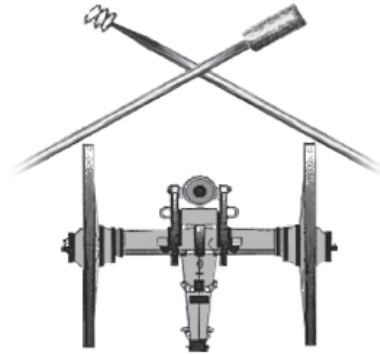
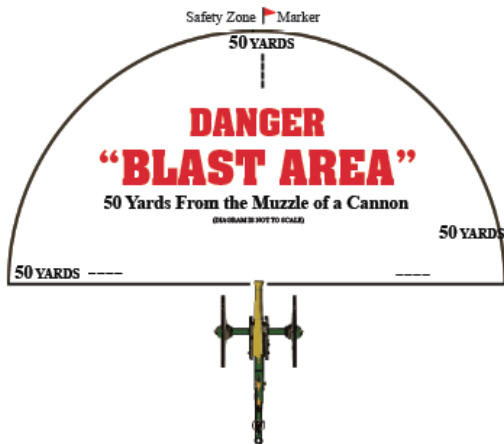
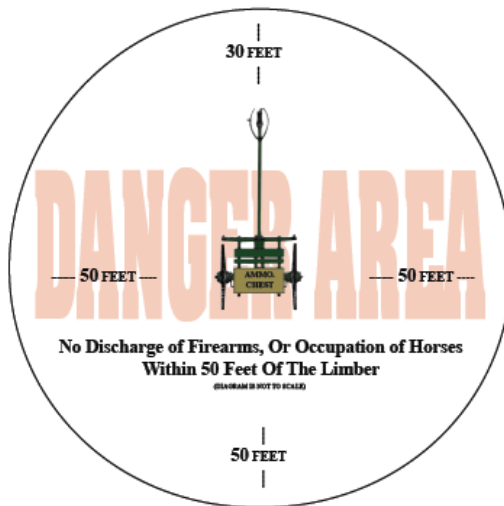


US & CS ARTILLERY SIGNALS & SAFETY ZONES



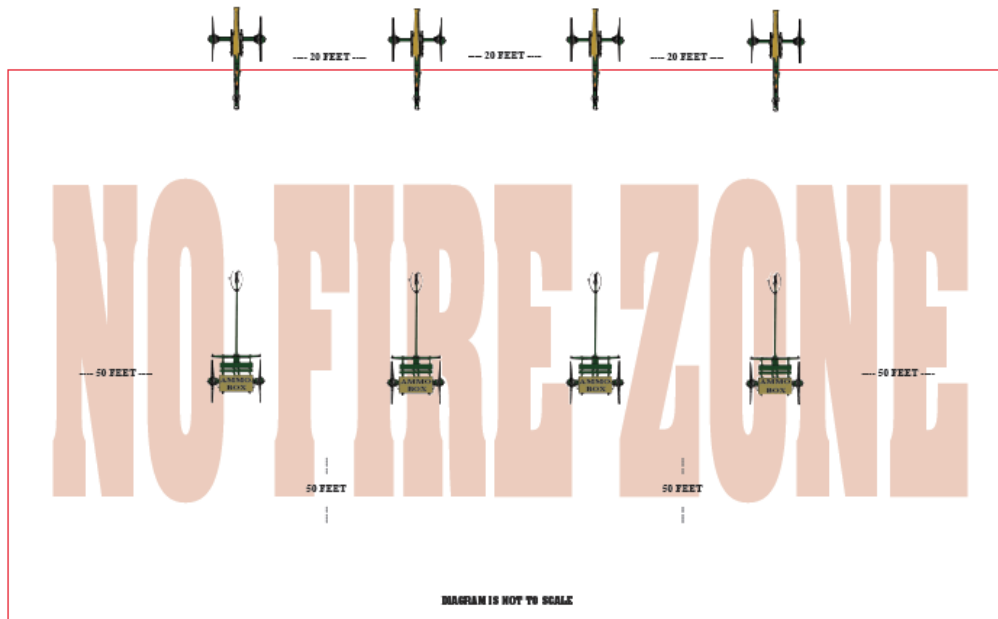
MISFIRE - DO NOT ADVANCE

This signal indicates that "the primer has failed", and the gun is still "HOT or LOADED" and could fire prematurely. When this signal is given by the Cannoneers the 50 yard safety "Blast Area" zone is active for this piece of ordnance and must be avoided until the piece is rendered safe by artillery personnel.



"Spiked" or Safe Gun

The diagram above show's a sponge rammer protruding of the muzzle of the piece in the absence of artillery personnel in its front. This signal indicates the gun is not loaded and is safe to either pass by or approach the piece. If this signal is not indicated, the piece must be considered dangerous (loaded) and avoided. Artillery pieces are not to be charged/assaulted except as previously arranged in a "scripted" scenario, and then only at a pre-arranged signal. The signal to opposing infantry or cavalry shall always be the sponge rammer protruding from the muzzle of the gun, with the front of the gun unoccupied indicating the gun is clear and safe for assault.



All non-artillery personnel must heed any warnings or orders from artillerists regardless of rank, as they are mandated to enforce artillery safety procedures. These members of the artillery shall be regarded as safety officers and will be given the respect due the position. A 50 foot diameter danger zone will be maintained around the limbers. Only artillery personnel may occupy this area; all others must request permission from the battery commander. Discharging of firearms or the smoking of tobacco within the danger area is strictly prohibited. The minimum safe distance to the gun from the sides (gun hubs) is 50 feet. No Horses, or Non Artillery Personnel shall occupy, walk or ride between the gun and limber without the direct permission from the Battery Commander. Unless scripted prior to battle this perimeter is off limits to all mounted and dismounted personnel including Infantry. If the scripted battle is to take the guns, all Infantry is prohibited from discharging their weapons until they are clear of the safety "No Fire Zone".