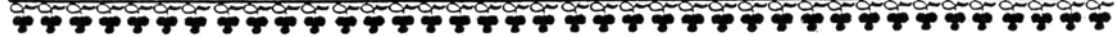




OFFICIAL NEWSLETTER OF CO. D, FIRST MINNESOTA REGIMENT, RECREATED



Volume XV Number 1

January 26, 2005

Page 1

### **2003 ANNUAL DUES**

Once again we each reach down deep into our bank accounts to pay the annual dues. Please take the time to send them in if you have not already done so. Dues are \$30 for Regular Members and \$15 for Associates. Checks should be made payable to Company D First Minnesota

### **2005 ANNUAL BUSINESS MEETING, JANUARY 8, 2005**

The unit enjoyed a moderate turnout and active participation this year. The full minutes of the meeting will be published at a later date. Special thanks to Cameron Larson for the use of his home and for being such a generous host. Well done!

### **ADMINISTRATIVE OFFICERS**

The members in attendance at the annual business meeting voted to continue the service of the administrative officers for another season. As a reminder the administrative officers are:

President- James Owens  
Vice-President- Paul Penrod  
Secretary & Treasurer - Bob Gresh

### **UPCOMING EVENTS**

The next events for the company on the 2005 calendar are:

February 12, 1:00 P.M. - Live Fire

Mt Zion Church, Aldie, VA  
- See the map and directions at the end of the newsletter -

March 5-6 - Living History  
White Oak Museum,  
Falmouth, VA

2005 EVENTS

A list of maximum effort events for 2005 appears later in this issue of the Lincoln Guardian. These are the events which the membership voted attend. Please take a moment to review this list and think about what you will be able to attend. Be realistic in your assessment and don't commit to events you cannot reasonably attend.

As usual, Company D is taking an active role in organizing some of the events this year. Volunteers are always needed to assist in all aspects of event planning and execution. Please notify James Owens or Paul Penrod of any particular things you would like to help with. Pitch in and help keep up the high standards our events have enjoyed in the past!

In future issues we will post notices regarding other events taking place throughout the year. Please keep in mind that some of these optional events may conflict with our maximum effort events.

Campfire Entertainments

Chuck Luck

The day is bright and sunny as the officer of the day makes his rounds of the encampment. Everything is as it should be. The company streets are policed, gear has been cleaned and stored, the guard has been posted, the men are kneeling around a gum cloth throwing down bets and rolling dice. Yes, everything is as it should be in a proper military camp. The first rule of soldiering, "Anything enjoyable is against regulations." The second rule of soldiering, "Don't get caught breaking the first rule."

Besides divine worship no other single activity caused more soldiers to voluntarily drop to their knees than gambling. Certainly one of the more popular games enjoyed by the men in the ranks, including some officers, was Chuck-luck.

During its long life this simple game has been known by many names, Sweat, Sweat Cloth, Birdcage, Chucker Luck, Chuck, Big Six or Crown & Anchor are among the more popular titles. Like so many things American

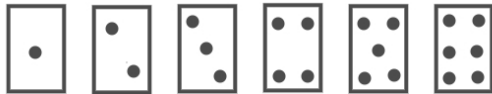
Chuck-Luck seems to have its origins in England where it was known around pubs and gambling dens as Sweat Cloth. The game made its way to the United States early in the 19<sup>th</sup> Century when it was called simply, Sweat. During the mid 19th Century it was commonly known as Sweat, Chucker Luck, then Chuck-Luck or simply Chuck. Sometimes the game has been referred to as Hazard, however, this is inaccurate as Hazard is an entirely different game. The Modern Pocket Hoyle, 9th Edition, Published by Dick & Fitzgerald of New York, 1878, lists the game as Sweat, or Chucker Luck. In that listing, it says, "This game is extensively played on our Western rivers, upon race fields and at all large gatherings of men." Beginning in the twentieth century, the game was commonly called Birdcage or Chuck-a-Luck. Why all the different names? Most refer to the game itself or to the devices that were peculiar to it. Chuck-Luck, as will be seen related to the actual activity involved in the game. Birdcage is a reference to the more advanced or professional version of the game introduced later in the century involving the use of a revolving cage containing the dice. Sweat,

or Sweat Cloth? Perhaps those names have something to do with nervous tension surrounding the roll of the dice.

Like so many other gambling games that draw, or at least suspend, normally pious men's morals, Chuck Luck appealed to cheaters and frauds. Accusations of operators using loaded or shaped trick dice were common. The fast paced nature of the game also provided fertile ground for the man who would cheat his fellow man. One of the measures put in place to alleviate some of the rampant cheating by more serious gambling houses employed heavy welded metal birdcage devices to house the dice, and thereby securing them from would be cheaters.

You didn't come here for a history lesson now did you? You want to know how to get started rolling the dice and collecting your winnings. Or, more precisely, you want to know the rules so that you may get others to blissfully part with their hard earned greenbacks on payday. Before we delve into the rules, you'll need some equipment. Three dice, a cup or other vessel, and a "layout."

Let's begin with the "layout" or "setup." A layout consisted of six boxes, numbered one through six drawn, painted or otherwise placed for the use of the players. Soldiers typically used whatever was at hand to make the layout. Ponchos, gum blankets or shelter halves are all good layout fodder. Optionally, boxes for "High," "Low," "Odd," and "Even" may also be drawn for those desiring a game more reminiscent of the gambling dens of Washington, New York etc.



Once your layout is prepared, it is a simple matter of getting three dice and a cup and you are ready to roll. There is one more necessary item that adds immeasurably to the game, players. As the house you should try to recruit as many players as possible. Since the odds are heavily in favor of the house or dealer, it is always in your best interests to get as many people as possible to lay down their money for you to collect. As an aside, it is suggested that the house extend credit to most would be players in a manner similar to the way in which

sutlers extend lines of credit. This will ensure a steady stream of players to a given game and a steady flow of cash on payday.

Now that the game has been readied, it is time for the players to start betting. Each player places a bet or bets on the numbered squares of the layout. Bets may be made that any particular number or total will show on the three dice. The principal bets are:

Single numbers-1 to 6. If one die shows the value bet, the player wins **EVEN MONEY, 1-to-1**

Two of the dice show the number bet, the player is paid **DOUBLE HIS BET, 2-to-1.**

If Triples appear and it is the number bet, the player wins **TRIPLE HIS BET, 3-to-1**  
 Triples, also called a raffles, A bet that a throw will generate any triple - all dice the same House pays **THIRTY TIMES THE BET**

A particular total - 4 to 17  
 Players are wagering that a particular total of the dice will occur. **THE HOUSE PAYS LESS THAN FULL ODDS.** The house advantage ranging between 10-20

percent. As an example, on a bet of ten cents the house would pay between eight and nine back to the player.

High - 11 to 17

OR

Low - 4 to 10

**EITHER PAYS EVEN MONEY**

Odd or Even - odd or even totals from the 3 dice. **EITHER BET PAYS EVEN MONEY**

Once all bets are in place, the dealer places the dice in the cup, shakes them, and rolls them out on the playing surface. Any bets placed on numbers not shown on the displayed dice are lost. The dealer collects all losing bets first, and then pays winning bets. After paying all winning bets, the dealer declares the game "Open for the next round," and the players place their new bets.

Does it sound like rousing good fun? The next time you are languishing around camp wishing you were somewhere else, why not try a game of Chuck-Luck to liven things up?

**Article submitted by: Rob Westbrook**

**Lincoln Guardian Schedule  
for  
2005**

Number 1	January 31, 2005
Number 2	February 23, 2005
Number 3	April 3, 2005
Number 4	April 25, 2005
Number 5	June 13, 2005
Number 6	July 18, 2005
Number 7	August 29, 2005
Number 8	October 17, 2005
Number 9	November 6, 2005
Number 10	December 17, 2005



JACKET PURCHASE OFFER  
FOR PAYNE'S FARM 2005 PARTICIPANTS

THE FEDERAL COMMITTEE FOR THIS EVENT RECOGNIZES THAT THESE JACKETS ARE RELATIVELY UNCOMMON IN THE REENACTING COMMUNITY AND, TO INCREASE THE NUMBER OF NEW YORK STATE JACKETS IN THE RANKS AT THE PAYNE'S FARM 2005 EVENT, THE ORGANIZING COMMITTEE IS PROUD TO OFFER A "BULK BUY" ON HIGH-QUALITY REPRODUCTIONS OF THESE JACKETS.

IT IS THE HOPE OF THE FEDERAL COMMITTEE THAT AS MANY MEN AS POSSIBLE WITHIN THE FEDERAL RANKS WILL TAKE THIS OPPORTUNITY TO OBTAIN ONE OF THESE FINE JACKETS. NEW YORK STATE JACKETS ARE ENCOURAGED FOR THIS EVENT, AND FOR THE "WINTER 1864" EVENT PLANNED FOR FEBRUARY 2006.

C.J. DALEY HISTORICAL REPRODUCTIONS - A LEADING MAKER OF FINE WARES FOR LIVING HISTORIANS - HAS KINDLY OFFERED TO REPRODUCE THESE JACKETS AT VERY REASONABLE PRICES; AS CAN BE SEEN FROM THE FOLLOWING PRICING SCHEDULE, THE COST PER JACKET DECREASES AS MORE JACKETS ARE ORDERED:

1 TO 2 ORDERS = \$245/EACH  
3 TO 5 ORDERS = \$215/EACH  
5 TO 10 ORDERS = \$210/EACH  
10 OR MORE ORDERS = \$190/EACH

ALL ORDERS PAID IN FULL, ALL DELIVERED NOT SHIPPED (I.E., DELIVERED TO YOU AT THE EVENT), AND ALL ORDERS REQUIRED APRIL 20, 2005.

HOW TO ORDER:

TO PARTICIPATE IN THE "BULK BUY" PLEASE SEND THE FOLLOWING INFORMATION:

YOUR FULL NAME  
MAILING ADDRESS  
HOME PHONE NUMBER (EVENING PHONE) WITH AREA CODE  
E-MAIL ADDRESS  
JACKET SIZE (CHEST MEASUREMENT), WAIST MEASUREMENT, AND SLEEVE MEASUREMENT IN INCHES

DO NOT SEND FUNDS UNTIL APRIL 1, WHEN WE HAVE A BETTER HANDLE ON THE NUMBER OF JACKETS ORDERED AND THE FINAL PRICING. MEN SIGNED UP FOR THE "BULK BUY" WILL BE INFORMED VIA E-MAIL ON OR AROUND APRIL 1 OF THE FINAL PRICE PER JACKET. AFTER THIS TIME, YOU WILL NEED TO SEND A CHECK FOR THE FULL AMOUNT PAYABLE TO "C.J. DALEY HISTORICAL REPRODUCTIONS, INC." TO THE ADDRESS BELOW:

MICHAEL JOLIN, ESQ.  
DEPARTMENT OF ATTORNEY GENERAL  
150 SOUTH MAIN STREET  
PROVIDENCE, RHODE ISLAND 02903  
(401) 274-4400 x2219(DAYTIME, M-F)  
E-MAIL - MJOLIN88@COX.NET

ALL PAYMENTS ARE DUE IN FULL BY APRIL 20, 2005!

ALTERNATIVELY, NEW YORK STATE JACKETS CAN BE PURCHASED DIRECTLY FROM C.J. DALEY HISTORICAL REPRODUCTIONS FOR A SALE PRICE DURING THE MONTH OF JANUARY 2005 FOR \$215 EACH, INCLUDING SHIPPING.

REGARDLESS OF WHETHER ONE PARTICIPATES IN THE "BULK BUY" OR OBTAINS A JACKET DIRECTLY FROM MR. DALEY, THESE PRICES REPRESENT A GREAT VALUE ON A GREAT REPRODUCTION JACKET!

## Live Fire - Mt Zion Church, Aldie VA.

DATE: FEBRUARY 12, 2005  
TIME: 1:00 P.M.  
DETAILS: PARKING WILL BE AT THE CHURCH

EVERYONE NEEDS TO BE IN UNIFORM  
CARTRIDGE BOXES NEED TO BE EMPTY  
MUSKETS NEED TO BE CLEAN AND IN SOUND WORKING ORDER.

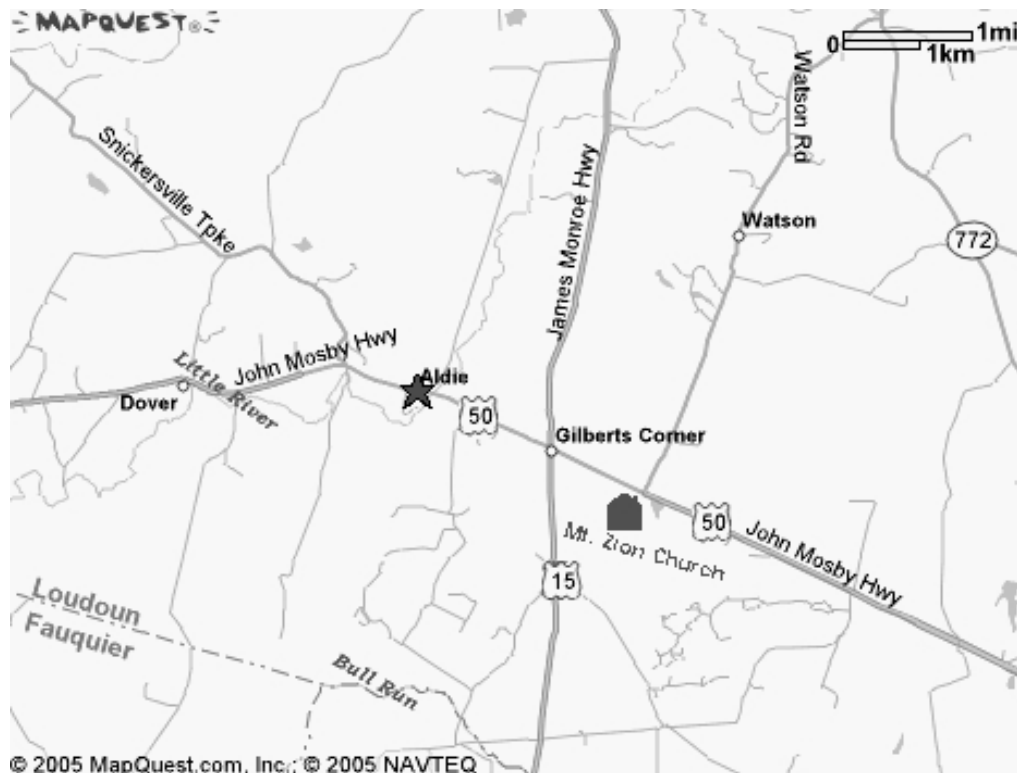
SGT. OWENS PLANS ON CHECKING EACH WEAPON WITH A BORE-LIGHT ENSURE THEY ARE CLEAN AND IN GOOD SHAPE. ANYONE WITH A DIRTY MUSKET OR A MUSKET WITH MECHANICAL PROBLEMS WILL NOT GET TO SHOOT.

CALL SGT. OWENS IF YOU PLAN ON ATTENDING. THERE MAY NOT BE ENOUGH AMMO FOR YOU TO SHOOT IF YOU FAIL TO CONTACT SGT. OWENS BEFORE THE DATE OF THE EVENT.

### DIRECTIONS:

FROM WASHINGTON, D.C.: TAKE I-66 WEST TOWARD MANASSAS-FALLS CHURCH FOR 17.3 MILES. MERGE ONTO US 50 WEST VIA EXIT 57B TOWARD FAIR OAKS - WINCHESTER. TAKE US 50 WEST FOR ANOTHER 18.2 MILES. MT. ZION CHURCH IS ON THE LEFT SIDE OF THE HIGHWAY JUST BEFORE IT INTERSECTS WITH US 15.

FROM THE SOUTH - FREDERICKSBURG, RICHMOND ETC.: TAKE I-95 NORTH TO US-17 NORTH TOWARD WARRENTON. FOLLOW US-17 UNTIL IT INTERSECTS US-15 NORTH TOWARD WARRENTON - WASHINGTON. FOLLOW US-15 NORTH FOR APPROXIMATELY 28 MILES UNTIL IT INTERSECTS US-50. TURN RIGHT AT THE INTERSECTION. AT THE TOP OF THE FIRST HILL ON THE RIGHT IS MT. ZION CHURCH.





## **Useful links on the Internet**

**CORNELL UNIVERSITY: THE MAKING OF AMERICA (INCLUDES THE OFFICIAL RECORDS OF THE UNION AND CONFEDERATE ARMIES)**

**[HTTP://CDL.LIBRARY.CORNELL.EDU/MOA/MOA\\_BROWSE.HTML](http://cdl.library.cornell.edu/MOA/MOA_BROWSE.HTML)**

**THE CIVIL WAR SOLDIERS AND SAILORS SYSTEM**

**[HTTP://WWW.ITD.NPS.GOV/CWSS/](http://www.itd.nps.gov/cwss/)**

**THE U.S. REGULARS ARCHIVE (INCLUDES CASEY'S , HARDEE'S AND OTHER MANUALS ONLINE)**

**[HTTP://WWW.USREGULARS.COM/LIBRARY.HTM](http://www.usregulars.com/library.htm)**

**ANIMATED COMPANY DRILL - FROM THE 10<sup>TH</sup> PA**

**[HTTP://WWW.REZNORSTUDIOS.COM/CIVILWARFOLDER/DRILLCO1.HTM](http://www.reznorstudios.com/civilwarfolder/drillco1.htm)**

**A HISTORY OF THE 1<sup>ST</sup> MINNESOTA (ROSTERS PHOTOS AND LOTS OF GOOD INFORMATION)**

**[HTTP://FIRSTMN.PHPWEBHOSTING.COM/](http://firstmn.phpwebhosting.com/)**

**C.J. DALEY HISTORICAL REPRODUCTIONS**

**[HTTP://WWW.CJDALEY.COM/](http://www.cjdaley.com/)**



**2005 EVENTS CALENDAR**

- February 12, 2005**      **Live Fire**      **Mt. Zion Church  
Aldie, Va.**
- March 5-6, 2005**      **Living History**      **White Oak Museum  
Falmouth, VA**
- April 15-17, 2005**      **Living History**  
[HTTP://WWW.PAMPLINPARK.ORG/](http://www.pamplinpark.org/)      **Pamplin Park  
PETERSBURG, VA**
- May 6-8, 2005**      **Battle & Living History**      **McDowell, VA**  
[HTTP://WWW.BATTLEOFMCDOWELL.ORG/INDEX.HTML](http://www.battleofmcdowell.org/index.html)  
**Federal Commander: Chris Piering** [CPIERING@TWCNY@RR.COM](mailto:CPIERING@TWCNY@RR.COM)
- June 25-26, 2005**      **Living History**      **Mt. Zion Church  
Aldie, VA**
- July 1-3, 2005**      **Living History**      **Fredericksburg NP  
Fredericksburg, VA**  
[HTTP://WWW.GEOCITIES.COM/POTOMAC\\_LEGION/EVENTS.HTML](http://www.geocities.com/potomac_legion/events.html)
- September 9-11, 2005**      **Engagement at Burkittsville**      **Burkittsville, MD**  
[HTTP://MAINECAV.ORG/EAB/](http://mainecav.org/eab/)
- October 28-30, 2005**      **March & Living History**      **Payne's Farm  
Locust Grove, VA**  
[HTTP://WWW.STONEWALLBRIGADE.COM/PAYNESFARM.HTML](http://www.stonewallbrigade.com/paynesfarm.html)
- November 19, 2005**      **Remembrance Day**      **Gettysburg NBP  
Gettysburg, PA**



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