

# MESSENGER

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MAY, 1998

## EVENT REPORT: WICHITA, KANSAS

The campaign season is getting a late start this year, thanks to the cancellation of Spring Drill. Our first chance to field a company came April 4th and 5th at Wichita, Kansas. Ten military and two civilian members of Company A were present for the staging of "The Battle of Maysville, Arkansas".

The site, although squarely in the middle of a metropolitan residential area and somewhat smallish, proved to be an excellent one for this event. It was an undeveloped area adjacent to the Maple Grove Cemetery, and well-screened by trees blocking out most of the 20th Century -- save the occasional police siren and intermittent low-flying aircraft.

The forecast called for some sunshine and temps in the 50s, but as we travelled west on I-35 toward Wichita Friday night, the persistent overcast and light rain boded ill for the weekend. To our surprise on our arrival, the site was bone dry, and remained so for the weekend. Weather -- in spite of an uncomfortably nippy Saturday night -- was near perfect for reenacting.

The battalion fielded between 60 and 70 men each day -- the federals approximately half that number. There was no galvanizing necessary. Four members of the 6th Missouri fell in with us to form one of the four companies in the battalion. The 4th Missouri and TMR consolidated to form another. The 3rd Missouri and the host 9th Texas were the only units strong enough to field unconsolidated companies.

The schedule included two scenerios on Saturday and one on Sunday, ostensibly based on the battle of Maysville, Arkansas. The only history I could locate was of a small skirmish in 1863. The weekend's performances bore no resemblance to what I read, but that's not an unusual complaint at most reenactments.

All three actions were good, sharp fights. The battlefield was intimate (read "small") and the audience was very close to the action. Respectably-sized crowds were treated to a good deal of maneuvering and powder burning, and responded appreciatively.

For the first action on Saturday, 4th Battalion sparred back and forth across the field in a see-saw fight with the federal infantry, with the cavalry dashing about on the flanks. In short, it was a typical scenerio. The 5th Missouri took almost 100 percent casualties, and several men from other companies broke for the rear when the fighting got hot. The colors even when down once.

The afternoon affair was similar, except that we were allowed to take the federal breastworks. When given the order to charge, we wondered for a moment if the feds were going to break. But they finally did, and the scrap ended as planned.

On Sunday, I was asked to serve as Battalion Sergeant Major due to the early departure of Sgt. Maj. Sutton. Lt./Pvt./Cpl. Bowling was made 1st Sergeant of the 5th for the remainder of the event. Col. Beck took the bulk of the battalion into the woods, leaving the 5th Mo. and cavalry to guard the road. I stayed with the battalion, but am told that the 5th performed well, skirmishing briefly with blue cavalry and striking their infantry's flank before being recalled to the main body. Reunited, the battalion pressed the federals across the field, inflicting heavy casualties, taking large numbers of prisoners, and driving the northern infantry from the field.

Everything about the weekend was enjoyable. The camp ran a mostly-successful guard mount, which

added to the atmosphere of the event. Amenities were plentiful. The crowds were very friendly and inquisitive. And there were some "ya-had-to-be-there" moments, including a raucously hilarious campfire discussion when we discovered that our younger members had never heard of "scruples."

Congratulations to the 9th Texas for a job well-done, making it less distasteful to drive west to "that state".  
-Submitted by 1st Sergt. Faught

### WHAT'S FOR SUPPER?

This is the third installment of some period receipts (yeah, that's the 19th-century way of saying "recipe") that can be prepared for a company. These are serialized from Veile's Hand Book of Active Service as printed in the SOUTHERN CONFEDERACY [ATLANTA, GA] June 1, 1861:

#### **Stewed Salt Pork or Beef for 25 Men.**

Wash the meat well, let it soak all night, wash out the salt as much as possible; 8 pounds of salt beef, 5 pounds of salt pork, one-third pound of sugar, 2 pounds of sliced onions, 6 quarts of water, and one pound of rice; let it simmer quietly for two or three hours.

#### **Salt Pork with Potatoes and Cabbage for 25 Men.**

Take 15 pounds of pork, extract the bones, 3 pounds of potatoes, 2 winter cabbages, let it boil for two hours, 10 quarts of water, serve the meat with the vegetables round it; the gravy will make a good broth with peas, beans, or rice added, also a little onion. Ship biscuit, broken into the broth makes a very nutritious [sic] soup.

To Fry any kind of Meat.

Get your frying pan very hot, put in some fat pork which will immediately melt, then put in the meat you wish to fry; (a small teaspoonful of salt, and a quarter of a teaspoonful of pepper, to every pound of meat;) when done, lay the meat on a dish, add one pint of water to the fat in the frying-pan, a few slices of onion, or two teaspoonfuls of vinegar; thicken it with a little flour, and pour it over the cooked meat. Any sauce, or a few chopped pickles may be substituted for the vinegar or onions.

### DIRECTIONS TO THE VICKSBURG CAMPAIGN at Raymond, MS

From Memphis, take I-55 south to Jackson, MS. Unless you want to visit downtown Jackson (there are some neat sites there, like the Old Capitol) take the I-220 exit (Exit 103) and take the outer loop to I-20. Take I-20 West a short distance to exit 40, and head south ten miles on Highway 18 to Registration at the McKenzie Arena in Raymond.

## SIGHTS TO SEE IN MISSISSIPPI

For those able to arrive early for some sightseeing in Mississippi prior to the Vicksburg Campaign event in May, our brief tour of Missouri Brigade sites continues with Grand Gulf and Vicksburg.

Leave Port Gibson heading North on U.S. 61. Approximately four miles north of town, turn left on Mississippi route 462 toward Grand Gulf State Military Monument. (Note: As an alternative, you can take another road directly from Port Gibson to Grand Gulf. Poor memory, however, prevents me from giving you specific directions or a route number. The road leaves town toward the northwest off of Main Street, I believe, and is the one the Missouri Brigade took from Grand Gulf to Port Gibson. If you opt for this route you will be backtracking their route to the battlefield.)

Once inside the Military Park you can tour the earthworks and sites described on the markers. The works were defended by Missouri artillery, supported by units of the Missouri Brigade. They include Fort Wade (where member Bill Wayne's ancestor served), and the site of the town of Grand Gulf. Also be sure to visit the small museum. Take note, however, that the museum was closed for lunch when I stopped there on my '95 trip, so plan your arrival accordingly.

Leave the park and return to U.S. 61 via MS 462 (about eight miles) and turn north toward Vicksburg (about 22.5 miles). Take I-20 East to the Vicksburg National Military Park on Clay St.

(As a side trip for those with some extra time, you can visit the area where the 5th Missouri was engaged in the swamps of Louisiana prior to Grant's landing at Bruinsburg. Take I-20 WEST instead of east, cross the Mississippi River, and travel about 20 miles to U.S. 65. Take 65 south for roughly 10-12 miles [sorry I don't have an accurate odometer reading here] until you pass Louisiana Rt. 603 on your left. Two miles south of this point on 65 you will be in the vicinity of Dunbar's Plantation [inaccessible, but on your right]. Missouri Confederates clashed here on the morning of April 15, 1863 with the 2d Illinois Cavalry. Look at the topography and imagine marching/fighting in these conditions.)

Back in Vicksburg, the National Military Park is open daily, 8 a.m. to 5 p.m. There is an admission of \$4 per car vehicle. Visit the visitors center and tour the park at your leisure. The most prominent sites to see from our perspective are stops 3 (Third Louisiana Redan) and 10 (Stockade Redan). Since the Missouri Brigade was used as a "strategic reserve" for much of the siege, they saw action and trench duty in several places, and bivouacked much of the time in the ravines to the rear of the 3d La. Redan. The position "in the ditches" attributed to the 5th Missouri by granite markers is adjacent to the Missouri Monument, which is immediately south of Stockade Redan. These markers -- and the bust of Maj. Gen. John S. Bowen -- have been maintained through donations from the 5th Missouri Infantry (CSA), Inc.

[One note on visiting this or any other national battlefield park: Firearms are prohibited. Lock your musket and cartridges away in your trunk, or otherwise inaccessible from the passenger compartment.]

Before leaving Vicksburg, be sure to make a stop at the County Courthouse. Take Clay Street into town. The courthouse is on Cherry Street, two blocks north of Clay. It houses an excellent city museum. A small admission is charged. (\$1.50 when I visited). Vicksburg is also home to many beautifully-restored anti-bellum mansions.

Return to Clay Street (old U.S. 80) and follow it east out of town to Big Black River Bridge and Champion Hill (next month).

## NEW MEMBER

**Thomas R. Westbrook (Member #121)**

2151 S. G. Street

## DETAILS OF UPCOMING EVENTS

**June 13-14: Columbia, Missouri.** Nifong Park Living History. Camp life, drill, two skirmishes. We will galvanize one day. Confederate impression for other day is Missouri Brigade. Raw food provided for lunch Saturday and breakfast & lunch Sunday. Prepared meal Saturday evening. Company business meeting and Corporate Board Meeting Saturday evening. Sponsored by Parks & Recreation Dept & hosted by 5th Missouri Infantry, Co. A. Registration limited to 250 reenactors.  
Directions: Site is at junction of U.S. 63 and Route AC in southeast corner of Columbia. Take exit, turn west, then left at traffic light (Nifong).  
Registration deadline June 1. **30 Committed (18 Military).**

**July 3-5: Gettysburg, Pennsylvania.** 135th anniversary event, reenacting the battle "From Start to Finish". Action will take place continuously for three days, beginning with Heth's advance Friday afternoon and culminating with Longstreet's assault Sunday afternoon. Impression is ANV. There will be no galvanizing. No food provided. Gilger cookhouse plans pending. Recommended that you travel light and arrive early. 20,000 reenactors expected.  
Directions: From Gettysburg National Military Park, travel west from the Peach Orchard, through Eisenhower National Historic Site. Follow Pumping Station Road to registration barn (on site of The Killer Angels' filming). Reenactment site is further west.  
Registration Deadline June 1 (\$10 fee). **20 Committed (16 Military).**

**Aug 8-9: Fordland, Missouri.** Living History & Skirmish. Hosted by 1st Missouri Cavalry.  
Directions and further details TBA.  
Registration Deadline July 1. **9 Committed (7 Military).**

**Sept. 26-27: Pilot Knob, Missouri.** Reenactment of the Battle of Pilot Knob (Ft. Davidson) on the actual site. Impression is Trans Mississippi Confederate (Civilian/Federal/Some gray ok). Raw food provided for five meals. Sponsored by Missouri Department of Natural Resources. 600 reenactors expected.  
Directions: U.S. 63 & MO 68 to St. James; MO 8 to Potosi; MO 21 to Pilot Knob. State Park is at MO 21 & Route V.  
Registration Deadline August 1. **19 Committed (14 Military).**

**Oct 10: Clinton, Missouri.** Tales of the Civil War. Living History at Dorman House and on Court-house Square. Depiction of Federal occupation of town. Arrests, executions, skirmishes, first-person living history. Impression is Civilian/State Guard. (Some gray ok). May arrive Friday evening at camp at the Dorman House. Details and exact schedule TBA. Meals provided. Hosted by 6th Missouri Infantry, Co. A.  
Directions: MO 52 or 13 to Clinton. Take Business 13 into town, and follow signs to business district.  
Registration Deadline September 1. **16 Committed (11 Military).**

**Oct 17-18: Warsaw, Missouri.** Osage Valley Heritage Days. Living History encampment near Truman Dam. 19th Century life and crafts displayed. Camp scenerios, firing demonstrations. Impression is Missouri Brigade. Bring Federal impression for skirmishing scenerios. Gilger Cookhouse in operation, plus discounts available for prepared meals by Lake Association.  
Directions: Take Truman Dam exit from U.S. 65. Turn right and pass through gates, proceeding to Visitor's Center parking lot. Follow path to the right from parking lot to the site. In order to park on site you must arrive prior to 9 a.m. Saturday.

Registration Deadline September 1. **17 Committed (11 Military).**

**Dec. 5-6: Prairie Grove, Arkansas.** Semi-annual reenactment of the 1862 Battle of Prairie Grove. Battalion and Brigade-level drill. Impression is Trans Mississippi Confederate. No food provided. Gilger Cookhouse plans pending. Weather can be mild or icy. Motels are nearby in Fayetteville in the case of the latter. 1,000 reenactors expected.

Directions: U.S. 71 to Fayetteville, Arkansas. U.S. 62 West to Prairie Grove. Registration at Latta Barn on circle drive, adjacent to sutlers.

Registration Deadline October 1. **12 Committed (9 Military).**

## PERIOD CARD GAMES

### SEVEN UP

Rarely does a day pass in camp when one won't find young Private Hafley and others gleefully engaged in a quick game of poker. While poker was one of the most popular games with the soldiers, there were other games of luck and skill that filled the boring hours between battle and drill. Following is an article on one such game, from a newsletter called The Grapevine, by way of former member Doug Harding.

Seven Up, a popular game with Civil War soldiers is a form of "All Fours" brought to America during the colonial times. It is also known as "Old Sledge" or "High Low Jack". Seven Up and Old Sledge being the commonest Civil War soldier names.

Players - 2 to 4 Four may play in two partnerships.

**THE DEAL** (Ace high) Each player receives 6 cards. (3 at a time). Dealer turns next card up; this is trump suit (if Jack, dealer scores one point). The player at left, after looking at his hand must say "I stand" or "I beg." To stand is to accept the suit of the turned up card as trump, whereupon the play begins. To beg is to pass the decision to the dealer. The dealer may then say "take it" or "refuse." "Take it" means the dealer accepts the turn-up suit, where-upon the left opponent scores one point. "Refuse" means the dealer rejects the turn-up. Thereupon he deals a batch of 3 more cards to each hand, and makes a new turn-up. And the same thing

happens until a trump is decided.

**THE PLAY** - Once the trump is decided, each player reduces his hand (if necessary) to 6 cards by discarding excess face down. Player on left of dealer makes opening lead. The hands are played out in tricks. A hand if able to follow suit to a lead must do so or play a trump card. He may trump even if able to follow suit. A trick is won by the highest trump card played or if no trump card was played then the highest card of suit led. The winner of a trick leads the next.

**SCORING** - The object of play is to win points in tricks - there are at most four points:

High - the highest trump card in play

Low - the lowest trump in play

Jack - The jack of trumps, scored by player who wins it in a trick.

(The fourth point is for the game, which is determined by adding up all cards in tricks you have taken. The player with the highest total receives the point for the game. When adding total points for the game the cards count as follows)

**GAME** a plurality or points from high cards taken in tricks counting:

Each Ten - 10

Each Ace - 4

Each King - 3

Each Queen - 2

Each Jack - 1

If there is only one trump in play, it scores 2 as both high and low ( or 3 if it's the Jack). The point for game is not counted if there is a tie for highest count. the first players to 7 points wins the game.

In an old Camp Chase Gazette article Mike Cady says: "generally players start off with seven chips, match sticks, musket balls or what ever. As each point is earned in the game, he tosses one away and the first to remove them all is the winner. This game is fairly simple. Much of the play is similar to bridge and once you try it a few times, it becomes more clear."

Now, who's got the cards?

### **135th Anniversary Vicksburg Campaign Final Registration Package**

Receipt of this package constitutes verification that your registration has been received and accepted for participation in

the May 8-10th, 1998, 135th Anniversary Vicksburg Campaign. On behalf of the Raymond Chamber of Commerce, Raymond, MS, the Vicksburg Campaign Committee, and the North/South Alliance, we want you to feel welcome, and hope to provide you a unique experience at this event. Enclosed are final details, which are designed to provide sufficient information to get you to the event site and bring you up to date on the latest planning. In 1863, a chain of events unfolded in central Mississippi that irrevocably altered the course of the American Civil War. After months of aggravating failures, the Union's Major General Ulysses S. Grant finally settled upon the plan that would lead to the fall of Vicksburg, the Southern river fortress known as the "Gibraltar of the Confederacy." Grant began with the fiery and dramatic run past the Vicksburg batteries by Admiral David D. Porter's fleet of gunboats and troop transports. With his fleet then in place, Grant ferried three Union army corps across the Mississippi River below Vicksburg and struck into the heart of Mississippi. A month later, Grant's bluecoats drew up before the eastern fortifications of Vicksburg, having fought and won no less than five battles. Now, 135 years later, three of those battles will be restaged near Raymond, Mississippi, in what will be the largest Civil War "campaign" event to be held in reenacting history. Some of these scenarios will unfold on the actual historical sites. There are currently 2,300 reenactors registered, with expected final registration of 3,000 who will converge upon central Mississippi on the weekend of May 8-10, 1998 to restage the Battle of Raymond, the Battle of Jackson, and the Battle of Champion Hill. The event, known as the 1998 Vicksburg Campaign, will occur almost exactly 135 years after the actual battles thundered across the Mississippi countryside.

ALL PARTICIPANTS must first report to registration at the McKenzie Arena off Highway 18 upon arrival. There, your questions will be answered, details and maps provided as to where to go, artillery gun inspections conducted, and where animal Coggins checks will be made. Directions to Registration are in this package. Event Format. The following provided you an overview of event activities: Wednesday/Thursday/Friday. The 135th Vicksburg Campaign will be a Modified Campaign event, including two moderate marches, with battle scenarios slated for sites surrounding the City of Raymond, which is about 8 miles southwest of Jackson. The participants will gather on May 6-7, 1998 (Wed/Thursday) southwest of Raymond and bivouac in rolling wooded areas closely resembling those common to the area in the 19th Century. On Friday afternoon, May 8th, the two armies will move from their staging camps and collide on the portion of the original Raymond battlefield on Fourteen Mile Creek. Here will be fought the Battle of Raymond (May 12, 1863).

Friday Afternoon, 4:00pm: The Battle of Raymond will open with Federal cavalry driving the Mississippi

militia from the

approach to Raymond. As additional Federal forces of the XVII Corps arrive, the 7th Texas and 3d Tennessee will assault across Fourteen Mile Creek, smash the 23d Indiana, and roll back the Federal line. As more Federal troops and artillery arrive, the Confederates are driven back across the creek to the protection of their own artillery. The focal point will be the newly constructed bridge across the creek. The action occurs on the exact site of the original battle and in the same creek. This is the primary site being considered for our preservation dollars. Following this battle, the troops will return to their staging camps a short distance. Saturday

**Campaign March:** On Saturday morning, May 9th, the opposing forces will engage in a 3-mile tactical march along an abandoned railroad bed (no tracks). The slightly raised roadbed resembles a shaded country lane. During this march, a non-spectator battle will be fought in the woods and adjoining fields where the railroad bed crosses Fourteen Mile Creek and one of its secondary branches. This will involve all the artillery participating during the weekend. The action will replicate the delaying action of Sherman's advance at Lynch Creek (May 14, 1863). Following this "conflict", the troops will continue their march into Raymond, with the CS forces passing through first, followed by the Union army. The troops will pass by the Confederate Cemetery, and pause there for a short memorial service in honor of the fallen heroes of the 7th Texas Infantry and other soldiers buried there. Then, moving onto a paved street to parade through the town, the armies will pass between the historic Raymond Courthouse and the St. Mark's Episcopal Church. Both these buildings saw service as military hospitals following the battle. US and CS medical scenarios are being planned for these sites, and a period military band, the Olde Towne Brass, will play as the troops pass. A unique opportunity for civilians/refugees will be here. They will line the street between the courthouse and church to recreate the events of May 12, 1863, in which the ladies of Raymond had prepared a picnic feast for their Confederate heroes, only to see their carefully prepared refreshments consumed by McPherson's fast-moving soldiers pursuing the Confederates through the town. In Raymond, national colors will be exchanged over the Courthouse. A short distance beyond the troops will enter the Peyton Plantation property and rest for several hours before the Battle of the Wright Farm (Jackson).

**Civilian/Refugee Camp.**

A civilian/refugee camp will be situated on the side grounds of the Waverly Mansion; home of John Peyton, at which General McPherson made his headquarters prior to moving on Jackson. McPherson's bluecoats encamped on the Peyton Plantation the evening of May 12, 1863, following the Battle of Raymond; and General Grant is believed to have stayed there on May 14, 1863. This refugee camp and both military bivouacs will be open to the public until sunset. This is also the location of the 18 sutlers that will be attending the event.

**Saturday Afternoon, 3:00pm:** The two armies will recreate the fighting that swirled about the O. P. Wright farm, the Battle of Jackson.

See You There!

A. B.

## **MESSENGER**

### **INVITATION TO MEMBERS OF THE 5TH MO**

Private Joe Hafley will graduate from Belle High School on May 17, 1998, at 2pm. We cordially invite members of the 5th to a celebration of this achievement to take place on May 16.

Our foragers have located a supply of fresh pork raised by a German yankee supporter . We intend to appropriate pork steaks and frankfurters to Bar-B-Que. Plans are to have food ready to serve by 5pm, but all are welcome to arrive earlier. Attire will be casual. Muskets and leathers are optional.

Firewood will be furnished to those wishing to set up tents and stay the weekend. All are invited to attend the Graduation Ceremony on Sunday.

To reach the party from Jefferson City, backtrack part of the route taken by a segment of Sterling Price's army in 1864. Take Hwy 50 east to Linn, turn south on 89 to Belle, Turn left on 1st Street (next to first gas station on left). Turn left on county road 738 just before the railroad tracks. Stay on 738 for 2 miles. Party is at earth contact home on right. (ESN#7386-035)

Please RSVP by May 14 so we will know how much pork we need to commandeer. We hope to see as many of you as possible, because it wouldn't be the same without the 5th present to help us congratulate Joe. (BYOB) if you want alcohol.

Sam & Jane Hafley 573-859-6948