

## Company Regulations

### A. Camp Duties

Before an event a brief outline of the schedule will be published to the company via newsletter, web page, etc. Everyone in the company is expected to share in required duties. The First Sergeant will ensure that the duties are fairly divided. The company will provide details at an event when necessary for:

1. Pickets and Camp Guards
2. Details and Patrols
3. Fatigues
4. Any other duties necessary

Officers and NCOs are expected to be familiar procedures for Guard Mount, and general duties of sentinels. (Such may be found in Dom Dal Bello's Instructions for Guards and Pickets.)

### B. Camp Life

1. Reveille will be sounded at the time designated by the battalion commander or event sponsor. The company will form in their company streets/areas for roll call.
2. There may be as many as 3 roll calls per day: Reveille, Retreat and Tattoo – as determined by the officer and/or First Sergeant.
3. From Kautz:  
427. If the company is forming without arms, the men fall in and take the position of parade rest,  
428. They should fall in in two ranks, whether with or without arms. With arms they fall in at a shoulder  
*arms ... The company is formed between the musician's call and the last note of the assembly [Reveille].*  
429. When the music has ceased, the first sergeant commands, "Attention!" ...and if with arms ...  
*"Support Arms." The roll is then called ... . As each name is called, they answer , "Here," and if at a support, they come to a "shoulder," and finally to "order arms," immediately after answering.*
4. The First Sergeant prepares his Morning Report, has the company commander sign it, and turns it in to the Adjutant. Other reports will be submitted as required.
5. Quiet will be observed in the camp at the time determined by the event sponsor.
6. On all duties, except fatigues, troops will appear with trousers unbloused, and all buttons buttoned, unless directed or permitted otherwise. The Regulations say that the coat is to be "hooked and buttoned", which means more than just the top button.
7. In general, troops and company officers will be housed in shelter halves, while field grade and staff officers occupy common-tents of flies. At times other tentage may be appropriate.
8. Say "Hurrah!" when cheering. Research indicates that "Hurrah" was used rather than the word "Huzzah." ("Our Union forever, Hurrah, boys, Hurrah!") The word "huzzah", according to the dictionary is the written form used when referencing the word "hurrah".

### C. Drill

1. Drill shall conform to the 1861 United States Infantry and Rifle Tactics (a.k.a. Hardee's) and Casey's 1862 Infantry Tactics. Such battalion manuals are summarized in Dal Bello's PIE.
2. All men shall be drilled in loading and firing their weapons at every event.
  - a. First pour the powder, then lift the hammer and replace the cap. Safety IS written into the tactics - if you remove the cap first, air allowed into the vent keeps sparks in the barrel alive.
  - b. Do not place paper in the muzzle when expecting to be in a battle scenario.
  - c. Half cock is safer than letting the hammer down on the cap.
3. When counting off ("In each rank count – TWOS) the men state their number in a firm voice, without yelling.

4. Arms will be stacked per the “Musket Stack” described in Scott’s 1835 Infantry Tactics (School of the Soldier, para. 415) and Casey’s Infantry Tactics (School of the Soldier, para. 425). Ellsworth’s “Kentucky Swing” was used by some Federal units; however, only the Musket Stack was authorized for use by the central authority.

5. Parade Rest will conform to Hardee’s and Casey’s manuals, with the piece set across the body. Parade Rest as described in the U. S. Army regulations will not be used.

6. The company will come on line for parade with bayonets fixed.

7. When making a charge (closing with the enemy) the battalion will first come to Arms – Port. The front rank will not go to Charge Bayonet; nor will the rear rank go to Right Shoulder – Shift. For reasons of safety the front rank will remain at Arms Port if contact is made with the enemy during a battle scenario. Historically, the front rank came to Charge Bayonet when closing with the foe, while the rear rank remained at Port Arms.

8. It is important for Company commanders to be thoroughly familiar with these maneuvers.

a. Forming the battalion

b. Breaking from line into column of companies; Wheeling; By Right of Companies to the Rear, by the flank

c. Forming column doubled on the center; column of divisions

d. Maneuvering in Column

e. Maneuvering in Line of Battle; Forward; Changing Front; clearing terrain obstacles in the line of march

f. By the right of companies to the rear or front

g. Skirmishing; Flankers; advanced and rear guard duties

#### **D. Customs of the Service**

1. No gesturing of officers’ swords is necessary or desired. Field officers may use gestures to maneuver and align the battalion (to indicate objectives, etc.). Company officers will not use their swords to signal marching movements or arms movements. Officers are to carry their swords at the Carry (the blade resting upon the right shoulder) while at drill or on the march, or at their pleasure (i.e., in the scabbard) while at the route step. At the double quick the sword should be angled to the left, with the blade tip in front of the left shoulder. (cf., Geoff Walden, “A Manual of the Sword for Foot Officers,” *Camp Chase Gazette*, Vol. 24, No. 1, October 1996, pp. 34-39).

2. File closers need not remain constantly at Shoulder Arms. File closers, including the First Sergeant, should follow the commands for arms movements the same as the men in the ranks.

3. There will be *no* echoing of commands. If the battalion commander can be heard, there is no reason to echo him and step on his next command. According to Hardee’s and Casey’s School of the Battalion, the only commands that are repeated are those of March and Halt (by the company commanders) and only in a column of companies, so that they move and halt at the same time (to preserve wheeling distance). Of course it becomes necessary to repeat commands that are not heard over the noise and distance in battle and on the skirmish line. And, at times the company commander must give a preparatory command to his own company, or caution it to make some movement. But in general, *do not* echo commands. (This is especially true for NCOs and privates in the ranks.)

4. Regarding battle casualties: “...Files having been formed, as often as a front...rank man falls or steps out of his rank, he will immediately be replaced, for the time, by his coverer in the next rank” (Scott, 1835, Vol. I, School of the Soldier, para. 16). Thus, if there is a casualty, step up. Doing so (1) keeps the front rank men from crossing in front of the rear rank, a safety consideration; (2) retains the numbers temporarily; a fortuitous result as doubling wasn’t in “Scott’s”), and (3) the battalion keeps its length in the line (and distance between battalions). Company officers and file closers should see to it that any gaps in the ranks are filled.

5. The level of casualties taken is to reflect the level of the opponent's file – regardless of the battle scenario.

6. Only elected officers and NCOs (or personnel so designated for a particular event) will occupy positions within the chain of command. Other personnel, including commissary and ordinance sergeants, will serve as privates. However, no one will be asked to remove signs of rank from their uniform if asked to serve at a different rank.

#### **E. Safety**

1. All men shall be thoroughly drilled before each scheduled battle scenario, during every reenactment.

a. Pour powder down the muzzle; lift the hammer and replace the spent percussion cap. If the cap is removed first, air admitted into the vent (nipple) will fuel sparks remaining in the barrel from the previous discharge.

b. Do not ram cartridge paper down the barrel before or during a battle scenario.

c. Remember that half cock is the "safety" position of the musket's hammer. Do not rest the hammer on the percussion cap, as jarring the weapon may cause it to accidentally discharge.

2. All men are to be drilled in the ranks prior to each scheduled battle scenario. Attention will be paid to foot position and movement, rear rank musket position and oblique firings. Troops are to be admonished to never aim at an opponent and to never discharge their weapon if they cannot do so safely.

3. Everyone should be encouraged to have ear protection and full canteens before every battle scenario.

4. All muskets are to be kept clean and in good repair. Muskets will be inspected prior to battles, and their ability to fire must be demonstrated. A dirty, non-firing weapon or one that has a defective safety must be cleaned by their bear or repaired and released for service by the ordinance sergeant.

5. Attendance at company drill where loading and firing weapons is reviewed, and where weapons are inspected is mandatory for any troops intending to take part in battle scenarios.

(Company regulations, 1/9/03)