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## **The Setting**

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

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 are primarily in the hands of Captain Roger Williams, his Lieutenant Thorne, and Sergeant Syler (all of whom have long served in the Wars in the Low Countries under various employers). The Camp is organized and disciplined by Provost Tait and Baggage Master McGee. 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 affect 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 Netherlands 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 the Governor General the Earl of Leicester and Sir Roger Williams.

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 1/5<sup>th</sup> of all the gold in the New World.

## **How the Drill will be Conducted**

The focus of the School of the Renaissance Soldier drills will be to impart recently discovered drill principles in maneuvering, marching and weapons handling. Some of the commands used will be unfamiliar, even to experienced reenactors. Novices and veterans will be training together. For some, the new material may be more challenging, but it will be taught in a way that all can master it. For others, this material may seem very familiar, but that's why they call it "drill". Practice makes perfect.

We accept the fact 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 participants 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.

Those soldiers who will be training in pike only, remain a pikeman for the duration of the event. You may use your own pike, or one will be provided for you. Unless special exception has been granted, only 16 foot pikes may be used in group drill and training. Pikemen may have the opportunity to learn to fire a matchlock during one of the optional workshops. This is encouraged, but new shooters must receive the approval of the Lieutenant before joining the regular shot drills.

For some of the pike training sessions, soldiers who own a firearm, may prefer instead, to train as pike. We encourage as many shot as possible to cross train in pike for the Saturday morning 10:00 AM motions drill, to assemble the largest pike square possible!

## Infantry Drill and Camp Activities

The following pages outline the camp schedule in general, and drill and activities for foote soldiers and campfollowers in particular. A detailed cavalry schedule by day is found in a later section.

### Saturday: Schedule at a Glance

<b>Time</b>	<b>Foote Soldiers</b>	<b>Campfollowers</b>
6:00 AM	Reveille, breakfast issue (1 hr)	
7:00 AM	General assembly (30 min)	
7:30 AM	Weapons postures training (1 hr)	Campfollower gathering (15 min)
8:30 AM	Morning march (1 hr)	Early morning workshop (1 hr 45 min)
9:30 AM	Morning break (30 min)	
10:00 AM	Main Motions Drill (1 hr)	Late morning workshops (1 hr)
11:00 AM	Mid-day meal and optional workshops (2 hrs 30 min)	
1:30 PM	Focused pike and shot drill (30 min)	Early afternoon workshops (45 min)
2:00 PM	Combined pike and shot drill (30 min)	Prepare for afternoon break (15 min)
2:30 PM	Afternoon break (30 min)	
3:00 PM	Tactical (1 hr)	Late afternoon workshops (1 hr 30 min)
4:00 PM	Parade the colours (30 min)	
4:30 PM	Retreat	
5:00 PM	Supper and evening activities	
10:30 PM	Last call	
11:00 PM	Tattoo, Watch and Ward begins	

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

## **Sunday: 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.

<b>Time</b>	<b>Foot Soldiers</b>	<b>Campfollowers</b>
7:00 AM	Reveille, breakfast issue (1 hr)	
8:00 AM	General assembly, divine services (30 min)	
8:30 AM	Weapons postures and motions drill review (1 hr)	Early morning workshop (1 hr)
9:30 AM	Morning break (30 min)	
10:00 AM	Pike on pike and focused shot exercises (1 hr)	Late morning workshops (1 hr)
11:00 AM	Mid-day meal and optional workshops (1hr 30 min)	
12:30 PM	Grand march to battle formation (1 hr 15 min)	Grand march (30 min) Unstructured time (30 min) Prepare for afternoon break (15 min)
1:45 PM	Afternoon break (15 min)	
2:00 PM	Tactical (1 hr 15 min)	Unstructured Time (1 hr 30 min)
3:15 PM	Parade the colours (15 min)	
3:30 PM	FINIS (event concluded)	

## **Saturday: Foote Soldier and Group Schedule Details**

These details cover the camp schedule (which applies to all participants), and the foote soldier schedule in particular. Detailed campfollower and cavalry schedules, by day, are found in later sections.

**6:00 – 7:00AM (1 hour):** Reveille, breakfast issue (*Reveille Drum Cadence*)

All rise, dress, and take their morning meal (provided).

**7:00 – 7:30 AM (30 min):** General Assembly (*Form-up Drum Cadence*)

Soldiers and camp assemble for welcome and general instructions and the reading of the Articles of War. Parade and Salute the Colours. (*Parade Colours Drum Cadence*)

**7:30 – 8:30 AM (1 hour):** Weapons Postures Training (*Form-up Drum Cadence*)

Broken into two groups by armes, soldiers will learn or review the postures (exercises) for pike or shot. This will not be done in formation, but rather in widely spaced ranks, under close supervision of the officers.

**8:30 - 9:30 AM (1 hour):** Morning March (*Form-up Drum Cadence*)

Soldiers will take up their assigned armes, and form ranks and files in parade formation.

Brief instruction in marching basics will be given, and then the company will complete a march through the “countryside”. The march will include Horse, but not Camp.

**9:30 – 10:00 AM (30 min):** Morning Break (*Disband Drum Cadence*)

All participants return to camp for the morning break.

**10:00 – 11:00 AM (1 hour):** Main Motions Drill (*Form-up Drum Cadence*)

This drill is for all foote soldiers, with their armes (both pike and shot). Training will be in formation for distances and motions (i.e. facings, doubling, countermarching, and wheeling). If time allows, and initial, brief combined exercises: pike to receive cavalry, shot firing by sleeves, will be attempted.

**11:00 AM – 1:30 PM (2 hours 30 min):** Mid-day meal and optional workshops (*Disband Drum Cadence*)

All participants return to camp to partake in the mid-day meal (dinner)

Optional mid-day workshops will include:

- Matchlock basics for new shooters
- Fire making with flint and steel
- Open-fire cooking demonstrations
- Moulding lead shot
- Flint and steel for musketeers
- Armour repair workshop
- George Silver Broadsword workshop
- Lecture on battlefield surgery
- Lecture on siege warfare

**1:30 – 2:00 PM (30 min.):** Focused pike and shot drill (*Form-up Drum Cadence*)

We will break into two groups by armes, and practice defensive pike formations, and offensive shot maneuvers

**2:00 – 2:30 PM (30 min):** Combined pike and shot drill (*Form-up Drum Cadence*)

These are combined exercises for pike and shot in preparation for the tactical.

**2:30 – 3:00 PM (30 min):** Afternoon Break (*Disband Drum Cadence*)

Soldiers will remain in the field. Camp followers will provide water and fruit.

Shot should replenish their charges. We will review the Rules of Engagement.

**3:00 – 4:00 PM (1 hour):** Tactical (*Form-up Drum Cadence*)

Tactical battles

**4:00 – 4:30 PM (30 min):** Parade the Colours (*Parade Colours Drum Cadence*)

All soldiers assemble into marching formation and parade and lodge the colours.

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

Field events concluded for the day

**5:00 – 10:30 PM:** Supper and evening activities

Tavern open

Prepare and take your evening meal

Full meals available from camp sutlers, at modest prices

Relax, game, dance, and imbibe (prudently)

**10:30 PM:** Last Call

Tavern closed

**11:00 PM:** Tattoo (*Tattoo Drum Cadence*)

All participants return to their quarters. Set your watches 1 hour ahead for Daylight Saving Time. Watch and Ward duty begins.

### **Sunday: Foote Soldier and Group Schedule Details**

**7:00 – 8:00AM (1 hour):** Reveille, breakfast issue (*Reveille Drum Cadence*)

All rise, dress, and take their morning meal (provided).

**8:00 – 8:30 AM (30 min):** General Assembly, Divine Services (*Form-up Drum Cadence*)

Soldiers and camp assemble for general instructions and to participate in Divine Service. Parade and Salute the Colours. (*Parade Colours Drum Cadence*)

**8:30 - 9:30 AM (1 hour):** Weapons Postures and Motions Drill Review (*Form-up Drum Cadence*)

This drill is for all foote soldiers, with their armes (both pike and shot), and is a general review of postures, distances and motions.

**9:30 – 10:00 AM (30 min):** Morning Break (*Disband Drum Cadence*)

All participants return to camp for the morning break.

**10:00 – 11:00 AM (1 hour):** Pike on Pike and Focused Shot Exercises (*Form-up Drum Cadence*)

In this exercise soldiers will be broken into two groups by armes and supervised in detailed training exercises. Pike will receive instruction in hand to hand pike combat. Shot will be given detailed drill lead by the Lieutenant.

**11:00 AM – 12:30 PM (1 hour 30 min):** Mid-day meal (*Disband Drum Cadence*)

All participants return to camp to partake in the mid-day meal (dinner). Some optional workshops may be available. Shot should replenish their charges prior to the Grand March.

**12:30 – 1:45 PM (1 hour 15 min):** Grand March to Battle Formation (*Form-up Drum Cadence*)

Assemble entire body; cavalry, infantry and camp

Form ranks and files in parade formation by armes

March to battle field

Dismiss the camp

Form into battle formation

Return to marching formation

Reform to battle formation

**1:45 – 2:00 PM (15 min):** Afternoon Break (*Disband Drum Cadence*)

Soldiers will remain in the field. Camp followers will provide water.

Review the Rules of Engagement.

**2:00 – 3:15 PM (1 hour 15 min):** Tactical (*Form-up Drum Cadence*)  
Tactical battles

**3:15 – 3:30 PM (15 min):** Parade the Colours (*Parade Colours Drum Cadence*)  
All soldiers assemble into marching formation and parade and lodge the colours.

**3:30 PM:** Event Concluded (*Retreat Drum Cadence*)  
Break camp

### **Saturday: Campfollower Schedule Details**

These details cover campfollower activities.

**7:30 – 7:45 AM (15 min):** Campfollower Gathering  
Introduction to campfollowers' classes.

**7:45 – 9:30 AM (1 hour 45 min):** Early Morning Workshops  
Knitting for all levels. Bring period needles and yarn if you have them, but there will be materials to borrow or purchase. A brief history of knitting along with an introductory course.

**10:00 – 11:00 AM (1 hour):** Late Morning Workshops  
Spinning wool with a drop spindle. Taught by Rachel and assisted by Holly. Bring whatever tools and materials you may have, though there will be materials to borrow.

**1:30 – 2:15 PM (45 min):** Early Afternoon Workshops  
How to build an effective cooking fire, taught by Rachel, Teena and Julie.

**2:15 – 2:30 PM (15 min):** Prepare for Afternoon Break  
Prepare for Afternoon Break, fill water pitchers and gather fruit for distribution.

**2:30 – 3:00 PM (30 min):** Afternoon Break  
Campfollowers will provide water and fruit to the soldiers in the field.

**3:00 – 4:30 PM (1 hour 30 min):** Late Afternoon Workshops  
How to cook over an open fire: Tips and Tricks and will allow preparation of food to be sold for supper. Class taught by Julie, Teena and Rachel.

## **Sunday: Campfollower Schedule Details**

**8:30 - 9:30 AM (1 hour):** Early Morning Workshops

Knitting revisited

Review what we learned and began yesterday, finish or make more progress on knitting projects.

**10:00 – 11:00 AM (1 hour):** Late Morning Workshops

Spinning revisited

Review what we learned and began yesterday, finish or make more progress on spinning projects

**12:30 – 1:00 PM (30 min):** Grand March

Campfollowers join the soldiers for the Grand March, and then retire to camp.

**1:00 PM – 1:30 PM (30 min):** Unstructured Time

**1:30 PM – 1:45 PM (15 min):** Prepare for Afternoon Break

**1:45 – 2:00 PM (15 min):** Afternoon Break

Campfollowers will provide water to the soldiers in the field

**2:00 – 3:15 PM (1 hour 15 min):** Unstructured Time

Campfollowers can work on projects; begin tidying camp for conclusion of event

**3:15 – 3:30 PM (30 min):** View Men Parade the Colours

**3:30 PM:** Event Concluded

Break camp

## **Friday: Cavalry Schedule**

**9:00 - 10:00 AM (1 hour):** Muster troopers, perform tack and horse inspection to insure sound horses and serviceable tack

Form up, march around perimeter of park for warm-up, and to let those on rental horses get to know their mount

**10:00 AM - 2:00 PM (2 hours):** The Lance in the joust: class by Clif Bassett, with a break for lunch

**2:00 - 4:00 PM (2 hours):** Broadsword class: Nathan Barnett

**4:00 - 5:00 PM (1 hour):** The lance at war: class by Henrik Olsgaard

**5:00 - 6:00 PM (1 hour):** Skill at arms course

**6:00 PM (Flexible)** Cavalry firearms: class by Gordon Frye

## **Saturday: Cavalry Schedule**

**5:00 AM:** Assembly of the buglers

**5:30 - 6:00 AM (30 min):** Stable call

**6:00 - 7:00 AM (1 hour):** Reveille/breakfast

**7:00 - 7:30 AM (30 min):** General assembly, dismounted

**7:30 - 8:30 AM (1 hour):** Boots and saddles, forming up in ranks and files

**8:30 - 9:30 AM (1 hour):** Morning march

**9:30 - 10:00 AM (30 min):** Morning break

**10:00 - 11:30 AM (1 hour 30 min):** Practicing movement within ranks and files

**11:30 AM - 1:30 PM (2 hours):** Meal break

**1:30 - 2:30 PM (1 hour):** Practicing the charge with the lance

**2:30 - 3:00 PM (30 min):** Afternoon break

**3:00 - 4:00 PM (1 hour):** Practicing the caracole

**4:00 - 4:30 PM (30 min):** Parade the colours

**4:30 PM:** Retreat

## **Sunday: Cavalry Schedule**

**6:00 AM:** Assembly of the buglers

**6:30 - 7:00 AM (30 min):** Stable call

**7:00 - 8:00 AM (1 hour):** Reveille/breakfast

**8:00 - 8:30 AM (30 min):** General assembly, divine services

**8:30 - 9:30 AM (1 hour):** Drill review

**9:30 - 10:00 AM (30 min):** Morning break

**10:00 - 11:30 AM (1 hour 30 min):** Practicing the charge with the lance/practicing the caracole

**11:30 AM - 12:30 PM (1 hour):** Mid-day meal

**12:30 - 2:00 PM (1 hour 30 min):** Grand march to battle formation

**2:00 - 3:15 PM (1 hour 15 min):** Tactical

**3:15 - 3:30 PM (15 min):** Parade the colours

**3:30 PM:** Event concluded

# Infantry Drill

## Foundation

The Company will be divided between Pike and Shot. Each weapon type is divided into files. Each file consists of six soldiers. The front man is the file leader, the last, the bringer up. The first man of the second half of the file is the half file leader, the last man in the first half of the file, the half file bringer up. The file leader should be the most experienced member of his file, followed by the bringer up, half file leader and half file bringer up, in that order. As files join together, ranks are formed by all file leaders and each follower in turn. The soldier to your left or right is your sidemen, the man in front of you; your leader.

The original orientation of the company as defined by the captain is called the front, its opposite, the rear. From the soldier's perspective, the right side of the company is the right flank, the left side, the left flank. Divisions can be formed by ranks, with the file leader to the half file bringer up designated the front division, the half file leader to the bringer up, the rear division. Files may be divided into division from the center of the company, or by the captain's command.

Companies are commanded by a Captain, with a Lieutenant as second-in-command, an Ensign to display the Colours, at least one Sergeant, and several Corporals.

## How Commands are Given

All facing and motions commands have three parts: *WHO*, *how*, and

### **WHAT:**

*WHO...* Indicates to whom the command is directed. This may designate the entire company or some subset of it (i.e. "*FILES*", "*RANKS*" or even "*FIRST RANK*"). This portion of the command is intended to get the full attention of the soldiers expected to perform it.

*how...* Describes in what manner or direction the upcoming command should be performed. (i.e. "*to the right hand*"). This portion of the command gives the optional details of how the command is to be executed.

**WHAT...** The actual command (i.e. "**FACE**"), or action to be taken. This portion is shouted with greater emphasis. The soldiers take no action until they hear the final part of the command, but then they react promptly.

The order in which these components are delivered is crucial.

First, the soldiers pay particular attention when they hear that the command is intended for them; second, they listen intently to the direction or manner in which they are to react; and finally, when they have heard the command, they know exactly who will execute it, and how. All that remains is to execute the command. If, however, the order were reversed, the soldiers might automatically begin to take action, without knowing in what manner and for whom the command was intended.



**Distances**

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

Files	}	Close Order..... (1 ½ feet)	When the soldiers set their left arms akimbo (hand on hip and elbow extending outward), their elbows touch their sideman
		Order..... (3 feet)	When the soldiers setting their arms akimbo, their elbows touch
		Open Order..... (6 feet)	When the soldiers stretching out their arms, their hands touch each other
		Double Distance... (12 feet)	Directed by the sergeants (seldom used)
Ranks	}	Order..... (3 feet)	When they come to their leader’s sword point
		Open Order..... (6 feet)	When the butt-end of the shouldered pikes almost reach to the leader’s heels
		Double Distance... (12 feet)	Directed by the sergeants

Common distances observed in different situations are:

	<i>Files</i>	<i>Ranks</i>
Forming up	Order	Order
Marching	Order	Open Order
Long march	Order	Double Distance
Maneuver on the field	Order	Order
To close to the enemy – Pike	Close Order	Order
To close to the enemy – Shot	Order	Order

**Distance Commands:**

FILES	} to the right hand } to the left hand	}	OPEN TO YOUR ORDER
			OPEN TO YOUR OPEN ORDER
FILES	} from the middle	}	OPEN TO YOUR DOUBLE DISTANCE
			CLOSE TO YOUR OPEN ORDER
FILES	} to the middle	}	CLOSE TO YOUR ORDER
			CLOSE TO YOUR CLOSE ORDER
RANKS	} to the fore } to the rear	}	OPEN TO YOUR OPEN ORDER
			OPEN TO YOUR DOUBLE DISTANCE
RANKS	} from the middle	}	CLOSE TO YOUR OPEN ORDER
			CLOSE TO YOUR ORDER
RANKS	} to the middle	}	OPEN TO YOUR OPEN ORDER
			OPEN TO YOUR DOUBLE DISTANCE
RANKS	} to the middle	}	CLOSE TO YOUR OPEN ORDER
			CLOSE TO YOUR ORDER

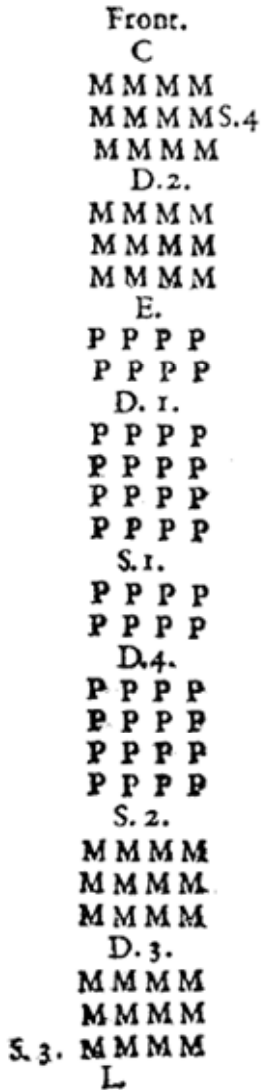
There are certain command combinations that cannot exist. Ranks and files cannot “close to your double distance” since they are never farther apart than double distance, and hence cannot close to it.

Ranks cannot “close to your close order” since they can never be closer than “to the sword point” or order, and since they are never at close order, they can never “open to your order”.

**Formations and Repositioning**

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.

**Marching**



Colonel Barriffe calls this formation the "Deep March." Spacing from one file to the adjacent file must be at Order and spacing from one rank to another is to be at Open Order.

Note the divisions within the column. Musketeers are formed into two groups, one at the front and one at the rear, with pike in the middle. In this configuration, the marching column can quickly and readily be converted into a battle formation.

Study the placement of the officers, sergeants, drummers and ensign. Although the commander leads and the lieutenant is at the rear, as in the battle formation, the sergeants and drummers are in particular places in the march based on their ranking or "Dignitie." The number-one sergeant is in the center, whereas the number-four sergeant is at the front right, near the commander. Likewise, the number-one drummer is near the center, in front of some pikemen who precede the number-one sergeant.

The ensign is NOT at the front end with the commander. Instead, he is about a third the way back, behind the first division of musketeers. Musketeers and pikemen march between the ensign and the nearest drummers. It is in battle formation the ensign comes to the side of the commander.

The captain is to be at the front of the column to lead it, to be the body's head. The ensign, however, bearing the essence of the company's spirit, is within the body of the company where the "spirit thrives"

Aware that companies come in assorted sizes, Colonel Barriffe offers: "If the Company be but small, then it is best to make but two Divisions, one of the Muskettiers, another of the Pike... If you have but three Drums, let the Drum in the second Division of Pikes be wanting: If only two, then upon a march the first between the third and fourth Rank of the Front Division of Muskettiers. The second between the third and fourth Rank of the second Division of Pikes."

And on a final note: "...that between each Division in march there ought to be a twelve-foot distance, six foot before the Officer and six foot behind him."

A lexicon of symbols used in the above diagram:

C - captain	M - musketeer
D - drummer	P - pikeman
E - ensign	S - sergeant
L - lieutenant	

The company being formed in order, with pikes ordered;

*RANKS, to the rear, OPEN TO YOUR OPEN ORDER*

**ADVANCE YOUR PIKE**

The pikemen advance their pikes, shot shoulder their pieces.

To have the company move forward;

**PREPARE TO MARCH**

*(Drum; four beats)*

**MARCH**

*(Drum, 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.

Being in motion, if the company is to cover a considerable distance:

**SHOULDER YOUR PIKE**

*(Drum beat left foot fall only)*

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

To bring the company back in step:

**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).

### **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:

*FILES, to the right hand, DOUBLE*

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

*FILES, to the rear, OPEN TO YOUR OPEN ORDER*

The lieutenant takes command of the shot on the right, and orders them to march. As the last rank of shot 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.

### **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;

*MAKE READY TO MARCH BY FILES* (or by double, treble, etc, files)

**MARCH**

Starting from the right, and lead by the lieutenant, the files march forward in their turn.

The company would reform as above.

### **To Halt**

When it is desired to halt the company:

*PREPARE TO STAND*

To have the company stop;

**STAND**

All stop, and await the next command.

### **Marching Column to a Battlefield Formation**

Not surprising, the usual method for moving a unit of soldiers to where the battle may take place is by the march. Once there, the unit must then be arrayed for battle, which means transforming the unit from narrow and long to wide and short, all in an orderly fashion so as not to present a moment's opportunity for the enemy to strike. The procedure is essentially the reverse of a battle-arrayed unit forming up for the march.

Divisions within the unit are predetermined by the commanding officer and every soldier has been told to which division he belongs. At the place that officer selects, the column is told to "Stand!" The commander directs the divisions into battle formation, which are then guided to their places by sergeants and one of their commands being "To this ground!"

1. The column for the march was formed in anticipation of the unit arraying itself properly for battle later. For this, the officer wished to have the musketeers be the sleeves (a.k.a. wings) of the battlefield formation. Therefore, he formed the column with the sleeves-to-be at each end, dividing musketeers into the two groups (divisions), with the division of pikemen in the column's middle to become the core of the battlefield formation. Upon the officer's command, the marching column will array itself into battlefield formation according to its divisions.
2. The lead division, which is the first group of musketeers, takes the place of highest Dignitie, which is the right side of the battlefield formation. Each division in its turn takes its position to the left of that first division; in this case the division of pikemen moves into place immediately to the left of the leftmost file of the first division of musketeers, and then the second division of musketeers moves into its place to the left of the leftmost file of pikemen.

Note that no division crosses in front of any other division (to do so would be inviting the enemy to: "Attack

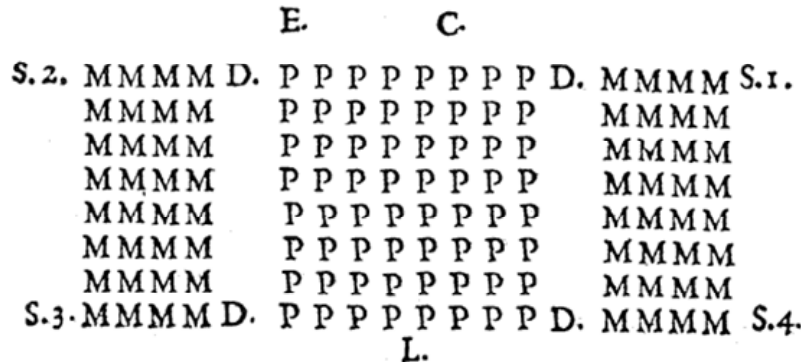
now and throw us into disarray."). Once in battlefield formation, the direction the entire unit faces is its Front Proper with all File Leaders at the heads of their respective files.

Colonel Barriffe places sergeants at each corner of the battle formation and the commander foremost.

Note that with the pikemen in the center of the column, they can readily assume the center of the battle formation.

After the divisions have taken their respective positions for battle, an officer should decrease the depth of the unit (an appropriate command for which is "Ranks, to the fore, close to your order!").

**Battle Formation**



This illustration shows how all members of a unit should be arrayed in preparation for battle. Not only are pikemen and musketeers represented here but so are others: captain or commander, lieutenant, drummers, sergeants and ensign. The commander and ensign are at the front to lead, to orient and to inspire the soldiers. Sergeants are at each corner to coordinate and to be sure all soldiers within shouting distance obey the commander's orders. Drummers are at the front and rearmost ranks, here between the musketeers and the pike. Drummers, with their drumbeats, repeat and emphasize the commands. At the rear is the lieutenant, placed there primarily to keep him protected so that he would be available to step forward to take command should the commander fall. The lieutenant can also provide guidance from his position and be sure no soldier shirks his duty.

**Battlefield Formation to a Marching Column**

The width of a battlefield formation will not fit the width of the usual road; therefore, a narrowed column is required for the march.

The ranks of the battlefield formation could be divided into divisions clearly delineated and everyone made to understand. Division by division, one behind the other, the entire unit could proceed with the march, as illustrated before.

Since the right-most division has the greatest "Dignitie," it is the first to move. It is followed by the division with the next highest "Dignitie," thence by the last division. All three divisions will make a single column of four long files.

1. As with moving a wide unit of soldiers through a narrow passage file by file, the same method can apply to converting a battlefield formation into a marching formation. In this type of situation, several files may

march together, the width of the rank determined by the width of the space - and confirmed by the officer before proceeding.

2. However the officer elects to divide the ranks, the right hand division always takes the lead and the division to its immediate left follows - and so on. The battlefield formation may be reformed by undoing this procedure similar to marching by divisions, mentioned below.

In addition, be aware of the position of musketeers in relation to pikemen in the battlefield formation and thence on the march. The pike form the center of the formation in both situations. With pike in the middle of the marching column, the entire force may then readily assume a battlefield formation without any division having to cross the path of another.

Prior to giving the command for the march, the officer should widen the distance between ranks to Open Order. Since the battlefield formation is the *raison d'etre* of an assembly of soldiers, good sense would have this also be the form-up formation. Each soldier can then become familiar with his placement and everyone else's before confronting pike, shot, horse and artillery.



## Countermarches

To “set the strongest part of your Armie against the enemy” a commander may call a countermarch to “turne the front of his battaile against the enemy that sheweth himself in the Reare”.

*Files, prepare for a Lacedemonian Countermarch*

FILES	{	<i>by the right hand, every man</i>	}	COUNTERMARCH
		<i>turning after his leader</i>		
		~		
		<i>by the left hand, every man</i>		
		<i>turning after his leader</i>		

*Files, prepare for a Chorean Countermarch*

FILES	{	<i>by the right hand, to maintain</i>	}	COUNTERMARCH
		<i>ground</i>		
		~		
		<i>by the left hand, to maintain</i>		
		<i>ground</i>		

Ground gained or lost in a *countermarch*, refers to that ground gained or lost relative to the *march*, not ground gained or lost relative to the *enemy*. This is important to remember.

## Wheeling

By 'Wheeling,' an entire unit changes its direction, not simply each soldier. Every soldier could, in the end, be facing 90 degrees to their former orientation, even 180 degrees, but there would be no "Accidental" Front, only the "Proper" Front.

COMPANY	{	<i>to the right hand,</i>	}	WHEEL
		<i>from the right file leader</i>		
		~		
		<i>to the left hand,</i>		DOUBLE WHEEL
		<i>from the left file leader</i>		

For a wheel, the right (or left) 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 outside of the “spoke” 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.

## Disbanding

The Company being in formation:

**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:

**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:

*DRUMS AND COLOURS, COME FORWARD*

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

So far we have yet to locate an actual period command for disbanding. Rather than use common modern day versions such as "*fall out*", we have found good documentation for more casual directives, and have converted them to useable commands:

**REPAIRE TO YOUR QUARTERS**

or, if the Captain is feeling especially compassionate:

**REPAIRE TO YOUR QUARTERS, REST YOUR LIMBS, REFRESH YOUR SPIRITS, AND REPLENISH YOUR BANDOLIERS**

## **Drill Material Sources**

For the inaugural School of the Renaissance Soldier event in 2005 we collected the best drill research available to us at the time. These came from several secondary sources and a long standing oral tradition as practiced by the Renaissance Military Society.

Since last year, however, we have had the good fortune to have access to a broad selection of digital facsimiles of original works published in the 16<sup>th</sup> and 17<sup>th</sup> centuries. After a year of research, we are beginning to realize that not all of our original assumptions and interpretations were correct or accurate. After a systematic examination of ten different primary source documents from the years 1597 through 1638, a pattern of similar topics and concepts is beginning to immerge.

It was interesting to note that over the 64 year period covered in our review, there was a high degree of similarity. This is less surprising when you understand that Renaissance military studies, largely begun by Niccolo Machiavelli, spawned a renewed interest in classic Greek and Roman military techniques. Late 16<sup>th</sup> century military theorists such as Sir Clement Edmondes and John Bingham undertook translations of original Greek and Roman texts, and the basic elements of Greek and Roman drill techniques are quite evident in 16-17<sup>th</sup> century manuals.

It is also noteworthy that prior to 1597, we can find no evidence of concise commands as represented in this manual. Many military treatises were written during the 16<sup>th</sup> century describing a variety of aspects of contemporary warfare, but apparently the idea to set down actual commands into a training manual did not occur to them. The credit for this idea must go to Johann II van Nassau. Suffice it to say that his hand written list of actual commands is the earliest that we can document, and gives us a slim, but solid, toehold in the Elizabethan period.

These concepts, and resulting command structure have been tested during drill by RMS members at the Heart of the Forest Renaissance Faire last summer, and this is the first time that they have been organized and collected in print.

Parallel to this effort, Barry Siler has prepared a thorough review of the writing of one of the authors included in the general survey, Colonel William Barriffe. Barry has prepared a very exciting and informative set of animated web pages which graphically demonstrate Barriffe's principle treatises. You are highly encouraged to study Barry's site ([www.syler.com](http://www.syler.com)).

Although there is generally good accord between Barry's results and this manual (some portions, in fact, being copied wholesale) several small differences will be noted. Barry is using just one source, and making his work representative of Barriffe only. We have chosen not to use this approach for this manual because we have found that, although there is much in common among all the reviewed texts, there is a high degree of irregularity within the work of any single author. For this reason the commands referenced in this manual are actually a composite of several different sources, and sometimes have been modified or "corrected" to comply with rules which an author himself has set down, but failed to follow. In many ways the commands listed here are more internally consistent and predictable than any one of the primary sources which inspired them.

## **Basic Pike Drill**

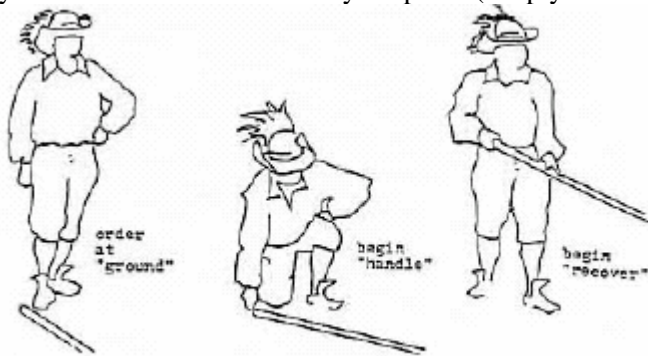
Edited for the ALC event. Taken from Lloyd's Blewe ROF Drill Book based on Thomas Callaway's "Manual of The Compleat Militiaman, Armes, Equipment & Drill of the St. Maries Citty Militia", as modified by Bill Craig, Acting CO of Lloyds.

### **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.

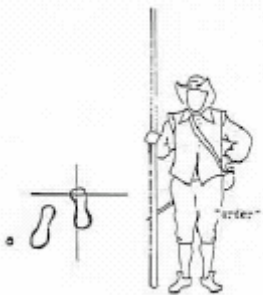
### **Recover your Pike**

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".



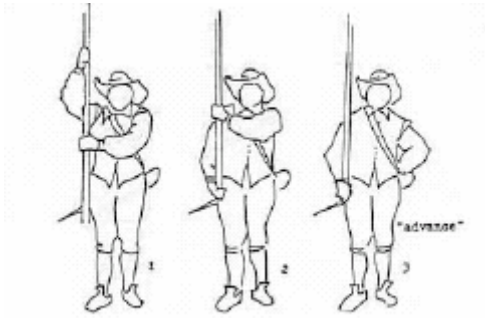
### **Order your Pike**

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.



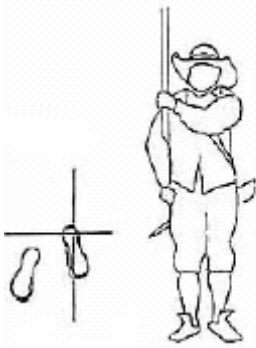
### **Advance your Pike**

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.



### **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.



### **Shoulder your Pike – (from Advance)**

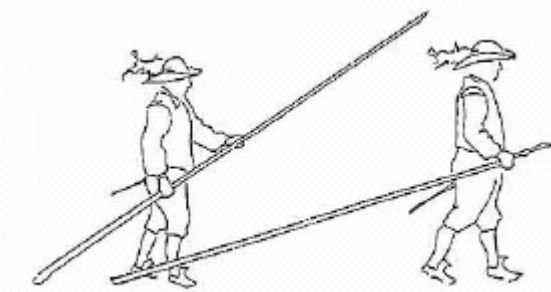
Grasp the pike with the left hand above the right. Lay the pike on the shoulder, releasing the right hand. Slide the pike forward to the extent of the left arm. Grasp the pike with the right hand, inclining it to 45 degrees with the butt approximately 18 inches from the ground. The right elbow is kept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



### **Trail your Pike – (from Advance)**

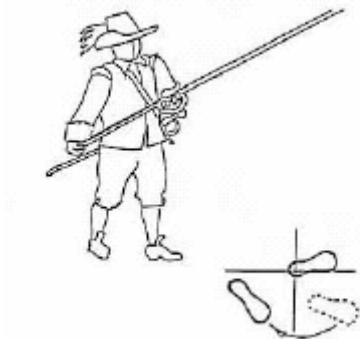
When passing through woods or as rest from “advance” or “shoulder”. on the command, grasp the pike with the left hand in front of the shoulder (Secure) and swing the butt of the pike to the rear, keeping it angled slightly to the right. Pass the pike backward hand over hand as you march, finally grasping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



**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.

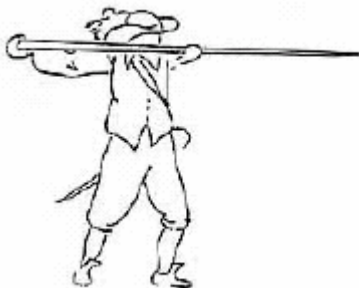


**Charge your Pike – (from Port)**

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”.

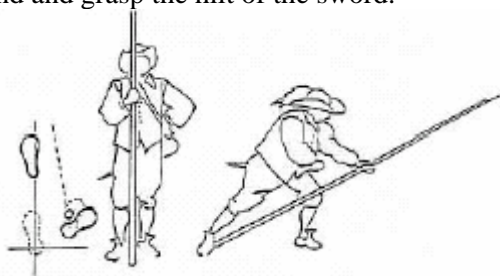
The entire Company will immediately switch to the Swedish step – left foot forward, right foot brought up behind the left foot. This is done to maintain position and balance, while at “Charge your pike”, and is to be maintained until orders given otherwise, such as “Halt!”



**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.

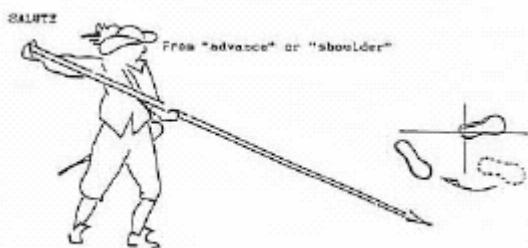


**Recover your Pike and put up your Sword**

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.

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

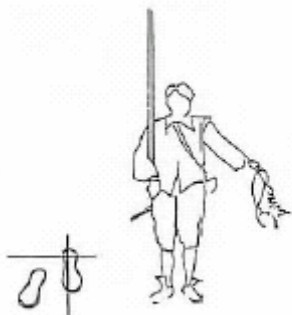
On the command, step back a full pace with the right foot, grasp the pike high with the left hand and go through the “Port” position. Bringing the right arm back and lowering the left arm, bring the pike within a few inches of the ground, pike to the front. On “Recover”, the pike comes back through “Port”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



### **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.

## Rules of Engagement for Battle Reenactments

### Actions of the Lowe Countries

David "Thorne" Luckhardt

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 twenty 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

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.
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.
19. 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.