

**Civil War Pacific Area Re-enactor  
General Safety Test**

**Name:** \_\_\_\_\_ **Unit:** \_\_\_\_\_ **Date:** \_\_\_\_\_

1. For the active area of the “battlefield” and the spectators or other public area the safety zone is:
  - a. 5 yards
  - b. 10 yards
  - c. 15 yards
  - d. 20 yards
  
2. When off the battlefield in camps and public area, horses must be ridden at:
  - a. Walk
  - b. Trot
  - c. Canter
  - d. Gallop
  
3. No weapon shall be pointed at any member of the public who is closer than:
  - a. 10 yards
  - b. 15 yards
  - c. 20 yards
  - d. 25 yards
  
4. Rowdiness, public drunkenness, or abusive language is only allowed:
  - a. After the public or spectator have left
  - b. Only where the public cannot witness it
  - c. During an event for “authenticity” purposes
  - d. At no time are any of the above allowed
  
5. The required safety zone between fires and any form of canvas is:
  - a. 5 feet
  - b. 10 feet
  - c. 15 feet
  - d. 20 feet
  
6. Smoking or open flames are prohibited:
  - a. When handling black powder in any form
  - b. Within the artillery powder safety zone
  - c. After battles until all weapons and cartridges have been secured
  - d. All of the above
  
7. Spectators can handle weapons:
  - a. Whenever they would like to learn more about them
  - b. To help convince them to join your unit
  - c. Only in controlled demonstration scenarios
  - d. As long as they ask for permission first
  
8. Loaded weapons, ammunition, powder, or caps:
  - a. Will never be put in the hands of spectators
  - b. Do not need to be guarded
  - c. May be out of sight, possession, or control during battles only
  - d. Must be under active control at all times
  
9. A fire extinguisher (water bucket or other) is required to be near a fire at all times.

- a. True
- b. False

10. A general safety zone between the public and any live weapon is:

- a. 5 yards
- b. 10 yards
- c. 15 yards
- d. 20 yards

11. In order to clear or fire a weapon (outside of the battlefield):

- a. You must be 5 yards from spectators/general camp
- b. You must yell "clearing" to alert those nearby
- c. You must have authorization and supervision of the unit leadership
- d. You must be 5 yards from any picket line

12. When at a reenactment or event:

- a. You may call out for a "medic" when acting as a wounded soldier
- b. You must yell for a "medic" to have stretcher bearers take you off the field
- c. You may only call "medic" in case of an actual medical emergency
- d. You must never use the word "medic" under any circumstances

13. The only participants allowed to call for a "cease fire" are:

- a. Any officer of either army
- b. The commanding officers of each army
- c. Any NCO or officer who sees a safety violation
- d. Any participant who sees a safety violation

14. Implements held over the artillery piece in an "X" indicate:

- a. The gun is loaded
- b. The gun is empty
- c. The gun has misfired
- d. The crew is preparing to reload

15. You can pick up or handle another person's weapon (or artillery implement):

- a. While rifling through the "dead" at the end of the battle
- b. Only with the owner's permission, or if you think it is lost
- c. Anytime, after all, reenactors are friendly
- d. When cleaning up your company street

16. If you see a cannon with implements held vertically on top of the wheels or hub:

- a. it means the crew is challenging you, go capture them!
- b. Stay clear and prepare for a boom-it's loaded!
- c. The cannon has run out of ammunition
- d. The crew is preparing to load the piece

**THANK YOU FOR TAKING THIS TEST. BE CAREFUL AND SAFE!**

Pass\_\_\_\_ Fail \_\_\_\_

*You need at least 80% correct to pass*

Unit Commander's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Unit Commander's Name: \_\_\_\_\_

**For administrative use only**

Received: \_\_/\_\_/\_\_ Logged: \_\_/\_\_/\_\_ Filed: \_\_/\_\_/\_\_