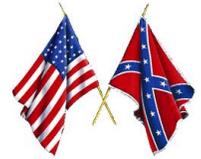




# YOU CAN LIVE HISTORY!

History Education and Re-enactment Movie Productions



## OBTAINING A SUITABLE YCLH BATTLEFIELD

The battlefield for a YCLH reenactment also serves as a set for making a movie. Generally, we will have six cameras taping the students from a variety of angles, which means we have to pay attention to the terrain and backgrounds for the action that doesn't look modern.

The following guidelines will help you select an appropriate site for a battlefield.

- **Adequate Space** – About 1/2 a city block is usually plenty to deploy the troops from a modest sized group or about 150 students. For a larger group, more space is needed. Neighborhood parks can work. County open spaces or state parks are preferred because of the natural, rustic appearance.
- **Trees** - An area of trees thick enough so that you cannot see through them.
- **Features to Look For** – Features such as rolling hills, dirt roads, old buildings, stone walls, rivers and lakes, rail fences, ditches, rough-looking ground, etc., are a plus.
- **Features to Avoid** - Modern features (cars, highways, power lines, playground equipment, etc.) are not wanted in the filming angles. It is not necessary for all angles to work. However, there must be some angles that do work.
- **Safety** - The ground must be inspected for safety. Areas where there is broken glass, barbed wire, dangerous animals, etc. must be avoided.
- **Choosing a Battle** - Battlefield features and season of the year are considered when choosing which battle will be recreated.
- **Getting Permission** - Parks or individuals usually donate the use of their ground. Their permission must be obtained.
- **Proximity to school.** Time, money, and transportation scheduling problems can be minimized if the ground is close enough to march to and from the school.
- **Facilities** - Adequate parking, access, and restroom facilities must be available.
- **Environmental Care** - The battlefield must be left as clean or cleaner than it was before the event.