



A SEMINAR ON
CASEY'S SCHOOLS OF INSTRUCTION

SCHOOLS OF THE SOLDIER AND COMPANY

COMMANDS

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Three Kinds of Commands

- The INSTRUCTION OF THE BATTALION defines the three kinds of commands:
 - **lotB. 69.** The command of *caution*, which is *attention*.
 - **lotB. 70.** The *preparatory command*, which indicates the movement which is to be executed.
 - **lotB. 71.** The *command of execution*, such as MARCH or HALT, or in the manual of arms, the part of command which causes an execution.
- Command of Caution – Whose attention do you want to get? “Attention {fill in in the blank}”
 - A Squad?
 - A Section?
 - A Platoon?
 - A Company?
 - A Battalion?
 - A Brigade?
- Do Not rush commands together - pause!
 - Some preparatory commands require a movement by some or all members of a Company or Battalion. You need to pause sufficiently so those Officers, NCOs, and Soldiers can complete their movement.
 - Allow soldiers a moment so they can recall what they are supposed to do
 - Allow soldiers the time to execute that movement
- Consistent commands lead to consistent execution
 - Explicitly identify who you are commanding
 - Use pregnant-pause to allow movements to complete

Use the Correct Command - Correctly

- It's such a little thing – why do we insist on not doing it correctly?
- Issue the correct command correctly!
 - By doing so you give the soldier the time he needs to execute the maneuver correctly!!
- Allow subordinate officers, NCOs, and Soldiers to properly execute the command
 - E.g.
 - *Squad* ABOUT – FACE
 - Squad ... pause to allow them to focus their attention on you ...
 - ABOUT... pause to allow them to execute the preparatory maneuver ...
 - FACE
 - To Break the Battalion to the Rear Into Column
 - S.B. 108.
 - 1. *By the right of companies to the rear into column.* 2. *Battalion right*—FACE. 3. MARCH (or double quick—MARCH).
 - S.B. 109: “At the first command, each Captain will ...”
 - S.B. 111: “At the second command, the battalion will ...”
 - S.B. 112: “At the command march, the first file of each company will ...”

Command Consistency

- **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. ...

Who is responsible for training?

Casey's Volume 1, Title 1, Article II - Instruction Of The Battalion.

- **lotB. 50.** Captains will be held responsible for the theoretical and practical instruction of their non-commissioned officers, and the adjutant for the instruction of the non-commissioned staff. To this end, they will require these tactics to be studied and recited, lesson by lesson; and when instruction is given on the ground, each non-commissioned officer, as he explains a movement, should be required to put it into practical operation.
- **lotB. 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.
- **lotB. 52.** In the school of the soldier, the company officers will be the instructors of the squads; but if there be not a sufficient number of company officers present, intelligent sergeants maybe substituted; and two or three squads, under sergeant instructors, be superintended, at the same time, by an officer.
- **lotB. 53.** In the school of the company, the lieutenant-colonel and the majors, under the colonel, will be the principal instructors, substituting frequently the captain of the company, and sometimes one of the lieutenants; the substitute, as far as practicable, being superintended by one of the principals.
- **lotB. 54.** In the school of the battalion, the brigadier general may constitute himself the principal instructor, frequently substituting the colonel of the battalion, sometimes the lieutenant colonel, or one of the majors, and twice or thrice, in the same course of instruction, each of the three senior captains. In this school, also, the substitute will always, if practicable, be superintended by the brigadier general or the colonel, or (in case of a captain being the instructor), by the lieutenant-colonel or one of the majors.
- **lotB. 55.** Individual instruction being the basis of the instruction of companies, on which that of the regiment depends, and the first principles having the greatest influence upon this individual instruction, classes of recruits should be watched with the greatest care.
- **lotB. 56.** Instructors will explain, in a few clear and precise words, the movement to be executed; and not to overburden the memory of the men, they will always use the same terms to explain the same principles.

Proper use of the Bugle

Title IV - Instruction for Skirmishers (IfS.)

- **IfS. 8.** The movements of skirmishers will be executed in quick, or double quick time. The run will be resorted to only in cases of urgent necessity.
- **IfS. 9.** Skirmishers will be permitted to carry their pieces in the manner most convenient to them.
- **IfS. 10.** The movements will be habitually indicated by the sounds of the bugle.
- **IfS. 11.** The officers, and, if necessary, the non-commissioned officers, will repeat, and cause the commands to be executed, as soon as they are given; but to avoid mistakes, when the signals are employed, they will wait until the last bugle note is sounded before commencing the movement.
 - wait until the last bugle note is sounded before commencing the movement!
 - i.e., don't anticipate the call
- **IfS. 12.** When skirmishers are ordered to move rapidly, the officers and non-commissioned officers will see that the men economize their strength, keep cool, and profit by all the advantages which the ground may offer for cover. It is only by this continual watchfulness on the part of all grades, that a line of skirmishers can attain success.

Commands – let's get them right

- 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 filesl left”
 - “cease FIRING” **not** “CEASE FIRE”
 - 1. *Close order.* 2. *MARCH* **not** 1. *Close ranks.* 2. *MARCH*
- Consistent commands lead to consistent execution
 - Which creates authentic impression!

Manuals Taught Officers how to issue Commands

(Instruction of the Battalion ... preface to School of the Soldier)

- **lotB. 72.** The tone of command distinct, and of a loudness should be animated, proportioned to the number of men under instruction.
- **lotB. 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-tennnnnnn SHUN” as if “SHUN” is a command of execution
 - It should be pronounced “a-ten-shennnnnnnn” because it is leading up to a designation of the unit that is being brought to attention
 - The unit being called to attention needs to be identified: Squad, Platoon, Company, Battalion, etc...
 - a-ten-shennnnnnnn SQUAD”
 - a-ten-shennnnnnnn COMPANY”
 - a-ten-shennnnnnnn BATTALION”
 - Etc ...
- **lotB. 74.** The command of execution will be pronounced in a tone firm and brief.
- **lotB. 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.

– *Shoulder-ARMS*



– *Right shoulder shift-ARMS*



Commands,

project your voice ... to YOUR troops

- When Officers are marching in front of their troops, the troops often have difficulty hearing their Commander's instructions.
 - Turn and face **your** troops
 - Your guides will continue to lead the men
 - Project your voice towards your men
 - Don't project your voice to the men of the company marching in front of or next to your company.
 - Identify the unit being commanded
 - squad, platoon, company, division, battalion, brigade, etc...
 - "1st Platoon", "B Company", 2nd Battalion, etc...

Pause to allow execution of instructions

- Some commands require movement either by the Officers and/or the Men, during the preparatory command, or *prior to* the second in a series of commands of execution; therefore pause when issuing those commands long enough for those movements to be performed correctly.
 - E.g., sequential commands of execution:
 - 1. *Company*. 2. ABOUT – FACE
 - 1. *By the right of companies to the rear into column*. 2. *Battalion right - FACE*. 3. MARCH.
 - 1. *Prepare to open ranks*. 2. *To the rear, open order*. 3. MARCH.
 - E.g., movement on preparatory commands:
 - 1. *Prepare to open ranks*. 2. *To the rear, open order*. 3. MARCH.
 - 1. *Face by the rear rank*. 2. *Company*. 3. *About - FACE*.
 - The soldier being at Trail Arms and commanded to return to the shoulder => *Shoulder - ARMS*



Repeat the Instructions

- **lotB.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.
 - Ideally you have classroom sessions, during which your NCO's should at echo commands.
 - However, absent classroom sessions, have your NCO's echo commands during your Company Drill.

The Theoretical Instruction

- The following list commands and the sections they are introduced in.
- Let's practice
 - For select commands, I will say the command
 - You will repeat

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, forward. 2. MARCH
 - 1. Squad. 2. HALT.
- 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.

Cartridge and Rammer are used in the singular form.

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.

Bayonet is used in the singular form.

S.S. Part Second, Lesson II

- INSPECTION OF ARMS.

- *Inspection* - ARMS.
- *Fix* - BAYONET.
- *Spring* - RAMMERS.

Here “Rammers” is used in the plural form versus the singular usage in Draw and Return Rammer.

Why is this plural when all the others are singular?

I don't know, but these singular/plural conventions are the same in Hardee's manual.

S.S. Part Second, Lesson III

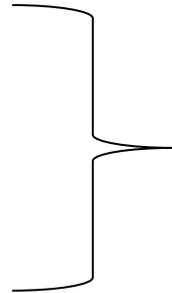
- TO LOAD IN FOUR TIMES.

- 1. *Load in four times.* 2. LOAD.

- TWO.

- THREE.

- FOUR.



These are commands of execution.
Think of an orchestra conductor ...
LOAD and TWO and THREE and 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.
 - “Load and Come to the Shoulder” is a reenactorism and a convenience for the officers
 - “Are the men ready yet?”
 - INSTEAD ... count at least 20 seconds before issuing the next “AIM FIRE” sequence
- 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
 - *Rear rank.* AIM. FIRE. LOAD.
 - *Front rank.* AIM. FIRE. 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. *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

- WHEELING - OR CHANGE OF DIRECTION AWAY FROM THE SIDE OF THE GUIDE.

- 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 to the front or rear:

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

Do not assume the soldier knows when they should cease the change in direction.

That assumption is a reenactorism!

Explicitly direct the soldiers to either march forward or to halt.

- The squad, being in march by the flank

- *By file left.* 2. MARCH.
- *By file right.* 2. MARCH.

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

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