

**I N S T R U C T I O N S**

**FOR**

**O F F I C E R S  
&  
NON-COMMISSIONED OFFICERS**

**ON**

**C A M P A I G N & O U T P O S T D U T Y**

**This Document is being updated!**

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## Table of Contents

Introduction.....	2
Crew 1872's Venturing Oath & Crest.....	2
Motto of the 4 <sup>th</sup> U. S. Cavalry .....	2
Winter Camp 2004 Schedule .....	3
Typical Daily Schedule .....	3
Standing Orders.....	4
Crew 1872 Basic Reenacting Safety Guidelines.....	4
The Organization of the U. S. Army Following the Civil War .....	10
A Very Brief History of the 4th U. S. Cavalry.....	12
Period Impression & Military Courtesy .....	13
Wearing the Uniform .....	14
IWP Financial Matters .....	16
Notes for Camp Guards .....	20
Notes for Company Drills .....	21
Notes for Revolver Drills .....	27
Notes for Artillery Drills.....	28
Safety Inspection Checklist .....	33
Artillery Nomenclature Diagram .....	35
Gun Tube Diagram.....	36
Battery Disposition Diagram .....	37
Artillery Piece Safety Diagram.....	38
Battery Safety Diagram .....	39
Estimating Ranges .....	40
Temperature Effects on Velocity .....	40
Beaufort Wind Scale.....	41
Crew 1872 Recognitions .....	42
Join the 4 <sup>th</sup> U. S. Cavalry .....	47

## Introduction

This booklet has evolved from written instructions for the Longhorn Council's Winter Camp program and materials prepared for the crew's program. It is intended to serve as a Crew 1872 Handbook. This is a compilation of information gathered over the past years will help improve our program and impression.

Remember we are Scouts, not soldiers; safety and the goals of Scouting should always be kept in mind. We represent both the council and our crew, so you must be on your best behavior at all times.

## Crew 1872's Venturing Oath & Crest

As a Venturer, I promise to do my duty to God and help strengthen America, to help others and to seek truth, fairness and adventure in our world, and to *faithfully defend the Constitution of the United States of America.*



The Regimental Crest of the 4<sup>th</sup> U. S. Cavalry is a yellow shield bearing a "Victory Saber" over a cannon and arrow representing victories in the Civil War and Indian Wars

## Motto of the 4<sup>th</sup> U. S. Cavalry

*"Prepared and Loyal!"*

## **Standing Orders**

(Revised November 28<sup>th</sup> 2003)

1. No discussion of politics or use of foul language will be tolerated.
2. Carbines must be in your hand, close at your side, or stacked under watch. At night they will be kept dry and stored in your tent.
3. Revolvers must be carried loaded at all times while in the field. They are withdrawn only under orders from an officer.
4. Proper uniforms will be worn at all times.

## **Crew 1872 Basic Reenacting Safety Guidelines**

(Reviewed Nov 7, 2002)

The following are some very basic safety guidelines used by Venture Crew 1872 when using black powder firearms at living history battle reenactments. The firearms and artillery we use are real. Our unit is just as well armed as any U. S. Cavalry Company from the U. S. Civil War. Even though we fire blanks, these weapons are just as deadly as they were one hundred and forty years ago. Safety must be first in our minds when we use these weapons. Despite the fact we are organized, drill and "fight" as a military unit at reenactments, we teach history - *we do not train anyone to "kill."* These guidelines are to protect our own troops and protect our friends, the "enemy," with whom we reenact historical battles.

**General:**

- Review safety issues before shooting at each event.
- Conduct an inspection of all artillery and small arms before each use or reenactment.
- Use common sense and consider safety first.
- Observe legal limits on storage and transportation of black powder: Fifty pounds of bulk powder under one roof without a proper magazine and twenty-five pounds per vehicle for transportation.
- Transport and store powder and primers separately.

**Small Arms:**

- The crew will have members that hold current NRA Black Powder certifications at reenactments.
- No member shall bring live ammunition of any kind to a reenactment.
- Treat every gun as if it were loaded. Even blanks can kill.
- Pay attention to where you are pointing the gun and never train the sights on any individual.
- When firing on "enemy troops" at a Civil War or other reenactment, elevate the small arms well above heads of opposing troops. Twice the height of a person is a minimum.
- When "enemy troops" are closer than 50 feet, use extreme elevation or cease firing.
- Do not OVER CHARGE small arms. Use 50 to 75 grains of FF or FFF black powder in carbines and rifles. Use only 15 to 30 grains of FFF black powder in revolvers.
- Use only cream of wheat or cornmeal as wadding in revolvers.
- Use hearing protection.
- Carry revolvers in a flap holster. Do not unholster a loaded pistol without orders to do so.
- Do not allow any non-crew member to handle loaded small arms.

**Artillery:**

- The crew will attend a U.S. Field Artillery Association (USFAA) sanctioned Artillery School at least once a year.
- Always follow established procedure and the standard, practiced artillery drills. Stop drills with a "Cease Fire" command immediately whenever necessary.
- Observe the "3-Minute" rule with respect to rate of fire.
- Know the "safety areas" around and in front of artillery and watch closely for "incursions."
- When firing artillery at "enemy troops" cease-fire when closer than 150 feet.
- All crew members should call and echo "Cease-Fire" when necessary.

**Remember:**

- The loss of life, limb or eyesight is always a risk when dealing with black powder, but can be avoided by observing these safety rules.
- Damage to hearing can easily occur with any misuse of our firearms. This can happen in a single shot or slowly over time, so always wear hearing protection.
- Most artillery incidents happen when you deviate from practiced drills.
- Most small arm accidents happen when people are "playing" with the arms, not in drills or in the reenactments. DO NOT play with small arms.

## **A Very Brief History of the 4th U. S. Cavalry**

The 4th US Regiment of Cavalry was first at Jefferson Barracks, Missouri in 1855 as the 1<sup>st</sup> U. S. Cavalry. At this time there were just two regiments of cavalry. Its early years were spent fighting Indians and keeping the peace in Kansas and Missouri. The regiment would be stationed at places such as Fort Leavenworth and Fort Riley.

Once the Civil War started in 1861 the regiment lost many officers who deserted for the rebel army. But the remaining loyal officers quickly trained replacements. The War Department reorganized the mounted services. The 1st and 2nd Dragoons and the Mounted Rifles were renamed the 1st through the 3rd Cavalry. The old 1st became the 4th U. S. Cavalry and more a few regiments. Additionally there were several U. S. Volunteer regiments, but the 4th U. S. was regular army.

Early in the war the companies of the 4th U. S. were scattered and fought in skirmishes such as Wilson's Creek in Springfield Missouri and held the Indians in check by serving at Fort Washita I.T. and Fort Kearney. Two Companies, A & E, served as McClellan's personal escort in the Peninsular Campaign and were at Bull Run. Companies B, C, D, and L were fighting near the Blackwater River in Missouri. However in 1862 the regiment was pulled together and fought in the "western campaign" for the duration.

The 4<sup>th</sup> fought at Shiloh, Tennessee, Corinth Mississippi, Franklin Tennessee, and Chickamauga and on to Atlanta Georgia and Selma Alabama. After the capture of Macon, Georgia, the regiment remained there until late November when ordered to Texas. Ten companies were concentrated at San Antonio Texas and two companies were sent south to the Rio Grande. In the fall of 1866 the companies occupied the posts of Verde, Fredericksburg and Macon Texas. In 1867 four companies of the 4th U. S. Cavalry reoccupied old Fort Chadbourne.

By 1871 the 4th U. S. Cavalry was stationed at Ft. Concho, Ft. Griffin and Ft. Richardson. Col. Mackenzie took command and concentrated his troops at Ft. Concho. He started drilling hard and instilling discipline in his troops. By April he had moved his command to Fort Richardson, closer to the reservations which were the source of the Indian problem.

Following the Civil War, the Indian reservations were managed by the Quakers who Christian methods of converting Indians to farmers appealed to a war weary nation. Indians were allowed to leave the reservations to hunt, and they frequently took the opportunity to raid.

In May of 1871, prompted by the report of Texans living on the frontier, General Sherman, General-in-Chief of the Army, conducted a tour of the frontier. He had visited the line of forts from Ft. Concho on his way north to Ft. Sill with out incident. He refused and escort when he left Ft. Griffin on his way to Ft. Richardson. As he crossed the Salt Creek Prairie he passed within a half mile of a Kiowa war party numbering over 100 warriors. The Indians watched and allowed Sherman to pass. The following day a wagon train carrying grain to Ft. Griffin and consisting of 10 wagons and 12 teamsters fell prey to the Indians. This was a bloody massacre with only a few survivors.

When General Sherman heard the reports of the raid he realized how serious the situation was. He ordered Col. Mackenzie to pursue these Indians even onto the reservations, which were formerly off limits to the Army, and the Indian Wars of the Southern Plains began.

The 4<sup>th</sup> U. S. first campaign in this war took place in August of 1871. Col. Mackenzie mounted his regiment and sent out two columns. The first went deep into the Texas wilderness

searching for Indians. The second was a supply column, which established “Camp Supply” on a river allowing the troops to stay in the field for additional time. The mission was of a limited success, but it allow the regiment to gain experience operating in the west, of crossing gypsum plains, fording rivers, and executing night marches.

The army discovered that the best time to fight the Indians was in the winter when the food sources were scares and the weather was the harshest on the Indians. They conducted several winter campaigns against the Kiowa and Comanche.

In September of 1874 Columns of troops from For Sill, I.T. and Fort Dodge Kansas, Fort Bascom New Mexico joined the troops from Fort Richardson, crossing the Texas panhandle in what is now called the Red River War.

Col. Mackenzie and the 4<sup>th</sup> U. S. Cavalry discovered the last bands Kiowa and Comanche in Palo Duro Canyon. At dawn on September 26 they swept through the Canyon burning tipis, food stores, blankets and buffalo robes. They killed very few Indians in this raid, as most escaped with only heir night clothes, but they captured or killed over a thousand Indian ponies. This was such a devastating blow that the last hostile Indians on the southern plains were forced to submit to life on the reservation.

The 4<sup>th</sup> U. S. would become one of the most successful Indian fighting regiments in history, fighting thought the west and capturing Geronimo and going on to serve in the Philippines during the Spanish American War.



## **The Organization of the U. S. Army Following the Civil War**

At the end of the Civil War the U. S. Army numbered well over one million men. Afterwards, congress reduced the army to a mere 56,000 men. The following is the post Civil War organization of field units.

- 25 Infantry Regiments (24<sup>th</sup> & 25<sup>th</sup> are Black)
- 10 Cavalry Regiments (9<sup>th</sup> & 10<sup>th</sup> are Black)
- 10 Artillery Regiments
- Engineer Regiment
- Signal Corps Regiment

It was difficult for officers to retain their commissions and most veterans were reduced in ranks. Colonels who once commanded regiments were now captains in charge of fifty men companies. The choice positions to have were on staff in Washington D.C. or assignment overseas.

There were many Non-Commissioned Officers who had been Junior Officers (Captains or Lieutenants) during the war but not finding civilian life suitable, returned to the army. Many rebels joined the U. S. Army for this reason. These men became the valued NCO's of the army.

On the frontier the average age of the private was 17, this means that the normal age range was 15 years old to 20 years old for privates. Many of these were immigrants who had few skills. Irish, Germans and French were common. Freed blacks joined, but were placed in segregated units.

**The Regiment:** Regiments were organized by branch and consisted of 10 companies for Infantry and Artillery or 12 companies for Cavalry. A Colonel commanded each regiment and had a Lieutenant Colonel to assist him. He would also have several Major officers on his regimental staff to assist with the command and paper work. These officers were considered Senior Officers.

The regimental staff would also have such positions as Chaplain, Surgeon and several Non-Commissioned Officers such as Sergeant Major, Quartermaster Sergeant, Saddler Sergeant, Ordnance Sergeant, Chief Trumpeter, etc.

The Regiment could be subdivided into three or four battalions each comprised of 4 or 3 companies and commanded by one of the Colonels or Majors. When regiments are banded together they form Brigades and are commanded by Brigadier Generals.

The regiment was authorized to carry regimental and national colors to identify the commanding officer in the field.

**The Company:** A "full strength" company has about 100 men under normal conditions. In the 1870's the typical strength of a company was 50 men. This was done so the U. S. Army could maintain a small force and yet double its size in a short period of time without doubling the organization and number of officers. The officers for a company were considered "Line Officers" or "Junior Officers" This is because the Captain and Lieutenants were in the thick of the fight and on the line. A Captain commanded a company. He would have two or three 1<sup>st</sup> or 2<sup>nd</sup> Lieutenants to assist him. The "heavy lifting" and actual running of the company fell to the Non-Commissioned Officers. The NCOs would consist of a 1<sup>st</sup> Sergeant, two Platoon Sergeants and several Corporals.

The divisions of a company are as follows. A company could be divided into two platoons. Each platoon could be divided into two sections. The smallest unit was the squad, which would consist of 4 troopers. The term detail was used for a small number of soldiers with a specific assignment.

Companies carried guideons which looked like a swallow tailed national colors with the stars arranged in a circle and the company designation in the center. This would help identify the unit in the field.

## Period Impression & Military Courtesy

As a unit, we will try to improve our impression by showing the proper courtesy and respect that was expected of a Victorian gentleman. Remember we are different than most reenacting units not only because we are Scouts, but because we represent Regular Army, professional soldiers.

The average age of the trooper in the Indian War Period was 17. So our members are just about the right age. But remember that in 1872 a 17 year old would have NOT been a Civil War veteran. You would have been born about 1855 and been 9 or 10 at the end of the war. More than likely you would have been an immigrant or young man seeking adventure.

The life of a trooper however was not the adventure one might expect. At Fort Richardson the men soon found that the fort was more of a "Federal Work Camp" and that they were just armed laborers most of the time. The men would drill, work on construction projects at the fort, and stand guard. However, Col. Mackenzie mounted a number of campaigns with the 4<sup>th</sup> that took them in the field on "marches" that could last as many as 6 weeks. There were several occasions where after a long march, two weeks would be spent at the fort re-supplying and then another would start. All of these were done in the winter when life was the harshest for the Indians of the southern plains.

**Saluting:** The proper salute for the Civil War and Indian War Period is "open handed," with your palm facing out not down. Normally you salute with your right hand, however if the officer is on your right you should salute with the left hand in order to keep from putting your elbow in the face of the officer. There is also a proper way to salute when carrying a carbine.

A salute should be given to an officer as a greeting when you meet him in the field, or the first time you see him in the morning. When you address an officer you should start with a salute as well. If you're a part of a work party on fatigue duty, only the NCO or supervising trooper salutes.

**How to address Officers and NCOs and Civilians:** A trooper is to show courtesy and respect for others. He will address an officer (U. S. or C. S.) by his rank, such as "Captain Glass" or "Lieutenant Moore." Enlisted will reply with "yes sir" and "no sir" as appropriate.

Non-Commissioned Officers will be called by their ranks and last name, such as "Sergeant Hathaway."

Civilians will be called "Mr." or "Mrs." and we will say "yes sir" or "yes mam" as appropriate.

Troopers should be called by their last name. It is important for NCO's to learn the names of the troopers. This not only shows respect, but it will aid in your role as a file closer during drills.

**Victorian Dances:** At many reenactments the crew participates in Victorian dances. These are "social events" not "romantic events." They are actually quite a lot of fun. You should mix and mingle with as many people as possible. The dances do not require a lot of grace and you can only learn by getting out there and dancing. However, because you are to meet as many people as possible a gentleman should not ask the same young lady more than twice for a dance. Careful attention to selecting as many partners as possible will earn the warm regards of those ladies condemned to the terrible punishment of being "wallflowers" for the evening.

If a gentleman escorts a young lady to the dance, he is her cavalier for the evening. He must see that she is provided with agreeable dance partners, refreshments if served, a seat if available, etc. He must dance the first dance with her and as often as is proper while still dancing with other partners. When the evening is over, he should escort the young lady back to her chaperone or tent.

When asking a young lady to dance you should be polite and respectful. Some examples are, "May I have this dance?" or "May I have the honor of this dance?" If the young lady declines to dance, don't take offense. Rather, simply thank her and ask another young lady. A gentleman should offer his arm to the young lady while escorting her to and from the dance floor. At the end of the dance, he should thank the lady for the pleasure of her company and escort her back to her partner or seat before seeking another dancing partner.

If the dance is crowded, both on the floor and on the sides, care should be taken while dancing or making your way through the crowd that a lady's dress is not stepped on or torn. Always apologize for any misstep.

You should clean up and dress as nice as you can, but you should avoid wearing leather belts and such things that might mark, stain, or tear a lady's dress while dancing. If you can, you should wear clean white gloves as well, as there is no way your hands will be clean!

## **Wearing the Uniform**

At winter camp we portray a company serving in the Indian Wars of north Texas (1865-1875). The Civil War uniforms are correct for this period, and were worn through the 1870's. There were uniform changes in 1872 and 1874, however these uniforms did not make it to the frontier until the Civil War surplus was depleted.

Troopers were issued clothing and given an allowance to buy more, but because of infrequent pay calls troopers often did not have money to buy new uniforms when the old ones wore out.

There are stories that some commanding officers considered a man in uniform if he wore just one article of his uniform. But the commanding officer of the 4<sup>th</sup> U.S. Cavalry, Colonel Mackenzie, governed his troops "by the book" and required them to wear the proper uniform when on garrison duty and on the march.

Wool was selected for clothing of the period for several reasons. It is warm even when wet, it actually breathes in the summer and it is very durable. Clothing was washed not quite as often as the men took baths. There were laundresses at the fort the men would pay to clean their uniforms. In the 1870's the army ordered men to take baths as frequently as once a week. Body odor wasn't a big problem as it was masked by the smell of wood smoke, horse sweat, leather, dust and the other odors of life. And smells just weren't as bad for people who spent a lot of time outdoors.

**Remember:** Use proper "period" names such as brogans, braces and trousers. Call the shirt an undershirt and remind people of the proper "Victorian" views on modesty.

**Hats:** The hat must be worn at all time, its part of the uniform. When inside, watch the host or the ranking Officer or NCO. Follow his lead, if he is wearing a hat you do so, if he takes his off then you do so.

**Sack Coat:** Wear them "French style" and always keep the top button fastened. The sack coat has one pocket on the inside left called a "kidney pocket."

**Undershirt:** The muslin (cotton) shirt is considered underwear and should not to be exposed in public! This reflects the Victorian view on modesty.

**Trousers:** These are not pants. Do not tuck them in your boots unless you are wearing proper period correct cavalry boots. Even mounted troops wore brogans at times and kept their pants out of the boots. Trousers should be a bit loose and worn high, up at your waist, "old man style".

**Braces:** Suspenders were called braces. Period correct braces just have straps and buttons, no adjustable clips.

**Brogans and Boots:** If you have period correct cavalry boots wear them, otherwise wear black or brown leather boots and keep your trousers over them. Cowboy boots are not period correct.

**Stockings and Drawers:** Period correct socks and underwear are not required but are included here for information. Socks were called stockings and were very similar to the natural wool socks that we use today, except they might not have been as high of quality. The underwear was referred to as drawers. There were long sleeve tops and full-length bottoms with button fly and with ties at the ankles.

**Belt with Oval US Buckle:** A black leather belt with an oval US buckle is what is used to support the leather goods holding caps, ammunition, revolvers etc. It should be worn high on your waist, not slung low.

**Poncho:** For rain gear troops were issued ponchos made of canvas waterproofed by painting with a black rubberized substance.

## IWP Financial Matters

The U. S. Army paid 13 dollars a month for years, but during Civil War congress approved a temporary pay raise to \$16 per month. This "special pay provision" expired in 1870 and congress failed to renew the provision. They felt that food, shelter and clothing allowances made up for the low pay. Most soldiers did not feel this way, and many deserted.

If you had any kind of meager job in town you could expect to be paid at least 30 dollars a month. Many families, who ranched or farmed in this area, were able to provide most of their own needs from raising milk cows, chickens, beef cattle, etc. and growing gardens. They would sell their livestock or crops once or twice a year to raise cash.

There were many ways "get rich" in the 1870's such as heading west to the gold rushes. Buffalo hunting was a quick way for people in Jacksboro and around Fort Griffin. A buffalo hunter would hire a few "skinnners"; buy a wagon or two, a good rifle and plenty of ammunition then start hunting. He and his skinnners would take the hide, stake it out and scrape the flesh off of it. Once it was sun dried it would be as hard as a rock and was called a "flint hide." These hides would be loaded onto wagons and sold in town for a dollar to one and a half dollar each. This could bring some hunters several thousand dollars a month. This was quite a temptation for some of the troopers.

**Pay Call:** The troops were to be paid by a paymaster, who would visit every other month. The paymaster didn't always make in on time but when he did companies were paid in order of the

seniority of their commanding officers. The men would dress in their best uniforms and white gloves. When they would step forward to the paymaster's desk, they would remove one glove, hold out their hand to receive their pay and salute smartly with the other. The monthly pay wages for the various ranks are as follows:

Captain	\$280
First Lieutenant	\$180
Second Lieutenant	\$130
First Sergeant	\$22
Sergeant	\$17
Corporal	\$15
Private	\$13

**Currency:** Troopers were often paid in paper currency. This was done because inflation brought on by the Civil War made the silver and gold that coins were made of more valuable than the coin's face value. For example the silver it took to make a dime was worth 14 cents. Because of this, "Fractional Currency" was issued. These were small paper bills issued in denominations of 3, 5, 10, 15, 25 and 50 cents. There were of course full dollar bills issued in 1, 2, 5, 10, and 20 dollars as well. Most merchants preferred "hard currency" or coins, but would accept the paper money at "discounted rates." In other words, they would say your dollar bill was worth only 90, 80 or even 50 cents.

**Deductions:** There were monthly deductions from a trooper's pay as well. A deduction of 12 ½ cents to support the Soldier's Home in Washington D.C. was taken from each month's wages. Furthermore, the army had a mandatory savings program of one dollar a month. This money was saved until discharge. To combat desertion "longevity pay" was introduced in 1872. This was additional money added to your mandatory savings.

**Reenlistment:** Troopers enlisted for either three or five years of service. When they "re-upped" they were issued another wool blanket, a service strip for the sleeve of their dress coat and "longevity pay." Officers in mounted service received an additional \$30 a month because they were expected to provide their own tack and harness for their horse.

**Clothing Allowance:** A recruit was issued a certain amount of clothing for his first year. In the following years, he was granted a clothing allowance of about \$34 each year. Officers were required to buy their own uniforms and given no allowance. Enlisted could draw uniforms from the quartermaster's supplies and charge this against his allowance. The balance, money remaining or debt, was squared away against his final pay. Some of the uniform and equipment costs were as follows:

Kepi	\$0.80
Campaign Hat	\$1.79
Sack Coat	\$2.62
Trousers	\$1.91
Drawers	\$0.56
Undershirt	\$0.48
Wool Socks	\$0.24
Brogans	\$1.76
Mittens	\$0.32
Revolver	\$12.00
Carbine	\$18.00

**Buying Power:** On the frontier inflation raised the cost of everything. Troopers' pay would not go very far in Jacksboro. For example fresh food could be bought in town at the following rates:

Chickens	\$0.75 each
Eggs	\$0.75 dozen
Milk	\$0.10 quart
Butter	\$0.40 pound
Buffalo Meat	\$0.06 pound

However, at these prices few could afford fresh food and some companies planted gardens. Drinks at the “Wichita Saloon” were 10 to 25 cents each, but on payday it took three men to tend the bar. Watermelons were sold at Fort Richardson one summer at the following rates; melons, 10 cents each; melons spiked with whisky, 1 dollar. This practice of course was ended soon as it was discovered!

Some men would save some of their pay or send it home to families. However most men spent the money just as soon as they got it. In the half-mile between the Fort Richardson parade ground and Jacksboro’s square were places with such as Wichita Saloon, Union Headquarters, Gem, Little Shamrock, Emerald, Sunflower, Island Home, First National, Last Chance and Mollie McCabe’s Palace of Beautiful Sin. Troopers would lose it all in town in one night, drinking and playing games of chance such as Faro and Keno.

**Fines:** In addition to spending their money, some men lost their pay to punishment for fighting, drinking or swearing. A few choice words at 25 cents each could cost a man dearly when he earned only 43 cents a day! Insubordination could easily cost \$10. “Neglect of duty” was the loss of month’s pay. The penalties for losing a Springfield rifle was a fine of nearly triple the cost at \$50!

Most troopers collected \$23.75 in paper currency every other month. Once they paid off debts to the quartermaster, sutlers, and local merchants, they might save a little, but most of was quickly spent in town. They would buy some essentials and needed items, but much was spent gambling, drinking, and on entertainment in town. Once the money was gone, it was back to the hard work of drilling, work at the fort, standing guard, patrolling, escorts and marches lasting six weeks or more. The life of a trooper was hard and described by a German recruit as one of “glittering miseries.”

## **Notes for Camp Guards**

The following instructions have been provided for the Company or Battalion when the situation requires a camp guard. The Officer of the Day and the Sergeant of the Guard will post camp guards at night only and this guard will consist of sentinels, pickets, and reserves. The Officer of the Day will give the guards the Signs and Counter Signs and issue the Provost Passes to those leaving camp.

Sentinels will be posted in pairs, if possible, at concealed vantage points to observe the approaches to the camp. When sentinels detect the approach of an enemy patrols or force they will remain concealed and alert the pickets, Sergeant of the Guard or the Officer of the Day in person or by pre-assigned signal.

Pickets will be posted in pairs, if possible, around the camp. They will take turns marching the assigned post. They will challenge people who approach the camp by instructing them to “halt and advance one person at a time to be recognized.” They will offer the sign and receive the countersign and Provost Pass. If the person cannot offer both, then he will be held by the reserves for the Officer of the Day to address.

If the pickets encounter an enemy force they will fire a warning shot and attempt to delay the approach. The reserves, sergeant of the guard and the Officer of the Day will report to the alarm. Other pickets will remain at their post to guard against other attacks. Pickets shall be on alert to avoid being captured by enemy patrols.

The pickets will serve in three shifts at night. From dark till Midnight, Midnight till about 4am and 4am till First Call. The Officer of the Day and the Sergeant of the Guard will march out the pickets and assign the post. They take turns checking the pickets and sentinels every half hour. The guards not currently posted will rest in uniform with arms near at hand and serve as the reserve.

## **Notes for Company Drills**

This section is to assist with drilling the company. Commands generally have three parts; attention, preparatory and execution. The first part gets the attention of the company, squad, front rank or whomever you want to carry out the command. The preparatory portion of the command gives the instructions for what is to happen. Care should be taken to make this part as simple and clear as possible. The execution part of the command is the word on which the troops act. The troops should be conditioned to execute the command on the first syllable of the execution command.

Remember that when a command is issued the “file closers” must echo the call. The person issuing the commands should think ahead and allow time for the commands to be echoed and comprehended by the troops. It is very important that you be consistent in the way commands are stated and for this reason use the commands as listed here.

Proper pronunciation of commands is often overlooked. The end of the preparatory portion of the command should end on an “up note.” This leaves the company hanging and waiting for the rest of the command. The execution command should start off with a “bang” by putting emphasis on the first part of the word then trailing off. Think about how “forWARD - - - MARch...” sounds when properly spoken.

There were many manuals for drills used by the U. S. Army including Hardee’s and Casey’s for Infantry, Cookes for Cavalry. Since we are dismounted we have adopted a set of drills from Hardees Manual. Research for the actual drills used by the 4<sup>th</sup> U. S. Cavalry in the Civil War and the Indian War Period is being conducted and will be introduced for Winter Camp 2004. Until this research is complete, we will use the following abbreviated notes to insure consistency within our crew and associated programs.

### **To Form the Company**

FALL – IN

**Notes:** The command each platoon “falls in,” facing the 1<sup>st</sup> Sgt. or Capt. They align the privates shortest to tallest, right to left. Arms are held at “order arms”.

### **Counting Off**

In each Rank by Twos - COUNT

In each Rank by Fours - COUNT

**Notes:** Our drills are set up for counting off by twos, but when you count off by fours, treat 3 & 4 like 1 & 2 respectively. Count from the company’s right.

## **Position of Attention & Facings**

Attention – COMPANY

*{Eyes front and at the ground 20 feet ahead. Hands with little finger at seam and palms out. Heels not quite touching, feet spread at 45 degrees. Look forward at ground about 15feet. DO NOT MOVE YOUR HEAD. You may shift your weight a bit, but if you keep the head still the company will look good.}*

Eyes – RIGHT (Front)

Eyes – LEFT (Front)

Right – FACE

*{The small of the right foot is placed against the left heel and you pivot on both heels.}*

Left – FACE

About – FACE *{turn to the right}*

Right – DRESS (Front)

*{The soldier on the far right stands still}*

Left – DRESS (Front)

*{The soldier on the far left stands still}*

In Place – REST

*{one foot stays planted, arms “at will”}*

REST

*{soldiers may mill around in the area, but ready to quickly fall in again. when called}*

Break Ranks – MARCH *{we don’t say “Dismissed”}*

## **Manual of Arms** (Modify for Carbines)

Order – ARMS

*{hammer out}*

Shoulder – ARMS

*{rarely used with carbines, we should use “Right shoulder shift” for this command. You must go through this command to change positions.}*

Right Shoulder Shift – ARMS

Support – ARMS

*{rarely used with carbines}*

Secure – ARMS

*{under left arm}*

Present – ARMS

Inspect – ARMS

Arms – PORT

Arms – AT WILL

*{Only use one of the above positions only}*

Ground – ARMS

*{hammer up}*

Recover – ARMS

*{pick up carbine}*

## **Marching**

Company – Mark Time – MARCH

Company – Forward – MARCH  
Time”}

*{Start on LEFT foot, assume “Quick*

Company – Forward – Common Time – MARCH  
*{for drill only, 28” steps, 90 steps/min.}*

Company – Forward – Quick Time – MARCH {28” steps, 110 steps/min.}  
 Company – Forward – Double Quick Time – MARCH {33” steps, 165-180 steps/min.}  
 Company – Double Quick Step – MARCH  
 Company – Route Step – MARCH  
*{Soldiers need not maintain cadence, arms “at will”}*  
 Company – Shoulder Arms – Quick Time – MARCH  
 Company – HALT  
*{end on the next right foot.}*  
 Company – Backwards – MARCH  
 Company – Right Oblique – MARCH (FRONT)  
 Company – At the Run – MARCH  
 Company – Prepare to Halt – HALT  
*{to stop when at the run}*

**Note:** The Captain gives commands. The First Sergeant keeps time with “ONE-two, ONE-two” not “Left-Right.” All other officers and sergeants are file closers. A file closer that notices a soldier out of step may call him out by name and say “ \_\_\_\_ To the STEP!” File Closers keep formation by calling “ \_\_\_\_ Close UP!”

**To go Between Lines of Battle & Files**

By the Right Flank – MARCH  
 By the Left Flank – MARCH

**Note:** If these commands are given from a stationary Line of Battle, you wait for person next to you to move before you turn. On the move, the execution command MARCH should be given when the troops place the opposite foot on the ground. The whole company turns in unison left or right and marches by files or line of battle.

**To return to a Line of Battle from Files**

Company – HALT, FRONT  
*{This is appropriate if they have moved only a short distance and the “front” is still clear.}*

Company – HALT, Right (or Left) – FACE  
*{This is used if the company has marched any great distance and the “front” is not fresh on their minds and very clear.}*

**To make turns while marching by Files**

By Files Right – MARCH  
 By Files Left – MARCH

**To move between one and two rank Lines of Battle**

In One Rank – Form Company – MARCH  
*{Rear rank steps forward and to the left}*  
 In Two Ranks – Form Company – MARCH  
*{The 1s (and 3s) step forward.}*

**To change number of files while marching, starting with two files:**

In ranks of four, double files – MARCH  
 In ranks of two, un-double files – MARCH  
 In single file, un-double files – MARCH  
 In ranks of two, double files – MARCH

**To change directions, 180 degrees, while on the march**

Right About – MARCH

*{Each trooper executes an about face and continues Marching}*

**To change directions, 180 degrees, while on the march and maintain the head of the column**

Right About – MARCH

*{The 1<sup>st</sup> Sgt post himself on the right or left, and each rank wheels around him to head the other direction.}*

**To go from Files into a Line of Battle**

Forward into line, Guide Left – MARCH

Forward into Line, Guide Right – MARCH

Left into Line - By Files – MARCH

Right Into Line – By Files - MARCH

**To wheel by Company & Platoons**

Company – Right Wheel – MARCH

Company – Left Wheel – MARCH

Company – Right Wheel Reverse – MARCH

Company – Left Wheel Reverse – MARCH

**Note:** The “pivot point” is on the end of the line called in the command. To maintain alignment, troops shift their eyes away from the pivot. From the halt, the pivot point stands still and marks time. On the march the pivot point make a small arc.

**To wheel by Platoons into two lines of battle, one behind the other**

By Platoons – Right Wheel – MARCH

By Platoons – Left Wheel – MARCH

**Note:** This is typically used to deploy one platoon as skirmishers and hold the second as reserves.

**To bring the rear platoon into line with the front**

First (or Second) Platoon – Right Oblique, Into Line – MARCH

**“Shooting” the Company**

Company – LOAD

By Company – Ready – FIRE

Company – By Files from the right – Ready – FIRE

Company – By Ranks – Front Rank – Ready – FIRE  
– Rear Rank – Ready – FIRE

**Examples of “By Company” with optional commands**

By Company – Right Oblique – Ready – FIRE

By Company – Three Rounds – Ready – COMMENCE FIRE

By Company – Ready – COMMENCE FIRE (CEASE FIRE)

*{Not “Fire at Will” unless you want yokels asking which one is Will?}*

## Notes for Revolver Drills

The following notes have been prepared based on historic drills and modified for our crew's safety.

**Company, Draw – REVOLVER:** At the command the revolver is withdrawn from the holster and then raised to the “near ready” held vertically, six inches from the right shoulder, finger on the trigger guard, not the trigger.

**PRESENT:** At this command the revolver is cocked with the thumb while lowering and extending the arm. Once lowered and cocked the finger is placed on the trigger and aim is taken. (For reenacting purposes, once the revolver is cocked, it will be fired. For safety we can not lower the hammer to rest on a primer cap.)

**FIRE:** At this command the revolver is fired. The revolver is then raised to the “near ready” held vertically, six inches from the right shoulder, finger on the trigger guard, not the trigger.

**Commence FIRE:** At this command the revolver is fired and then raised to be cocked and fired again. This is repeated until the command “Cease Fire” is given. The revolver is then raised to the “near ready” held vertically, six inches from the right shoulder, finger on the trigger guard, not the trigger.

**Return – REVOLVER:** The revolver is returned to the holster.

**Note:** Review and observe all related Standing Order and Safety Guidelines. Standing order #3 requires that all revolvers be carried in an appropriate flap holster and withdrawn only when ordered to do so by an Officer. Because of the short barrel, you must be very careful while handling revolver to keep it pointing in a safe direction.

## Notes for Artillery Drills

**School of the Piece:** These commands are used when a single artillery piece is being served by a crew and commanded independently by the #5 man, also referred to as the “Chief of Piece” or “Gunner”.

- #5 **Fall in on the Limber – MARCH**
- #5 **Detail – Post – MARCH**
- #5 **Take – IMPLEMENTS**
- #5 **Service the PIECE**
- #3 **Clear**
- #5 **With One Practice (or Live) Round – LOAD**
- #5 **Ready**
- #5 **I have the Piece**
- #5 **FIRE**
- #5 **Service – The Piece**
- #5 **Secure – IMPLEMENTS**
- #5 **About Face**
- #5 **Fall in on the limber – MARCH**

**School of the Battery:** The following commands are used when commanding and serving as part of a battery. The notes “BC” refers to the Battery Commander and “SC” refers to the Section Commander. All commands given by the Battery Commander are echoed in turn by the Section Commander and Chiefs of Piece (#5’s).

**BC Attention – BATTERY:** (Echoed by the Section Commander and Chiefs of Piece.) This notifies the battery to come to attention either at the piece or on the limbers depending on the situation. This sequence of commands assumes that the gunners assemble the details on the limbers.

- #5 **Fall in on the Limber – MARCH**

**BC Battery – Post – March:** This is echoed by the SC commanding **Section Post – MARCH** and the #5 Echoing **Detail – Post – MARCH**

- #5 **Take – IMPLEMENTS**
- #5 **Service the PIECE**
- #3 **Clear**

**#5 Right (or Left) Piece, Ready to Load Sir** This is announced to the Section Commander.

**SC Noted** – is the response to each piece one he is notified it is clean and ready to load.

**SC Right (or Left) Section is Ready to Load Sir**

**BC Noted** – is the response to each Section Commander once he is notified that the Section is ready to load.

**BC With One Practice (or Live) Round – LOAD** This is echoed by the SC commanding **Right (or Left) Section - With One Practice (or Live) Round – LOAD** and the #5 Echoing **Right (or Left) Piece, With One Practice (or Live) Round – LOAD**

**#5 Ready**

**#5 I have the Piece**

**#5 Right (or Left) Piece Ready Sir** To the Section Commander

**SC I have the Right (or Left) Piece** to each piece as he is notified of

**SC** Once both pieces are ready, **Right (or Left) Section Ready Sir** is announced to the Battery Commander.

**BC I have the Right (or Left) Section** – is the response to each Section Commander.

**BC** To fire by Battery, the BC would command **Battery – FIRE**. Each part of the command is echoed by the SC commanding **Right (or Left) Section – FIRE** and the #5 echoing **Right (or Left) Piece – FIRE** The #4 should fire of the “F” part of the Battery Commander’s command in order to get off a crisp volley by the battery.

**#5 Service – The Piece**

**#3 Clear**

**#5 Right (or Left) Piece, Ready to Load Sir** This is announced to the Section Commander.

**SC Noted** – is the response to each piece one he is notified it is clean and ready to load.

**SC Right (or Left) Section is Ready to Load Sir**

**BC Noted** – is the response to each Section Commander once he is notified that the Section is ready to load, and the battery drill’s continue.

**Alternate methods to “Shoot the Battery”:** The battery may be fired by in various configurations, by the piece, by section, and by the individual piece. The following command sequences will be used to give consistency within our battery.

#### **To Fire By Section**

**BC I have the Right (or Left) Section** – is the response to each Section Commander’s announcement that the Section is Loaded.

**BC** To fire by Section, the BC would command **By Section** This is echoed by the Section Commanders and the #5's.

**BC Right (or Left) Section – FIRE** Only the appropriate Section Commanders and #5's echo this command. The #4 should fire of the “F” part of the Battery Commander's command in order to get off a crisp volley by section.

### **To Fire By the Piece**

**BC I have the Right (or Left) Section** – is the response to each Section Commander's announcement that the Section is Loaded.

**BC** To fire by the Piece, the BC would command **By the Piece from the Right (or Left)** This is echoed by the Section Commanders and the #5's.

**BC FIRE** This command may be echoed by the appropriate Section Commander and #5. When the extreme Right or Left Piece is fired, the #5 adjacent to this piece in the battery waits one second and then commands “**FIRE**” to his piece. This provides an even interval between each shot and prevents it from sounding like a bad attempt at a battery fire.

### **To Fire By the Individual Piece**

**BC I have the Right (or Left) Section** – is the response to each Section Commander's announcement that the Section is Loaded.

**BC** To fire by the individual piece, the BC would command “**Right (or Left) Section, Right (or Left) Piece**” This is echoed by the Section Commanders and the #5's.

**BC FIRE** – This command would be echoed by the appropriate Section Commander and #5.

### **Battery Movement Commands**

To move the battery the command to “Secure Implements for Travel” is issued to the Piece, Section or Battery. At this command, the crew secures everything and takes implements in hand. The #5 & #6 takes the limber chest.

Next the Battery Commander will issue one of several movement commands which are very similar to our marching drills.

**Forward – MARCH** – This command will cause the battery to move forward with the muzzles pointing straight ahead.

**Forward by the Trail – MARCH** – This command will cause the pieces to be turned around in a clockwise direction for the piece to be pulled by the trail. This is easier over rough terrain than pushing the piece.

**To the Rear – MARCH** – This command will move the battery to the rear by the trail.

**By the Right (or Left) Flank – MARCH** – On march the battery will rotate the trails to the right (or left) and pull the pieces in a line.

**Deploy on the \_\_\_\_ Piece - MARCH** – This command is used to give the pieces in the battery instructions on which single artillery piece to align with.

## Safety Inspection Check List

(Adapted from the "Loyal Train of Artillery" Chapter, United States Field Artillery Association –  
2/10/03)

Date: \_\_\_\_\_

Location: \_\_\_\_\_

Inspecting Officer: \_\_\_\_\_

### General:

Overall favorable Impression

### Gun Tube:

- Clean & free of rust and/or corrosion
- No external signs of damage or strain
- Bore is clean
- Bore is clear of foreign matter
- No internal signs of damage or strain
- No indication of corrosion at the breech
- On guns with liners (#1 & #2), liners are secure
- Vent is clear and of acceptable size, (0.222" to 0.444")
- No sign of cracks or bending at the trunnions

### Carriage:

- Wheels are tight and free of rot and insect infestations
- Wheels move freely
- Linch pins do not dig into wheel hubs
- Carriage body is free of rot and insect infestations
- No pieces or parts are broken, bent cracked or missing
- Elevation mechanism works properly
- Tube rotates freely on the trunnions
- Cap Squares fit snugly and are properly keyed
- Wood is free of checking and splintering

### Equipment:

- Implement – Worm sharp prongs, properly set
- Implement – Sponge fitted to bore
  - Ram head secure
- Implement – Trail spike
- Bucket
  
- (2) Pair leather gloves
- Thumb stall
- Leather haversack – Clean and free of powder
- Vent prick & Leather case
- Leather primer box
- Primers
  
- (2) Lanyard with cord
- Vent Brush
- Gimlet
- Pliers
- Primer striking tool

- Vent punch
- Syringe for irrigating vent
- Inspection mirror
  
- Limber chest is clean and free of powder
- Rounds are Black Power or Pyrodex only
- Powder is in plastic bags & triple wrapped with foil
- Each charge is stored in individual container

**Actions To Be Taken:**

**Record of Action**

Type of Rounds Fired: \_\_\_\_\_

Number of Rounds Fired: \_\_\_\_\_

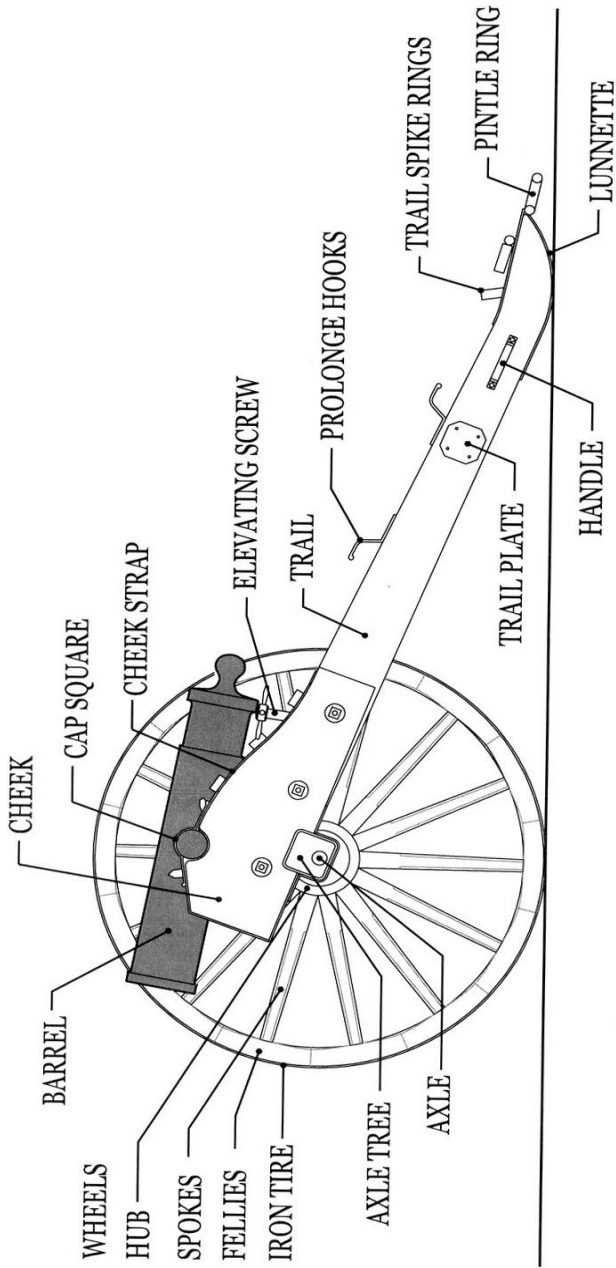
List Any Misfires and Causes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Gunner's Signature: \_\_\_\_\_

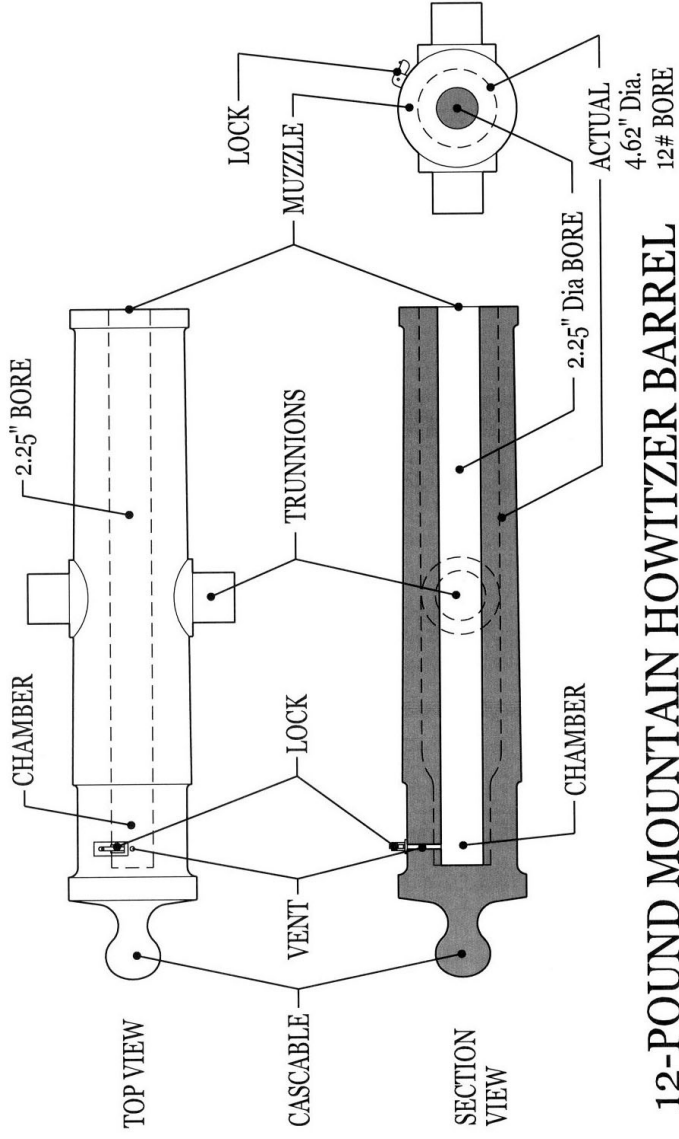
**Artillery Piece Nomenclature Diagram**



## 12-POUND MOUNTAIN HOWITZER Mounted on a 2nd MODEL PRAIRIE CARRIAGE

Notes: Approx. weight of carriage w/o barrel - 340-pounds.

**Gun Tube Diagram**



## 12-POUND MOUNTAIN HOWITZER BARREL

### Notes:

Overall Length 37-1/2"

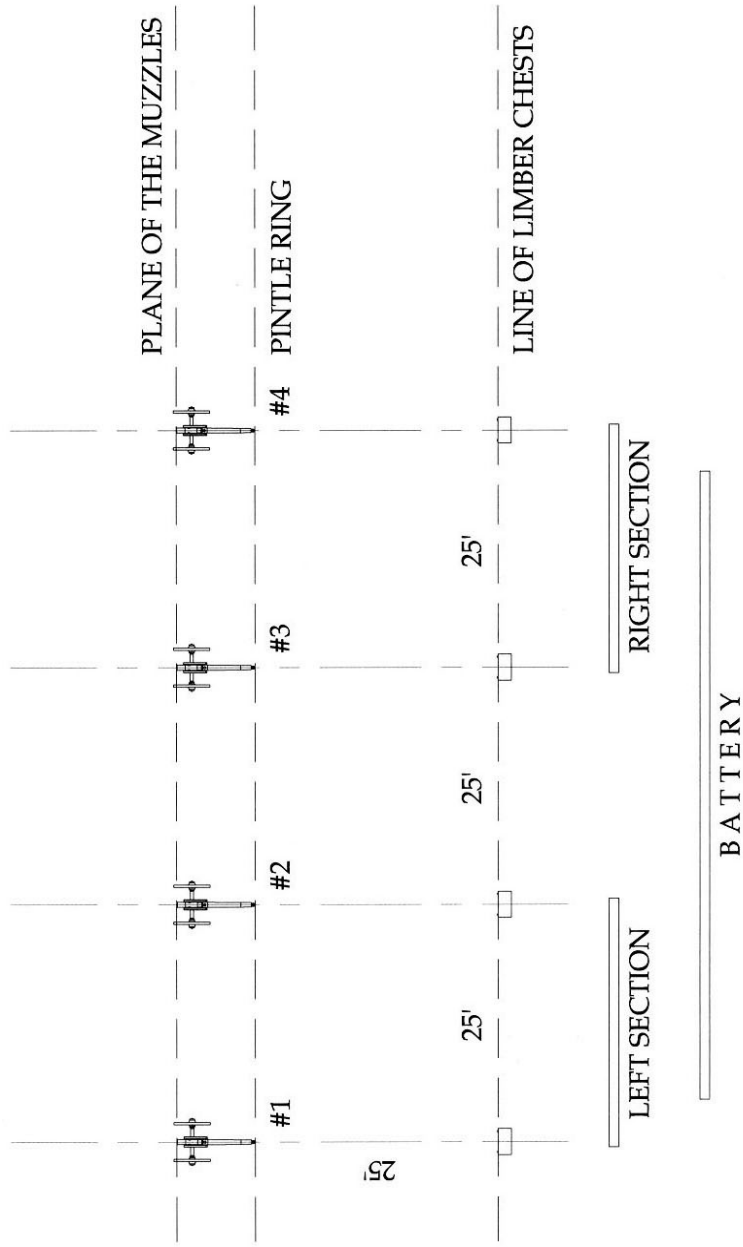
Approx. Weights of Gun Tube:

320 Pounds - STEEL

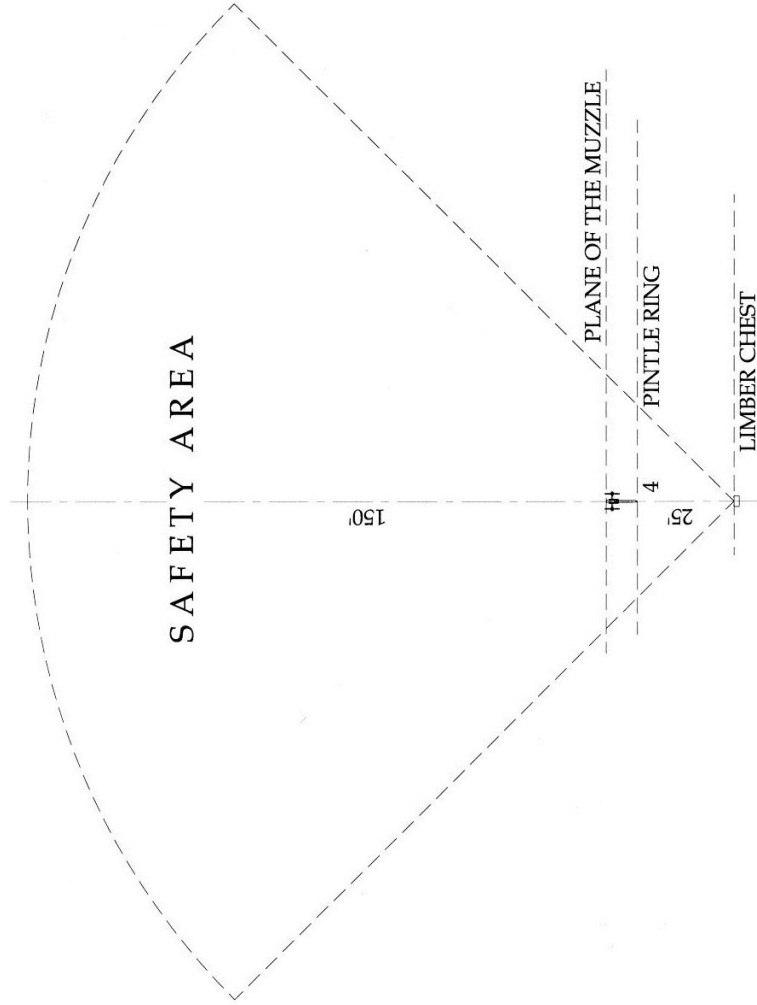
270 Pounds - IRON

240 Pounds - BRONZE (w/12-pound bore)

# Battery Disposition Diagram



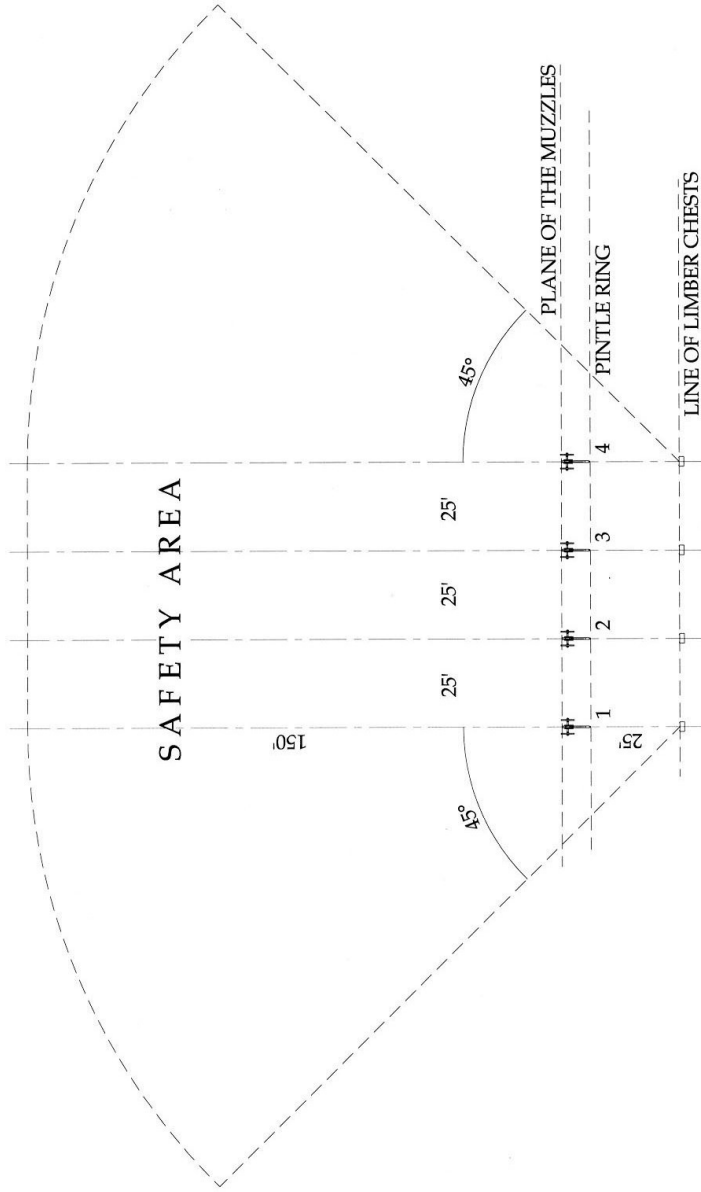
# Artillery Piece Safety Diagram



## SAFETY AREA DIAGRAM - For a Single Artillery Piece

NOTE: If anyone enters the "Safety Area" while drilling or firing it is the responsibility of all crew members to call and echo "CEASE FIRE!"

# Battery Safety Diagram



SAFETY AREA DIAGRAM - For a 4 Piece Battery

## Estimating Distances

1600 yards	Masses of troops distinguishable.
1200 yards	Infantry may be told from cavalry.
1000 yards	A single figure may be distinguished.
800 yards	Movement of arms and legs may be detected.
600 yards	Upper body may be distinguished.
500 yards	Head may be distinguished.
300 yards	Faces and principle parts of the uniform may be distinguished.
150 yards	Buttons may be distinguished.
80 yards	Eyes may be distinguished.
30 yards	Whites of the eyes may be distinguished.

## Temperature Effects on Velocity

Degrees	Yards/Second
-40	-26
-30	-24
-20	-22
-10	-20
0	-17
10	-15
20	-12
30	-10
40	-8
50	-5
60	-3
70	0
80	3
90	5
100	8
110	11
120	14
130	17

## Beaufort Wind Scale (1806)

- |  |                        |
|--|------------------------|
| 1) Calm; smoke rises vertically.   | Calm – 0-1 mph         |
| 2) Direction of wind shown by smoke drift, but not by wind vanes.                                | Light – 2-3 mph        |
| 3) Wind felt on face, leaves rustle, ordinary vane moved by wind.                                | Light – 4-7 mph        |
| 4) Leaves and small twigs in constant motion; wind extends light flag.                           | Gentle – 8-12 mph      |
| 5) Raises dust and loose paper; small branches are moved.  | Moderate – 13-18 mph   |
| 6) Small trees in leaf begin to sway; crested wavelets form on inland waters.                    | Fresh – 19-24 mph      |
| 7) Large branches in motion; whistling heard in telegraph wires; umbrellas used with difficulty. | Strong – 25-31 mph     |
| 8) Whole trees in motion; inconvenience felt walking against the wind.                           | Strong – 32-38 mph     |
| 9) Breaks twigs off trees; generally impedes progress.   | Gale – 39-46 mph       |
| 10) Slight structural damage occurs; chimney pots and stales removed.                            | Gale – 47-54 mph       |
| 11) Seldom experienced inland; trees uprooted; considerable structural damage occurs.            | Whole gale – 55-63 mph |
| 12) Very rarely experienced inland; accompanied by widespread damage.                            | Whole gale – 64-72 mph |
| 13) Very rarely experienced; accompanied by widespread damage.                                   | Hurricane – 73 mph +   |

## Crew 1872 Recognitions

There are a number of recognitions and awards that members of our crew can earn. The Venturing program has a series of recognitions; the Bronze Awards, Gold Award and Silver Award. There are several bronze awards that you can earn and the crew has tailored the Arts & Hobbies Bronze Award to support our hobby, reenacting. The requirements are as follows:

### Venture Crew 1872 Arts & Hobbies Bronze Award (Revised August 2003)

1. Visit a military unit and compare and contrast the manpower, organization and equipment with that of a regiment and company the U.S Cavalry of the 1860's and 1870's. Present your finding to the crew. \_\_\_\_\_/\_\_\_\_\_
2. (a) Repeat from memory the Crew 1872 Venturing Oath and the Motto of the 4<sup>th</sup> U. S. Cavalry. Discuss the Venturing Code. \_\_\_\_\_/\_\_\_\_\_
2. (b) Describe and discuss the significance of the 4<sup>th</sup> U. S. Cavalry's Regimental Crest. \_\_\_\_\_/\_\_\_\_\_
2. (c) Obtain and describe the basic Crew 1872 uniform and equipment. Tell how and when the uniform is worn and how to care for it. \_\_\_\_\_/\_\_\_\_\_
3. (a) Know the Current Venturing Crew 1872 Safety Guidelines. \_\_\_\_\_/\_\_\_\_\_
3. (b) Receive the Venturing Crew 1872 "Revolver School Training". \_\_\_\_\_/\_\_\_\_\_
4. (a) Demonstrate the proper "Position of Attention". \_\_\_\_\_/\_\_\_\_\_
4. (b) Demonstrate the proper manual of Arms for both Carbine and Rifle. \_\_\_\_\_/\_\_\_\_\_
4. (c) Demonstrate the ability to handle the company in drills. Demonstrate all maneuvers at platoon strength. Discuss the difference in Infantry and Cavalry drills. \_\_\_\_\_/\_\_\_\_\_
4. (d) Demonstrate the proper 1870's salute with and without a long arm. \_\_\_\_\_/\_\_\_\_\_
4. (e) Demonstrate the proper way of greeting Officers, NCOs and civilians. \_\_\_\_\_/\_\_\_\_\_
4. (f) Discuss Victorian morals and etiquette of a Victorian dance. \_\_\_\_\_/\_\_\_\_\_
5. Tour a historical site related to the U.S. Cavalry of the 1870's or the Civil War. Talk to the director, manager, or other professional about what it takes to operate the site. If applicable, attend or participate in a performance there. \_\_\_\_\_/\_\_\_\_\_
6. (a) Demonstrate knowledge of the daily routine for an trooper stationed at a typical frontier fort (such as Fort Richardson or Fort Griffin) and while on patrol. \_\_\_\_\_/\_\_\_\_\_
6. (b) Demonstrate knowledge of the basic task of the following branches of the army: Infantry, Cavalry, and Field Artillery. \_\_\_\_\_/\_\_\_\_\_
6. (c) Demonstrate knowledge of the basic Organization and sub-divisions of the following military units: Brigade, Regiment, Battalion, Company and Platoon. \_\_\_\_\_/\_\_\_\_\_
6. (d) Demonstrate knowledge of the following officer ranks and basic responsibilities: Brigadier General, Colonel, Lieutenant Colonel, Major, Captain, 1<sup>st</sup> Lieutenant, 2<sup>nd</sup> Lieutenant. \_\_\_\_\_/\_\_\_\_\_
7. (a) Demonstrate knowledge of the responsibilities of the following Non-Commissioned Officers for a Cavalry Regiment: Sergeant Major, Color Sergeant, Quartermaster Sergeant, Commissary Sergeant, Ordinance Sergeant, Saddler Sergeant. \_\_\_\_\_/\_\_\_\_\_
7. (b) Demonstrate knowledge of the responsibilities of the following Non-Commissioned Officers for a Cavalry Company: Company 1<sup>st</sup> Sergeant, Company Clerk, Platoon Sergeant, and Platoon Corporal. \_\_\_\_\_/\_\_\_\_\_

8. Visit a museum which includes a display related to the U. S. Cavalry of the 1870's or other periods in American history. If they have free literature about the display, share it with your crew members. \_\_\_\_\_/\_\_\_\_\_

9. Conduct a public demonstration about your crew specialty and organize suitable demonstrations. Suitable subject could be "life of a trooper" from the Indian War Period, The Southern Plains Indian Wars, or could be part of an organized presentation at a living history event. \_\_\_\_\_/\_\_\_\_\_

10. Do the following:

(a) Attend a USFAA sanctioned Artillery School. \_\_\_\_\_/\_\_\_\_\_

(b) Demonstrate knowledge of the following Officers and NCOs and their basic responsibility for our battery: \_\_\_\_\_/\_\_\_\_\_

*Battery Commander (Cpt)*  
*Safety Officer (Lt.)*  
*Chief of Section (Lt.)*  
*Chief of the Piece (Cpl)*  
*Gunner (Cpl)*  
*Various Positions on a Piece*

11. Do ONE of the following: \_\_\_\_\_/\_\_\_\_\_

(a) Demonstrate to an officer knowledge of the basic history of the 4<sup>th</sup> U. S. Cavalry.

(b) Study a campaign or battle that the 4<sup>th</sup> U. S. participated in and give a 10-minute presentation to the crew.

(c) Read one of the following books (or an approved alternate) and make a 10-minute presentation to the crew on one particular aspect of the work:

*Fort Richardson, Sentinel on the Southern Plain*  
*Forty Miles a Day on Beans and Hay*  
*McMahan's Outpost*  
*Cooke's Cavalry Drills*  
*Heitmann's Simplified Hardies' Drill Manual*

12. Show by leading a public demonstration competent knowledge about safety and history regarding an artillery battery. Address such points as follows: \_\_\_\_\_/\_\_\_\_\_

*What kinds of "cannons" do we use?*  
*When and where were they most commonly used?*  
*What is the composition and organization of a battery?*  
*What is the range of a 12-pound Mountain Howitzer?*  
*What type of ammunition did a 12-pound Mountain Howitzer use?*  
*How fast could the gun be fired?*  
*What is the range and "safety ranges" of this piece?*

**Gold and Silver Awards:** Unlike the Bronze Award, the Gold and Silver Awards have fixed requirements that can be found in the Venturing Handbook. These awards require participation, obtaining certain skills, and demonstration of leadership. The Silver Award is considered the Venturing Program's Eagle Scout Award.

**Eagle Scout:** Crew members who attained the rank of 1<sup>st</sup> Class in a Scout Troop may continue to work towards the Rank of Eagle while in the crew.

**The Saber:** The officers of the company traditionally present the Scouts who earn the rank of Eagle, or the Venturing Silver Award, while active in the crew a cavalry saber. Because of safety issues, most reenactments prohibit any one but mounted troops and officers from carrying sabers in the field. In our crew the only people allowed to carry a saber besides the officers are Eagle Scouts. These people are only allowed to carry a saber during dress occasions,

ceremonies, and while on garrison duty (special demos like Fort Richardson or School presentations.)

**The Challenge Coin:** Challenge coins are a military tradition which started in WWII. In Crew 1872 the coin is presented to “veteran members” once they have completed a full year’s service. When available, veteran members may purchase additional coins and the commanding officer has the right to present special coins to deserving individuals. The coin is to be carried at all times.

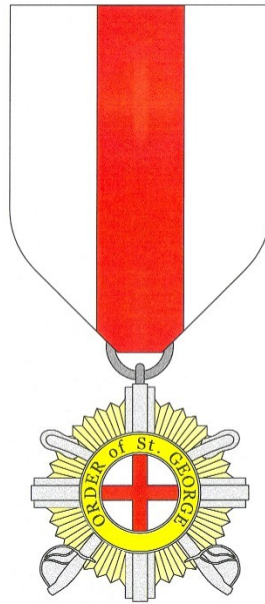
Challenge coins have served as a recognition item but now have other more colorful “traditions.” For example when meeting with other members of the crew you may be challenged to produce your coin (within 60 seconds) for various rewards such as free drinks, and if you forgot it, then you might be buying. (Of course if you challenge and everyone has their coin, then you buy!) So be Prepared and Loyal, always carry your coin.



**The Order of Saint George:**

St. George is both the patron saint of Scout and the Cavalry. According to most scholars, Saint George was an officer of Imperial Rome who was martyred for his faith during the persecution ordered by the Emperor Diocletian. Due to his bravery and faith, St. George became an enduring symbol of high courage, loyalty, and selfless devotion. His stand against oppression is symbolized in the familiar legend of St. George slaying the dragon.

Crew members who exemplify the virtues that St. George and devotion to the hobby may be recognized by induction into the Order of Saint George. Chapters of this order exist in most reenacting Cavalry units. The order grants three titles, Page, Squire and Knight and special Honors.



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virtues that St. George and devotion to the hobby may be recognized by induction into the Order of Saint George. Chapters of this order exist in most reenacting Cavalry units. The order grants three titles, Page, Squire and Knight and special Honors.



**The Order of the Spur:** One of the highest honors offered by the crew to its own members who have served long and hard is the Order of the Spur. True veterans of the crew's campaigns who have mastered the skills, endured the hardships and exemplify the spirit of a trooper are recognized by being granted the opportunity to prove themselves by taking the "Night March"

Candidates for the Order of the Spur must be active in the unit for at least a year. The member must demonstrate that he follows the Crew 1872 Venturing Oath and has good Scout Spirit. He should have mastered the basic skills of the Carbine, Revolver and Howitzer and have knowledge of our customs, procedures and safety guidelines.

Once a candidate has completed the night march he is honored with the presentation of the spurs. As we are a dismounted unit, only officers and members of the Order of the Spur are permitted to wear spurs while in uniform.

## **Join the 4<sup>th</sup> U. S. Cavalry**

Venture Crew 1872 represents a Federal Cavalry company that served at Fort Richardson in the Indian Wars that followed the Civil War, 1865 through 1875. We also portray a Federal Battery or Dismounted Cavalry at Civil War reenactments. This focus allows us to bring to life the history of the area around Fort Richardson and Sid Richardson Scout Ranch.

**Who can participate?** The Venturing program is open to young adults ages 14 (and have completed the eighth grade) through 20 years old. Adults may serve on the Crew's Committee and participate in events as troopers. Membership and Dues cost *\$15 per year*. Uniforms and Equipment *May be purchased over time. The cost for Activities includes food and supplies and is shared by all crew members.*

**Officers & NCO's:** The Venture Crew represents a Company, which typically had 3 officers and a number of Non-Commissioned Officers. The Crew Adviser will serve as Captain and his two assistants as lieutenants. All other adults will support the crew by representing privates.

Venture Crew 1872 elects "Non-Commissioned Officers" from the youth membership. The First Sergeant will serve as Crew President or Senior Patrol Leader. Other NCOs will be assigned as needed to care for crew arms and equipment. Sergeants and Corporals will serve as Platoon Leaders and act as Patrol Leaders and Assistant Patrol Leaders. All other members, youth and adult, will be Troopers.

Members are able to work towards a special Venturing Bronze, Gold and Silver Awards. These requirements are tailored to our program. Coed members will have the option to pursue Victorian "civilian" interest as well.

This Venture Crew has the privilege and responsibility of maintaining the Longhorn Council's program equipment, which includes tents, period camping equipment, belts, leather goods, carbines and howitzers. The crew has equipment to loan, but individuals will want their own basic equipment. **Please** contact the First Sergeant or a Company Officer before buying any equipment. We have list of suppliers and other resources.