

**SOUTH CAROLINA
MILITARY DEPARTMENT**



**HORSE GUARD
CAISSON DETACHMENT
HANDBOOK
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VOLUME 2**

The Mounted Detachment (Bachman's Battery) of the South Carolina Military Department (SCMD) has been assigned the task of providing Ceremonial Services. For operational command, the Detachment reports directly to the Deputy Adjutant General of Operations for Administrative Purposes.

Partnered with the South Carolina Military Museum (SCMM) it is allowed to utilize equipment assigned to the Museum such as field pieces, etc. with its budget for specific needs determined by South Carolina Legislation.

The mission is to act as the Official State Ceremonial Unit, participating in state memorial services, historic presentations and reenactments.

These manuals are designed as guidance in military protocols, safety, and unit activities.

Volume 1 is the training manual issued by the Highland Brigade of the South Carolina State Guard and reproduced into pocket size for distribution. Issued February 2002.

Volume 2 is The MOUNTED ARTILLERY DRILL. Copies have been made for issue of the original. Issued February 2002. Reissued on Website as PDF file June 2004.

Volume 3 was originally from the ANDREWS MOUNTED ARTILLERY DRILL (1863), issued April 2003, with copies made for issue of pictures of motion from the original text and now modified to the NATIONAL PARK SERVICE MANUAL FOR THE HANDLING AND FIRING OF 19th CENTURY FIELD ARTILLERY IN INTERPRETIVE DEMONSTRATIONS. Reissued on Website June 2004.

Subsequent volumes will cover ceremonial procedures for types of deployment, artillery drill, setup, maintenance, and equestrian requirements.

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MOUNTED ARTILLERY DRILL

SIMPLIFIED
(AND EXPANDED)
FOR 4-GUN
REENACTMENT UNITS

© January 1996, March 1998

This is a DRAFT issue of simplified mounted artillery drill. It is based on Andrews' (and Patton's) Mounted Artillery Drill, published in Charleston, SC in 1863. Its intended purpose is to allow local units with one or two guns to drill alone in preparation for combining with one or more other units for reenactments. It is NOT an attempt to re-write the original manual. A review of Andrews' manual will reveal several various methods of accomplishing the same -- or similar -- outcomes. Furthermore, Andrews' is not the only -- nor the final -- authority on mounted artillery drill. Andrews' assumes larger forces than does this manual, as well as scenarios of varying complexity that many reenactor units may not encounter nor wish to use such as caissons in front or rear, double columns, forming lines while gaining ground to the right or left, retreating, and so forth. Since reenactors do not have extended periods of time to practice as larger units, the more simple and easier-to-learn maneuvers have been selected as appropriate methods for engaging the opposing force to their front, either side, or the rear. Naturally, some units may wish to learn and demonstrate more complex maneuvers as they increase in size, experience, and skill. Comments and suggestions to improve this manual are welcome.

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MOUNTED DRILL PREFACE

This manual is a simplification of basic maneuvers for the horse drawn gun. These are explanatory and introductory notes given to aid in understanding the original drill manual, which for this work was Andrews' *Mounted Artillery Drill*, first published in 1863. The original manual should be completely studied along with these notes.

The movements for the drill are relatively easy. Reenactment units generally do not have caissons, and the elimination of orders relating to the positioning of caissons make the drill much easier to understand.

The following minimum standards will help assure that mounted gun Drivers and Chiefs of the Piece be proficient in the performance of the maneuvers. They are:

1. The Drivers and Chiefs of the Piece should have a good grasp of this material.
2. They should be able to correctly do an *about* in the distances and on the radii prescribed in the manual. *Abouts* should be regularly practiced with the horses, so that it becomes *second nature* to the horses and the men.
3. They should be able to correctly estimate the distances between the pieces and be able to place their piece in its proper position, and
4. The lead driver should be able to make proper turns so that he does not over or under compensate when taking a new direction.

A. DEFINITIONS

1. Front: When the gun is limbered, the front is the direction the horses are facing. When the gun is unlimbered, the front is the direction the muzzle of the gun is pointing.
2. About: An "about" is a sharp turn that results in the placement of the limber in the same position it was in prior to the command, only the direction is reversed 180 degrees.
3. "Right in Front" denotes a column of guns formed from a line, in which the gun that was on the right becomes the first gun in the column. Conversely, "left in Front" denotes a column in which the left gun in line is the first gun in column.

B. GENERAL RULES

1. As a general rule, all *abouts* when limbering or unlimbering to the front will be to the left. The only exception will be when going "action left."
2. The term *Guide Right* (or Left) designates the side on which the battery will dress or form (i.e. aligned on the gun to the right, or to the left). In the infantry, the line is never to be inverted. In Artillery drill, it is permissible to invert the line. It is imperative that the Chiefs of Pieces and the lead drivers understand the principles of the guides.
4. Due to the distances separating pieces, and the noise of the horses and carriages, it is important that reasonable silence be maintained by the men when the battery is maneuvering. The Chiefs of Sections should repeat commands of the Battery Commander.

I. BASIC FORMATIONS

Most local unit drills will be with two horse-drawn guns and no caisson. While this is only a section of artillery, drill should be conducted as though it is a full battery, with each gun representing a section. In this manner, these drills can be readily adapted to a four-gun battery. *Andrews'* assumes a six-gun battery. Thus, for instance, movement is generally assumed to be "in column" with a front of two guns. In order to become familiar with the commands and movements, an "unauthorized formation" of two or three guns, "in trail" or "in single file" can be assumed, which for training purposes represents a column:



Otherwise, with only two guns "in column," the formation would actually be a section "in line" but without the required interval of 14 yards.

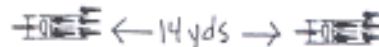


With a "column in file" command replacing "in column," the guns could maneuver in a fashion as a battery, making flank, oblique and wheel moves as they should be done.

In item #1 below, the original manual stipulated a 2-yard separation. However, it was anticipated that each gun was accompanied by its caisson. We have assumed a "phantom caisson" is between each gun, requiring a 14-yard interval, which is necessary for proper spacing in some maneuvers.

As a starting point, the unit should learn and practice:

1. Order of column (in file)
(14-yard separation)



Pieces follow in
Single file

2. Order in line
(14-yd interval)



The pieces form
beside each other,
muzzles facing rear

3. Order in battery
(14-yd interval)



The pieces are
unlimbered, muzzles
facing enemy action.

II. MANEUVERING

General Principle: Pieces are designated 1 through 4, from right to left in line, and from front to rear in column.

In this manual, the following abbreviations are used:

C of S, or CS = Chief of Section

C of P, or CP = Chief of Piece

When teams are hitched (in the artillery park), and cannoneers are at their posts, the Chiefs of Pieces (or Gunners if there is no C of P) perform inspections. Section Chief(s) then performs inspection and reports to the Captain. Officers draw sabers without command. Upon intimation from the Captain, Chiefs of Pieces draw sabers.

2.1 Movement "In column"

To Unpark:

Captain commands: 1. By piece -- from the right -- front into column 2. MARCH!

At the command, *MARCH*, the right piece marches direct to the front, and follows the direction indicated by the Captain (i.e. "Follow the road to the left", "Follow the guidon"). The other pieces follow at a 14-yard interval, assuming [for spacing] that a caisson follows the gun in front.

The Captain's position is left, near the center of column; Chief of Caissons is on the right opposite the Captain; Chief of Piece(s) is left of lead driver of his piece (what is commonly call an "outrider" -- to help control the lead horse). The Guidon is to the left of the leading Chief of Piece, and the Chief of Section is to the immediate left of the Chief of Piece.

Change of Gait:

To pass from walk to trot, the Captain commands: 1. Trot 2. MARCH!

To pass to fast trot: 1. Trot Out 2. MARCH! To slow, 1. Slow Trot 2. MARCH

From trot to walk: 1. Walk 2. MARCH!

Chiefs of Section (or C of P in absence of C of S) repeat the first command, at which drivers prepare to change gait.

C of S also repeats the second command, and the gait is changed in accordance with first command (trot, or walk).

To Halt:

Captain commands: 1. Column 2. HALT!

Chiefs of Sections (or in his absence, Chief of Piece) repeats the second command.

2.2 "COUNTERMARCH" vs "ABOUT"

The command, "Countermarch" indicates that the entire column reverses its direction 180 degrees, with the first piece or section doing an about and the succeeding pieces or sections advancing and then turning on the same spot the first section turned. The same order of guns is maintained so the first gun is still the first gun in the column after the direction of march is reversed.

An "About" in column requires each gun to immediately do a left about so the column is inverted, and what had been the last gun in the column becomes the first gun after the direction of march is reversed.

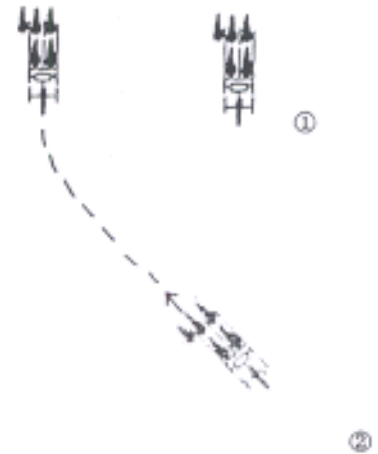
2.3 TO FORM SECTIONS

In column, the Captain commands:

1. Form Section(s) -- Left Oblique.
2. MARCH
3. Guide right

The C of S repeats each command after the Captain. At the command MARCH, the first (two) carriage(s), piece and caisson, advance five yards and halt. The rear carriage(s) obliquely to left, gains interval of 14 yards, then moves abreast and on line dressing to the right.

If this maneuver is commenced at a trot, instead of moving 5 paces and stopping, the lead piece comes to a walk, and the other piece(s) move into place at a trot, coming to a walk when abreast.



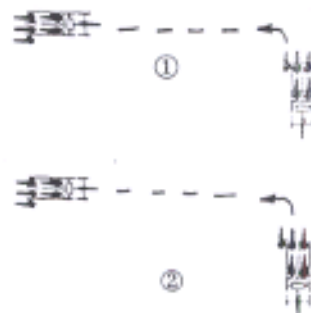
2.4 TO MARCH BY A FLANK

The battery being in column, march, or at a halt, to gain ground to the left, the Captain commands:

1. Column -- by the left flank.
2. MARCH

The commands, *By the left flank* -- MARCH are repeated by C of S's (C of P in absence of C of S's). At the command *March*, each carriage wheels at once to the left, and when the wheel is nearly completed, the Captain commands:

1. FORWARD
2. Guide right



Notice that the guns would be "in line" if halted in this position

At the command *Forward*, all the carriages march direct to the front at a 14-yard interval. In order to move the battery to resume its original direction, "in column" the Captain commands:

1. Battery -- by the right flank
2. MARCH
3. FORWARD
3. Guide right

To march in the opposite direction, the Captain commands the battery to perform another left flank.

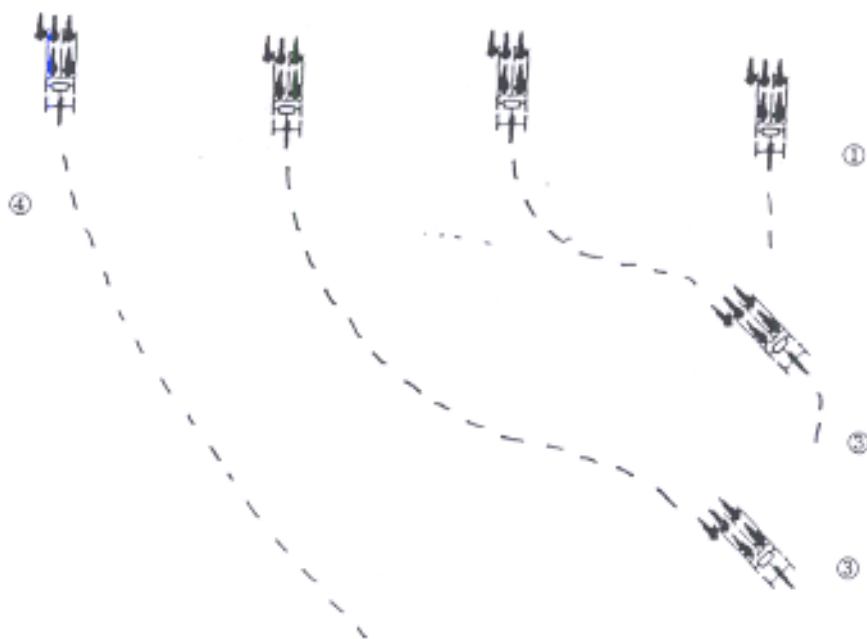
2.5 CHANGING FROM COLUMN INTO LINE TO THE FRONT

This maneuver is the same as "forming sections," but these are the commands to form an entire battery "on line" while advancing to the front, gaining ground on the left or the right. To form a line to the front while advancing -- At a walk, gaining ground to the left, the Captain commands:

1. Form line advancing -- left (or right) oblique -- trot
2. MARCH
3. Guide right (or left)

The Chief of the leading section (piece) repeats the commands, and his section (piece) continues to move at a walk. At the first command, the Chief of the other sections (pieces) command:

Section -- *Left oblique -- Trot. MARCH ... guide right*
 (Right) (left)



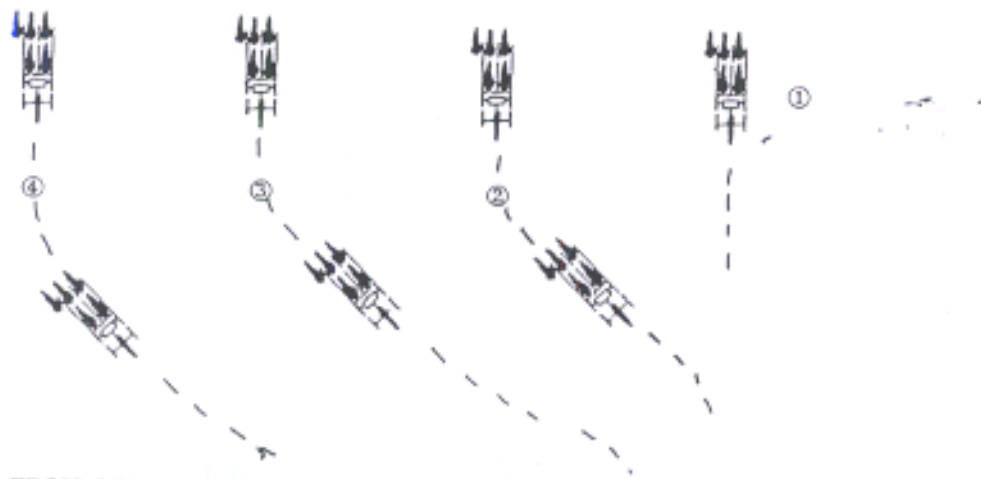
When the sections have obliqued sufficiently to the left (to establish the 14-yard interval), each CS commands FORWARD, and WALK in time to command MARCH as his piece arrives on the line.

If his movement (to left or right) is begun while the battery is at a halt, the initial command would be:
 1. *Forward into line -- left oblique* 2. MARCH 3. *Guide right* 4. FRONT
 (if to the right) (right) (left)

The battery continues to march forward in line, and when the battery reaches its place of action, the Captain commands:

1. Battery -- Halt
2. Right Dress
3. Front

and the battery halts in this position after the oblique.



2.6 CHANGING FROM COLUMN INTO LINE TO THE RIGHT OR LEFT

There are two different maneuvers for changing from column to line parallel to the line of march -- either turning "TO the right [or left]" or "ON the right [or left]." This assumes the battery is in column, halted, or on the march.

A movement to the right or left by the command "*Left into line - Wheel*" means that all pieces simultaneously turn to the left. [This is virtually identical to a flank movement, the primary difference is that *marching by the flank* denotes that the battery will continue to advance, whereas *into line* indicates that it will halt and prepare to fire.]

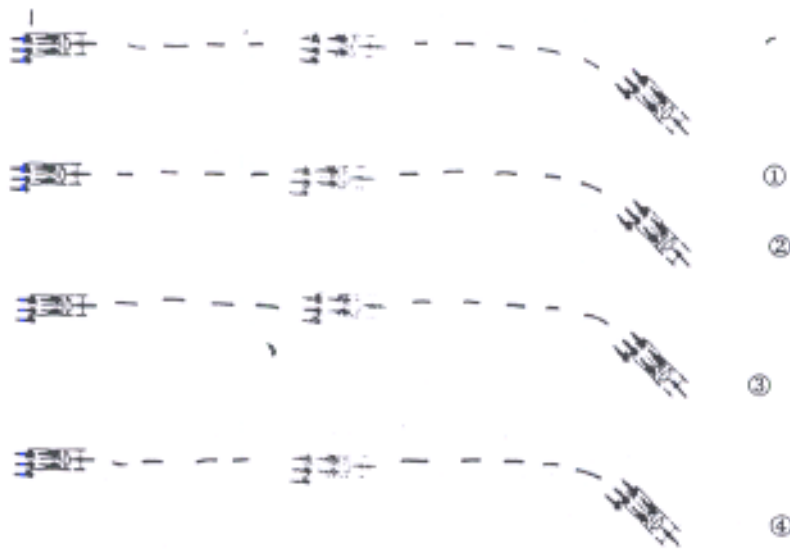
At the command of "*On the right into line... MARCH*" the first piece or section immediately wheels to the right to come into line. The following pieces or sections continue to advance until they are at the proper interval for the front, and then they turn to the right to come onto line.

2.7 FORMING TO THE RIGHT (OR LEFT)

When the battery is in column, march, or at halt, To form *INTO LINE* to the left, the Captain commands:

1. (Capt) Left into line... Wheel C of S commands Section Left Wheel
2. (Capt) MARCH! C of S's command... March! Forward... Guide Left
3. (Capt) Battery... Halt 4. Left Dress 5. FRONT!

At the first command, C of S's command, "Section... Left Wheel" and at the 2nd (which they also repeat), ALL the sections wheel to the left. Each C of S commands: *Forward... Guide Left*, as soon as his leading pivot carriage has taken the new direction. When the rear guns have completed the wheel, and are in line, the Captain commands: *Battery... Halt... Left Dress ... Front*. The commands "Halt" and "Left Dress" are repeated by C of S's.



2.8 FORMING ON THE RIGHT (OR LEFT)

With the battery in column, march, or halt... For forming it ON Line to the right, the Captain commands:

1. (Capt) **ON** the right onto line...

(Ch of LEADING SECTION commands: Section... Right Wheel...

2. (Capt) **MARCH...** 3. Guide Right ...

C of S commands, **MARCH!** (The section wheels to the right.)

As soon as the first gun enters the new direction, CS commands, **Forward ... Guide Right...**

As soon as the section completes the wheel, CS commands, Section **Halt... Right Dress**

As each section (or piece, if drilling in reduced numbers, in single file) passes the one preceding it in formation, its CS brings it onto line. The 2nd (and 3rd) CS gives the command, *Section ... Right Wheel* upon the first command of the Captain, along with the first CS. However, he does not give the execution command (*March*) until his section reaches the proper interval after passing the guns that were ahead of him. When 4 yards from the line, he commands, *Section halt... Right Dress*.



III. FORMING IN BATTERY FROM LINE

Two Methods: "*In Battery*" or "*Action Front*"

When working as a section or a battery, there are two methods of bringing the guns into action. They are the commands "*Action Front*" [rear] or "*In Battery*." The primary difference is that in "*Action Front*," the gun is dropped, and then turned to the front manually by the crew while the limber makes its about to bring it into position... whereas "*In Battery*" dictates that the piece makes its about and then drops the gun, so that when it is dropped it is facing the proper direction (toward the enemy). The limber then makes its about in order to come up behind the gun. As a general rule, the procedure for "*In Battery*" should be used for most operations involving more than one gun.

3.1 ACTION FRONT

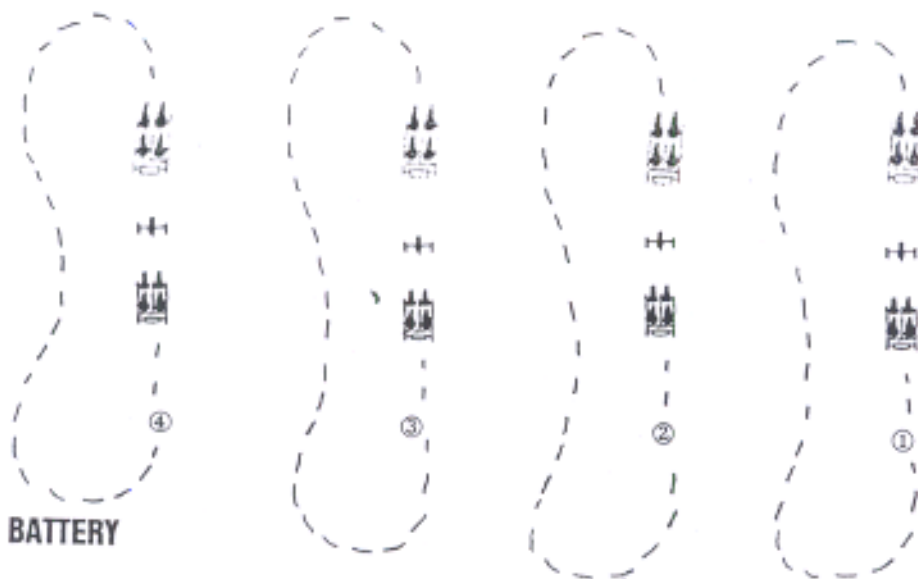
When the battery is halted "in line," with pieces in front, the Captain commands: *Action Front!*



C of S's repeat, *Action Front!*

When the command is repeated by the C of S's, the pieces are unlimbered and wheeled about by hand. The limbers (and caissons) wheel about to the left, move to the rear, and take their places in battery at their proper distances by another "about."

When the cannoneers are mounted on ammunition chests, they dismount as soon as the command *Action Front* is given, and run to their posts.



3.2 IN BATTERY

The Battery is in line, and the captain wishes for it to go into battery, commands

1. In Battery,
2. Guide left,
3. March

At the Command *IN BATTERY*, the pieces advance 17 yards. At the command *MARCH*, the CoS halt, and the pieces execute an about. When they reach the line of the CoS, they halt, unlimber, and the limbers perform another about to bring them into their proper position.

When the cannoneers are on foot, they *HALT* at the command "*March*" and run to their proper positions. When the Cannoneers are mounted, they dismount and run to their positions at the command "*In Battery*."

IV. FORMING IN BATTERY FROM COLUMN

This is performed in the same manner as going from column to line to the front. The commands are:

1. FORWARD INTO BATTERY - LEFT [RIGHT] OBLIQUE
2. MARCH, 3. GUIDE RIGHT

The chief of the First Section commands "*Section - forward*" and the chiefs of the other sections command "*section - Left oblique*"

At the command "*MARCH*" the chief of the first section commands "*in Battery - March,*" and the section goes into battery as above. Each succeeding Chief of Section Orders "*in Battery*" when his section arrives on the line.

FORMING IN BATTERY TO LEFT OR RIGHT

See sections 1.6 and 1.7 "Forming to (on) the Right (Left) Once those maneuvers are completed, and the battery is "in line," the action to "Form Battery" is the same, the front having been re-established by the new line.

V. CHANGES OF FRONT WHILE IN BATTERY

While firing in battery, the unit may be required to change its front in order to fire on targets to the left or to the right. There are several methods to accomplish a change in front. For example, a change of front to fire to the right may be accomplished by throwing the left wing forward, or bringing the left wing to the rear; the right wing forward or to the rear; the inverse of either; and various echelon movements. This manual will cover one option for changing to the right, and one option for changing to the left.

5.1 CHANGE OF FRONT, TO FIRE TO THE RIGHT, LEFT WING FORWARD

Prior to the movement, firing is discontinued, and the Captain commands:

1. Fire to the right.
2. Change front forward on the right piece.

At the second command, the right piece of the right section is turned to the right by moving the trail to the left. The left piece of the section is moved forward by hand to establish it on line with the first. The limbers (and caissons) for those two pieces then oblique to the left and wheel right into their proper positions. The other two guns are limbered by the CS's command, Limber to the front. As soon as they are limbered, the CS commands, Forward.

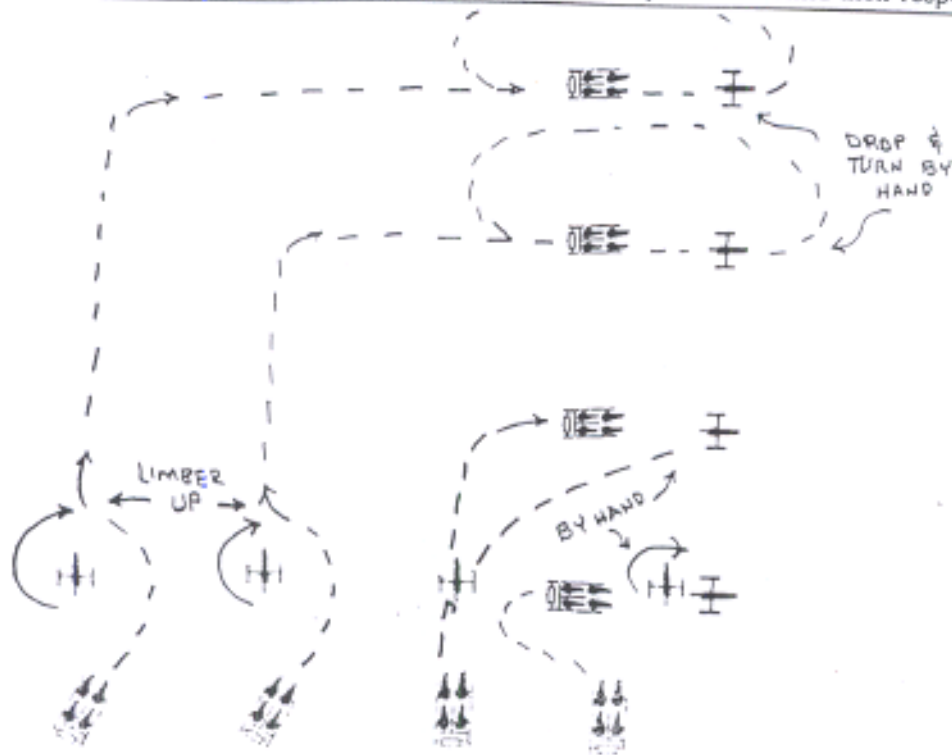
The Captain then commands:

3. **March** (REPEATED BY CS'S)

The pieces then move forward until they reach their place opposite the line, at which time the CS orders *Section, Right Wheel, March -- Forward.*

Then as they reach their place in the line, the CS commands, *In Battery -- March.*

Andrews says, "The pivot piece commences firing as soon as it is in position, and the others as they arrive on the line." However, this would present a safety problem/violation in reenacting. Therefore, no piece will resume firing until all teams/limbers are in position behind their respective guns.



5.2 CHANGE OF FRONT TO FIRE TO THE LEFT, LEFT WING TO THE REAR

When the battery is firing, and the Captain wishes to change front to fire to the left, he may do so by inverse order of the previous maneuver. However, it may be advantageous to "lose ground" by moving a wing to the rear, rather than advancing a wing toward the front. This can be done changing the front to either the right or left. The following illustrates a change of front to the left. The Captain orders firing to cease, and commands:

1. Fire to the left.
2. Change front to the rear on the right piece.

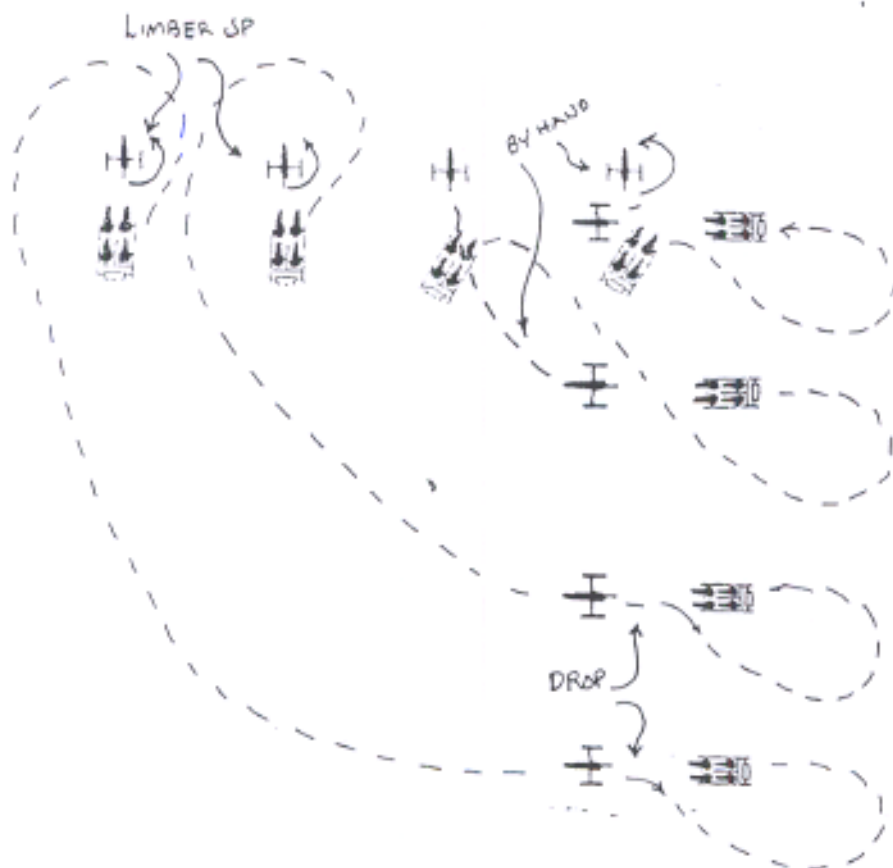
At the second command, the CS of the right section places the right piece in the new direction, by having the trail moved to the right. He also causes the left piece of his section to be moved to the rear by hand and established on the new line. The limbers and caissons move at once to the right, obliquing to place themselves in the rear of the pieces, and take their places by wheeling or reversing to the left.

The other CS's command: **Limber to the rear, Caissons in front of your pieces -- trot -- MARCH.** And the pieces are limbered in normal fashion.

The left section CS commands: **Section -- forward**
(Capt continues the order) 3. **March**

At the Captain's command, *MARCH*, (repeated by CS) the left section goes into motion and places itself in battery on the line by wheeling it to the left when it is opposite its position.

Here again, Andrews says, "The pivot piece recommences firing as soon as it is unmasked, and the others when they arrive on the line." However, in reenacting -- for safety purposes -- no piece will resume firing until all limbers are in place behind their respective gun.



5.3 FORMING A BATTERY TO THE REAR

This maneuver may be commenced from a column, a halt, etc. However, for purposes of this manual, it is assumed that the pieces have been placed, IN LINE and halted. (For simplicity, this passage assumes no caissons are present)



The Captain commands:

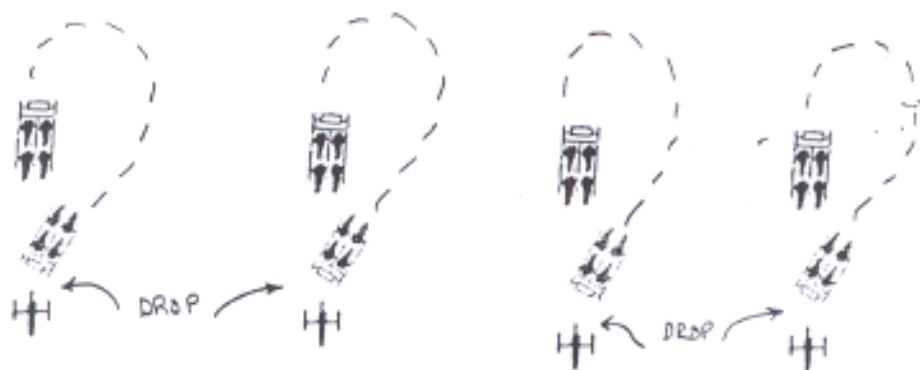
1. **Fire to the rear.**

C of S's repeat: **Fire to the rear**

2. (Capt) **In Battery**

C of S's repeat: *In Battery*

At the CS's command, the cannoneers unlimber and prepare for firing. The limbers execute a "tear-drop" to the right, wheel left, and come up in place behind the pieces.



Notice that the guns are no longer in their former 1-4, right-to-left positions.

VI. FIRING ADVANCING OR IN RETREAT

When the battery is firing, the Captain may order it to advance while firing. He commands:

1. FIRE ADVANCING BY HALF BATTERY
2. RIGHT HALF BATTERY - ADVANCE

The Chief of the Right section will be designated the chief of the Right Half Battery.

At the second command, he orders the right half battery to cease firing and to limber to the front and commands:

1. FORWARD - GUIDE LEFT

When the half battery reaches the designated point, the Chief orders

HALT, and "*ACTION FRONT*" or "*IN BATTERY - MARCH*" and commences firing.

The fire of the left half battery continues, and when the right half commences firing, the left half advances utilizing the same commands as were used by the right. The advance may be halted and the battery reformed to the front or rear, by the proper command of the captain.

To fire retiring, the same principles are used, except the initial command is:

FIRE RETIRING BY HALF BATTERY, and the guns are limbered to the rear.

VII. LIMBER UP TO ADVANCE OR RETIRE

General Principle: When the guns are unlimbered, the "front" is determined by the direction the muzzles of the pieces are pointed. When the guns are limbered, the "front" is the direction the horses are facing. Although the previous scenario was to prepare the battery for action "to the rear," once the guns were unlimbered, what had previously been "the rear" became "the front."

The engagement having been terminated, limbering up to reestablish another position may also be accomplished by various methods. Assuming an alignment similar to the above exists (the battery having been formed to the rear), the Captain would issue the command to cease firing.

★ If the intended route is in the direction of the hostile forces (i.e. advancing), the pieces may be limbered "To the Front." The Captain commands:

1. LIMBER TO THE FRONT

The drivers oblique to the right, passing to the right of their pieces, and halt in position in front of the piece. As soon as the limber is in front of the piece, the Gunner commands:

HALT; LIMBER UP.

The cannoneers reverse the direction of the piece, turning the trail to the right, and secure the lunette ring on the pintle hook.

★ If the intended route is away for the direction of fire (i.e. withdrawing), the pieces may be limbered "To the Rear." The Captain commands:

LIMBER TO THE REAR

The limber inclines to the right, and takes its place by wheeling about to the left, and the piece is then limbered up as before.

★ The piece may also be limbered to the Right or Left. In which case, the Captain commands:

LIMBER TO THE RIGHT (OR LEFT)

The cannoneers turn the trail to the right (or left), and the piece is limbered up as before, the limber inclining to the right (or left), and taking its place by a right (or left) wheel.

Depending on whether or not the cannoneers walk or ride the chests, the command may be given for cannoneers to mount, and the drivers will be given the command, "Drive On." Cannoneers must exercise extreme caution and remain clear of the pieces when the drivers are mounting and dismounting, which will be announced by the drivers calling out "Driver Mounting," or "Driver Dismounting." When limbers and caissons are maneuvering between the pieces, the cannoneers should position themselves inside the wheels of their pieces.

VIII. POSITIONS OF CANNONEERS

8.1 WHILE MANEUVERING, THE CANNONEER'S POSITIONS MAY BE:

1. By the piece: In this case, the cannoneers walk beside the piece in their respective positions.
2. Behind the piece: The cannoneers walk in column behind the piece, according to their respective positions.
3. On the ammunition chests: The cannoneers mount the caisson and limber chests according to their respective positions,

Gunner and Nos. 5 and 6 on the limber chest of the piece -- the Gunner on the right and No. 5 on the left,

Nos. 1, 2, and 7 on the limber chest of the caisson -- No. 2 on the right and No. 1 on the left,

Nos. 3, 4, and 8 on the middle chest of the caisson -- No. 4 on the right, and No. 3 on the left,

When necessary, Nos. 6 and 7 may be directed to mount the rear chest of the caisson -- with their backs to the front, No. 6 on the right.

8.2 THE COMMANDS TO MOUNT AND DISMOUNT THE CANNONEERS

If the command, *Cannoneers, Mount* is given by itself (without the preparatory command), the men run to their places and spring into their seats at once, No. 8 taking his seat before No. 3. The positions of cannoneers prior to and after mounting is:



To Dismount. The carriages are halted, and the Captain commands:

1. Cannoneers, prepare to dismount.
2. DISMOUNT

At the first command, the cannoneers stand up in their places, except for the gunner and No. 5, who face about. At the second command, all of the cannoneers jump off and run to their posts. If the preparatory command is not given, the cannoneers jump from their chests at the command, DISMOUNT.

General Principle: The cannoneers always dismount at the command Action Front, Action Right, or Action Left. They also dismount at the command "In Battery," as soon as the carriage on which they are mounted halt.

[note] During the War, many units issued orders that cannoneers were forbidden to ride limber/caisson. This was to prevent over-working the horses. Since many reenactment units will have only four horse teams, it is generally better to have cannoneers walk beside the piece, and only ride in cases of trotting or galloping to a new position a few hundred yards distant. Riding during campaign marches should not be allowed except to "spell" one or two men at a time. After all, the infantry is walking.... and they have much more weight to carry.

As previously stated, this training document IS NOT an attempt to re-write the original manual. A brief review of *Andrews' Mounted Artillery Drill* (published in Charleston, 1863) will reveal several various methods of accomplishing the same -- or similar -- outcomes. Furthermore, "Andrews" is not the only -- nor the final -- authority on mounted artillery drill. Andrews assumes larger forces, as well as various scenarios, such as caissons in front or to the rear, double columns, forming lines while gaining ground to the right or left, retreating, and so forth. Since reenactors do not have extended periods of time to practice as a larger unit, the more simple and easier-to-learn maneuvers have been selected as appropriate methods for engaging the opposing forces. Naturally, some units may wish to learn and demonstrate more complex maneuvers as they increase in experience and skill.