## SCHEDULE -- CIVIL WAR EVENT

(Schedule is subject to change)

## Friday, September 22, 2023

Noon — 10:00pm Registration Open Camps set up

6:00 PM till 9:00 PM -- Reenactor Buffet Supper (Beef on Weck, beans, chips) at the Hill Warner Post, American Legion, West Main Street. (Please Bring your own plate/utensils)

8:00PM Officer's Call, Grange hall

11:00PM — All Quiet please.

## Saturday, September 23, 2023

9:00 AM -- Event opens. Camps open to the public.

9:30 AM to Noon Living History in camps and on Main Street. The public will be touring camps and stations learning about the Civil War

 $11:00~\mathrm{AM}-\mathrm{Drill}$  Practice, all units, all branches. All units are encouraged to drill in the Park Circle area.

12:00 PM "Dressing the Lady" presented by Chantal Filson — At Angelica Inn

12:30PM — All units assemble for safety inspections

1:00PM -- Civil War Battle scenario—Part I— Downtown Historic District.

2:00 PM — 3:00 PM Ladies' Tea at Angelica Baptist Church, Park Circle

3:30PM — 4:00PM Civil War Battle scenario, . On old school athletic fields.

5:00 -- Camps close to the public

7:00PM — 10:00PM Outdoor Dance with Wild Root String Band, Grange Building, in Park Circle

## Sunday, September 24, 2021

7:00AM till ??? Pancake Breakfast served at Legion. Sausage, eggs & all you can eat pancakes with maple syrup (\$9.00 per person)

9:00 AM -- Camps open.

All Reenactors encouraged to attend one of the local church services this morning

12:00 PM "Dressing the Lady" presented by Chantal Filson — At Angelica Inn

12:00 PM — All units assemble for safety inspection

1:00- till? -- Civil War Battle Scenario, . Downtown Historic District

2:00 PM till -- Living history, public tours camps.

3:00 PM -- Event closes to the public.
Reenactors released with thanks and a safe trip home

We ask that you PLEASE patronize the local organizations who are providing food this weekend. Without the support of the Legion, the Fire Department and other local not-for-profits we could not host this event!

<u>Notice</u> This event is held in residential areas of the Village and on private property. Please observe all local regulations and be considerate of our hosts. Quiet hours are 11:00PM each night. Please stay quiet after this time. Remember, homeowners are allowing us to use their property, and some reenactors have long drives ahead of them on Sunday.

YOU ARE ASKED TO REMAIN IN PERIOD PERSONA AT ALL TIMES WHILE THE PUBLIC IS PRESENT, INCLUDING ANY EVENING ACTIVITIES. Please, no vulgarities on the field or in camps. The public is near by at all times.

No vehicles, other than emergency or event authorized vehicles are allowed on the Village Streets in the Historic District or in the camps, from 8 AM Saturday until 4 PM on Sunday. If you arrive after 8 AM on Saturday, plan to park at the fairgrounds and take the shuttle or walk your gear in. All vehicles on site must be removed NO LATER than 8 AM Saturday morning to the parking areas on fairgrounds. Village police will be enforcing a "No Parking" ordinance this year with no parking allowed on Village streets for the weekend. ALL parking will be at the fairgrounds. Please do not move your car to downtown until after the close of the event.

No one under 16 allowed on the field unless as a functional musician or runner and then only with field commander permission, and written permission from parent. Persons under 16 are not to be involved in the active fighting. No children under the age of 12 will be allowed on the battlefield under any circumstances.

Unit commanders are responsible for their units conduct on the field, and will be held accountable. All soldiers taking the field will do so with a filled canteen.

Please protect your personal property. The event hosts or organizers are not responsible for lost or stolen items. Please keep your vehicles locked at all times.

All trash to be bagged and either taken with you. **DO NOT leave trash bags by the port-a-pottys** 

Thank you once again for your cooperation and continued support. Terry Parker, 136th NY