that gave birth to our nation. After a series of technical difficulties I re-thought the project and decided to produce it in traditional book format, which is the project I’m currently working on. During the 225th anniversary cycle, I attended several reenactments where I overheard people asking, “What happened here?” That gave me the idea to write a history in the form of a guidebook. There had been no guidebooks published since the Bicentennial, and those books only covered the major sites. There was nothing that covered minor sites and places that should be listed on the National Register of Historic Places but are not.

What did you learn from re-enacting that helped you in your writing?

Norm: First of all, I became intimately familiar with the lifestyle, clothing, and equipment of the common soldier of the Revolutionary War period, which helps in understanding why they did things the way they did. For example, military strategy depends on the technology of weaponry. Secondly, reenacting on an actual site gives you a better appreciation for the events that occurred there. It’s one thing to visit a site as a tourist and quite another to do so as a re-enactor. Climbing a hill at a leisurely pace on a sunny afternoon is one thing. Attacking that same hill on a hot, humid day, carrying all your gear and under gunfire is quite another. We all know that we’re only firing black powder but the emotions and feelings are as real as if it were live ammunition. It’s somewhat analogous to playing video games. Studies have shown that the player has much the same emotional and physical experience as a participant.

When we go to a historic site which has a visitor center or a museum, we often get a behind-the-scenes tour or a more thorough tour than is available to the public. These tours are generally given by the site director or top personnel after the site closes to the public. The staff know they have a very knowledgeable audience, and the quality of the questions sometimes engenders interesting discussions. Information we learn can help us interpret sources by viewing the terrain and comparing it with the written documentation.

We also get a better understanding of and appreciation for the physical rigors our ancestors endured. When selecting a location from multiple possible sites, some can be ruled out simply by physical constraints, such as how far a person can reasonably travel in a certain period of time. Some historians seem to attribute decisions to what amounts to a whim of the commander when in reality physical conditions are the deciding factor. For example, when the French fleet arrived, they expected to go to Sandy Hook, New Jersey. However, when they arrived, they found that their ships could not get over the sandbars and could be trapped in the harbor at low tide; so they went to Newport, Rhode Island instead. Some historians make that decision appear as though the French were afraid of being attacked by the British in New York.

How realistic do you and your fellow re-enactors try to get in your battles?

Norm: When we re-create an actual historical event, we try to be as historically accurate as possible. Sometimes, we’re even able to re-create an event at actual scale. At other times, we do what we call a tactical weapons demonstration. We create a scenario and play it out like a war game. Some scenarios are more thoroughly “scripted” than others. At these events, one side wins one day and the other side wins the next day. Others are open-ended and, as in real life, the outcome is determined by how the action is played.

Many of us own original weapons that we use for demonstration, talks, or school presentations, but we use reproduction weapons for reenactments. Our clothing is all documented, but that’s not to say that it’s authentic to a particular engagement. Uniforms changed considerably during the course of the war. Most of us have a few different sets of clothing that we can use for early war or late war or for

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