

INSTRUCTIONS

FOR

Arms with Percussion Locks

AND

BAYONETS WITH CLASPS.

A Supplement to the Manual of Arms.---(Infantry Tactics.)

TO WHICH IS ADDED

GENERAL RULES FOR HARDEE'S FACINGS.

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INSTRUCTIONS.

A. Arms with percussion locks will require to be handled with much care, to prevent the hammer (cock) from becoming loose, by which its direct fall on the cone (tube) would be rendered uncertain.

B. When unloaded, they will at all times be used with the hammer down upon the cone; but when loaded, and the cap or primer being on the cone, the piece will be carried half-cooked for safety. When there is no cap on the cone, the vent will be closed by the hammer resting upon it.

C. No commands are embraced in this instruction, except where their execution differs from that prescribed for the same commands in the Manual of Arms (Infantry Tactics.) Percussion caps will be carried provisionally in a leathern pocket, attached to the waist belt by loops, in a manner to admit its being worn upon the belt.

PRESENT ARMS.

One time and two motions.

D. As in Macomb; omitting the words "the little finger against the feather spring."

LOAD IN TEN TIMES.

1. *Load. One time and two motions.*

E. First motion. Drop the piece by a smart extension of the left arm, seize it with the right hand above, and near the lower band; at the same time carry the right foot forward, the heel against the hollow of the left foot. (F.)

F. Second motion. Drop the piece with the right hand, along the left thigh, seize it with the left hand, let it descend to the ground without shock, the piece touching the left thigh, and the

muzzle opposite the centre of the body; carry the right hand quickly to the cartridge box, and open it.

2. HANDLE CARTRIDGE.

One motion and one time.

G. Seize a cartridge with the thumb and two next fingers, and place it between the teeth.

3. TEAR CARTRIDGE.

One time and one motion.

H. Tear the cartridge down to the powder, hold it upright between the thumb and two next fingers, and near the top; in this position place it in front of and near the muzzle, the back of the hand to the front.

I. 4th. Charge Cartridge.	} As in Macomb.
J. 5th. Draw Rammer.	
K. 6th. Ram Cartridge.	
L. 7th. Return Rammer.	

8. CAST ABOUT.

One time and two motions.

M. First motion. With the left hand bring the piece up vertically against the left shoulder. Seize it smartly with the right hand at the handle, and slide the left hand down as low as the chin.

N. Second motion. Make a half face to the right on the left heel, bring the left toe to the front, place at the same time the right foot behind and at right angles to the left, the hollow of the right foot against the heel of the left; carry the piece opposite the right shoulder, and bring it into the position prescribed in Macomb, the right hand grasping the handle.

9. PRIME.

One time and one motion.

O. Place the thumb of the right hand on the hammer, (the fingers remaining under and against the guard,) half-cock the piece; brush off the old cap, and with the thumb and two first fingers of

the right hand take a cap from the pocket, place it firmly on the cone by pushing it down with the thumb, and seize the piece at the handle.

10. SHOULDER ARMS.

P. As in shoulder arms from charge bayonet, in Macomb.

Q. READY, (from the position of Shoulder Arms.)

One time and four motions. As in Macomb.

R. READY, (From the Prime.)

One time and one motion.

S. Place the thumb of the right hand on the hammer, (the fingers remaining under and against the guard.) Cock the piece, and seize the handle with the right hand.

AIM.

One time and one motion.

T. Raise the but to the shoulder and take position indicated by Macomb.

FIRE.

U. *One time and one motion.* Per Macomb.

LOAD, (from the position of Fire.)

One time and two motions.

V. First motion. Bring back the piece quickly with both hands, depress the but strongly, by extending the right arm, and carry it with the arm thus extended to the left side, the barrel to the front and opposite the left shoulder, the left hand at the height of the chin, the back of the hand to the front, the left fore-arm touching the stock, at the same time face to the front and carry the right foot forward, the heel against the hollow of the left foot.

W. Second motion. Let go the handle with the right hand; let the piece descend through the left hand to the ground without shock, and take the position of the second time of Load. (Loading in ten times.)

SHOULDER ARMS FROM THE FIRE.

One time and one motion.

X. First motion. Bring back the piece with both hands, face to the front, carry the piece against the shoulder, and place the left hand under the but.

Y. Second motion. As in Macomb.

RECOVER ARMS.

AA. *One time and one motion.* As in Macomb.

SHOULDER ARMS. (From the Recover.)

BB. As in Macomb, except that while lowering the hammer to the half-cock notch, the piece will be supported by the left hand holding it just above the lock.

LOAD IN FOUR TIMES.

CC. FIRST—LOAD.

Execute the first time of loading, handling, tearing and charging cartridge.

TWO.

DD. Draw rammer, enter it as far as the hand, and ram twice.

THREE.

EE. Return rammer, cast about, half-cock, and prime.

FOUR.

FF. Execute the tenth time of loading.

UNFIX BAYONET.

One time and three motions.

GG. First and third motions as in Macomb.

HH. Second motion. * Drop the piece with the right hand along the left thigh, seize it with the left hand above the right; lengthen out the left arm, rest the but on the ground without shock, and

carry at the same time the right hand to the bayonet, with the thumb against the clasp, turn the clasp against the socket with the thumb, and seize the bayonet at the socket and shank.

FIX BAYONET.

One time and three motions.

II. First and second motions as in Macomb.

KK. Third motion. Draw the bayonet from the scabbard, carry and fix it on the muzzle, turning the clasp toward the body, with the right thumb, place the right little finger immediately on the head of the rammer; lower the left hand along the barrel in extending the arm without depressing the shoulder.

NOTE.

If the soldier be at the "ready," from the "shoulder arms," the same commands and means will be used in returning from this position to that of "shoulder arms," as were prescribed in coming to the latter from the "Recover, BB.;" but if he be at the "ready" from the position of "prime," when the command "shoulder arms" is given, he will at the word "shoulder," support the piece firmly with the left hand, half-cock, as has been explained, and seize the piece at the handle with the right hand. At the word "arms," face to the front and complete the time.

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HARDEE'S FACINGS.

The following General Rules for Hardee's Facings are given by Colonel J. H. RION, of Winnsboro:

At the request of some of my brother officers of the Volunteer Service, I publish my General Rules for Hardee's Facings, whether from a halt or while marching. These rules are *without exceptions*, and apply to the *eight* different facings and flankings (three right, three left and two front.) That they are correct in their results, may be proven by a reference to Hardee, Nos. 352, 360, 365 and 366, School of the Soldier, and Nos. 136 and 140, School of the Company.

In these Rules, by "the *head* of the Company," is meant that end composed of the *taller* men; and by "the *foot* of the Company," that end composed of the *shorter* men. By the rear rank, is meant, of course, that rank which is *behind* the other, according as the Company is faced to the front, or to the rear.

RULES FOR DOUBLING, (after facing to either flank.)

FIRST. The rear rank takes a side step *from* the front rank.

SECOND. If the *head* of the Company is in front, Nos. 1 stand fast, and Nos. 2 take an *oblique* step in the *same direction* in which the rear rank has taken the side step.

But if the *foot* of the company is in front, Nos. 2 stand fast, and Nos. 1 take an *oblique* step in the *same direction* in which the rear rank has taken the side step.

RULES FOR UNDOUBLING, (after facing to either front.)

FIRST. If Nos. 1 are behind Nos. 2, Nos. 1 undouble by taking an *oblique* step towards the *head* of the company.

But if Nos. 2 are behind Nos. 1, Nos. 2 undouble by taking an *oblique* step towards the *foot* of the company.

SECOND. The rear rank closes up on the front rank.

By the Rules above given, all perplexity arising from the same Nos. having to step to the *right* at one time, and to the *left* at another, is obviated. By experience I have found that the men readily comprehend these Rules.

In *forming* fours, the fours should always dress by the man on the side where the *last front* was.

JAMES H. RION.