

CONGDON'S
CAVALRY COMPENDIUM:

CONTAINING INSTRUCTIONS

FOR NON-COMMISSIONED OFFICERS AND PRIVATES

IN THE

Cavalry Service.

EMBRACING

FULL INSTRUCTIONS IN DISCIPLINE, DRILL, CARE AND
MANAGEMENT OF HORSES, CLEANLINESS, COOKING,
CARE OF ARMS AND EQUIPMENTS
TARGET PRACTICE, ETC.

WITH

**Portions Of The Cavalry Tactics That Should Be Learned By
Every Cavalry Soldier.**

TOGETHER

WITH ALL THE REVISED ARMY REGULATIONS AND ARTI-
CLES OF WAR THAT APPLY TO ENLISTED MEN.

BY

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the Eastern District of Pennsylvania.

The design of this book is to furnish enlisted men in the cavalry service with all the information necessary to enable them to understand their duties; also, to show them their rights, privileges, and allowances and to point out the relations that exist between them, the Government, the superiors appointed over them, and each other.

A large portion of the information contained in this work is spread through a great number of expensive books, that soldiers would find it difficult to procure, and impossible to carry in the field. Much of the instruction here contained, although observed for many years in the regular cavalry, has never before appeared in print.

As it is almost impossible for officers, during active operation in the field, to instruct non-commissioned officers and privates in their duties, it is hoped they will find this book a valuable assistant.

The above are the reasons which impelled the author to prepare this little work. If it will lighten the labors of his brother officers, and tend in any degree to make the persons for whom it is designed more efficient, he will feel well rewarded.

J. A. C.

HARRISBURG, PA., April 22, 1864.

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CONGDON'S
CAVALRY COMPENDIUM.

INTRODUCTION.

To serve our country in a just war is the most noble duty on earth. The citizen of the United States who becomes a soldier should be actuated by the grandest and purest motives that were ever harbored in the human breast. He has a more glorious country to defend, better institutions to perpetuate, and more freedom to fight for, than any soldier ever had since the creation of the world. He is well clothed, fed, and paid. If he survives the privations and dangers of war, he will be the idol of his friends while he lives; if he falls in the line of duty, he is sure of a glorious immortality. If this is true of the Union soldier in general, it applies to a greater degree to the cavalry, who are subjected to more privations, hardships, and dangers than any others in the service. He

should therefore, fight bravely, and, if necessary give his life more freely than the soldier of any other nation.

I make the following extracts from Roenier's invaluable work on the "History, Management, and Uses of Cavalry in War,"--a book that should be owned by every cavalry officer. In that work it is shown conclusively that all the late great improvements in fire-arms, infantry drill, &c. have in no way affected the usefulness of cavalry, and that his is the view taken of the subject by every nation in Europe.

"At Solferino, the Austrians fired about eight million four hundred thousand cartridges; which killed about two thousand French and Sardinians, and wounded some ten thousand more. On an average, then, one shot in seven hundred took effect; and one man was killed for every four thousand two hundred shots fired."

To get an idea of what good cavalry can do, read the following extracts:

"One of the most remarkable cavalry exploits on record is that achieved by the cuirassiers of Montrun at the battle of Borodino, where they captured the great redoubt in the middle of the enemy's position, defended by the flower of the Russian infantry. General Caulaincourt was directed

to penetrate through the Russian line, and, wheeling around, enter the redoubt by its gorge. Setting off at a gallop at the head of his followers, the glittering mass was soon lost in a volume of smoke as he approached the entrenchment. The Russians hastened to support the point of attack, Caulaincourt, advancing with the utmost rapidity, overthrew the regiments of horse, which Kutusoff opposed to him; while the great redoubt continued to vomit forth an incessant fire upon its assailants. Eugene, with his infantry, was advancing to the attack; the bayonets of his troops were already gleaming on its slopes, when the columns of the cuirassiers were seen ascending through the clouds of smoke, which enveloped the entrenchment. Its sides seemed clothed in glittering steel; and the fire from its summit, after redoubling in fury for a few seconds, suddenly ceased. The flames of the volcano were extinguished in blood, and the resplendent casques of the French cuirassiers appeared, when the smoke cleared away, above the highest embrasures of the entrenchment."

"General LaSalle, with only five hundred hussars, took Stettin, defended by six thousand Prussians with two hundred guns. In the same year --- 1806 --- General Curely, at the head of twenty hussars and fifty miles away from the army, filled Leipsic with

terror and consternation, though it was held by three thousand Prussian infantry. The same officer, in 1812, at Polosk, at the head of one hundred chasseurs, took twenty-four guns, and made the general in-chief of the Russian army his prisoner."

"And if we would learn what may be done by a single platoon, let us open the official record of service of Lieutenant, afterwards General Desmichels, and read that on the 28th of October, 1805, after the battle of Ulm, when the Archduke attempted to make a junction with the army of General Wornock, Lieutenant Desmichels, being very near Nuremberg, with thirty chasseurs of the Imperial Guard attacked and captured five hundred men of infantry, two standards, twenty pieces of cannon with their caissons, charged and pursued on a road four hundred dragoons of Thurn, made one hundred of them prisoners, killed and wounded as many more, and took with his own hands the colonel of the regiment."

To illustrate what can be accomplished by a few cavalry, with but little training and no experience, when enthusiastic in a noble cause, read that on the 26th of October, 1961, Major Charles Zagonyi, with one hundred and fifty of General Fremont's body-guard, made a forced march of over fifty miles to Springfield, Mo., charged through a rebel am-

buscade, took down a fence under fire to get at the enemy, attacked and routed five hundred Confederate cavalry and fifteen hundred infantry, killed one hundred and six, wounded a large number, and captured thirty-six prisoners, sixty stands of arms, and the enemy's colors, with a loss of seventeen killed and twenty-five wounded.

Captain E. A. Jones, of the 1st New York Cavalry, with a detachment of the 1st New York and 12th Pennsylvania Cavalry regiments, numbering one hundred and sixty men, attacked the rebels while they were retreating from Gettysburg, Pa., July 4, 1863. He disposed a few of his men so as to deceive the traitors as to his numbers: with the remainder he boldly attacked the enemy, capturing three cannons, three hundred and fifty loaded wagons, and over seven hundred prisoners. He secured his prize while the bewildered Confederates were making arrangements to repel what they supposed to be the attack of a whole cavalry corps.

After such deeds, we may exclaim, with Marshal Saxe, "There is no telling what cavalry cannot accomplish."

CHAPTER I.

ENLISTED MEN.

A soldier, on entering the service of his own free will, taken a solemn oath to serve the Government faithfully, and to obey the orders of the superiors appointed over him. He should constantly keep this obligation in view: it is a duty he owes to God and the country. A violation of the oath is perjury, which makes a man infamous, and is punished by law as felony.

The President, as commander-in-chief of the Army of the United States, has published army regulation for its government. They are the most binding orders that can be given, because they emanate from the highest military authority and can be altered by him only. All of these orders that affect the enlisted man are contained in this book.

It costs the country about one thousand dollars a year to keep a cavalry man in the field. To render a just equivalent for this sum, a soldier should learn and do his full duty.

On joining a company, the cavalry-recruit should

apply himself closely to the study of his duties, which are principally as follows. *Military discipline. The care of his effects, horse, and arms. The use of his arms, and rudiments of drill.* He should learn to ride well and boldly. He should become an expert swordsman and a good shot. He should learn to preserve his health and cook his rations. He should strive to be remarkable for his gentlemanly and soldier-like deportment, also for intelligence and bravery. The soldier who will make these things his constant study may attain any position in the Union army. If he fails to obtain high rank, he will gain what is worth more, - the esteem and respect of his comrades.

Discipline.

All inferiors are required to obey strictly and to execute with alacrity and good faith the order of the superiors appointed over them. (Sec. I, Army Regulations.) On the manner in which the above order is observed depends the efficiency of the army: it applies with equal force to all grades in the service.

Strict obedience to an order consists in doing exactly what the person who gave the order desires, in every particular.

Alacrity requires that the order should be

executed as soon as the person who gave it wishes it complied with.

Good Faith requires that an order should be obeyed so as to accomplish the object that the person who gave the order desires.

When you receive an order, determine what you should do, and where and when you should do it. If you do not understand the order, you should ask for an explanation.

If from any cause a soldier should be unable to fulfill an order, he should report the reason as soon as possible to the person who gave the order.

An enlisted man is not allowed to make any remarks about what he may consider the justice or propriety of an order, but should obey promptly, to the letter, and without a murmur. The person giving the order is responsible for the legality of it, and is liable to be punished for any improper order he may give. A soldier has a right to complain to higher authorities of any order he may have received that he does not think just, but is not allowed to make that complaint until he has obeyed the order. Complaints must always be made at the proper time, in a respectful manner, and through the regular military channels.

An enlisted man is not allowed to speak disrespectfully of his superiors, or do or say any thing

to bring them into contempt or weaken their authority. The good of the service requires that discipline should be firm, strict, sometimes perhaps even severe, but never requires that it should be harsh, cruel, or tyrannical. Unnecessary severity, punishments which are not awarded by proper authority, are not allowed. Orders should be given in a firm decided manner. A soldier who refuses to obey should be confined, and the fault immediately reported to his company commander. Cases may arise when it is necessary to enforce discipline, as in battle, or when a detachment has not means to confine a prisoner; but in all such cases a non-commissioned officer must be sure that the emergency of the case will justify him, and that the means used are not more severe than the case calls for. In all minor cases, a soldier should be reported before confined. In cases of mutinous conduct, refusing to obey an order given, riotous or disorderly conduct, and in any case where it may be necessary to preserve orderly or quiet deportment on the part of the men, he will confine any one who so conducts himself, and report the facts immediately to the soldier's company commander. If a soldier thinks he has been wrongfully confined, he can complain of it to his company commander, or, if he sees fit, to higher authorities, through the commander of

the company. Would he complain without reasonable grounds for doing, he will render himself liable to be punished for making a false statement.

There is nothing degrading in military discipline. A soldier with a sincere desire to do his duty, and a cheerful disposition, will find no difficulty in being happy in the army.

The Cavalry Private.

DAILY DUTIES.--The following are the daily duties, as they are practiced by privates in the regular cavalry in the field. They may be modified by the orders of company or regimental commanders; but, in the absence of any regulations, the private in the volunteer service will do well to observe them.

At the first call before reveille, get up, dress in fatigue clothes, then arrange your bedding. Take your place in the ranks at the first note of the assembly (under arms, if ordered). After answering your name, when dismissed, return your arms (if used). The men are then paraded for stable duty. If ordered, conduct or ride your horse to water (see instructions for watering, page 24). After watering, groom our horse (see instructions for grooming, page 25). When you finish grooming, feed your horse (see instructions for feeding); after which, if

you have groomed your horse thoroughly, you will be dismissed from stables. You should next repair to your tent or quarters, and wash yourself thoroughly, brush your clothes, &c. By this time, breakfast call will be sounded, when you will join your mess and eat your breakfast. Do not consider it your special duty to abuse every thing cooked for the meal: console yourself with the reflection that if you are on quarter rations you may be proud to tell of it some day. After breakfast there is usually parade, guard-mounting, drill or fatigue duty to perform. Whatever duty you are detailed for, make it a rule to be punctual and have your accoutrements, arms, &c. in perfect order. After those duties have been performed, you may have from one to two hours' leisure. Your next duty will be to attend midday-water and feed call, immediately after which dinner is usually served. There may be a drill in the afternoon; but it is not usual unless the regiment is very backward in drill. At an hour designated in orders, evening-water and stable calls will sound, After you are dismissed from stable duty, wash yourself thoroughly, and dress in your jacket and best pants. Put your equipments in perfect order for evening inspection. At retreat, take your place in the ranks in the dress ordered, with your arms on, ready for inspection. Give strict

attention to any orders that may be read, and notice if you are detailed on any duty for the next day. Supper will then be ready.

From retreat until tattoo you should employ your time in some pleasant recreation or study. At tattoo, arrange your bedding and retire for the night; placing your arms, saddle, bridle, and all your effects where you can find them in the dark.

At all times be civil and obliging, Avoid annoying your superiors with unnecessary questions and requests: they have other duties to perform, that require their attention. If every private in a company would ask the attention of the captain once a day, he would find it difficult to attend to his other duties. The surest way to forfeit the esteem of those above you, is to be too obtrusive and familiar. If you loiter about an officer's quarters, you may prevent others from calling on important business. In the regular service, when an enlisted man enters an officer's tent he removes his hat, states his wants, and retires. No matter what former relations have existed between you and your company commander, such should be your deportment.

This minutia may seem unnecessary, or even absurd, to that oracle who is known in camp as the old soldier: you may soothe the old gentleman by telling him that this little book was not intended for persons of his age experience.

The cavalry soldier's surest and best road to advancement is by bravery displayed on the field of battle, which may be illustrated by the following:- "At the siege of Padua, in the year 1509, when the French, commanded by La Palisse, were united with the troops of the Emperor Maximilian, a singular affair occurred. Chevalier Bayard had in his company of gendarmes a young man of sixteen years, named Boutieres. This youthful warrior having engaged in a hand-to-hand fight with an Albanian officer of the light-horse of the enemy, made him prisoner, and brought him to the emperor. Surprised at their disproportionate strength, this prince remarked to the Albanian that he was astonished that so huge a colossus had allowed himself to be taken by a child, who would not have a beard for four years to come. The Greek, more ashamed of the reproach than his defeat, replied that he had yielded to numbers alone, having been seized by four horsemen. Bayard, who was present, turned to Boutieres and said, 'Do you hear that? It is contrary to your statement. This concerns your honor.' Boutieres, looking like a thunderbolt at his captive, exclaimed, 'You lie! and, to prove that I alone have taken you, let us mount again, and I will kill you, or make you cry mercy a second time.' The Albanian did not wish to fight again.

'Boutieres,' then said Bayard, 'you have done as splendidly as ever young man did: go on thus, and you will one day become a great personage!' This prophecy of the French hero was verified, and Guignes Guifray, Sieur de Boutieres, became a famous chieftain. He was a lieutenant general under Francis I of France."

Next to bravery rank education, deportment, and manners. A private, with these four recommendations, will soon be promoted to a corporal.

CHAPTER II.

THE HORSE.

The horse is the most important care of the cavalry soldier. No one is fit to be in the mounted service who will not look after the welfare of his horse with more solicitude than he does after his own. The Government offer the following inducements to all who desire to own their own horses:- "That each non-commissioned officer, musician, artificer, and private of cavalry shall furnish his own horse and horse-equipments, and shall receive forty cents per day for their use and risk, except that if the horse shall become disabled, or shall die, the allowance shall cease until the disability be removed or another horse be supplies." (Sec. 5, Act July 22, 1861.)

"Every officer and man should be the owner of the horse in his use. No officer or other person belonging to the command (company or regiment) can be the owner of, or in any manner have interest

in, the horse in use by another." (Instructions to mustering officers, p. 000.)

In selecting a horse, get one between five and nine years of age. Those of dark color are easier kept and cleaned. If you are a large, heavy man, get a large and powerful horse. Small men should have medium-sized horses. Fourteen hands high is the smallest size allowed.

Strive to keep your horse in good spirits and condition. Never give the horse drugs to make him fat; it ruins his wind and renders him unfit for hard service. If your horse gets sick, report the fact at once to the company farrier or veterinary surgeon. Under all circumstances, treat your horse with the utmost kindness and gentleness. (for instructions in management, see Extracts from Cavalry Tactics, p. 105)

Watering.

Horses should be watered three times a day, in June, July, August and September. First, immediately after reveille. Second, about eleven o'clock A.M. Third, immediately before grooming in the evening, about half-past three o'clock P.M. During the rest of the year the watering after reveille may be omitted.

Horses should be ridden to water bare-back, and at a walk going and returning.

The daily allowance of water to a horse is four gallons; but he should be permitted to drink all he desires. Pure, soft, running water is the best. When drawn from wells in the summer, it should, if possible, be allowed to stand until the chill is taken off, before being given to the horse; otherwise it may injure him. Horses should not be watered immediately after eating, or when very warm.

On the march, horses should not be watered, except when ordered by the commander of the detachment, who should order halts occasionally for that purpose.

Grooming.

Grooming should be done in the morning and evening. The horses should be groomed at the picket-rope. To strike a horse at the picket-rope, or in the stable, is apt to make him vicious. It is strictly prohibited.

The whisp, currycomb, brush, and horse-comb are implements used in grooming.

THE WHISP is a small bundle of straw or hay twisted tightly, and as large as can be conveniently held in the hand. It is used when the horse is warm or wet. The horse should be rubbed against the hair with whisks until dry.

THE CURRYCOMB should be used when the horse is dry and very filthy. Its application should be regulated by the length and foulness of the coat. When the coat is long and full of dust, use it freely.

In the spring of the year, use the currycomb judiciously, as a removal of the hair too soon exposes the horse to changes of the weather.

Commence on the near side. Use it freely on the neck, shoulders, chest, arms, back, quarters, belly, loins, and flanks.

The legs below the knees, parts thin of hair, the head, mane, and tail, should never be touched by the currycomb.

THE BRUSH is the usual implement with which grooming should be done. Take the brush in the left hand, the currycomb in the right, commence at the head on the near side, brush with the hair, clean the brush frequently with the currycomb, and brush the coat all over perfectly clean.

When you have finished the near side, take the brush in the right hand, commence on the off side at the horse's head, and clean that side also.

The brush should clean every hair on the horse thoroughly. The skin under the flanks and between the hindquarters must be soft, and so clean as not to soil a white cloth. The coat, when cleaned, should be smooth and glossy.

THE HORSE-COMB should be used to clean the mane and tail, so as not to pull out the hairs. The mane and tail must never be cut.

The men must observe strict silence while grooming. Singing, whistling, &c. are prohibited.

Feeding.

Horses should be fed three times a day. First immediately after they are groomed in the morning. Second, about noon. Third, immediately after grooming in the evening.

It is advisable to give a horse one-third of his grain at each meal, and most of his hay in the evening. Horses should never be fed grain when overheated: it is apt to founder them.

The men of squads will water, groom, and feed the horses of their sergeants, together with those of the men on extra dismounted duty, &c. The above directions may be modified by company commanders, according to circumstances.

Shoeing

The usefulness of a horse will greatly depend on the manner in which he is shod. The shoes should be carefully examined every time the horse is groomed. If a shoe is loose, he should be taken at once to the company blacksmith. On the march, every trooper should carry in his saddle-bags, nails and two shoes that have been fitted to his horse's forefeet. He should also be instructed in the "cold shoeing," that he may be able to shoe his horse on the march.

CHAPTER III.

HEALTH.

The Happiness of the soldier depends, in a great degree, upon attention to the laws of health. The health can be preserved as well in the army as in private life, if proper attention is given to cleanliness, clothing and diet.

Cleanliness and Clothing.

To keep clean, the soldier should always have one coarse comb, one fine comb, one tooth-brush, one coarse sponge, a piece of soap, and two towels.

He should wash his face, neck, and hands daily. He should brush his teeth and comb his head every morning, and wash his entire body at least twice a week. One quart of water, applied with a good sized sponge, will clean the person thoroughly. In warm weather the feet should be washed daily.

Underclothing should be changed at least once a week, and oftener in June, July, August, and September..

A soldier should not sleep in the underclothing worn during the day: if he has others, he should wear them at night, and air those worn during the day. If he has but one set of underclothing, he will find it refreshing in warm weather, to turn them inside out and shake them well. Turning the stockings inside out will tend to keep the feet cool on the march. The blankets and bedding should be well shaken and aired every morning.

Each trooper should be supplied at all times with the following articles:

- One overcoat
- One jacket
- One blouse
- One pair pants
- Three shirts
- Two pair stockings
- Two pair drawers
- One pair boots
- One cap
- One canteen
- One haversack
- One blanket

- all of which should be kept clean, in good order, and carried on the person or horse.

The chiefs of squads must see that the above effects are in the possession of every trooper, and that the men keep themselves clean.

A little mercurial ointment applied to the underclothing will keep the person free from vermin. Soldiers infested with vermin or any cutaneous disease must be excluded from the tent or quarters, and immediately reported to the company commander.

DIET.

To ensure the health of the soldier, particular attention must be given to the quantity, quality, and preparation of the food. Scrupulous cleanliness must be observed in cooking.

Coffee-pots, camp-kettles, &c. may be cleaned by boiling a little carbonate of soda or wood-ashes in them.

The following recipes may be found useful.

COFFEE.

To make one pint of good coffee, take two tablespoonfuls of ground coffee, mix it with a little cold water, pour the mixture on a pint of boiling water, and boil the whole fifteen minutes; then remove it from the fire, pour in a few tablespoonfuls of cold water, let it stand a few minutes to settle, add sugar and milk according to taste, and drink while hot. Any quantity of coffee can be made by observing the above proportions.

One pint of coffee in the morning and evening is as much as it is healthy to drink each day.

BEEF SOUP.

To make a good soup, take three-fourths of a pound of beef, bones and all; wash the meat well, put it in a clean camp-kettle with five pints of cold water, cover the kettle, let it boil slowly one hour; then add four ounces of vegetables, cut in thin slices, one teaspoonful of salt, a little pepper, and boil the whole about two hours, or until the vegetables are thoroughly cooked; you will then have one quart of good soup. For greater quantities, observe the above proportions. Soup should be eaten as hot as possible.

DRINKING.

Intoxicating liquors should never be drank by soldiers unless proscribed by the surgeon.

Before starting on a march, fill your canteen with pure spring-water. A few drops of vinegar poured into it will correct any impurities that may be in the water. The canteen holds two quarts, and should last a man during the day's march in warm weather. To drink more is dangerous. A tablespoonful of water taken every ten seconds will slake more thirst than a quart drank at once.

If the water in the canteen gets warm, it is better to dip the canteen in cold water than to refill it. Purity is of more importance than coldness in water.

EXERCISE.

It is the duty of a soldier not only to preserve his health, but also to become strong and athletic; he should take strengthening exercise, and be able to run at least eight miles in an hour, jump nearly five feet high, clear seventeen feet in a running leap. He should practise throwing weights, playing ball, sparring and fencing. He should practice riding, and teach his horse to clear a four-foot wall or ten-foot ditch with a flying leap.

A strong, healthy man is generally endowed with good judgement, indomitable energy, rapid decision and execution. These are likewise the characteristics of a model trooper. It should be borne in mind that it takes brave hearts and strong hands to win battles.

CHAPTER IV.

TARGET PRACTICE.

The War Department furnishes each company with instructions for target practice, which every soldier should read. The following is based upon that work. To become a good marksman, you should first learn how to load the gun; second, to know how to regulate the aim according to the distance of the object to be hit; third, you should be able to estimate distances within the range of your piece; fourth, you should be able to aim with ease, and not incline the sights to the right or left; also to support the recoil of the piece.

To load the carbine or revolver, see *Cavalry Tactics*, page 95.

AIMING. - The line of fire is a straight line extending through the centre of the barrel, indefinitely produced. The line of sight is a straight line passing through the middle of the notch of the rear-sight and the top of the front-sight. A ball describes a curved line in its flight, which line is called the trajectory. When fired from a gun, the ball crosses above the line of sight; after going a certain distance, -according to the arm used - it crosses below the line of sight: this point is called point-blank. Suppose the point-blank of your carbine to be one hundred yards: to hit an object at that distance, aim at it; if the object is closer aim below it; if farther off, aim above it. Good aiming can only be attained by proper instruction and careful practice. Pressing the trigger is apt to derange the sight; although properly directed before touching the trigger, it

may not be so the moment of discharge takes place. The soldier will attain this if he holds his breath from the moment he touches the trigger until the gun is discharged, - pressing the trigger steadily and by degrees with the last joint of the forefinger. A good shot with a Colt's revolver can hit the size of a man's head at fifty yards; with a carbine, the same object at one hundred and fifty yards.

Care of Arms.

A soldier should take the best possible care of his arms; his usefulness in battle depends upon it, and his life may depend on their reliability.

THE SABRE.

The sabre should be kept clean and bright; the edges sharp as possible. It is the trooper's and most trusty weapon. If the sabre is rusty or dull, observers will justly think that its owner will never have the courage to wield it.

The scabbard should be kept clean and free from rust but not polished.

Sperm or sweet oil and flour of emery should be used in cleaning the sabre and scabbard. Beef marrow is good to keep them from rusting.

THE CARBINE.

The carbine should be kept in the condition in which it was received from the armory. It should never be taken apart to clean, except when absolutely necessary, and with express permission of the company commander. The barrel should never be polished. The lock should never be taken apart except by an armorer. After firing, the carbine should be cleaned with warm water, dried, and slightly oiled. Any infringement of these instructions should be severely punished; because the rendering of a fire-arm unfit for use is one of the gravest offenses an enlisted man can commit.

THE REVOLVER.

The revolver is cleaned in the same manner as the carbine. The trooper should always know the number of his revolver. When ordered on any detached duty (without arms), he should place his arms in charge of the orderly sergeant, who is obliged to take charge of them and give the owner a receipt for the same.

At night, near the enemy, it is advisable to sleep with the arms under the head, unless otherwise ordered.

If compelled to surrender in battle, always render your arms useless before giving them up, if possible.

Belts, cartridge-boxes, &c. must be kept in the condition in which they were issued from the arsenal, due allowance being made for actual wear. Belts must never be cut without express permission of the company commander.

HORSE EQUIPMENTS should be kept clean and dry as when issued, allowance being made for proper wear.

ACCOUTREMENTS AND EQUIPMENTS must be marked with the letter of the company and the number of the owner.

To MARK A BLANKET, trace the letters and numbers required with a little gun-powder, then ignite the powder, and the blanket will be permanently marked.

Company commanders will usually supply stamps to mark on leather, &c. &c.

CHAPTER V.

DUTIES OF SENTINELS.

Guard duty is the most important duty of a soldier. The neglect of a sentinel may cause the loss of an army. Sentinels should be dressed in fatigue (blouse) and be armed as ordered.

Sentinels receive orders, and allow themselves to be relieved by the order of the commanding officer, officer of the day, or an officer or non-commissioned officer of the guard.

A trooper, on being posted as a sentinel, should pay strict attention to the instruction he receives, and thoroughly understand what he is to notice. Sentinels will at all times walk their beat, keep themselves on the alert, observe everything in sight or hearing, and correct any breach of regulations or orders, detain the party, if necessary, call the corporal of the guard, and report it. In case of disorder, a sentinel calls out "Guard" and the number of his post. Sentinels are on no account to quit their arms while on post, or to speak to any one, except, when their duty may oblige them to. When in charge of prisoners, they are not allowed to converse with them or permit others to. Misconduct of prisoners should be promptly reported. A sentinel who desires to leave his post for any proper reason calls for the corporal of the guard, who will stand guard in his place, or relieve him with another sentinel, according to circumstances.

A sentinel may be stationed at a post of great danger. Even under fire, he should remain at his post, if required, at all hazards. If it costs him his life, he can have no more honorable death. A sentinel should never allow himself to be captured without firing his gun: although defense may be useless, the alarm given may save an army.

A sentinel is supposed and required to know the duties laid down in the Articles of War and Army Regulations. If he neglects them, no plea of ignorance will save him from the terrible penalties herein prescribed.

Outpost and Patrol Duty, &c.

VEDETTES. - Vedettes are mounted sentinels posted outside all other guards, and next to the enemy. In daylight they are generally placed on high ground, but so placed as to be concealed from the enemy.

When vedettes are posted in such a manner as to be able to overlook their front and see each other and the ground between them, so as nothing can pass them unperceived, they are placed as they ought to be.

BY NIGHT. - Vedettes are taken off the hills and placed on the roads, behind fords, bridges, ravines, &c. by which the enemy might approach the guard; and at the bottom of hills, so as more easily to discern, against the sky, objects moving over the top. In clear moonshine, they ought to be near a tree or bush, to prevent their being seen by the enemy. In a close country, they should redouble their vigilance; for it may happen that he will approach them unperceived, in spite of all their care.

BY DAY. - When a vedette discovers any thing suspicious in the direction of the enemy, as, for instance, a rising dust or the glittering of arms, he should move his horse round in a circle, or make any other signal ordered by the officer of the guard, on which the officer should instantly proceed to the vedette, accompanied by a corporal and four men, and if he cannot distinctly discover the cause of the dust, &c. he should send off the men that accompanied him to reconnoitre, or go himself; for if he sees troops, he should be able to report how strong they are, whether cavalry, infantry or artillery, and

particularly, in which direction they are marching. If the vedettes positively observe troops marching towards them, but at a great distance, they ride the circle in a trot. If the enemy's troops approach to within a mile, the vedettes circle at a gallop. If the enemy is so close at hand that the vedettes are obliged to gallop to their guard for their own security, they should first discharge at him both their carbine and pistols.

Should a deserter approach, the vedette is to make a signal to the sentry of the guard, and a party will be immediately sent to bring him in.

BY NIGHT. - As soon as the vedettes hear a suspicious noise, even though a great distance, such as the rattling of carriages or artillery, the barking of dogs in the villages in front, or if they observe any fire, one of the vedettes must instantly report it to the officer of the grand guard, in order that the circumstances may be inquired into by a patrol.

Any person approaching the vedette at night must be challenged in a loud tone and made to halt. Should the person refuse to halt, being challenged twice in a loud tone, the vedette is to fire, retiring, if in danger of being overpowered, by the road pointed out to him, &c. Vedettes will not allow a mounted man, nor more than one man at a time to approach nearer than three yards, and

they will keep their cocked pistol directed against him.

If deserters come from the enemy, the vedettes must order them to halt at some distance, and by no means allow them to come too near. The guard is sent for and advances; the deserters are ordered to approach, one by one, and are immediately disarmed and sent to the rear. Vedettes or enlisted men must hold no conversation with deserters from the enemy.

FLAGS OF TRUCE. - No person coming from the enemy with a flag of truce must be allowed to advance farther than the chain of vedettes. When they approach, the vedette signals for the officer of the guard, but holds no conversation with the bearer of it; for flags of truce are frequently only pretexts by which the enemy hope to gain information.

Vedettes should obtain full and explicit instructions from the officer who commands them, and under all circumstances exercise their best judgement: in cases of doubt, err on the side of strictness rather than the reverse.

Vedettes must not hesitate to shoot deserters or others who pass through the lines towards the enemy without permission. They must not consider this an authority to wantonly kill ignorant, unarmed persons.

ADVANCED GUARDS. - Advanced guards are

usually selected from the best-disciplined, coolest and bravest men. They are generally composed of a corporal and two men in advance; two hundred yards in rear, a sergeant, and eight men; five hundred yards in rear, a sergeant, an officer and twenty-four men; and five hundred yards between the officer and the column. The head of an advanced guard is never composed of less than three men. Their duty is as follows. If there is a height in front, the center man of the three trots on until he can look over it and beyond; if one is seen to the right or left of the road, one of the other two must do the same. Near an enemy, this precaution must never be omitted, not even if the hill be two thousand yards distant. Men that go up a hill in this manner (they may belong to an advanced guard or patrol) must proceed with more than ordinary caution, remembering that it is of as much importance not to be seen by as to see the enemy. For this reason, when nearly on top, they should take off their caps and creep up only just far enough to be enabled to look over. If he sees any person, he must act according to the instructions of the officer. There is no service when men should give more cheerful and implicit obedience to the orders of their superiors. The honor of the regiment is involved in the conduct of a few men in the advance

guard, and the slightest alarm given to the enemy may prevent his being defeated.

On approaching a village, one of the three goes round it to the right, another to the left, and the third straight through. The non-commissioned officer of the advanced guard quickens his gait, reinforces this last man with three others, of whom one is sent to the right, the other to the left, through the by-streets, while a third, keeping the leading trooper always in sight, follows him through the middle of the village. These men should examine the village thoroughly, and all the paths leading into it. The sergeant, with the rest of the men, follows slowly on, passing through the village. The guards resume the original position.

If the advanced guard at night should unexpectedly meet the enemy, it has no choice but instantly to attack him. The non-commissioned officer at once disperses his men to the right and left, and fires as much as possible. The officer advances with his division and charges. In no other way can the column gain time for preparation. It is, therefore, an unpardonable fault in an advanced guard to get frightened and fall back on the column. Everything would then be confusion. It would be better to have no advanced-guard at all. Should an advanced guard, after a gallant struggle

with a superior force, be compelled to retire, its retreat must be made on either side of the column; but never on the column, for fear of throwing the latter into confusion.

On all of these subjects the men should be well instructed beforehand. Every commanding officer of a detached party must consider it as one of his first duties to give his men clear and circumstantial instruction how to act in every case. Unless he do so they will frequently act in a manner contrary to his ideas, even with the best intentions. He should always take the name of every man in the advanced guard, and bring any to punishment who misbehave in any manner, and request the commanding officer to mention all those in orders who display gallantry, courage, &c.

REAR GUARD. - The object of the rear-guard is to prevent the enemy approaching unperceived. Two men at the extreme rear are sufficient; but they must be picked men. They should often halt on the heights they are passing, carefully screening themselves from observation while doing so, to see if perchance the enemy is not following. If the enemy should follow closely with a few men, it may be well for the whole rear-guard to try and drive him off, or form ambuscades and take some prisoners from him. But, should the rear be attacked, it must

instantly be supported by the sergeant's and officer's troop. Both of these must immediately advance, and do their utmost to prevent the enemy coming too near the column. If the enemy should follow with a considerable force (say one squadron), without attacking, the rear-guard will follow the column in the manner about to be described. Halting until the column has got a thousand yards, the officers party trots on to the ordinary distances of five hundred yards, halts, and faces his party to the rear; as soon as the sergeant sees this done, he trots on to within five hundred yards of the officers party, faces his men to the rear; the two men in the rear do the same. In this way the enemy is kept off, while at the same time an engagement is avoided, and the horses are saved. Whenever the column halts, the different parties of the rear-guard face to the rear.

Acting as rear-guard in a retreat in the presence of the enemy is a good test of a soldier's qualities; and those who will act well should be, and generally are, promoted.

Enlisted men must not be depressed by retrograde movements. In war, retreating sometimes helps the general success of a campaign more than gaining a battle; and good cavalry always place confidence in the wisdom of their commanders.

FLANKERS. - Flankers are bodies of troop thrown out from the sides of columns, to protect them from being harassed on the march. The duties of flankers are similar to those of advanced and rear guards.

PATROLS. - Patrols are usually instructed by the officers who send them out; they should have advance, rear-guards and flanks, according to their strength.

Patrols should move very noiselessly. Their scabbards should be placed between the leg and the saddle, that they may make no noise; and the rest of the equipment should be so arranged as to prevent the metal parts from rattling against each other. The horses should move where the roads are soft, so their steps may not be heard. In Portugal, the French wrapped their horses' feet in sheepskins, and in that way marched over stony roads, near the English pickets, without being heard.

By day, the men steal along the hedges, walls, fences, shrubs, hollow ways, ravines, &c. They should disappear in woods, peep through the glades, in short, see every thing, and avoid being seen themselves as much as possible.

At night they avail themselves of every irregularity, remain on low ground, and avoid hills, lest their forms be seen standing out in relief against

the sky. They often stop to listen, and occasionally alight to hearken, with their ear to the ground, whether an enemy be advancing. Smoking and conversation are absolutely forbidden.

If the enemy is met, the patrol should, ordinarily, neither fire nor show himself; he should count his numbers and endeavor to find out his intentions. For further information on this subject, see authorized "Instructions on Outpost Duty," published by the War Department. Enlisted men must always bear in mind that the officer in command can modify these instructions according to circumstances.

CHAPTER VI.

NON-COMMISSIONED OFFICERS.

The character of a regiment depends on its non-commissioned officers; if they are ignorant, indolent, and worthless, it is sure to be an undisciplined mob, and will disgrace its officers and country on all occasions; whereas, if they do their full duty, it is certain to possess every military virtue. The gallantry of a single corporal has frequently covered a regiment with permanent glory.

Non-commissioned officers should realize the importance of their duties, and be models of correct military deportment. They should always bear in mind that kind and gentlemanly treatment is the best means to get the men to do their duty cheerfully. They are expected to instruct soldiers in all their duties, and if necessary, to use force to make them perform them. They should impress the fact on those under their command, that the misconduct of two or three men may injure the reputation of an entire regiment or forever disgrace it; also that the

humblest soldier is, to a great extent, the guardian of the good repute of his troop and regiment.

The non-commissioned officer should always treat his superiors with ceremonious respect and due deference, and remember that his authority over those below him will be in proportion to the extent of his military knowledge and the correctness of his deportment. He will gain the respect of his superiors by excelling in bravery, intelligence, and manners. He should never overlook contempt or disobedience from those under his command, and should consider his chevrons as sacred as the stars of a general, remembering that the greatest military man in the world ever knew was proud of being called "the little corporal."

The non-commissioned officers of a cavalry regiment are as follows, - viz.: one serjeant-major, two hospital stewards, one veterinary surgeon, one regimental quartermaster serjeant, one regimental commissary serjeant, one chief trumpeter, orderly or first serjeant, serjeants, and corporals. The limits will only permit giving an outline of their duties: they will receive additional instructions from their superiors, which they must cheerfully obey, even though they should differ from those contained in this book.

Sergeant-Major.

The sergeant-major should assist the adjutant in all his duties, - at guard mounting, dress parade, drill, &c. He should make out all reports, returns, and other papers pertaining to the regiment. He must see that the orderly sergeants are supplied with all the orders that affect their companies. He should be able to instruct the non-commissioned officers of the regiment in their duties. He should have an exact knowledge of Army Regulations and Cavalry Tactics. He should know every thing pertaining to the regiment, from the simplest detail to the most complicated maneuver. To encourage him in his performance of his arduous and complicated duties, he should usually be promoted to the adjutancy when that office is vacant.

Hospital Steward.

The position of a regimental hospital steward is one of great trust, and one in which a man who does not know his duty, or who, knowing it, does not perform it, is likely to do immense harm.

The hospital steward should be, first, a competent apothecary; second, a good accountant. The first is necessary, because he has charge and distribution of all medicines and hospital stores, - always, of course, under the orders of the surgeon.

The second is necessary, because he will be expected to make out the morning sick report, the weekly and monthly reports, and all invoices and requisitions.

He should be, moreover, a man of sound sense; for many a man's life has been saved by a hospital steward.

Veterinary Surgeon.

The veterinary surgeon is required to have graduated at some veterinary school, or to have passed a satisfactory examination. He is responsible for the health of the horses and their shoeing. He has charge of the company farriers and blacksmiths when the regiment is together, and must see that they do their work in a proper manner.

Regimental Quartermaster Sergeant.

The quartermaster sergeant sustains the same relations to the quartermaster that the sergeant-major does to the adjutant. He should learn all that pertains to the quartermaster's department, and obey no orders except from the quartermaster and the commanding officer pertaining to the public property in his care. He is regimental wagonmaster, and should make a morning report to the quartermaster of the drivers, horses, &c.

Regimental Commissary Sergeant.

All that is said of the quartermaster sergeant applies to the commissary sergeant. He assists the commissary as does the quartermaster sergeant does the quartermaster.

Regimental Saddler.

The regimental saddler receives orders and instructions from the commander of the regiment. He is required to repair the horse-equipments of the field and staff of the regiment. He instructs the company-saddlers how to do their work; and when they are assembled to work in one shop, he acts as foreman.

He must keep a correct account of all the tools and material intrusted to his care, and at all times be able to account for them.

Chief Trumpeter.

The chief trumpeter is charged with the instruction of the trumpeters. He keeps the roster and makes details of the trumpeters. The trumpeters are not under the orders of the orderly sergeant, unless the company acts singly. On the march he details one to follow each field officer: he remains with the rest in the center of the regiment. He is responsible for their drill, discipline, and appearance; he

must at once confine any trumpeter who is guilty of misconduct, and report it to the adjutant.

Orderly Sergeant.

The orderly sergeant stands a similar relation to the captain that the sergeant-major does to the adjutant. He is responsible for the discipline, appearance, and instruction of the company. He must bear in mind that if he cannot control the enlisted men in all the details of service, it will be hard to make them stand up to the work in battle. He should have the knowledge prescribed for the sergeant-major, as far as it extends to the company. He will find "The Company Clerk," by General Kautz, a great assistance, and should procure it. It is sold by the publishers of this book.

He should not associate with persons below him in rank, nor call on commissioned officers except on business, or permit the enlisted men of the company to do so. He should settle all minor disputes and quarrels, and not trouble the company commander with them, unless they are important. If he acts justly and wisely, he is sure to be sustained by the company commander. He must not demand menial service from soldiers himself, nor allow other non-commissioned officers to do so. He should study the character of the men, and recommend those for

promotion who have the best military qualifications, giving precedence to the sober, honest and truthful.

Company Quartermaster Sergeant.

The company quartermaster sergeant is responsible for the clothing, camp and garrison equipage, forage, ammunition, &c. to the company commander. He draws all these articles from the proper officers on requisition of the company commander, and issues them under orders of the orderly sergeant in the manner prescribed in Army Regulations, or as the company commander may direct. He should be present at all roll-calls, drills, parades, &c. He should not be detailed for grand guard, &c., unless the company is sent on that duty. When the company is ordered to march, he should superintend the loading of the wagons, &c. He should have charge of the wagon and wagoner when the company acts singly.

Company Commissary Sergeant.

The company commissary sergeant has charge of the rations of the company. He should issue rations daily to the corporals of the messes, and received the saving on the rations from them. He must be present at all company parades, drills, &c. In other

respects his duties are the same as the company quartermaster sergeant.

Sergeants.

The sergeants are usually placed in charge of squads. They are particularly responsible for the good order of the men on the march, in tents, or quarters; for the cleanliness of the persons, arms, and accoutrements of the men, and their general soldierly deportment and appearance. They should be able to teach all the cavalry tactics to the School of the Squadron Mounted.

They must see that the men do all that is required by the Army Regulations, general orders, and the orders of the company commander, and that their squad is so instructed that the men cannot plead ignorance for neglect of duty. On the march, they will see that the men do not leave the ranks. In case a man reports that it is necessary to fall out of ranks, the sergeant will report it to the company commander, and act according to instructions. Before starting on a march, he will inspect his squad and see that every thing is in proper order, - canteens filled, horses, ammunition, arms, equipments, &c. as prescribed. He will be assisted in all these duties by the corporals of his squad; but he must not make them do his own peculiar duties.

Corporals

The corporals should be thorough in all the duties of a private, and be able to teach all prescribed for observance in this book. They should learn the duties of sergeants, and assist them in the performance of all their duties. They must at all times be ready to assist their superiors in enforcing discipline, using force without hesitation when ordered.

Farriers or blacksmiths, trumpeters, saddlers, wagoners, must be present at the three daily roll-calls, at all parades, drills, &c., unless specially excused by their company commander. They must be well acquainted with the duties of soldiers, in addition to that pertaining to their position.

Duties of Enlisted Men in Battle.

All of the foregoing instructions are intended to prepare and qualify enlisted men to fight well in battle. This is the grandest and most noble duty, and it should be kept constantly in view. They should look to the day of battle as a climax of their existence, and be ready on that day to lay down their lives for their country. At that trying hour they must be sustained by an implicit faith in the justness of their cause, trusting that to the wise, good, and honest men who are at the head of the

nation. They must feel that a glorious immortality awaits those who are killed while fighting for their country's rights.

They should have faith in the wisdom and skill of their commanders. They should have no fears for their flanks and rear, but take good care of their immediate front, trusting to their comrades and their generals for the rest. If the enemy are gaining at the part of the field where you are stationed, do not lose confidence in the general result; for they may be losing at all other points. Then is your time to show sterling qualities. Stand by your officers, and, by repeated charges, carry consternation into the ranks of the foe. Take no prisoners, but wield the sword of vengeance until the enemy is completely routed. Then spare those who ask for mercy. In pursuit, be as swift as an eagle; in retreat, be a lion at bay. Have no craven fear of death. Murat survived hundreds of charges. The same providence that protected him can save you.

CHAPTER VII.

SUPERIORITY OF VALOR AND SKILL OVER NUMBERS.

Military history abounds in instances where, on account of drill, discipline, and skill, a force has vanquished an enemy greatly superior in numbers.

Timolean, who delivered Cyprus from tyranny, with only one thousand two hundred men, at Adranum, attacked and vanquished Leetes, who had five thousand troops. Again, on the banks of the Crimesus, taking advantage of position, this active and determined general, with only three thousand men, put to complete rout the Carthaginian army, numbering seventy thousand. Sertorius, in Lusitania, carried on successful warfare in the field with six thousand six hundred men against four Roman generals with an army numbering one hundred and twenty-eight thousand. Cimon beat the Persians and drove them out of Greece with a force not one-third so large as theirs. Hannibal gained his memorable victory at Cannae with a force not half so

large as the Romans, and killed upward of forty thousand, while his own loss was less than six thousand. So it is well known that the triumph of Themistocles at Salamis was against very superior odds. In his great battle against Tigranes, Lucullus met an army consisting of two hundred and sixty thousand men. His own force was but a twentieth part so great, and so small in comparison that Tigranes said, "If they came as ambassadors, there were too many of them; if as soldiers, too few." Yet over this mighty host, so vain and confident in their numbers, the valiant army of Lucullus gained an overwhelming victory, killing multitudes of them. So Marcus Lucullus, a brother of this warrior, when under Sylla, attacked an enemy more than thrice his number, killed eighteen thousand, and became complete master of the field. Sylla also gained many victories over vastly superior forces. The number of those he encountered at Orchomenus and at Chaeronea are spoken of as "myriads;" but his disciplined and experienced troops carried terrible and wide-spread havoc into the ranks of the enemy. Marius, at Aquae Sextiae, with greatly inferior numbers, overcame the multitudinous army of the Teutones and Ambrones, killing and capturing above one hundred thousand. So numerous was the army of his enemy that they occu-

ped six days in marching, without intermission, by his camp. Again, on the plain of Vercellae, with an army of fifty-two thousand, he cut to pieces the Cimbiran host, whose infantry formed a front extending thirty furlongs, with each flank of the same extent, and whose cavalry numbered fifteen thousand. In the great battle of Leuetra, the Thebans had but six thousand men. The Spartans had as least eighteen thousand. The former, under command of Epaminondas, gained a complete victory over the Spartans, "and caused such a rout and slaughter as had never been known before." In this action Pelopidas evinced incredible bravery, "and though he had no share in the chief command, but was only captain of a small band, gained as much honor by the days great success as Epaminondas." So, at Pharsalas, Pelopidas with only three hundred mounted men routed a large force under Alexander of Pherae. When informed that Alexander was advancing toward him with a great army, "So much the better," said he; "for we shall beat so many the more." So Shakespeare makes Henry V. utter a similar remark, in that stirring speech before the battle of Agincourt, which every captain should know by heart, where he says, -

"If we are mark'd to die, we are enough
To do our country loss; and if to live,
The fewer men, the greater share of the honor."

Caesar, with a force of only seven thousand, in one battle defeated and almost wholly destroyed the army of the Gauls, numbering seventy thousand. Napoleon gained his important victory at Marengo with a force of twenty-eight thousand over an enemy numbering forty thousand. His still more decisive victory at Austerlitz was over an enemy superior in numbers. The force on his side, including the reserved of Desaix, numbered seventy thousand; that of the allies was not less than ninety thousand. The loss of the latter was ten thousand in killed and wounded, twenty thousand prisoners, one hundred and eighty-five guns, four hundred caissons, and forty-five standards.

The historic victory of Blenheim was achieved by Marlborough and Eugene over an enemy superior in numbers and stronger in position. The loss of the enemy in killed, wounded, and prisoners was thirty-six thousand. Nor let the incredulous or the timid fail to recognize the terrible power there is in a few brave hearts under a dauntless leader, when they remember how Clive, with three thousand soldiers, in the battle of Plassey, vanquished

and routed seventy thousand men, supported by fifty pieces of cannon.

Wellington won the battle of Assaye with one thousand five hundred British and five thousand Sepoys, over twenty thousand Mahratta infantry and thirty thousand cavalry. In the famous siege of Delhi, the British army, numbering only three thousand seven hundred, European and native, after repelling numerous attacks, finally defeated the rebel army, numbering seventy-five thousand men, who had been trained by English officers to European discipline. In the battle of Corunna, the French, numbering twenty thousand, and numerous light artillery, under Soult, were driven from their position by the British, numbering fourteen thousand, and only nine six-pounders; and the latter reached their ships in safety and sailed for England. So it is well remembered that General Scott gained the victory of Churubusco with seven thousand men, over an enemy five times as numerous.

Examples of this kind should be a warning, to all who follow the profession of all arms, of the high standard which history will employ in trying the conduct of those who contest the palm of valor.

EXTRACTS FROM THE AUTHORIZED CAVALRY TACTICS.

INSTRUCTION ON FOOT.

Position of the Trooper Dismounted.

The heels on the same line as near each other as the conformation of the man will permit;
The feet turned out equally, and forming with each other something less than a right angle;
The knees straight without stiffness;
The body erect on the hips, inclining a little forward;
The shoulders square and falling equally;
The elbows near the body;
The palm of the hand turned a little to the front; the little finger on the seam of the pantaloons;
The head erect and square to the front, without constraint;
The chin near the stock, without covering it;
The eyes fixed straight to the front.

When the trooper is armed, the left hand hangs over the sabre.

At the command:

1. Eyes—RIGHT.
2. FRONT.

At the last part of the first command, which is RIGHT, turn the head gently to the right, so that the corner of the left eye, next to the nose, may be on a line with the buttons of the jacket.

At the command FRONT, turn the head gently to the front.

The movement eyes left is executed after the same principles, and by inverse means, at the commands:

1. Eyes—LEFT
2. FRONT

The Facings.

1. Right (or left).
2. FACE.

One time.

At the second command, which is FACE, raise the right foot slightly, turn on the left heel, raising the toes a little, and then replace the right heel beside the left, and on the same line,

About—FACE.

Two times.

1. At the first part of the command, which is ABOUT, make a half face to the right, turning on

the left heel, place the right foot square behind the left, the hollow of it opposite to, and three inches from, the left heel.

2. At the last part of the command, which is FACE, turn on both heels to face to the rear, raising the toes a little, the knees straight, and bring the right foot by the side of the left.

Marching.

1. Forward—MARCH.

At the command forward, throw the weight of the body on the right leg.

At the command, MARCH, carry forward the left foot smartly, and without a jerk, two feet four inches from the right, the knee straight, the toe a little depressed, and, as well as the knee, slightly turned out, the upper part of the body inclined forward; pause an instant in this position, plant the left foot flat, without a shock, precisely at the distance it is from the right, the whole weight of the body being thrown on the foot which is placed on the ground; carry forward the right leg, smartly and without jerk, the foot near the ground; plant it at the same distance and in the same manner as has just been explained for the left foot, and continue to march without crossing the legs or turning the shoulders, and with the face always to the front.

Common Step (or Time).

The length of the common step is twenty-eight inches, measured from heel to heel. Its quickness is at the rate of ninety per minute.

The Quick Step (or Time).

The length of the quick step is the same as that of the common step, and its quickness is at the rate of one hundred and twenty per minute. It is made in the same manner as the common step.

The Double Quick Step.

The double quick step is thirty-three inches in length, and at the rate of one hundred and sixty-five per minute.

1. Forward.
2. Double quick step.
3. MARCH.

At the first command, the recruit will throw the weight of the body on the right leg.

At the second command, he will raise his arms to a level with his hips, the hands closed, the nails towards the body, the elbows to the rear.

At the third command, he will carry forward the left foot, the leg slightly bent, the knee somewhat raised, will plant his left foot, the toe first, thirty-three inches from the right, and with the right foot will execute what has been prescribed for the left. This alternate movement of the legs will take place

by throwing the weight of the body on the foot that is planted, and by allowing a natural, oscillatory motion to the arms.

To halt, the command is:

1. Squad.
2. HALT.

At the command HALT, bring the foot which is in rear by the side of the other, without shock.

The instructor marks the cadence of the step from time to time by the command one, at the moment the foot is raised, and by the command two when it should be planted, this cadence being regulated by the step used.

To Mark Time.

The squad marching, the instructor commands:

1. Mark time.
2. MARCH.

At the command, MARCH, bring the heels by the side of each other, and mark the cadence of each step by raising each foot alternately without advancing.

The instructor gives the command march at the moment when the foot is coming to the ground.

To Change Step.

1. Change step.
2. MARCH.

At the command MARCH, bring the foot which

is in rear by the side of that which is in front, and step off again with the foot that was in front.

To Face to the Right or Left when Marching.

1. Squad to the right. 2. MARCH.

At the command MARCH, turn the body to the right, and step off with the right foot in the new direction, without losing the cadence of the step.

To Quarter Face to the Right or to the Left when Marching.

1. Squad right (or left) oblique. 2. MARCH.

At the command MARCH the men make a quarter face oblique face to the right (or left) and march in the new direction.

At the command forward, resume the primitive direction, and march straight to the front.

Backward Step.

The backward step is fourteen inches, measured from heel to heel.

1. Backwards. 2. MARCH.

At the command MARCH, carry the left foot fourteen inches to the rear, then bring the right foot to the rear, and so on until the command:

1. Squad. 2. HALT.

At the command HALT, bring the foot which is in front by the side of the other.

SABRE EXERCISE.

The recruit being armed with a sabre, and in the position of the trooper dismounted, the instructor commands:

Draw—SABRE.

Two times.

At the first part of the command, which is DRAW, turn the head slightly to the left, without deranging the position of the body; unhook the sabre with the left hand, and bring the hilt to the front; run the right wrist through the sword-knot; seize the gripe, draw the blade 6 inches out of the scabbard, pressing the scabbard against the thigh with the left hand, which seizes it at the tipper ring, and turn the head to the front.

At the last part of the command, which is SABRE, draw the sabre quickly, raising the arm to its full extent, make a slight pause, carry the blade to the right shoulder, the back of it against the hollow of the shoulder, the wrist resting against the hip, the little finger on the outside of the gripe.

Present—SABRE

Two times.

At the last part of the command, which is SABRE, carry the sabre to the front, the arm half extended, the thumb opposite to, and six inches

from the neck, the blade perpendicular, the edge to the left, the thumb extended on the right side of the gripe, the little finger by the side of the others.

Carry—SABRE.

One time.

At the last part of the command, which is SABRE, carry the back of the blade against the hollow of the shoulder, the wrist resting against the hip, the little finger on the outside of the gripe.

Return—SABRE.

Two times.

1. At the first part of the command, which is RETURN, execute the first motion of present sabre.

2. At the last part of the command, which is SABRE, carry the wrist opposite to and six inches from, the left shoulder; lower the blade, and pass it across and along the left arm, the point to the rear; turn the head slightly to the left, fixing the eyes on the opening of the scabbard; return the blade, free the wrist from the sword-knot, turn the head.

GUARD.

One time.

At the command, GUARD, carry the right foot two feet from the left, the heels on the same line; place the left hand, closed, 6 inches from the body, and

as high as the elbow, the fingers towards the body, the little finger nearer than the thumb (position of the bridle-hand); at the same time, place the right hand in tierce at the height of, and three inches from, the left hand, the thumb extended on the back of the gripe, the little finger by the side of the others, the point of the sabre inclined to the left, and two feet higher than the hand.

Left—MOULINET.

One time, two motions.

1. At the last part of the command, which is MOULINET, extend the right arm to the front to its full length, the hand in tierce and as high as the eyes.

2. Lower the blade in rear of the left elbow, graze the horse's neck (when mounted) quickly, describing a circle from rear to front, and return to the position of guard.

Right—MOULINET.

One time, two motions.

1. At the last part of the command, which is MOULINET, extend the right arm to the front to its full length, the hand in quarte, and as high as the eyes.

2. Lower the blade in rear of the right elbow, graze the horse's neck (when mounted) quickly,

describing a circle from rear to front, and return to the position of guard.

To execute the moulinet without stopping, if the instructor wishes to begin by the left, he commands:

Left and right—MOULINET.

One time, two motions.

If he wishes to begin by the right, he commands:

Right and left—MOULINET.

One time, two motions.

At either of these commands, the trooper, commencing from the position of guard, executes alternately what is laid down in the foregoing paragraphs, without stopping at any motion.

Rear—MOULINET.

One time, two motions.

1.. At the last part of the command, which is MOULINET, raise the arm to the right and rear to its full extent, the point of the sabre upwards, the edge to the right, the thumb extended on the back of the gripe, the body slightly turned to the right.

2. Describe a circle in rear, from left to right, the hand as far as possible from the body, and return to the position of guard.

When the troopers execute the moulinets well, the instructor requires them to execute several in succession, until the command GUARD.

In tierce—POINT.

One time, three motions.

1. At the last part of the command, which is POINT, raise the hand in tierce, as high as the eyes, throw back the right shoulder, carrying the elbow to the rear, the point of the sabre to front, the edge upwards.
2. Thrust to the front, extending the arm to its full length.
3. Return to the position of guard.

In quarte—POINT.

One time, three motions.

1. At the last part of the command, which is POINT, lower the hand in quarte near the right hip, the thumb extended on the right side of the gripe, the point a little higher than the wrist.
2. Thrust to the front, extending the arm to its full length.
3. Return to the position of guard.

Left—POINT.

One time, three motions.

1. At the last part of the command, which is

POINT, turn the head to the left, draw back the hand towards the right, at the height of the neck, the edge upwards, the point directed to the left.

2. Thrust to the left, extending the arm to its full length.
3. Return to the position of guard.

Right—POINT.

One time, three motions.

1. At the last part of the command, which is POINT, turn the head to the right, carry the hand in quarte near the left breast, the edge upward, the point directed to the right.

2. Thrust to the right, extending the arm to its full length.
3. Return to the position of guard.

Rear—POINT.

One time, three motions.

1. At the last part of the command, which is POINT, turn the head to the right and rear, bring the hand in quarte opposite the right shoulder, the arm half extended, the blade horizontal, the point to the rear, the edge upward.

2. Thrust to the rear, extending the arm to its full length.
3. Return to the position of guard.

Against infantry, left—POINT.

One time, three motions.

1. At the last part of the command, which is POINT, turn the head to the left, raise the hand in tierce near the neck, the point of the sabre directed at the height of the breast of a man on foot.
2. Thrust down in tierce.
3. Return to the position of guard.

Against infantry, right—POINT.

One time, three motions.

1. At the last part of the command, which is POINT, turn the head and body toward the right, carry the hand in quarte near the right hip, the point of the sabre directed at the height of a man's breast on foot.
2. Thrust in quarte.
3. Return to the position of guard.

Front—CUT.

One time, three motions.

1. At the last part of the command, which is CUT, raise the sabre, the arm half extended, the hand a little above the head, the edge upward, the point to the rear and higher than the hand.
2. Cut, extending the arm to its full length.
3. Return to the position of guard.

Left—CUT.

One time, three motions.

1. At the last part of the command, which is CUT, turn the head to the left, raise the sabre, the arm extended to the right, the hand in quarte and as high as the head, the point higher than the hand.
2. Cut diagonally to the left.
3. Return to the position of guard.

Right—CUT.

One time, three motions.

1. At the last part of the command, which is CUT, turn the head to the right, carry the hand opposite to the left shoulder, the point of the sabre upwards, the edge to the left.
2. Extend the arm quickly to its full length, give a back handed cut horizontally.
3. Return to the position of guard.

The Front and Right and Left Cuts are also used against infantry, observing to direct them vertically.

Rear—CUT.

One time, three motions.

1. At the last part of the command, which is CUT, turn the head to the right, throwing back the right shoulder, carry the hand as high and oppo-

site to the left shoulder, the sabre perpendicular, the edge to the left.

2. Extend the arm quickly to its full length, and give a back-handed cut horizontally to the rear, in tierce.

3. Return to the position of guard.

Right, in tierce and quarte—CUT.

One time, four motions.

1. At the last part of the command, which is CUT, execute the first motion of right cut.

2. Execute the second motion of right cut.

3. Turn the hand in quarte, and cut horizontally.

4. Return to the position of guard.

Left, in quarte and tierce—CUT.

One time, four motions.

1. At the last part of the command, which is CUT, execute the first motion of left cut.

2. Execute the second motion of left cut.

3. Turn the hand in tierce, and cut horizontally.

4. Return to the position of guard.

Rear, in tierce and quarte—CUT.

One time, four motions.

1. At the last part of the command, which is CUT, execute the first motion of rear cut.

2. Execute the second motion of rear cut.

3. Turn the hand in quarte, and cut horizontally.
4. Return to the position of guard.

In tierce—PARRY.

One time, two motions.

1. At the last part of the command, which is PARRY, carry the hand quickly a little to the front and right, the nails downward, without moving the elbow; the point inclined to the front, as high as the eyes, and in the direction of the right shoulder; the thumb extended on the back of the gripe, and pressing against the guard.
2. Return to the position of guard.

In quarte—PARRY.

One time, two motions.

1. At the last part of the command, which is PARRY, turn the hand and carry it quickly to the front and left, the nails upward, the edge to the left, the point inclined to the front, as high as the eyes, and in the direction of the left shoulder; the thumb extended on the back of the gripe, and resting against the guard.
2. Return to the position of guard.

For the head—PARRY.

One time, two motions.

1. At the last part of the command, which is PARRY, raise the sabre quickly above the head, the arm nearly extended, the edge upward, the point to the left, and about six inches higher than the hand.

The hand is carried more or less to the right, left, or rear, according to the position of the adversary.

2. Return to the position of guard.

Against infantry right—PARRY.

One time, three motions.

1. At the last part of the command, which is PARRY, turn the head to the right, throwing back the right shoulder, raise the sabre, the arm extended to the right and rear, the point upward, the hand in tierce, the thumb extended on the back of the gripe, the edge to the left.

2. Describe a circle quickly on the right from the rear to the front, the arm extended; turn aside the bayonet with the back of the sabre, bring the hand as high as the head, the point upward.

3. Return to the position of guard.

Against infantry left—PARRY.

One time, three motions.

1. At the last part of the command, which is

PARRY, turn the head to the left, raise the sabre, the arm extended to the front and right, the point upward, the hand in tierce, the thumb extended on the back of the gripe, the back of the blade to the front.

2. Describe a circle quickly on the left, from front to rear, along the horse's neck (when mounted), the arm extended; turn aside the bayonet with the back of the blade, bringing the hand, still in tierce, above the left shoulder.

3. Return to the position of guard.

When the troopers begin to execute the above cuts, thrusts, and parries correctly, the instructor requires them to make application of them by combined motions, as follows:—

In tierce — POINT AND FRONT CUT.

In quarte — POINT AND FRONT CUT.

Left — POINT AND CUT.

Right — POINT AND CUT.

Rear — POINT AND CUT.

Against infantry right — POINT AND CUT.

Against infantry left — POINT AND CUT.

Carry—SABRE.

Execute the movement of carry sabre.

Inspection (of)—SABRE

One time, seven motions.

1. At the last part of the command, which is SABRE, execute the first time of draw sabre.
 2. Execute the second movement of draw sabre.
 3. Present sabre as prescribed.
 4. Turn the wrist inwards, to show the other side of the blade.
 5. Carry the sabre to the shoulder, as it is prescribed.
 6. Execute the first time of return sabre.
 7. Execute the second time of return sabre.
-

MANUAL OF THE CARBINE.

The squad being at carry arms, the instructor commands:

Order—ARMS.

One time, three motions.

1. At the last part of the command, which is ARMS, detach the carbine with the right hand perpendicularly, and four inches from the shoulder, seizing it at the same time with the left hand, half-way between the two hands.
2. Seize the carbine with the right hand above the left.
3. Let go of the carbine with the left hand, which is dropped smartly by the side; extend the

right arm, bring the carbine to the ground, without shock, the toe of the butt two inches from, and on a line with, the right toe, the elbow near the body, the barrel between the thumb and the first three fingers extended, the little finger behind the barrel.

Carry—ARMS.

One time, three motions.

1. At the last part of the command, which is ARMS, raise the carbine perpendicularly with the right hand, the barrel four inches from the shoulder, seize it with the left hand half-way between the two bands.

2. Seize the small of the stock with the right hand, the thumb one and a half inches below the guard.

3. Press the carbine against the shoulder with the right hand, and drop the left hand smartly to the side.

Present—ARMS.

One time.

At the last part of the command, which is ARMS, carry the carbine with the right hand opposite to the middle of the body, the barrel perpendicular, the guard to the front, the forearm pressed against the body without being constrained; seize the carbine with the left hand, the little finger touching the upper part of the guard, the thumb extended

above the swivel-bar, the hand as high as the elbow, reverse the position of the right hand on the small of the stock, the fingers extended, the little finger behind the barrel.

Carry—ARMS.

One time.

At the last part of the command, which is ARMS, shift the position of the left hand, bringing the thumb to the front; place the carbine against the shoulder with the right hand, the barrel perpendicular, and drop the left hand at the same time by the side.

Support—ARMS.

One time, four motions.

1. At the last part of the command, which is ARMS, detach the carbine with the right hand perpendicularly, four inches from the shoulder, seize it at the same time with the left hand at the lower band.

2. Raise the carbine with both hands, turning the barrel to the front, and place it opposite to the hollow of the left shoulder, the left hand as high as the neck, the thumb extended; reverse the position of the right hand on the small of the stock, the flat of the stock against the hip.

3. Place the left forearm on the breast, the cock resting on the forearm, the hand extended on the

right breast, the fingers joined, and the thumb separated from them.

4. Drop the right hand smartly to the side..

Carry—ARMS.

One time, four motions.

1. At the last part of the command, which is ARMS, seize the carbine with the right hand at the small of the stock.

2. Detach the carbine four inches from the shoulder, place the left hand at the lower band, the thumb extended, the forearm along the stock.

3. Bring down the carbine with both hands, turning the guard to the front; place it perpendicularly opposite to, and four inches from, the right shoulder, the left hand a little above the right hip, the right hand shifting its position at the small of the stock.

4. Place the carbine against the shoulder with the right hand, and drop the left hand smartly by the side.

Arms—AT WILL.

One time, one motion.

Carry the carbine at pleasure on either shoulder, with one or both hands, the muzzle always up.

Carry—ARMS.

One time, one motion.

Retake smartly the position of carry arms.

Secure—ARMS.

One time, two motions.

1. At the last part of the command, which is ARMS, raise the carbine about two inches, seize it with the left hand at the right shoulder, grasp it with the right hand a little below the lower band, the thumb extending along the barrel.
2. Lower the muzzle, bring the butt under the right arm, the guard resting on the hip, the barrel uppermost; at the same time drop the left hand to the side.

Carry—ARMS.

One time, two motions.

1. At the last part of the command, which is ARMS, throw up the carbine with the right hand, seize it at the right shoulder with the left hand, and shift the right hand to the small of the stock, as in carry arms.
2. Drop the left hand to the side.

Order—ARMS.

As prescribed.

Sling—CARBINE.

One time, two motions.

1. At the last part of the command, which is

CARBINE, raise the carbine perpendicularly with the right hand and place it in the left hand, which seizes it below the lower band, the thumb extended, the barrel to the front; incline the carbine to the front and right, that the ring may hang down the left hand as high as, and opposite to, the neck; slip the swivel to the front with the right hand, the thumb pressing on the short side to open it and insert the ring.

2. Seize the carbine at the small of the stock with the right hand, let it go with the left hand, which is dropped by the side; pass the carbine behind the back, lowering the muzzle, push the butt to the rear, and drop the right hand by the side.

Unslung—CARBINE.

One time, two motions.

1. At the last part of the command, which is CARBINE, seize the carbine at the small of the stock with the right hand, raise it, seize it again with the left hand below the lower band, the thumb extended, the hand as high as, and opposite to, the neck; incline the carbine to the right, free the swivel from the ring with the right hand, and push the swivel to the rear.

2. Seize the carbine with the right hand above

and near the left; bring it down, turning it at the same time, and resume the position of order arms.

Ground—ARMS.

One time, two motions.

1. At the last part of the command, which is ARMS, turn the carbine with the right hand, the swivel-bar to the front, bend the body, advance the left foot, lay the carbine on the ground in front of the body, the guard near the ground, the toe of the butt on a line with the right toe, the right knee slightly bent, the right heel raised.

2. Rise up, bring the left foot by the side of the right, and drop hands by the sides.

Raise—ARMS.

One time, two motions.

1. At the last part of the command, which is ARMS, bend the body, advance the left foot, the heel opposite to the lower band.

2. Raise the carbine, bringing the left foot by the side of the right; at the same time turn the carbine with the right hand, the guard to the front.

To break the ranks, the instructor commands:

Break ranks—MARCH.

NOTE.—As there are so many different kinds of carbines in use in the United States Army, it would

be impossible to give a loading exercise to suit all. I therefore give none.

Position of the Front Rank in Firing.

The instructor commands:

READY.

One time, two motions.

1. At the command *READY*, make a half-face to the right on the left heel, carrying the right foot square behind the left, the hollow of it opposite to, and three inches from, the left heel; detach the carbine with the right hand vertically, four inches from the shoulder; seize it with the left hand below the lower band, the thumb upon the barrel; raise it with both hands, the left as high as the neck; place the right thumb upon the head of the cock, the forefinger upon the guard, the others under it, the elbow as high as the hand.

2. Cock the piece by lowering quickly the right elbow, and seize the small of the stock.

AIM.

One time.

At the command *AIM*, lower the muzzle quickly, slip the left hand to the lower hand, holding the carbine with the thumb and forefinger of this hand,

the other fingers closed, press the butt against the shoulder, the muzzle a little lowered, the elbows down without being pressed against the body; place the face against the stock, shut the left eye, direct the right eye along the barrel to aim, and place the forefinger of the right hand on the trigger.

To recover arms before firing, the instructor commands:

Recover—ARMS.

One time.

1. At the last part of the command, which is ARMS, take the finger from the trigger, raise the carbine quickly, and resume the position of the second motion of ready.

To carry arms without firing, after having made ready, and recovered arms, the instructor commands:

Carry—ARMS.

Two times.

1. At the first part of the command, which is Carry, place the right thumb on the head of the cock, the forefinger on the trigger, the rest under the guard; pull back the cock, press the forefinger on the trigger to unlock, holding the cock with the thumb, let down until the hammer touches the cap.

2. At the last part of the command, which is

ARMS, bring down the carbine with both hands, the right one at the small of the stock; press the carbine against the shoulder, drop the left hand to the side, face to the front, and bring the right foot by the side of the left.

The squad being in the position of AIM, to fire, the instructor commands:

FIRE.

One time.

At the command FIRE, press the forefinger against the trigger, and fire, without lowering the head or turning it, and remain in this position.

If after firing, the instructor does not wish to load, he commands:

Carry—ARMS.

Two times.

1. At the first part of the command, which is Carry, bring back the carbine quickly and place the butt under the right arm, the left hand on the lower band, the left wrist two inches below the right breast, the elbow against the body, the muzzle as high as the chin; seize the small of the stock with the right hand.

2. At the last part of the command, which is ARMS, carry arms, at the same time facing to the front, and drop the left hand quickly to the side.

Position of the Rear Rank in Firing.***READY.***

One time, two motions.

1. At the command **READY**, execute the first motion of ready; at the same time step off six inches to the right with the right foot, carrying the left foot three inches in front of the hollow of the right, so as to be placed opposite the interval on the right of the file-leader.
2. Execute the second motion of ready.

AIM.

One time.

At the command **AIM**, carry the left foot six inches to the front, without bending the right knee; lower the muzzle quickly in such a manner that it shall project beyond the front rank, press the butt against the right shoulder, execute the rest of the motion as proscribed.

Recover—ARMS.

As it is proscribed; remain opposite to the interval, and bring the left foot three inches from the hollow of the right.

Inspection (of) CARBINE.

1. Raise the carbine smartly with the right hand, turning the barrel to the right; place it in the left

hand which seizes it below the lower band, the thumb extended along the stock, the hand opposite to the left shoulder and as high as the chin, the elbow against the butt.

2. Perform the movement of sling carbine.

Note: The rest of the inspection depends upon the kind of carbine used.

MANUAL FOR COLT'S REVOLVER.

The trooper being mounted, holding the reins as prescribed in Cavalry Tactics, the pistol either in the holster or pistol-case, the instructor will command:

Draw—PISTOL.

Two times.

1. At the first command, unbuckle the holster or pistol-case, seize the pistol by the handle with the right hand, holding it between the palm of the hand and the last three fingers, the fore-finger resting on the guard, the thumb on the handle.

2. At the second command, draw out the pistol and elevate it, the guard to the front, the wrist at the height of, and six inches from, the right shoulder.

To Load in Six Times.**1. LOAD.**

One time, one motion.

1. Place the pistol in the bridle-hand, holding it by the handle in front of the body, the hammer between the thumb and forefinger, and turned to the left, the muzzle pointing upwards; carry the right hand to the cartridge-box and open it.

2. Handle—CARTRIDGE.

One time, one motion.

Seize the cartridge with the thumb and first two fingers, and carry it to the mouth.

3. Tear—CARTRIDGE.

One time, one motion.

Bite off the end, carry the cartridge opposite the chamber nearest the lever.

4. Charge—CARTRIDGE.

One time, two motions.

1. Empty the powder into the chamber, and insert the ball, pressing it down as far as possible with the thumb and forefinger.

2. Turn the pistol with the left hand, bringing the hammer towards the body, and cock it with the thumb of the right hand.

5. Ram—CARTRIDGE.

One time, two motions.

1. Seize the lever at the catch with the thumb and forefinger of the right hand, ram down the ball, and replace the lever.
 2. Let down the hammer with the right hand, and carry the hand to the cartridge-box.
- Repeat, as above, until all the chambers are loaded.

6. PRIME.

One time, two motions.

1. Lower the muzzle towards the right side by turning the wrist of the bridle-hand, the muzzle pointing downwards, the hammer to the front, the left wrist resting against the stomach; half-cock the pistol with the left thumb, turn the cylinder with the thumb and forefinger of the right hand until it clicks, take a cap and press it on the exposed cone, turn again the cylinder until it clicks, and so on until all the cones are capped, the hammer resting on the safety notch.
2. Seize the pistol at the handle with the right hand, and bring it to the position of draw pistol.

The instructor, wishing to fire, will command:

READY.

One time, two motions.

1. Place the pistol in the left hand (*editor's note: I think "left hand" is an error in the manual and they are meaning right hand judging by the note on next page*), the little finger touching the key, the barrel nearly vertical,

the muzzle a little inclined to the left and front, the guard to the front, the thumb on the head of the hammer, the forefinger along the guard.

2. Cock the pistol, and bring it to the position of draw pistol.

Note:—A little practice will enable the trooper to cock the revolver without the assistance of the left hand. At the command:

READY.

incline the muzzle of the pistol to the front, the wrist remaining six inches from the shoulder; place the first joint of the thumb on the head of the hammer, and cock it by an extension of the arm, and resume the position of draw pistol.

AIM.

One time.

Lower the pistol, the arm half extended, and place the forefinger lightly on the trigger, the muzzle directed to the height of a man's waist.

FIRE.

One time.

Press the forefinger steadily on the trigger, fire, and retake the position of draw pistol.

The men being at ready, and the instructor

wishing to fire all the barrels in quick succession, will give an intimation to that effect, and then command:

LOAD AT WILL.

LOAD.

One time.

Load the six chambers as heretofore prescribed, and take the position of draw pistol.

Return—PISTOL.

Two times.

Lower the muzzle of the pistol, and return it to the holster or pistol-case.

Note:—The trooper should be able to load the pistol at a walk, trot, or gallop.

BASIS OF INSTRUCTION (ADAPTED TO THE EQUIPMENTS
NOW IN USE).

Manner of Vaulting.

Seize the mane with the left hand, hold the reins of the snaffle in the right hand, and place it on the withers, the thumb to the left, the fingers to the right; raise yourself lightly on the two wrists, the body straight; pass the right leg extended, over the croup of the horse, without touching him, and seat yourself gently on his back.

To Dismount.—Pass the left rein of the snaffle into the right hand; place this hand on the withers seize the mane with the left hand, raise yourself gently on the two wrists; pass the right leg extended, over the croup of the horse, without touching him; bring the right thigh near the left, the body straight, and come to the ground lightly on the toes, bending the knees a little.

Manner of Rolling the Cloak.

The cloak being entirely unfolded, the sleeves

are laid flat and extended parallel to the two front edges of the cloak; each one is then turned up and folded near the elbow, so as to give a length of three feet six inches from one elbow to the other, the middle of the cloak remaining uncovered. The cape is then turned down over the sleeves, in such a manner that the front edges may exactly cover those of the cloak.

The lower extremity of the cloak is turned up about ten inches; the skirts are likewise turned towards each other, so that they may touch the fold of the sleeves, and that, being folded a second time upon themselves, they may give to the cloak the form of a rectangle; the lower extremity of the cloak is then turned up about seven inches, and it is rolled as tightly as possible, commencing at the collar and pressing the knee upon it as it is rolled, to hold it. The part of the cloak which is rolled is then introduced into the sort of pocket formed by the part which was turned back.

Note:—The overcoat or cloak, when rolled, should be about thirty inches long, and about five inches thick.

Manner of Rolling the Blanket.

The effects — pants, blouse, soldier's books, shirts, towels, brushes, &c. - should be laid smoothly in the

centre of the blanket, the side edges of which should be turned towards each other, covering the effects, so as to leave the blanket when rolled about thirty inches long; it should then be rolled, pressing with the knees as tightly as possible, confined in a pocket formed similar to that of the overcoat. The roll should not be over six inches thick.

If gutta-percha coats or blankets are furnished, they should be rolled similarly to the blanket. If required, a supply of grain can be carried in them; for one or two feeds.

Manner of Folding the Saddle-Blanket.

Double the blanket lengthwise, then fold it in three equal parts: when folded, it will be in six thicknesses.

Manner of saddling with McClellan Saddle.

Approach the horse on the left side, lay on the saddle-blanket; seize it then with the left hand on the withers, and with the right on the loins; slide it once or twice from front to rear, to smooth the hair, taking care to raise it in carrying it forward, so as not to brush up the hair. Throw the girths over the seat of the saddle, the stirrups and also the crupper. Seize the pommel of the saddle with the right hand, the cantle with the left, approach

the horse from the rear on the off side, place it on the horse's back a few inches in rear of its proper place, lay back the crupper, let down the stirrups and girth, regulate the latter if necessary, step behind the horse, seize the tail with the left hand and twist the hair around the dock with the right hand, which then seizes the crupper and pass the tail through it, taking care that none of the hair remains under it, which would hurt the horse, pass to the near side, regulate the length of the crupper if necessary, carry the saddle forward to within three inches of the point of the horse's shoulder. Seize the ring of the girth in the left hand, strap in the right hand, pass the strap down through the ring from inside to outside, bringing it up and passing it down through the D-ring of the saddle, from outside to inside, then down again through the girth-ring into the buckle; tighten the girth as tight as you can conveniently draw it without wrinkling the skin of the horse.

Pass the surcingle over the saddle, buckle it tightly on the near side in rear of the girth.

To unsaddle, proceed in a reverse order to the above.

Manner of Bridling.

Stand on the left side of the horse, the reins of the bridle in the bend of the left arm, the top of the headstall on the forearm; seize the bridle by the top of the headstall with the right hand, the nails downward; pass the right arm over the horses

neck, so that the hand may be in front of his head; seize the bit with the left hand near the boss, place it in the horse's mouth, placing the left thumb on the bars of the mouth to make him open it; pass the horse's ears through the headstall, hook the curb, buckle the throat-strap loosely, and throw the reins over the horse's head. Attach the halter strap, rolled up, to the ring on the left side of the saddle.

To unbridle, proceed in a reverse manner to the above.

Manner of Placing the Effects on the Saddle.

Place the overcoat on the front of the saddle, lining down, pocket towards the rear, buckle the centre strap so tightly the the coat cannot touch the withers, then buckle the other straps as tightly as possible.

Fasten the blanket to the cantle in the same manner.

The currycomb, brush, extra horseshoes, &c. should be carried in the saddle-bags.

The nose-bag, when used, may be attached to the off side of the pommel.

CONGDON'S CAVALRY COMPENDIUM.

The haversack may be attached to the pommel on the near side.
The canteen should never be attached to the saddle.
The effects should always be removed before the saddle is taken from the horse.

SCHOOL OF THE TROOPER MOUNTED.

Position of the Trooper Before Mounting.

The trooper places himself on the left side of the horse, abreast of the nether jaw; he holds the reins with the right hand, at six inches from the mouth of the horse, the nails downward, the rest of the body in the position of the trooper dismounted. When the trooper is under arms, he has the left hand over the sabre.

To Mount when Formed in Two Ranks.

At open order, the command is:

Prepare to MOUNT.

One time, two motions.

1. At the command, PREPARE TO MOUNT, Nos. 1 and 3 of each rank move six paces to the front, stepping off with the left foot, keeping opposite their intervals, and regulating by the right. Place the right foot three inches in rear of the left; make a

face and a half to the right on both heels, the right foot remaining in front; let go the right rein, slip the left hand along the left rein, take two steps, stepping off with the right foot, face to the left upon the point of the left foot, the right side towards the flank of the horse; carry back the right heel three inches in rear of the left; the right hand, seizing the end of the reins, is placed upon the cantle of the saddle.

2. Place a third of the left foot in the stirrup, supporting it against the forearm of the horse; rest upon the point of the right foot, and seize with the left hand, over the reins, a lock of mane as far forward as possible, the extremity of the lock passing out of the hand on the other side of the finger.

MOUNT.

One time, two motions.

1. At the command MOUNT, spring from the right foot, holding firmly to the mane, at the same time pressing upon the cantle to prevent the saddle from turning; the body erect.

2. Pass the right leg stretched over the croup of the horse, without touching him; sit lightly in the saddle, placing at the same time the right hand, without quitting the reins, upon the right holster,

the palm of the hand resting upon it, the fingers on the outside of it; pass the reins of the bridle into the left hand, and adjust them; place the right foot in the stirrup.

Form Ranks.

At the last part of the command, which is RANKS, Nos. 1 and 3 raise the wrist of the left hand, and hold the legs close to the body of the horse to keep him quiet; Nos. 2 and 4 enter the intervals without jostling and without precipitation.

The rear rank being formed, closes to the distance of two feet from the front.

POSITION OF THE TROOPER MOUNTED.

The buttocks bearing equally upon the saddle, and as far forward as possible;

The thighs turned upon their flat side without effort, embracing equally the horse, and stretched only by their own weight and that of the legs;

A supple bend of the knees;

The legs free and falling naturally;

The point of the feet falling in like manner;

The loins supported without stiffness;

The upper part of the body at ease, free and erect;

The shoulders equally thrown back;

The arms free, the elbows falling naturally;

The head erect, at ease, and not drawn in between the shoulders;
The reins in the left hand.

Position of the Bridle-Hand.

The reins in the left hand, the little finger between the reins, the other fingers well closed, and the thumb upon the second joint of the first finger; the elbow slightly detached from the body, the hand four inches above the pommel of the saddle, the fingers six inches from and turned towards the body; the little finger a little nearer the body than the upper part of the wrist, the right hand at the side; bear very lightly on the bit.

The Effect of Reins and Legs Combined.

In elevating a little the wrist and drawing it close to the body, and closing the legs, the trooper gathers his horse; in elevating again the wrist, he slackens the pace; in repeating this movement of the wrist, he stops the horse, or reins back. The trooper ought to elevate the wrists without curving them, at the same time drawing them slightly towards the body.

In opening the right rein and closing the right leg, the trooper turns his horse to the right. This is done by carrying the bridle-hand to the left without turning it.

In opening the left rein, and closing the left leg, the trooper turns his horse to the left. The left rein is opened by carrying the left hand to the left.

By lowering slightly the wrists, the horse is at liberty to move forward; the closing of the legs determines the movement.

Use of the Spur.

If the horse does not obey the legs, it is necessary to use the spur. It is only used for chastising: it is not an aid. It is only necessary to use it occasionally, but always vigorously and at the moment the horse commits the fault. The trooper is forbidden to use the spur unnecessarily.

To March at a Walk, Trot, and Gallop.

To WALK—Lower slightly the hand, the wrist always opposite the middle of the body, and close the legs progressively. As soon as the horse obeys, replace the hand and legs by degrees.

To TROT.—Proceed as above, continuing the closing of the legs until the horse obeys.

To GALLOP.—Carry the hand slightly forward and to the left, to enable the right shoulder to move in advance of the left, and close the legs behind the girths in order to urge the horse forward, causing him to feel slightly the effect of the left leg. The horse having obeyed, hold a light hand and the legs near to keep him at his gait.

Wheeling.

When acting as a fixed pivot, the trooper should turn the horse on his centre, without gaining ground to the right, left, front, or rear.

In the Wheel to the Right.

Carry the bridle-hand to the right, close the right leg, keep the left leg near to support the horse, feel the rein enough to keep the horse from advancing, make his shoulders describe an arc of a circle from the left to the right, and the haunches another from the right to the left; when the wheel is completed, gradually replace the legs and bridle-hand.

In the wheel to the left, proceed as above, using inverse means.

To Passage to the Right or Left.

To Passage to the right, bear the shoulders of the horse to the right, by inclining the hand forward and to the right; close the left leg that the haunches may follow, keep the right leg near to sustain the horse.

In order to cease passaging, straighten the horse, hold the right leg near, and replace the hand and leg by degrees.

To passage to the left and to cease passaging, employ the same principles, but by inverse means.

NOTE:—Passaging is used in dressing the ranks, &c.

To Leap the Ditch.

Take a walk, then the trot; on arriving near the ditch, give the hand and close the legs, to force the horse to make the leap. The moment he reaches the ground, raise slightly the hand to sustain him.

To Leap the Bar.

On arriving near the bar, rein up the horse slightly and close the legs. At the moment of making the leap, give the hand, and elevate it slightly as soon as he reaches the ground on the other side. The trooper, in leaping, should cling to the horse with the thighs and calves of the legs, taking care to lean a little forward as the horse is in the act of springing, and to seat himself well by leaning well to the rear at the moment the horse reaches the ground.

Mode of Swimming a Horse.

Take up and cross the stirrups, to prevent the horse from entangling himself with them. Hold the reins loosely, and guide the horse by the slightest touch possible. Lean your chest as much over the horse's withers as possible, throwing the weight for-

ward and holding the horse's mane, to prevent the rush of the water carrying you backwards. If the horse appears distressed, a man who cannot swim may with safety hold the mane, and throw himself flat on the water, thereby relieving the horse from his weight. When the horse comes to his depth, he may again get back to his saddle.

To Dismount.

1. Prepare to DISMOUNT.

One time, two motions.

At the command Prepare to DISMOUNT, Nos. 1 and 3 of the front rank move forward six paces. Nos. 2 and 4 of the rear rank rein back four paces, and keep themselves opposite their intervals. The troopers of each rank dress by the right.

Pass the right rein of the snaffle into the left hand, the extremity of the reins leaving the hand on the inside of the thumb.

Seize the carbine with the right hand at the lower band; pass it over the right shoulder diagonally, the muzzle in the air, so that it cannot fall back.

Seize the reins above and near the left thumb with the right hand, the nails downward; place this hand on the right of the pomel. Disengage the right foot from the stirrup, and seize with the left hand a lock of mane over the reins.

2. DISMOUNT.

One time, two motions.

1. At the command DISMOUNT, rise upon the left stirrup; pass the right leg extended over the croup of the horse, without touching him, and bring the right thigh near to the left, the body being well sustained; place at the same time the right hand on the cantle of the saddle, slipping it along the reins without letting them go; descend lightly to the ground, the body erect, the heels upon the same line. Let go the mane with the left hand; engage the extremity of the reins in the left cloak strap with the right hand, which then seizes the left rein.

2. Make a face and two steps to the left, stepping off with the left foot; slip the right hand along the left rein, seize with the same hand both reins six inches from the mouth of the horse, the nails downward, and take the position before mounting.

Form—RANKS.

At the last part of the command, which is RANKS, Nos. 1 and 3 of each rank elevate slightly the right hand to keep the horse quiet; Nos. 2 and 4 return to their intervals gently.

**EXTRACTS FROM THE REVISED ARMY REGULATIONS
FOR 1863, THAT PARTICULARLY AFFECT ENLISTED
MEN.**

Military Discipline.

1. All inferiors are required to obey strictly, and to execute with alacrity and good faith, the lawful orders of the superiors appointed over them.
2. Military authority is to be exercised with firmness, but with kindness and justice to inferiors. Punishments shall be strictly conformable to military law.
3. Superiors of every grade are forbidden to injure those under them by tyrannical or capricious conduct, or by abusive language.

Rank and Command.

Sergeant Major

Quartermaster Sergeant of a Regiment.

Ordnance Sergeant and Hospital Steward.

First Sergeant.

Sergeant.

Corporal.

Private.

And in each grade by date of appointment.

Non-Commissioned Officers.

78. It is enjoined upon all officers to be cautious in reproofing non-commissioned officers in the presence or hearing of privates, lest their authority be weakened; and non-commissioned officers are not to be sent to the guard-room and mixed with privates during confinement, but to be considered as placed in arrest, except in aggravated cases, where escape may be apprehended.

79. Non-commissioned officers may be reduced to the ranks by the sentence of a court-martial, or by order of the commander of the regiment, on the application of the company commander. If reduced to the ranks by garrison courts, at posts not the headquarters of the regiment, the company commander will immediately forward a transcript of the order to the regimental commander.

80. Every non-commissioned officer shall be furnished with a certificate or warrant of his rank, signed by the colonel and countersigned by the adjutant. Blank warrants, on parchment, are furnished from the Adjutant-General's Office. The first or orderly sergeant will be selected by the captain from the sergeants.

Companies.

90. The captain will cause the men of the company to be numbered in a regular series, including

the non-commissioned officers, and divided into four squads, each to be put under charge of a non-commissioned officer.

91. Each subaltern officer will be charged with a squad for the supervision of its order and cleanliness; and captains will require their lieutenants to assist them in the performance of all company duties.

92. As far as practicable, the men of each squad will be quartered together.

97. Dirty clothes will be kept in an appropriate part of the knapsack; no article of any kind to be put under the bedding.

99. Ordinarily the cleaning will be on Saturdays. The chiefs of squads will cause bunks and bedding to be overhauled; floors dry rubbed; tables and benches scoured; arms cleaned; accoutrements whitened and polished, and every thing put in order.

100. Where conveniences for bathing are to be had, the men should bathe once or twice a week. The feet to be washed at least twice a week. The hair kept short, and beard neatly trimmed.

101. Non-commissioned officers, in command of squads, will be held more immediately responsible that their men observe what is prescribed above; that they wash their hands and faces daily; that they brush or comb their heads; that those who are to go on duty put their arms, accoutrements, dress, &c., in the best order, and that such as have per mission to pass the chain of sentinels are in the dress that may be ordered.

105. All arms in the hands of the troops, whether browned or bright, will be kept in the state in which they are issued by the Ordnance Department. Arms will not be taken to pieces without permission of a commissioned officer. Bright barrels will be kept clean and free from rust without polishing them; care should be taken in rubbing not to bruise or bend the barrel. After firing, wash out the bore; wipe it dry, and then pass a bit of cloth, slightly greased, to the bottom. In these operations, a rod of wood with a loop in one end is to be used instead of the rammer. The barrel, when not in use, will be closed with a stopper. For exercise, each soldier should keep himself provided with a piece of sole leather

to fit the cup or countersink of the hammer. (For care of arms in service, see Ordnance Manual, page 185, &c.)

106. Arms shall not be left loaded in quarters or tents, or when the men are off duty, except by special orders.

112. Haversacks will be marked upon the flap with the number and name of the regiment, the letter of the company, and number of the soldier, in black letters and figures. And each soldier must, at all times, be provided with a haversack and canteen, and will exhibit them at all inspections. It will be worn on the left side on marches, guard, and when paraded for detached service—the canteen outside the haversack.

115. Soldiers will wear the prescribed uniform in camp or garrison, and will not be permitted to keep in their possession any other clothing. When on fatigue parties, they will wear the proper fatigue dress.

122. On marches and in the field, the only mess furniture of the soldier will be one tin plate, one tin cup, one knife, fork, and spoon, to each man, to be carried by himself on the march.

Discharges.

163. No enlisted man shall be discharged before the expiration of his term of enlistment without authority of the War Department, except by sentence of a general court-martial, or by the commander of the Department or of an army in the field, on certificate of disability, or on application of the soldier after twenty years' service.

169. Insane soldiers will not be discharged, but sent, under proper protection, by the Department commander to Washington for the order of the War Department for their admission into the Government Asylum. The history of the cases, with the men's descriptive list, and accounts of pay and clothing, will be sent with them.

Military Discussions and Publications.

220. Deliberations or discussions among any class of military men, having the object of conveying praise, or censure, or any mark of approbation toward their superiors or others in the military service; and all publications relative to transactions between officers of a private or personal nature, whether newspaper, pamphlet, or hand-bill, are strictly prohibited.

Roll-Calls.

234. There shall be daily at least three roll-calls, viz., at reveille, retreat, and tattoo. They will be made on the company parades by the first sergeants, superintended by a commissioned officer of the company. The captains will report the absentees without leave to the colonel or commanding officer.

235. Immediately after reveille roll-call (after stable-duty in the cavalry), the tents or quarters, and the space around them, will be put in order by the men of the companies, superintended by the chiefs of squads, and the guard-house or guard-tent by the guard or prisoners.

Honors to be Paid by the Troops.

242. All guards are to turn out and present arms to General officers as often as they pass them, except the personal guards of General officers, which turn

out only to the Generals whose guards they are, and to officers of superior rank.

251. No compliments by guards or sentinels will be paid between retreat and reveille, except as prescribed for grand rounds.

252. All guards and sentinels are to pay the same compliments to the officers of the navy, marines, and militia, in the service of the United States, as are directed to be paid to the officers of the army, according to their relative ranks.

253. It is equally the duty of non-commissioned officers and soldiers, at all times and in all situations, to pay the proper compliments to officers of the navy and marines, and to officers of other regiments, when in uniform, as to officers of their own particular regiments and corps.

254. Courtesy among military men is indispensable to discipline. Respect to superiors will not be confined to obedience on duty, but will be extended to all occasions. It is always the duty of the inferior to accost or to offer first the customary salutation, and of the superior to return such complimentary notice.

256. When a soldier without arms, or with side-arms only, meets an officer, he is to raise his hand to the right side of the visor of his cap, palm to the front, elbow raised as high as the shoulder, look-

ing at the same time in a respectful and soldier-like manner at the officer, who will return the compliment thus offered.

257. A non-commissioned officer or soldier being seated, and without particular occupation, will rise on the approach of an officer, and make the customary salutation. If standing, he will turn toward the officer for the same purpose. If the parties remain in the same place or on the same ground, such compliments need not be repeated.

Funeral Honors.

286. The funeral escort of a non-commissioned staff officer shall consist of sixteen rank and file, commanded by a Sergeant.

287. That of a Sergeant, of fourteen rank and file, commanded by a Sergeant.

288. That of a Corporal, of twelve rank and file, commanded by a Corporal.

Guards.

399. Sentinels will be relieved every two hours, unless the state of the weather, or other causes, should make it necessary or proper that it be done at shorter or longer intervals.

400. Each relief, before mounting, is inspected by the commander of the guard or of its post. The

Corporal reports to him, and presents the old relief on its return.

401. The countersign, or watchword, is given to such persons as are entitled to pass during the night, and to officers, non-commissioned officers, and sentinels of the guard. Interior guards receive the countersign only when ordered by the commander of the troops.

409. Neither officers nor soldiers are to take off their clothing or accoutrements while they are on guard.

413. Sentinels will not take orders or allow themselves to be relieved, except by an officer or non-commissioned officer of their guard or party, the officer of the day, or the commanding officer; in which case the orders will be immediately notified to the commander of the guard by the officer giving them.

414. Sentinels will report every breach of orders or regulations they are instructed to enforce.

415. Sentinels must keep themselves on the alert, observing every thing that takes place within sight and hearing of their post. They will carry their arms habitually at support, or on either shoulder, but will never quit them. In wet weather if there be no sentry-box, they will secure arms.

416. No sentinel shall quit his post or hold con-

versation not necessary to the proper discharge of his duty.

417. All persons, of whatever rank in the service, are required to observe respect toward sentinels.

418. In case of disorder, a sentinel must call out the guard; and if a fire take place, he must cry; "Fire!" adding the number of his post. If in either case the danger be great, he must discharge his firelock before calling out.

419. It is the duty of a sentinel to repeat all calls made from posts more distant from the main body of the guard than his own, and no sentinel will be posted so distant as not to be heard by the guard, either directly or through other sentinels.

420. Sentinels will present arms to general and field officers, to the officer of the day, and to the commanding officer of the post. To all other officers they will carry arms.

421. When a sentinel in his sentry-box sees an officer approaching, he will stand at attention, and as the officer passes will salute him, by bringing the left hand briskly to the musket, as high as the right shoulder.

422. The sentinel at any post of the guard, when he sees any body of troops, or an officer entitled to compliment, approach, must call—"Turn out the guard!" and announce who approaches.

423. Guards do not turn out as a matter of compliment after sunset,; but sentinels will, when officers in uniform approach, pay them proper attention, by facing to the proper front, and standing steady at shouldered arms. This will be observed until the evening is so far advanced that the sentinels begin challenging.

424. After retreat (or the hour appointed by the commanding officer), until broad daylight, a sentinel challenges every person who approaches him, taking, at the same time, the position of arms port. He will suffer no person to come nearer than within reach of his bayonet, until the person has given the countersign.

425. A sentinel, in challenging, will call out; "Who comes there?" If answered-" Friend, with the countersign," and he be instructed to pass persons with the countersign, he will reply-"Advance, friend, with the countersign!" If answered-"Friends!" he will reply-" Halt, friends! Advance one with the countersign!" If answered-" Relief," " Patrol," or "Grand rounds," he will reply-" Halt! Advance, Sergeant (or Corporal), with the countersign!" and satisfy himself that the party is what it represents itself to be. If he have no authority to pass persons with the countersign, if the wrong countersign be given, or if the per-

sons have not the countersign, he will cause them to stand, and call-“ Corporal of the guard!”

426. In the daytime, when the sentinel before the guard sees the officer of the day approach, he will call-“ Turn out the guard! Officer of the day.” The guard will be paraded, and salute with presented arms

427. When any person approaches a post of the guard at night, the sentinel before the post, after challenging, causes him to halt until examined by a non-commissioned officer of the guard. If it be the officer of the day, or any other officer entitled to inspect the guard and to make the rounds, the non-commissioned officer will call-“ Turn out the guard!” when the guard will be paraded at shouldered arms, and the officer of the guard, if he thinks necessary, may demand the countersign and parole.

428. The officer of the day, wishing to make the rounds, will take an escort of a non-commissioned officer and two men. When the rounds are challenged by a sentinel, the Sergeant will answer-“Grand rounds!” and the sentinel will reply- “ Halt, grand rounds! Advance, Sergeant, with the countersign!” Upon which the Sergeant advances and gives the countersign. The sentinel will then cry- “Advance, rounds!” and stand at a shoulder till they have passed.

429. When the sentinel before the guard challenges, and is answered "Grand rounds," he will reply- "Halt, grand rounds! Turn out the guard; grand rounds!" Upon which the guard will be drawn up at shouldered arms. The officer commanding the guard will then order a Sergeant and two men to advance; when within ten paces, the Sergeant challenges. The Sergeant of the grand rounds answers- "Grand rounds!" The Sergeant of the guard replies- "Advance, Sergeant, with the countersign!" The Sergeant of the rounds advances alone, gives the countersign, and returns to his round. The Sergeant of the guard calls to his officer- "The countersign is right!" on which the officer of the guard calls- "Advance, rounds!" The officer of the rounds then advances alone, the guard standing at shouldered arms. The officer of the rounds passes along the front of the guard to the officer, who keeps his post on the right, and gives him the parole. He then examines the guard, orders back his escort, and, taking a new one, proceeds in the same manner to other guards.

Details.

570. In the cavalry, dismounted men and those whose horses are not in order are preferred for the detail for dismounted service. Those who are

mounted are never employed on those services if the number of the other class are sufficient.

571. Every non-commissioned officer and soldier in the cavalry detailed for dismounted service must, before he marches, take to the first sergeant of the troop, or sergeant of his squad, his horse equipments and his valise ready packed. In case of alarm, the first sergeant sees that the horses of these men are equipped and led to the rendezvous.

Police Guards.

575. In the cavalry, dismounted men are employed in the preference on the police guard. The mounted men on guard are sent in succession, a part at a time to groom their horses. The advanced post is always formed of mounted men.

576. In each company a corporal has charge of the stable-guard. His tour begins at retreat and ends at morning stable-call. The stable guard is large enough to relieve men on post every two hours. They sleep in their tents, and are called by the corporal when wanted. At retreat, he closes the streets of the camp with cords, or uses other precautions to prevent the escape of loose horses.

582. The sentinels on the front of the advanced post have orders to permit neither non-commissioned

officers nor soldiers to pass the line, without reporting at the advanced post; to warn the advanced post of the approach of any armed body, and to arrest all suspicious persons. The sergeant sends persons so arrested to the officer of the guard, and warns him of the approach of any armed body.

583. The sentinel over the arms at the advanced post guards the prisoners, and keeps sight of them, and suffers no one to converse with them without permission. They are only permitted to go to the sinks one at a time, and under a sentinel.

Grand Guards and other Outposts.

621. A sentinel should always be ready to fire; vedettes carry their pistols or carbines in their hands. A sentinel must be sure of the presence of an enemy before he fires; once satisfied of that, he must fire, though all defense on his part be useless, as the safety of the post may depend on it. Sentinels fire on all persons deserting to the enemy.

624. On the approach of any one at night, the sentinel orders "Halt!" If the order is not obeyed after one repeated, he fires. If obeyed, he calls - "Who goes there?" If answered- "Rounds" or "Patrol," he says- "Stand: Advance one with the countersign." If more than one advance at the same time, or the person who advances fails to give

the countersign or signal agreed on, the sentinel fires, and falls back on his guard. The sentinel over the arms, as soon as his hail is answered, turns out the guard, and the Corporal goes to reconnoitre. When it is desirable to hide the position of the sentinel from the enemy, the hail is replaced by signals; the sentinel gives the signal, and those approaching the counter signal.

Marches.

693. On the march no one shall fire a gun, or cry "halt" or "march" without orders.

694. Soldiers are not to stop for water; the canteens should be filled before starting.

Battles.

734. During the fight the officers and non-commissioned officers keep the men in the ranks, and enforce obedience if necessary. Soldiers must not be permitted to leave the ranks to strip or rob the dead, nor even to assist the wounded unless by express permission, which is only to be given after the action is decided. The highest interest and most pressing duty is to win the victory, by winning which only can a proper care of the wounded be ensured.

Courts-Martial.

895. The legal punishments for soldiers by sen-

tence of a court-martial according to the offense, and the jurisdiction of the court, are-death; confinement; confinement on bread and water diet; solitary confinement; hard labor; ball and chain; forfeiture of pay and allowances; discharges from service; and reprimands, and, when non-commissioned officers, reduction to the ranks. Ordnance Sergeants and Hospital Stewards, however, though liable to discharge, may not be reduced. Nor are they to be tried by regimental or garrison courts-martial, unless by special permission of the department commander. Solitary confinement, or confinement on bread and water, shall not exceed fourteen days at a time, with intervals between the periods of such confinement not less than such periods; and not exceeding eighty-four days in any one year.

1016. Public horses, mules, oxen, tools, and implements shall be branded conspicuously U. S. before being used in service, and all other public property that it may be useful to mark; and all public property having the brand of the U.S. when sold or condemned, shall be branded with the letter C.

1027. If any article of public property be lost or damaged by neglect or fault of any officer or

soldier, he shall pay the value of such article, or amount of damage, or cost of repairs, at such rates as a Board of Survey, with the approval of the commanding officer, may assess, according to the place and circumstances of the loss or damage. And he shall, moreover, be proceeded against as the Articles of War provide, if he demand a trial by court-martial, or the circumstances should require it.

1028. Charges against a soldier shall be set against his pay on the muster-roll-but only on clear proof, and never without an inquiry, if he demand it. Charges against an officer to be set against his pay shall be promptly reported to the Secretary of War.*

Forage.

1121. The forage ration is fourteen pounds of hay and twelve pounds of oats, corn, or barley. For mules, fourteen pounds of hay and nine pounds of oats, corn, or barley.

Clothing.

1151. One sash is allowed to each company for the first sergeant, and one knapsack with straps, haversack, and canteen with straps, to each enlisted man. These and the metallic scales, letters, numbers, castles, shells, and flames, and the camp and garrison equipage, will not be returned as issued,

but borne on the return while fit for service. They will be charged to the person in whose use they are, when lost or destroyed by his fault.

Quartermaster's Department. -- Allowance of Clothing.

1159. Commanders of companies will take the receipts of their men for the clothing issued to them, on a receipt-roll, witnessed by an officer, or, in the absence of an officer, by a non-commissioned officer; the witness to be witness to the fact of the issue and the acknowledgment and signature of the soldier. The several issues to a soldier to be entered separately on the roll, and all vacant spaces on the roll to be filled with a cipher. This roll is the voucher for the issue to the quarterly return of the company commander. Extra issues will be so noted on the roll.

1160. Each soldier's clothing account is kept by the company commander in a company book. This account sets out only the money value of the clothing which he received at each issue, for which his receipt is entered in the book, and witnessed as in the preceding paragraph.

1162. When a soldier is discharged, the amount due to or by him for clothing will be stated on the duplicate certificates given for the settlement of his accounts.

The Ration.

1190. A ration is the established daily allowance of food for one person. For the United States army it is composed as follows:- twelve ounces of pork or bacon, or, one pound and four ounces of salt or fresh beef; one pound and six ounces of soft bread or flour, or, one pound of hard bread, or, one pound and four ounces of corn meal; and to every one hundred rations, fifteen pounds of beans or peas, and ten pounds of rice or hominy; ten pounds of green coffee, or, eight pounds of roasted (or roasted and ground) coffee, or, one pound and eight ounces of tea; fifteen pounds of sugar; four quarts of vinegar; one pound and four ounces of adamantine or star candles; four pounds of soap; three pounds and twelve ounces of salt; four ounces of pepper; thirty pounds of potatoes, when practicable, and one quart of molasses. The Subsistence Department, as may be most convenient or least expensive to it, and according to the condition and amount of its supplies, shall determine whether soft bread or flour, and what other component parts of the ration, as equivalents, shall be issued.

Pay Department.

1358. Every deserter shall forfeit all pay and allowances due at the time of desertion.

