1. A general safety zone separating the public and live weapons not pointed at the public is:
   A. 5 yards/15 feet
   B. 10 yards/30 feet
   C. 15 yards/45 feet
   D. 20 yards/60 feet

2. When off the battlefield in camps and the public area, horses must be ridden at the:
   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/30 feet
   B. 15 yards/45 feet
   C. 20 yards/60 feet
   D. 25 yards/75 feet

4. Rowdiness, public drunkenness and/or abusive language is only allowed:
   A. After the public and spectators have left
   B. Only where the public cannot witness it
   C. During an event for “authenticity” purposes
   D. At no time

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. A fire extinguisher/water bucket is required to be near a fire at all
   A. True
   B. False
7. **Smoking or open flames are prohibited:**
   A. When handling black powder
   B. Within the artillery safety zone
   C. After battles until all weapons and cartridges have been secured
   D. All of the above

8. **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 when unloaded and in controlled demonstration scenarios
   D. As long as they ask permission first

9. **Loaded weapons, ammunition, powder and/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

10. **In order to clear or fire a weapon (outside of the battlefield):**
    A. You must be 5 yards from any spectators/the general camp
    B. You must yell “clearing” to alert those near by
    C. You must have authorization and supervision of the unit leadership or designee, then announce “Fire in the Hole” 3 times LOUDLY
    D. You must be 5 yards from any picket line

11. **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 witnesses a safety violation
    D. Any participant who witnesses a safety violation

12. **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, re-enactors are friendly
    D. When cleaning up the company street
13. Knives shall never be drawn on the field and will be tied or otherwise secured to their sheaths:
   A. True
   B. False

14. All weapons will be field cleaned:
   A. As needed
   B. At the end of the day
   C. At the end of the season
   D. Never

15. 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 conditions

16. Long arms are reloaded on the battlefield with:
   A. Powder flasks
   B. Prepared cartridges
   C. Either way is acceptable

17. Hand to hand combat scenarios are allowed:
   A. If opposing combatants come within 5 years of each other
   B. If rubber bayonets are used
   C. As long as combatants are at least 10 yards away from any spectators
   D. Only with the approval of the army commanders and planned in advance with the participants beforehand

18. For muskets, pistols, and carbines, only FF or FFF grade Black Gunpowder or equivalent will be used (absolutely no black gunpowder substitutes are allowed):
   A. True
   B. False

19. Ramrods and bayonets can be used on the battlefield:
   A. If an approved scenario using them is scripted and has been practiced
   B. Cannot be used on the battlefield at anytime
   C. If you are close to the spectators and you want to demonstrate real loading procedures
   D. Only if you are outside of the safety zone
20. The minimum battlefield side safety zone between a loaded artillery piece and any other non-crew person is:
   A. 5 yards/15 feet
   B. 10 yards/30 feet
   C. 15 yards/45 feet
   D. 20 yards/60 feet

21. One longarm or shotgun, plus a sidearm, may not be carried by any individual at one time with what exception?
   A. None
   B. Marines and Zouaves
   C. Dismounted and Regular Cavalry
   D. All the Units listed in B and C

22. What is the maximum powder charge for a .58 caliber weapon?
   A. 60 grains
   B. 75 grains
   C. 80 grains
   D. 85 grains

23. What is the maximum powder charge for a .69 caliber weapon?
   A. 80 grains
   B. 85 grains
   C. 90 grains
   D. 95 grains

24. The minimum distance for aimed fire at horses or other livestock is:
   A. 10 yards/30 feet
   B. 15 yards/45 feet
   C. 20 yards/60 feet
   D. 25 yards/75 feet

25. When loading a long arm, only the powder will be placed in the musket or shotgun barrel (excluding breech loaders).
   A. True
   B. False
26. Pistols can only be sealed with
   A. Cream of wheat with or without shooting grease
   B. "Crumbling" floral foam with or without shooting grease
   C. Either of the above, but not in combination

27. Soldiers may fire from the prone position only:
   A. As their whim may take them
   B. As the tactical situation dictates
   C. When commanded to by their commanding officers.
   E. When wounded
   D. Never

28. Weapons shall be clean and in good repair prior to use:
   A. True
   B. False

29. What is the maximum powder load for .36 caliber weapons?
   A. 5 grains
   B. 10 grains
   C. 15 grains
   D. 20 grains

30. What is the maximum powder load for .44 caliber weapons?
   A. 25 grains
   B. 30 grains
   C. 35 grains
   D. 40 grains

31. Pistols and revolvers are reloaded on the battlefield with:
   A. With powder flasks
   B. Only prepared cartridges or spare cylinders

32. Pistols are considered secured, if they are carried in a holster with the flap closed or the loop over the hammer.
   A. True
   B. False
33. Spare cylinders, when loaded, are carried:
   A. In a haversack
   B. In a waist sash
   C. Only in a holster designed for the purpose
   D. Dropped in the pocket

34. The front safety zone for a loaded piece is:
   A. 10 yards/30 feet
   B. 20 yards/60 feet
   C. 30 yards/90 feet
   D. 40 yards/120 feet

35. An artillery piece is fired by:
   A. By use of an approved ignition method (primer, correct lint stock or lock)
   B. By use of the Chief of Piece's cigar
   C. By use of a match
   D. By reaching past the wheel and discharging a pistol into the touch hole

36. The minimum battlefield safety zone between an open pass box or limber and the public is:
   A. 5 yards/15 feet
   B. 10 yards/30 feet
   C. 15 yards/45 feet
   D. 20 yards/60 feet

37. If the piece fails to fire:
   A. Pour more powder down the barrel and try again
   B. Immediately re-prime the piece and attempt to fire again
   C. Use the implements to mark a misfire and follow the misfire procedures to reprime or render the tube safe

38. The distance between the rear of the piece and the service box will be:
   A. 5 yards/15 feet
   B. 7.5 yards/21.5 feet
   C. 10 yards/30 feet
   D. 15 yards/45 feet
39. If you want to make more smoke from firing the gun, you:
   A. Add some flour to the powder
   B. Use a mixture of all black powder grades
   C. Add Cream of Wheat as a tamping charge
   D. None of the above/Keep wishing

40. The minimum battlefield side safety zone **between** a loaded artillery piece any other non-crew person is (hub-to-hub):
   A. 5 yards/15 feet
   B. 10 yards/30 feet
   C. 15 yards/45 feet
   D. 20 yards/60 feet

41. The minimum battlefield safety zone **in front** of an artillery piece that has misfired is:
   A. 5 yards/15 feet
   B. 10 yards/30 feet
   C. 15 yards/45 feet
   D. 20 yards/60 feet

42. Cannon implements must be 7'(feet) above the top of the wheel when to signal they are loaded:
   A. True
   B. False

43. If someone enters the safety zones of an unloaded piece, the gun crew will:
   A. Speed up the loading drill to get another round off
   B. The gun shall not be loaded
   C. Double charge the piece
   D. Wait for the brigade commander's orders

44. Immediately prior to the command “FIRE”, the Chief of Piece will ensure that everyone and everything is in safe order and calls:
   A. “Ready” and/or “Clear Front”
   B. “On Your Mark”
   C. No preparatory command is given

45. If the second firing attempt fails, after a minimum interval of 3 minutes, the vent and bore are flooded completely with water, and after a minimum interval of 3 minutes following flooding, worming clears the bore.
   A. True
   B. False

46. The adopted rules may be specific to the model of the Artillery piece being used
   A. True
   B. False
47. Closing the Breech – At this point, the piece is loaded and is not left unattended or moved (except for small adjustments for immediate safety reasons) until the piece is fired.
   A. True
   B. False

48. When a cease fire is called, the Gatling Gun will:
   A. Remove the magazine
   B. Follow the same procedures as all artillery
   C. All of the above

49. When a misfire is called for any artillery piece the procedures are (except for Mortars):
   A. Cross the implements over the piece
   B. Yell at the Infantry
   C. None of the above

50. The host club at a home event has the right to allow or disallow the use of Gatling guns at their event:
   A. True
   B. False

51. Rules for mortars are the same as for muzzle loading artillery:
   A. True
   B. False

52. Mortars are to be placed on the gun line:
   A. On a wheeled cart, specifically made for the mortar and can be chocked and secured
   B. On the ground
   C. On a hay bale
   D. “A” and “B”
   E. “A”, “B” and “C”

Your Signature Here: ___________________________________________________________
Date: _____/_____/

Pass _____/Fail _____ You need at least 48 correct answers (80% or more) to pass

Your Unit Commanders Signature: ______________________________________________
Date: _____/_____/
Print Unit Commander’s Name: _________________________________________________
Unit: __________________________________________________________________________