

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

*“Instruction for Officers and Non-Commissioned Officers
on Campaign and Outpost Duty”* is the Official Handbook
of Venturing Crew 1872, Longhorn Council, BSA

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Crew 1872 Alumni Association

Name

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Introduction

This booklet was first prepared for the staff of the Longhorn Council's 2003 Winter Camp, Living History program option, the "1872 Cavalry Program." This information has been gathered and refined by members of Venturing Crew 1872 since its establishment in 1999 and will help our members improve their impression and assist with the instruction of the participants at Crew and council events. However, like the high adventure programs at Philmont, this is considered "interpretive history." We are Scouts, not soldiers, safety and the ideals of Scouting should always be kept in mind.

About Venturing Crew 1872

Over the years our local reenacting community has come to see Crew 1872 as *their* Boy Scout unit, so we represent Scouting and its values to our fellow reenactors. It seems many of the reenactors were Scouts and they respect the program. We must keep the Scout Oath and Law in mind as we conduct ourselves at reenactments and other events.

As a reenacting unit we are known as a safe, disciplined and well drilled unit and we must work hard to maintain this reputation.

Because our average age is so much lower than most of the other reenacting units, we can do things they only wish they could, such as move quickly from one side of the battlefield to another or to run in formation and flank mounted cavalry.

Remember the 4th U. S. Cavalry is "Regular Army" and that is not as much of brag or boast as an obligation to behave like professional soldiers. This means that we should strive to work well with other units on the field. We must understand and carry out our orders to the fullest extent of our capabilities. We should volunteer and show initiative. We should respect the command structure and officers at reenactments. We should respect military traditions and courtesies. By showing this kind of professionalism, self-discipline and respect to others, we have gained the respect of those with whom we reenact.

The Crew 1872 Alumni Association

Venturing Crew 1872, Longhorn Council BSA was initially chartered by St. Anne's Episcopal Church in Lake Worth, Texas in 1999. The Crew appreciated the church's support for many years, but had little interaction with our sponsor. Over the years the Crew alumni had a tradition of gathering for dinner close to April 23, the Feast for St. George. This dinner has become the Crew's annual "Court of Honor." In 2011 the alumni was incorporated and obtained IRS 501(3)(c) status. The association's stated purpose is to charter and support Venturing Crew 1872, and foster camaraderie between the past and present members (and friends) of the Crew.



The 4th U. S. Cavalry Regiment

"Prepared and Loyal!"

The regimental crest of the 4th U. S. Cavalry Regiment is a yellow shield with a red victory saber over a down turned arrow representing victories in the Indian Wars and down turned cannon representing victories in the Civil War. The motto of the regiments is "Prepared & Loyal!" This motto was adopted at the start of the Civil War. At that time there were soldiers who left the army to fight for the south but members of the 4th U. S. wanted to stress that they were prepared to defend the union and our constitution and remained loyal to the United States of America.

Crew 1872's Ideals

Mission of Scouting (and Venturing) The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Crew 1872's Scout Oath

*On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.
And to faithfully defend the Constitution of the United
States of America.*

Scout Law

*A Scout is trustworthy, loyal, helpful, friendly,
courteous, kind, obedient, cheerful, thrifty,
brave, clean, and reverent.*

The Oath of Enlistment

For nearly 200 (1779 till 1962) years when people enlisted in the U.S. Army, they took the enlistment oath, swearing allegiance to the United States of America, pledging to serve the states, follow orders and obey the officers. The oath is as follows:

"I, _____, appointed a (private or other rank) in the Army of the United States, do solemnly swear, or affirm, that I will bear true allegiance to the United States of America, and that I will serve them honestly and faithfully against all their enemies or opposers whatsoever, and observe and obey the orders of the President of the United States, and the orders of the officers appointed over me, according to the rules and articles for the government of the Armies of the United States."

It is interesting to note that at the time of the oath's writing, right up to the end of the Civil War, the phrase "the United States of America" was thought of as plural. In the oath you will notice the USA is referred to as them and their, referring to the many states. Following the war the United States was thought of as a singular entity.

Officers swore a slightly different oath which pledged allegiance to the Constitution of the United States of America. The current Oath of Enlistment for the U.S. Army reflects this important pledge as well:

"I, (state name of enlistee), do solemnly swear (or affirm) that I will support and defend the Constitution of the United States against all enemies, foreign and domestic; that I will bear true faith and allegiance to the same; and that I will obey the orders of the President of the United States and the orders of the officers appointed over me, according to regulations and the Uniform Code of Military Justice. So help me God."

Other nations see themselves as a certain parcel of land, or a group of people sharing a common culture. The United States of America is truly different than that, it is a set of ideas represented by our constitution, which is the highest law of the land. It is this set of ideas that make us Americans, and that is what our officers, soldiers, police and presidents all swear to defend.

Joining the Crew

To join the Crew as a participant, you must be at least 14 years old, or 13 years old and have completed eighth grade, and not yet 21. You must complete a membership application and take both the Crew 1872 Scout Oath, and the Oath of Enlistment. The Crew accepts co-ed members. Participants, may hold elected NCO positions. Adult may join as Crew Committee Members or as Associate Advisors. They typically hold the reenacting rank of private, or as they are referred to in the cavalry, as a Trooper. The Crew Advisor and his close associates are appointed annually by the committee and hold the rank of officers for the Crew.

Crew Activities

There are many activities that the Crew participates in annually. We have regular meeting at the Longhorn Council Office, generally the first Thursday of the month. During months with multiple reenactments, we may skip the meetings. In Venturing activities are classified in three "Tiers". These are the some of the activities we participate in by tier:

Tier I "Demos" are single day demonstrations at other Scout units, schools, parks or historic sites where we teach history.

"Tours" are single day visits to local historic sites, museums or other events that are of interest to the Crew.

"Round Rolling Parties" are work sessions where we make the paper and black powder cartridges we use in the carbines at reenactments. A normal battle reenactment we shoot about 2,000 of these.

"Work Days" are single day sessions where we may repair the cannons, cut new poles for our canvas tents, or clean and detail our carbines.

Tier II "Reenactments" are weekend camping trips where we fight battle reenactments. Typically we leave from where the gear is stored on Friday night, arrive in camp late, and set up camp. On Saturday morning we uniform, drill and take lunch before the battle. Saturday night is a good meal and if we are lucky a Victorian dance. Sunday we fight another battle and then clean guns, break camp and we are home by 8pm. These are some of the best events!

Tier III "Winter Camp" is a six day camping trip between Christmas and New Year's Day. This is a Longhorn Council sponsored event where we get 12 to 24 new recruits to train and lead in a tactical battle with other reenactors at Sid Richardson Scout Ranch.

“Summer Camp” is staffing the Longhorn Council’s Chisholm Trail Adventure for about five weeks, providing our program to new Scouts every day.

“Super Activity” is a long trip planned and organized by the Crew typically in the summer. Some past trips have been to the Gettysburg 150th anniversary battle, a tour of important 4th U.S. cavalry battle sites, a trip to Philmont to do demonstrations at the Kit Carson museum, etc.

As a Crew we set our schedule every six months or so. We gather all the possible events we can attend and then share this “proposed calendar” and the group makes a decision on what to include. We hope that everyone goes to everything, but we know there may be conflicts. But elected officers (NCOs) should commit to clearing their schedules as much as possible to attend most of the events.

Job Descriptions for Non-Commissioned Officers

The company has one First Sergeant and two Sergeants. Typically we elect two to four corporals depending on the current size of the Crew. All of these positions are leadership positions and considered non-commissioned officers (NCOs). As officers of the company, they are charged with authority and responsibilities. As leaders they must set the example, plan to make our event successful, communicate the plans, prepare for events, and lead at the events. Following an event they must make sure that everyone and all of our equipment gets safely home. The following are a few notes on the traditional divisions of labor associated with our NCOs:

First Sergeant:

- Lead the Company
- Lead the Crew in conversations and approvals for our proposed event schedules
- Build enthusiasm for our events and assist with gathering list of planned attendance
- Coordinate the efforts of the NCOs with respect to preparation for the events

- Assist with the packing of the trailer to ensure that everything needed is taken
- Lead the company at the events. This includes establishing the camp, uniforming and equipping the company, drilling, commanding in the field, overseeing the cleaning of carbines and equipment, ensuring participation and return from dances, packing the trailer for the return, etc.
- Setting the Example
- Improving his own leadership skills

1st Platoon Sergeant:

- Commit to attends all events possible
- Lead First Platoon
- Assisting the First Sergeant with his responsibilities
- Maintaining the firearms, cleaning kits, primers and ammunition
- Issuing firearms at reenactments
- Overseeing the cleaning and maintenance of firearms
- Overseeing the packing and return of firearms, cleaning kits, primers and ammunition
- Setting the Example
- Improving his own leadership skills

2nd Platoon Sergeant:

- Commit to attends all events possible
- Lead Second Platoon
- Assisting the First Sergeant with his responsibilities
- Maintaining uniforms, leather goods and tents for events
- Issuing and recovering uniforms and leather goods
- Overseeing the packing of uniforms, leather goods and tents
- Setting the Example
- Improving his own leadership skills

Corporal

- Learn the responsibilities of the sergeants
- Assist the sergeants as required
- Assist in leading the platoons and company
- Know the drills and help the company during instruction
- Set a good example in the ranks

Note: Historically, NCOs are considered “officers” of the company. They are issued “warrants” for their position by their commanding officer whereas commissioned officers (lieutenant and above) are given a written commission by the President of the United States.

NCO Elections: Elections should be held as close to every six months as the schedule allows. Typically we do this on Sunday mornings at a reenactment because that is when we get the best turnout. Elections are conducted by the officers who provide paper, pencils and count the votes and the First Sergeant who leads the elections and discussions. Elections should start by opening nominations for First Sergeant. After that election, Sergeants should be voted for. Election for Corporals should be last.

You may nominate any registered Crew member including yourself. The person must accept the nomination. People who are absent can be nominated provided they have notified an officer or NCO that they want to run for an office. Once all the nominations are secured, each candidate should be given a chance to say why they want to run. A letter can be read or someone can speak for an absent nominee. After speeches, elections should be done by secret ballot. For First Sergeant, ballots should contain just one name. For the election of Platoon Sergeants, ballots could contain two names. The two people getting the most votes will be considered elected as sergeants. For Corporal, ballots can contain as many names as there are positions to fill. No duplications allowed. The company should provide these elected NCOs with chevrons and take their position at the next Crew event.

It should be noted that the First Sergeant is considered the Crew President and the two Platoon Sergeants are considered Crew Vice Presidents. The advisors of Crew 1872 have never prevented any Crew member from running for any office. We firmly believe that the Crew deserves who it elects.

Training Programs

There are several you and adult training programs you should participate in while in the Crew. Some are unique to the Crew and others are common to all Ventures. The following is a brief description of these courses:

Personal Safety Awareness: This is a national BSA training presented by video to the Crew intended to promote awareness and discussion about a number of topics.

Youth Protection Training: This is a national BSA program to discuss how to protect our youth from various forms of abuse. This is needed by adults registered in Scouting and Crew Members serving on Summer Camp staff. May be taken on line, or in person.

Introduction to Leadership Skills: this is hosted by the Crew and occasionally tailored to our specific needs. All Crew members should take this course every year or so. Older Crew members should help teach this course.

Crew Officer Orientation: This is job specific training for our Venturing Crew leaders hosted by the Crew or BSA District.

Goal Setting Training, Time Management Training, and Project Management Training: These three courses are half day programs intended to be presented by the Crew or BSA District for Venturers. They address essential skills for all leaders.

Youth Leadership Training: These are either BSA district, council or national training courses for leadership development. Typically these are week long (or 3 full weekend) courses. "Twin Arrows" is the Longhorn Council's program and National Advanced Youth Leadership Experience (NAYLE) is the national program hosted at Philmont Scout Ranch, in New Mexico.

Revolver Training: This is a Crew course, taught by an officer or NCO reviewing fire arm safety, loading and cleaning associated with cap & ball revolvers. This training should take about 2 hours and you will have a chance to load, fire and clean a revolver.

Artillery School: This is a safety school hosted by a group reenactors that focuses on fundamental safety rules associated with black powder, muzzle-loading artillery reenacting. Typically this school has a minimum of 8-hours of instruction.

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 recognition and our Crew has a few of its own. Here is a brief description of many of these awards and how they relate to the Crew.

Eagle Scout: Crew members who attained the rank of 1st Class in a Scout Troop may continue to work towards the Rank of Eagle while in the Crew. We encourage members to “dance with the one that brung you” and finish your Eagle Scout award in your Scout troop if possible. But if that is not an option, you may complete the requirements as a member of the Crew.

Venturing Awards: There are four Venturing Awards earned in sequence. They are the Venturing, Pathfinder, Discover and Summit Awards. The Venturing Award is the first rank awarded following joining to the Crew. The three awards are earned through increasing levels of participation, training, instructing, and leadership and service projects.

Crew 1872 Bronze, Gold and Silver Awards: The original Venturing Bronze, Gold and Silver Awards were replaced by the Venturing, Pathfinder, Discover and Summit Awards listed above. These current awards are available to our members, but the Crew has customized its own set of awards to match our member’s progress in our program.

BRONZE AWARD

Req. 1 – Ideas

- ____ / ____ A) Discuss the significance of the Crew 1872
Motto, Mission, Oath & Law
- ____ / ____ B) Take the "Enlistment Oath"

Req. 2 – Safety

- ____ / ____ A) Read and demonstrate knowledge of the "Crew 1872 Basic Reenacting Safety Guidelines"
- ____ / ____ B) Complete the BSA's Personal Safety Awareness Program

Req. 3 – First Aid

- ____ / ____ Complete First Aid Merit Badge or American Red Cross First Aid Course

Req. 4 – History

- ____ / ____ Read and understand the "A brief History of the 4th U.S. Cavalry" from the Crew 1872 Handbook

Req. 5 – Skills

- ____ / ____ A) Discuss "authenticity standards" and obtain a basic uniform
- ____ / ____ B) Demonstrate Manual of Arms, Marching Commands and "military courtesies"

Req. 6 – Teaching

- ____ / ____ Participate historic demonstration (other than a Battle Reenactment) presented to the general public or a separate Boy Scout unit

Req. 7 – Participation

- ____ / ____ A) Complete a membership application
- ____ / ____ B) Share Contact information & Join the crew's communication network
- ____ / ____ C) Participate in at least one of each of these three Crew events; Demonstration, Civil War Reenactment and Round Rolling Party

Req. 8 – Leadership

- ____ / ____ A) Introduction to Leadership Skills for Crews
- ____ / ____ B) Goal Setting
- ____ / ____ C) Time Management

Req. 9 – Service

- ____ / ____ Participate in 12 hours of Crew Service Projects.

Req. 10 – Board of Review

- ____ / ____ A) Participate in an Advisors Conference.
____ / ____ B) Successfully complete a Board of Review.

GOLD AWARD

Req. 1 – Ideas

- ____ / ____ A) Discuss the meaning of the Crew Crest and the current crest used by the US Army's 4th US Cavalry.
____ / ____ B) Discuss the Crew's Challenge Coin and its meaning and traditions.

Req. 2 – Safety

- ____ / ____ A) Since earning the Crew 1872 Bronze Award, participate in Revolver Training.
____ / ____ B) Pass the written "Crew 1872 Safety Exam".
____ / ____ C) Conduct a Safety Talk prior to a battle reenactment.

Req. 3 – First Aid

- ____ / ____ Complete a Crew 1872 "Civil War Medicine" course.

Req. 4 – History

- ____ / ____ Read an approved book associated the 4th U.S. Cavalry's history and make a presentation to the Crew.

Req. 5 – Skills

- ____ / ____ Demonstrate working knowledge of the Company Drills, Manual of Arms for Carbines and Revolvers as presented in the Crew 1872 Handbook.

Req. 6 – Teaching

- ____ / ____ Lead a demonstration, for the general public or a separate Boy Scout unit, that includes speaking to a group and answering questions.

Req. 7 – Participation

- ____ / ____ A) Since completing a membership application, be an active member of the Crew for one year.
____ / ____ B) Participate in at least 4 weekend reenactments.

Req. 8 – Leadership

Complete the following courses:

- ____ / ____ A) Crew Officer Orientation
____ / ____ B) Project Management training

Req. 9 – Service

- ____ / ____ Since earning the Crew 1872 Bronze Award,
participate in 24 hours of Crew Service Projects

Req. 10 – Board of Review

- ____ / ____ A) Since earning the Crew 1872 Bronze Award,
participate in an Advisors Conference
____ / ____ B) Successfully complete a Board of Review

SILVER AWARD**Req. 1 – Ideas**

- ____ / ____ A) Discuss the Purpose and Organization of the
Crew 1872 Alumni Association
____ / ____ B) Attend an Alumni Dinner (Annual Meeting)

Req. 2 – Safety

- ____ / ____ Since joining the Crew, successfully participate in
an 8 hour Artillery School

Req. 3 – First Aid

- ____ / ____ Complete a "Crisis Event First Aid Course"

Req. 4 – History

- ____ / ____ Visit a historic site associated with the 4th US
Cavalry. Research the site's history and make a
presentation to the Crew

Req. 5 – Skills

- ____ / ____ A) Demonstrate working knowledge of Posting
Camp Guards
____ / ____ B) Demonstrate working knowledge of Artillery
Drills
____ / ____ C) Demonstrate the Manual of Arms for a Saber

Req. 6 – Teaching

- ____ / ____ A) Train recruits for battle at a reenactment, Winter Camp or Summer Camp
- ____ / ____ B) Assist with planning and leading the Introduction to Leadership Skills for the Crew

Req. 7 – Participation

- ____ / ____ A) Since earning the Gold Award, be an active member of the Crew for 6 months
- ____ / ____ B) Assist with planning and leading Winter Camp, Summer Camp or a Crew "Tier III Adventure"

Req. 8 – Leadership

- ____ / ____ A) Participate in a District, Council or National Youth Leadership Training Program.
- ____ / ____ B) Serve as an elected or breveted Non-commissioned Officer of the Crew for a term (approximately 6 months)

Req. 9 – Service

- ____ / ____ Since earning the Crew 1872 Bronze Award, plan and lead a Crew Service Project using the "Venturing Summit Award Service Project Workbook"

Req. 10 – Board of Review

- ____ / ____ A) Since earning the Crew 1872 Gold Award, participate in an Advisors Conference
- ____ / ____ B) Successfully complete a Board of Review

The Crew Challenge Coin: Challenge coins are a military tradition that started in World War Two and is very popular today. In much the way Boy Scouts collect patches, members of the military collect coins. Traditionally these are presented by the unit commander to members or people he wishes to thank. In our Crew, members are eligible to receive a coin after being in the unit for a year. These are called "challenge coins" because once you have earned a coin; you must all ways keep it on you because another coin holder can challenge you to produce it on a moment's notice. (In the 4th U. S. we say 4 minutes...) Failure normally means you buy the drinks. But if you produce the coin, the person challenging buys the drinks.

The Saber: The officers of the company traditionally present the Scouts who earn the rank of Eagle, or the Crew 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 saber should not be worn to dances.

The Order of the Spur: In the fine tradition of the U. S. Cavalry, Venturing Crew 1872 of the Longhorn Council will recognize its members who have served long and well. Members 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.

The Order of Saint George: St. George is both the patron saint of Scout and the Cavalry. According to most scholars, Saint George was a Christian cavalry 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 represents may be recognized by induction in to the Order of Saint George. This order is recognized by most local reenacting Cavalry units and has three titles, Page, Squire and Knight.

Venturing Leadership Award: The Venturing Leadership Award is presented by the Longhorn Council to Venturers who have made exceptional contributions to Venturing and who exemplify the Venturing Code and Venturing Oath. For members of the Crew 1872 this typically means rendering outstanding service at council sponsored events such as Summer Camp and Winter Camp or serving on the council's Venturing Officer's Association (VOA).

A Brief History of the 4th U. S. Cavalry

The 4th U. S. Regiment of Cavalry was first at Jefferson Barracks, Missouri in 1855 as the 1st 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.

When the Civil War started in 1861 the regiment lost many officers who resigned their commissions to serve in the rebel army. (The 1st U. S. Cavalry was Robert E. Lee's last U. S. Army command.) The remaining loyal officers quickly trained replacements. On August 3rd, 1862, the War Department reorganized the mounted services. The 1st and 2nd Dragoons and the Mounted Rifles were renamed the 1st through the 3rd Cavalry. Our regiment, the old 1st Cavalry, became the 4th U. S. Cavalry. These six regular army cavalry regiments served through the Civil War. In 1866, four more regiments were with the 9th and 10th Cavalry reserved. In addition to these U. S. Army regiments, there were numerous state cavalry regiments that fought in the Civil War.

One of the first major battles the 4th U. S. fought was at Wilson's Creek near Springfield Missouri. Because the reorganization of regiment had just happened days before the unit fought as the 1st U. S. Cavalry. Following this battle, the regiment fought continuously in the western theater throughout the war. However, two Companies, A and E, served as General McClellan's personal escort while he was in command of the Army of the Potomac. Companies A and E fought in almost every major battle in the eastern theater until they rejoined the regiment later in the war. At the end of the war, the whole regiment was a part of Wilson's Cavalry Corp and assisted in the capture of the confederacy's president, Jefferson Davis. The following is a short list of some of the Civil War battles the 4th U. S. Cavalry fought in:

Bull Run, VA– July 21, 1861
(*Company A & E*)
Forsyth, MO – July 27 1861
Dug Springs MO – Aug 2, 1861

Wilson's Creek, MO – Aug 10, 1861
 Blackwater River, MO – Dec 19, 1861
 Peninsular Campaign – Apr till Oct 1862
 (*Co A & E as Gen. McClellan's Escort*)
 Pittsburg Landing (Shiloh, TN) – Apr 6, 1862
 Corinth, MS – May 9-14, 1862
 Farmington, MS – May 3-5, 1862
 Heartsville, TN – Dec 7, 1863
 Stones River – Dec 31- Jan 2, 1863
 Franklin, TN – Apr 10, 1863
 Middleton, TN – May 20 & 23, 1863
 Shelbyville, TN – June 27 & 30, 1863
 Ringgold, GA – Sep 18, 1863
 Chickamauga Creek, GA – Sep 18 & 25, 1863
 Okalona, MS – Feb 22, 1864
 Tallahatchie River, TN – Aug 7-8, 1864
 Dallas, GA – May 26 & 28, 1864
 Lovejoy's Station, GA – Aug 20, 1864
 Nashville TN – Dec 1, 1864
 West Harpeth TN – Dec 24, 1864*
 Selma, AL – April 2, 1865*
 Columbus, GA – April 16, 1865

After the capture of Columbus, Georgia, and President Jefferson Davis, the regiment remained in Georgia until late November of 1865, when it was ordered to Texas. Ten companies were concentrated at San Antonio Texas and two 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.

The Indian reservations were managed by the Quakers whose Christian methods of converting Indians to farmers appealed to a war weary nation. At this time, Indians were allowed to leave the

reservations to hunt, but they frequently took the opportunity to raid settlements for wealth and glory.

In May of 1871 Ulysses S. Grant was president and his old friend William Tecumseh Sherman was General-in-Chief of the Army. Prompted by the report of savage raids on the Texas frontier, Sherman decided to conduct a personal tour from Fort Concho, Texas to Fort Sill, Indian Territory (Oklahoma).

He had made his way north to Fort Griffin without incident and refused an escort when he left for Fort Richardson. As he crossed the Salt Creek Prairie he passed within a few hundred yards of a Kiowa war party numbering over hundred warriors. A medicine man had warned the party to allow the first group to pass and to wait for the second group they saw. Sherman was the first party and the following day a wagon train carrying grain to Ft. Griffin and consisting of ten wagons and twelve teamsters fell prey to the Indians. This was a bloody massacre with only a few survivors who made it back to Fort Richardson to tell Sherman what had happened.

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

The 4th 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 and the weather was the harsh. They conducted several winter campaigns against the Kiowa and Comanche.

In September of 1874 Columns of troops from Fort 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 leading the 4th U. S. Cavalry discovered the last hostile bands Kiowa and Comanche in Palo Duro Canyon. At dawn on September 26th 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 their 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 4th U. S. Cavalry would become one of the most successful Indian fighting regiments in history, serving throughout the west in numerous campaigns and battles achieving glory and a place in history.

History Beyond the Civil War and Indian Wars

The Philippines became a U.S. Territory following the Spanish American War in 1896. However all was not quite there, there was civil unrest that turned into open rebellion. The several companies of the 4th U.S. Cavalry were deployed there in 1898 and they stayed involved over the next few years and participated in over 100 skirmishes. They were briefly sent to post at Fort Riley, Fort Leavenworth and Jefferson Barracks before returning to the fight the Moros in the southern islands. On the "Jolo and Bud Daro Campaigns". This effort ended with the controversial battle of the Bud Daro volcano crater where nearly 1,000 rebels were killed.

During World War 1, the 4th U.S. Cavalry was stationed at the Schofield Barracks in Hawaii. During World War 2, the cavalry lost its horses and became a mechanized reconnaissance unit. They participated in D-Day landings, liberated the Cherbourg peninsula, fought through France, participated in the Battle of the Bulge, pushed into Germany and its final major offensive was to eliminate a strong German force held up in the Harz Mountains.

The 4th U.S. Cavalry participated in the Occupation of Germany, and in the years following World War 2 was reorganized multiple times and reduced in force, to the point that there was nothing but a Head Quarters Company. During the Vietnam War, the 4th U.S. Cavalry was recognized as a valuable armored asset providing mobility and firepower and its "air-cav" companies were some of the last units to leave Vietnam. Elements of the 4th U.S. Cavalry would participate in wars in the Balkans, both Gulf Wars, and Afghanistan.

Today there are 5 Brigade Reconnaissance Squadrons in the 4th Regiment of U.S. Cavalry. 1st, 4th and 5th Squadrons are stationed at Fort Riley, Kansas, 3rd Squadron is stationed at Schofield Barracks in Hawaii, 6th Squadron is stationed at Fort Knox, Kentucky.

The American Civil War's Name

The American Civil War has been called many different things. A "civil war" is defined as a war between inhabitants of the single country or political entity. This is certainly an appropriate description for the war fought in the United States between 1861 and 1865. At the time, the states fighting to leave the Union often saw parallels to the American colonies breaking away from England and commonly referred to themselves as "rebels" fighting a "rebellion". This view is also reflected in the fact that the "great seal" of the Confederacy bears the image of George Washington, who they saw as an inspiration. Early in the war southern states referred to the conflict as the "War for Southern Independence" just as the American Revolution at that time was commonly called the "War for American Independence". This term fell out of favor, perhaps just because it was long and awkward to say, and the term "Rebellion" was most commonly used.

Immediately following the war, it was common both in the north and south to refer to the Civil War as "the late hostilities". In the 150 years since, there have been many names used to stress various interpretations and to change the character of the war. But is period correct to refer to the war as the "Rebellion" or the "Civil War" or even "the late hostilities" for Indian War impressions.

The 4th U. S. Cavalry Crest



The Crest the Crew Uses is inspired by the crest currently used by the U. S. Army's 4th Cavalry today. It is a shield with a "Victory Saber" over a downturned arrow representing victories in the Civil War and a downturned arrow representing victories in the Indian Wars and a scroll bearing the Motto of the 4th U.S Cavalry.



The current active 4th U.S. Cavalry's "Coat of Arms" was originally approved for the 4th Cavalry Regiment in 1922. It was changed to correct the blazon on shield in 1926. The insignia was re-designated for the 4th Reconnaissance Battalion in 1950. It was re-designated for the 4th Armored Cavalry Reconnaissance Battalion in 1955. The insignia was rescinded in

1956. It was reinstated and approved for the 4th Cavalry Regiment in 1957.

The following is what all the parts of the Crest or Coat of Arms for the contemporary 4th U.S. Cavalry mean:

1. The yellow shield represent the “branch color” of cavalry.
2. The red and yellow “Victory Sabers” held aloft, pointing up representing victory over enemies.
3. The down turned red saber represents the routing of Joseph Wheeler’s cavalry at Murfreesboro, Tennessee.
4. The down turned yellow cannon represent the capture of N.B. Forrest’s artillery near Franklin, Tennessee during Gen. Hood’s retreat from Nashville.
5. The blue on the shield represent the captured earthworks surrounding Selma, Alabama.
6. The down turned red bayonet represents victory over infantry, commanded by N.B. Forrest, at Selma, Alabama.
7. The down turned red arrow represent successful Indian Wars campaigns on the southern plains.
8. Gold and blue wreath, represents our motto, “Prepared & Loyal”.
9. The green volcano represent the Bud Daro campaign where elements of the 4th U.S. Cavalry participated in a bloody battle against the Moro’s in the crater of a volcanic mountain.
10. The down turned knife called a “kriss” represents the victory over the Moro Rebellion of 1906 in the Philippines.

Organization of the U. S. Army

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 (24th & 25th were black troops)
10 Cavalry Regiments (9th & 10th were black troops)
10 Field 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 man companies. At this time the choice assignments were staff positions, not commanding a company in the west.

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. Even 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 slaves joined the army 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 a couple of Majors 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 Chaplin, 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 three or four 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 center of the regiment and the position of 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 on the “line of battle” during a fight. Typically a captain commands the company is assisted by two or three 1st or 2nd Lieutenants. The actual day to day business of the company fell to the Non-Commissioned Officers. The NCOs would consist of a 1st Sergeant, two Platoon Sergeants and several Corporals.

A company could be divided into two platoons. Each platoon could be subdivided into two sections. The smallest unit was the squad, which would consist of 4 troopers. This is sometimes referred to as a “Set of Four” or just a “Set”. The term “detail” was used for a small number of soldiers with a specific assignment.

Companies carried guidons which looked like a swallow tailed flag. These served to mark the center of the company and help keep the unit organized. Before and after the Civil War, these guidons were red and white. But during the Civil War, U. S. Cavalry regiments use a swallow tailed national colors with the stars arranged in a circle and the company designation in the center. Initially the Stars were seen in silver thread, but these would tarnish in the field and gold thread was used meaning the flag had yellow stars on a blue field.

Period Impression & Military Courtesy

As a unit, we 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. 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. McKenzie mounted a number of campaigns with the 4th 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. A salute may be given while carrying a carbine with your left hand held horizontal, palm down in front of your chest.

A salute should be given to an officer as a greeting when you meet him in the field. When you addressing an officer you should start with a salute and when you are done you should offer a salute before you take your leave. If you are in a formation or part of a work party, only the supervising trooper, NCO or officer salutes.

How to Address Officers, NCOs and Civilians: A trooper should 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 Gomez." 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 Thetford."

Civilians will be called "Mr." or "Mrs." and we will say "yes sir" or "yes ma'am" 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, and you should meet as many people as you can. The dances do not require a lot of grace and you can easily learn them on the floor. Remember most guys come to reenactments to fight the battles, but most of the girls look forward to the dances. The Fourth U. S. takes pride in working hard to make sure that all the girls get a chance to dance. So do your part and participate in the dance. Because you are to meet as many people as possible a man should not ask the same girl more than twice for a dance. When you ask a girl to dance, you should escort her back when the dance is over.

Before the dance, you should clean up and dress as nice as you can. Medals and white cotton gloves are appropriate. However, you should never wear leather goods, guns, spurs or sabers to a dance. Such things might mark, stain or tear a lady's dress while dancing.

Wearing the Uniform

Early in the Civil War, the U. S. Army wore dark blue jackets and trousers with lots of colored trim indicating branch of service. As the war continued and many more uniforms were needed, changes were made. The branch trim was omitted and the expensive dark blue dye was used only for the jacket. Sky blue was used for trousers and other uniform parts. 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.

Uniform parts were issued in six sizes, often it was said “Three too small and three too large.” Officers had to buy their own uniforms and often it was necessary to have them made. Although they had to conform to the regulations, sometimes there would be unique variations. Frequently an officer would use a less expensive enlisted uniform for field duty.

During the Indian War Period following the Civil War, 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 4th 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 keep in mind the proper "Victorian" views on modesty.

Hats: The hat must be worn at all time, its part of the uniform. Troopers in the regular army had two kinds of hats to wear. One is a wide brimmed hat called a “Hardees” and the other is a cap type hat called a Forge Cap. (Volunteer units and officers may have worn kepis.) 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.

Roundabout Jacket: This is the Crew's preferred uniform. This is a short jacket typically with nine buttons, and standing collar. It is different from a Shell Jacket in that it is never trimmed in branch colors. Jackets can be worn "French style" and always keep the top button fastened.

Sack Coat: This is a “utility coat” and may also be worn. The sack coat typically 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. Prior to the Civil War, the army was wearing dark blue trousers, but the indigo dye was expensive and in limited supply, when the army needed millions of these uniforms, they change to sky blue. For special “early war” impressions we use dark blue, otherwise we use sky blue for Civil War and Indian Wars impressions.

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.

Chevrons and Stripes: Each branch of the army was identified by a color for use in its uniform stripes and trim. Cavalry is Yellow. Non-commissioned officer chevron point down, and are yellow. For Civil War uniforms, yellow stripes on a corporal trousers should be ½" wide and sergeants wear 1 1/2 " stripes. Many early war volunteer units had fancy colored trim on their uniforms but not regular army and this fell out of practice as the need for easily distributed uniforms became commonplace. Avoid this kind of uniform for falling in with the 4th U. S. Cavalry.

Authenticity Standards: This term is often mentioned by other units and some events. Many reenactors put a lot of money and effort to make the most "authentic as possible." They want the full experience, and don't like seeing things in camp that remind them of the current year. We know our unit is often more "Period Sympathetic" than "Period Correct." But we should be respectful of others and do the best job possible.

The Crew's goal is to make a good impression in the field with our safety, discipline and drills. We wear the proper hats, uniforms, leather goods and use matching fire arms. It seems like where we fall short is with people wearing improper footwear, glasses, watches and carrying cell phones. And for some reason, people buy revolvers before they buy a canteen. Once you have your basic uniform you should continue to obtain the proper shoes or boots, canteens and other items to complete your impression.

As for period correct camping gear, you can continue to use your normal camp gear as long as we keep it well hidden in our tents.

Note: Before buying a uniform, please discuss the matter with a Company Officer. New members often want to buy something special or different (like a yellow trimmed shell jacket) to start with when the purpose of a uniform is to make us all look the same (that *is* what "uniform" means...). You should avoid this temptation and focus on setting yourself apart in other ways.

Financial Matters

The U. S. Army paid \$13 a month for years, but during Civil War congress approved a temporary pay raise to \$16 a 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 to “get rich” in the 1870’s such as heading west to the gold rushes. Buffalo hunting was a favorite way for people in Jacksboro and around Fort Griffin. A buffalo hunter would hire a few “skinners”; buy a wagon or two, a good rifle and plenty of ammunition then start hunting. He and his skinners 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. These hides were used for many things back east but one important use was to make belts to power machinery in the new “industrial revolution.” Selling hides could bring a hunter thousands of dollars a month. This was quite a temptation for some of the troopers who made just \$13.

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 some 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 some "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:

Forge Cap	\$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 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 card games such as Brag and Faro.

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 carbine 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 hard work and drilling, 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 Company Drills

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.

Cavalry used bugle calls to communicate these commands because the human voice is not the best tool for communicating in battle. You can lose your voice on weekends shouting commands if you are not careful. Take care of your voice by "using your diaphragm" to get more volume rather than shouting. Make sure you drink plenty of water and avoid dehydration as this will affect your voice. Carry some hard candy or cough drops. And perhaps most importantly, share the burden of command with other officers and NCOs.

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. (There should just be one echo.) 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, Cooke’s for Cavalry. When the Crew started in 1999, we adopted a set of drills from our only available resource, Hardees Manual. Research for the actual drills used by the 4th U. S. Cavalry in the Civil War and the Indian War Period has been researched over the years and it is clear that we used the “Poinsett’s Drills” of 1841 during and after the Civil War. Over the years we have refined and corrected our drills with a greater focus on “practical accuracy” during the 150th Anniversary period of the Civil War. The following are some very brief notes to remind Officers and NCO’s of the commands we use.

Forming the Company

Line of Battle vs. Column

ATTENTION – Company *{Teach “position of attention” and location of Officers and NCOs in formation}*

By Fours – COUNT

Right (or Left) – FACE

About – FACE *{Turn to the right, pivot on heels, old style – not new JROTC foot spin}*

Eyes – RIGHT (or LEFT)

Right (or Left) – OBLIQUE

In-Place – REST *{or Parade – REST?}*

Company – REST

Break Ranks – MARCH

Marching as a Line of Battle

Forward – MARCH

By the Right (or Left) Flank – March

Right (or Left) Wheel - March

Right (or Left) Oblique *{correct side stepping instructions}*
Backwards – MARCH
To the Rear – MARCH
Right (or Left) About – March
Counter – MARCH *{The line halts, Right Faces, Executes a Right About, and when the right is where the left was, Left Faces, and marches – Complicated way to preserve “Right in Front.”}*
HALT

Marching as a Column

Forward – MARCH
By the Right (or Left) Flank – MARCH
Column Right (or Left) – MARCH [and all variations]
Head of Column to the Right (or Left) – MARCH/FRONT
Right (or Left) About - MARCH
Backwards – MARCH
Counter – MARCH

Notes on Marching Speeds

Staying in Step – Shift weight to right foot, swing left foot forward.
Common Time
Quick Time
Double Quick Time
At the Run
Charge
Company Prepare to Halt
HALT

To move from Line of Battle to Column

By Twos (or Fours) – MARCH
By Twos (or Fours) Right – MARCH
By Twos (or Fours) Left – MARCH
By Twos (or Fours) Right by the Rear – MARCH
By Twos (or Fours) from the Left – MARCH *{This intentionally puts us “Left In Front”}*

To move from Column to Line of Battle

Forward into Line – MARCH – Halt
Right into Line – MARCH *{use FRONT if standing still}*

Left into Line – MARCH *{similar in results to “By the left Flank – Halt”}*

Right About – MARCH, Forward into Line – MARCH – Halt

Company – FRONT *{This has similar results to “Left into Line” while marching as a column}*

Changing Column Size

In Ranks of Two – MARCH

In Ranks of Four – MARCH

Un-double Files – MARCH

Changing Number of Ranks

In Two Ranks form Company – MARCH *{Twos step Forward, and Ones Cover to keep Right in Front}*

In One Rank form Company – MARCH

Other Company Commands

Route Step – MARCH – Allows the company to march out of step, at quick time speed, and carry arms at any manual of arms position.

Open for Horses – MARCH *{1s stand still, all others, including NCOs and Officers, get behind them.}*

Rally by Company – MARCH

Manual of Arms for the Carbine

The Manual of arms for long, three band Muskets and Musket rifles has hardly changed since the army detailed its drills. However it seems that every drill manual for cavalry uses slightly different commands – these are the commands we will use.

Order – ARMS *{hammer out}*

Carry – ARMS *{Remember this is the position used between all the rest. Use this command when Shoulder ARMS” or “Right Shoulder Shift – ARMS” is issued}*

Support – ARMS *{rarely used with carbines}*

Trail – ARMS

Invert – ARMS

Secure – ARMS *{under left arm}*

Present – ARMS

Inspect – ARMS *{Should be the same as Present Arms}*

Arms – PORT

Arms – AT WILL *{Only use one of the above positions}*

Ground – ARMS *{hammer up}*
Recover – ARMS *{pick up carbine}*
Reverse – ARMS
Rest On – ARMS
Sling – CARBINE
Un-sling – CARBINE

Commands Not Used by Carbines

Shoulder – ARMS
Right Shoulder Shift – ARMS
Left Shoulder Shift – ARMS

“Shooting the Company” – Firing Commands for a Company with Carbines

Company – LOAD
By Company – Ready – FIRE
By Company – Ready – Aim – FIRE *{rarely used in preference
for brevity, warn your command if you will use “Aim”.}*
Company – By Files from the right – Ready – FIRE
Company – By Ranks – Front Rank – Ready – FIRE
– Rear Rank – Ready – FIRE

Note: Crisp volleys are obtained by saying the commands at an evenly timed pace, so the company is anticipating the fire command. The company should fire when they hear the "F" in Fire!

Note: In “combat” the commands to fire may be given when 80% of the company appears to be loaded. Remind troops that if they miss a firing command to just continue loading and be ready for the next command, not to fire late.

Examples of “By Company” with Optional Commands

By Company – Right Oblique – Ready – FIRE
By Company – With Three Rounds – Ready – COMMENCE
FIRE
By Company – Ready – COMMENCE FIRE (CEASE FIRE)
{NOT “Fire at Will” unless you want people asking “Which one is
Will?”}

“Reenactor-isms” to Avoid

“Load and Hold” – Just say “Cease Fire” or “Cease Fire, Load”

“Get Hot!” – Was not a common Civil War phrase, just say “Load” with some authority.

“Dress the Line” – This is not a command, but instructions to file closers to dress the line. They should do so by using troopers names and or gently touching shoulders to guide into a safe firing position.

“Refuse the Flank” – This is not a command, but instructions to an officer. In order to refuse an attack on the flanks, a portion of the line is given the command “Right (or Left) Wheel Reverse, MARCH.

“Flying-L” – When a portion of your line is refusing an attack on your flank, but you want to move forward. Just say “forward march.” The leader of the element (section, platoon or company) that is refusing the flank should give proper commands and move by the right or left flank to preserve the “L” formation.

“Swing the Gate” – Just use a “Wheel” command

“Ripple Fire!” – Just use “By Files Right, Ready, FIRE” or “By the Piece from the Right, Ready, FIRE.”

“On My Command!” echoed by “On his command!” – It should be understood that you follow the commander’s command. Novice or pompous battery commanders use this instead of “By Battery, Fire.”

“Tin-HUT!” – Don’t sound ignorant. Sound like a professional soldier. Use proper diction and speak in a clear and commanding voice, so people understand what you are saying.

The Term “Farb” and “Farby” – this is an arrogant condescending term reflecting an “I’m better than you” attitude. The word comes from “Far below standards.” The main problem with using this term is when we take a step back and look at our hobby it is clear that we (all reenactors) are all farby geeks in one way or another. Don’t take yourself so seriously.

Notes for Revolver Training

Revolver training consists of a thorough review of our related safety guidelines, standing orders, instructions on how to load, revolver drills and cleaning. This training was written for cap and ball type black powder revolvers but should be applied to Indian War Period cartridge revolvers as well. The following are notes for the officers and NCOs use when conducting "Revolver Training." Make yourself thoroughly familiar with these instructions before training.

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

Instructions for Loading Revolvers

1. Handle firearms safely while loading.
2. Ensure that the revolver is sufficiently clean and is fully functional before loading. For example check to make sure the half cock function and timing of the cylinder work. Make sure that no loose or missing screws. Make sure the nipples are not deformed.
3. Holding the revolver upright, bring the hammer to half cock and measure and load powder in each cylinder. Use 15 to 30 grains of powder. Do not over charge cylinders. Do not compress powder with the loading lever. (This could transfer powder from the chamber to the top of the wadding and create a chain fire by igniting other chambers.)
4. Place enough cream of wheat or potato starch packing peanuts in the chamber to provide a barrier to protect loaded chambers from the flash between the cylinder and barrel while firing. Firmly compress the barrier on top of the powder with the loading lever.
5. Once the cylinder is loaded, place percussion caps on the nipples. These should be seated firmly against the nipple. They should be pressed down, but not pounded. Occasionally you may need to lightly pinch the cap to

make it fight tightly and to avoid having it fall off while handling.

6. Once the cylinder is loaded and capped, the hammer should be lowered to a safe position. For a Colt style firearm this will be to place the hammer on an unloaded chamber or between two chambers. Some Colt types have a small pin that fits in a slot on the hammer. The 1858 Remington revolvers have a notch between cylinders to rest the hammer. Handle the firearm safely while lowering the hammer – watch where you are pointing it. Use the side of your thumb rather than the tip to hold the hammer while lowering the hammer.
7. Once loaded place in a proper flap holster.

Note: Chain Fires happens when more than one chamber fires at once. This can happen for a number of reasons such as not properly covering the powder with barrier (cream of wheat), having this barrier fall out, having excessively dirty chambers allowing a powder trail to remain on the side of the barrier or using the loading lever to pack powder first. This can leave powder residue on top of the barrier which can burn through to the powder when exposed to the flash from the gap between the chamber and barrel.

Note: When the hammer is at rest there should be a “playing cards thickness” of space between the face of the hammer and the nipple. This is exactly the right amount of space for the percussion cap to work and to prevent the blow of the hammer from deforming the nipple. Once this “deformation” takes place, it becomes difficult, if not impossible to install a cap. Needless to say in order to get and keep the proper spacing you must clean and maintain your revolver frequently. Most revolvers use #11s but occasionally you find one that prefers a specific brand of caps or even the use of smaller #10 caps. The term “Dry Firing” means to drop the hammer on a nipple with no percussion cap which results in the deformation of the nipple making it impossible to load.

Note: In compliance with the regulations, you should wear just ONE (1) proper, black leather, military style, cross-draw (butt-forward), flap-holster on your right side. You should not wear

two holsters, or carry pistols tucked into belts or boots. These are likely to be lost and could go off when dropped (and they will be dropped when we are moving in the field.) Occasionally during certain tactical situations, the officers may allow the use of a second flap holster or shoulder holsters. The Crew has experimented with paper cartridges for the revolver but we have no approved method for this kind of loading yet.

Manual of Arms and Firing Commands For the Revolver

The following are the commands associated with revolvers:

Company, Draw – REVOLVER
Present – FIRE
Present – With Three (or any other number) Rounds –
FIRE
Present – Commence FIRE
Cease – FIRE
Return – REVOLVER

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.

Note: For reenacting purposes, once the revolver is cocked, the revolver should be fired. This is because it is very difficult for most people to safely lower the hammer rest on a primer cap. If this must be done, be very careful and mindful of where the pistol is pointed while doing this. The right way to lower the hammer (with the most control) is to hold the spur of the hammer securely with the side of your thumb close to the web of your hand. This will give you the most contact while slowly lowering the hammer. If you use the tip of your thumb (as you do when pulling it back) you are very likely to let the hammer slip and fall on the percussion cap. Once this is done you should pull the hammer back to halfcocked and/or rest the hammer between chambers or on an empty cylinder.

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. This is done as a visual signal and to allow the used percussion cap to fall away from the revolver rather than between the hammer and frame and into the internal workings.

With Three Rounds – FIRE: between shots, the revolver should be raised to the “near ready position” as described in “PRESENT.”

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” or you are out of rounds. When you run out, hold the revolver in the “near ready position” as described in “PRESENT.”

Cease – FIRE: When this command 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. The hammer should be resting on an empty cylinder.

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

Cleaning and Maintaining The Revolver

Revolvers should be cleaned and maintained in the field after shooting. This cleaning may be simpler than the kind of detailed cleaning you would do at home after an event.

Colt 1851 Navy & 1860 Army Cleaning: To clean a colt army or navy style revolver you should retract or remove the barrel wedge and remove the barrel from the frame. (The barrel wedge can be a problem sometimes. There is a retaining screw that must be rotated or removed to loosen. Sometimes it seems like it needs tapping out. Do not use another pistol as a hammer for that job! Just use a small rubber hammer or a block of wood and a normal hammer if you must tap it out.) If the barrel is stuck due to excessive use, you may rotate the cylinder a little and use the loading lever to assist in the removal. You should then use a cleaning rod and patches to clean the inside of the barrel using

hot water. Then dry the inside of the barrel by using clean patch, then applied oil by another clean patch. Once this is done clean and wipe down the outside with oil. Check to make sure the screw associated with the loading lever and barrel wedge are in place.

You should next remove the cylinder and clean the insides of the chambers. The cylinder may be placed in a cup of clean hot water to help dissolve the powder residue. Use cotton swabs and patches on cleaning rods to clean and dry the interior of the chambers. (Oil should not be used on the inside of the chamber.) Clean and oil the central hole in the cylinder. Use a pick to clean around the nipples and a properly sized nipple wrench to remove them. Clean the socket where the nipples are set. Clean and wipe down each nipple. The threads on the nipples should be coated with a heavy oil or high temp grease. When reinstalled they should only be hand tightened. (Do not screw them in tight as you can. That will make removing them later difficult or impossible. Ideally the nipple should be screwed in to the point where there is just enough room for a playing card to slip between the nipple and the hammer when it falls. This will set off the pistol caps but not deform the nipples.) Once the chambers and nipples are cleaned, then cylinder should be wiped clean and oiled.

Next the frame should be cleaned. The "cylinder pin" is the metal shaft the cylinder rotates on. Clean and oil this. Inspect the hammer and space between the hammer and frame. Look for and remove any bits of pistol caps that might have fallen into this space. Wipe down all surfaces and lightly oil them. At this time it is very important that you check to make sure that all screws in the frame are present and properly set. They can work their way out and you may lose them in the field, making the revolver inoperable.

Once the pistol is cleaned, replace the cylinder on the frame and reinstall the barrel and set the barrel wedge and screw in place. The pistol is ready for service again.

Remington 1858 Cleaning: The Remington revolver has full frame and you may only remove the cylinder. This is done by properly positioning the loading lever and the pulling the cylinder pin forward under the revolver. This may be removed if you have

the loading lever in the right position, but it is not necessary to do so.

Once the cylinder is removed, it may be placed in a cup of clean hot water to help dissolve the powder residue. Use cotton swabs and patches on cleaning rods to clean and dry the interior of the chambers. (Oil should not be used on the inside of the chamber.) Clean and oil the central hole in the cylinder. Use a pick to clean around the nipples and a properly sized nipple wrench to remove them. Clean the socket where the nipples are set. Clean and wipe down each nipple. The threads on the nipples should be coated with a heavy oil or high temp grease. When reinstalled they should only be hand tightened. (Do not screw them in tight as you can. That will make removing them later difficult or impossible. Ideally the nipple should be screwed in to the point where there is just enough room for a playing card to slip between the nipple and the hammer when it falls. This will set of the pistol caps but not deform the nipples.) Once the chambers and nipples are cleaned, then cylinder should be wiped clean and oiled.

After cleaning the cylinder, you should then use a cleaning rod and patches to clean the inside of the barrel using hot water or powder solvent. Then dry the inside of the barrel by using oil applied by a cleaning rod and clean patch. Once this is done clean and wipe down the outside with oil. Check to make sure the screw associated with the loading lever and barrel wedge are in place. Then you should clean and oil the inside of the frame, the cylinder pin, and outside of the frame. Inspect the hammer and space between the hammer and frame. Look for and remove any bits of pistol caps that might have fallen into this space. At this time it is very important that you check to make sure that all screws in the frame are present and properly set. They can work their way out and you may lose them in the field, making the revolver inoperable.

To reinstall the cylinder make sure the cylinder pin is in the frame but out of the way of the cylinder. Then hold the frame (and opening for the cylinder) in you left hand and gently set the cylinder in the opening. It will not fall in place because of the mechanical parts in the back of the frame that are used to rotate and lock the cylinder in place. Gently work the trigger (which will retract these mechanism) and allow the cylinder to fall into place,

supported by your palm. Then insert the cylinder pin and make sure that the cylinder rotated properly. The pistol is ready for service again.

Typical Problems with Revolvers

There are several problems with revolvers that you may encounter. This list will describe some of the more common problem and discuss their causes. Most can be avoided by following the recommendations above and a little experience.

Failure of the Cylinder to Rotate: Sometimes a spring will wear out or break in a revolver and the cylinder will not rotate or may fail to properly align with the barrel (this is called a problem with “timing”.) This is just something that happens and springs must be replaced by a gunsmith or someone who knows how to make this repair. It can also happen if you “play” with your revolver and trigger and hammer.

Nipples Can Not be Removed: This happens when you fail to oil or grease the threads on the nipples and allow them to rust or corrode in place, or when you over tighten them with the nipple wrench. It is possible to soak the pistol in “break free” or some other rust solvent. Bear in mind that some “rust removers” will also take off the finish or bluing of the pistol, so be careful.

Pistol Caps will not fit on the Nipples: If you “dry fire” or just allow the hammer to fall on the nipple, the nipples can deform and flatten out the ends and get larger. Then the caps will not fit. You can buy a new set of pistol nipples and replace the damaged ones. It might be possible to file them back in shape. But just avoid dry firing your pistol.

Remington Cylinder Pin will not retract: Occasionally a Remington cylinder pin will get stuck in place because of rust or corrosion. If this happens try soaking in some break free or WD40 and then tapping on the “t-handle” with a rubber hammer or a normal hammer with a wooden dowel. Remember if you apply too much force you could break the “t-handle” off the end of the cylinder pin and then you are going to have to visit a gunsmith. Tapping on the end of the pin, which is exposed under the hammer, with a metal tap may be the best way.

Colt Barrel Wedge will not “go back in”: Sometimes it seems like the rectangular holes in the frame and cylinder pins don't align again. This could be because there is something in the frame preventing the cylinder pin from going all the way down or there could be something preventing the cylinder from resting against the frame properly. There is even a chance that you have the wrong barrel wedge (replicas are sometimes “hand fitted” it seems.) Carefully inspect the situation before you try anything like hammering it back in.

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 patrol 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.

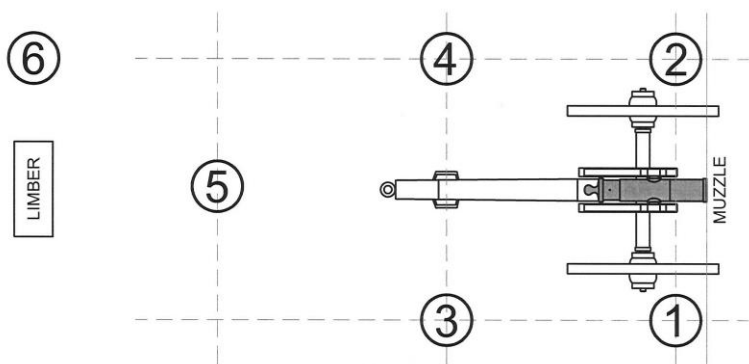
Pickets will be posted in pairs, if possible, around the camp. They will take turns marching the assigned post. They will challenge people who approach the camp by instructing them to “halt and advance one person at a time to be recognized.” They will offer the sign and receive the countersign and Provost 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 4:00 am and 4:00 am 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 Artillery Drills

A Federal battery was composed of four to six pieces of artillery and under the command of a captain. These pieces are grouped in pairs, giving a battery two or three sections, each under the command of a lieutenant. Each artillery piece was under the command of a gunner. The Crew has four 12-pound Mountain Howitzers. At a reenactment artillery pieces are typically served by six man Crews as diagramed below:



Crew Position Diagram

The positions are assigned numbers but are frequently called by other funny names based on their jobs. Position 1 is called the Ram, 2 is the Worm, 3 is the Prick, 4 is the Jerk, 5 is the Gunner (no funny name for the “Chief of the Piece”) and 6 is the Powder Monkey. The diagram shows the Crew deployed to serve the artillery piece. 1 & 2 stand facing each other, clear of the wheels and behind the plane of the muzzle. Positions 3 and 4 stand facing forward, adjacent to the trail handles and in line with 1 and 2. Position 5 faces forward and is centered on the piece and between it and the Limber Chest. Position 6 stands facing forward, to the left of the Limber Chest in line with 2 and 4.

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” {#3 *pricks the charge*, #1 & #2 *“fall to the ready. #4 takes up slack, looks down range and when safe raises hand and calls..”*}

#4 “Right (left or center) Piece 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”

Note: Artillery may be safely served with fewer people; however these “reduced man drills” must be practiced to be safe.

- For a five man drill, the #1 should also serve as #6
- For a four man drill, the #1 should also serve as #6 and the #5 (gunner) should also serve as #3.
- For a Three man drill, the #1 should also serve as #6 and the #5 (gunner) should also serve as #3 and #4.

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 once 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”** As he is notified.
- 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.

Misfire Drill: The Crew's Mountain Howitzers, using a "navy lock" and shotgun primers have two kinds of misfires. A "mechanical misfire" happens when the hammer doesn't roll over hard enough to leave a mark in the primer. This happens for any number of reasons. When it happens the #3 calls "Mechanical Misfire" and the #4 will reset the hammer and they take the drill up from that point.

A true misfire happens when the hammer strikes the primer, it fires and the charge is not set off. The concerns here are that the charge could go off unexpectedly. Anyone in front of the plane of the muzzle or over the vent could be harmed. For that reason the following drill is used to safely clear the misfire.

#5 "Failed Primer Do Not Advance" {#5 starts a 3 minute timer. #2 raises his implement over his head and he walks about 10 feet away from the piece. #1 takes his implement and he falls in on limber chest.}

#5 "Three Minutes has Elapsed, Re-Prick and Prime"

#3 {Calls for a tool if needed and rolls the hammer away from the vent and removes the primer. He is careful to never be over the vent with his hands or face. He then re-pricks the round while holding the loop on the prick, not placing his hand over the prick.}

#5 "Ready, FIRE."

This process may be repeated three times. If this fails to set off the charge, after another 3-minutes, the trail of the howitzer may be lifted and the charge may fall out and be placed in the water bucket. If the charge will not fall out, the vent must be filled with water, and water may be poured down the muzzle. After this is done, the worm may be used to pull the charge from the chamber.

Diminished Man Drills: Artillery may be safely served with fewer people. Three to five man crews may be practiced for safe reenacting fire.

Five Man Crew	The #2 should serve as #2 and #6.
Four Man Crew	The #2 should serve as #2 and #6, #4 should serve as #4 and #5.
Three Man Crew	The #2 should serve as #2, #6, #4 should serve as #4 and #5, #1 should serve as #1 and #3.

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
- ☐ Linchpins 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

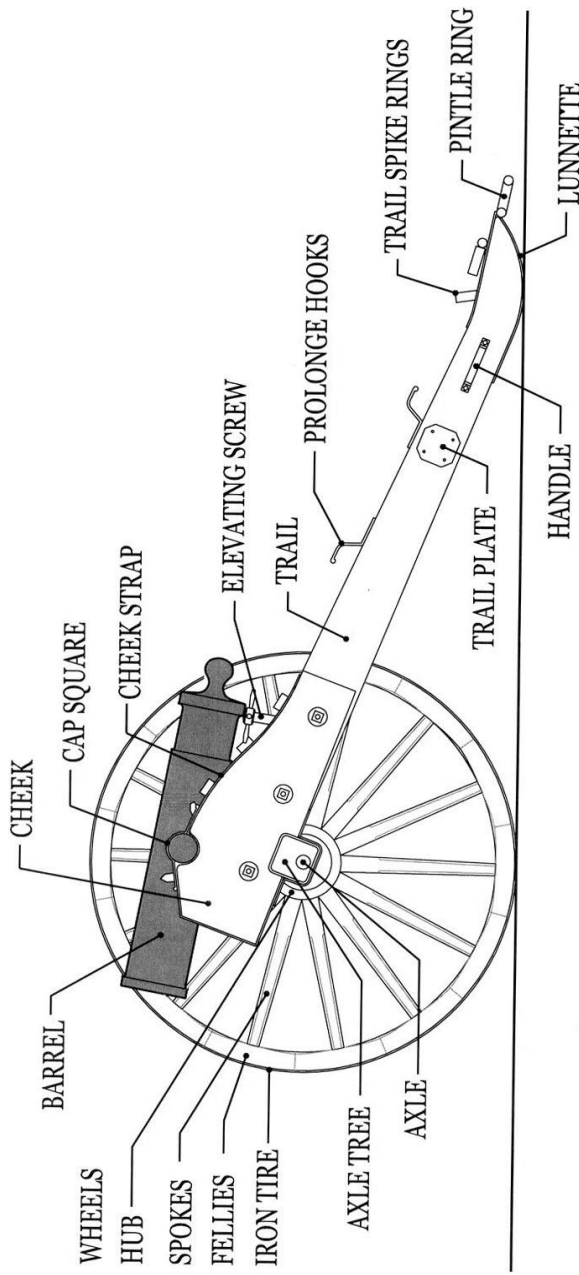
- ___ (2) Pair leather gloves
- ___ Thumb stall
- ___ Leather haversack – Clean and free of powder
- ___ Vent prick & Leather case
- ___ Leather primer box
- ___ Primers

- ___ (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 only
- ___ Powder is in plastic bags & triple wrapped with foil
- ___ Each charge is stored in individual container

Actions to be taken:

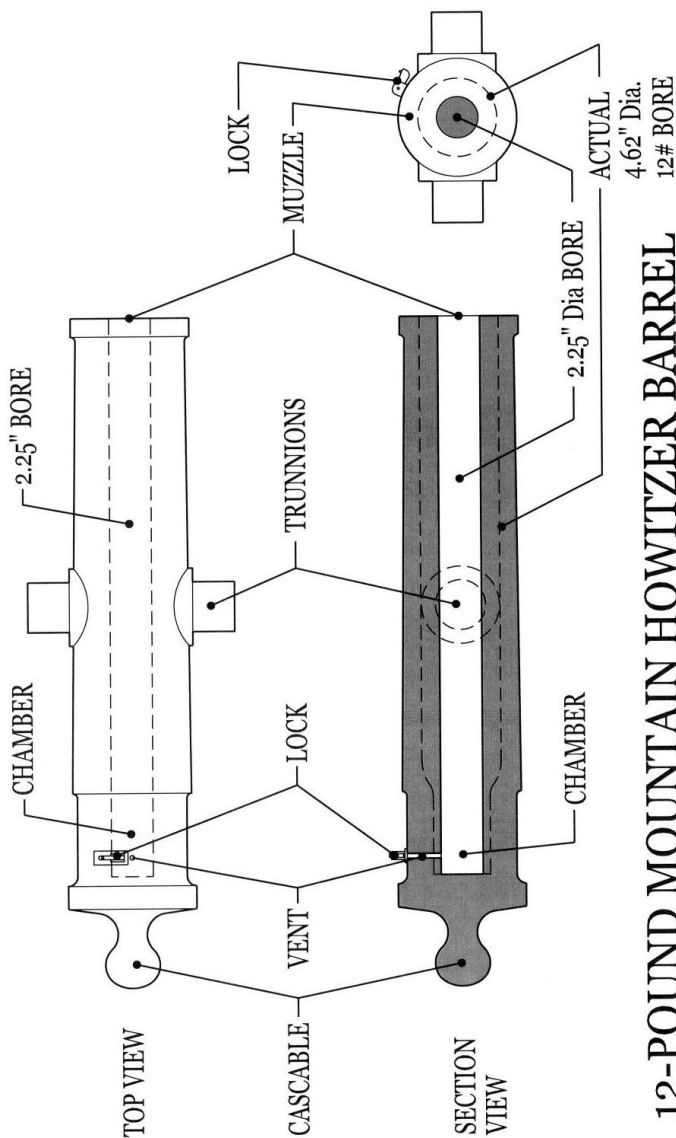
Artillery Piece Nomenclature Diagram



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

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

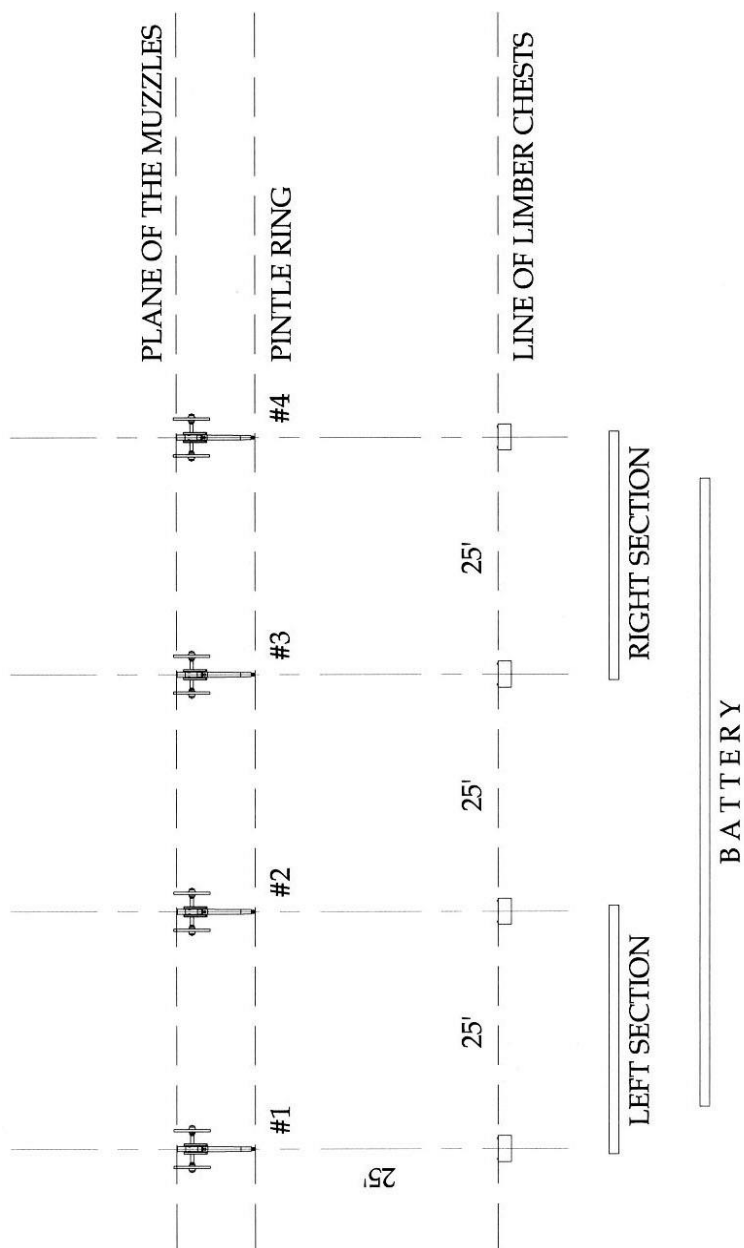
Gun Tube Diagram



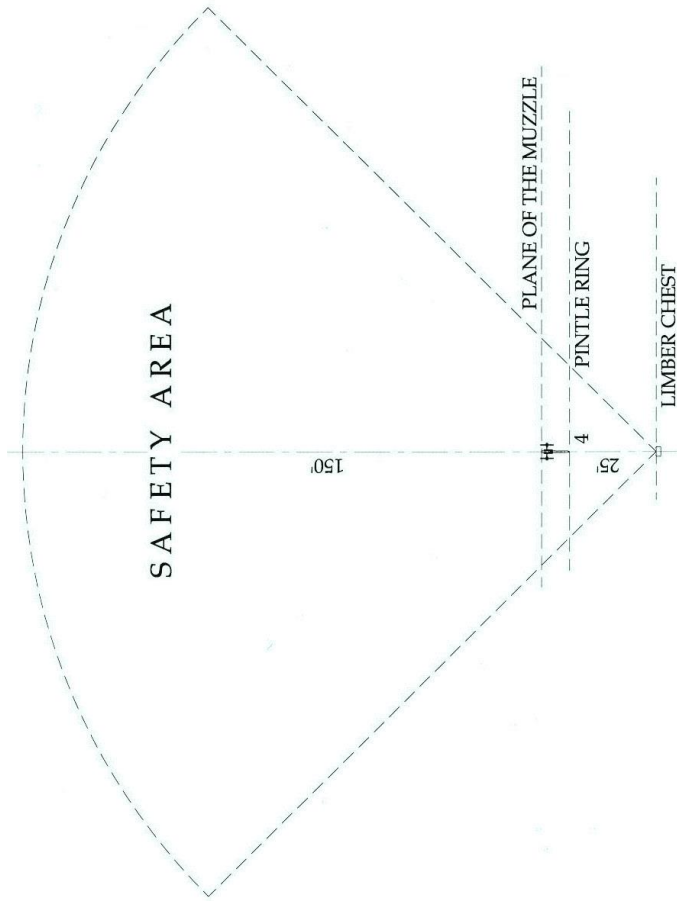
12-POUND MOUNTAIN HOWITZER BARREL

- 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



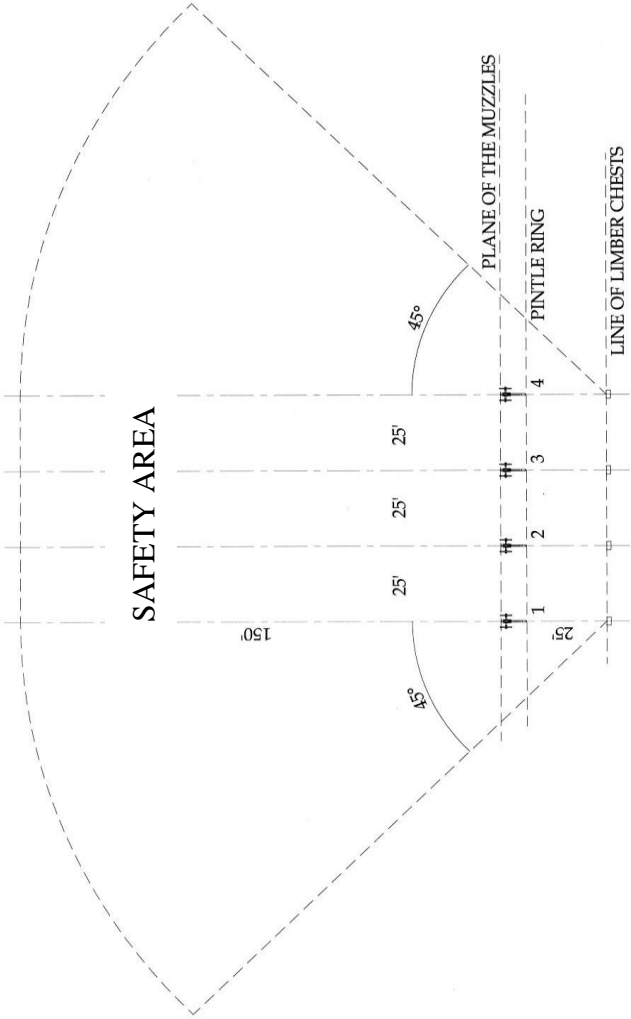
Artillery Piece Safety Diagram



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

12-Pound Mountain Howitzer Table of Fire

SHELL			SPHERICAL CASE SHOT		
Charge 0.5 Pounds.			Charge 0.5 Pounds.		
ELEVATION.	RANGE.	TIME OF FLIGHT.	ELEVATION.	RANGE.	TIME OF FLIGHT.
Degrees	Yards	Seconds	Degrees	Yards	Seconds
0°	170		0°	150	
1°	300		1°	450	2"
2°	390		2°	500	
2° 30'	500	2"	2° 30'	700	2" 75
3°	635		3°	800	3"
4°	785	3"	4°		
5°	1,005		5°		

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 + |

Standing Order #1

(Est. Dec 1999, Rev. Nov 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.

Standing Order #2

(Issued June 2013)

The Crew carries a lot of equipment and supplies from event to event. Over the years we have developed practices to help us run our program safely and efficiently. These practices focus on packing certain equipment and supplies in a way to ensure safety, ease of finding what you need, and replacing depleted supplies. Remember there is a serious risk associated with storing black powder with sources of ignition such as musket caps.

Because we have good NCOs, I sometimes just assume that we all have the same knowledge and experiences. But after trips I sometimes find that our equipment and supplies are not packed back the way it should be and that powder and primers are mixed freely with trash and other misplaced items. This is unsafe and makes it very difficult to find needed supplies. It wastes a lot of time and frustrates my ability to deliver program. This order is intended to educate our officers and NCOs with respect to how certain important supplies and equipment are to be stored. I am charging all officers and NCO's to know and understand this order and follow these directives while packing equipment both on the way to events and returning home.

Rifle Crates – Nothing but carbines are stored in these boxes. No cleaning rods, no inserts, no trash, just rifles.

X-Box – This is box should contain all primers (Musket, Pistol, Shotgun and Friction Primers), Smith Carbine Inserts, and Hearing Protection. The box should have a container for recovering musket caps at the end of an event.

No black powder of any kind (no paper cartridges, no powder flask and no cans of powder) should ever be stored in this box. No trash such as used cleaning patches, empty primer tins, etc should be in this box.

Ammo Crates – Just 1,000 rounds for ease of storage and inventory.

It is the essential and required that the rounds be counted and stored in plastic bags. Normally we put 20 rounds in a small plastic “sandwich bag.” Twenty five of these 20 round bags (500 rounds) should be put in a small plastic bag. And each box should have two of these 500 count bags. This will keep the rounds dry and organized. Once the crate is empty, safely dispose of any loose powder.

Primers should never, never be placed in these boxes. Not even at the end of an event when you are gathering us left over round and musket caps. Primers should be gathered in a container found in the X-Box and stored in the X-Box. Musket caps should never be placed in these boxes. Never.

Pistol Loading Box – Cream of Wheat, potato starch packing peanuts (the water soluble type), powder flask (including “ketchup bottles”) and other supplies needed for loading revolvers. Because black powder is stored in this box, no form of primers shall be stored in this box. That means pistol caps should NOT be stored in this box. They (and all other primers) belong in the X-Box.

There should be no cleaning supplies in this box. Oils and loose powder and cream of wheat make quite a mess. There should be no trash, such as empty pistol cap tins or used cleaning supplies in this box. Loose powder and cream of wheat should be cleaned out of this box.

Artillery Round Rolling Box – This box should contain supplies for rolling artillery rounds and will include; foil, baggies, mandrel, “whopping stick”, wire cutters, measuring cups, possibly powder in cans.

Absolutely no primers of any sort should ever be in this box.

Artillery Limber Chest – As per the USFAA list:

- Hasp and Lock
- Proper gloves for No. 1 & 2
- Proper thumb stall
- Vent prick, non-ferrous metal only
- Haversack free of loose powder
- Primers properly stored
- Primer pouch for No. 4 and No. 3 if possible
- Gimlet
- Vent Brush
- Pliers for striking friction primer
- Syringe and tube for injecting water through the vent
- Rounds properly rolled and stored
- Clear of non-essential items
- Free of loose powder

Note that while serving artillery, there will be foil wrapped rounds in compartments and shotgun primers in this box. This is the only exception to the no primers and powder rule. However once the event is over, the shotgun primers should be stored in the X-Box. This will help us know what supplies we have and clear out the bad primers and empty boxes from the Artillery Limber Chest.

No other forms of powder or primers should be stored in this chest. No revolvers or other sources of ignition should be stored in this chest. Nothing but the items listed in the USFAA list. Trash should be removed from this box after each event and loose powder disposed of safely.

Cleaning Box – This box should contain only the cleaning supplies such as:

- Cleaning Rods
- Heavy Brass Rod (for removing inserts)

Patches
Black Powder Solvent
Break Free
Oil & Oil Can
Vent Wires
Picks, Tools, Etc.

This box should contain no primers, no powder, and no trash. This box will require cleaning, sorting and restocking after each event.

Junk Box – All the stuff you don't know where it belongs at the end of an event could be put in this box and sorted out later. This is better than finding a can of "break free" in a Limber Chest. This box should be inspected and sorted out while the equipment is being stored after an event.

It is okay to put black powder in this box. It is NOT okay to put any kind of primers in this box. All primers belong in the X-Box.

Extra Rounds in the Field: Occasionally NCOs will carry extra rounds and caps in the field to distribute. This should be done with great care. Powder and Primers should not be mixed.

These rounds and musket caps must be returned to the appropriate boxes after an event. If you take a haversack with 400 rounds and 800 musket caps home with you (intending to bring them to the next event) the Crew cannot accurately estimate the amount of supplies we have on hand and this could have adverse affects on how we manage the next reenactment. Be responsible and return supplies.

Storing Powder and Primers: This MUST be done separately. The two items do not get stored together. Primers belong in the X-Box. The exception is the Artillery Limber Chest, which has compartments for rounds.

Disposing of Loose Powder: Wash down a large drain or scatter broadly on the ground. Never burn, never.

What happens when you try to burn powder? Black powder burns at about 3,700 degrees Fahrenheit. Lead melts at 621°F, cast iron melts at 2,150°F and carbon steel at 2,800°F. Granted

powder burns very fast and there is just a very brief instant of intense heat, but that is why your gun barrel can get too hot to touch after several shots. The flash of this intense heat, at 3 or 4 feet, will burn the exposed hair from your knuckles, arms, face including eyelashes, eyebrows and top of your head. It will cause first degree burns and possibly blisters on exposed flesh at that distance. At closer distances it will burn the flesh and embed particles of unburned powder in your skin, which will cause blistering infections. It is a stupid thing to do. There is no reason to ignite waste powder and cause burns. Don't do it.

Crew 1872 Basic Reenacting Safety Guidelines

(Issued October 2003)
(Reviewed November 2017)

The following are some very basic safety guidelines used by Venturing 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 Civil War. Even though we fire blanks, these firearms are just as deadly as they were one hundred and fifty years ago. Safety must be first in our minds when we use these firearms. 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.

The "*Rules and Regulations of the Boy Scouts of America*" prohibits "technical military training." The drills and traditions which are the foundation of Venturing Crew 1872's living history program are archaic and are only of historic interest. These drills do not constitute "technical military training" and do conflict with the Boy Scouts of America's rules and regulations.

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 your gun is pointed at all times. Never train the sights on any individual.
- Keep your finger off the trigger until you are ready to shoot.
- 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 approximately 50 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 corn starch packing peanuts as barrier in revolvers chambers.
- Use hearing protection.
- Carry revolvers in a flap holster. Do not un-holster a revolver without orders to do so.
- Do not allow any non-Crew member to handle 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 they are closer than 50 yards (establish range markers at 150 feet).

Remember:

- All Crew members should call and echo "Cease-Fire" when necessary.
- The call "Cease-Fire, MEDIC" is used when a real injury has occurred and medical attention is needed.
- The commands "Cease-Fire, Check-Fire" is used when artillery fire or pyrotechnics has started a grass fire.
- 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.

NOTES