

RACW Confederate Artillery Safety Rules

1. Muzzle loading artillery pieces are to be manned by at least four cannoneers who have been trained in the proper drill for the gun which they are operating.
2. Breech loading artillery pieces and mortars are to be manned by at least three cannoneers who have been trained in the proper drill for the gun which they are operating.
3. All artillery shall have the proper equipment and be in good repair. Determination of suitability shall be the responsibility of the senior artillery officer. The senior artillery officer must approve artillery before being placed on the field.
4. No object or material may be fired from a gun if it will travel beyond the safety zone.
5. Gunfire is prohibited within 50 feet of any artillery munitions box. If so directed by the officer commanding the Battery, and provided that the munitions box is closed, members of the gun crew may use their sidearms and/or carbines provided they are in line with the hubs and fire in a direction away from the munitions box.
6. Minimum distance for aimed pistol fire is 30 ft.
7. Revolvers will use no more than 35 grains of FFF powder.
8. Horsemen must remain at least 60 feet from any gun or munitions box and must honor the safety zone of artillery batteries when the cannons are loaded.
9. The munitions box containing black powder shall be constantly manned when unlocked. When not in use the box is to be stored in a safe and secured area.
10. The munitions box lid is to remain closed when rounds are not being moved, loaded or inspected.
11. The placement of the artillery is the responsibility of the senior artillery officer.
12. The safety zone for artillery will be 75 feet to the front and 50 feet to the sides and rear (of the munitions box). Only artillery crews or authorized personnel are allowed within the safety area when the guns are loaded or the munitions box is opened.
13. Artillery munitions boxes will be at least 25 feet to the rear of the cannon and at least 50 feet from the nearest public.
14. No gun shall be loaded when the safety zones are not clear. No gun shall be fired when the frontal safety zone is not clear.
15. All artillery rounds shall be charged with black powder as their only propellant, and the charge shall never exceed the manufacturer's recommendations.
16. Necessary equipment for gun crews is as follows.
 - a) All cannoneers must wear hearing protection.
 - b) For muzzle loading guns: #1 & #2 must wear heavy, gauntlet gloves, and long sleeve shirts if not wearing coat or jacket. #3 & #4 may have gloves. #3 must use either a glove or a thumb stall with which to stop the vent. #5 must use a gunner's haversack to move rounds from the munitions box to the gun.
 - c) For breech loading guns and mortars: #1 & #2 must wear heavy, gauntlet gloves. #3 must use a gunner's haversack to move rounds from the munitions box

to the gun.

- d) All gun crews must have potable water available on the field.
17. Signals for the artillery are as follows:
- a) If the gun is loaded #1 & #2 will place implements (rammer or worm) in a vertical position on top of the wheel hubs.
 - b) For breech loading guns and mortars: #1 will hold his right hand in the air or hold an implement vertically.
 - c) If the gun is unloaded and safe to approach the green pennant will be made visible above the wheel or a rammer may be placed down the bore.
 - d) If the gun has misfired and is not safe, both rammers are crossed over the barrel to form an "X". The red pennant will be made visible above the wheel. **DO NOT APPROACH!**
 - e) For breech loading guns the red pennant will be made visible above the wheel. **DO NOT APPROACH!**
18. When circumstances warrant it, anyone, at any time, may call *Hold Your Fire* or *Stop*. This should be done if there is any doubt whatever as to whether it is safe to fire the piece.
19. Servicing a muzzle-loading piece:
- a) When inserting the implements into the bore #1 and #2 shall grasp the implements with thumbs pointing away from the gun.
 - b) When covering the vent, #3 will hold his left forearm vertical and keep his head away from over the vent.
 - c) After the charge is rammed home, #3 will prick the charge only after #1 and #2 are outside the wheels, the safety zone is clear and the chief of the piece orders him to do so.
 - d) Before giving the command *Fire* the chief of the piece will ensure the safety zones are clear and will then call *Clear Front* or *Ready*. He will then wait a minimum of 3 seconds while all cannoneers check all safety zones again. Only then may the command *Fire* be given.
 - e) The piece may not be fired while anyone is between the wheels.
 - f) Primer failure: If it is certain that the primer has failed to fire, the charge may be pricked anew and a new primer inserted.
 - g) Misfire: Should the primer fire but the charge fail to ignite...
 1. Both rammers are crossed over the barrel to form an "X".
 2. The red pennant will be made visible above the wheel. (breech loading guns will omit crossing rammers)
 3. All cannoneers will stand down from the piece
 4. After the elapse of a minimum of three minutes a 2nd attempt to fire the gun may be made (re-prick and re-prime). If this should fail, repeat the same steps and a 3rd attempt may be made.
 5. If the 3rd attempt should fail, the tube and the vent will be flooded and the gun considered out of action for the remainder of the battle.