



School Of The Soldier

# COMMANDS

STEVE GIOVANNINI

23 MARCH 2014

## General Rules and Division of the School of the Battalion.

- S.B. 19. ... The harmony so indispensable in the movements of many battalions can only be attained by the use of:
  - the same commands,
  - the same principles, and
  - the same means of execution. ...

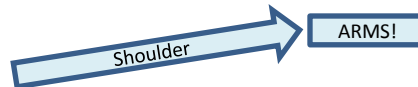
# Commands, type

- There are three kinds.
  - 69. The command of *caution*, which is *attention*.
  - 70. The *preparatory command*, which indicates the movement which is to be executed.
  - 71. The *command of execution*, such as MARCH or HALT, or in the manual of arms, the part of command which causes an execution.
- Let's get them right
  - Eliminate the Hollywood-isms and Reenactor-isms
  - The correct command is:
    - “double quick” not “at the double quick”
    - “ABOUT FACE” not “right about FACE”
    - “by file left” not “by files left”
    - “cease FIRING” not “CEASE FIRE”
- Consistent commands lead to consistent execution

# Commands, tone

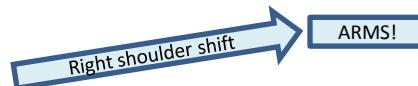
- 72. The tone of command distinct, and of a loudness should be animated, proportioned to the number of men under instruction.
- 73. The command attention is pronounced at the top of the voice, dwelling on the last syllable.
  - Dwell means “linger” not “emphasize”
    - It should not be pronounced “a-tennnnnnnn SHUN” as if “SHUN” is a command of execution
    - It should be pronounced “a-ten-shennnnnnnn” as if leading up to a command of execution
  - The unit being called to attention needs to be identified: Squad, Platoon, Company, Battalion, etc...
    - a-ten-shennnnnnnn SQUAD”
    - a-ten-shennnnnnnn COMPANY”
- 74. The command of execution will be pronounced in a tone firm and brief.

– *Shoulder-ARMS*



- 76. Those preparatory commands which, from their length, are difficult to be pronounced at once, must be divided into two or three parts, with an ascending progression in the tone of command, but always in such a manner that the tone of execution may be more energetic and elevated; the divisions are indicated by a hyphen. The parts of commands which are placed in a parenthesis, are not pronounced.

– *Right shoulder shift-ARMS*



# Commands, direction

- When Officers are leading their troops, the troops often have difficulty hearing their Commander's instructions.
  - Turn and face your troops
  - Direct your voice towards your men

# Repeating the Instructions

- 51. The non-commissioned officers should also be practised in giving commands. Each command, in a lesson, at the **theoretical** instruction, should first be given by the instructor, and then repeated, in succession, by the non-commissioned officers, so that while they become habituated to the commands, uniformity may be established in the manner of giving them.
  - If you don't have classroom sessions, consider having your NCO's echo commands during part of your Company Drill.
- Some commands require movement either by the Officers and/or the Men, pause when issuing those commands long enough for those movements to complete.
  - ABOUT FACE
  - By the Right/Left of Company to the Front/Rear
  - Being at Trail Arms => *Shoulder* - ARMS

What you'll see.

&

How you should say it

Or


The Captain says:



Repeat After Me

Select Commands

# S.S. Part First

- LESSON II.
  - FACINGS.
    - 1. Squad. 2. Right—FACE.
    - 1. Squad. 2. Left—FACE.
    -  • 1. Squad. 2. ABOUT—FACE.
- LESSON III.
  - PRINCIPLES OF THE DIRECT STEP.
    - 1. Squad, forward. 2. Common time. 3. MARCH.
    - 1. Squad. 2. HALT.
    - 1. Squad, forward. 2. MARCH
- LESSON IV.
  - PRINCIPLES OF THE DOUBLE QUICK STEP.
    - 1. Double quick step. 2. MARCH.
      - (note the word “step” indicates this is a march in place)
    - 1. Squad. 2. HALT.
    - 1. Squad, forward. 2. Double quick. 3. MARCH.



# S.S. Part Second, Lesson II

- MANUAL OF ARMS.
  - Support—ARMS.
  - REST.
  - 1. Attention. 2. SQUAD.
  - Shoulder—ARMS.
  - Present—ARMS.
  - Shoulder—ARMS.
  - Order—ARMS.
  - REST.
  - 1. Attention. 2. SQUAD.
  - Shoulder—ARMS.

# S.S. Part Second, Lesson II

- LOAD IN NINE TIMES.
  - 1. LOAD.
  - 2. Handle—CARTRIDGE.
  - 3. Tear—CARTRIDGE.
  - 4. Charge—CARTRIDGE.
  - 5. Draw—RAMMER.
  - 6. Ram—CARTRIDGE.
  - 7. Return—RAMMER.
  - 8. PRIME.
  - 9. Shoulder—ARMS.
  - READY.
  - AIM.
  - Recover—ARMS.
    - Note: “recover” is only the cautionary command, not a command of execution
  - AIM.
  - FIRE.
  - LOAD.
  - Shoulder—ARMS.

# S.S. Part Second, Lesson II

- REMARKS ON LOADING AND FIRING.

- Fix—BAYONET.
- Shoulder—ARMS.
- Charge—BAYONET.
- Shoulder—ARMS.
- Trail—ARMS.
- Shoulder—ARMS.
- Unfix—BAYONET.
- Shoulder—ARMS.
- Secure—ARMS.
- Shoulder—ARMS.
- Right shoulder shift—ARMS.
- Shoulder—ARMS.
- Right shoulder shift—ARMS.
- Support—ARMS.
- Arms—AT WILL.
- Shoulder—ARMS.
- Ground—ARMS.
- Raise—ARMS.

# S.S. Part Second, Lesson II

- INSPECTION OF ARMS.
  - Inspection—ARMS.
  - Fix—BAYONET.
  - Spring—RAMMERS.

# S.S. Part Second, Lesson III

- TO LOAD IN FOUR TIMES.
  - 1. Load in four times. 2. LOAD.
  - TWO.
  - THREE.
  - FOUR.
- TO LOAD AT WILL.
  - 1. Load at will. 2. LOAD.

# S.S. Part Second, Lesson IV

## Firings

- THE DIRECT FIRE.

- 1. Fire by Squad. 2. Squad. 3. READY. 4. AIM. 5. FIRE. 6. LOAD.
  - The soldier comes to the Ready position immediately after completing the load,
  - Therefore, the next command in the sequence is AIM.
- 1. Squad. 2. AIM. 3. FIRE. 4. LOAD.



- Cease—FIRING.

- OBLIQUE FIRINGS.



- 1. Fire by Squad. 2. Squad. 3. READY. 4. Right oblique. AIM. 5. FIRE. 6. LOAD.



- 1. Fire by Squad. 2. Squad. 3. READY. 4. Left oblique. AIM. 5. FIRE. 6. LOAD.



### Note on Oblique Sequence

- The direction of the oblique MUST be commanded BEFORE the command to AIM!
- All soldiers must “throw back” the correct shoulder on the Oblique command
- Rear rank soldiers must move the correct foot on the AIM command
- Inverting the sequence of the 4th and 5th commands (i.e. AIM. Right Oblique) will:
  - Cause the rear rank soldiers’ feet to be out of position and therefore place the safety of the front rank in jeopardy.
  - Cause both ranks to change direction of their aim after the muskets are already on their shoulder

# S.S. Part Second, Lesson IV

## Firings

- TO FIRE BY FILE.
  - 1. Fire by file. 2. Squad. 3. READY. 4. COMMENCE FIRING.
  - Cease—FIRING.
- TO FIRE BY RANK.
  - 1. Fire by rank. 2. Squad. 3. READY.
    - both ranks come to the Ready position on the command READY
  - 4. Rear rank. 5. AIM. 6. FIRE. 7. LOAD.
  - 1. Front rank. 2. AIM. 3. FIRE. 4. LOAD.
    - Note: Since both ranks came to the Ready position on the command READY, the next command in the sequence is AIM.
  - Cease—FIRING.

# S.S. Part Second, Lesson V

- TO FIRE AND LOAD KNEELING.
  - FIRE AND LOAD KNEELING.
- TO FIRE AND LOAD LYING.
  - FIRE AND LOAD LYING.



# S.S. Part Second, Lesson VI

- BAYONET EXERCISE.

- ➔ – 1. Guard against Infantry. 2. GUARD.
  - Shoulder—ARMS.
- 1. Guard against Cavalry. 2. GUARD.
  - Shoulder—ARMS.

# S.S. Part Third, Lesson I

- ALIGNMENTS.

- FRONT.

- – *Right (or left)*—DRESS.

- FRONT.

- • *Right (or left) backward*—DRESS.

# S.S. Part Third, Lesson II

- TO MARCH TO THE FRONT.
  - 1. Squad, forward. 2. Guide right. 3. MARCH.
  - 1. Squad, forward. 2. Guide left. 3. MARCH.
  - 1. Right oblique. 2. MARCH.
  - 1. Left oblique. 2. MARCH.
  - 1. Forward. 2. MARCH.
- TO MARCH TO THE FRONT IN DOUBLE QUICK TIME.
  - 1. Double quick. 2. MARCH.
  - 1. Quick time. 2. MARCH.
- TO FACE ABOUT IN MARCHING.
  - 1. Squad right about. 2. MARCH.
  - 1. Squad right about. 2. HALT.
- TO MARCH BACKWARD.
  - 1. Squad backward. 2. Guide left. 3. MARCH.
  - 1. Squad backward. 2. Guide right. 3. MARCH.

# S.S. Part Third, Lesson III

- THE MARCH BY THE FLANK.
  - 1. Squad, right—FACE. 2. Forward. 3. MARCH.
  - 1. Squad. 2. HALT. 3. FRONT.
  - 1. Squad, left—FACE. 2. Forward. 3. MARCH.
  - 1. Squad. 2. HALT. 3. FRONT.
  - – 1. By file left. 2. MARCH.
  - 1. By file right. 2. MARCH.
  - – 1. Squad by the right flank. 2. MARCH.
  - 1. Squad by the left flank. 2. MARCH.
  - 1. Squad by the right flank. 2. HALT.
  - 1. Squad by the left flank. 2. HALT.
- THE MARCH BY THE FLANK IN DOUBLE QUICK TIME.
  - 1. Squad, right—FACE. 2. Forward. 3. Double Quick. MARCH.


# S.S. Part Third, Lesson IV

- WHEELINGS.


- The squad, being at a halt:

- 1. By squad, right wheel. 2. MARCH.
- 1. Squad. 2. HALT.
- Left (or right)—DRESS.

- The squad, being in march:


- 
- 1. Right wheel. 2. MARCH.
  - 1. Forward. 2. MARCH.
  - 1. Left wheel. 2. MARCH.
  - 1. Forward. 2. MARCH.

- TURNING OR CHANGE OF DIRECTION TO THE SIDE OF THE GUIDE.



- 1. Left (or right) turn. 2. MARCH.

- TO STACK ARMS.



- Stack—ARMS.



- 1. Break ranks. 2. MARCH.

- 1. Attention. 2. SQUAD.

- Take—ARMS.