

CAMP FIRE RULES & REGULATIONS FOR REENACTORS

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Camp fires play an important part in a reenactor's experience. They warm us, cook our food, give us light and cast their magic spell upon us when gathering with pards around their glowing embers. But fire can have two faces, one a friend and the other foe. Fire deserves respect and vigilance of those who seek its benefits. The following are general rules that reenactors must adhere when camping with fire.

1. The place to build a fire depends upon where you are, the kind of fire you need and the weather. If the weather is clear and wind is calm any desirable place will do. But if it is windy care must taken with regards to surroundings as sparks or embers can cause fire to spread.
 2. Once a site that has been selected, it must be cleared of all burnable substances. An area of 4x4 feet is adequate for an individual's camp fire; larger for a commissary cook fire.
 3. When permissible and practicable, a fire pit should be constructed to hold the fire. The fire pit shall not measure less than 2 inches in depth by 2 feet in length and 2 feet in width. The excavated soil should surround the fire pit on all sides. When a fire pit is unavailable, rocks or logs may be used to surround and contain the camp fire.
 4. When wind is a factor, a conical hole may be dug for a cooking fire. It should measure not less than 14 inches in diameter and from 14 to 18 inches in depth. Short pieces of wood will not cause flying embers or sparks but remain contained within the hole.
 5. Commissary or trench cooking fires should not exceed 5 feet in length and 2 feet in width. They should be 6 to 10 inches in depth. It should be dug so that it slopes from its deep end to 2 inches below ground level to facilitate stoking. The surrounding area shall be composed of excavated soil, rock, or logs in order that the fire be contained.
 6. Burnable substances may be dried wood and/or charcoal. Green wood or substances that give off too much smoke are to be avoided. It is common practice that event organizers provide quality wood for burning.
 7. Accelerants such as kerosene or gasoline are strictly prohibited.
 8. Camp fires must be located a minimum of 10 feet from the front of flys or tents. And a minimum of 50 feet from artillery limbers.
 9. Two buckets filled with water or dirt must be close to the camp fire. A shovel is required. Fire extinguishers are highly recommended.
 10. No fire may be left unattended. A fire watch is to be assigned to keep watch over all fires within the camp when troops are in the field.
 11. Upon retiring for the night, all camp fires are to be extinguished. In cold weather, when fires are necessary for warmth, a fire watch patrol will patrol the camp throughout the night.
 12. The burning of trash or garbage is prohibited.
 13. Fire pits are to be filled in upon departure from the event.
 14. At all times, reenactors are expected to cooperate fully with fire marshals et al, and to report fire emergencies to the proper authorities.
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