

INFANTRY DRILL REGULATIONS.

UNITED STATES ARMY.

DEFINITIONS.

Alignment: A straight line upon which several men or bodies of troops are formed, or are to be formed.

Base: The element on which a movement is regulated.

Center: The middle point or element of a command.

Column: A formation in which the elements are placed one behind another.

Deploy: To extend the front.

Depth: The space from head to rear of any formation, including the leading and rear elements.

Disposition: The distribution of the fractions of a body of troops, and the formations and duties assigned to each, for the accomplishment of a desired end.

Distance: Space in the direction of depth.

Drill: The exercises and evolutions taught on the drill ground.

Echelon: A formation in which the subdivisions are placed one behind another, extending beyond and unmasking one another, either wholly or in part.

In battle formation this term is also employed to designate the different lines. Example: The *first echelon*, the firing line; the *second echelon*, the support.

Element: A file, squad, platoon, company, or larger body.

Evolution: A movement executed by several battalions, or larger units, for the purpose of passing from one formation to another.

Facing Distance: Fourteen inches, *i. e.*, the difference between the front of a man in ranks including his interval, and his depth.

File: Two men, the front rank man and the corresponding man of the rear rank. The front rank man is the *file leader*. A file which has no rear rank man is a *blank file*. The term "files" applies also to individual men in single rank formation.

File Closers: Officers and noncommissioned officers posted in rear of the line.

Flank: The right or left of a command in line or column; also the element on the right or left of a line.

In speaking of the enemy, one says, "his right flank;" "his left wing," to indicate the flank or wing which the enemy would so designate.

Flank Attack: A move made against the enemy's flank.

Flankers: Men so posted or marched as to protect the flank of a column.

Flank March: A march, whatever the formation, by which troops move along the front of the enemy's position.

Formation: Arrangement of the elements of a command. The placing of all fractions in their order in line, in column, or for battle.

Front: The space, in width, occupied by a command, either in line or column.

Front also denotes the direction of the enemy.

Guide: An officer, noncommissioned officer, or private, upon whom the command, or fraction thereof, regulates its march.

Head: The leading element of a column.

Interval: Space between elements of the same line.

Left: The left extremity or element of a body of troops.

Line: A formation in which the different elements are abreast of each other.

Maneuver: A movement made according to the nature of the ground with reference to the position and movements of the enemy.

Order, Close: The normal formation in which soldiers are regularly arranged in line or column.

Order, Extended: The formation in which the soldiers, or the subdivisions, or both, are separated by intervals greater than in close order.

Pace: Thirty inches; the length of the full step in quick time.

Ploy: To diminish front.

Point of Rest: The point at which a formation begins.

Rank: A line of men placed side by side.

Right: The right extremity or element of a body of troops.

Scouts: Men detailed to precede a command on the march and when forming for battle, to gather and report information concerning the enemy and the nature of the ground.

Tactics: The art of handling troops in the presence of the enemy.

Turning Movement: An extended movement around the enemy's flank for the purpose of threatening or attacking his flank or rear.

Wing: The portion of a command from the center to the flank; the battalion is the smallest body that is divided into wings.

GENERAL PRINCIPLES.

1. In close order, all details, detachments and other bodies of troops are habitually formed in double rank.

The interval between men in a rank is four inches; the distance between ranks is forty inches in both line and column.

The allowance for the front of a man is taken at about twenty-six inches, including the interval; the depth, about twelve inches.

To secure uniformity of interval between files when falling in and in alignments, each man places the palm of the left hand upon the hip, fingers pointing downward. In the first case the hand is dropped by the side when the man next on the left has his interval; in the second case, at the command *front*.

2. Distance is measured from the back of the man in front to the breast of the man in rear.

The distance between subdivisions in column is measured from guide to guide.

The distance between commands in column is measured from the rear guide of the preceding, to the leading guide of the following command.

3. The interval between men is measured from elbow to elbow; between companies, squads, etc., from the left elbow of the left man, or guide, of the group on the right to the right elbow of the right man, or guide, of the group on the left.

4. Movements that may be executed toward either flank are explained as toward but one flank, it being necessary to substitute the word "left" for "right," and the reverse, to have the explanation of the corresponding movement toward the other flank. The commands are given for the execution of the movements toward either flank. The substitute word of the command is placed within parentheses.

5. In movements in which the guide may be either right, left or center, it is indicated in the command thus: *Guide (right, left, or center)*.

6. Any movement may be executed either from the halt or when marching, if not otherwise prescribed.

7. Any movement not specially excepted, may be executed in double time. If the movement be from the halt, or when

marching in quick time, the command *double time* precedes the command *march*; if marching in double time, the command *double time* is omitted.

To hasten the execution of a movement begun in quick time, the command: 1. *Double time*, 2. **MARCH** may be given; only those units that have not completed the movement take up the double time.

8. There are two kinds of commands:

The *preparatory* command, such as *forward*, indicates the movement that is to be executed.

The command of *execution*, such as **MARCH**, **HALT**, or **ARMS**, causes the execution.

Preparatory commands are distinguished by *italics*, those of *execution* by **CAPITALS**.

Where it is not mentioned in the text who gives the commands prescribed, they are to be given by the instructor.

The preparatory command should be given at such an interval of time before the command of execution as to admit of being properly understood; the command of *execution* should be given at the instant the movement is to commence.

The tone of command is animated, distinct, and of a loudness proportioned to the number of men under instruction.

Each preparatory command is enunciated distinctly and pronounced in an ascending tone of voice, but always in such manner that the command of *execution* may be more energetic and elevated.

The command of *execution* is firm in tone and brief.

When giving commands to troops it is usually best to face toward them.

Indifference in giving commands must be avoided as it leads to laxity in execution. Commands should be given with spirit at all times.

9. To secure uniformity, officers and noncommissioned officers should be practiced in giving commands.

10. The signals and trumpet calls should be frequently used in instruction, in order that the officers and men may readily recognize them.

11. In the different schools, the posts of the officers and noncommissioned officers are specified, but as instructors they go wherever their presence is necessary. As file closers it is their duty to rectify mistakes and insure steadiness and promptness in the ranks.

12. To revoke a preparatory command, or, being at a halt, to

begin anew a movement improperly begun, the instructor commands: **AS YOU WERE**, at which the movement ceases and the former position is resumed.

13. To stay the execution of a movement when marching, for the correction of errors, the instructor commands: 1. *In place*, 2. **HALT**, when all halt and stand fast. To resume the movement he commands: 1. *Resume*, 2. **MARCH**.

14. The instructor always maintains a military bearing, and by a quiet, firm demeanor sets a proper example to the men.

15. Short and frequent drills are preferable to long ones, which exhaust the attention.

EXTENDED ORDER.

16. Instruction in extended order on account of its importance, is taken up as soon as recruits have had a few drills in close order. Movements including the normal attack are first taught on the drill ground with every attention to detail. The instruction is then taken up on varied ground.

The Extension.

17. Extended order may be taken up from any formation and the movements are executed in the most direct manner.

The deployment as skirmishers is made *forward* when in rear of the line to be occupied, and *by the flank* when already on that line.

If at a halt and the deployment is to be *forward* the unit is first put in march. If marching and the deployment is to be *by the flank* the unit is first halted.

At extension the normal interval between squads is fifteen paces; between skirmishers, two paces. If other intervals are desired they are specified in the commands for extension. These normal intervals are diminished if the line of squads or skirmishers of two adjacent organizations overlap.

The skirmishers close in during the advance to mid range, and upon arrival thereat the firing line contains about one man per yard of front. The intervals between companies are closed by the insertion of supports. Companies are kept together and moved as units as far as practicable.

For small commands, in which there is less danger of the line being pierced, it is not only allowable but preferable to extend with much greater intervals and to omit the closing in during the advance; the firing line, in such case, consisting of skirmishers at such interval as may be designated by the commander.

Instruction on Varied Ground.

18. In this instruction all movements are made with reference to an enemy in an indicated direction. The location is frequently changed, different positions of the enemy are assumed on the same ground and the movements conform to the accidents of the ground.

The enemy is said to be *imaginary* when his position and force are merely assumed; *outlined* when his position and force are indicated by a few men only; *represented* when a body of troops acts as such.

Commands and Signals.

19. Men in extended order fix their attention at the first word of command, the first note of the trumpet, or the first motion of the signal; the movement commences immediately upon the completion of the command, trumpet call or signal. The use of the trumpet to give commands to a fraction of a line is prohibited.

No commands for dressing are given in extended order; the general alignment is taken toward the base.

As far as practicable commands and cautions are replaced by signals and men are required to be on the alert to observe the signals of their leader.

In making signals the saber, rifle or headdress may be held in the hand; when the saber is used it is in prolongation of the arm.

The following signals are used alone or in conjunction with verbal commands or trumpet calls:

Attention: A short whistle.

Cease Firing: A prolonged whistle.

Except in these two cases the use of the whistle is prohibited.

Forward, Right oblique, Left oblique, By the right flank, By the left flank, To the rear: Raise the arm until horizontal pointing in the desired direction; move in the desired direction.

To change direction to the right (left): Raise the left (right) arm until horizontal, extended toward the marching flank, carry the arms to the front; at the same time turn and move in the direction to be taken.

Halt: Raise the arm vertically to its full extent.

As skirmishers: Raise both arms until horizontal, extended laterally.

Assemble: Raise the arm vertically to its full extent and slowly describe small horizontal circles.

Rally: Raise the arm vertically to its full extent and describe large circles very rapidly.

The following signals are used by scouts and others to ask or transmit information.

Do you see anything? Wave the hand across the face.

Affirmative signal: Raise and lower the arm vertically twice.

Negative signal: Extend the arm horizontally twice.

Enemy in sight or hearing? Hold the rifle horizontally above the head; steadily if the enemy is in small bodies; raise and lower it in that position if he is in force.

To ask for reinforcements: Extend the arm horizontally and wave it rapidly with a circular motion.

Additional signals may be devised for use among men habitually acting as scouts.

Fire.

20. The commands for firing are the same as when in close order.

Firing with blank cartridges at an *outlined* or *represented* enemy at distances less than one hundred yards is prohibited.

Volley firing, firing with counted cartridges, fire at will, and rapid fire are employed.

Volley firing is ordinarily limited to the defense and *fire of position* in the attack. In the latter case selected bodies of troops in the supports and reserve fire over the heads of men in the firing line when the latter is on ground sufficiently lower than that occupied by the selected bodies to allow such fire to be used.

Fire with counted cartridges is used principally in the attack, and from the time of opening fire until mid range is reached.

Fire at will is used by the defense at nearly all stages of the action; in the attack, from the beginning of mid range to the place selected for delivering the assault.

Rapid fire is used at the decisive moment of the action, at about two hundred yards from the enemy. At the command for rapid fire, bayonets are fixed, sights set at point blank, the men fire straight to the front and continue to fire until *cease firing* is given. More than three volleys or three counted cartridges are rarely used without intermission; this to steady the men and prevent waste of ammunition. When the supply of ammunition is ample and the enemy is in large bodies, volleys may be fired by the defense at extreme range.

Volleys by squads, as limited above, are used against troops in close order at distances not exceeding—

800 yards at a line equal to the front of a squad.

1,000 yards at a line equal to the front of a platoon.

1,200 yards at a line equal to the front of a company.

These limits are not invariable; they may be exceeded under favorable conditions of wind and light when the range is accurately known.

Ranges are classified as follows:

0 to 300 yards, short range.

300 to 600 yards, mid range.

600 to 1,000 yards, long range.

1,000 to 2,000 yards, extreme range.

Individual men acting beyond the immediate control of leaders do not fire at distances over—

400 yards at a man lying down.

500 yards at a man kneeling.

600 yards at a man standing.

700 yards at a man mounted.

800 yards at a squad or line of skirmishers.

Sharpshooters may, when permitted by an officer, fire at greater distances.

Fire Discipline.

21. Officers and noncommissioned officers exact from the men obedience to the following rules:

- a. Never fire unless ordered.
- b. Never exceed the number of cartridges indicated.
- c. Never fire after the command or signal, *cease firing*.
- d. Always fire at the named objective; if so situated as to be unable to see the objective, do not fire.
- e. Always aim at the bottom line of the objective; if it be a line of men, aim at the feet; if a clump of trees, aim at the junction of tree trunks and ground.

Scouts, from the nature of their duties, are given greater latitude. They are permitted to carry their pieces loaded and at the ready, and the question of firing is left largely to their judgment. It is frequently necessary for them to fire in self-defense, to give the alarm, or to avail themselves of opportunity to fire upon leaders of the enemy.

Loadings and Firings.

22. Pieces are loaded prior to taking extended formation. From that time until the end of the battle, or exercise the pieces are, or are supposed to be, kept loaded without formal command.

The firings are always executed at a halt.

In advancing to the attack skirmishers lie down on being

halted. Those who can not see the objective rise to the kneeling or sitting position; and of these, those who can not see the objective rise to the standing position.

In rapid fire, skirmishers use positions giving greatest rapidity and accuracy of fire. They may be directed to kneel or rise before the commands for rapid fire are given.

Movement.

23. Skirmishers march at ease carrying the piece in the most convenient manner with muzzle elevated.

A line of squads *advances, halts, moves to a flank or to the rear, turns, obliques resumes the direct march, passes from quick to double time and the reverse*, by the same commands and in a similar manner as a company in close order.

A line of skirmishers *advances, halts, moves by the flank or to the rear, turns, obliques, resumes the direct march, passes from quick to double time and the reverse*, by the same commands and in a similar manner as a squad in close order; *skirmishers* is substituted for *squad* in the commands. If at a halt, the movement *by the flank or to the rear* is executed by the same commands as when marching.

The guide of a line in extended order is habitually center.

Marching by the flank in extended order is an exceptional movement; if under fire, it is not generally undertaken unless aided by the existence of cover.

After arriving within the zone of effective infantry fire the advance is made in double time if consistent with circumstances. When the troops are much fatigued or the ground is very difficult the gait is reduced. The advance by alternate portions of the line is, if possible, made at a run.

The advance to the charge is made in double time; the charge, taken up at about thirty yards from the enemy, is, if possible, made at a run, the men shouting.

Halts.

24. On halting, skirmishers face to the front (direction of the enemy) in all cases.

Considerations governing halts are: 1st, effective fire upon the enemy; 2d, distances to be passed over; 3d, time and gaits required; 4th, cover. *All other considerations give way to those of effective fire.*

The distance between halts in the normal drill and on level ground is fifty yards. This distance, however, varies with the ground. Difficult ground and heavy fire reduce the distance.