

The
Inspector's Handbook



of the

**North-South Skirmish Association,
Inc.**

Revised September 2006

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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 breech-loading 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 breech-loading shoulder arm having a rifled bore, using internally primed black powder ammunition and a maximum barrel length of 26.5 inches.
- j. **Single-shot Breechloading Rifle/Carbine II:** a firearm as defined in (h) or (i) above, but which has no magazine feed and must be single-loaded. Ammunition may be internally or externally primed.
- 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 8/2006)

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 30 (thirty) days 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 which 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 which 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 8/2006)

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, which 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, which 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, which 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, which 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)

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(i)**, 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 include additional thickness from that of the original model concerned. 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 which consists 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 or tangent 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.

1. 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 not less than two pounds. The trigger pull for all other arms shall be not 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

Rifles and carbines originally requiring rimfire ammunition may be converted to centerfire by the use of a 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 'floating' type 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 checquering 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 8/2006)**

Ramrods must be of the correct pattern and dimensions for the arm. Copies may not exceed the firearms's barrel length, less the tang, by more than three (3) inches, and may be made partly or wholly of brass. "Knurling" the rod is prohibited, and threading may not exceed one (1) inch.

14.14.1 RAMROD THREAD PROTECTORS **(amended 8/2006)**

A ramrod thread protector may be used, consisting of a metal tip threaded to fit the threaded end of the ramrod and not over 1 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 (3) inches.

14.14.2 PROHIBITIONS **(amended 8/2006)**

- 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**).

SECTION 15: UNIFORMS

15.1 APPLICATION OF UNIFORM RULES

These rules shall apply only to units while participating in official skirmish activities, namely all company matches and all artillery competitions. 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 been 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 8/2005)

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. which are not of regulation patterns but are believed or known to be of patterns which 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 purposes.

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 (but shall not be limited to):

- 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 longarm 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 which are not of regulation patterns but are believed or known to be of patterns which 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 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 a 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. Breech-loading 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

- 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 muzzle-loading 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 breech-loading rifles should approximate the size of the original rimfire cartridges used in these arms prior to April 26, 1865.
- f. Cartridges for muzzle loading arms must consist of a cardboard or plastic cylinder, sealed on one end. No cartridge shall be employed which allows the ramrod to be pushed through the cylinder. No cartridge may be used which is designed to be set in place on, in, or around the muzzle. (added 8/2005)

17.6 PERCUSSION CAPS AND PRIMERS

- 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. (amended 8/2005)
- 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 which are 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, which shall be 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**. (See **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

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 lottery 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 LOTTERY DRAWING

The lottery 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. Drawing of hospital or vacant 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, breech-loading 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.

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.

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 which, 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 may allow.

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 (added 8/2005) (amended 8/2006)

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.

19.3 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 at least ten (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 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 person shall be a member of only one (1) 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.

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 8/2005)

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.

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 ten 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**.

22.3 COACHING

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

22.3.1 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**.

22.5 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

No competitor may fire deliberately on a target or target fragments of another company during a company match. Violation shall result in disqualification under **rule 22.10**.

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, "RETIRE." 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

Competitors may not exchange arms during a company event. Violation shall result in disqualification under **rule 22.10**.

22.9 SUBSTITUTION DURING A COMPANY MATCH

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, one smoothbore company, and one artillery crew in the same artillery class 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

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

22.9.3 ILLEGAL SUBSTITUTION, COMPANY

A company which knowingly employs a shooter who has already fired in 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 which 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 maybe 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

Companies shall fire only on the position assigned to them, unless permitted by the Skirmish Director to make a change. A company which fires from a position other than that to which assigned shall be disqualified from that skirmish.

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 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 HANDGUNS

All firing shall be done with the gun held in one hand only, supported only by the strength of the arm, the other arm being used in no way to support the gun or gun arm. All portions of the shooter's clothing, body and gun 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 are worn only for the protection of the body.

22.19 REMOVAL OF INDIVIDUAL TARGETS AT NATIONAL MATCHES

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, etc. 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.

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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 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 muzzle-loading 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 may be 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 8/2005)

25.2.1 LOADING FLINTLOCKS (added 8/2005)

- 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 1/2005)**

- 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 1/2005)**
- f. During Breechloading Rifle/Carbine II company matches Henry firearms must start every event with a fully loaded magazine. **(added 1/2005)**

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 1/2005)**

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 8/2005)

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 may use whatever means or tools he has available with his accoutrements or those of a company member on the firing line to clear his piece. Muzzle-loading 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 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 muzzle-loading arm must be flooded before a ball puller may be used to withdraw the ball. An arm which 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 8/2005)

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

A disabled revolver, if it cannot be fired, 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 that 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 8/2006)

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 observed 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 observed in the breech.

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SECTION 28: CHALLENGES AND PROTESTS

28.1 CHALLENGES

A competitor in the individual matches may challenge the scoring of any target which he 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, which 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 which 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 (3) 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 which is obviously cheating, whether to enhance the cheater's position or to impede a competitor, may protest through his company commander, or 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 thereon 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.