military material culture, its history or related museum field.
- b. Competitors shall be judged individually and sequentially. The judging procedure is structured to allow each unit spokesman time to present the unit's history and impression to the judges, and allow the judges to ask questions of the unit's spokesman and other unit members.
- c. Competitors are to wear the same basic uniform conforming to their unit's bylaws that they wear while shooting in team events. The competitor is to represent his parent N-SSA unit, and the uniform is to be a replica or theoretical recreation of the uniform that was worn by the original unit at some point during the period 1861 – 1865. The use of original items from the period is prohibited.
- d. A specific judging point system is utilized by the judges. In order to win the Most Authentic Unit Award, a unit must receive at least 100 out of a possible 125 points. Only one Most Authentic Unit Award is given out to Confederate and or Union units competing (Table 39.2)

39.3.2 AWARD PRESENTATION

- a. The Most Authentic Unit Award awards consist of N-SSA competitor's medallions bearing the designation of either "The Award for Most Authentic Confederate Unit" or "The Award for Most Authentic Union Unit." Each participating unit member of winning unit(s) will receive the award.
- b. The winner(s) will be recognized on Sunday at the opening ceremonies before Company Musket Matches at the Spring Nationals following the competition.

Robert L. Miller Award Judging Form

Name: _____ Time Presented: _____

Unit: _____ N-SSA Competitor # _____

Item	Possible Points	Points Awarded	Notes and Comments
Hat	15		
Coat	30		
Trousers	25		
Footwear	9		
Shirt	15		
Suspenders	2		
Accoutrements	15		
Accessories	5		
Drawers	2		
Socks	2		
Interview	5		
Total Possible Points	125		

In the event of a tie, a run-off will be conducted using Hardee's tactics. This exercise will be given a point value of 10. If a tie still exists, the judges will then decide on an additional tie-breaking event. Greater consideration is to be given to competitors who have sewn or assembled their uniforms and equipment.

Table 39.1

Most Authentic Unit Award Judging Form

Unit Name _____ N-SSA #: _____

Time period represented: _____ Theater or army represented: _____

Number of members competing: _____ Starting Points: 100

Are there special things to consider about this unit, such as an unusual uniform, reputation or history?

Item	Points Awarded	Notes and Comments
Hat/Cap; Coat/Jacket		
Trousers and Footwear		
Accoutrements		
Firearms correct for time period represented		
Shirts (if visible)		
Five or more members standing inspection?		

Extra credit items:

Accessories (maximum 10 points)		
Interview/knowledge (maximum 5 points)		
Obvious extra effort (maximum 5 points)		
Military drill/bearing/appearance (maximum 5 points)		
Total Extra Points		
Total Possible Points		

Accoutrements consist of leather gear (belt, cartridge box, cap pouch, bayonet scabbard), haversack, etc. Accessories are non-uniform items such as poncho, blanket shelter half, etc. In the event of a tie, a run-off will be conducted using Hardee's Tactics. This exercise will be given a point value of 10. If a tie still exists, the judges will decide on an additional tie-breaking event.

Table 39.2

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SECTION 40: SUTLER RULES

40.1 SUTLER (DEFINITION)

Sutlers are retailers whose products consist primarily of Civil War and skirmish-related items, and other items of general interest to the membership. Any person awarded the privilege of operating as a sutler at Ft. Shenandoah is expected to demonstrate good conduct, and to conduct business with honesty and integrity. Foul and abusive language, dealing in prohibited items, or other just cause shall result in the loss of the privilege of being a sutler at Ft. Shenandoah.

40.2 SUTLER OFFICER

The Commander, with the consent of the Board of Directors, shall appoint a Sutler Officer. He shall be in charge of Sutler Row, and may appoint deputies as necessary, with the consent of the Board of Directors.

- a. The Sutler Officer and/or his or her assistant(s), shall inspect the items for sale in Sutler Row, and shall have authority to order the removal of prohibited items offered for sale.
- b. In case of a continued violation of these rules, the Sutler Officer shall have the authority to temporarily order a Sutler to close and cease doing business until the situation has been resolved by the Board of Directors.
- c. The Board of Directors shall have authority to bar any Sutler from Sutler Row, for any length of time, for violation of these rules.

40.3 SUTLER ROW

Sutler space shall be restricted to the sale of sutler items. Space shall be assigned only in an area commonly known as "Sutler Row," the limits of which shall be determined by the N-SSA Board of Directors. No commercial activity shall be permitted in any other area of Ft. Shenandoah.

40.4 ASSIGNMENT OF SUTLER SPACE

The Sutler Officer shall have the sole authority to assign sutler space for each National Skirmish. Sutlers shall occupy space only with the approval of the Sutler Officer, and shall occupy only the space assigned to them by that officer. The Sutler Officer shall provide the renters of each space with a 3.5 x 8.5-inch identification card with the name(s) of the sutler(s) to whom the space is rented. That card must be prominently and visibly displayed in or on the rented space.

40.4.1 APPLICATION FOR SPACE

- a. The Sutler Officer shall prepare an application packet for National Skirmish sutler space. It shall include an application form, a copy of these Sutler Rules and a list of N-SSA-approved firearms.
- b. Current sutlers, and those requesting space, shall be sent the packet to apply for sutler space prior to each National Skirmish.
- c. Sutlers must apply in writing at least 30 days prior to the skirmish. Two or more sutlers may apply jointly for one space. The application must be accompanied by a check for the full amount of the rent for the space requested.
- d. Available space will be assigned on a first-come, first-served basis.
- e. An application must contain the names of all sutlers who will be doing business from a given rented space.

40.4.2 SUTLER FEES

- a. The Board of Directors shall establish sutler fees for National Skirmishes, based on the size, location, and amenities of the space assigned.
- b. For Regional Skirmishes and the Veterans Skirmish, a usage fee shall be set by the Board of Directors.

40.4.3 PLAT AND LOCATION OF SPACES

A plat map of Sutler Row showing all retail spaces shall be maintained. It shall show all continuously occupied spaces currently assigned, and all spaces currently available for rent.

40.4.4 CONTINUITY OF USE

Sutlers may request continuous use of a space. The Sutler Officer shall grant such a request, provided the sutler complies with these rules and that the Board of Directors has not approved plans to alter or change the use of the space in question.

40.4.5 RELINQUISHING SUTLER SPACE

A previously occupied space shall be relinquished for any of the following reasons:

1. Non-compliance with the Sutler Rules.
2. Failure to use the assigned space for the commercial activity for which it was rented.
3. Subleasing or reassigning rented space to another individual or group.

40.4.6 SUBLEASING OR REASSIGNMENT OF SPACE BY SUTLERS PROHIBITED

Sutlers are prohibited from subleasing or reassigning their space or portions thereof to others. A space occupied by a sutler other than the sutler(s) to whom the space is rented shall be ordered closed immediately without reimbursement of any fees paid to the N-SSA, and without reimbursement for any improvements made by the sutler(s) to whom the space was rented. A sutler who occupies a space rented to another has no claim to future use of the space.

40.5 USE TIMES FOR SUTLER SPACES

Sutler spaces are rented *only* for National and Regional Skirmishes and the Veterans Skirmish. No business shall be conducted from a Ft. Shenandoah sutler space except during a skirmish. Nothing may be stored in a sutler building between skirmishes.

40.5.1 NATIONAL SKIRMISHES

- a. Sutlers may begin setting up their merchandise in their assigned spaces on Monday of the skirmish week.
- b. Sutlers may commence doing business as soon as they are set up.
- c. Merchandise must be cleared out of rented spaces no later than Monday afternoon following a National Skirmish.

40.5.2 OTHER SKIRMISHES

- a. Sutlers may begin setting up their merchandise in their assigned spaces on Thursday before the weekend of the skirmish.
- b. Sutlers may commence doing business as soon as they are set up.

- c. Merchandise must be cleared out of rented spaces no later than Monday afternoon following the skirmish.

40.6 PERMITTED AND PROHIBITED ITEMS

It is the responsibility of the sutler to make sure items offered for sale meet the standards of these rules. Any items of which the sutler is not sure must be cleared in advance by the Sutler Officer.

40.6.1 PERMITTED ITEMS

- a. Civil War-related items of interest to skirmishers and their families, including such items as uniforms and uniform parts and accessories, firearms and firearm parts, accoutrements, shooting supplies and related equipment, percussion caps, period clothing and accessories, art, books, relics, and edged weapons.
- b. Camping supplies, including lamp oil, stove fuel, paper products, cooking utensils, camp tableware, paper or plastic plates and bowls. Products sold must not be subject to licensure laws of the Commonwealth.
- c. Firearms offered for sale must be:
 1. Original black powder arms that qualify under *The Skirmish Rules* for use in N-SSA competition
 2. N-SSA approved replica firearms
 3. Replicas of other firearms of the Civil War period
 4. Collectable original military arms of models that predate 1898
 5. Firearms not subject to transfer restrictions under Federal, Commonwealth, or local laws.
- d. Firearm sales must conform to applicable Federal, Commonwealth, or local laws.
- e. Firearms not approved for use in N-SSA competition must be visibly and clearly marked NOT N-SSA APPROVED.

40.6.2 PROHIBITED ITEMS

The following items are prohibited from being sold or offered for sale. Violation of this section shall be dealt with in accordance with **Rule 40.2**.

- a. Beverages
- b. Food
- c. Tobacco products
- d. Ammunition
- e. Black powder
- f. Firearms that do not meet the standards of **Rule 40.6.1(c)** above.
- g. Fireworks, smoke grenades, toy cap guns and/or their caps, blasting caps, dynamite, any form of gunpowder, or any other explosive substance
- h. Obscene or pornographic materials or items deemed by the Sutler Officer or the Board of Directors to be objectionable, offensive, or inappropriate to a family environment

40.7 SALES OUTSIDE OF SUTLER ROW

There shall be no commercial activity outside Sutler Row. Commercial activity shall be defined as setting up displays of merchandise or items for sale to the public. Private sales, such as buying, selling, or swapping personally owned items, shall be permitted outside Sutler Row, provided such items are not displayed as being for sale or trade to the general public. Displays of items for sale shall only be permitted on Sutler Row.

40.7.1 FIREWOOD

The sale of firewood in the campgrounds is not restricted by these rules.

40.7.2 FOOD SERVICE

Food service at Fort Shenandoah is contracted exclusively to the Gainesboro Ruritan Club, and is governed by a separate document.

40.8 ENFORCEMENT OF SUTLER RULES

The Sutler Officer shall have the authority to order prohibited items removed immediately from sutler space, and/or to order the temporary closing of any sutler who fails to comply with any of these rules.

40.8.1 SUTLER OFFICER

The Sutler Officer shall immediately report the closing of a sutler to the N-SSA Commander, along with his recommendation for action by the Board of Directors. Actions of the Sutler Officer may be appealed to the Board of Directors by the sutler.

40.8.2 BOARD OF DIRECTORS

The Board of Directors may allow the sutler to reopen with changes made that satisfy the Sutler Officer, or may close the offending sutler for a period of time it may determine, or may bar the sutler permanently from doing business at Ft. Shenandoah. Decisions of the Board of Directors are final.

40.9 FEES AND TAXES

Sutler fees are space rent for National and Regional Skirmishes. Sutler fees for National Skirmishes are payable with the application for the space.

40.9.1 TAXES

Sutlers are required to collect Virginia sales tax on their gross sales. Sutlers who do not have a Virginia sales tax number on file with the N-SSA must forward the collected funds to the Sutler Officer by the deadline set for each skirmish. Checks must be made payable to the N-SSA, and clearly marked "Sales Tax."

40.9.2 DELINQUENCY

- a. A \$25.00 late fee shall be collected for sales tax not paid by the deadline established for that skirmish.
- b. A \$5.00 late fee shall be collected for each month the regional sutler fee remains unpaid.
- c. Delinquent accounts shall be reported to the Board of Directors for action.

40.10 SUTLER BUILDINGS

The N-SSA owns all sutler buildings and retains control over their use. A sutler who relinquishes occupancy by missing a deadline for registration and/or payment, or who is denied occupancy by the Board of Directors or the Sutler Officer for good cause, must remove all furnishings and property no later than one month before the next National Skirmish. Anything not removed will be considered abandoned and may be disposed of by the N-SSA.

Sutler buildings exist for commercial selling of skirmish-related merchandise. Sutler buildings shall not be used as living quarters. It is understood that some sutlers desire to sleep in their assigned buildings to protect their merchandise, and the use of cots for that purpose is permitted. Spaces in sutler buildings may *not* be modified to include integral sleeping or living accommodations. No merchandise may be stored in sutler buildings between skirmishes.

40.10.1 ALLOWABLE MODIFICATIONS

- a. Modifications to accommodate a sutler's business, such as shelves, tables, counters, and racks, are allowed.
- b. Electrical modification in a sutler building space requires the written approval of the Property Management Committee Chairman before such work begins.
- c. Modifications to the exterior of a sutler building space requires the written approval of the Property Management Committee Chairman before such work begins.

40.10.2 KEYS

- a. Only keyed padlocks may be used on sutler buildings. Any other padlock will be cut off by the Property Manager, and will be replaced with an N-SSA lock, and the sutler will be charged for the cost of the N-SSA lock.
- b. If padlocked, a duplicate key *must* be given to the Sutler Officer. If one is not provided, the sutler's lock will be cut off and replaced at the expense of the sutler.

40.10.3 FIRE EXTINGUISHER

Permanent buildings and tented shelters used by sutlers *must* have a working fire extinguisher (provided by the sutler) on the premises during all times when open for business. Sutlers are encouraged to have an A-B-C type all-purpose extinguisher. Sutlers found to be without a required fire extinguisher shall be ordered closed until a proper extinguisher is acquired and put in place.

40.11 TRASH

Sutlers' trash must be disposed of in the dumpster near the barn, or in a trash trailer located behind Sutler Building D (if available). Sutlers' trash may *not* be placed in the barrels located within Sutler Row; those barrels are for trash disposal by the public.

40.12 RAFFLES AND OTHER DRAWINGS AT NATIONAL SKIRMISHES

Raffle tickets may be sold at Ft. Shenandoah only if the raffles comply with the laws of the Commonwealth of Virginia, and only if the proceeds will benefit the N-SSA, or one or more of its regions, or one or more of its member organizations. Raffle tickets may be sold only from a space assigned for that purpose in Sutler Row. Aggressive and abusive selling tactics shall not be permitted, and shall cause sales to be stopped.

40.13 SUTLER CAMPING AND PARKING PRIVILEGES

Free camping space shall be provided for sutlers, and parking space will be provided for their cargo-hauling vehicles. Motor vehicles and cargo trailers are banned from Sutler Row, except for loading and unloading merchandise, or when used as part of the sutler business and parked entirely within the sutler's rented space.

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