

The Capitol Guards



**Company A
6th Arkansas Infantry
Re-Enactors**

Member's Guide

January 2007

Creed of the Living Historian

We are people to whom the past is forever speaking. We listen to it because we cannot help ourselves, for the past speaks to us with many voices. Far out of that dark nowhere which is the time before we were born, men who were flesh of our flesh and bone of our bone went through fire and storm to break a path to the future. We are part of the future they died for; they are part of the past that brought the future. What they did—the lives they lived, the sacrifices they made, the stories they told and the songs they sang and, finally, the deaths they died—make up a part of our own experience. We cannot cut ourselves off from it. It is as real to us as something that happened last week. It is a basic part of our heritage as Americans.

The Capitol Guards

Welcome to the Capitol Guards — the living historians of Company A, 6th Arkansas Infantry, and one of the oldest living history organizations in the state. We are very proud of our Company's fine record, and strive to recreate it with pride and honor.

The original Capitol Guards were organized as one of Arkansas's first militia units in the summer of 1837, under the command of Captain Albert Pike. Originally known as the "Little Rock Guards", the company served the state government and the City of Little Rock proudly, providing security against Indians and performing ceremonial functions for holidays and in support of the state legislature. In 1846, the company reorganized itself as cavalry and served with General Zachary Taylor's army in the Mexican War. While membership lapsed for some years after the unit's return from Mexico, the unit reformed as the Capitol Guards in the late 1850's and were among the first to respond to the call to arms when Arkansas cast its lot with the Confederate States of America early in 1861. One hundred thirty four men marched off to war in June, 1861; fewer than two dozen were standing with the colors when the Army of Tennessee finally surrendered near Durham Station, North Carolina in late April, 1865. Behind them lay the most cataclysmic event in American history, written in their blood, sweat, and toil.

Since 1963, today's Capitol Guards — re-enactors and living historians — have sought to honor and remember the experiences and sacrifices of the original Capitol Guards and the Confederate soldier by travelling in their shoes, seeking to share their experience, and in turn share and commemorate their experiences and their accomplishments with others through reenactments, living history and educational demonstrations.

Magic moments – Civil War re-enactors attach a special meaning to these words. Magic moments can happen at large battle reenactments, where there are tens of thousands of troops on the field and the air is thick with black powder smoke and the noise is so intense you can't hear yourself yell. Or they can happen when it is very quiet and you are all alone, late at night, standing picket duty while the rest of the camp sleeps. They usually only last a moment or two. They happen when the sights and sounds around you create a scene that is so convincing, so inspiring, and so hypnotic that you believe that you have really traveled back in time. Magic moments.

If you are a student of the Civil War, you may have felt the desire to somehow travel back in time. As you have read Civil War history, you may have tried to imagine what it would be like to actually be there and experience it first-hand. If you have felt these emotions, then you may already be well on your way to being a good Reenactor. The rest is simply technique and equipment – both readily available to anyone. A good Reenactor becomes a Civil War soldier. Being a good Civil War Reenactor is a state of mind.

Since the beginnings of the modern reenactment movement in the early-1960s, there have been tens of thousands of reenactors who have donned authentic (or at least semi-authentic) uniforms, weapons and equipment and gone out to recreate the battles of the Civil War. A much smaller group, the living' historians, have made a serious effort to authentically recreate the daily life of the Civil War Soldier. Their work

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constitutes an extremely important body of knowledge about the period.

Conventional historians concern themselves primarily with the battles, leaders, and social background of the war. While they may delve into the life of the common soldier, their main focus is usually such that this serves only as “atmosphere” to the main story.

Living historians, by contrast, approach the war from the “grassroots” level. By living the way the soldiers did – camping in tents or sleeping on the bare ground, eating authentic rations, learning from the original drill manuals, and attempting to copy as closely as possible the uniforms, weapons, equipment, and mannerisms of 19th Century soldiers – they bring a new understanding of the war not possible through the purely academic approach. The academic historian may talk about how difficult it was to march from “Point A” to “Point B,” but until one has put on a pair of brogans, buckled on his traps, and shouldered a musket for twenty miles or more along a dusty (or muddy) road, he will never have the depth of understanding the living historian has.

Living history is simply a new method of conducting historical research and of reporting the results of that research to the general public. When a living historian tries different ways of making his corn meal more palatable, or when he experiments with whether to carry a blanket roll or a knapsack, he is actually doing an experiment aimed at collecting data which can then be used to further understanding of documentation written by the original soldiers or recorded by later generations of historians. When he participates in a living history encampment, does a talk at a school, or fights in a battle he is attempting to convey the results of his research to others – much in the same way that a conventional historian does when he publishes a book or journal article or gives a classroom lecture.

At its worst, Civil War Reenacting can be just about the most uncomfortable activity imaginable. But thousands of us keep coming back, year after year, travelling hundreds of miles, just to escape the 20th (and now the 21st) century for a few days. It must be worth it.

This hobby is addictive, and it will change your life. You will read history – Civil War and otherwise – from an entirely different perspective; that of the private soldier who has shouldered his rifle and traps and slept on the ground. You will find yourself thinking about the next event as you drive home from the one you just attended. You will actually come to love the pungent aroma of wet wool. And if you are willing to let it happen, you will experience some of those magic moments yourself.

Welcome to our campfire, Pard....

THE CAPITOL GUARDS

The “Capitol Guards” is a Living History organization based in Little Rock and central Arkansas. Our membership is composed of a wide variety of men and women who promote the local history of Pulaski County and that of Arkansas. We principally portray a unit of Confederate infantry serving in the western theater of the American Civil War. For historical continuity, we have chosen as our namesake a unit of the Confederate Army of Tennessee known as Company A, 6th Arkansas Volunteer Infantry, the “Capitol Guards” of Little Rock.

In addition to our Confederate impression, we also portray from time to time a unit of Federal infantry serving west of the Mississippi River.

The Capitol Guards are dedicated to the highest standards of reenacting, through which we can aid our membership, other re-enactors, and the general public in gaining a more thorough and objective understanding of the life and times of those who served in the Confederate Army during the War Between the States.

MISSION STATEMENT

The mission of the Capitol Guards is to keep alive the memory of those Arkansans who sacrificed life and property for the cause of Southern independence. To accomplish this goal, we strive to recreate, as nearly as possible, the life and experiences of the Arkansans serving in the Confederate Army.

CORE VALUES

- The Capitol Guards are a “band of brothers,” and as such we depend upon each other for advice, example, communication and support. Our success as a unit will depend on how dedicated we are to one another’s progress and growth.
- We are a democratic organization, in which the consensus of all members is sought, and the members determine in which events the Company will participate, and to what extent.
- We aspire to an ever-increasing standard of quality in Civil War reenacting, based on our own and other workers’ objective study and researching of period artifacts, documents, and photographs.
- We realize that we are “perpetual students”, and as such we shall share what we have learned, but never preach. We do not now have, nor will we ever have, a monopoly on knowledge.

AFFILIATIONS

The Capitol Guards do not support, nor will we tolerate any supremacist, racist or other “hate” groups, or any group which advocates another try at secession or any other disloyalty to the Constitution of the United States of America. Our members will not belong to any of these groups, nor espouse their beliefs.

Membership in or affiliation with the Sons of Confederate Veterans or any other similar organization is not a condition or requirement for membership in the Capitol Guards, and vice versa.

Further, in order to insure and maintain the integrity of the hobby of re-

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enacting, when it is agreeable to the majority of the members, or determined by the Division, Brigade, or Battalion command structure to be necessary to the circumstances of a particular re-enactment or living history event, we may re-create an unspecified unit of the Armies of the United States during the Civil War period.

At times when the Capitol Guards attend a living-history event or reenactment, we operate in concert with other units of the Battalion, Brigade, or other parent unit; provided however, that the direct command over the Capitol Guards shall only be exercised by the duly elected officers of this company, unless agreed otherwise, on a case-by-case basis, by the members of the company present at any particular function.

MEMBERSHIP REQUIREMENTS

Men who are at least 18 years of age may be admitted to full membership within the military ranks of this Company by vote of a majority of the members present at meeting at which such membership is proposed. Prospective members, or recruits must attend at least three company events, other than a regular company meeting, before they shall be eligible to be voted into full membership.

Members of the Company have the following rights:

- 1.) to be heard at unit meetings;
- 2.) to vote in unit meetings;
- 3.) to nominate individuals for election;
- 4.) to represent the unit at battalion meetings and functions, etc.;
- 5.) to request a fellow member's status be reviewed at years end;
- 6.) to run for office in the Company.

Regular members will renew their membership annually, and may be subject to peer review and status change if they have not met the minimum requirements for membership in good standing during the previous year.

RECRUITS: are those persons invited to serve as regular members. A person shall be considered a "recruit" once they have been invited into association by the company and have paid their annual dues. Recruits have the right to be heard at unit meetings, but will not be able to vote or run for office until accepted as regular or associate members. Recruits are eligible to petition for and be voted to full membership after they have attended three (3) events with the Capitol Guards.

The membership status of each recruit must be reviewed after not more than one year following the date of their enlistment. They will assume the rights and privileges of a regular member once their status is approved by the company.

CIVILIANS. Membership in the company as a civilian re-enactor is open to anyone who aspires to portray a civilian role in keeping with the Company's role in portraying specific historical situations or scenarios.

- **ETHNIC & GENDER ISSUES:** The Capitol Guards is an open organization in which we welcome participation by any interested person. However, we represent and re-enact a period of time in which the roles of women, children, and non-Caucasians in society were restricted in various ways.

- **MINORS.** Anyone under the age of 18 years may be admitted to membership by vote of a majority of members present at the meeting at which such membership is proposed, provided that a parent or other legal guardian of the minor either; 1) also joins and participates with the Company under the provisions of this manual, or 2) grants permission in writing that the minor is eligible to join the Company, and that the Company has no legal responsibility toward the minor. Pursuant to State and Federal Law, no member or recruit under the age of 18 will be allowed to handle a firearm (musket, rifle, or pistol) unless under the direct supervision of a parent, guardian, or other adult responsible for that individual's welfare. Minors under 16 will not be allowed on the battlefield, unless acting in an approved, appropriate role AND under the immediate supervision of a responsible adult.

- **WOMEN.** Women were prohibited from serving in the armed forces of the Civil War. While a few did manage to disguise themselves and enlist,

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these were rare exceptions, and those who successfully do so had to conceal their gender for the duration of their service while living and working in very close quarters in an all-male environment. Discovery inevitably resulted in their expulsion and discharge. Today, we live in a society where all sexes and all races enjoy equal rights and privileges. However in the keeping of the historical context, as a matter of policy the Capitol Guards do not permit females to serve in the ranks as soldiers during public re-enactments or other living history events. Rare exceptions may be made on a case-by-case, event-by-event basis where the particular “gender-challenged” person is 1) able to effectively disguise her gender throughout the duration of the event, 2) her participation is approved by the unit chain of command, and 3) her participation is unanimously approved by the participating members of the Company.

The Capitol Guards place no restriction on the participation of females in Company events when that person is participating in a role that would be historically or socially correct for the time frame portrayed.

RACE. With the exception of gender (as noted above), the Capitol Guards do not discriminate against nor do we restrict the participation of racially diverse people in Company events in historically correct manners.

GOOD STANDING. Every member of this company shall, in order to maintain his membership in good standing, attend at least three (3) events of the company per year, not including regular Company meetings, and shall have paid his Company dues for the year.

The key element in maintaining active membership in the Company is **participation** – to “come out and play” at Company events and activities. We’re pretty forgiving about many things, as long as you’re present and ready to “toe the line” at roll call.

DUES. The annual membership dues are \$15 per person, or per family if more than one member belongsto the same nuclear family. Dues are to be paid by the regular company meeting for the month of January of each year for a member to remain on the Company rolls, and be eligible to vote in the company elections to be held in that year. Members joining after the January deadline are expected to pay dues following their attendance at three events and upon their petition for full membership in the Company.

CONDUCT. All members of the Capitol Guards are expected to conduct themselves as gentlemen, according to the standards of the 19th Century, especially when in period attire and attending any official function of the Company. Each military member should show the appropriate military respect for their superiors in rank at these events.

Commissioned and non-commissioned officers shall not abuse their authority over those of inferior rank. At such times as this company shall be functioning in the role of a military unit on active duty, the conduct of its members shall be regulated, as nearly as practical, by the Articles of War for the government of the Armies being portrayed by the Company. The greatest importance is placed on the adherence of members of this company to the authenticity regulations of the company.

REMOVAL. As a result of misconduct, an individual’s membership in the Capitol Guards may be suspended, either permanently or temporarily. This regretful action would normally be accomplished through the annual review process. However, if an individual commits any infraction of customary safety practices; violates local or state laws; commits any act of

moral turpitude which could bring disgrace or scandal upon the Company; or endangers the health or well-being of another member, fellow reenactor or spectator; they will be immediately barred from further participation in that event by an emergency act of the commander pending a full review by the company membership. Any resulting disciplinary action will then be determined by a vote of the company. Such punishment may vary from temporary suspension of affiliation to complete termination of membership, and/or whatever action the collective membership deems appropriate.

COMPANY LEADERSHIP

The Capitol Guards maintain a dual structure of officers. Field officers hold positions of rank within the Company when it is “in the field,” e.g., actively participating in an event. They hold titles of military rank and wear the appropriate rank insignia on their uniforms. The field officers are supported by a number of administrative officers, who take care of the administrative and logistic tasks of the Company between events.

FIELD OFFICERS

Field officer positions are filled and occupied provided that the number of men in the ranks warrant that specific grade or position in order to reflect an authentic military structure. (We do not want to hold a formation with two officers, five NCOs, and only two privates!) The field officer positions are the Company Commander (Captain), a Lieutenant (only if company numbers or circumstances warrant this position), the First Sergeant, the Second Sergeant, and Corporals.

ADMINISTRATIVE OFFICERS

The administrative officers accomplish the routine administrative functions of the Company, such as event planning and coordination, registration for events, publishing the newsletter, recruiting, and managing the Company Fund. Because of the amount of extra work involved, these officers are typically volunteers, appointed by the Company Commander, and subject to confirmation by a majority vote of the Company. Administrative officers do not hold, wear, or exercise military rank within the Company, unless they simultaneously hold a position as a field officer. The administrative officer positions include the Steering Committee (or “Politburo”), the Newsletter Editor (who additionally serves as Treasurer), the Recruiter, and the Chaplain.

ELECTIONS

All Company officers, both field and administrative, are elected annually by the members of the company in good standing, as defined in these by-laws. Company elections are to be held at the annual company planning meeting in January of each year. New officers take office immediately following the close of the January planning meeting at which they are elected. Officers and NCOs may be removed from office by a vote of two-thirds (2/3) of the voting members present at any regular meeting at which a quorum is present.

In the event that an elected officer or non-commissioned officer is no longer able to perform his duties within the company, and resigns his post, special elections will take place to fill the vacated position. At such meeting that any resignation is tendered and accepted, the floor will be opened to nominations from the unit. To insure that all members of the unit have the opportunity to present nominees, the nominations will remain open until the special election is held. Special elections shall be held at the next regular company meeting, and the elected man shall assume the responsibilities of his rank as of that date.

OFFICERS

The elected commanding officer of the company holds the rank of Captain.

A Lieutenant, of unspecified grade, may be appointed to serve in the absence of the Captain if the Captain is unable to perform the day-to-day leadership of the unit, and upon approval by the members of the Company. All Officers should always be able to uniform and equip themselves as

enlisted soldiers in the event that an insufficient number of privates are available to participate at any particular function of the company.

NONCOMMISSIONED OFFICERS

The noncommissioned officers of the company include a First and Second Sergeant, and at least one Corporal. Additional Corporals may be elected as the number of men in the ranks warrant, striving to achieve a ratio of no more than one corporal per 8 to 10 privates.

EVENT SCHEDULING

The Capitol Guards hold an annual business meeting in the winter (normally in early January) to conduct appropriate business, vote on unit events for the year, and conduct any needed elections. Additional business meetings may be called to coincide with maximum effort events or as necessary. Member Attendance at all selected events is desirable, especially those voted upon and designated as **maximum-effort**.

“Maximum effort events” or “maximum events” are those events at which the Company seeks to achieve attendance of all available members, ideally 100% attendance of the Company. Once an event has been designated as “maximum-effort,” all energies of the Company are directed toward those events on those days. Any member of the Capitol Guards should feel free to attend any event he or she chooses, but those that conflict with maximum effort events will not be recognized by the Company, and members should direct their priorities accordingly. If a member is unable to attend a maximum effort event, he or she is responsible to contact one of the Company officers or NCOs with the reason why he or she will be absent.

There will be no more than one (1) maximum effort unit event designated in any calendar month.

Maximum effort events will be listed and highlighted on the Company Schedule published in each newsletter. All other events listed on the Company schedule, but not designated as maximum events, are voluntary. Members are free to attend or not to attend these events as they choose and as they are able.

The Capitol Guards’ participation in any event will be agreed upon by a simple majority vote (51% or more of the members present) during the Company’s annual planning meeting (typically held in January). Additions, changes, or substitutions to the event calendar established at the annual planning meeting must be approved and recommended by the Company officers, and is subject to final approval by a simple majority vote of the Company membership.

Regardless of whether any members of the Capitol Guards attend any particular event, the Company is not committed to that event unless the members have voted on it and listed it as a maximum effort event.

AUTHENTICITY

GENERAL ATTITUDE : When all is said and done, we have only one basic rule with respect to authenticity in portraying the Civil War soldier — *If it isn't Civil War, it doesn't belong in camp.*

The Company Commander appoints an Authenticity Committee. The Committee is responsible for the research, development and update of the Company Standards for historical authenticity. These standards shall be grounded in documented publications and research into the particular unit(s) being represented. Any questions of authenticity shall be arbitrated by the committee. Appeals to the decisions of the committee may be made to the Company Commander, whose decision shall be final.

Members of the Capitol Guards, when participating in a living history event, are encouraged to take a first-person role, and live the part of the time, place and person they are portraying. When others are attempting to portray a 19th Century setting, it is inappropriate to physically or verbally introduce anachronisms at that time or place.

Members are encouraged to familiarize themselves with the vocabulary and manners appropriate to the time and role they are playing. The Capitol Guards were a unit of middle class and professional city dwellers, therefore, an ignorant "hillbilly" portrayal is inappropriate for members of this company.

The enclosed guidelines present the current recommendations of the Capitol Guards' Authenticity Committee.

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Authenticity Guidelines

Confederate Impression

Adopted January 8, 2000
Updated: December 15, 2003

These guidelines have been created for Members and Recruits of the Capitol Guards as a tool to maintaining high levels of authenticity and military bearing in representing Arkansans serving in the Confederate Army of Tennessee and the Army of the Trans-Mississippi. Many of these standards are also applicable to portraying Confederate forces in general.

Nearly all of the uniforms & equipment recommended by these guidelines are illustrated in the set of Time-Life books, *Echoes of Glory*: 1) *Arms & Equipment of the Confederacy* and 2) *Arms & Equipment of the Union*, therefore, images from that series are included to each particular item in these guidelines by book & page number. Items will be abbreviated as [EOG/CS] for the Confederate book & [EOG/US] for the Union book. References to *Echoes of Glory* are included only as a visual reference only, and are not a source of documentation for the items below. These series of books can be obtained at most popular bookstores and libraries.

Specific references and background information used in the formulation of these standards are included in the *Cornfed Compendium*, the *Capitol Guards' Ordnance Manual*, and the *Capitol Guards Quartermaster Manual*, which are included on the Resource CD or which may be obtained from the Company Commander or a member of the Authenticity Committee.. Please refer to these documents if you wish to look into the specific information for any particular item.

A General Note of Caution to all new members (and even some old hands): Few things are more annoying than an individual who makes an inappropriate purchase then approaches other reenactors asking them, "Is this O.K. for me to wear?" Avoid the hassle. Do your research into what the item is supposed to look like. Ask before you buy, that way you won't get stuck with something you just won't be able to wear.



Something like this ...

MISSION: The primary impression of the Capitol Guards is that of Arkansas Confederates serving in the Army of Tennessee from the period October 1861 until December, 1864. Our secondary impression is of Arkansas Confederates in the Trans-Mississippi department.

A. What is Expected.

New recruits ("fresh fish") have 18 months to purchase their initial items. The Company maintains a "loaner box" of spare uniforms and equipment to assist our new members in rounding out their impression and getting on the field

The Loaner Box: What we commonly refer to as "The Loaner Box" is a collection of extra uniform and equipment items maintained by various members of the Company. In almost every unit there are members who

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... or this. (Early-war & Trans-Mississippi)

have extra uniform jackets and leather gear to loan to new folks, or to friends who need a particular item for a particular event. . The purpose of and priority for this collection is to assist new recruits and new members of the Company in getting on the field with the necessary equipment items while they are still trying to assemble their own uniforms and equipment set. After their first 12 months, however, fresh fish (who at this point are becoming some of our veteran volunteers) no longer have priority on loaner items, if these items are needed to outfit new recruits.

Therefore, it's important to get as much of your equipment as possible as soon as you are able. Don't rely completely on others to outfit or help supply you. The person you depend on might not make it to the next event, or there may be another new recruit who needs to be outfitted. All in all, it's best to have your own stuff.

Standard ethics among re-enactors require that if any item borrowed from another re-enactor is lost, broken, or stolen (whatever the reason), it must be satisfactorily replaced by the person borrowing the item – no excuses! Hard use is expected, of course, and some fair wear and tear is inevitable. However it is always good practice to offer to repair or replace anything you borrow from another member.

Recommended 1st purchases:

- **Uniform:** *Shoes ("Jefferson" brogans), socks, shirt, trousers, braces, jacket, slouch hat.*
- **Equipment:** *Canteen, haversack, tin cup, mess gear.*

2nd purchases:

- **Equipment:** *Gum blanket (or poncho), cartridge box, cap pouch, waist belt, buckle, wool blanket.*

3rd purchases:

- **Equipment:** *P1853 Enfield, or 1842 U.S. Springfield, appropriate bayonet and scabbard*

B. Purchasing Clothing and Equipment.

1. The first rule is to buy good stuff --, e.g., items that are historically accurate and representative of the original items available in the 1860s. Look through the recommendations presented here, as well as the standards listed for the Mississippi Valley Brigade. Do your research, shop around, and buy one time. Otherwise, you run out and get something, then as you learn more about what the real/authentic stuff looked like, you wind up going back and buying all over again.

2. Don't confuse low-quality, junk loaner clothing or equipment with items from approved vendors. Many of the loaner items are our earlier mistakes, and we'll be glad to point out and explain our mistakes.

3. These guidelines recommend vendors for specific items based on the quality and historical authenticity of the specific goods offered. While we're not prohibiting you from running out and buying your uniform from C&C Sutlery, for example, you'll be happier and a lot better served buying from one of the recommended vendors.

4. Buy your shoes first. We will rarely have loaner shoes that will properly fit you. Don't buy cheap or unapproved shoes just to get on the field. Make sure they fit you, then break them in. The next items you'll need are your shirt, trousers, drawers (if worn), suspenders and socks. Buy your mess equipment at or before your first event.

5. Some of the recommended vendors do not travel to local events. Don't expect that you'll always be able to buy appropriate items from event sutlers. You may have to purchase a good bit of your gear by mail-order.

6. Many items can be made less expensively by someone handy with leather or needle and thread. Used items can be purchased at reduced prices, or by trade or barter. Check the “Buy/Sell/Trade” forums on the message boards listed at the Links page on the Company web site. These can be a good source for good, used equipment at a fair price.

C. General Appearance.

- **Hair.** The military regulations of both sides required that the soldier’s hair and beard be short. Study period photographs to determine how well you’d fit in. The *Revised Regulations for the United States Army* (1861) and the *Regulations for the Army of the Confederate States*, (1863) both state: “The hair to be worn short; the beard at the pleasure of the individual; but when worn, to be kept short and neatly trimmed.” Accordingly, hair styles outside the period norm are not negotiable.

- **Jewelry.** A private soldier of the War rarely wore any jewelry beyond a simple wedding band. No wristwatches.

- **Buttonholes** which can be clearly seen (in other words, on the front of a jacket or coat) should be hand sewn.

- **Spectacles (if worn).** If you need corrective lenses to see and be functional, then period eyeglasses are required if you wear glasses in the ranks. Contact lenses are an excellent option, or you might consider going without your glasses when in formation (part of what all that insistence on “touching elbows” in company and battalion drill is about.) Eyeglasses are custom made, so you won’t be able to use someone else’s anyway. Period eyeglass frames can be found at many flea markets or auction (farm) sales. Look though the antique and junk tables for the small, all steel or gold wire frames. They should be oval or rectangular. Frames of this type were used almost continuously throughout the 19th century. Round frame (“Hippie style”) glasses were popular during the 18th century and were definitely out of date by the Civil War. **No sunglasses, or tinted lenses are permitted.**

- **Condition of clothing.** With the exception of memorial and commemorative services, we typically portray an army on the march. Your clothing should not be pristinely clean when you arrive at an event. (In other words, leave the mud on it and look like you have been in the field for weeks, not minutes.) General Wm. T. Sherman’s remark about his troops applied equally to Confederates, and should be your guide: *“The longer these men are in the service, the more they look like day laborers than soldiers.”*

USE OF “CAPTURED” FEDERAL ITEMS

Since most of the Western Confederate soldiers had little contact with the enemy for extended periods, and rarely retained possession of a battle-field regardless of whether they won the fight or not, only durable “captured” items would be appropriate. Only limited numbers of Federal-style canteens, blankets, knapsacks, haversacks, Hardee hats, gum blankets, accoutrements and weapons (e.g. Springfield .58 cal. muskets) should be used. Federal sky-blue enlisted man’s foot trousers would have been extremely rare if seen at all.

I. UNIFORMS

A. HEADGEAR

What to Look For: *The most popular headgear was a civilian style “bee-hive” hat in light color. [EOG/CS -pages 166-169]. Types of headgear acceptable are listed here in order of prevalence:*

1. Civilian style “beehive” slouch hat;

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2. Wide brimmed, generally dark-colored wool or fur felt slouch hat;
3. Cap (or “kepi”) - Jean weave material, usually without trim, but trim is acceptable.

Hats should have the proper sweatband, lining, ribbon, and stitching as appropriate. By “ribbon”, this means the appropriate hatband and false knot made of silk or grosgrain ribbon. The edge of the brim as well as the hat band should be bound with grosgrain or silk ribbon. Trim should be limited and hat brass or other insignia should not be worn. Confederate-style forage caps are discouraged, and Union forage caps are not allowed.

The slouch hat is one of the most visible parts of a person’s attire, and therefore should be of the highest quality. Black is the traditional color, but shades of beige, gray and brown add a nice touch of diversity to the ranks. It also allows for personal taste. A search through period photographs of Confederate soldiers will turn up very few men wearing fancy or overly decorated hats. Evidence suggests that most hats were brought directly from civilian life with very few changes made to them.

B. SHIRTS:

What to Look For: *Documented civilian or military pattern in 100% cotton, wool, or domet flannel. Look for solid colors, or small woven checks or stripes.*

Shirts should be made of 100% natural fibers, e.g., cotton or wool. Plaids and checks should be woven, not printed on the cloth. Basic assembly may be machine sewn, but exterior details and buttonholes shall be handsewn. Buttons shall be of appropriate size and made of glass, bone, agate or wood. (EOG/US - page 126, EOG/CS - pages 154 & 155).

Shirts may have pockets, as soldiers frequently requested the folks at home to add a pocket or two when making shirts.

C. JACKETS:

Ideally, we should all be wearing the same or similar type of jacket, with differing degrees of wear and tear depending upon the age of the garment. A few scattered through the ranks may be wearing an older-issue jacket or a civilian jacket, but by and large the majority of the men in ranks should look somewhat alike. (That’s why they’re called “uniforms.”)

Jackets should be of wool jean material and of documented construction and pattern. Jackets should be fully lined. When rank insignia is worn (and many Confederate NCOs did not wear stripes), only cotton or woolen tape trim should be used, and stripes should be individually sewn directly onto the jacket sleeve. Bars and stars for officers were typically sewn directly onto the collar, not on some sort of colored backing.

What to Look For: The most common jackets for Arkansas troops in the *Army of Tennessee* were as follow in order of their commonality/importance:

1. **Columbus Depot pattern shell jacket.** Used from October 1862 through end of War.
2. **Enlisted man’s single-breasted frock coat** (State commutation uniform, e.g., the Little Rock jackets) Used from Autumn, 1861 until December, 1862.
3. **Civilian sack coat.** Commonly used throughout the War.



Columbus Depot (Type II) jacket

4. **Department of Alabama pattern shell jacket.** Used from October, 1864 until April, 1865.

The most common jackets in use by Arkansans in the *[Army of the Trans-Mississippi](#)* were as follow in order of their commonality/importance:

1. **9-button shell jacket**, in gray jean-wool or English “army cloth”. (The Richmond Depot Type II (“RD2”) jacket in jeans or English or undyed kersey is a close replica and suitable substitute for this jacket.) Used from Spring 1861 to end of War. More common in early part of war (1861-1862).

2. **Arkansas State Penitentiary frock coat** (also called the Little Rock frock coat). Used from Autumn, 1861 until Autumn, 1863.

3. **Civilian sack coat** (EOG/CS pp. 146). Common throughout the War.

4. **Houston Depot jacket**; used from Autumn, 1863 until end of War.

5. **Peter Tait jacket**, used from Autumn, 1863 until end of War.

As a fresh fish, (or a veteran volunteer) your first (next) jacket purchase should be the Columbus Depot pattern. The Columbus Arsenal stayed in operation through April 1865, and when they finally closed down they still had a little over 13,000 uniforms in stock. See Geoff Walden’s article, “Columbus Depot Jackets: The Material Evidence”, included in *The Confederate Uniform Guide* for details on this jacket type.

BUTTONS: “Block I” or “Script I” or Federal eagle on the Columbus Depot and Richmond Depot pattern jackets, wooden on the Alabama jackets. State and “CSA” button use should be very limited.

For the Columbus Depot jackets, Block I buttons, or in some cases soldiers transferred the state seal buttons from their old militia or commutation jackets to their new issue stuff. (or maybe they simply saved their old buttons for future use, and used them as replacements when a button was pulled or popped off.) Little Rock frock coats should use the large federal eagle buttons.

D. TROUSERS:

Military issue style (gray, brown, or blue-gray jean cloth weave is preferable); limited use of civilian trousers is acceptable as well. (“Trousers” or “trowsers” was a period term; however, many period documents consistently list them as “Pants.”)

The Capitol Guards do not prescribe any specific or standard trousers, but we urge our members to stick to a Richmond depot style foot pattern. Typically these were made with mule-ear pockets and a belt-back. They are not the same pattern or material as Federal government type sky-blue kersey trousers.

Guidelines for trousers are much more liberal than with other uniform parts, and here especially is where personal taste is allowed to influence attire. Nevertheless, any and all trousers should be made of:

- wool/cotton jean cloth; or...
- all wool twill or kersey material; or...
- heavy 100% cotton drill (nearly the same grade as tent canvas);
- all cotton jean cloth (similar to denim); or...
- linen/wool or linen/cotton mix.

Trouser colors should be dull. Woolens may be cadet gray, gray, blue, brown or black, plaids should generally be avoided.

Trousers should not have belt loops or leg creases. There should be no stripes or piping of any kind except on officers trousers (with the exception of trousers from the Houston Depot, which often had a half-inch stripe of tape down the outer leg seams). The pockets should be side-slit or especially mule-ear. Trousers must have button flies. Either tie-backs or belt-backs are acceptable, but belt-back trousers are preferred. Buttons should be made of either bone, pewter or lacquered metal.

No zippers, back pockets, and especially no trousers “converted” from modern pants, please!

What to Look For:

1. Military Issue - Richmond Depot style - Mule ear pockets, no yoke. Back-belt with buckle. Made from jeans or cassimere for time period of Spring '62 through Winter '64. Wool kersey of the proper weight may be used for Spring '64 through Appomattox. Buttons may be bone, composition, or japanned tin of the proper style. Confederate issue wooden trowser buttons are acceptable in limited numbers after Spring '64. Hand finished top stitching and button holes.

2. Military Issue - Other Depot Styles. Side seam pockets, no yoke. Back belt with buckle, and made from jeans or cassimere. Buttons may be bone, composition, or japanned tin of the proper style. Confederate issue wooden trowser buttons are acceptable in limited numbers after Spring '64. Hand finished top stitching and button holes.

3. Civilian jean - Original patterns in gray, blue, brown or black. Hand top stitching, with hand-sewn button holes [EOG/CS - pages 125, 145, 146, 149, 152 & 153]. Buttons of bone, composition or stamped tin.

4. Civilian wool - Identified style and pattern, hand-sewn button holes. [EOG/CS - page 152].

On the practice of “blousing” of trousers: Many re-enactors tuck their trouser bottoms into their socks, a practice known as “blousing”. This helped prevent ticks, insects, dust and dirt from getting up their pants legs. This was not considered stylish or “proper.” However, it was practiced only on fatigue duty or on active campaign. Under no circumstances is blousing permitted during inspection or parade. In fact, the “fashion statement” of the soldiers of the day was to have the trousers jauntily cuffed up, just above the center of the shoelaces. Southern soldiers tended to be vain about their appearance, and would try to be “in-style” as much as the availability of clothing items would allow. So keep your trousers unbloused unless the situation calls for it.

E. SUSPENDERS/BRACES:

What to Look For: Civilian pattern, cotton webbing, canvas, or ticking with either buttonholes or leather tips with tin or brass buckles (no nickel-plated metal). “Braces” was a period term; however, many period sources consistently list them as “Suspenders.” They were not issued by the army, so if a soldier wore thes, he would have to come up with his own. They should be made exclusively of period materials (cotton, canvas and especially linen). Please don't buy elastic suspenders, regardless of what the sutlers might tell you.

1. Civilian - Any type of period civilian model with tin or brass buckles. No buckles of nickel-plated metal. Any stitching should be hand sewn.

2. **Canvas or Ticking “Poor Boys”** – hand-stitched with hand-sewn buttonholes.

3. In lieu of suspenders, consider wearing a **waist belt** around the top of your trowsers. Practical experience shows this method to have some definite advantages when nature calls.

F. DRAWERS:

What to Look For: Military issue or civilian style in cotton or wool flannel (if worn). Period drawers help prevent chafing and help keep the skin clean (if washed between events). Long drawers often had ribbon ties at the ankles. Short (summer) drawers ended just below the knee, and had no ties.

1. **Civilian Pattern** - Cotton Osnaburg or muslin, cotton or wool flannel. Bone, glass or wood buttons with hand sewn button holes. (EOG/CS - page 154)

2. **Military Pattern** - Cotton Osnaburg or muslin or cotton flannel. Bone, glass or wood buttons with hand sewn button holes. (EOG/US - page 27)

Evidence suggests that soldiers rolled up their drawers with their trouser legs. Tuck the bottom of your drawers into your socks, and it will keep ticks, cooties, and other assorted critters from running up your britches leg and getting to your hide. Don't tuck or blouse your britches leg into your socks, it stretches your socks and they won't stay up.

G. SOCKS:

What to Look For: *Civilian socks, particularly hand-knitted cotton or wool [EOG/CS - page 175].*

For marches, be sure to wear only woolen socks, not cotton!

No hunting, hiking or athletic socks (i.e. gray or white wool with red or orange stripes around the top and so forth).

H. SHOES:

(“Brogans” was a period term; however, period documents consistently list them as “Shoes.”)

For adults, period boots or brogans are the only acceptable footwear. Brogans are more comfortable for walking, and cooler, although some Confederate soldiers did prefer to wear boots. Metal heel-plates will extend their life and prevent excessive wear on the leather heels. Also, cork insteps increase their comfort. Custom-made boots are an option, however due to cost they are not recommended for new re-enactors (or poverty stricken veterans).

Going barefoot is an option while in camp or at specific living history events, however, shoes and/or boots should be worn during drill and battle, both for correct uniform requirements, liability issues, and reasons of basic safety.

What to Look For: All the above being said, **the first purchase should be the Federal 1855 Jefferson bootie**. [EOG/US - page 191]. Either smooth or rough side out is acceptable. Then when you are able, you should consider purchasing one of the specifically Confederate types listed below.

1. **Confederate Issue Shoes** - Confederate issue. [EOG/CS - pages 174-175].
2. **English shoes or boots** - Military or civilian styles. [EOG/CS - page 174].
3. **Identified civilian boots** - Wellington boots have been identified. [EOG/US - page 172].

VESTS:

Vests were not issued by the quartermaster system of either side, but were privately purchased or sent from home. Wear by enlisted men is optional; and is customary for officers, as it was considered ungentlemanly to allow your shirt to be seen under your jacket or coat.

What to Look For: Period civilian or military styles. Jean, linsey-woolsey, or cotton, made of period pattern, style and construction. [EOG/CS - pages 101, 106, 113 & 114].

II. BLANKETS, TENTAGE & ETC.

A. BLANKETS:

What to Look For:

1. **Civilian Blankets** of 100% wool or jean, should be muted earth-tones. No synthetic blends. Browns and grays are acceptable colors. Binding should be hand sewn.
2. **Confederate Issue Blanket** such as the “North Carolina blanket” (an English import).
3. **Homemade Quilt or Coverlet, or Carpet Blanket** - Quilts are okay, but discouraged because of their weight, and as mentioned above, once they’re wet, they’re derved hard to dry out in the field. Coverlets are typically light to carry on the march, dry faster if they get wet, and will keep you relatively warm, at least in temperate weather.
4. **Captured U.S. Issue** - U.S. Issue blankets of either brown or gray. [EOG/US - page 214].

B. TENTAGE:

The 6th Arkansas Infantry was equipped with Sibley tents when it mustered at Little Rock in the summer of 1861, but lost these during the evacuation of Bowling Green, KY in February 1862. Thereafter shelter was whatever could be had from the army supply system. The troops typically slept under the stars on campaign, and built small 4-6-man cabins when in more permanent or winter quarters.

The Army of Tennessee had little tentage during its campaigns. A large fly or two for the enlisted men (at the rate of six flies to every 100 men) would be optimal ... but sleeping under the stars was most common. “Shebangs” cobbled together from gum blankets, oil cloths, and scrap (or swiped) canvas, and brush shelters were also used. Straw and hay was rarely available for bedding. The use of a Federal-issue shelter tent is usually inappropriate (see note on use of Federal items above).

The Capitol Guards are typically a “campaigning” company, where we usually only keep a fly or two stashed in the wagons for emergency purposes. At events where we do raise canvas, we typically put everyone inside a Sibley-tent, barracks-style. We don’t do it often, but when we raise

canvas, we do it on a grand scale.

What to Look For:

1. **“Shebangs”** cobbled together from available canvas, oil cloths, gum blankets, natural materials, etc.
2. **Confederate “issue” rain fly** - Cotton canvas, with grommets of appropriate size and material. Dimensions should generally be no more than 8 ft x 12 ft.

C. GUM BLANKETS/GROUND CLOTHS:

Blanket rolls are usually wrapped in a tarred canvas oilcloth or a rubber blanket. Ponchos have that infamous neck slit that never quite seals. It may be good for wearing as a raincoat, but tends to get you wet when you cover up at night to sleep in the rain. Purchase a gum blanket or oil cloth and fasten it around the neck instead.

What to Look For

1. Confederate Issue Oil Cloth - Canvas painted with linseed oil and/or enamel paint.
2. Captured Federal Issue - Rubber blanket or poncho. Limited use. [EOG/US - page 215].

III. ACCOUTREMENTS

A. HAVERSACKS:

Haversacks are for rations (food) and your mess utensils only. After you carry salt pork, coffee beans, sugar, and your bread ration in there and march with it for a couple of days, you don't want to put anything delicate in your haversack. What vendors sell as “haversack stuffers” (housewife, toothbrush, comb, testaments, etc., really belong in your pockets or your knapsack. The haversack should hold only rations, your tin plate or canteen half, eating utensils, maybe a matchesafe. Strap or tie your tin dipper to the outside.

Also, fold and sew up your haversack strap until the top of the bag rides at or just above your waist belt (which should be at the level of your belly-button, while we're at it). It will ride a whole lot more comfortably that way.

What to Look For:

1. **C.S. Issue - Bag of identified C.S. pattern.** Button or buckle closure.
2. **U.S. Issue - Bag of identified U.S. pattern.** Tarred type with buckle and inner bag. [EOG/US - pages 199, 210 & 211].

B. CANTEENS:

What to Look For:

1. **Wooden style** - Specifically, the **Gardner Pattern**, made of cedar/cypress/cherry wood/etc. Various styles. [EOG/CS - page 209].
2. **C.S. Tin Drum style** - Various sizes and styles, try to find a commonly identified type. [EOG/CS - pages 210 & 211].
3. **U.S. Issue (M1858 Smooth-Sided)** - With or without jean

or wool cover. If a U.S. canteen is chosen, select a tin, not stainless steel, smoothsided canteen. [EOG/US - pages 199, 206, 207 & 208]. Strip the sutler-supplied cover off and recover the canteen with gray or brown jean-wool.

C. CARTRIDGE BOXES:

What to Look For:

1. **Pattern of 1857 or 1861** .58 caliber cartridge box and tins;
2. **Documented Confederate manufactured pattern box of leather or painted canvas and tins;**
3. **Pattern of 1839 Box for .69 caliber weapons and tins.** (This type uses the sling only; it doesn't have belt loops on the back. This is the main distinction between the M1861 pattern .69 cal. Box, which could be carried on either a sling or a belt.)
4. **Enfield cartridge box and tins** (IF you are armed with an Enfield);

Cartridge boxes must have the cartridge box tins appropriate for that box. Extra ammunition should be wrapped in proper packages.

D. CAP POUCHES:

What to Look For:

1. **M1850 with regulation or shield front.**
2. **Documented Confederate manufactured pattern of leather or painted canvas.**
3. **Enfield style** (IF you are armed with an Enfield and have the Enfield belt, cartridge box, and bayonet frog & scabbard).

E. BELT PLATES/FRAMES & WAIST BELTS

Belts and belt buckles are available in many styles. Most are acceptable, but limit your impression to those readily available and documented. Black, two inch leather belts fitted with a simple roller buckle [EOG/CS - pages 192 & 195] or "Georgia frame" [EOG/CS - page 190 & 195] are excellent choices. Do not use the oval CS or CSA buckles because the originals look very different from the ones sold by sutlers.

All waist belt plates are to have proper period construction (e.g. a brass stamping with lead filling, or cast brass). Use of an upside down US should be VERY limited. Waist belts should be black, russet or buff leather or painted canvas and appropriate to the buckle.

What to Look For:

1. **Frame buckle.** brass, either forked-tongue or the "Georgia frame" straight-tongued model;
2. **Atlanta Arsenal rectangular "C.S.A"**, brass or copper, solid cast (with the letters slightly off-center to the left) [EOG/CS - page 195].;
3. **Civilian style roller buckle belt.**
4. **Oval Arkansas State Militia belt plate**, solid-cast brass (these were issued to the Capitol Guards and several other early-war companies; they should become scarcer and scarcer as we portray events after the summer of 1862).
5. **British-import "Snake" buckle.** (If you have an Enfield as well as the special Enfield cartridge box and bayonet frog and

scabbard, you would have gotten this type of belt issued with them.)

F. BAYONET SCABBARDS:

The Bayonet should fit its matched weapon. The standard Confederate bayonet would be the Gaylord pattern or a Confederate copy of this style, which hangs diagonally off the left side of your belt. Enfield scabbards should be matched with Enfield rifles, and with Enfield leather gear.

G. KNAPSACKS (Optional):

For comfort, the “soft-pack” knapsack is the preferred item. Federal knapsacks of the 1853/55 pattern are acceptable, but specifically Confederate knapsacks are highly encouraged. As an alternative to a knapsack, you can make and use a blanket roll or bedroll.

What to Look For:

1. **Federal double-bag knapsack** (EOG/US - pages 212 & 213).
2. **CS Knapsack:** Either a **“Kibbler” or Mexican War pattern pack** (EOG/CS - page 202), **hardpack** (EOG/CS - page 205) or **S. Isaac & Campbell, Co knapsack** (EOG/CS - page 207).

IV. WEAPONS

When the 6th Arkansas was first mustered in May 1861, the regiment was initially issued the U.S. Model 1822 .69 caliber smoothbore flintlock Musket. (The M1822 is sometimes called the M1816.) The regiment used these for the first year of the War, including the Battle of Shiloh, where their brigade commander noted the difficulty that the 6th and 7th Arkansas had in getting their old flintlocks to fire because of the damp weather. Cal Collier asserts in his history *“First In - Last Out”* that the 6th Arkansas rearmed itself at Shiloh by picking up “new Springfields” dropped by dead or fleeing Federal soldiers, but this claim is undocumented, and Grant’s Army of the Tennessee was itself armed mainly with .69 caliber percussion-lock smoothbores until the fall of Vicksburg in July 1863; when they in turn rearmed themselves with new Confederate Enfield rifles from the Vicksburg ordnance stores. Local stories indicate that the Capitol Guards of Company A were armed with M1841 Mississippi Rifles taken from the Little Rock Arsenal, but this is again undocumented. Inventory records for the Arsenal show only 54 Mississippi Rifles in stock at the time the Arsenal was seized, and there were 134 members of the Capitol Guards. As a standing pre-War militia unit, however, the Capitol Guards maintained their own weapons and armory in the basement of the Anthony House hotel on Markham Street, and it is not unlikely that they had their own stash of M1841 rifles or commercial copies of these weapons.

Nonetheless, **the standard weapon recommended for the present-day members of the Capitol Guards is the P1853 Enfield 3-banded rifle-musket in .577 caliber.** These rifle-muskets were manufactured at modern industrial factories such as the Royal Small Arms Company and the London Armory Company. The Enfield quickly earned a reputation for its fine craftsmanship, ruggedness, reliability and exceptional accuracy at great distances. Also, the power of its .577 caliber Minie-ball rounds endeared it to the hearts of Confederates and Federals alike. Consequently, the Enfield became the weapon of choice in both Confederate and Union

armies in all theatres. Over 400,000 were smuggled into the Confederacy alone from 1861 to 1865. Refer to the *Capitol Guards' Ordnance Manual* for additional information and advice on selecting a musket.

All original muskets must look new and be in proper working order. Proper modifications of reproduction weapons should include removal of all anachronistic markings, burnishing of questionable parts, replacement of barrel bands, and stamping of correct markings.

What to Look For:

1. P1853 Enfield Rifle-musket, .577 cal. Oil-finished stock. Blued finish on barrel. (ArmiSport is recommended brand; as this is the most authentic (e.g., the most easily "de-farbed") out-of-the-box reproduction. Euroarms, Navy Arms, and Parker Hale reproductions are heavier, more expensive, and require additional work to de-farb them, using original or ArmiSport parts.)

2. US M1842 Springfield or Harpers Ferry .69 cal. Smoothbore. Stock finished in boiled linseed oil. Burnished finish. (Recommended weapon if your heart is set on a pumpkin slinger. Much cheaper and more readily available than the reproduction M1822s; plus this is one of the more accurately reproduced muskets available.)

3. US M1822 Harpers Ferry or Springfield .69 cal. Smoothbore. Stock finished in boiled linseed oil. Burnished finish. (Dixie Gun Works reproduces this under the name "M1816" in both flintlock and percussion conversion. Expensive. An excellent reproduction (as it better well be, for the price they ask.) An alternative is to restore a "junkie" original M1822 by replacing the stock, barrel, and/or missing parts.) Flintlock or percussion conversion is acceptable; the 6th Arkansas was originally armed with the flintlock version until April 1862.

4. US M1861 Rifled Musket .58 cal. Springfield. Stock finished in boiled linseed oil. Burnished finish. (Euroarms is the recommended brand for the government-issue Springfield. Better reproductions are available for the M1861 Colt Contract Special (from Colt Blackpowder Firearms, Signature Series) and the Amoskeag or L.G. & Y. contract versions (from Chattahoochie Black Powder Arms) which don't have the misfire problem which is common to the basic Springfield rifle, but these are significantly more expensive than the Euroarms. Avoid the ArmiSport M1861 if possible.)

V. AMMUNITION (BLANK CARTRIDGES)

1. Each soldier shall carry forty rounds in his cartridge box when the Company falls in at the beginning of each battle unless told otherwise.

2. Each cartridge for .58 cal. rifled muskets will have no more than 65 grains of black powder; cartridges for .69 cal. muskets will contain no more than 85 grains of black powder. No Pyrodex or smokeless powder will be used. Officer's revolvers will contain appropriate charges for the weapon. No "wonder wads" are permitted.

3. Each soldier is responsible for providing his own caps and cartridges. (Steve Shore of the Capitol Guards produces period cartridges for company events, with the proceeds being applied to acquiring additional loaner equipment for the Company. Steve's prices are \$3.00 per arsenal pack of 10 cartridges.)

4. Blank cartridges should not be carried loose in the cartridge box. Proper tins or labeled packages of cartridges are required. This is a safety issue.

5. Each soldier will have at least enough caps to fire the required 40 rounds in his cartridge box.

VI. SAFETY

1. To participate in any event where firearms MAY be fired, every participant shall submit to a weapons inspection. This inspection shall ensure that the weapon is in proper working order. This inspection shall require: a clean and clear bore, no loose or unsafe parts, and that the lock /safety performs in its proper manner (e.g., the lock at half-cock must be able to support the weight of the weapon when suspended by the trigger without causing the hammer to fall). Hammers shall be inspected to ensure they are centered so they strike the cone evenly and do not crush or deform the percussion caps. The nipple (or “cone”) should contain no caked powder fouling. Deficiencies found with any weapon must be repaired or resolved before the failed weapon may be allowed back in the ranks or on the field.

2. A cartridge box inspection shall also be performed prior to the commencement of each day’s activities which may include the possible firing of weapons. Each box inspected should contain at least 40 cartridges. Cartridges shall be properly constructed with no staples, penny wrappers, or foreign objects loaded in the cartridge. Cartridge boxes will have tins appropriate for the box or ammunition wrapped in proper packages.

VII. RATIONS

Company mess plans will be planned and coordinated prior to an event. Members are typically responsible for their own rations and meals at an event. The formation of mess groups for shared cooking and food preparation at events is encouraged. Meals prepared and consumed in camp should whenever possible use period ration items. Generally, keeping within the below list is safe and correct.

1. Fruit and vegetables should be in season to the particular campaign area.

2. Types of meat will typically be: salt pork, slab bacon, beef or ham.

3. Year-round food staples are: corn meal, beans, peas, white rice, raw peanuts, parched corn, early (small, red) potatoes, sweet potatoes, headed carrots, onions, nuts, and flour.

This is not intended to restrict your diet at an event — if you have an insatiable craving for a hot dog, a Big Mac, or a Buffalo Burger, please indulge yourself — but don’t do it in camp.

VIII. COOKING EQUIPMENT

1. Frying pans should be made of tin or stamped steel, riveted with a stamped steel handle. Documentation shows that soldiers sometimes used canteen halves as a creative substitute for skillets with forks, slit branches or whatever available for handles. A forked tree branch over the campfire makes an excellent cooking implement for meat. A dutch oven or camp kettle used by the company mess would be correct.

2. Metal fire grates or spits are inappropriate.

3. Knives, forks and spoons must be of Civil War style, the forks are generally three-pronged, and utensils are either bone or wooden handled. (Stay away from anything stamped “stainless steel”). Original utensils are affordable and can usually be found at most flea markets, antique malls and civil war shows. Reproduction utensils can be obtained from sutlers at reenactments and by mail order.

4. Tinware & Flatware: You’ll need a good stout cup and period flatware (spoon, fork and maybe a knife). You can buy a plate or a canteen half - which serves as both skillet and plate for the veteran. You might also want a peach can boiler.

Note: Enameled “speckleware” of any color is prohibited. These items were not available until the 1870s and their use is inappropriate under any circumstance. The same goes for stainless steel cups, boilers, plates, etc..

IX. CAMPING

1. The Company will decide and announce prior to an event whether it will deploy in “full” or “winter camp” mode (e.g., with Sibley, common, or “A-frame” tents) or in “campaign style” (Minimal or no canvas, sleeping under the stars). For spring and summer events, as well as autumn events before cold weather sets in, we will routinely camp campaign-style.

2. Camp will be run in military fashion. Soldiers are subject only to orders from their Company officers and NCOs. Nonetheless, all members shall show the appropriate military courtesy to the officers and NCOs of the Battalion Staff and other units within the Battalion.

3. Upon arriving in camp or on-site at an event, you are expected to report to the military commander (senior company officer or NCO in camp) so that you can be added to the Company Roll.

4. *If it becomes necessary to leave camp, members must notify the Captain or Orderly Sergeant, or the next in command if the military commander is not available. **Always let someone know where you are.***

5. There are some guidelines for general authenticity as well. Aside from our own enjoyment, when we take part in this hobby we are trying to do two things. The first is to portray to ourselves and the public the image of a Civil War soldier and his life. Next, we want to make as accurate an impression as possible so that members and others who wish to be immersed in the reenactment and really get a “feel” for the life of the typical soldier can do so. Since we spend most of our time in camp, the period nature of the camp should be maintained at all times. This includes, but is not limited to:

- **Authenticity Rule #1: “If it isn’t Civil War, it doesn’t belong in camp.”** Police your areas for coke cans, cigarette butts and wrappers, potato chip bags, zip locks, modern bags, coolers, sleeping bags, powder cans, wrappers, beer bottles/cans, etc. etc. These items shouldn’t be there in the first place, but still, those that show up somehow must be disposed of or hidden from view at all times!

- Other blatantly modern items should be kept out of site at all times, especially (but not limited to) the public viewing hours. It does not present a good image of us in camp if the public comes in and has to kick the beer bottles and soda cans out of the way. Nor does it look good if we are sitting around the fire with modern stuff all out in view, and the wondering public is there. If you simply must have this stuff in camp, you may wish to affiliate with another unit that enforces lesser standards.

- Period clothing should be maintained at all times during the

event or reenactment. Slipping into blue jeans or sweat pants at night may ruin it for those wishing to keep the look and feel of the camp and reenactment.

- Vehicles should be removed from the camp as soon as possible after being unloaded. Vehicles should be kept away from (out of sight of) the camp at all times aside from unloading and loading before and after the event.
- Civilians and females will not share the military camp, but will set up in the designated civilian camping area.

X. DRILL

Drill techniques will be predominantly taken from Hardee's "*Rifle and Light Infantry Tactics*" as published in the C. S. Drill Manual, dated 1861 (known today, as "Goetzel's Edition", or the "North Carolina Drill Manual"). This is the basic drill that all members are required to know. (By the way, this is not the little red or blue pocket book available from most sutlers at events.)

A complete copy of Hardee's 1861 manual is included in *The Capitol Guards' Drill Manual* for your reference.

Ceremonial and daily camp activities (parades, memorials, inspections, security duties, etc.) will be carried out in accordance with the 1863 *Regulations for the Armies of the Confederate States*. Excerpts from the appropriate portions of the regulations are included in the appendices to this handbook.

Drill manuals may vary for specific events and/or unit portrayals:

- For all Army of Tennessee/Army of Mississippi/Army of Central Kentucky units as well as Arkansas troops in the Trans-Mississippi after April, 1862, Hardee's 1861 manual is the appropriate drill.
- For Early War (1861) troops in northwest Arkansas (McCulloch's and Pearce's Brigades 3rd, 4th and 5th Arkansas State Troops, 1st and 2nd Arkansas Mounted Rifles as well as Van Dorn's Army of the West prior to April 1862) Scott's Tactics is the appropriate drill manual.
- For the 3rd Arkansas Infantry in the Army of Northern Virginia and Longstreet's Corps, "Gilham's Manual for Volunteers and Militia Tactics" is the appropriate drill manual.
- For a Western Federal impression, Hardee's 1855 manual is appropriate through 1862; Casey's drill manual came into wide adoption in the Army of the Potomac in the spring of 1862 and its use gradually spread westward. Most Federal reenacting companies and battalions have standardized on Casey's drill manual.

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Getting Started With the Capitol Guards

We're sort of an informal group, and the best way to get started with us is to jump in with both feet and come to events. We have a short probationary period, after a fellow has attended three events as a member of the Company, we may vote them into full membership, and membership remains active as long as you continue to come out and participate in unit meetings and events.

We also do a number of school demonstrations and history presentations through the year, as well as a few memorial services and commemorations. We aren't affiliated with either the Sons of Confederate Veterans or the Sons of Union Veterans of the Civil War, although we do have members who belong to one or both of these organizations. We support them from time to time by providing uniformed Civil War troops or a color guard at selected events.

As for training, we hold a "camp of instruction" for our new folks (and for our forgetful old guys, too) usually twice a year in the Little Rock area, where we work on basic drill and soldiering skills. Likewise at each event we hold training for our new guys in order to enable them to be safe on the field, and to be able to march and fight with the company. We provide a CD-ROM full of information for each of our guys, and this too is usually updated twice a year. Much of the information on the CD is also available on our company website (<http://www.geocities.com/capitalguards>) and we put out a monthly newsletter in electronic format — also available on the Company's web site.

Typically, a new recruit or member starts off as a rifleman in the ranks to gain experience in the drill and tactics of the Civil War, and because that's where the most fun (and the least work & responsibility) is. We elect our officers and NCOs by a company vote at our January business meeting each year. That's where the work starts to come in, as you need to be able to teach all the schools of the drill manual as well as lead the unit through them, among other things.

Probably the biggest expense and pain in the rear is getting your uniform and equipment together. We have a "loaner box" of spare gear and uniforms to help the new folks "try before they buy," as well as to help them along the first year or two while they're still collecting their stuff. Since we're primarily a Confederate unit, we encourage folks to get that together first, and eventually expand to acquiring a basic Federal uniform as well. The musket and accoutrements will usually work for either side, changing a belt buckle and maybe adding an item here and there. It's not cheap. In fact, I recommend that you not buy anything until you've had a chance to try it out, and see what the stuff is supposed to look like, and become an informed shopper.

For more information, consult the Company Authenticity Guidelines, and the *Capitol Guards Confederate Uniform Guide*, both found on the Resource CD.

Going to Events...

The Basic Stuff to bring to any event:

CLOTHING

1. Yourself (you'd be surprised how many folks might forget this one!)
2. Confederate shell jacket or frock coat.
3. Confederate issue pants (trousers)
4. Shirt
5. Shoes (brogans)
6. 2 pair socks (preferably wool)
7. Slouch hat or cap.
8. Drawers or other appropriate underwear.
9. braces/suspenders (if needed)

EQUIPMENT

10. Musket
11. Bayonet
12. Waist belt with buckle.
13. Cap pouch (with caps = however many cartridges plus about 10% extra) + cone pick
14. Cartridge box (with at least 40-80 cartridges) & musket tools (wiper, cleaning patches, musket wrench)
15. Cartridge box belt/sling (if used)
16. Bayonet scabbard
17. Canteen
18. Haversack, containing:
19. Tin cup (dipper) & plate
20. eating utensils.

Members (and recruits) are expected to supply their own blank cartridges. You can "roll your own," or for convenience, Steve Shore will usually have pre-rolled and bundled cartridges for sale, \$3 per pack of 10 rounds.

CAMPING GEAR

21. Knapsack (if used)
22. Wool blanket
23. gum blanket or ground cloth

Appropriate rations (food) for the event. Limiting campaign rations primarily to salt pork (or bacon, or beef), hardtack, and coffee not only makes one more authentic, but these items are typically cheaper, take up less room, and weigh less than the rations consumed by most reenactors. Forget about canned food.

A good, sharp **pocketknife** is always a good thing to have.

Personal hygiene items such as a wash rag and bar of soap; toothbrush, comb, any necessary medications. Put these in a small cloth bag (poke sack) to keep them together and make them easier to carry.

Tentage:

The Capitol Guards are typically a "campaigning" company, meaning that we camp and sleep under the stars, using a simple ground cloth and blanket. We vote on camping style on an event-by-event basis. At events

where tentage is appropriate, we have access to a Sibley tent and a number of Common tents, and we sleep barracks-style in the Company tents.

When we do a Federal campaign impression, we may also use Federal shelter tents, with two persons teaming up to erect a “dog tent.”

At any rate, you don’t need to spend your re-enacting cash on any canvas larger than a good Federal shelter half, if desired.

EVENT CHECKLIST:

___ A. **Plan meals.** This is typically done by the Captain or 1st Sergeant, but sometimes will be done at the mess level.

___ B. **Study the drill** for the Schools of the Soldier and Company. Be prepared to teach the movements precisely by the numbers.

___ C. **Newsletter or e-mailed bulletin to all members** with whatever event information is available at the time.

___ D. **Call members before maximum effort events** or as asked for other events. Corporals should automatically call their section starting Sunday or Monday before an event. This timing allows for callbacks and arrangement of equipment loans, rides, etc. Sergeants should call Corporals to advise them of meal plans and any unusual equipment or other requirements. In general the following information should be requested or passed along:

___ 1). Is member going and if so when will he arrive?

___ 2). Describe event if necessary – CS or US impression, or both; expected activities (bayonet drill, full pack march, etc.); weather; camping arrangements; civilian activities (ball, etc.); any problems with late arrival.

___ 3) Does he need to borrow any loaner gear?

___ 4). Is he bringing other family members/guests? Do they need any period civilian clothing or equipment?

___ 5). Where will he camp (authentic, modern, motel)?

___ 6). If he will arrive early, tell where to go to await arrival of tents and NCOs.

___ 7). Does he have all items of equipment (US, CS, civilian)?

___ 8). Tell him how much ammunition to bring.

___ 9). Tell him if sutlers will be available (if he needs equipment/ ammo).

___ 10). Does he want to carpool, either furnishing or needing a ride? If so, when can he leave for event?

___ 11). Advise him of any meals furnished, and what food he should bring.

___ 12). Advise him of any special equipment he should bring (axe, skillet, etc.)

___ 13). Remind minors to bring a signed parental permission slip and medical release.

E. Call your next higher in chain of command about:

___ 1). Rides needed or available to event.

___ 2). Loaner equipment needed or available for event. Don't forget the civilians!

___ 3). Your non-attendance or inability to make required calls. Someone will have to be put in charge.

___ 4). Sicknesses, births, school programs, or other significant events affecting your men.

___ 5). Any member wanting to go to a non-scheduled event. Arrangements will be made for brigading with good unit.

F. The 1st Sergeant will make an event roster and advise the Captain.

Duties On The Field

A. IN CAMP

1. The first NCO to arrive at the event will take charge of Company personnel and sees to the camp setup and location, vehicle unloading, tent setup (if used), location of firewood, straw, water, and vehicle parking.

2. The field first sergeant (senior NCO present at the event) will assign camp duties and times to platoons/sections/individuals. Duties include Battalion/Brigade guard, company guard, fatigue details (firewood, water, KP, and other tasks as appropriate and assigned).

3. The 1st Sergeant is responsible for conducting all formations such as reveille, work, drill, and battle.

4. The field 1st Sergeant will assign any consolidated men to platoons/sections in the Company . You must make all efforts to welcome them and see to their comfort the same as you would for your own men. For this event they ARE your men. Advise them of the schedule including drill and extra duties. (It is at their option whether they participate in company extra duties. Battalion extra duties and all drills are not optional.)

5. Leaders: Always know where your men are. Corporals must insist that their men tell them where they are going and approximately how long they will be gone. Assure that your men are properly equipped and on time for formations and extra duties and remind men leaving camp to return on time. The Sergeants must know generally where their sections and Corporals are. In the absence of a Section Corporal the Sergeant must either assume his duties or appoint a responsible Private as acting Corporal.

6. Check that the men are eating and drinking sufficient water to ward off heat injuries.

7. Correct bad conduct – e.g., loud talk after Taps, profane language around women and children, and any abuse in word and deed must be stopped. Racial and any other slurs voiced openly and belligerently reflect very poorly on the unit, endanger the entire future of reenacting, and thus must be stopped.

8. Assure hot water and cleaning materials are available to clean mess gear and rifles. See that the men use them.

9. Constantly check authenticity. Camp authenticity is everyone's responsibility but particularly the NCOs. Some lack of authenticity usually occurs during meals but it can be held to a minimum, and at all other times authenticity standards must be preserved. Non-authentic items must stay out of sight, cars must be quickly removed from camp and properly parked, drinks must be in period cups, trash must be removed or out of sight. Individual authenticity must be checked as well. Although some accommodation must be made for recruits, modern eyeglasses and modern footwear should disappear as rapidly as practical. No wristwatches may be worn, and so forth. The list is endless but the point is that if you see something out of place it is your duty to fix it or have it fixed. *A duty seen is a duty to be discharged.*

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10. Talk to spectators and visitors, and urge your men to do the same. Explain things to them even if unasked since they usually do not know enough to ask. A five- to ten-minute talk can double their appreciation for and understanding of what we do. Also you may be talking to your next recruit!

11. Oversee the speedy breakdown of camp when the event is over. No one leaves without the Commander's permission before ALL are packed!

12. Keep the men informed. Know what is happening and going to happen; call them together and explain delays and changes as soon as possible. You should be the source of much of their knowledge.

B. DRILL

1. As far as practical the Company will allow at least 30 minutes for drill each morning. This may be only for new recruits or can involve the entire section. An experienced Private can be used to train a new recruit if the Corporal has other duties or is involved in drilling the rest of the section. New recruits should be integrated as soon as possible into the section.

2. Inspect the rifles for cleanliness and function. Check for half cock, full cock, trigger and hammer operation, loose parts, lodged rings (if weapon has been live-fired), cleanliness of barrel, nipple fouling, and general appearance.

3. Check for cartridges and caps. (Prompt the men to get some if short.)

SAFETY ON THE FIELD

Safety is an important issue. It can mean the difference between a memorable weekend and a weekend you can't forget.

Firearms

We use real weapons in re-enacting. Though loaded with blank charges, they can still injure or maim if they are not handled with care and respect, and if basic firearms safety rules are not observed.

- 1 – Always keep the muzzle in a safe direction,**
- 2 – Beware of your target and what lies beyond it, and**
- 3 – Treat every gun as if it is loaded.**

These three rules are not arbitrary, and if followed they could prevent all injuries, and reduce most accidents. If your muzzle is never pointed at another person (even someone as far as 200 yards across the battlefield), there could be no injury, even in the event of a misfire. If you are aware of your target (in our case what you don't want to hit), you will also not hit anyone inadvertently. When the captain commands "Aim", you are not looking through the sights – you are looking for your parads' ears and your muzzle and cone. I hope there is no question about #3, because we are using LOADED WEAPONS on a regular basis; there is no reason to act otherwise.

A good fourth rule will further reduce the potential for accidents: **A properly maintained firearm is a safe firearm.** It is essential that you keep your firearm in proper (safe) working condition. After every battle or "shoot-'em-up" the first item on the agenda is cleaning your musket (before dinner, or hitting the root beer stand, or the rest in the shade) – this is not only smart, it is militarily correct. Be sure to run patches down the barrel until they come out clean and dry, and pick the cone to be sure it is clear as well. After the event the musket should be completely torn down and cleaned/lubricated with the exception of the lock plate. Lock plates should be done every time they get wet, and at season's end as a minimum, though they do not need attention every time the firearm is used.

Lastly, demand a firearm/safety inspection every time you take the field – even at a memorial service or living history. Again, this is militarily correct, and there was reason behind the pageantry.

SOMETHING WE SHOULDN'T HAVE TO MENTION, BUT...

- No live rounds shall be carried during any battle reenactment or living history event.
- Any live rounds shall always be kept separate from blank rounds and shall never be allowed in an area where firing is to take place during a reenactment.
- Cartridges shall be rolled in paper tubes, and no staples or other foreign object shall be used in their construction.
- Any firearm which has been used to fire live rounds shall, before it be used in a battle reenactment, be thoroughly cleaned and checked with a worm by an officer or NCO.
- Cartridges and Gunpowder should always be kept in a closed container and away from any fire, spark, heat or sources of static electricity.
- Cartridge boxes must have tins, and they must be used. No tins in the cartridge box means a failed safety inspection, and you will not be allowed to take part in the battle or demonstration.

Safety On The Field

SAFETY IS WRITTEN INTO THE DRILL

Basic safety measures are written into the Manual of Arms and the Firing instructions in Hardee's and Casey's tactics manual. If you are following the drill manual exactly as written, then you're also using the safety procedures therein.

- Muzzles must not be pointed towards adjacent men.
- When standing at Order Arms or Parade Rest, think about where your muzzle is. *DO NOT lean your muzzle right into your armpit.* You have an artery there that you don't want to blow open if you have a cook-off or a misfire. You also do not want to Order Arms and blow your file partner's hat off – he might just turn around and punch your lights out (right after his initial shock wears off)!
- Alignment and spacing between you and your filemates must be preserved (*13 inches between ranks as measured from the chest of the rear rank to the back or knapsack of the front rank, elbows lightly touching right and left*).
- Assure orderly alignment during movement.
- Rear rank stepping correctly during firing (eight inches to the right when firing to the front, right and into the interval for left oblique, left and into the interval for right oblique).
- When dumping powder into your barrel at the "*CHARGE CARTRIDGE*" command, use your index finger and your thumb only to hold the cartridge and charge from the far side of the barrel – being careful to keep your hand free of the muzzle. Again be mindful of the muzzle direction as you do this (see above). Cook-offs can and do happen, but they are much less likely with a clean firearm, and are not as dangerous if the muzzle is pointed in a safe direction and your hand is out of the way of the blast.
- Do not place the cartridge paper, wads, or anything except loose black powder in the barrel unless you are specifically told to do so. Drop the paper on the ground (it can be picked up later) or place it in your pocket when you prime the rifle. As a good rule, don't use wads at all, even at memorials – when a salute is fired over a grave, the wads can fly out and hit spectators. Also, they often catch fire, and when they fall to the ground, they can catch the grass on fire too.
- Do not draw your ramrod on the battlefield, and do not "*ram cartridge*" in a reenactment unless you are specifically told to do so.
- Caps must be kept off the nipple until given the command to LOAD and PRIME.
- Loaded rifles must be on half cock.
- Muskets must not be fully cocked until given the command, "*READY.*"
- Keep your fingers out of the trigger guard until given the command, "*AIM.*"
- Hammers must not be re-cocked and expended caps removed until after the piece is charged and ready for priming again.
- Do not ever, under any circumstance, leave your weapon loaded and unsupervised. Spectators are not always blessed with common sense, and children are often just plain naïve. I have seen stacks tripped over, triggers tugged, bayonets tested, and muzzles inspected up-close-and-personal. We all have a pard that can take charge of our musket if something happens, and it only takes a second to unload if necessary.
- These next two should go without saying, but I have seen both, and even by the same person at the same time on one occasion! *Do NOT EVER handle a firearm or allow anyone else to handle a firearm while under the influence of alcohol or other state-altering drugs.* Besides being stupid, it is illegal. Do NOT EVER handle or allow a handgun to be handled if the handler is under 18 years old. This is also illegal, and with good reason – irresponsibility becomes deadly when mixed with handguns and trouble

can be found very easily with a 6" barrel. I can hear the arguments already: "I am (my son is) a responsible person...". It is against State and Federal law for any person under 18 to possess a handgun, so any argument is pointless.

Safety On The Field

THE BATTLE AROUND YOU...

- Watch the ground often for casualties and other stumbling blocks.
- Elevate your muzzle when within 50 yards of opponents, animals, or when firing over casualties or other people lying on the ground.
- There should be no hand-to-hand fighting unless it is prearranged and scripted. It is far too easy to get carried away, and someone might get seriously hurt. If another person insists on attacking, bring your rifle up to Arms Port (right hand around the neck of the stock, left hand just below the second band, ramrod and sling facing the opponent) and gently cross your rifle against the opposer's. Ask in an undertone that the opponent go down, or volunteer to "take the hit" yourself. Traditionally, the more experienced reenactor should take the hit, allowing the less experienced reenactor to continue the fun of the scenario. When agreed upon, both of you swing to the side as though one of you were hit by a bayonet or stroked with the rifle butt. Never do something unannounced or unexpected to the opposer in such a situation.

EDGED WEAPONS AND OTHER SHARP THINGS

- No edged weapons, except officers' swords, may be drawn or unsheathed on the battlefield.
- When edged weapons are unsheathed, care should always be taken, and one should always be aware of the position of the point, and it's proximity to others. While large knives may be carried and find invaluable uses as a tool around camp, they should never be drawn on the field of battle for any purpose.
- Simulated combat and fencing with swords or other edged weapons should only be undertaken by those proficient in their use, and only with extreme caution and with the approval and direction of an officer.
- Never let a spectator, especially a child, handle an edged weapon such as a bayonet, bowie knife, or sword.
- Do not "*fix bayonet*" unless you are specifically told to do so.
- Arms stacked with fixed bayonets must be securely stacked with no danger of falling.

ARTILLERY – THEIRS & OURS

- Don't charge artillery head-on. A common rule with the artillery is that ramrods crossed over the mouth of the cannon means that there is a live round in the barrel. Sometimes the lanyard pull and friction primer do not ignite the cartridge in the cannon, but a spark may still be glowing and can set off the cannon unexpectedly. So when advancing against artillery, look for the rammers. If they are crossed over the muzzle, advance well to the left or to the right, and not head-on.
- If the rammer is upright on the wheel, this means the gun is loaded or is ready to fire. Advance to the left or right – not head-on to the cannon. If you see a rammer upright, either crossed over the muzzle or against the wheel, be careful not to knock it down.
- Do not fire your musket within 20 yards of an artillery limber or limber chest.
- Stay clear of ground charge wires and markers.

Safety On The Field

“TAKING A HIT” – SAFELY

- Take hits as requested by the senior file-closer or Company Commander.
- Discharge your weapon before taking a hit.
- One of the most common questions re-enactors are asked (*right after “aren’t those uniforms hot?”*) is “how do you know when to die?” We call it “taking a hit”, and it is mostly an individual decision based on how you feel, how your ammunition is holding out, and what the situation calls for. Many times your company commander will say “Let’s take some hits”, which is a signal for some of the company to go down. If you feel a little overheated or sick, by all means take a hit. If you are low on ammunition or have a problem with your rifle, take a hit. Most scripted battles need more casualties to look realistic, so don’t be afraid to do your part. Here are a few additional tips for taking a hit in style:
 - 1) It may seem obvious, but be sure someone has fired in your direction before going down. I have seen people collapse with wounds that were apparently fired by hidden troops equipped with silencers.
 - 2) Don’t over-do it. It is not necessary or advisable to do a prolonged or tortured death scene. A scream or two is fine, but remember that we are not out there to make a mockery of those who were killed or wounded.
 - 3) Do not take a hit with a loaded weapon. Once you are on the ground, others may step on your rifle or fall on it, causing it to accidentally discharge.
 - 4) Once you are on the ground, play the part of a dead or wounded soldier. Do not prop up your head and lay back to watch the battle as if you were home on the sofa watching T.V.
 - 5) Do not take a hit directly in front of either friendly or enemy artillery pieces, even if they are inactive at the time. The script may call for them to become active again, and you really do not want to be in front of them when that happens.
- Only you can determine whether someone has scored a hit on you. Let your own honor be your guide. If you see an enemy soldier take positive aim at you and fire, take the hit.
 - When you take a hit and pretend to be wounded, you can make all the noise you want and call for your mother, friends, or sweetheart. Avoid over-acting or clowning, however. This is a reenactment of a real event where real men died, and they should not be satirized or mocked. If you are really injured or sick, call for a medic.
 - If you plan to use makeup to simulate wounds, let your unit know beforehand. This can be very effective and quite disconcerting to other reenactors. Often the makeup is indistinguishable from real wounds, and they may think you are really injured. False arms, legs, and fingers are sometimes scattered around battlefields as well.
 - When taking a hit, fall forward on your face. This prevents you from falling unexpectedly on your haversack, or worse, your bayonet. Lie face down, with the lock of your rifle underneath you. This permits you to view the battle, and keeps the sun from burning your face or causing sunstroke. It also prevents someone from stepping on your rifle and breaking the lock, sight, or other fragile part or even worse, walking off with your expensive weapon. Lie with your head in the line of march and not at right angles to the oncoming troops. It is easier for regiments to pass by on either side than to step over you.
 - When down, lie still. Don’t lean on your elbow and watch the battle, shout at friends or the enemy, or do things wounded men would be unlikely to do. If you want to act, do something realistic, such as strugle or limp

back to the rear, crawl to cover, help other wounded, or try to bandage your wound.

- Don't wander too far away... After battle, we will re-assemble and account for everyone before we leave the field, to make sure all are okay and uninjured.

Safety On The Field

HEALTH & HYGIENE:

- Depending on the heat, you need to drink from ½ to 2 quarts of fresh water per hour. Drink even when you don't feel thirsty. Thirst is not a good indicator of dehydration. If your urine is dark yellow, you are not drinking enough water. Refill your canteen with potable water at every opportunity.

- If you feel the effects of heat or exertion and feel you may get sick, fall out. This isn't the real army, so if you feel faint, take some time out. Just be sure the members of the unit know why you are going down, so that they can come looking for you later. Let them know if you are going back to camp or if you are going to stretch out under nearby trees. Many units have another member stay with someone who gets ill. If you are truly sick or injured, shout "Medic!" The use of the twentieth-century term lets the other reenactors know you are not acting. Most units have one or more members trained in first aid, so don't hesitate to call on them. But be warned, the call for a medic puts a stop to all action, so save it for real emergencies.

- Personal hygiene and sanitation are a must when in the field as most experienced troops will tell you. Wash your hands thoroughly before preparing food, before and after eating and using the latrine. A sure way to get diarrhea (or worse) is to use dirty mess ware. Wash your mess gear kit with hot water or a disinfectant solution when possible, and use the campfire to sanitize your frying pan or canteen half before you start cooking.

- Brush your teeth twice daily, and when possible take a wash cloth daily and wash your genital area, armpits and feet. Use Gold Bond powder in areas where wetness or chafing is a problem. Change into clean (or at least dry) shirt/socks when time allows.

- Wear a loose fitting uniform, for better ventilation and when worn properly, for protection to your exposed skin.

- Come to the event well rested and in good physical shape. It seems like a cliché, but you are much less likely to get sloppy, make a poor decision, stumble, drop your firearm, or lose your common sense if you are fresh, happy, and ready to march ten miles.

AN URGENT SAFETY REMINDER THE PROPER REENACTING LOADING SEQUENCE

Every once in a while on the field, I'm surprised to see an experienced reenactor loading improperly. I think that the source of this is that many reenactors, myself included, were taught an improper loading sequence when we first got into the hobby. Many of us were taught to remove the spent cap immediately after firing.

This is an unsafe practice for a good reason that I discuss in step 10. You must re-train yourself to load in the proper sequence. As a concession to safety, the reenacting loading sequence is deliberately different from a live fire sequence. Under certain circumstances, usually ceremonial, you may be allowed to load using ramrods. However, under the typical opposing fire reenacting circumstances, you should adhere to the following sequence:

1. Assume the proper loading position according to the revised Hardee's.
2. Retrieve and tear one cartridge. It is the file closers'/NCO's responsibility to stop people who are loading multiple charges.
3. Using your index finger and your thumb only to hold the cartridge and charge from the far side of the barrel, pour the powder into the bore – being careful to keep your hand clear of the muzzle. Again be mindful of the muzzle direction as you do this
4. Drop the empty cartridge paper on the ground. Do not put cartridge papers in the barrel. *Do not draw your ramrod.*
5. If you like, you may lightly tap the rifle butt on the ground to tamp the powder into the breech.
6. Assume the proper priming position according to the revised Hardee's and place the hammer at half-cock.
7. Remove the spent cap and discard it. Place a new cap on the cone with the hammer remaining at half-cock. Half-cock is safer than lowering the hammer onto the live cap. If you feel that you have to lower the hammer or are ordered to do so, you must remove the live cap from the cone (de-cap).
8. Assume the proper arms position according to the circumstance, either "ready" or "shoulder arms".
9. Properly obey any firing commands.
10. After firing, *do not immediately remove the spent cap.* If you do, you provide an air vent which feeds any sparks or smoldering powder which may remain in the breach. As you are loading the next round, these sparks or smoldering powder particles may ignite the charge as you pour it down the barrel. Most reenactors know this as a "cook off" and it usually results in – at least – burns to your right hand. "Cook offs" happen suddenly and without any warning.
11. Start all over at Step 1.

Field Regulations for the Capitol Guards

When in the field, the officers and men are asked to follow the “Regulations” set forth below. Military organization and duties are vital to the efficient functioning, safety and tactical superiority of the Company and the Battalion. Other guidelines will be published as needed.

I. Camp Duties.

All Companies in the Battalion are expected to share in required duties. The Adjutant will ensure that the duties are fairly divided among the companies. The Company will provide details when necessary for:

1. Pickets and Camp Guards (Guard will sometimes be mounted all night long);
2. Details and Patrols;
3. Fatigues (work parties);
4. Any other duties necessary for the safety or functioning of the battalion.

Officers and NCOs are expected to be familiar with the procedures for Guard Mount, and the general duties of sentinels. Such may be found in Kautz's *Customs of Service for Non-Commissioned Officers and Soldiers* and the Confederate States Army Regulations. Copies of both documents can be found on your Resource CD for your reference.

II. Camp Life.

1. Reveille will be sounded at 6:00 a.m. or other time designated by the battalion commander or higher authority. The Company will form in its company streets/area for roll call. At least one company officer will be present at roll calls.

2. There should be at least 3 roll calls per day: Reveille, Retreat, and Tattoo. Roll call should be taken periodically on the march as well.

3. From Kautz:

427. ... If the company is forming without arms, the men fall in and take the position of parade rest,

428. They should fall in in two ranks, whether with or without arms. With arms they fall in at a shoulder arms ... The company is formed between the musician's call and the last note of the assembly.

429. When the music has ceased, the first sergeant commands, "Attention!" ... and if with arms ... "Support Arms." The roll is then called As each name is called, they answer, "Here," and if at a support, they come to a "shoulder," and finally to "order arms," immediately after answering.

4. The 1st Sergeant will prepare his Morning Report, have the Company Commander sign it, and turn it into to the Adjutant's office by 8:00 am, or other time specified by the Adjutant. Other reports will be submitted as required. All necessary forms will be provided by the Adjutant's office.

5. There will be at least one Battalion Parade, daily, unless dispensed with.

6. **On all duties, except fatigues, troops will appear with trousers unbloused, and all buttons buttoned**, unless directed/permitted otherwise (the *Regulations* say that the coat is to be “hooked and buttoned,” - this must be more than just the “top button;” there are hooks only on uniform coats, not on blouses or jackets).

7. Officers and men are expected to be with their Company at all times, unless excused. Company officers will inform the Battalion Adjutant when they shall be absent from their commands, and who in the company is in charge during their absence. NCO's and Privates should not leave the Company area without letting one of the NCOs know where they are going.

8. When “on campaign,” tentage/canvas will not be erected absent a directive from the commanding officer. In fixed or garrison camps, all men will be housed communally in the Sibley tent or other available tentage, or in shelter halves; officers in common-tents or flies. At times, other tentage may be appropriate.

9. **Quiet will be observed in the camp at 11:00 pm**, or such other time indicated by the Battalion Commander.

III. Drill

The Company is expected to drill and maneuver well on the field as part of the Battalion. This requires study on the part of the field officers, captains, subalterns and sergeants (the pressure is on). It is upon these men that the success of battalion movements lies - don't expect to learn/see these for the first time on the drill field - study beforehand.

The importance of drill is to enable the men to work together, provide discipline and safety, and empower the battalion to function on the battlefield as an effective force. The battalion commander will attempt to run the battalion drills as efficiently as possible.

To that end, we will endeavor to have “schools” for officers and NCOs before we actually go on the drill field. None of us wants to be embarrassed, and we do not want the men to be standing around waiting for the “big bugs” to figure out what they are doing. A short but good drill is much better than a long and mediocre one.

Important Maneuvers to Study

(Mission-Essential Task List):

1. The primary drill manual will be Hardee's *Rifle & Infantry Tactics*, 1861 Mobile, “Goetzl,” or “North Carolina drill manual” edition. Officers and NCOs are encouraged to have and study this manual, a copy is included on your Resource CD as *The Capitol Guards Drill Manual*.

2. The Company is expected to be able to maneuver both as a company and by platoon.

3. Officers and NCOs should be familiar with their proper position in all evolutions. NCOs should understand their duties as guides when appropriate.

4. All elements of the School of the Company should be regularly drilled.

5. The following maneuvers are considered to be essential drill elements and should be second nature to any company:

- Facing right, left, front, and about.
- Marching quick time, double-quick time, backward and right (and left) oblique.
- Marching by the right and left flanks; right about march
- Countermarching
- By company into line
- On the right (and left) by file into line
- Right (and left) wheels, backward wheels, and half wheels;
- Right (and left) into line, wheel
 - Right and left turns into line
 - By the right of companies to the front/rear into column

6. The following should be drilled to forward and to the right and left obliques:

- Firing by company
- Firing by platoon
- Firing by files
- Firing by rank
- Firing by the drum or bugle.

7. Forming the battalion on the color line. (see "Forming the Line," *Capitol Guards Drill Manual* App. 2).

8. From the *School of the Battalion*:

- Breaking from line into column of companies; Wheeling; By the right of companies to the rear; by the flank.
- Forming column doubled on the center; column of divisions.
- Deploying into line.
 - Left into line;
 - On the right into line;
 - Forward into line,
 - By Inversion Right into line.
- Maneuvering in Column.
- Maneuvering in Line of Battle.
 - Forward,
 - Changing Front,
 - Obstacles.
- By the right of companies to the rear/front. (For maneuvering in trees, through gun lines, &c.)

9. Skirmishing.

- Deploy as skirmishers on the left, right. or center file
- Deploy as skirmishers by the left (or right) flank
- Advancing Forward, marching in retreat.
- Firings: at the halt, while advancing, marching in retreat
- Rallies

10. Security and Outpost Duties

- Guard Mount
- Posting and Relieving Sentinels
- Challenge & countersign
- Flanker, Advanced Guard, Rear Guard functions

III. Recommended Books

It is important to know the Schools of the Soldier and Company, and the Skirmish drill. The necessary administrative, Guard and fatigue duties should also be studied. Officers and sergeants should study battalion drills.

- Hardee's *Rifle and Light Infantry Tactics*, Mobile edition, 1861;
- Kautz's *Customs of Service for Non-Commissioned Officers and Soldiers*, 1864 - a "how to" on being a soldier and NCO;
- Kautz's *Customs of Service for Officers of the Army*, 1865 - a "how to" on performing an officer's daily duties;
- *Regulations for the Army of the Confederate States*, 1861;
- Dal Bello's *Instructions for Guards and Pickets*, 2nd ed., 1996; and
- Dal Bello's *Parade, Inspection and Basic Evolutions of the Infantry Battalion*, "PIE," 3d edition, 1996; in revision to 4th Ed. as of February, 1998.

With exception of the Dal Bello books, copies of these references are included on the Resource CD.

V. Drill Bits

1. The Company shall drill by the 1861 Hardee's *Rifle and Light Infantry Tactics*. Shouldered Arms is as per the light infantry drill (in the right hand, thumb/index finger around the trigger guard).

2. All men shall be drilled in the loadings at every event. We should not take this for granted. First pour the powder, then lift the hammer and replace the cap. Safety IS written into the tactics - if you remove the cap first, air allowed into the vent keeps sparks in the barrel alive. Do not place paper in the muzzle. Half-cock is safer than letting the hammer down on the cap.

3. Arms will be stacked per the "Musket Stack" as given in Hardee's 1861 *Rifle and Light Infantry Tactics*, School of the Soldier, Para. 415 (e.g., the "Kentucky swing" or "Ellsworth swing.")

4. Parade Rest will be as per "Hardee's" (across the body). That given in the C.S. Army *Regulations* will not be used.

5. Officers and NCOs should not echo, or repeat commands. If the battalion commander can be heard, there is no reason to echo him and step on his next command. Plus, it looks/sounds ridiculous - the enemy can hear you. According to Hardee's "School of the Battalion," the only commands that are repeated are those of "March" and "Halt" (by the company commanders) and only when in a column of companies, so that they move and halt at the same time (to preserve wheeling distance).

Of course, in battle, and on the skirmish line, it becomes necessary to repeat commands that are not heard over the noise/distance. And, at times the company commander must give a preparatory command to his own company, or caution it to make some movement. In general, DO NOT ECHO COMMANDS.

For now, if the Colonel cannot be heard, commands will be repeated by the wing commanders; and if necessary, by the Adjutant and Sergeant Major.

6. No gesturing of officers' swords is necessary or desired. Field officers may use gestures ("a sign of the sword") needed to maneuver and align the battalion (to indicate points, &c). Company officers will not use their swords to signal marching movements or arms movements; they are not drum-majors. Officers should carry their swords at the Carry (shoulder) while at drill or on the march; or at their pleasure (in the scabbard is fine) while at the route step. At double quick, the sword should be angled to the

left, the tip in front of the left shoulder. See Walden, Geoff, "A Manual of the Sword for Foot Officers," *Camp Chase Gazette*, Vol. 24, No. 1, October 1996, pp. 34-39.

7. File closers need not remain constantly at Shouldered Arms. This seems to be a long-standing reenacting misconception of the "Sergeants Manual." File closers, including the 1st Sergeant, should follow the commands for manual of arms movements the same as the men in the ranks.

8. On the march (when the battalion is marching to the step), the battalion commander will generally indicate to the leading company commander that "You may change arms (positions) at your discretion, Mr. _____" (e.g., from Shouldered Arms to Right Shoulder Shift, &c.). After the first company changes arms positions, the second company will follow suit, then the third, &c. Thus, arms will be changed in a "rippling manner." This is the same idea from when the battalion is on Parade - the companies come to Parade Rest from right to left.

9. During each significant halt on the march, and after every battle, the 1st Sergeant will call the Roll and all men shall be accounted for.

10. In drill, and in the field (unless under fire), markers, company guides, and general guides will be utilized. Thus, SERGEANTS AND OFFICERS MUST KNOW (at least STUDY) THEIR DRILL.

11. In making a charge - CLOSING WITH ENEMY - the battalion will first come to Arms-Port (see Scott's 1830 *Abstract of Infantry Tactics*; period images of lines closing). The front/rear rank will not go to charge bayonet/right shoulder shift. For safety, the front rank will remain at Arms Port if we actually come into contact (in reality, it is when the lines meet that the front rank comes to charge bayonet; the rear rank remains ready at arms port to assist the front rank as needed). Such a charge should take place only when closing with the enemy is expected. See figure "The Charge" (from Kelton's 1862 *Manual for the Bayonet*).

12. When counting off - "In each rank count - TWOS," the men do not need to yell, but state their number in a firm voice. The enemy can hear too many reenacting units counting off.

13. Casualties. "...Files having been formed, as often as a front ... rank man falls or steps out of his rank, he will be immediately replaced, for the time, by his coverer in the next rank". **If there is a casualty, step up.** This

(1) keeps the front rank men from crossing in front of the rear rank (safety),

(2) retains the numbers (temporarily; a fortuitous result as doubling was not in "Scott's"), and

(3) the battalion keeps its length in the line (and distance between battalions).

If large gaps are created, the officers/file closers should see that they are filled.

14. It's "By file right (left)," not "By files..."

15. Presenting the piece for Inspection will be as found in Baxter's 1861 *The Volunteer's Manual*, and the 1861 *Infantry Tactics*, or either of Dal Bello's books. (vertical as the officer faces you, leaning slightly outward).

General Histories of the War in Arkansas

Mark K. Christ, Ed., *Rugged and Sublime - The Civil War in Arkansas* (University of Arkansas Press, 1994).

One of the best and most comprehensive single references on the battles and campaigns in Arkansas. Prepared by the Department of Arkansas Heritage. If you read only one Civil War history of Arkansas; read this one.

Michael B. Dougan, *Confederate Arkansas: The People and Policies of a Frontier State in Wartime* (University of Alabama Press, 1976).

A more scholarly treatment of antebellum Arkansas, focusing more on the political background in the state and the war's impact on the home front. Covers antebellum Arkansas, the secession conventions in detail, the raising of the State's troops, and the continued support and prosecution of the war effort. Relies heavily on contemporary observations and writings to give a clear picture of the state's government and the political maneuverings that brought Arkansas into the Confederacy, and just how devastating the war was to the State's infrastructure. An invaluable history of life and conditions Arkansas in the 1850s and 1860s.

Michael B. Dougan, *Arkansas Odyssey: The Saga of Arkansas from Prehistoric Times to Present* (Rose Publishing Co., Little Rock, 1994).

This is one of the most comprehensive histories of the settlement and development of Arkansas, relying on many contemporary accounts and original documents to give a solid picture of life and the prominent characters and institutions in Arkansas, both before, during, and long after the Civil War. An excellent resource in developing a first person character as well as interpreting the "current goings-on" of the War in the light of your being a citizen of the Toothpick State.

William W. O'Donnell, *The Civil War Quadrennium* (Civil War RoundTable of Arkansas, 1985).

A history of Little Rock's role in the War Between the States. A good reference on what it was like to live in Little Rock in 1860.

Bobby Roberts and Carl Moneyhon, *Portraits of Conflict: a Photographic History of Arkansas in the Civil War* (University of Arkansas Press, 1987).

Roberts and Moneyhon tell the story of the war in Arkansas on a personal, individualistic basis, using contemporary photographs of Arkansas and Arkansans in the war. Look into the faces of individual Arkansans as they marched off to war, and hear their experiences.

David Y. Thomas, *Arkansas in War and Reconstruction*, (Arkansas Division, United Daughters of the Confederacy, 1926).

*The original history of Arkansas in the War, commissioned jointly by the Arkansas legislature and the UDC. A good overall summary of the entire scope of the war in the state at a fairly simple level. Includes descriptions of many of the smaller conflicts and skirmishes in the state that were not included in *Rugged and Sublime*. Footnotes and references are sparse, though, much of this is a compilation of Harrell's *Confederate Military History* volume and parts of the O.R. into an easily readable, narrative format.*

Clement A. Evans, *Confederate Military History*. 13 Vols. (Confederate Publishing Co., 1899).

Each volume of this series primarily summarizes the history of one or two states, including biographies of the generals and distinguished officers from that state, and a summary of the Confederate regiments raised in that state. Volume 10 covers Louisiana and Arkansas.

U.S. War Department, *The War of the Rebellion: A Compilation of the Official Records of the Union and Confederate Armies*. 70 volumes in 128 books divided into 4 series, with a separate atlas.

The "Official Records", or the "O.R." is difficult to use, but a gold mine of information. Organized by campaigns in specified geographic regions, here are the official post-action reports and correspondence of the Union and Confederate commanders and staff officers. (Now published on CD-ROM, where it's much easier to use)

Stewart Sifakis, *Compendium of the Confederate Armies: Florida and Arkansas* (Facts on File, 1992).

Thumbnail sketches of each Arkansas Confederate unit raised during the War. Beware -- contains numerous factual errors.

The Sixth Arkansas and its Campaigns

Calvin L. Collier, *First In, Last Out - The Capitol Guards, Arkansas Brigade* (Pioneer Press, 1961).

This is as close to a single comprehensive history of the 6th Arkansas as has been written to this date. It was written more than 40 years ago, however, and much more research has been done since that time. Another drawback is that Collier didn't use any footnotes or references to his sources in writing this book, so it's hard to go beyond the simple narrative here. Still, this is the current "standard" for the 6th Arkansas. I encourage you to read on...

James Willis, *Arkansas Confederates in the Western Theatre* (Broadfoot Publishing Co, 1998)

While focusing on the 9th Arkansas Infantry Regiment and Reynold's Arkansas Brigade in the Army of Tennessee, this is an excellent campaign history of nearly all the Arkansas regiments which fought in the Army east of the Mississippi. Taken mostly from first person accounts and service records, this is an excellent record on what it was like to serve from Arkansas in the War.

Nathaniel C. Hughes, Jr., *The Battle of Belmont: Grant Strikes South*. Chapel Hill, NC, University of North Carolina Press. (1991).

While not actively engaged, members of the 6th Arkansas watched this one from the bluffs of Columbus, KY.

Nathaniel C. Hughes, Jr., *Sir Henry Morton Stanley: Confederate* (Louisiana State University Press, 2000)

Henry Morton Stanley, famous as the journalist who went to Africa and said, "Dr. Livingston, I presume..." got his start in life as a private in the Dixie Grays, Co. E, 6th Arkansas Infantry. Hughes' work is an annotated extract of the early chapters in Stanley's autobiography, specifically the regiment's mustering in, the march to Pocahontas, and the campaign in Kentucky in late 1861/early 1862. It ends at the close of the battle of Shiloh, where Stanley was captured by the Federals.

Larry J. Daniel, *Shiloh: The Battle That Changed the Civil War* (Simon & Schuster, 1997).

A new and invaluable treatment of the campaign leading to and the battle of Shiloh (Pittsburgh Landing), where Arkansas troops sent east of the Mississippi saw their first real combat (and for a large number of them, their last. More soldiers were killed or wounded during the two days of combat at Shiloh than had fallen in all of America's wars up to that day). Lavishly illustrated with photographs and maps, tracking the movement and action of units down to regimental level. The book on Shiloh...

Kenneth W. Noe, *Perryville: This Grand Havoc of Battle* (Univ. Press of Kentucky, 2001)

Perryville, along with Shiloh and Murfreesboro, was one of the three battles that defined the character of the Army of Tennessee early on in the War. Noe's work uses detailed maps and contemporary records of the battle to explain the actions of the involved units, especially Liddell's Arkansas Brigade and the Federal units opposing them in this action.

Peter Cozzens, *No Better Place to Die: The Battle of Stones River* (Univ. of Illinois Press, 1991)

Cozzens is another writer who has contributed greatly to the detailed recording of the actions of the Army of Tennessee, and begins his story of the battle of Murfreesboro ("Stones River" to the Yankees and the National Park Service) with its roots in the failed 1862 campaign in Kentucky and the retreat which followed Perryville. Detailed maps and narrative follow the advance of Liddell's Brigade during the Confederate attack on December 31 which nearly crushed the Federal army.

Michael R. Bradley, *Tullahoma: The 1863 Campaign for the Control of Middle Tennessee* (Burd Street Press, 2000)

While embedding more than a little bit of Southern nationalism, this book presents a good summary of the Summer 1863 campaign which pushed the Army of Tennessee out of middle Tennessee and set the stage for the battle of Chickamauga, and case you were wondering what the AoT was up to while the Vicksburg and Gettysburg campaigns were taking place.

Peter Cozzens, *This Terrible Sound: The Battle of Chickamauga* (Univ. of Illinois Press, 1991)

Chickamauga, possibly the Confederacy's greatest tactical victory, saw all the Arkansas regiments reunited, with the Arkansas regiments of Hardee's Corps in the Army of Tennessee reinforced by the

redeployment of Longstreet's Corps from Virginia, with the 3rd Arkansas.

Peter Cozzens, *The Shipwreck of Their Hopes: The Battles for Chattanooga* (Univ. of Illinois Press, 1994)

Probably one of the best accounts of the Confederate repulse from Chattanooga, including the stubborn defense of Cleburne's Division behind Tunnel Hill and Ringgold.

Richard Baumgartner and Larry Strayer, *Echoes of Battle: The Struggle for Chattanooga*. (Huntington, WV, Blue Acorn Press,, 1996)

Told mostly in the words of the participants and lavishly illustrated with maps and photographs of the battlefields, units, and individual soldiers, this volume covers Chickamauga, the siege of Chattanooga, and the Federal breakout at Lookout Mountain, Tunnel Hill, and Missionary Ridge. Probably one of the best accounts of this campaign

William R. Scaife, *The Campaign for Atlanta*. (Saline, MI, McNaughton & Gunn, 1993.)

An excellent account of the "hundred days" in the spring and summer of 1862, with detailed maps of the battlefields and unit locations, and orders of battle for the various commands.

Richard Baumgartner and Larry Strayer, *Echoes of Battle: The Atlanta Campaign*. (Huntington, WV, Blue Acorn Press, 1991)

An overall look at the campaign to capture Atlanta, again told mostly from the perspective of the participants, both North and South. Like the Chattanooga book, this volume is richly illustrated with maps, contemporary drawings and photographs and illustrations.

Richard Baumgartner and Larry Strayer, *Kennesaw Mountain: June 1864*. (Huntington, WV, Blue Acorn Press, 2000)

Like the *Echoes of Battle..* volumes, this work gives the same detailed treatment to a series of engagements in the Atlanta campaign, the fight for Kennesaw Mountain.

Wiley Sword, *The Confederacy's Last Hurrah: Spring Hill, Franklin, and Nashville*. HarperCollins Publishers, New York, 1992.

The Franklin/Nashville campaign.

Nathaniel Cheairs Hughes, Jr., *Bentonville: The Final Battle of Sherman and Johnston*. University of North Carolina Press, Chapel Hill, NC, 1996.

The last campaign of the War, and starting home.

The Army of Tennessee

Thomas Connelly, *Army of the Heartland*.

This is one of the first serious, scholarly studies of the War in the western theater and Mississippi Valley, covering from the establishment of the Confederate states to the conclusion of the 1862 Kentucky campaign.

Thomas Connally, *Autumn of Glory*.

A continued history of the Army of Tennessee from 1862 to 1865, beginning with the battle of Murfreesboro and continuing on to the surrender in April, 1865.

Larry J. Daniel, *Soldiering in the Army of Tennessee: a Portrait of Life in the Confederate Army* (Univ. of North Carolina Press, 1991).

Howell & Elizabeth Perdue, *Pat Cleburne: Confederate General* (Hill Jr. College Press, Hillsboro, TX, 1973) .

One of the better biographies of Cleburne, who commanded the division of which Liddell's/Govan's Arkansas Brigade was a part, and provides an excellent look at actions from the divisional level, especially during the Atlanta campaign.

Mauriel P. Joslyn, ed., *A Meteor Shining Brightly: Essays on Maj. Gen. Patrick R. Cleburne* (Terrell House Publishing, Milledgeville, GA, 1998).

An excellent resource on Cleburne, his character, and command organization. Of particular interest are two of the essays herein, Joslyn's "An Open, Stand-Up Affair" which details the battle of Ringgold

Gap following the Confederate withdrawal from Chattanooga, and Frederick A. Bohmfalk's "Cleburne's Victory at the Pickett Settlement, May 27, 1864" which details the battle at Pickett's Mill during the Atlanta campaign.

Nathaniel C. Hughes, Jr., *General William J. Hardee: Old Reliable*. Baton Rouge, LA, Louisiana State University Press, 1965.

An excellent biography of the Division and later the Corps commander who organized, trained, and then led the Arkansas Brigade through most of the Civil War.

Nathaniel C. Hughes, Jr., *Liddell's Record*. Baton Rouge, LA, Louisiana State University Press, 1965.

St. John R. Liddell records a plain-spoken memoir of his experiences, including command of the Arkansas brigade from the weeks after Shiloh up until the spring of 1864. Excellent accounts from Perryville, Murfreesboro, and Chickamauga/Chattanooga, as well as life in the brigade and the ever-present political strife within the Army's high command.

Larry J. Daniels, *Cannoneers in Gray: The Field Artillery of the Army of Tennessee, 1861-1865* (Univ. of Alabama Press, 1984).

Includes discussion of several of the Arkansas batteries, and the conditions they faced.

In First Person: the Experiences of Soldiers

Gregory A. Coco, *The Civil War Infantryman: In camp, on the march, and in battle* (Thomas Publications, Gettysburg, PA, 1996).

John D. Billings, *Hardtack and Coffee*. (Time-Life Books, New York, reprinted 1982)

A Union artilleryman's recollection of the details of soldier life in the Union Army, one of the best nonfiction narratives of how the common soldier lived and was supplied.

Wilbur F. Hinman, *Corporal Si Klegg and His Pard*. (York Publishing Co., Galway, NY, 1887, reprinted 1993)

"How they Lived and Talked, and what they Did and Suffered, while Fighting for the Flag".... A fictional retelling of the transition of an Indiana farm boy to soldiering in the Union Army, his experiences in the Army of the Cumberland, and so on to his trying to draw a federal pension after the war. If you want to know how Civil War soldiers really lived, read this book.

Sam Watkins, *Company "Aytch"*. 1885 or so.

Reminiscences of Sam Watkins, private in Company H of the First Tennessee Volunteer Infantry. Very down-to-earth story of what it was like to be a Confederate private. Does not discuss military history or issues at all; it is purely one soldier's impression of the war, or as it is subtitled, "a side show of the big show."

Bell Irvin Wiley, *The Life of Johnny Reb*. (LSU Press, Baton Rouge, LA, 1943)

A collection and study of the collected reminiscences of a number of Southern soldiers, providing a detailed look at the life of enlisted men in the Confederate army.

Bell Irvin Wiley, *The Life of Billy Yank*. (LSU Press, Baton Rouge, LA, 1952)

Same as Johnny Reb for the Northern side.