

The Setting.....	2
The Muster.....	2
The History.....	2
Drill Options.....	3
Saturday’s Schedule at a Glance.....	4
Sunday’s Schedule at a Glance.....	5
Schedule Details.....	6
General Organization.....	8
Companies and Files.....	8
Distances.....	8
Spacing.....	8
Formations.....	8
Stationary Drill.....	9
Forming Up.....	9
Facings.....	9
Closing and Openings.....	10
Doubling Ranks and Files.....	11
Falling Out or Disbanding.....	11
Marching Drill.....	12
Marching.....	12
To Halt.....	12
To March by Divisions.....	12
To Reform.....	13
Another Way to Pass a Straight.....	13
To March to the Flank.....	13
To Wheel.....	13
Basic Pike Drill.....	15
Order your Pike.....	15
Advance your Pike.....	15
Slope your Pike – (from Advance).....	15
Port your Pike – (from Advance).....	16
Charge your Pike – (from Port).....	16
Charge your Pike against the right foot.....	17
Recover your Pike and put up your Sword.....	17
Lay down your Pike.....	17
Handle your Pike.....	17
Recover your Pike.....	17
Secure your Pike – (from Advance).....	19
Trail your Pike – (from Advance).....	19
Salute – All Pikemen and Pike Officers (from Advance or Shoulder).....	19
Drill Material Sources.....	21
Rules of Engagement for Battle Reenactments.....	22
Rules for Black Powder use in Battle Reenactments.....	23
Rules for Musketeers and Cavalry.....	23
Rules for Artillery.....	26

The Setting

“School of the Renaissance Soldier: Actions in the Low Countries” takes place in 1586, near Zutphen, Guelders, United Provinces. The small village where we are quartered is Warnfeld along the Rhine, while the main road downstream leads to Arnheim (Clarksburg), and upstream leads to Zutphen (Freeport).

The combined Dutch, English and Protestant European forces were sorely beaten last summer by Spain’s Army of Flanders under the Generalship of the Duke of Parma. Several foreign military units were cut up rather badly, and this muster is an attempt to recruit and reorganize these companies into a serviceable Company of Foote for the coming Campaign Season.

The Muster

Rittmaster Frye (long in the service of King Henri of Navarre in the French Wars) has been assigned to oversee this operation, and to bring his own troop of Horse back up to strength at the same time. The details of the training of the Foote is primarily in the hands of Captain Roger Williams, and his Mustering Sergeant Thorne (both of whom have long served in the Wars in the Low Countries). The Camp is organized and disciplined by Lieutenant Worth and Provost McGee (both late of His Imperial Majesty’s service against the Turks, but now in the employ of the United Provinces). It is anticipated that there will be some minor difficulties in the differences in drills and commands of the integrating companies, which is why the need for the intensive drill prior to dispatch to the campaign field.

Thus, under the eye of Rittmaster Frye, detailed drills shall be conducted in the Armes of Pike, Shot and Horse by the designated Officers, where upon Mock Battles shall take place to ensure that all of the Soldiers shall be deemed competent to stand at their stations, and do their Duty to the best of their ability. Furthermore the Camp shall be organized into a competent auxiliary to supply the wants and needs of the Companies gathered together, to effect an efficient and serviceable force available to the Earl of Leicester for use at his discretion in the forthcoming campaign season.

There is some small possibility of challenge by elements of Parma’s Army of Flanders, who would like to destroy the Army of the United Provinces and the Expeditionary Army of England before the campaign season is well under way.

The History

This War of Rebellion by the Dutch against their Master, King Phillip II of Spain, has been ongoing since 1568, almost 20 years. The Expeditionary Army of England is commanded by Robert Earle of Leicester, the Queen Majesty’s Lieutenant and Captain General in the Low Countries.

The Dutch have suffered many a setback, but persevered through the leadership of William van Nassau, Staadtholder of Holland and Prince of Orange. But Orange was assassinated in 1584, leaving a gap in the leadership that the Spaniards were quick to take advantage of. Elizabeth of England, long an unofficial ally of the Dutch Rebels, showed her hand in the next year, becoming a declared enemy of Spain. Furthermore the imprisonment of her Royal Cousin Mary Stuart has further hardened the attitudes of Catholics, and in particular the Champion of Catholicism, His Most Catholic Majesty and former Brother-in-Law of Elizabeth, Philip II von Habsburg, King of Spain, Naples and Sicily, Duke of Burgundy and Milan, Count of Flanders and owner of 1/5th of all the gold in the New World.

Drill Options

To allow people the opportunity to drill in the use of more than one weapon, we have arranged the daily drill schedule to allow interested soldiers to drill in both pike and shot. Because of this, all soldiers should self-identify themselves as a member of one of the following drill categories:

Pike only: These soldiers are those who will be training in pike only. Pikes will be available for your use, and this will be the default drill category for those who do not fit into one of the other categories.

Pike training as shot: These soldiers are those who primarily will be training as pike, but would like to also receive initial training in shot. It should be noted that, although we will be able to provide soldiers with company pikes, the supply of firearms may be limited. Check with your unit commander to insure that a firearm will be available for your use.

Shot training as pike: These soldiers will be those who own a firearm, but who would also like to train as pike. We encourage as many shot as possible to cross train in pike for the morning general pike drill, to assemble the largest pike square possible!

Shot only: These soldiers are those who own a firearm, and are not interested in cross training in pike.

Cavalry: Although these soldiers are welcome to join in the pike or shot training, it is not anticipated that their track will allow them time to cross-train.

Note: To accommodate late comers, and because of the fact that the morning drills are participated in by mixed units and armes, camaradas will not be formed until the afternoon drill.

Saturday's Schedule at a Glance

Hour	Pike only	Pike Training as Shot	Shot Training as Pike	Shot only	Cavalry
5:00	Sleep				Buglers
5:30					Stable Call
6:00	Reveille; Breakfast Issue				
7:00	General Assembly; Reading of the Articles of War, Salute the Colours				
7:30	Forming up, Marching, Drum Commands				Horse Gunfire Training
8:30	General Pike Drill			Shot Activity	
9:30	Break				
10:00	Preparation for Midmorning Drill: Powder and Armour				
10:30	Pike on Pike Drill	General Shot Drill Inspection of Armes			Lance Drill
11:30	Dinner/Cold Lunch				
12:30	Preparation for Afternoon Drill: Powder and Armour				
1:00	Focused Pike Drill Choose Camaradas		Focused Shot Drill Choose Camaradas		Focused Drill
2:00	Combined Pike and Shot Drill				
3:00	Tactical Maneuvers				
4:00	Parade the Colours				
4:30	Retreat. Tavern Open for Business				
5:00 10:00	Supper and evening activities				
10:30	Last Call				
11:00	Tattoo				

Tomorrow is the first day of Daylight Saving Time. Please set your watches 1 hour ahead before you retire.

Sunday's Schedule at a Glance

Today is the first day of Daylight Saving Time. Times shown on Sunday's schedule are PDT, so please set your watches 1 hour ahead before retiring on Saturday night. The schedule times have been adjusted to insure that our activities align more correctly with the sun and our internal clocks.

Hour	Pike only	Pike Training as Shot	Shot Training as Pike	Shot only	Cavalry
6:00	Sleep				Buglers
6:30					Stable Call
7:00	Reveille; Breakfast Issue				
8:00	General Assembly; Divine Services, Salute the Colours				
8:30	General Pike Drill			Shot Activity	Boots and Saddles
9:30	Break				
10:00	Preparation for Midmorning Drill: Powder and Armour				
10:30	Pike Activity	General Shot Drill Inspection of Armes			Lance Drill
11:30	Dinner/Cold Lunch				
12:30	Preparation for Afternoon Drill: Powder and Armour				
1:00	Focused Pike Drill		Focused Shot Drill		Focused Drill
2:00	Combined Pike and Shot Drill				
3:00	Tactical Maneuvers				
3:30	Parade the Colours				
4:00	Retreat. Event Concluded				

Schedule Details

Each session will conclude 10 minutes prior to the beginning of the following session.

6:00 AM (7:00 AM Sunday) – Reveille (*Reveille Drum Cadence*)

All soldiers awake, dress, and take their morning meal

7:00 AM (8:00 AM Sunday) - Form up for general assembly and welcome (without armes). (*Form Up Drum Cadence*)

All soldiers report to muster location and form ranks and files at their own discretion. Those soldiers who own armour need not wear it for morning muster, as they will have the opportunity to fully arme prior to the focused drill.

Parade and Salute the Colours (*Parade Colours Drum Cadence*)

7:30 AM (Saturday only) – General marching instruction (required for all pike and shot). This drill will combine all soldiers together, regardless of armes, for general marching training. Soldiers should not form up with their specific armes, but should wear their swords or side armes.

8:30 AM – General Pike Drill. This drill will be for all soldiers training as pike, and those soldiers who will be cross-training as pike (those soldiers who will later train as shot in the focused drill). This will be the only opportunity of the day for all interested soldiers, regardless of principle arme, to participate in pike drill. All soldiers are encouraged to join in, and large turnout is welcomed.

8:30 AM – Activity for shot. This session will be for those soldiers armed as shot who do not wish to participate in the general pike drill. It is anticipated that this group will be smaller in number. Activities may include instruction in techniques for moulding round ball, making slow-match or a lecture on the evolution of the firearm.

9:30 AM – Break (*Disband Drum Cadence*)

10:00 AM – Preparation for midmorning drills. Those soldiers participating in the pike on pike drill should don their armour. Those participating in the general shot drill should load their charges and prepare their match and firearms for use.

10:30 AM – Pike on Pike Drill. This training will be for those pikemen not cross training as shot. Detailed instruction on hand to hand pike combat will be given.

10:30 AM - General Shot Drill and Inspection of Armes. This drill will be for all shot, and those pikemen cross training as shot. Basic training in the complete shot drill for novices and veterans. Focus will be given to commands and safely shooting in groups.

11:30 AM - Diner. Mid-day break for a cold lunch (*Disband Drum Cadence*)

12:30 PM - Preparation for afternoon drills. Those soldiers participating in the focused pike drill should don their armour. Those participating in the Focused shot drill should load their charges and prepare their match and firearms for use.

1:00 PM - Focused Pike Drill. (*Bills and Bows Drum Cadence*) (*Pike Drum Commands*)

1:00 PM - Focused Shot Drill.

2:00 PM - Combined Pike and Shot Drill. (*Bills and Bows Drum Cadence*)

3:00 PM – Tactical Maneuvers. (*Bills and Bows Drum Cadence*)

4:00 PM (3:30 PM Sunday) – Parade the Colours (*Bills and Bows Drum Cadence*)

4:30 PM (4:00 PM Sunday) – Retreat (*Retreat Drum Cadence*)

5:00 PM – 10:00 PM – Supper and evening activities

10:30 PM – Last call

11:00 PM – Tattoo. All soldiers return to their quarters. Set your watches 1 hour ahead for Daylight Saving Time.
(*Tattoo Drum Cadence*)

Drill material derived from Nick Worthington's
"Exercises for a Foot Company"

*With approved edits for "Actions in the Low Countries"
David "Thorne" Luckhardt and Patrick Gaul*

General Organization

- *Companies and Files*
- *Distances*
- *Spacing*
- *Formation*

Companies and Files

The Company will be divided between Pike and Shot. Each weapon type is divided into groups known as Fellowships (Files), or Camaradas. A camarada consists of a File Leader and from three to eleven men. A file should be treated as a permanent unit. The file leader should be the most experienced member of his camarada. Note that Corporals may be file leaders, but sergeants are not. (Barret, Digs et al.)

Companies should be commanded by a Captain, with a Lieutenant as second-in-command, Ensign to display the Colours, at least one Sergeant, several Corporals and Lampasadoes, and numerous File Leaders. Drummers function to convey orders and also participate in Parleys.

Distances

Distances are given in feet and Paces. A pace is a double step, and marks the distance between two left foot-falls when marching, about 5 feet. One pace, therefore, covers the same distance as two steps of 30 inches each. A Roman mile equals 1,000 paces, or, in Latin, "mille passuum" - the origin of our word "mile" (1,000 paces equals about 5,000 feet, or approximately one mile).

Spacing

There are three defined spacings that can be used to separate files or ranks. Measures are from the center of one man to the center of the next:

- Open Order - Six feet
- Order (sometime referred to as *Closed Order*) - Three feet
- Shutting – One and a half feet

Common distances observed are:

	<i>Between</i>	<i>Files</i>	<i>Ranks</i>
Forming up		Order	Order
Long march		Order	Open Order
Maneuver on the Field		Order	Order
To close to the Enemy – Pike		Shutting	Order
To close to the Enemy – Shot		Order	Order

Formations

The usual formation for a company is as follows: The pikes in a square formation with the shot forming "Sleeves" on either flank. The officers, sergeants, colors, and music all march outside of the formation. When the company is to march by divisions, the sleeves of shot may be moved to form ranks in the front and rear to protect it. (Barrett, Whithorn, et al.)

[End of General Organization]

Stationary Drill

- *Forming up*
- *Facings*
- *Opening and Closing Ranks and Files*
- *Doubling of Ranks and Files*
- *Falling Out or Disbanding*

Forming Up

The Company being in camp;

Command: *“Arm! Arm!” or “Bills and Bows!”*
 (Drum: Form-up Cadence)

As quickly as possible all soldiers ready themselves; putting on armor, taking weapons, etc.

Each man forms behind his file leader, and they and the corporals lead the men to the “Place of Arms”. Sergeants and officers go immediately to the Place of Arms, where the Sergeant Major tells them how the troops are to be formed. At the Place of Arms, the Files Leaders shall form a rank, or ranks, in the place indicated by the Sergeant Major or his deputy. The rest of the Camarada form a file behind their leader. Pikes and other weapons are ordered. The drum may stop beating when all the fellowships arrive at the Place of Arms.

The Company being formed:

Command: *“Stand right in your files!”*

Each file leader extends his left arm, and should just touch the shoulder of the man next to him with his finger tips; a distance of about three feet. The rest of the men align themselves with their file leader. (Barret, Bingham)

Then command: *“Stand right in your ranks!”*

Each rank closes forward until they are just short of touching the tips of the scabbards of the rank in front. If the men have no swords, the rank to the rear should be able to touch the shoulder of the man in front with his extended arms. The distance should be about three feet. The sergeant then goes down the right side of the formation, seeing that each rank is three feet behind the one in front of it. He should start at the front and work back. (Barret, Bingham)

The company is now in order (*sometimes called “closed order”* (i.e. three feet between files and ranks). (Barret, Bingham)

If the soldiers’ attention wanders;

Command: *“Silence!”*

Each man shuts his mouth and faces front. (Bingham)

Facings

To have the soldiers face another direction;

Command: *“Turn to the right hand!”*

Or: *“Turn to the left hand!”*

Each soldier lifts his weapon, turns ninety degrees in the indicated direction and sets his weapon down again. (Barret, Bingham, Nassau)

To have them return to their original facing;

Command: *“As you were!”*

Each man returns to the original facing by the shortest route. This command can also be used during drill to return to a previous formation.

If the ranks have changed position;

Command: *“Ranks, as you were!”*

If the files have changed position;

Command: *“Files, as you were!”*

You may also specify to the right or left hand. (Barret, Bingham, Nassau)

To turn around;

Command: *“Turn about by your right hand!”*

Or: *“Turn about by your left hand!”*

Each man lifts his weapon, makes a 180-degree turn in the direction indicated, and sets his weapon down again. (Barret, Bingham)

Closing and Openings

To decrease the spacing between ranks to close order;

Command: *“Close your ranks!”*

The front rank stands fast. Each rank closes forward until they are just short of touching the tips of the scabbards of the rank in front. If the men have no swords, the rank to the rear should be able to touch the shoulder of the man in front with his extended arms. The distance should be about three feet. This is order or “closed-order”. Both pikemen and shot use closed order. (Barret, Bingham)

To increase the space between ranks to open order;

Command: *“Open your ranks behind!”*

Or: *“Open your ranks backwards!”*

The front rank stands fast. Supervised by the sergeant, each rank moves backwards until there is a distance of six feet between each rank. (Barret, Bingham, Nassau)

To increase the space between files to open order;

Command: *“Open your files!”*

The file on the right flank stands fast. Supervised by the sergeant, each file moves to their left until they have gained the interval of six feet. (Barret, Bingham, Nassau)

This would bring the formation into “Open Order”, which is six feet between ranks and files. Open order is used by Shot and the Forlorn. (Barret, Bingham)

To decrease the spacing between ranks to order;

Command: *“Close your files!”*

The file on the right flank stands fast. Supervised by the sergeant, each file moves to their right until they have regained an interval of three feet (order). (Barret, Bingham, Nassau)

This is the default method of closing.

To be more specific;

Command: *“Close your files to right hand!”*

Or: *“Close your files to the left hand!”*

The space between files can be further reduced from closed order to a distance of eighteen inches. This is called shutting. Bingham indicates that pikes standing to receive a charge would use this distance;

Command: *“Close yourselves thoroughly!”*

To determine the distance each file leader places his left hand on his hip, and the files close until he can touch his neighbor's side with his elbow. This is the spacing in which "Charge your Pike to your right foot, and draw your sword" would be performed. (Bingham, Barret)

Doubling Ranks and Files

To double the number of men in a rank, while the company is halted;

Command: *"Double your ranks to the right hand!"*

Or: *"Double your ranks to the left hand!"*

The odd numbered ranks stand fast. Each man in the even numbered ranks steps forward into the space to the right (or left) of the man in front of him. (Barret, Bingham)

To double the number of men in a file;

Command: *"Double your files to the right hand!"*

Or: *"Double your files to the left hand!"*

If doubling to the right, each odd numbered file counting from the right flank stands fast. Each even numbered file faces to the right. Then each man in that file steps into the space behind the man opposite him, and then faces front. (Barret, Bingham)

Normally after doubling, the ranks and files would be brought back to their proper spacing;

Command: *"Stand right in your files"*

"Stand right in your ranks"

You would "un-double" ranks by doubling files, and vice versa. Care must be taken to return the files to their original positions, so if you doubled to your right, un-double to the left.

Falling Out or Disbanding

The Company being in formation;

Command: *"Officers, come forward!"*

The Commissioned Officers (down to Sergeant) stand in order of precedence in front of the ranks, facing the men. Senior Officers usually have just finished addressing the troops.

Command: *"Company, salute your officers!"*

(Drum: Roll)

Each man salutes the officers, shot by doffing hats, pike by inclining weapons forward. The Officers salute the troops and withdraw, usually in order of precedence;

Command: *"Drums and Colours, come forward!"*

The Ensign and Drummers stand in order of precedence in front of the ranks, facing the men

Command: *"Company, salute your Drums and Colours!"*

Each man salutes the drums and colours, shot by doffing hats, pike by inclining weapons forward. The Ensign and Drummers salute the troops and withdraw, usually in order of precedence.

Command: *"Company, turn to the right hand!"*

"Fall out!"

Each man turns to the right, takes three steps in formation and then is free to go where he pleases.

[End of Stationary Drill]

Marching Drill

- *How to march*
- *How to halt*
- *To march by squadrons*
- *To march by the flank*
- *To wheel*

Note: All formation changes are meant to be made from a standing start. (Bingham)

Marching

The company being formed in order, with pikes ordered;

Command: *“Open your ranks behind!”*

Command: *“Advance your pikes!”*

Command: *“Make ready to march!”*
(Drum; Roll)

The pikemen advance their pikes, shot shoulder their pieces. (Nassau, Bingham)

To have the company move forward;

Command: *“March!”*

(Drum, three left foot falls, then take up a marching cadence)

The company starts to march, each man starting out with his left foot and following the beat of the drum. The left foot should come down on the down (heavy) beat of the drum. (Arbeau, Bingham)

Begin in motion, if the company is to cover a considerable distance;

Command: *“Slope your pikes!”*

(Drum beat left foot fall only)

The pikes are sloped; guns may be carried on either shoulder. The soldiers need not keep in step, but must keep their ranks, and stay in time with the drum. (Nelson)

To bring the company back in step:

Command: *“Advance your pikes!”*

The pikes come back to advance, the shot return their pieces to their left shoulder. All pick up the step from the drum, which beats as for starting (see above). (Nelson)

To Halt

When it is desired to halt the company;

Command: *“Prepare to Stand!”*

To have the company stop;

Command: *“Stand!”*

All stop, and await the next command. (Barret)

To March by Divisions

If it is necessary to march through a narrow way, the following procedure can be used.

The company being ready to march;

Command: *“Pikes! Double your files to the left hand!”*

The pikes double the number of men in each file. After which the ranks should be returned to open order;

Command: *“Open your ranks behind!”*

The lieutenant takes command of the shot on the right, and orders them to march. As the last rank passes the front of the pikes, the captain orders the main body to march. They are followed by the shot of the left sleeve, under command of the sergeant. (Barret)

To Reform

The narrow way being passed, the first division stands. Each of the other divisions comes up even with the first, and stand in their turn.

Command: *“Pikes! Double your ranks to the right hand!”*

The pikes are returned to their first order. After the ranks are doubled they should be opened and the files closed. This will return the main body to marching order. (Barret)

Another Way to Pass a Straight

If the way is too narrow to march by the previous method, then you may march by files.

The company being ready to march;

Preparatory command: *“Make ready to march by files!” (or by double, treble, etc, files)*

Then command: *“March!”*

Starting from the left, and lead by the lieutenant, the files march forward in their turn. (Barret)

The company would reform as above.

To March to the Flank

The company being in the line of battle, and the captain desiring to move it to the left or right;

Command: *“Turn to the left hand!”*

Or: *“Turn to the right hand!”*

Then: *“Make ready to march! March!”*

The company would then be moving off to one side. (Bingham)

This can also be done in another way.

The company being in marching order;

Command: *“Ranks! Countermarch to the right hand!”*

Or: *“Ranks! Countermarch to the left hand!”*

All stand fast, except the men on the flank indicated (left or right hand). These men make a three-quarter turn in the direction indicated, and march along behind their rank. Note that if the command is given “To the right hand” the company will end by marching to its left, and vice versa for the left. As each man is passed he turns and follows the rest of his rank. (Bingham)

If wished, the movement can be halted when the leaders reach the other flank. Then have all face the front, this will double the files. (Bingham)

Countermarching by rank is probably most useful as a means of covering, or uncovering, a gap in an army’s line of battle. It allows a formation to make a move to the flank, while keeping a portion ready to react instantly to a threat.

To Wheel

The company must first be put into closed order.

Then command: *“Ranks! Wheel about to the right hand!”*

Or: *“Ranks! Wheel about to the left hand!”*

For a right wheel: the right-most man of the front rank starts to march in a very small circle, almost marching in place, until the rank has made a quarter turn, or is ordered to stand. All others in the rank maintain contact with the elbow of the man on either side, while looking to the right to keep the line straight. The men towards the left lengthen their stride to maintain alignment. Each of the other ranks will be doing this simultaneously, so that they resemble the spokes of a wheel. (Bingham, Barret)

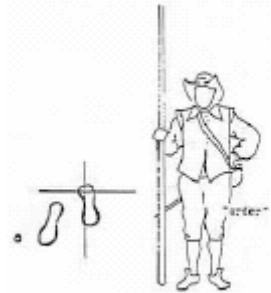
[End of Marching Drill]

Basic Pike Drill

Edited for ALC event. Taken from Lloyd's Blewe ROF _Drillbook_ based on Thomas Callaway's "Manual of The Compleat Militiaman, Armes, Equipment & Drill of the St. Maries Citty Militia", as modified by Bill Craig, Acting CO of Lloyds.

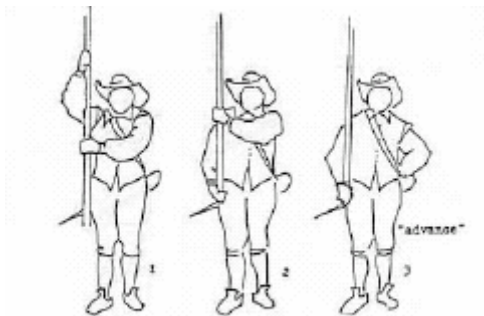
Order your Pike

Place the feet 9 inches apart with the right instep in line with the left toe. The pike is in line with the right toe, with the right hand at about eye level (this illustration depicts the right hand position incorrectly). The left hand is on the left hip with fingers out.



Advance your Pike

The pike is lifted vertically in three motions. The back of the right hand is in front of the pike, locking it firmly against the shoulder. The left hand is on the hip, with the fingers turned outward.



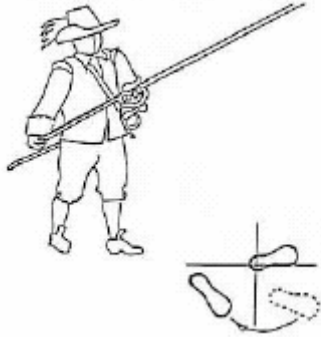
Slope your Pike – (from Advance)

Grasp the pike with the left hand above the right. Lay the pike on the shoulder, releasing the right hand. Slide the pike forward to the extent of the left arm. Grasp the pike with the right hand, inclining it to 45 degrees with the butt approximately 18 inches from the ground. The right elbow is kept close to the side. Release the left hand, returning it to the left hip, palm out.



Port your Pike – (from Advance)

Grasp the pike with the left hand over the right shoulder. Step back with the right foot and at the same time swing the pike forward, using the right arm as a pivot point, until the inside of the left forearm rests against the left side of the chest. Both hands and arms are in the same relative position to the pike as in the first step. The pike has been pitched forward to 45 degrees. The right hand is approximately 10 inches behind the right buttock.

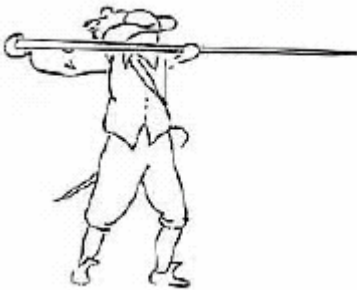


Charge your Pike – (from Port)

Bring the pike forward to the horizontal at shoulder level. Hands and arms at nearly the same relative position to the pike as before. While bringing pike forward, slide left hand approximately 12 inches up the shaft so that when the pike is horizontal the left hand is its own width forward of the left shoulder. Keeping the body upright, shift your weight forward so that the left knee is over the left toe. NOTE –push of pike is from this position.

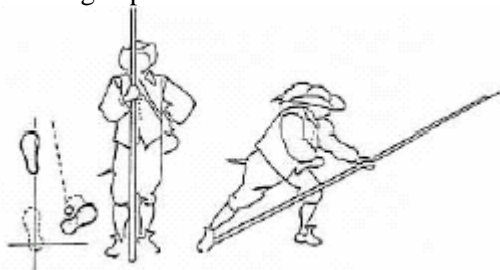
When the Company advances at “Charge your pike”, the first three ranks will be at the above position. All remaining ranks will stay at “Port”.

The entire Company will immediately switch to the Swedish step – left foot forward, right foot brought up behind the left foot. This is done to maintain position and balance, while at “Charge your pike”, and is to be maintained until orders given otherwise, such as “Halt!”



Charge your Pike against the right foot...

(This maneuver is always done with the first 2-3 ranks in shut position) If on soft soil, powerfully drive the pike butt into the earth to secure it between the feet, near the right instep. Step forward with the left foot, grasping the pike with the left hand just below the right. Bend forward until the left hand is at knee level and left forearm on the left knee. Hold butt of pike firmly against the right instep. Keep head up and eyes front. Reach over the pike with right hand and grasp the hilt of the sword.



...and draw your sword

Reach over the pike with right hand and draw the sword, holding it at arms length to the front.



Recover your Pike and put up your Sword

Stand erect and return you feet to their original position. Holding the pike in the crook of the right arm, return the sword to the scabbard, which is held in the left hand.

Lay down your Pike

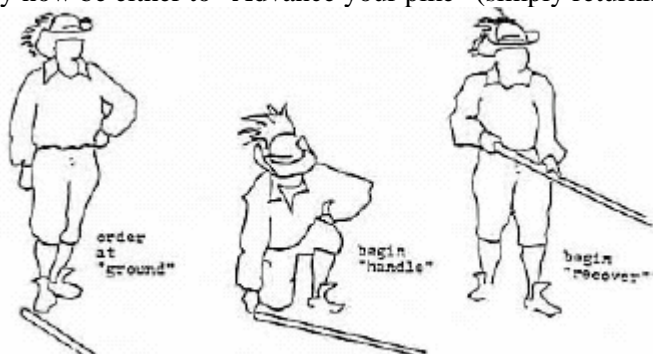
On command, raise the pike with the right hand and grasp it with the left hand at waist level (as in the last movement of "advance your pike"). Move the left foot forward a full step. Release the pike with the right hand and grasp the butt of the pike (hand movement as in step 2 of "advance your pike"). Lower the point of the pike to the ground. Return the left hand to the left hip. Bending the knee, lower the pike to the ground just to the right of the right foot. Stand again with the right hand at the side, fingers slightly clenched.

Handle your Pike

Moving the right foot a pace to the rear, bend the knee and grasp the pike with the right hand. Then stand up, with right hand holding the butt of the pike.

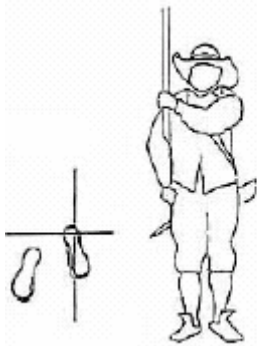
Recover your Pike

Take one step forward with left foot. Grasp the pike with the left hand. Lift the pike to the vertical. The command may now be either to "Advance your pike" (simply returning the left hand to the side) or "Order your pike".



Secure your Pike – (from Advance)

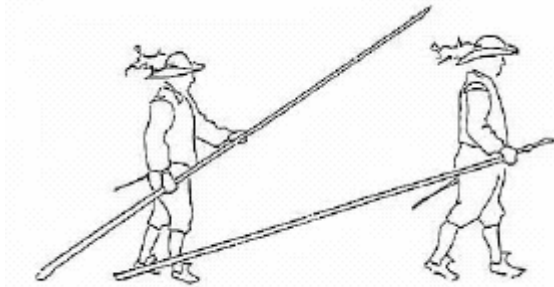
When passing in review or in high wind. on the command, grasp the pike at shoulder level with the left hand. Whilst countermarching,, doubling ranks or files, or any other maneuver which requires the men to move in a confined space, secure your pike and position it centered, in front of your body.



Trail your Pike – (from Advance)

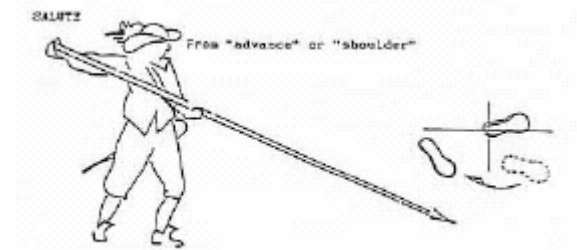
When passing through woods or as rest from “advance” or “shoulder”. on the command, grasp the pike with the left hand in front of the shoulder (Secure) and swing the butt of the pike to the rear, keeping it angled slightly to the right. Pass the pike backward hand over hand as you march, finally grasping the pike a few inches behind the head on the seventh count. Return the left hand to the left hip, fingers out.

To return to “Secure” or “Advance”, simply reverse the process.



Salute – All Pikemen and Pike Officers (from Advance or Shoulder)

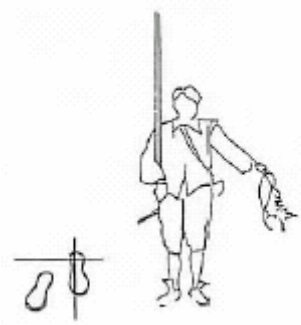
On the command, step back a full pace with the right foot, grasp the pike high with the left hand and go through the “Port” position. Bringing the right arm back and lowering the left arm, bring the pike within a few inches of the ground, pike to the front. On “Recover”, the pike comes back through “Port” to original position – “Advance” or “Shoulder”.



Salute – Officers only

This is the second phase of “Salute” for officers. Remove the hat with the left hand, sweeping it to the left at arm’s length. When the reviewing officer has passed, on the drumbeat or the command “Recover”, place the hat on the head, and return the hand to the hip.

Helmeted – simply bow the head sharply at the “Salute”, then snap the head up sharply on the “Recover” command.



Drill Material Sources

The marching and drill commands used for the School of the Renaissance Soldier, Actions in the Low Countries have come from two principle secondary sources; Exercises for a Foot Company by Nick Worthington, and selected English Civil War era sources provided by David Luckhardt. Both have been edited for consistency and content by Patrick Gaul. Nick Worthington has taken his work directly from original primary sources, with some interpretation. David Luckhardt's ECW sources have been interpreted by the ECWA and the Sealed Knot from original 17th century drill manuals.

Even though there are many similarities between late 16th drill techniques and English Civil War techniques, there are noted differences. It has been the expressed goal of the Renaissance Military Society (RMS) to conduct these drills in 16th century manner; the period which we can most completely document being the last decade of that century. It must be admitted, that several of the most influential, and most often referenced, drill manuals of the period were technically not published until the first decade of the 17th century. Even so, significant differences exist in drill, weapons and tactics between the dawn of the 17th century and the time of the English Civil War (1640's).

Given the above information, it is entirely likely that some participants in the ALC will have a different understanding of how these drills should be conducted. We can make no absolute claim that the methods and commands presented in this event are the best or only ones acceptable. During the drills, however, it is expected that all participates will conduct themselves as private soldiers receiving instruction. It would be out of order, therefore, for anyone to challenge the officers conducting the training, or to question the validity of their methods (*except, of course, in cases where harm to soldiers or equipment is eminent*).

This being said, it is our goal to train in the most period appropriate manner. Any participant who wishes to discuss the drill procedures with the officers at the end of the day, or can produce documentation from primary period sources which improves our understanding and definition of these drills, is encouraged to do so.

Rules of Engagement for Battle Reenactments

Actions in the Low Countries, Silverbend

David "Thorne" Luckhardt, 3/1/05 v2.0

These rules should be used in combination with the black powder rules, site regulations, and other overall safety requirements, and agreed upon by all unit commanders. They should be published and/or announced in advance to all battle participants, and applied in a common-sense way by field marshals and safety officers.

For the participant, battle reenactment can add a whole new aspect of enjoyment to the period. Participants will be expected to become, for the space of a few hours, like an extra as is seen in the various adventure movies involving hundreds of actors portraying soldiers, where all actions are to be as convincing as is possible.

Besides the actions of the soldiers on the battlefield, those of the campfollowers will take on a wider role. Campfollowers have the chance to take an active role in the camp, especially that of the losing army, where they must defend themselves as it is overrun. In these instances the campfollowers will portray the women who were frequently robbed, abused and often killed by the enemy when their army routed.

Other camp activities can occur before or after a battle: surgeons performing primitive medical techniques on wounded soldiers, showing various forms of punishment administered to thieves, cowards, looters, or whores, duels between officers, cat-fights amongst common campfollowers, and the activity around the tent belonging to a lady of ill-repute are just some of the camp activities or cameos that can be portrayed.

1. Battle plans will be worked out prior to the reenactment by the officers, and announced at drill on the day of the reenactment.
2. All participants *must* attend some of the reenactment training and drill on the day of the reenactment or they will not be allowed to participate in the reenactment during the afternoon in an active role, although they may participate in a supportive role (e.g. wounded, prisoner, etc.).
3. Minimum distances for safe discharge of black powder weapons:
Artillery: 50 yards, no persons within 20 yards to the side of muzzle
Musket & Pistol: 20 yards, aiming high
4. The Battle will stop immediately when "HOLD!" is cried. This should be used only when safety issues or an injury have occurred, and any other uses of the word should be avoided (try using the words Stay or Keep).
5. All participants *must* follow the battle plan, both for historical and safety considerations. Repeated failure to follow a clear plan is grounds for removal.
6. No weapon is to be used to actually strike an opponent. All weapons are only to strike other weapons. Only approved weapons can be use, no Artillery rammers or sticks.
7. Pikes can fence other pikes at the command of the officer, but should not cross more than 2-3 feet from the point. Pikes should be held steady at the approach of cavalry, and raised if it appears the horse has panicked or is backing onto the points. Musket and pike units do not engage in hand-to-hand combat with each other.
8. Unsecured sharp eating knives and daggers are not to be worn on the field. Sharp swords are never to be drawn on the field, and only those meeting UK reenactment blunting standards can be drawn or used to strike other weapons. (tip round as a dime, edge thick as a quarter)
9. Any "casualties" caused by musket or artillery fire will be according to the battle plan or commanding officer's discretion. However, any exhausted participants may choose to become a casualty to quit the battle and rest if they are about to become exhausted, fatigued or over-heated.

10. Musketeers and Artillery cannot become casualties until their guns have been safely discharged or soaked, and lit match or linstocks should be carefully discarded away from powder or bandoliers.

11. When you are 'killed' or 'wounded' on the battlefield lie there dead in a protected position (fetal position) with your weapons close at hand so that they are not damaged and do not cause injury to someone else. If you are dead stay unmoving until the reenactment is over, do not prop yourself up on one elbow to watch the rest of the reenactment, as this will not be believable to the spectators. If you are 'wounded' act the part and either get to the rear or back to your own unit to be alive again, but make sure that you take your weapons with you.

12. Standard bearers were the most sought after opponent on the field since the colors were a prize any army would like to capture. For reenactments, colors may only be taken from an ensign if he were to fall in a push of pike or in certain cameos that are prearranged. Remember that colors are very costly and thus should be treated properly, whether belonging to your unit or one on the opposing side.

13. No mounted horse troops are to charge into any dismounted opponents. Likewise, only prearranged and rehearsed combats between mounted horse troops and dismounted foot or artillery crews is allowed, and approved by the commanding officers of both units involved. Otherwise, mounted horse troops are never to engage in combat with dismounted opponents.

14. Mounted horse troops are to only ride to within a maximum distance of ten yards of any opposing foot or artillery and discharge their firearms. The horse troops are to then wheel away, reload and return to discharge their firearms again, etc., according to the battle plan.

15. When the camp of the losing side is to be over-run by the soldiers of the opposing side, according to the battle plan, no one is to strike any unarmed campfollowers. Combat with certain armed campfollowers will follow the same rules of *only* prearranged and rehearsed combats with the campfollowers using whatever weapons they have to defend themselves (ladles, brooms, discarded swords, etc.). All breakable items in a camp will be stored away for safety before the camp is to be over-run. No one is to take or break any items that do not belong to them or are not approved for looting. Items that may be disturbed or looted will be placed in certain areas in the camp and marked according to the battle plan.

Rules for Black Powder use in Battle Reenactments

David "Thorne" Luckhardt, 3/29/05

For use at joint events with non-ECWSA units Taken from ECWSA "Arms and Equipment" rules and from Jeff Vincent and the Sealed Knot Society.

These Black Powder Rules and other overall safety requirements will be agreed upon by all unit commanders, announced in advance to all battle participants, and applied in a common-sense way by field marshals and safety officers.

It is the responsibility of each individual to follow these rules. It is the responsibility of the Commanding Officers and their nominated officers to provide training and guidance and also to enforce these rules.

Rules for Musketeers and Cavalry

**Minimum distances for safe discharge of Musket & Pistol:
20 yards, aiming high**

The Basics:

Guns are loaded with measured amounts of powder, either from paper cartridges, a bandolier of flasks (wooden/tin chargers), or a flask with a measure spout poured into the hand or a separate measure. Recommended amount = 1 grain per caliber.

All gun users are approved by the Black Powder Safety Officer or an authorized subordinate before going onto the field.

All parts of the gun must function and be in safe condition.

Guns are loaded and fired on the field, no loaded guns off the field except for drill and demonstrations. Keep your gunpowder safe, away from the public and fire.

Specific Rules:

1. Musketeers and cavalry must have fully functioning weapons and all required safety equipment, and have been passed by the Black Powder Safety Officer or an authorized subordinate before firing a weapon at an ECWSA battle or display. The law, common sense about firearms safety and ECWSA rules will be adhered to at all times.
 2. It is important that all musketeers have a thorough knowledge of:
 - a) The correct loading procedure
 - b) What should be done in the event of a misfire
 - c) How to carry a loaded musket
 - d) Period musket drill
 3. Powder for the main charge must be carried in either:
 - a) Measured paper cartridges, which are to be carried in a leather or canvas bag. The bag should be closable and protected from stray sparks.
 - b) Flasks on a bandolier, being made from wood with tight fitting wood or pewter tops, must be flash proof.
 - c) A main-charge flask with measured pour spout, with a flash proof closure - measured powder then being poured into a measure or the hand, then into the barrel, NOT directly from powder flask. Powder for priming must have a flash proof closure.
- It is important that all these items are checked before every battle for damage and are kept clean and in good working order.
4. All guns must be provided with a working lock, serpentine screw or sparking flint, and pan cover.
 5. Muskets must be cleaned at the end of each day, or after two consecutive misfires caused by fouling.
 6. Muskets must be kept in good repair i.e. make sure that the pan cover is tight fitting, the stock is in good repair, barrel firmly seated in the stock, etc.
 7. If ramrods are used: Musketeers and their officers are reminded that before giving fire a check must be made and an order given to "Secure your Scouring Stick (Ramrod)".
 8. A musket must never be aimed at a person or animal and the recommended safe firing distance of twenty yards should be adhered to.
 9. All stocked weapons must be fired from the shoulder, care should be taken to see where the musket is aiming and that the face is protected from any flashback.
 10. If wadding is used: Only soft toilet paper or green florists foam (NOT Styrofoam) is to be used for wadding and the thickness of this should not exceed the bore of the gun. If paper cartridges are used, the paper should not be used as wadding due to danger from powder grains becoming entrapped in the folds.
 11. No weapon shall be loaded off the battlefield except under the direct order of a responsible officer during organized training or drills. Weapons will be unloaded before units march off of the battlefield, and all match extinguished. Unloading consists of successfully firing a blank charge, completely emptying the main charge and pan onto the ground, or pouring water down the barrel and emptying the slurry onto the ground.
 12. Musketeers will not engage in hand to hand combat whilst carrying lit slow match or with a loaded musket, and should not "take fatalities" while loaded -- fire first, control your match and musket as you fall, then "die".

13. Muskets must be organized to fire by command only, unless specific orders are given for skirmishing or sniping. Musketeers should attempt to stay in groups of at least two musketeers, even when the unit is scattered during battle reenactment, and check each other and nearby soldiers for safety problems.

14. Musketeers must only use muskets with barrels that are in current proof, or that have been tested by firing ball or a double charge off the field.

15. Recommended amount = 1 grain per caliber. The minimum pistol or musket bore permitted is .45 caliber, and larger caliber muskets must not exceed a charge of 80 grains.

16. Everyone using guns on the battlefield must be approved by the Black Powder Safety Officer. Each unit that contains musketeers or artillery is to have a Unit Powder Box that is for storage of all gunpowder when in camp, unless a centralized magazine is set up by event organizers. Said powder box is to be kept secured away from public view (and fire!) as a common sense precaution. The individual to whom powder is issued is solely responsible for its safekeeping and must not transfer possession to others not approved by the Black Powder Safety Officer. Musketeers should make certain that all powder is returned to safe storage after battles or drill, and that flasks, bandoliers and other containers of powder are secure from public access and any potential spark or flame.

17. No propellant other than commercial black powder will be used in any weapon - no Pyrodex or smokeless powder. Projectiles must not be fired.

18. The use of pistols will be permitted only on the specific authority of the Black Powder Safety Officer. Wadding should be used to hold down the pistol charge, and an extra-length commercial-style loading ramrod may be required if the provided ramrod is too short or narrow. Loaded pistols should be carried with the barrel up and pointed away from all people. Reenactors will not engage in hand to hand combat whilst carrying a loaded pistol.

19. On horseback, loaded carbines will be carried ordered upon the right thigh preparatory to discharge; they must not be left to hang from the cross belt.

20. When pistols are carried and used on horseback they will be kept in holsters secured to the saddle. A loaded pistol will not be returned to its holster except in the case of a misfire, when care will be taken to ensure that the pan is empty and the source of ignition removed. Pistols will not be left in the holsters of an unattended horse.

21. Treat all guns as potentially loaded and **THINK SAFETY.**

Rules for Artillery

Minimum distances for safe discharge of Artillery:

50 yards, no persons within 20 yards to the side of muzzle

1. Artillery must have fully functioning weapons and all required safety equipment, and have been passed by the Black Powder Safety Officer or an authorized subordinate before firing a weapon at an ECWSA battle or display. The law, common sense about firearms safety and ECWSA rules will be adhered to at all times.
 2. It is important that all artillery crewmembers have a thorough knowledge of:
 - a) The correct loading procedure
 - b) What should be done in the event of a misfire
 - c) How to transport a loaded cannon.
 - d) Period artillery drill.
 3. Powder must be carried in measured cartridges, made of aluminum foil. Cartridges are to be carried in:
 - a) A leather or canvas bag, which should be closable and protected from stray sparks
 - b) Cartridge boxes made from non-sparkable material. Priming flasks should have a measure and a flash proof closure
- It is important that all these items are checked before every battle for damage and are kept clean and in good working order.
4. All artillery weapons must be provided with a working ramrod, sponge, sponge-bucket, and linstock with match.
 5. Cannons must be cleaned at the end of each day, or after two misfires if due to fouling.
 6. Cannons and carriages must be kept in good repair, i.e. make sure that the barrel is free of obstructions, the ramrods and sponges are in good repair, wheels and carriage parts in working order, etc.
 7. Artillery crews and their officers are reminded that before giving fire a check must be made to confirm the cannon is aimed properly and all ramrods and sponges have been returned to their places. All artillery crew must be a minimum of 1 foot behind the muzzle of the cannon before firing. An audible like "Have a Care!" or "Prepare for Artillery Shot!" must be given before firing during battles or demonstrations -- particularly the first shot of the day!
 8. A cannon must never be aimed at a person or animal and the recommended safe firing distance of fifty yards should be adhered to.
 9. No weapon shall be loaded off the battlefield except under the direct order of a responsible officer during organized training. Weapons will be unloaded before units march off of the battlefield. Unloading consists of successfully firing a blank charge, or pouring water down the barrel and completely emptying the main charge and pan onto the ground.
 10. Artillery crews will not engage in hand to hand combat whilst carrying lit slow match or manning a loaded cannon. Cannon tools like rammers should not be used as weapons.
 11. Cannons must only use barrels that are in current proof, or that have been tested by firing ball or a double charge off the field.
 12. The minimum cannon bore permitted is .75 caliber, and the charge for this size must not exceed 100 grains.
 13. Everyone manning cannons on the battlefield must be approved by the Black Powder Safety Officer. Every unit is responsible for keeping their black powder in a safe location, unless a centralized magazine is set up by event organizers. The individual to whom powder is issued is solely responsible for its safekeeping and must not transfer possession to others not approved by the Black Powder Safety Officer. Artillery crews should make certain that all

powder is returned to safe storage after battles or drill, and that flasks, bandoliers and other containers of powder are secure from public access and any potential spark or flame.

14. No propellant other than gunpowder will be used in any weapon. Projectiles must not be fired. Natural materials used for wadding (if approved for the site and scenario) should be lightweight and dry like grass stems, no grassy sod or damp soil.