

Bentonville Battlefield State Historic Site



Field Trip Planner



Musket Demonstration at Bentonville Battlefield with the Harper House in the Background

Table of Contents:

Manager's Welcome.....	3
Planning Your Trip.....	4
Field Trip Educational Activities.....	6
Battlefield Challenge Scavenger Hunt.....	11
Site Rules and Regulations.....	15
Appendix-The Rules of Town Ball.....	18



Satellite Map of the Visitor Center area at Bentonville Battlefield State Historic Site



**Bentonville Battlefield State Historic Site
5466 Harper House Rd
Four Oaks, NC 27524**

July 23, 2014

Dear Educators,

Thank you for considering a visit to Bentonville Battlefield State Historic Site. The Battle of Bentonville was the largest battle ever fought in the state of North Carolina. In March of 1865, nearly 80,000 Union and Confederate soldiers fought over 6,000 acres in rural Johnston County. Although the results of the battle were inconclusive, it proved to be one of the last battles of the Civil War.

Located near Four Oaks, Bentonville Battlefield now encompasses over 2,000 acres making it the largest State Historic Site in North Carolina. The site's mission is to "interpret the Battle of Bentonville, life in North Carolina during the Civil War, and to preserve the battlefield's historical resources." To serve this mission we have a range of offerings for school groups such as tours of a Civil War hospital, a museum with battle related artifacts, and musket demonstrations just to mention a few.

The Bentonville Battlefield Site addresses several North Carolina Essential Standards from various grade levels. Some notable examples include Fourth Grade: 4.G.1.4 which covers analyzing North Carolina's role in major conflicts from Pre-Colonial days to Reconstruction, Fifth Grade: 5.H.1.3 which covers analyzing the impact major conflicts had on the development of our nation, Eight Grade: 8.C&G.1.4 which deals with analyzing access to democratic rights and freedoms for various groups over the course of NC and US history, and American History I: AH1.H.7 which covers understanding the impact of war on American politics, economics and culture.

Teachers, please avail yourselves of the resources in this packet. Better yet bring your students to Bentonville so they can experience history where it happened.

Sincerely,

A handwritten signature in black ink, appearing to read "Donny Taylor", with a horizontal line extending to the right.

Donny Taylor
Historic Site Manager
Bentonville Battlefield State Historic Site

**North Carolina Historic Sites and Properties
A Division of the Department of Cultural Resources**



Planning Your Trip:

Please call the site at (910) 594-0789, e-mail us at bentonvillebattlefield@ncdcr.gov, or send mail to 5466 Harper House Rd, Four Oaks, NC 27524. Group reservations are on a first come first serve basis, therefore it is imperative to contact the site as soon as possible to schedule your group. Bentonville Battlefield State Historic Site will remain open to the general public during group tours, thus early contact is essential to ensure availability for special tours. Two weeks' notice is required. Please let us know your grade level, approximate number of students, the number of chaperones (at least 1 for every 10 children is suggested), the date and time of your arrival, and your contact information.

Upon arrival, groups should remain in the parking area while you (the teacher or group leader) check-in with the site staff. This would be a great time to make use of the restrooms located in the building with red barn doors, adjacent to the Visitor Center. If you choose to participate in the Faces of Bentonville activity, this is a good time to disperse the identification cards to your students.

The average tour of Bentonville includes watching the film, the museum, touring the house, and finally the gift shop. These activities will take a minimum of 1 ½ hours. Lunch under the shelter, the monument area, and the driving tour will add to the time your group spends on site. Please inform the staff of how long you have allotted for your visit, so that they can make sure you see everything possible during your fieldtrip.

Groups of thirty-five or more (including chaperones) are divided into two or more smaller groups. For time's sake, we ask that you have assigned groups and chaperones prior to arriving at the site. One group of students will visit the Harper House first, and the other will stay in the Visitor Center, watching the film and looking at the exhibits. Groups of more than 70 are divided into three parts with the third group participates in an additional activity or visits the monument area across Mill Creek Church Rd. from the Visitor Center. Each group will typically spend 25 minutes at one station and then rotate. Groups of 100 or more are divided into four groups, with the fourth rotation being either the monument area or walking trail. Bentonville cannot accommodate groups larger than 150; groups of this size must be split into two separate visits.

Please wait until the end of your visit for gift shop sales, and then only ten students and at least one chaperone should be in the gift shop at one time. Site staff will keep the gift shop closed to students until the end of the visit to help keep their attention on the Visitor Center exhibits. When it is time to purchase we ask that you line your students up at the front door, with a chaperone keeping count. Teachers should note that toy 19th century muskets, pistols, and swords are available for purchase in the gift shop; please let the staff know ahead of time if your students are not allowed to purchase these items.

While on Site:

Please encourage your students to wear comfortable shoes and clothing. Besides the driving tour, most of the site is observed by walking. Students will find the trip more enjoyable if they wear comfortable attire. Although the Visitor Center and the Harper House are both heated and air-conditioned, the outside area is very warm in the late spring and summer and very cool during the late fall and winter.

Bentonville Battlefield State Historic Site is open every week of the year, with March, April, and May being our most popular group visitation months. Although you are welcome to try to visit during those months, a more relaxed and enjoyable visit might occur during the fall, when we are not as busy.

Please remind your students that most of the items in the Visitor Center and the Harper House are from the Civil War era, meaning they are at least 150 years old. Therefore, please do not bring food, drink, or gum inside the Visitor Center, Harper House, or outbuildings, and do not touch any of the artifacts.

Teachers, please familiarize yourself with the site rules. A copy of those rules is attached to this document. Please remember that the behavior and discipline of your class is the responsibility of you and your chaperones. Site employees, or appointed volunteers, reserve the right to cancel your visit if the students' conduct is detrimental to the site or to the enjoyment of the other visitors.



Students learn how to handle their musket as part of the “High Cost of War” demonstration.

Educational Activities On-Site



Triage Demonstration

Educational Programming Components:

All educational Programming Components are available to all grade levels but some may be better suited for a particular age group. Some components are staff guided while others are teacher-led. The option for self-guided walking tours and driving tours are always available, depending on the amount of time your group can spend at Bentonville. For staff led components, groups of over 35 will be divided into smaller groups, and the groups will rotate through the different stations of activities offered at the Battlefield.

The Visitor Center and the Harper House are the primary teaching tools of the site. Thus all groups will view the Visitors Center, watch the orientation film, and tour the Harper House before any other activities are offered. You should allocate **approximately 1.5 - 2 hours** to accommodate these three activities and a visit to the gift shop. Depending on group size, staffing, and time available, teachers may schedule 1-2 other components from the list of additional activities below. Please allow time for bathroom breaks, gift shop sales, and transitions from station to station in your planning. Every effort will be made to satisfy your requests; however, staff reserves the right to alter planned programming due to inclement weather or unanticipated staff shortages. If you have questions about scheduling your group tour, such as the recommended amount of time to spend on each activity, please contact our Programs Coordinator.

- **Visitor Center – (Approximately 25 minutes)**
 - a) The Orientation film is the first stop in the Visitor Center. The fifteen minute film gives a brief synopsis of the Civil War and explains how the Battle at Bentonville came about.
 - b) After the film students will see Civil War exhibits and a six minute fiber optic map program which outlines the troop movements during the battle. Artifacts from the battlefield are on display as well as information on the Harper family and their home. Students can also read about the progression of the Civil War that led to the Battle at Bentonville and about medical techniques that were practiced during the Civil War.
- **Harper House Area – (Approximately 25-50 minutes)**
 - a) Students will be led on a guided tour through the 1855 farmhouse of John and Amy Harper that was used as a Union field hospital during the Battle of Bentonville. Here students will see the downstairs of the house as it would have looked at the time of the battle with the parlor, dining room and Mr. Harper's office converted into treatment and operating rooms.
 - b) Students will then be led to the outbuildings of the house, the kitchen and the slave quarters, and learn more about those buildings. **(Depending on a multitude of factors such as staffing, group size, time, etc., the outbuildings may be included in the Harper House tour or treated as a separate station.)**
- **Optional Activities- (Choose One Activity Only)**
 - a) **Faces of Bentonville** – Each student will be given an identification card that will be distributed when students arrive at the site. The identification card has the name of an individual associated with the Battle of Bentonville, occasionally a photo, and details

about their life. The cards will give the student another identity during their trip, which will allow them to think about how the battle affected individuals. Students will keep their cards during their visit, and the next day at school, they will learn what happened to that individual through a PowerPoint presentation that is provided to teachers. Lessons involving the Faces of Bentonville activity are explained in the lesson guides.

- b) **Small Arms Weapon Demonstration** – (Approximately 15-25 minutes) Students will learn about the weapons, commonly used during the Civil War, as well as the uniform and accouterments (additional equipment) carried by a soldier. An interpreter in Civil War uniform demonstrates the loading and firing of reproduction Civil War rifle musket. A 20 person minimum is required for this activity. Please let the staff know at least two weeks prior to your trip if you would like this weapon demonstration to ensure staff availability. (Demonstrations are typically done for the entire group at the beginning of your visit, but for larger groups this demonstration may be treated as a separate station.)
- c) **The High Cost of War-** (Approximately 20-25 minutes.) In this activity, students will learn about Civil War infantry and artillery tactics. Student volunteers will assume the roles of the artillery crew while the remainder of the class will launch an assault on the gun in an attempt to seize it. While the artillery crew learns how to operate a cannon, the majority of the students will be issued toy muskets and taught infantry tactics such as how to hold their weapon and how to march. After each side has drilled, the infantry will charge the cannon. Students are assigned numbers, and these numbers are called at random to simulate casualties. Students will discover the “high cost of war” by viewing all of those whose numbers were called. This activity can lead to post-visit classroom discussion on how the war affected combat strategies or society as a whole. The High Cost of War has had more success with our younger groups. (Minimum of 25 students needed to make this activity effective. For larger groups this can be treated as a station.)
- d) **Town Ball-** (Approximately 25 minutes) Town ball was the nineteenth-century equivalent of baseball. The rules are slightly different, but a staff member will facilitate the game and explain all the rules. This activity is extremely popular with our middle and secondary school groups. (See Appendix for the rules of town ball.)
- e) **Triage Talk-** (Approximately 10 minutes in conjunction with the Harper House Tours) During this triage demonstration, students will get to experience the triage area of the hospital that was located in the Harper House. The triage area was on the front lawn, and doctors called out orders to other doctors and separated the wounded soldiers into various categories, such as minor wounds, major wounds, and mortal wounds. Student volunteers will be assigned the various roles, and students will be guided through the triage process. This activity was designed with younger students in mind.

- f) **Travelling Trunk- (Approximately 20 minutes)** Bentonville Battlefield has a trunk containing objects that would have been regularly used by a soldier during the Civil War, such as a canteen and various articles of clothing. Teachers have the option of requesting the trunk to be sent to their school prior to their visit or using it as one of the stations to be visited while at the Battlefield. If sent to the school, teachers have the option of teaching a lesson about Civil War soldier life. If examined as a station during the field trip, a staff member will explain each of the different items in the trunk and facilitate the activity.



Students play Townball, a 19th century form of Baseball

- **Self-Guided Activities (Time Permitting)**
The following activities are available as “self-guided” activities during your trip to the battlefield. These activities do not require staff facilitators, and your class may participate in them at leisure and at your own pace if your group has extra time to spend at the Battlefield. Please ensure that if you choose to participate in one of these activities that each group of students has at least one chaperone to ensure that the site rules are enforced.
- a) **Harper Family Cemetery and Monument Area** – Here students can visit the Harper Family cemetery, and the graves of Confederate soldiers cared for by the Harper Family after the Battle of Bentonville. There are also several monuments here that honor both Union and Confederate Soldiers (**Approximately 10-15 minutes**)

- b) **Bentonville Battlefield Scavenger Hunt** – Students can complete a scavenger hunt to “join the ranks” of the soldiers who fought at Bentonville by answering the questions related to the various stations visited at the Battlefield, such as the Harper House, Monument Area and the Visitor Center. The scavenger hunt should be completed during your visit in small groups. If you wish to have the scavenger hunt available for your group, please ensure that while you are at Bentonville Battlefield your students have the time to visit the Visitor Center, Harper House, and the Monument Area. Prizes are not available, but the answers to the scavenger hunt are attached, and we recommend rewarding students who have completed the scavenger hunt correctly when you get back to school or the following day.
- c) **Walking Trail and Trenches** – This teacher (or chaperone)-guided ¼ mile walking trail takes students to a trench line used by reserve troops during the battle. On this trail, students will see reconstructed field fortifications and a replica field artillery piece (cannon). An optional trail extension has been added which brings the trail total to nearly one mile. This area is located near the woods line across Mill Creek Church Road from the Visitor Center. (Approximately 20-40 minutes)
- d) **Battlefield Driving Tour** – Upon request, groups may receive a map that will guide them to four tour stops on the battlefield. At each stop there are interpretive panels describing the action that took place at that location. There is also an audio component to the tour, in which you can dial a certain number from your cell phone and learn more about the battle at that particular site. Three of the four pull-offs are capable of handling large buses. The driving tour is about a 10 mile loop, so you can decide how quickly or slowly you would like to move through the tour. (Approximately 45 – 60 minutes)



A School Group Tours the Kitchen

The BENTONVILLE BATTLEFIELD CHALLENGE

Bentonville Battlefield State Historic Site

5466 Harper House Rd.

Four Oaks, North Carolina 27524

910.594.0789

www.bentonvillebattlefield.nchistoricsites.org



Reminders before you begin:

1. Please do not climb on or touch the earthworks, fences, grave markers, artillery pieces or monuments.
2. Please help us keep the site clean by disposing of trash properly.
3. Have fun and enjoy your visit to Bentonville Battlefield!

*Please start with Number One,
Then follow the numbers until you are done.
At each spot collect a few letters to fill in the blanks,
Once you have all the answers, you can join the ranks.*

1. Your mission begins at the house of Harper
Built in _ _ _ _ , this farmhouse's purpose during the **battle** was much darker.
The Union used the house as a field _ _ _ _ _ _ _ _ .
Where treating wounded soldiers was most essential.
2. Beside the house stand two wooden structures,
One, the kitchen, the other was the slaves' quarters.
These buildings are what the family would have had on their farm
And of course a smokehouse, some sheds, and the occasional _ _ _ _ _ .
3. Now, to the Visitor Center you go
To watch the fiber optic map show.
_ _ _ _ _ _ _ _ was the Confederate Commanding General
Who stood up to the Union General _ _ _ _ _ _ _ _ at Bentonville.
Though both sides **fought** hard, with much *hurrah!*
Day One of the battle ended with a tactical _ _ _ _ _ .
4. Now turn around and look for artificial leg next to the amputation kit.
This is what you'd have to use if by a bullet the bone in your leg was hit.
And even though it wasn't much,
If you didn't have the Jewett leg, you'd have to use a _ _ _ _ _ _ _ .
5. Walk outside and across the road
To the tallest monument that memorializes fallen soldiers, whose valor showed.
Count the twenty small headstones,
You'll learn that here lie fallen unknown _ _ _ _ _ _ _ _ _ _ bones.
6. Check out the slender, pink stone.
It honors those who fought, many who were barely grown.
Read about the brave men who at Bentonville met their fate
And you'll learn that _ _ _ _ _ is called the Lone Star State.
7. The grey, boxy, tomb-like memorial
Is another testament to war's nature to be horrible.
This monument honors the Tar Heel boys, none were finer
They hailed from the great State of _ _ _ _ _ _ _ _ _ _ .
8. Nearby at the Harper family cemetery, you will see that Mr. Harper died in _ _ _ _ _ ,
When he left this Earth and went to Heaven.
Three years later, in _ _ _ _ _ , he was followed by his loving wife
Who had also lived a long and happy life.

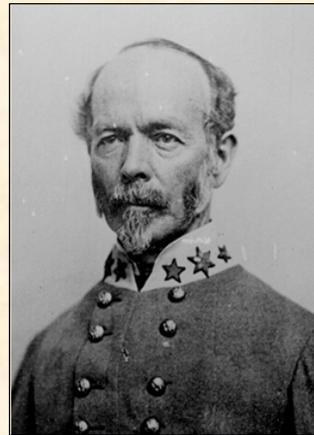
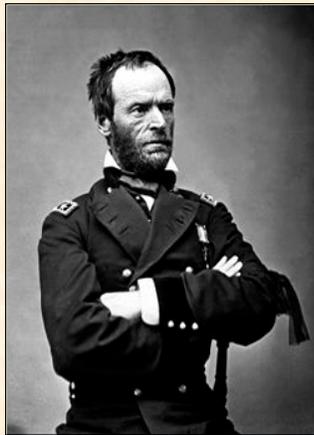
9. Walk straight toward the woods beside the cannon,
 Stroll down the shaded history trail, your clue shouldn't be abandoned.
 Learn about naval stores on the panel next to the pine,
 Which helped the Harpers and others produce tar, pitch, and _____.
10. Continue down the trail, and what a sight you will behold.
 You will see manmade earthworks, that have a story to be told.
 Dug with shovels, plates, and hands by the _____Engineers, the sign mentions,
 Still stand these tree-covered fallback trenches.

FINAL PUZZLE:

_____ was the _____
 The village that gave the battle its name. #6: is the _____ state #1: **bold word**
 in the Continental U.S.

_____ in _____
 #3: **bold word** #7: The state in which the battle took place.

Fill in the blanks by using the hints underneath the lines and the **bold** words from the clues.



Well done, Soldier!

- *Billy and Joe*

Scavenger Hunt Key

1. Your mission begins at the house of Harper
Built in **1855** this farmhouse's purpose during the **battle** was much darker.
The Union used the house as a field **Hospital**
Where treating wounded soldiers was most essential.
2. Beside the house stand two wooden structures,
One, the kitchen, the other was the slaves' quarters.
These buildings are what the family would have had on their farm
And of course a smokehouse, some sheds, and the occasional **barn**.
3. Now, to the Visitor Center you go
To watch the fiber optic map show.
Johnston was the Confederate Commanding General
Who stood up to the Union General **Sherman** at Bentonville.
Though both sides **fought** hard, with much *hurrah!*
Day One of the battle ended with a tactical **draw**.
4. Now turn around and look for artificial leg next to the amputation kit.
This is what you'd have to use if by a bullet the bone in your leg was hit.
And even though it wasn't much,
If you didn't have the Jewett leg, you'd have to use a **crutch**.
5. Walk outside and across the road
To the tallest monument that memorializes fallen soldiers, whose valor showed.
Count the twenty small headstones,
You'll learn that here lie fallen unknown **Confederate** bones.
6. Check out the slender, pink stone.
It honors those who fought, many who were barely grown.
Read about the brave men who at Bentonville met their fate
And you'll learn that **Texas** is called the Lone Star State.
7. The grey, boxy, tomb-like memorial
Is another testament to war's nature to be horrible.
This monument honors the Tar Heel boys, none were finer
They hailed from the great State of **North Carolina**.
8. Nearby at the Harper family cemetery, you will see that Mr. Harper died in **1897**.
When he left this Earth and went to Heaven.
Three years later, in **1900**, he was followed by his loving wife
Who had also lived a long and happy life.
9. Walk straight toward the woods beside the cannon,
Stroll down the shaded history trail, your clue shouldn't be abandoned.
Learn about naval stores on the panel next to the pine,
Which helped the Harpers and others produce tar, pitch, and **turpentine**.
10. Continue down the trail, and what a sight you will behold.
You will see manmade earthworks, that have a story to be told.
Dug with shovels, plates, and hands by the **Michigan** Engineers, the sign mentions,
Still stand these tree-covered fallback trenches.

FINAL PUZZLE:

Bentonville was the largest battle fought in North Carolina.

The village that gave
the battle its name.

#6 is the _____
state in the
continental US.

#1
bold
word.

#3
bold
word.

#7: The state in which the
battle took place.

Historic Site Rules and Regulations

North Carolina Administrative Code for the Department of Cultural Resources-Archives and History- N.C. Historic Sites

07 NCAC 04N .0102 ACTIVITIES PROHIBITED ON STATE HISTORIC SITE PROPERTY

(A) On state historic sites property, a person may not, unless specifically authorized to do so by written permit or work order from the Department of Cultural Resources:

- (1) Remove, deface, or destroy any natural feature, plant animal, mineral, or human-made object;
- (2) Dig, plow, or otherwise disturb existing ground conditions;
- (3) Drive or park a vehicle in places other than a designated public roadway or parking area;
- (4) Allow an animal under his care to be unrestrained or to enter a site building or historic feature, unless that animal is a guide dog for a legally blind person;
- (5) Ride or drive an animal in places other than a designated public roadway;
- (6) Enter, leave or remain on site property at any time other than normal hours of public visitation. The schedule for public visitation is posted at each site; variations from this schedule are announced via print and broadcast media;
- (7) Advertise, promote, offer for sale, or otherwise solicit for a product, service, candidate, charity, or public or private cause;
- (8) Cross any railing, fence, barricade, or marked safety perimeter, or otherwise attempt to defeat the purpose of any security or safety device;
- (9) Carry on his person any firearm, projectile-firing device, explosive or other weapon;
- (10) Create a fire hazard by having any open flame or burning material inside any building unless the person is in a designated smoking area, or by kindling fires in any place other than designated cooking grills;
- (11) Disrupt the public enjoyment or normal operation of a state historic site by any form of commercial or for-profit activity;
- (12) Bathe, wade, or swim in any waters in any state historic site except at such places as the Department may designate as swimming areas. In this Rule "swimming area" means any beach or water area designated by the Department as a place for swimming, wading, or bathing.

(B) On state historic sites property, a person may not under any circumstances:

- (1) Create any pollution or environmental hazard by improper disposal of trash, garbage, waste-water, or other detrimental substance;
- (2) Hunt, fish, or otherwise disturb, injure, or destroy wildlife;
- (3) Use or carry a metal detector, probe, or any similar instrument used for remotely sensing the presence of objects or features at or below ground level;
- (4) Create a fire hazard by improperly discarding burning or smoldering material.

History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2)d;
Eff. February 1, 1985;
Amended Eff. June 1, 1989.

07 NCAC 04N .0103 AUTHORITY OF SITE PERSONNEL

When on state historic site property, a person may not disobey an order of a site manager or other site employee when that order is related to the preservation of historic material, the protection of historic sites property, the safety or well-being of the visiting public, or the equality of access of all citizens to the resources of the site.

History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2) d;

Eff. February 1, 1985.

07 NCAC 04N .0104 PERMIT REQUIRED FOR SPECIAL SITE ACTIVITIES AND EVENTS

A person shall at least 15 days before the scheduled beginning of the activity or event, apply in advance to the manager of the state historic site for a permit to use that site's property or facilities for any activity or event which will:

- (1) Interfere with the visiting public's normal access to use or enjoyment of the site.
- (2) Require site personnel to provide special preparation, assistance, or service not otherwise furnished to individual or group visitors under the site's general public policy and program;
- (3) Result in any violation of other rules in this Sub-chapter; or
- (4) Represent a use of the site for purposes other than those associated with historic preservation or public history education.

*History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2) d;
Eff. February 1, 1985;
Amended Eff. June 1, 1989.*

07 NCAC 04N .0105 PERMIT APPLICATION REQUIREMENTS

A person shall, in applying for a permit, provide the site manager with a written description of the proposed activity, the description to include:

- (1) The name, mailing address, and telephone number of the official sponsor;
- (2) The time(s) and date(s);
- (3) A narrative description to include the purpose of the activity and the approximate number of participants;
- (4) A description of any special preparations or assistance which would be required of the site personnel;
- (5) Any requirements for use of the site utilities.

*History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2) d;
Eff. February 1, 1985.*

07 NCAC 04N .0106 ADDITIONAL MATERIAL REQUIRED/CERTAIN PERMIT APPLICATIONS

If a permit application requests permission to stage any public performance, to perform any on-site audio or visual recording or other audio or visual production work, or to engage in any for-profit activity on the property of a state historic site, the Historic Sites Section may, at its option, require the submission of additional materials either at the time of the permit application or at any later date prior to the time of the proposed activity. These materials may include:

- (1) A script of the public presentation or audiovisual production;
- (2) The name, address and business of the client for whom the work will be performed;
- (3) The anticipated distribution of any finished product resulting from on-site production work.

*History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2) d;
Eff. February 1, 1985.*

07 NCAC 04N .0107 GRANTING OF PERMITS AT OPTION OF SECTION AND DIVISION

The Historic Sites Section reserves the right to refuse to grant a permit for any reason it sees fit; the person filing the permit application may appeal any such refusal to the Director, Division of Archives and History. The Director reserves the right to deny the permit application if, in his opinion, the requested activity would adversely affect:

- (1) The preservation of historical material and state historic sites property;
- (2) The safety and well-being of the site staff and visiting public; or

- (3) The equality of access of all citizens to the resources of the state historic site.

History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2) d;
Eff. February 1, 1985;
Amended Eff. June 1, 1989.

07 NCAC 04N .0108 OBLIGATIONS OF PERMIT HOLDER

A permit authorizing any activity on state historic site property places certain obligations upon the individual or group issued the permit, that individual or group designated the “permit holder”:

- (1) The permit holder attests that the performance of the authorized activity shall not result in any explicit or implied endorsement of any product, service, or candidate for public office by the Section or Division;
- (2) The permit holder agrees that neither the Division nor any of its employees shall bear any responsibility for the health or safety of those participating in the authorized activity;
- (3) The permit holder attests that the Division shall bear no responsibility in any legal action taken against the permit holder as a direct or indirect result of the performance of the authorized activity;
- (4) The permit holder agrees that the Division may require the presence of a sectional or divisional employee at and during the authorized activity; and
- (5) The permit holder agrees that the Division may require the posting of a bond against possible damage to the site, the amount of this bond to be determined by the Division.

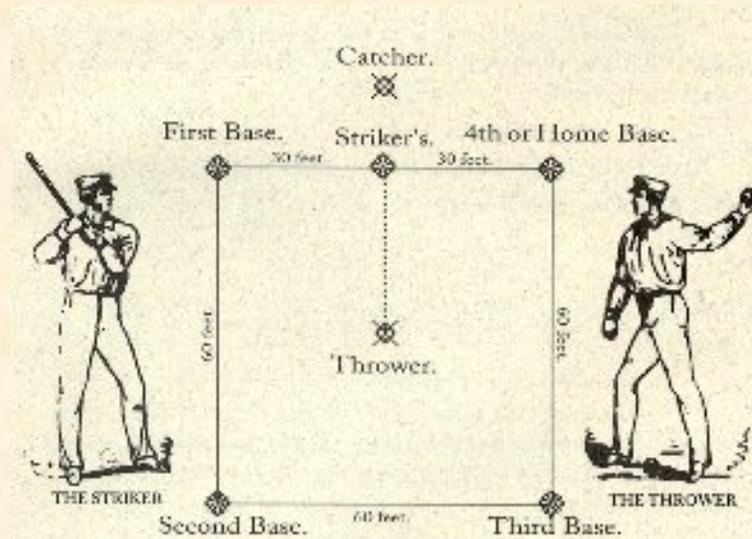
History Note: Authority G.S. 121-4(8); 121-4(9); 143B-62(2) d;
Eff. February 1, 1985;
Amended Eff. June 1, 1989.



Goldsboro Rifles' Monument in the Monument Area

The Rules of the Bentonville Town Ball Game, 2013

- 1) Four bases or bounds shall constitute a round; the distance from each base to be sixty feet. *(1858 Massachusetts Rules)* **Instead of a diamond like modern baseball, this game is played with four bases in a square pattern with the batter's box between 1st and 4th.**



- 2) The bases shall be wooden stakes projecting four feet from the ground. *(1858 Massachusetts Rules)*
- 3) The striker shall stand inside of a space of four feet in diameter, between the first and fourth base. The catcher shall not enter within these lines, and must stand, in all cases, while catching the ball. The thrower shall stand thirty-five feet from the striker, on a parallel line occupied by the striker. *(1858 Massachusetts Rules)* **The striker must not throw the bat after hitting the ball. If the bat is thrown the striker will be called out and may be removed from the game at the discretion of the umpire.**
- 4) Players must take their knocks in the order in which they are numbered; and after the first innings is played, the turns will commence with the one succeeding the one lost on the previous innings. *(1858 Massachusetts Rules)*
- 5) The ball being struck at three times and missed, and caught each time by a player on the opposite side, the striker shall be considered out; or if the ball be ticked or knocked, and caught on the opposite side, the striker shall be considered out; but if the ball is not caught after being struck at three times, it shall be considered a knock, and the striker obliged to run. *(1858 Massachusetts Rules)*
- 6) Three hands out, all out. *(Knickerbocker Rules, 1845)*

- 7) A player running the bases shall be out if the ball is in the hands of the adversary on the base, or the runner is touched with it before he makes his base. (*Knickerbocker Rules, 1845*)
- 8) If a player, while running the bases, be hit with the ball thrown by one of the opposite side, before he has touched the home goal while off a base, he shall be considered out. (*1858 Massachusetts Rules*) In all cases the thrower should aim below the waist. **If the umpire determines that the thrower did not aim for below the waist the runner will be called safe and the thrower may be removed from the game. This rule can be taken out of the game at the request of the teacher however it makes it hard for teams to record outs otherwise.**
- 9) If a ball be struck, or tipped, and caught, either flying or on the first bound it is an out. (*Knickerbocker Rules, 1845*)
- 10) A player having possession of the first base when the ball is struck by the succeeding player, must vacate the base, even at the risk of being put out, and when two players get on one base, either by accident or otherwise, the player who arrived last is entitled to the base.
- 11) The ball must be thrown - not pitched or tossed - to the bat, on the side preferred by the striker, and within the reach of his bat. (*1858 Massachusetts Rules*)
- 12) Should the Striker stand at the bat without striking at good balls thrown repeatedly at him, for the apparent purpose of delaying the game, or of giving advantage to players, the Referees, after warning him, shall call one strike, and if he persists in such action, two and three strikes; when three strikes are called, he shall be subject to the same rules as if he struck at three fair balls. (*1858 Massachusetts Rules*)
- 13) A player, after running the four bases, on making the home bound shall be entitled to one tally. (*1858 Massachusetts Rules*)
- 14) **Have fun.**