

NCWC REGULATIONS FOR HORSE-DRAWN VEHICLES

Revisions adopted 04.19.07

SKILLS TESTING

Horse-drawn vehicle (HD) impressions are not allowed at NCWC public events unless the driver(s) have qualified by passing an NCWC Driving Skills Test. In addition, all drivers must pass the NCWC Written Driving Safety Test.

Testing qualifies drivers to participate in NCWC events only with the specific horses tested, and for the vehicle type and type of driving tested. Substitutions of drivers or horses in a team, including switching positions of horses or drivers in a team, require a new test.

In addition, there are testing requirements for persons assisting drivers:

All cannoneers who wish to ride limber chests must pass the NCWC Written Driving Safety Test.

All outriders, outwalkers, and headers must pass the NCWC Written Driving Safety Test.

All outriders must have passed the NCWC Mounted Skills Test.

A qualified Evaluator will administer the NCWC Driving Skills Test, which will consist of, but not limited to:

- Evaluation in the purposes and proper use of the equipment and tack to be used.
- Evaluation of proper horse handling.
- Evaluation of driving skills.
- Evaluation of the ability and attitude (calmness, willingness, compliance) of the horses.

Evaluators must have extensive, verifiable experience in driving and driving instruction. Evaluators may be from any unit in the NCWC, or from outside the NCWC as long as they have appropriate qualifications. Units designate driving evaluators and are responsible for verifying their qualifications. Names and resumes of evaluators and copies of tests shall be submitted by the unit commander to the Safety Committee. See attached document on Driving Evaluator Qualifications.

Driving Categories

Drivers may become qualified in one or more of the following categories:

1. **Artillery Driver (Postillion):** Driver mounted on near horse of a pair pulling a cannon or caisson, controlling both near and off horse with reins.
2. **Driver (Long Line):** Civilian and military support vehicles, driver seated on vehicle, horses driven with long lines attached to the bit of each horse.
3. **Teamster:** Supply wagon or other military support vehicle, driver mounted on near wheel horse, controlling lead team using long lines or jerk line attached to bit of the near lead horse.

Ratings and Allowed Activities

Within each category, HD members will be rated:

1. **Novice, qualified:** Passes NCWC Driving Test "C." Passing this test qualifies a longline driver to drive a single horse or team of 2 horses at NCWC events outside of battle scenarios, with supervision from an Intermediate or Advanced driver seated alongside. Novice drivers may drive on level or gently sloping terrain at speed not to exceed a trot. Novice drivers may only drive artillery teams outside of battle scenarios, in the swing position only. Novice drivers may not serve as teamsters at NCWC events.
2. **Intermediate:** Passes NCWC Driving Test "B." Passing this test qualifies the artillery driver to drive in the wheel or lead position of 2 or 4 horse artillery teams in battlefield scenarios, or in any position outside of battlefield scenarios. Passing this test allows longline drivers or teamsters to drive vehicles pulled by 1-2 horses in battlefield scenarios, and up to 4 horses outside of battle scenarios. Passing test B allows drivers to drive on uneven or moderately sloping terrain, at speed not to exceed a trot unless greater speed is required for safety considerations.
3. **Advanced:** Passes NCWC Driving Test "A." Advanced drivers may drive any position in an artillery team. Advanced drivers are required in the wheel position of 6-horse artillery teams. Passing this test qualifies a longline driver or teamster to drive teams of up to 6 horses in battlefield scenarios, and over steep or difficult terrain. Advanced drivers may canter teams with permission from Battn COs in advance. [Note: These tests will replace the existing NCWC Driving Test on the date the revised rules are adopted. However, persons who have passed the driving test for the 2007 season prior to the date of adoption are not required to retest.]

Emergency Commands:

“**ALL STOP**” can be yelled by anyone who sees an unsafe or potentially unsafe condition. When given, the command “All Stop,” all mounted personnel will immediately bring their mounts to a halt, if moving, or gather them to prevent their moving if at a halt.

“**CLEAR WHEELS**” can be yelled by anyone to warn non-mounted personnel to get away from a horse drawn vehicle that “ALL STOP” does not cover, i.e. vehicle rolling backward down hill or drivers losing control of the team.

“**STOP ACTION**” can be yelled by anyone who believes that continuation of a battle will create or aggravate an existing unsafe condition. If given, the outriders not needed to deal with the situation should ride to where they can effect the cease fire in as short as time as possible.

Non-emergency Commands

“**MAN AT THE LIMBER**” must be yelled by anyone who enters the space between the limber wheels and carriage wheels (or where the carriage wheels would be if none is present) to warn the drivers of your presence.

“**CANNONEERS MOUNT**” should be yelled by the Chief of the Piece to warn non-mounted personnel to get clear of the wheels, as cannoneers are mounting and the team and carriage are about to move.

“**READY**” At the halt, while being given the order to move, an artillery team wheel driver will look at the limber and carriage to see if it is safe to move. If so, the team wheel driver will yell “READY.” If not, he will yell “ALL STOP.” If cannoneers are mounted on the limber this responsibility should be delegated to someone with a better view of the wheels.

“**DRIVERS, DRIVE ON**” At the halt, when the execute command to move is given, the artillery team corporal (or person acting in this role), after he has heard his wheel driver yell “READY,” will give this command so all horses on the team start at the same time. If the corporal has not heard “READY” from his wheel driver, he will order “ALL STOP.”

GENERAL DRIVING SAFETY RULES

The following rules apply to all driving categories:

- a. No person under the age of 16 will be allowed to drive horses, perform as an outrider or be a passenger on any military vehicle at NCWC sanctioned events.
- b. Only reenactors who have passed an NCWC Driving Test may drive HD vehicles at a public event. Members of the public will never be allowed to drive a HD vehicle, or to be passengers in HD vehicles.
- c. All drivers, outriders, outwalkers, headers, and passengers on horse-drawn vehicles must sign the NCWC waiver of liability for equine activities before being allowed to participate in these roles.
- d. Drivers are qualified and rated only for the horses and vehicle type with which they have tested. Any changes of horses or vehicle type requires a new test. Changes of positions of horses or drivers in a team also requires a new test.
- e. Artillery drivers must have at least an INTERMEDIATE rating to drive in battlefield scenarios. Wheel drivers of 6 horse artillery teams must have an ADVANCED rating to drive in battlefield scenarios.
- f. Longline drivers and teamsters must have at least an INTERMEDIATE rating to drive 1-2 horse vehicles in battlefield scenarios. Drivers and teamsters must have an ADVANCED rating to drive 4-6 horse vehicles in battlefield scenarios.
- g. Drivers with a NOVICE rating may only drive HD vehicles outside of battle scenarios at NCWC events, and only if the following conditions are met: (a) Longline drivers, if accompanied by an intermediate or advanced driver, sitting alongside them on the front seat. (b) Artillery drivers in the swing position of a 6 horse team. NOVICE teamsters are not allowed to drive at NCWC events because there is no way to easily assist if difficulties should arise.
- h. Bridles and reins must be put on horses before they are engaged to a vehicle and are never to be removed until horses are disengaged from the vehicle.
- i. Once the horses are hitched to the vehicle and the driver has mounted, the driver has the sole responsibility for controlling the team. He shall not turn the reins over to anyone else, nor shall anyone attempt to take the reins (Intermediate/advanced drivers supervising novice longline drivers excepted.) If necessary, outriders or outwalkers may hold the cheekpiece of the bridle, the halter, or the lead rope, never the reins.
- j. At public events movements of horse-drawn vehicles will be limited to a walk or trot unless (a) the drivers are certified at the ADVANCED level and approval of Battn COS and Safety Committee is given; or (b) greater speed is needed due to safety considerations (for example, ascending a short steep section of hill.)
- k. Horses hitched to vehicles shall never be left unattended. Horses hitched to vehicles shall never be tied to any object, except to hitch and unhitch. Horses shall be tied only to immovable objects while hitching and unhitching. Horses shall not be tied to a picketline when hitching and unhitching.

- l. All drivers shall carry a whip appropriate to the type of vehicle they are driving.
- m. HD vehicles and outriders shall not enter tented areas or non-mounted camps. Scenarios authorized by a Battn CO excepted.
- n. HD vehicles and outriders will be at the walk anytime they are 30 feet from pedestrians, tented areas, or any camp.
- o. On the battlefield, HD vehicles will not get closer than 30 feet from designated public areas.
- p. HD vehicles must be at the walk any time they are within 30 feet of the public, simulated casualties, or opposing troops.
- q. Drivers and outriders have the absolute right to leave a battlefield any time they feel they may not be able to keep complete control of their horses. They have the absolute right to disobey an order if they feel that the order would result in an unsafe condition.
- r. Drivers and outriders must leave the battlefield if ordered to do so by their unit commander, the Artillery Battn. CO, or a member of the Safety Committee.
- s. HD vehicles may not be attacked or captured. Soldiers must be careful not to spook driving horses. Horses and men on foot must not run at, or up behind, HD vehicles. Firing small arms within 50 feet of a HD vehicle is prohibited.
- t. Teams should be introduced to the battlefield for the first time outside of battle scenarios, and not hitched to vehicles.

OUTRIDERS, OUTWALKERS, and HEADERS:

Definitions and Roles.

Outrider: Anyone mounted on a single saddle horse who accompanies a HD vehicle, regardless of impression. The primary function of outriders is to ensure a clear and safe path for the horse-drawn vehicle, and to warn people on foot away from the path of the vehicle. He should be familiar with the capabilities and limitations of the vehicle, and driving safety. He should be on the lookout for unsafe conditions, or problems with horses or equipment, and warn the driver of them. His ability to actually assist if difficulties arise is limited because he is mounted and must control his own horse. He should know and be able to quickly locate headers to assist the driver.

Outwalker: A person on foot who walks alongside horses pulling a HD vehicle. The primary function of outwalkers is to ensure a clear and safe path for the horse-drawn vehicle, and to warn people on foot away from the path of the vehicle. He should also be on the lookout for problems with horses or equipment, warn the driver of them, and assist the driver in correcting them. As with the outrider, he should be familiar with the capabilities and limitations of the vehicle, and driving safety. Since he may also need to assist the driver, he needs to be familiar with horses, harness and equipment. The outwalker may also perform duties of the header or groom.

Header (also called Groom or Horseholder): A person who holds the horse quiet while drivers mount or dismount, or while horses are being hitched or un-hitched. He needs to be familiar with horses, harness and equipment. With longline-driven vehicles, a header typically rides along and dismounts to assist whenever the vehicle stops. With artillery teams it is advisable that cannoneers riding the limber chest be trained as headers. Headers may also assist with embarking and disembarking civilian passengers, harnessing/unharnessing, grooming, feeding, watering etc.

The following rules apply to outriders, outwalkers, and headers:

- a. Outriders must pass the NCWC Mounted Skills Test to "Reaction to gunfire from others," and in addition must have passed the written NCWC Driving Test. In the mounted skills tests riders must have demonstrated a good ability to control their horse independently of other horses.
- b. Outwalkers and headers must have experience in handling horses, harnessing, and hitching, and must have passed the written NCWC Driving Test.
- c. At all times an artillery team shall have at least one outrider posted alongside or slightly ahead of the lead pair. (The chief of the piece, if mounted, may also serve as an outrider.)
If a gun or caisson is to be moved faster than a walk in areas where there is not a clear view ahead (for example a road with turns, or over a ridge), a second, "advance" outrider must precede the gun to arrange a clear path for the detachment.
- d. Outriders or outwalkers are required for civilian and military support vehicles with 4-horse or larger hitches. If outwalkers are used, the speed of the horses must not exceed a walk.
- e. It is the responsibility of the unit commander or his designated safety officer to ensure that outriders, outwalkers, and headers are detailed to assist any drivers under his command, and that they have the necessary skills and knowledge to perform their designated functions.

ARTILLERY DRIVER

- a. During battle scenarios, all horse-drawn artillery shall be under the command of the Artillery Bttn. CO or the CO of an artillery unit designated by the Bttn CO. All horse-drawn guns, caissons and artillery support vehicles will be organized into a Bttn or Battery to serve together. The Artillery Bttn CO will choose the commander of this unit. (The unit at many times will be under the direct authority of the BCO due to the needs of deployment on the field.) Outside of battle scenarios, artillery drivers are under command of their unit commanders.
- b. All driver saddles will be ridden with a surcingle.
- c. The wheel horse driver is in charge of the movements of the artillery team at all times. He shall have an ADVANCED rating if a 6 horse hitch is used; and at least an INTERMEDIATE rating for a 2 or 4 horse hitch. All lead drivers must have at least an INTERMEDIATE rating. Drivers with a Novice/Qualified rating may only drive in the swing position of a 6 horse hitch, outside of battle scenarios.
- d. Horses shall be hitched to the gun or caisson in pairs, starting with the wheel pair and working forwards. Until the team is hitched and mounted by the drivers, each horse in the team shall have a holder. When the driver is ready to mount, he takes the reins of the near horse while the assistant continues to hold the horse by the lead. Holders shall not let go of the horses until the driver has mounted, taken the reins of near and off horses, and says "Ready."
- e. Traces shall not be allowed to become slack when driving, except temporarily on the inside of turns. Once forward movement is resumed, slack should be taken up.
- f. Artillery drivers shall not dismount until horses are unhitched from the vehicle.
- g. Wheel drivers shall wear a leg guard when mounted.
- h. A pole pad shall be used on the limber pole if a 4 or 6 horse hitch is used.
- i. Artillery horses are not to be linked by the bit.
- j. Collars of horses in swing or lead pairs shall be linked using straps, ropes, chains as appropriate to the impression.
- k. When cannoneers are mounted on the limber and/or caisson the pace will never exceed a trot.
- l. Wheel drivers will be mounted prior to lead and swing drivers. Wheel drivers will be dismounted after lead and swing.
- m. Drivers are to be unarmed during battles and no firing or fighting will be allowed off or from an artillery team horse.
- n. Drivers are not to "take hits" from artillery horses.
- o. If the team is to remain on the field after a gun is unlimbered, the team shall maneuver behind the gun, facing forwards (towards the gun), and no closer than 25 feet from the gun.

CANNONEERS

- a. Cannoneers who wish to ride limber chests must have passed the written NCWC Driving Test. It is highly recommended that at least one of the cannoneers riding the limber chest be qualified and able to serve as a header if needed. Cannoneers should be on the lookout for potentially unsafe situations and warn the drivers if possible.
- b. Cannoneers must demonstrate the ability to mount and dismount quickly and correctly from the limber chest before they will be allowed to ride the limber in battle scenarios.
- b. Cannoneers shall not ride limbers and/or caissons during steep uphill or downhill movement.
- c. No more than three Cannoneers may ride a single limber chest. If three are riding they must link arms.
- d. No gear (such as canteens, haversacks, and packs) will be placed on the limber chests in any fashion, which will allow the gear to swing into the wheels of the vehicle.
- e. Cannoneers will be mounted only after all drivers are mounted. Cannoneers will all be dismounted before the drivers are dismounted.
- f. Cannoneers who ride limber chests shall mount using techniques described in Civil War era artillery manuals. While mounting they shall not put their hands on the tires.
- g. No person shall get between the wheels of the limber and gun except to limber or unlimber.
- h. Leaning on the muzzle of the gun while limbered is prohibited.
- i. Cannoneers while walking alongside the gun being moved by horses shall not put their hands on the tires.
- j. Steep downhill movement will be done at a walk with either a prolong rigged as a brake (held back by the crew) or with the wheel lock chain fixed on the towed vehicle.

LONGLINE DRIVERS AND TEAMSTERS

- a. Overchecks are prohibited. Sidechecks are allowed.
- b. A kicking strap is recommended for all vehicles with shafts.
- c. The teamster must have, at a minimum, one header to hold each pair of horses while hitching and unhitching, and while the teamster is mounting or dismounting the vehicle. The lead pair of the

team may be tied to an immovable object when hitching and unhitching. Teams are never to be tied to a picketline for hitching and unhitching.

d. The teamster should be mounted and taken the reins before any passengers are allowed to mount, and all passengers must be dismounted before the teamster can dismount.

1. While mounting and dismounting passengers assistants will dismount (if riding in the vehicle) and hold each horse in the team until all the passengers are dismounted.

2. The vehicle brake, if any, will always be set while passengers are mounting or dismounting.

3. Passengers will be instructed to mount and dismount facing the vehicle.

4. Any time passengers are aboard the pace of a teamster driven vehicle shall not exceed a trot.

e. Battle/skirmish scenarios involving civilian drivers and vehicles must be approved by the Bttn COs and the Safety Committee in advance.

GLOSSARY

For the purposes of these rules, the following terms shall be defined as:

Artillery Driver: A driver mounted on near horse of a pair pulling a cannon or caisson, controlling both near and off horse with reins, regardless of how many pairs are hitched together.

Driver (Longline): Driver of civilian and military support vehicles, where the driver is seated on vehicle, and horses are driven with long lines attached to the bit of each horse.

Teamster: Driver of a supply wagon or other military support vehicle, where the driver is mounted on the near wheel horse/mule, and controls lead team using long lines or jerk line attached to bit of the near lead horse/mule. Typical way of driving supply wagons pulled by mule teams.

Authorized Scenario: Any pre-arranged scenario that has approval of the Battn. COs, the Safety Committee., and the Civilian coordinator (for scenarios involving civilian vehicles or personnel.)

HD Horse: Any horse that draws a vehicle and participates with the NCWC at an event, regardless of ownership.

HD Vehicle: Any horse drawn vehicle, including carriages pulled by a limber.

Horse: Refers not only to horses, but includes mules or any other animal used in place of a horse.

Outrider: Anyone mounted on a single saddle horse who accompanies a HD vehicle, regardless of impression. His primary duty is to ensure a clear path for the vehicle.

Outwalker: A person on foot who walks alongside a horse drawn vehicle to help ensure a clear path for the vehicle and assist the driver with problems with horses or equipment. May also perform duties of the horse handler or header.

Header (Groom, Horse Handler): A person who holds the horse quiet while drivers mount or dismount, or while horses are being hitched or un-hitched. May also assist with harnessing and unharnessing, grooming, feeding, watering etc.