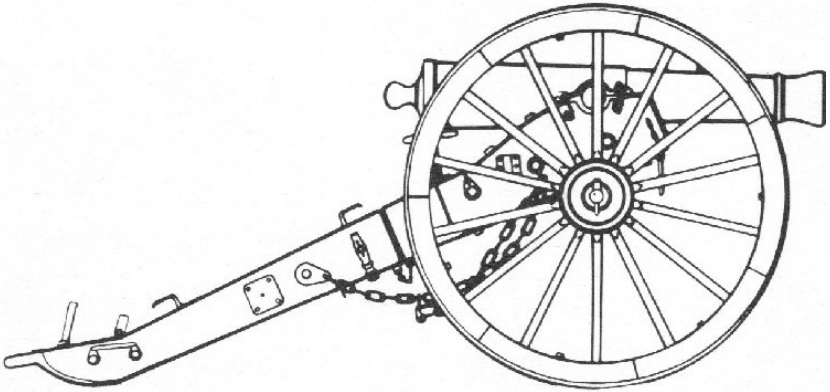
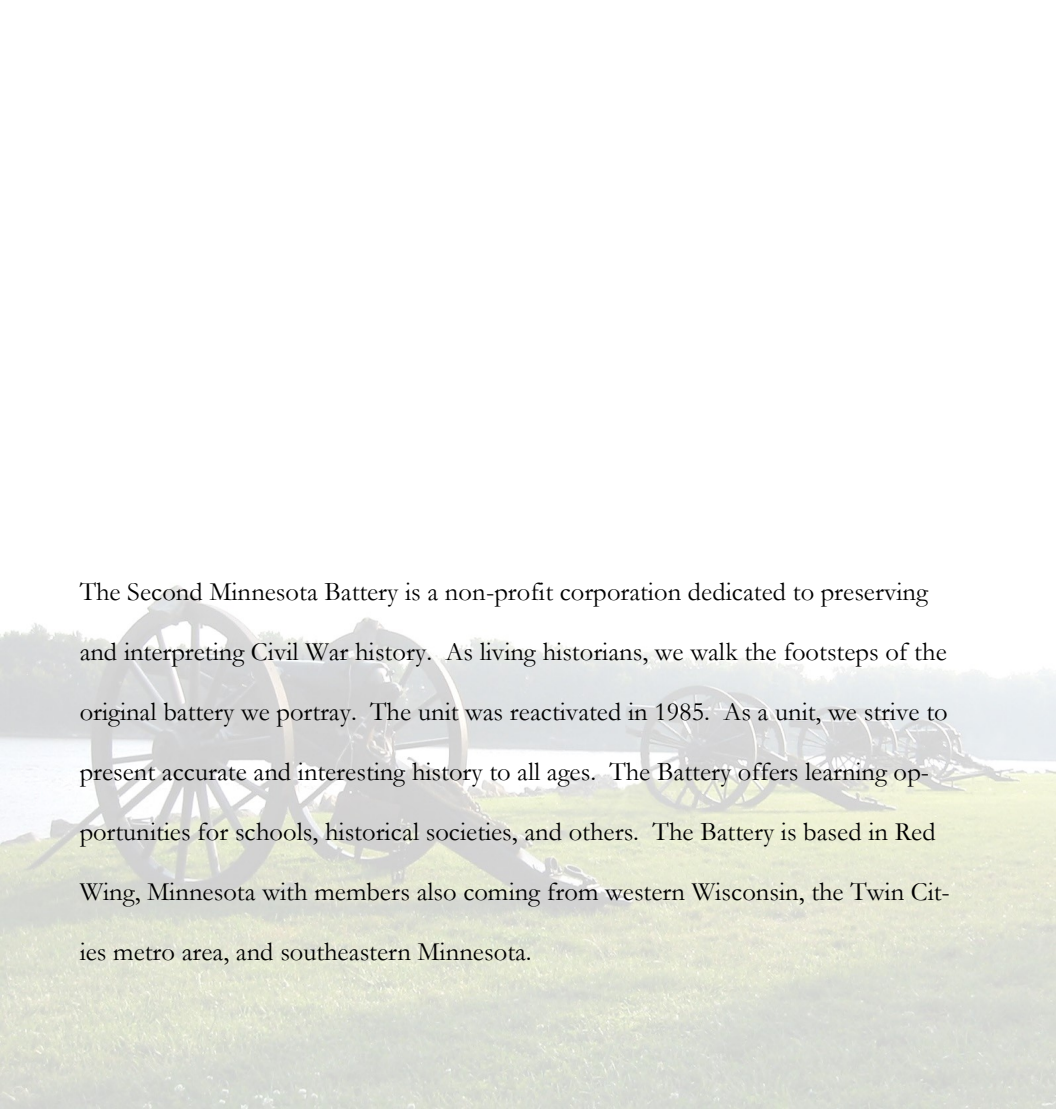


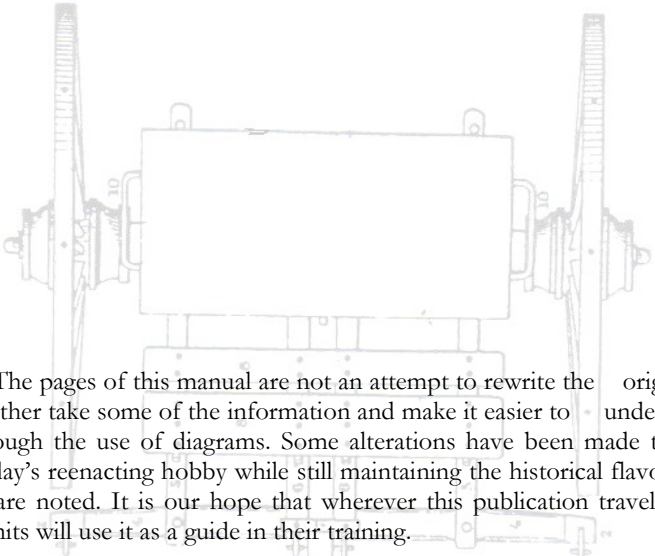
SECOND MINNESOTA BATTERY



MANUAL OF THE PIECE



The Second Minnesota Battery is a non-profit corporation dedicated to preserving and interpreting Civil War history. As living historians, we walk the footsteps of the original battery we portray. The unit was reactivated in 1985. As a unit, we strive to present accurate and interesting history to all ages. The Battery offers learning opportunities for schools, historical societies, and others. The Battery is based in Red Wing, Minnesota with members also coming from western Wisconsin, the Twin Cities metro area, and southeastern Minnesota.



The pages of this manual are not an attempt to rewrite the original but rather take some of the information and make it easier to understand through the use of diagrams. Some alterations have been made to reflect today's reenacting hobby while still maintaining the historical flavor — these are noted. It is our hope that wherever this publication travels, artillery units will use it as a guide in their training.

The contents of this work include the School of the Piece and Failed Primer as adopted by the Second Minnesota Battery. The Battalion Parade of the Western Brigade, National Division follows so that students can see the integration between small unit drill and the Parade. Finally, Plates 3 and 4 of the Battery Encampment are shown for proper disposition of carriages and tents where circumstances allow.

Contributors to this manual include the following individuals and organizations:

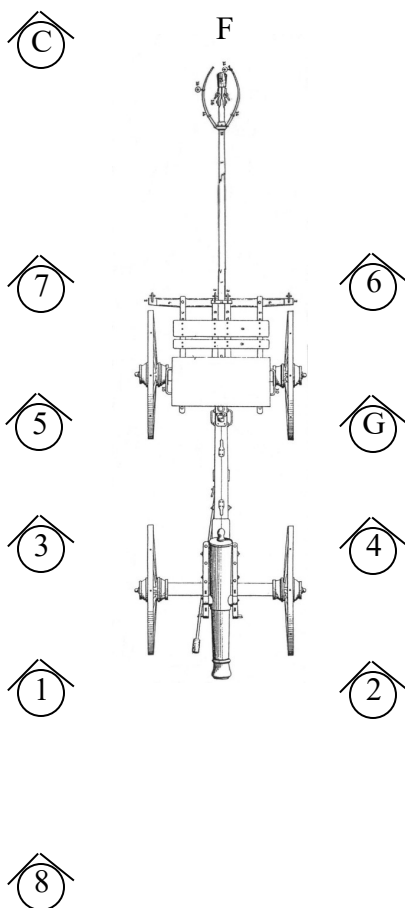
John J. Cain, Daryl Duden, and Jim Rosasco of the 2nd Minnesota Battery; J. Brian Baird of Cheney's Battery F, 1st Regiment Illinois Light Artillery; Charles J. Warnick, Colonel, Western Brigade; and Tiffany Cain for its publication.

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Posts of the Cannoneers Limbered

All leather should be issued here.



#8 is normally on the left
and opposite the Limber
Chest of the Caisson.

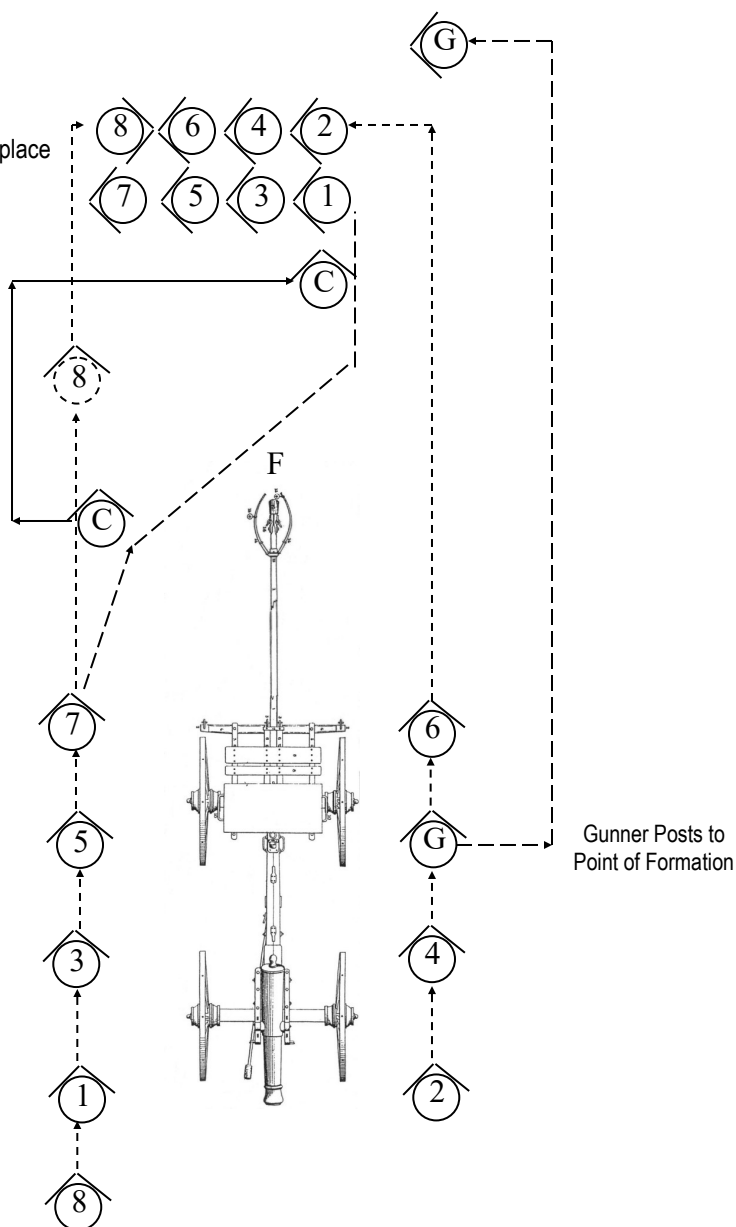
* F = Front

To Form the Detachment to the FRONT

Gunner Posts then Commands

1. Cannoneers, Forward, March
2. By Files, Left
3. Halt
4. Front
5. Right, Dress

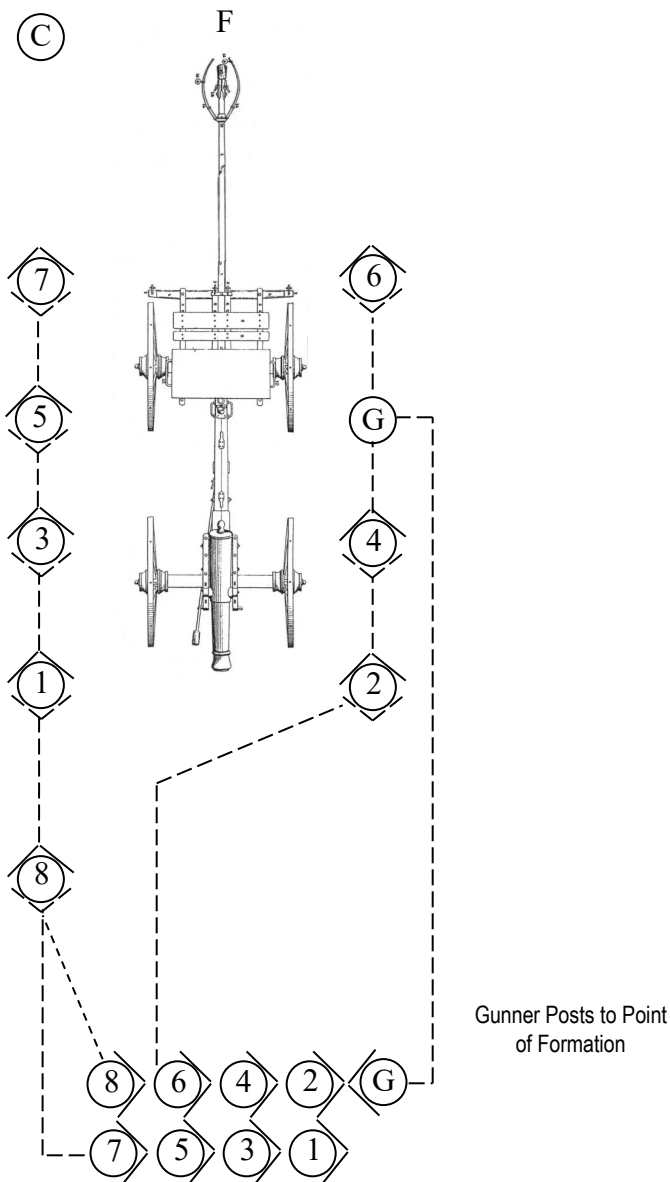
Gunner takes his place
in ranks.



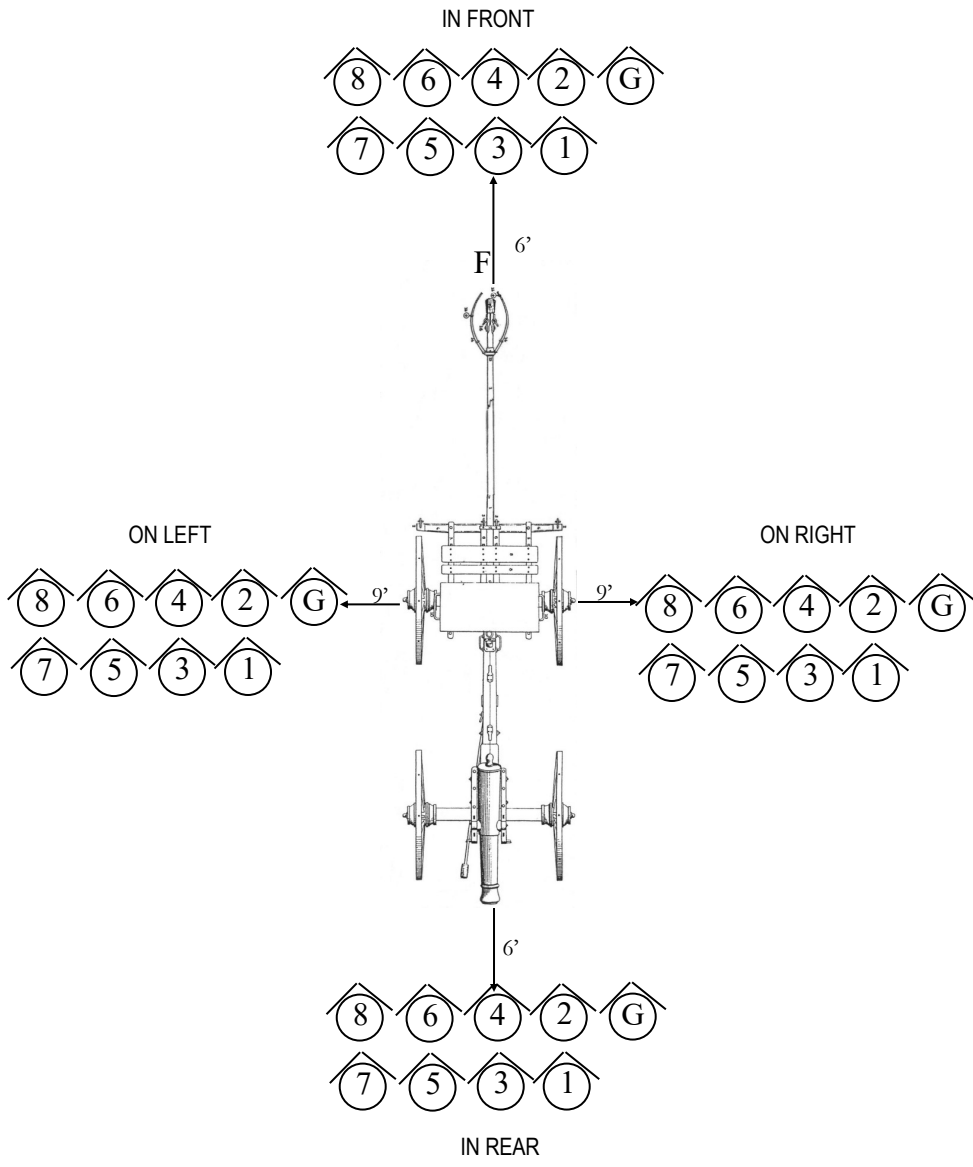
To Form the Detachment to the REAR

Gunner Posts then Commands

1. Cannoneers, Rear, FACE
2. MARCH
3. By files, LEFT
4. HALT
5. FRONT
6. RIGHT, DRESS



Posts of the Detachments at Their Piece

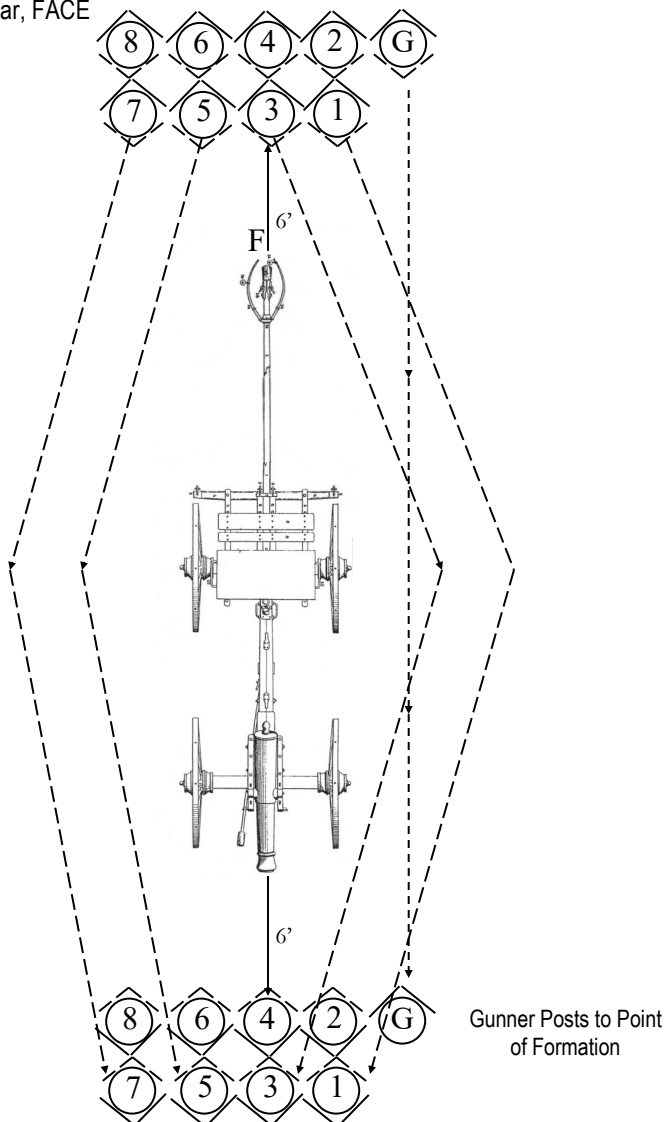


To Change Posts from FRONT to REAR

“Detachments Rear”

Gunner Posts then Commands

1. Cannoneers, Rear, FACE
2. MARCH
3. HALT
4. FRONT
5. RIGHT, DRESS

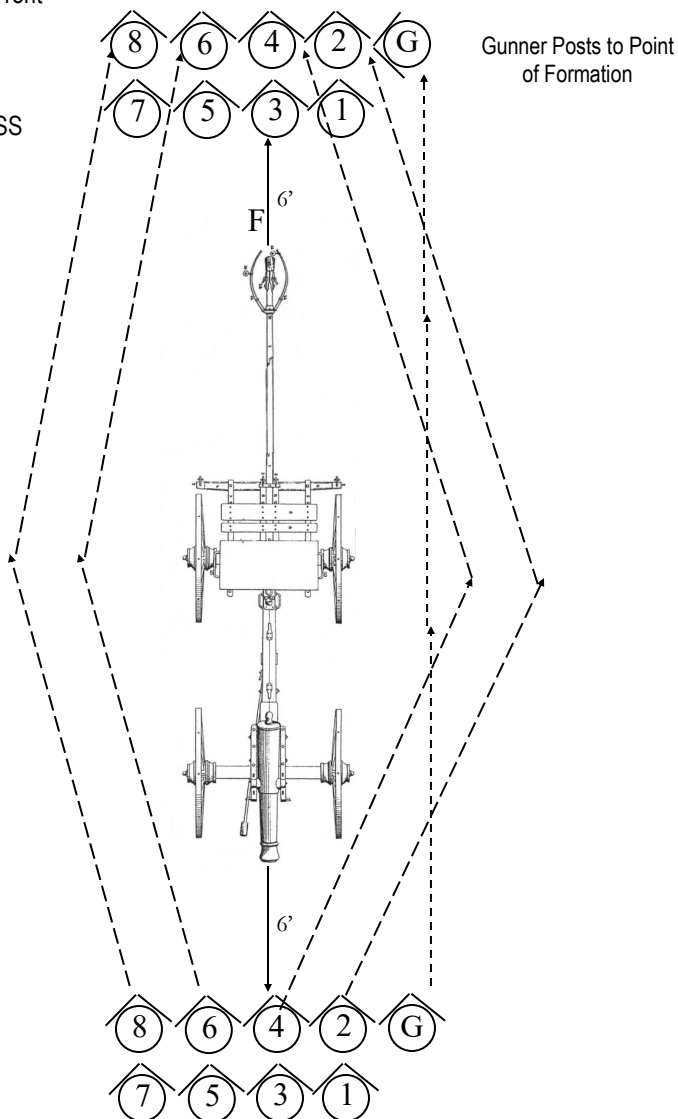


To Change Posts from REAR to FRONT

“Detachments Front”

Gunner Posts then Commands

1. Detachment Front
2. MARCH
3. HALT
4. RIGHT, DRESS

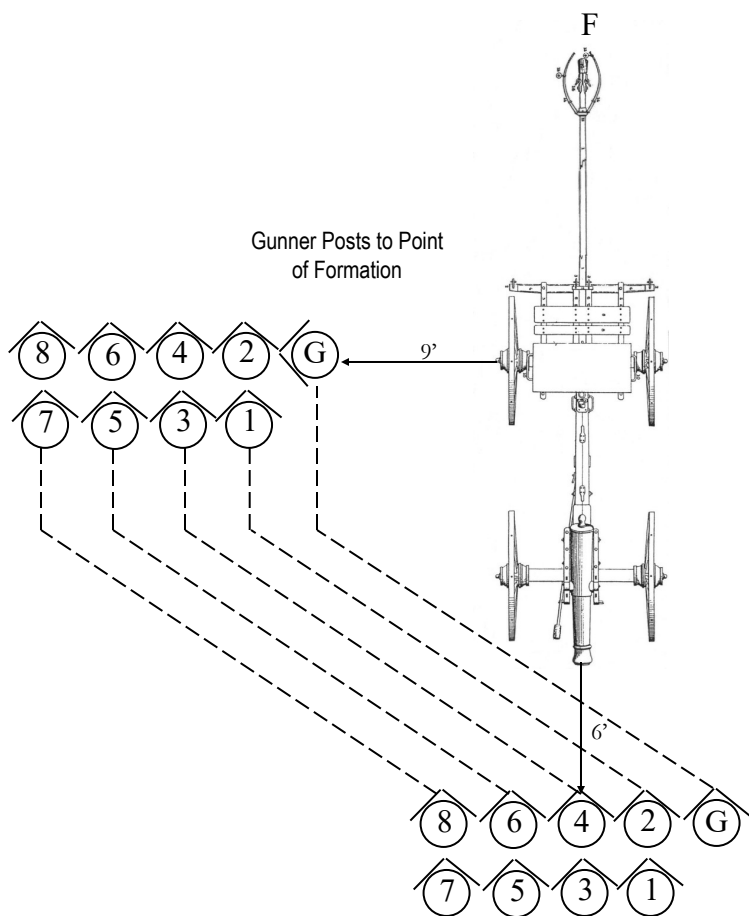


To Change Posts from REAR to LEFT

“Detachments Left”

Gunner Posts then Commands

1. Left Oblique
2. MARCH
3. FORWARD
4. HALT
5. RIGHT, DRESS

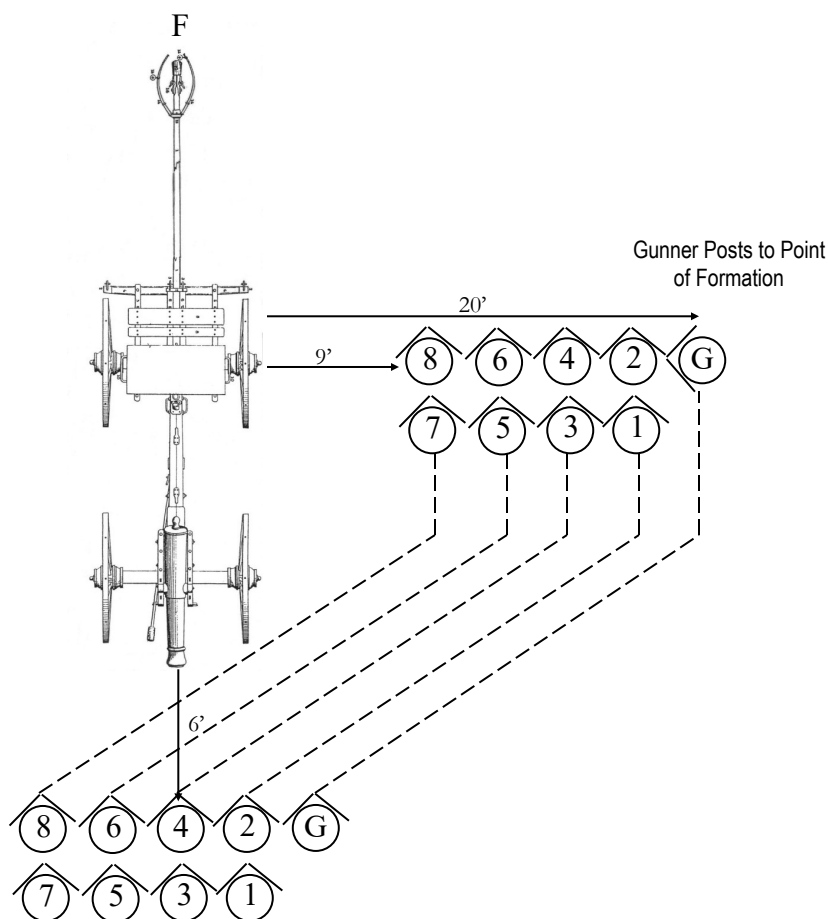


To Change Posts from REAR to RIGHT

“Detachments Right”

Gunner Posts then Commands

1. Right Oblique
2. MARCH
3. FORWARD
4. HALT
5. RIGHT, DRESS

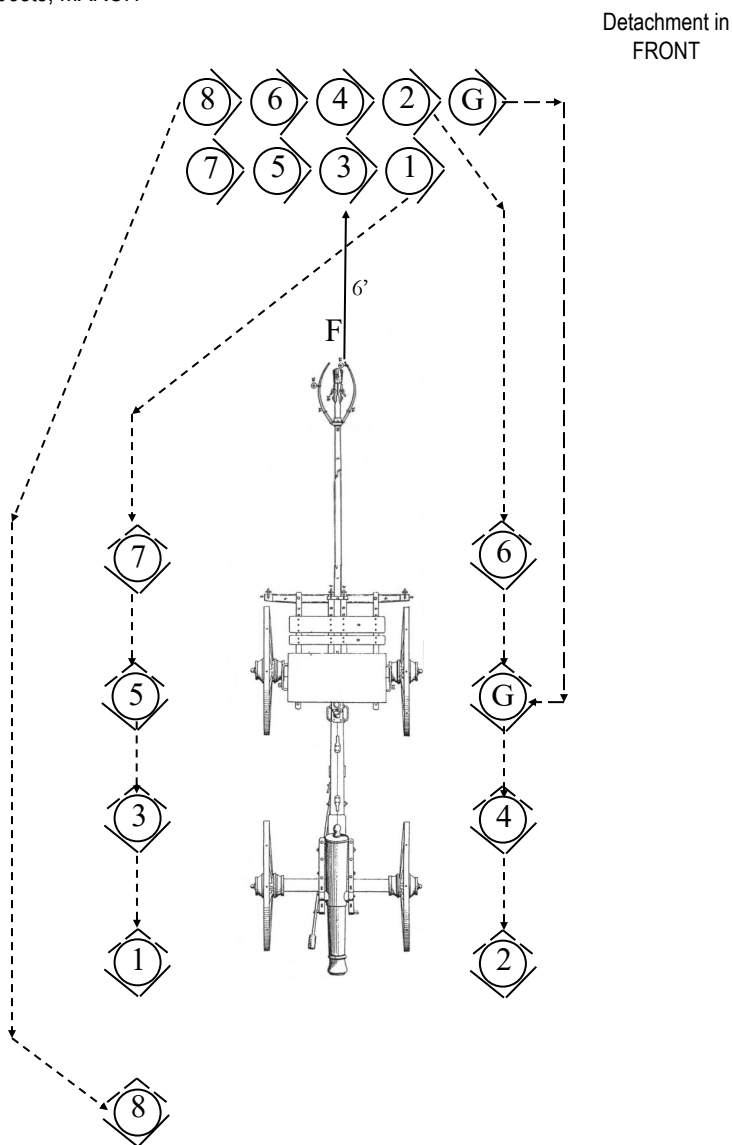


To Post the Cannoneers at the Piece Limbered Detachment FRONT

“Cannoneers to your posts”

Gunner Commands

1. Right, FACE
2. To your posts, MARCH
3. FRONT



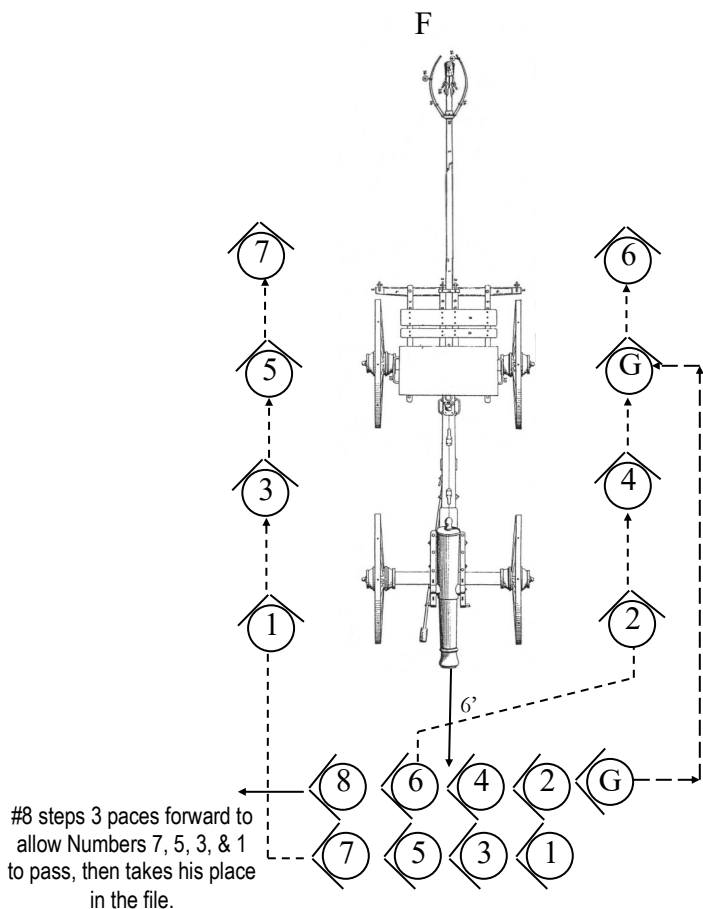
To Post the Cannoneers at the Piece Limbered Detachment REAR

"Cannoneers to your posts"

Gunner Commands

1. Left, FACE
2. To your posts, MARCH

Detachment in
REAR



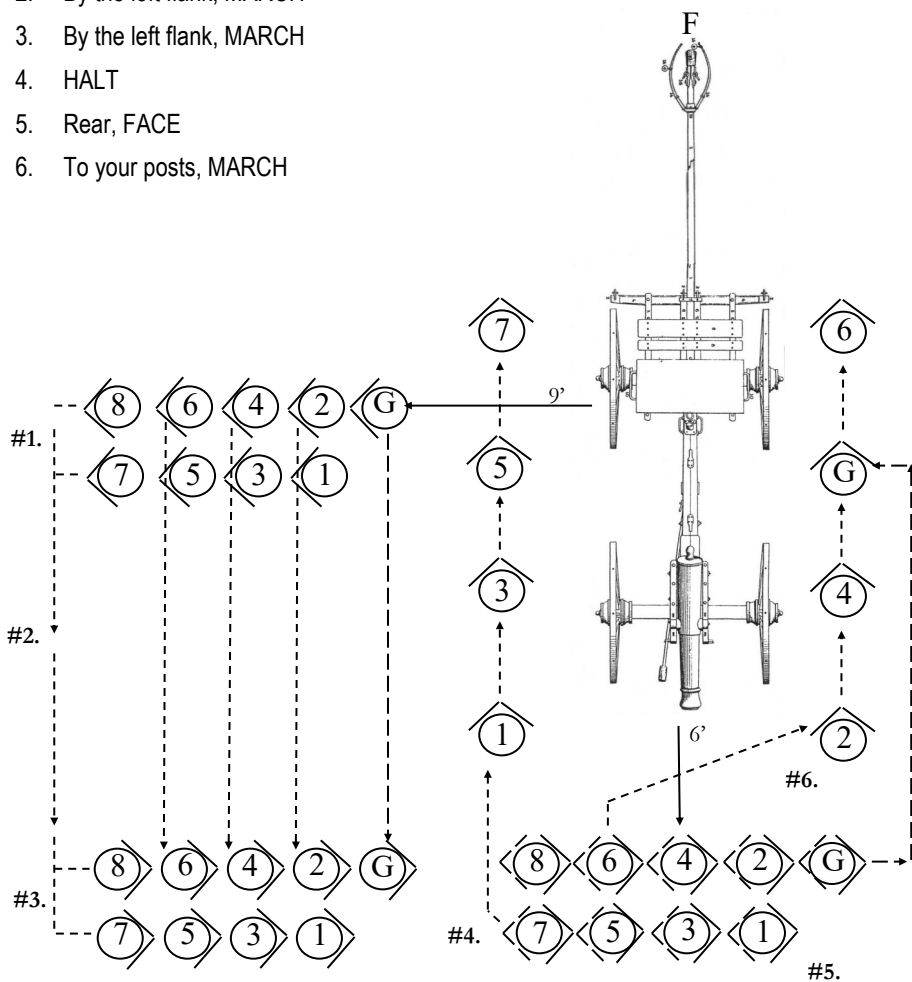
To Post the Cannoneers at the Piece Limbered Detachment LEFT

"Cannoneers to your posts"

Gunner Commands

1. Left, FACE
2. By the left flank, MARCH
3. By the left flank, MARCH
4. HALT
5. Rear, FACE
6. To your posts, MARCH

Detachment on the
LEFT



#8 steps 3 paces forward to allow Numbers 7, 5, 3, & 1 to pass, then takes his place in the file.

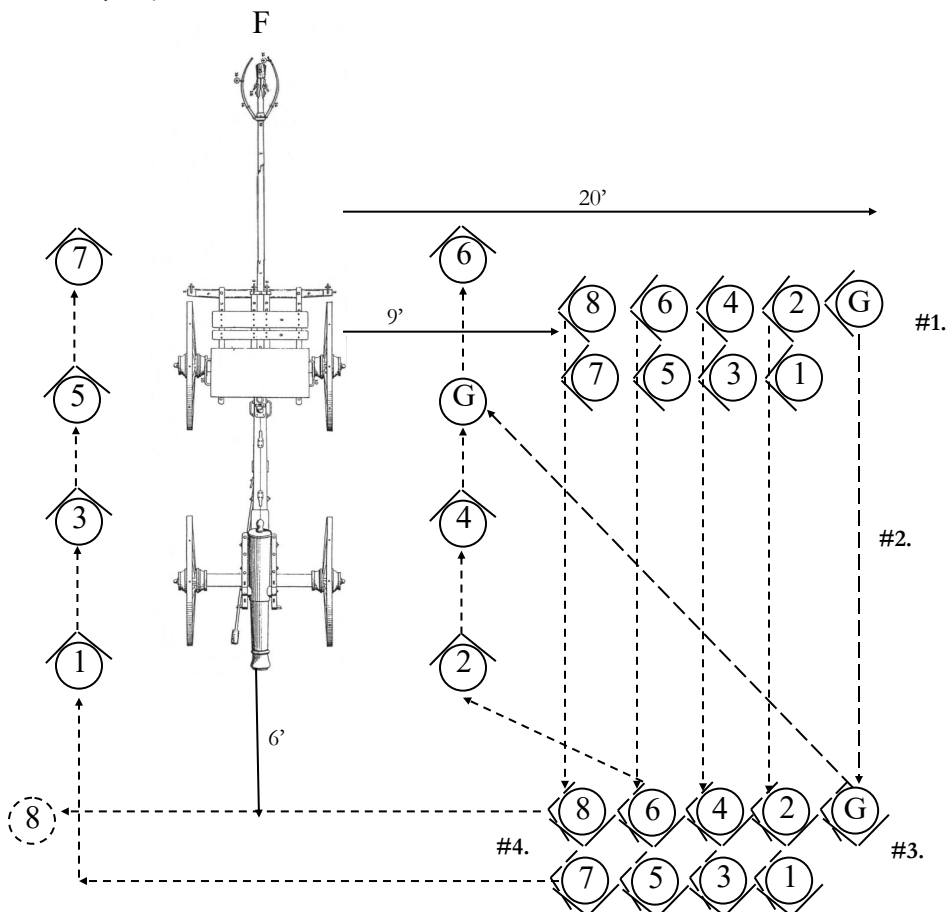
To Post the Cannoneers at the Piece Limbered Detachment RIGHT

"Cannoneers to your posts"

Gunner Commands

1. Left, FACE
2. By the left flank, MARCH
3. HALT
4. Right, FACE
5. To your posts, MARCH

Detachment on the
RIGHT



#8 steps 3 paces forward to allow Numbers 7, 5, 3, & 1 to pass, then takes his place in the file.

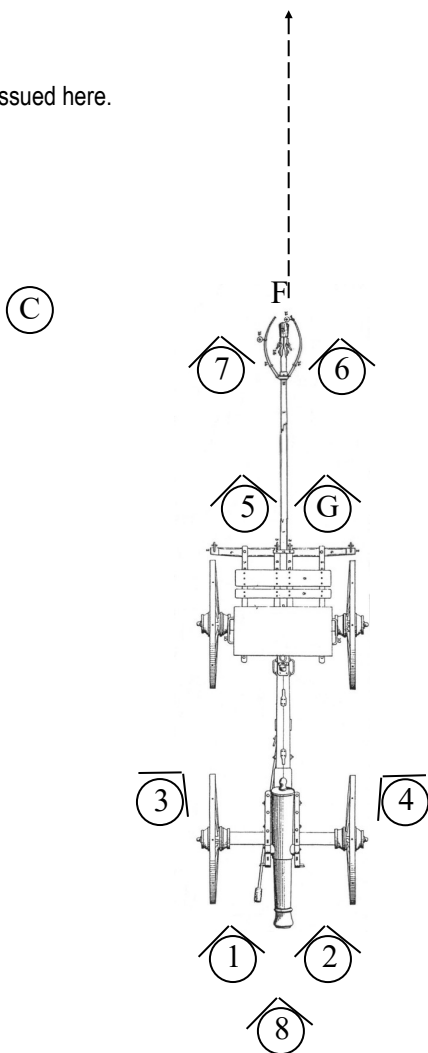
From Post Moving the Piece By Hand, Limbered

“By Hand to the FRONT”

Chief of Piece Commands

1. Forward, MARCH
2. HALT

All leather should be issued here.



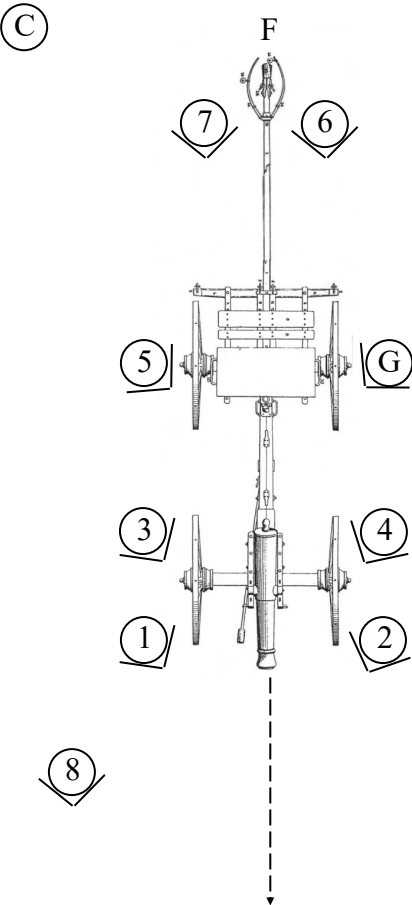
#8 assists where possible.

“By Hand to the REAR”

Chief of Piece Commands

- 1. Backward, MARCH
- 2. HALT

All leather should be issued here.

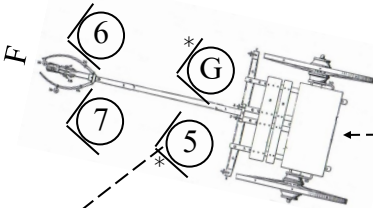


#8 assists where possible.

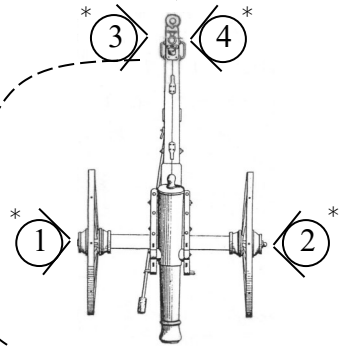
ACTION FRONT

All leather is pre-issued.

To the FRONT

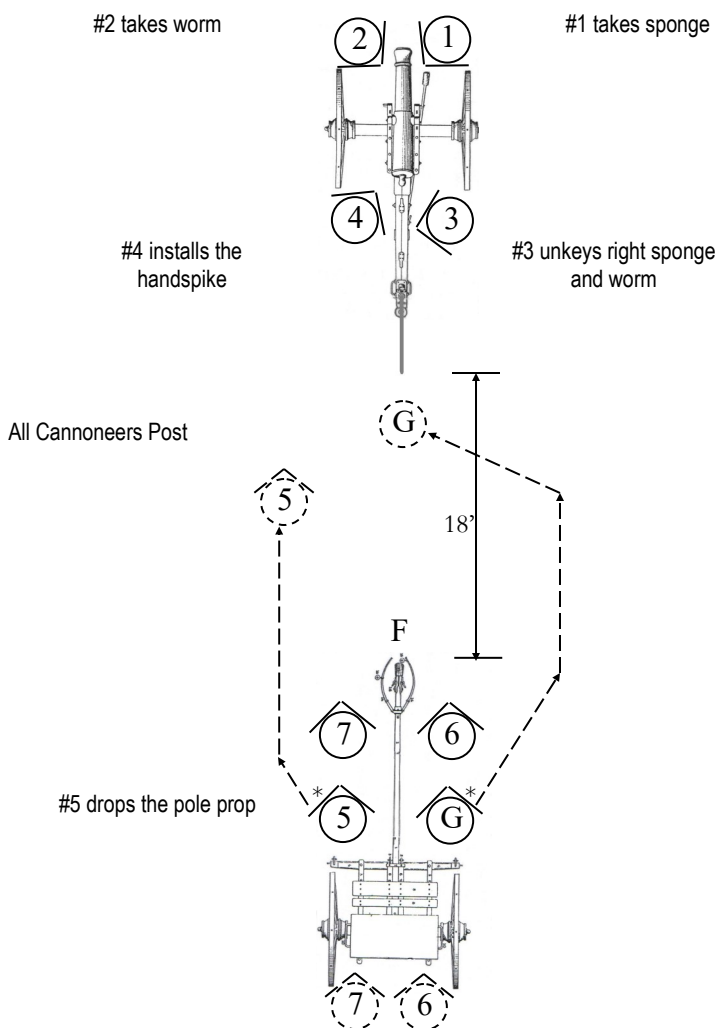


1. # 3 unkeys; he and # 4 lift the trail
2. Gunner Commands
DRIVE ON
3. #6, 7, G, & 5 wheel the limber around to the left
4. # 1, 2, 3, & 4 turn the piece to the proper position



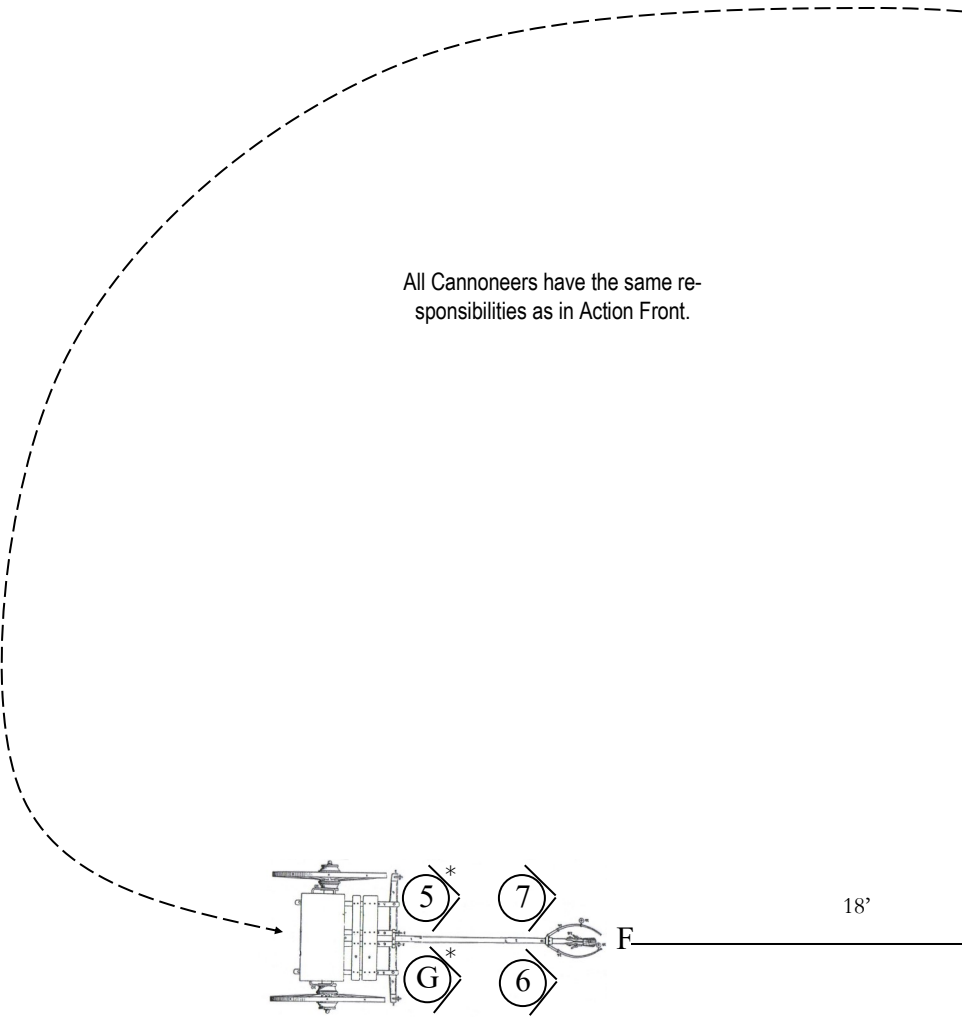
Gun turns 180°

*Modified



ACTION RIGHT

All Cannoneers have the same responsibilities as in Action Front.



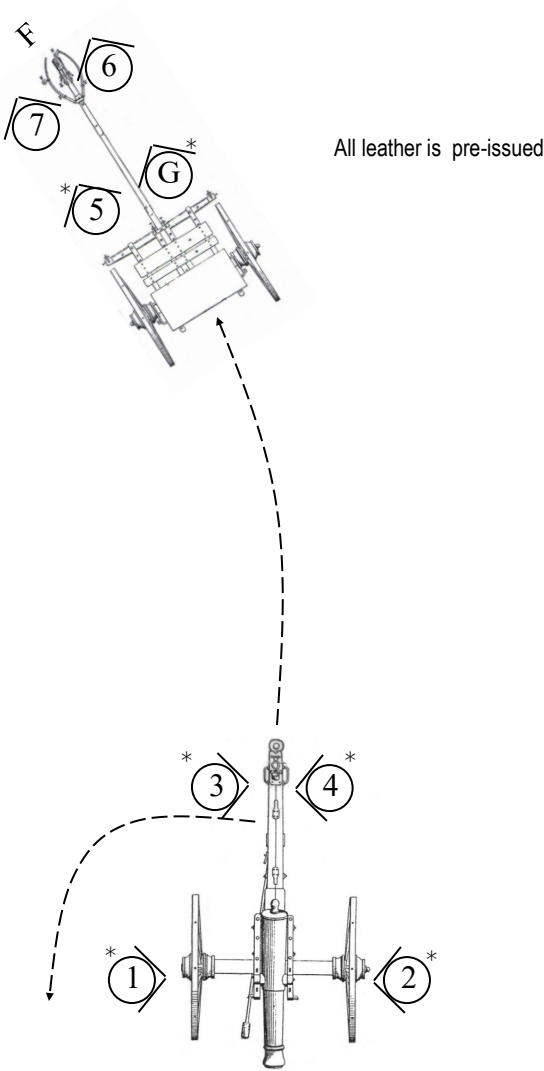
Note: The limber always turns AWAY from the Action.

*Modified

To handspike

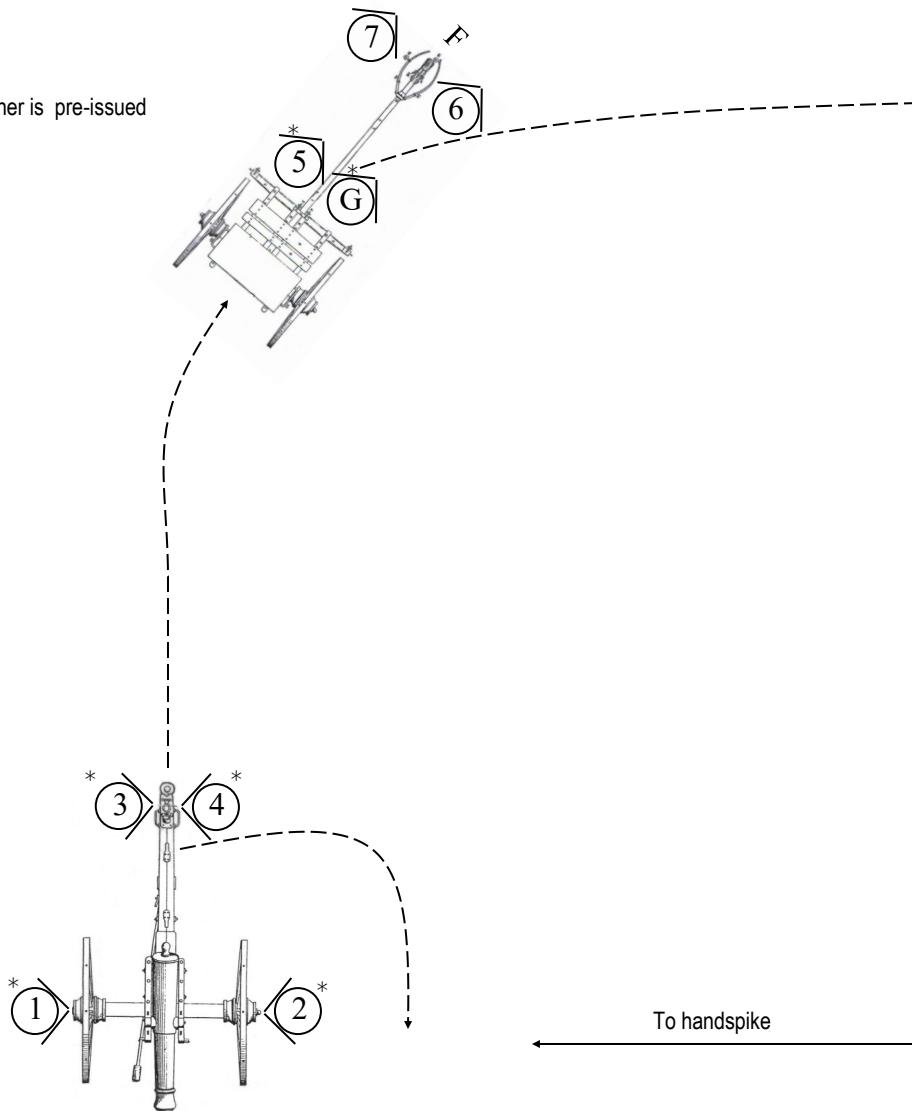
All Cannoneers take implements and post.

Gun turns 90°



ACTION LEFT

All leather is pre-issued



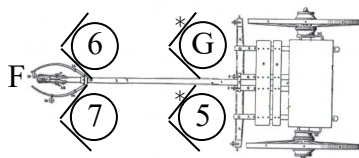
Gun turns 90°

All Cannoneers take implements and post.

*Modified

All Cannoneers have the same responsibilities as in Action Front.

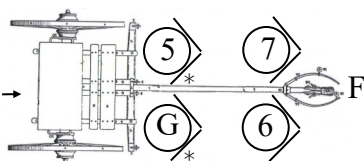
18'



Note: The limber always turns AWAY from the Action.

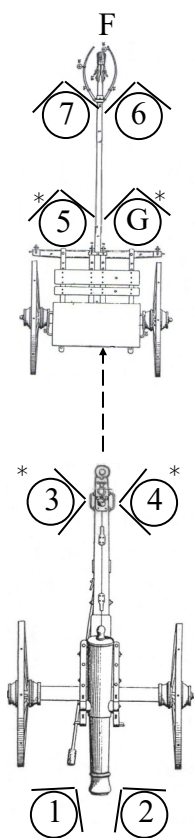
Fire to the Rear, IN BATTERY

Limber returns to a point 18' behind the handspike of the gun.



All Cannoneers have the same responsibilities as in Action Front .

*Modified



All Cannoneers post.

#3 & 4 lower the trail.

#4 installs the handspike.

Limber to the FRONT

Chief of Piece Commands

1. Limber to the Front

A. # 1, 2, & 3 return and secure the implements

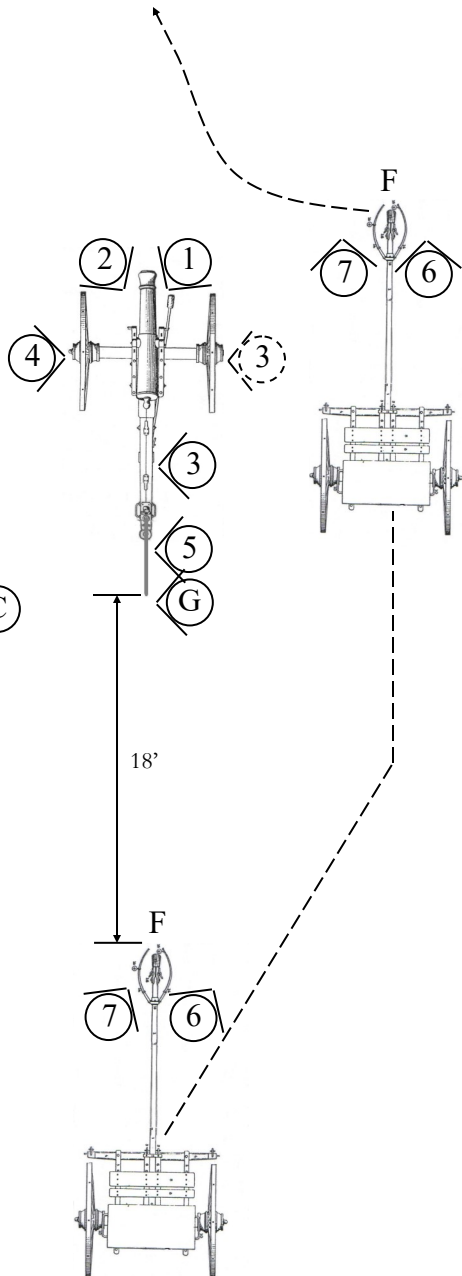
B. Limber inclines and passes to the Front

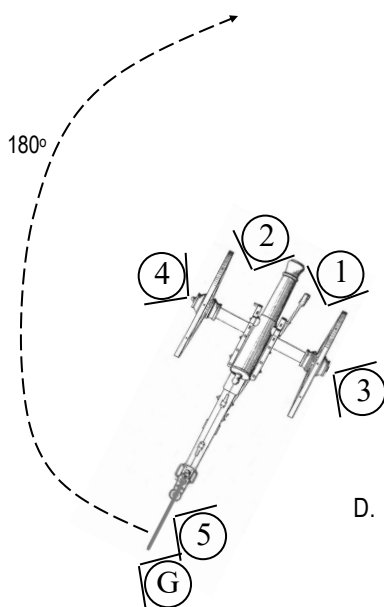
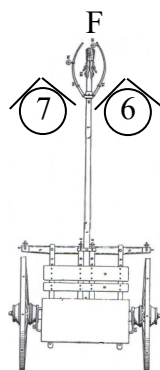
- #5 & G move to the handspike
- #3 & 4 step to the wheels

(C)

Gunner Commands

1. Halt





C. All Together

- # 1 & 2 bear down upon the muzzle
- # 5 & G raise the handspike
- # 3 & 4 move the wheels based on the speed of # 5 & G

D. Upon coming about

- Trail is lowered
- G removes handspike, #4 replaces it

Gunner Commands

2. Limber Up

- G & 5 raise the trail and all run the piece forward, lower onto the pintle, G keys the piece.

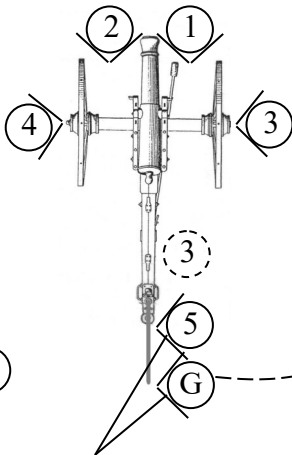
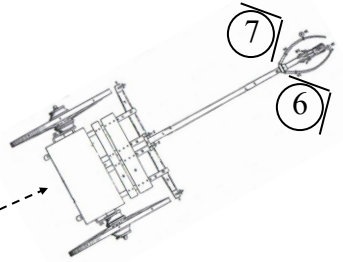
ALL POST

Limber to the RIGHT

Chief of Piece Commands

1. Limber to the RIGHT

A. # 1, 2, & 3 return and secure the implements.



Control the movement of the piece

B. Limber inclines and takes its place by a right wheel.

- # 5 & G move to the handspike
- # 3 & 4 step to the wheels

Gunner Commands:

1. Halt

C. All Together

- # 1 & 2 bear down upon the muzzle
- # 5 & G raise the handspike
- # 3 & 4 move the wheels based on the speed of # 5 & G.

D. Upon turning to the right

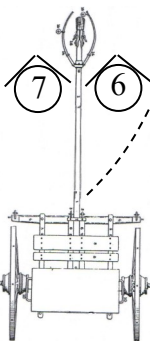
- Trail is lowered
- G removes handspike, # 4 replaces it.

Gunner Commands

2. Limber Up

- # 5 & G raise the trail and all run the piece forward, lower onto the pintle, G keys the piece.

ALL POST



Limber to the LEFT

Chief of Piece Commands

1. Limber to the LEFT

A. # 1, 2, & 3 return and secure the implements.

B. Limber inclines left and takes its place by a left wheel.

- # 5 & G move to the handspike
- # 3 & 4 step to the wheels

Gunner Commands:

1. Halt

C. All Together

- # 1 & 2 bear down upon the muzzle
- # 5 & G raise the handspike
- # 3 & 4 move the wheels based on the speed of # 5 & G.

D. Upon turning to the left

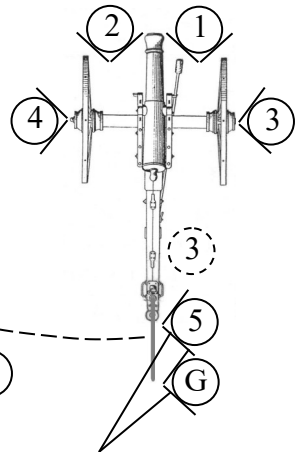
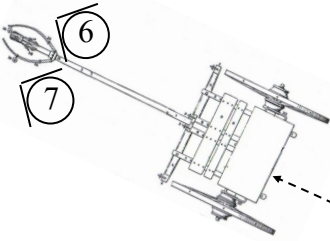
- Trail is lowered
- G removes handspike, # 4 replaces it.

Gunner Commands

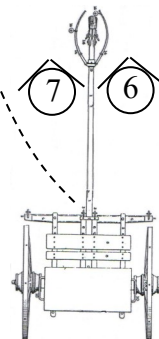
2. Limber Up

- # 5 & G raise the trail and all run the piece forward, lower onto the pintle, G keys the piece.

ALL POST



Control the movement of the piece

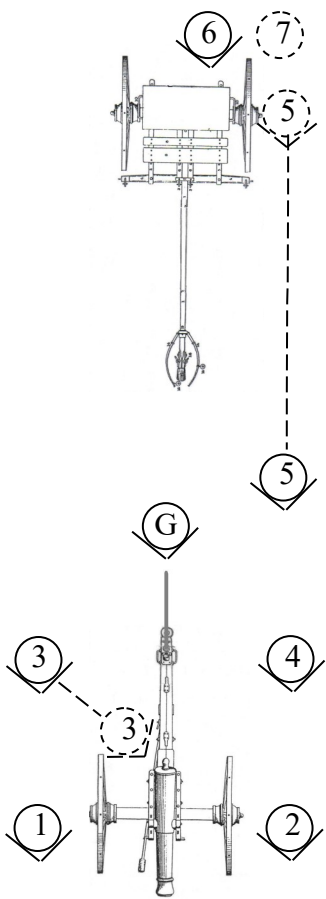


Gun Drill

LOAD

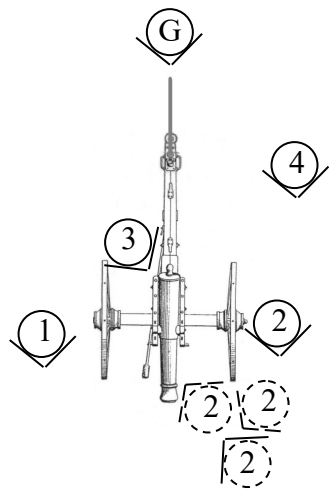
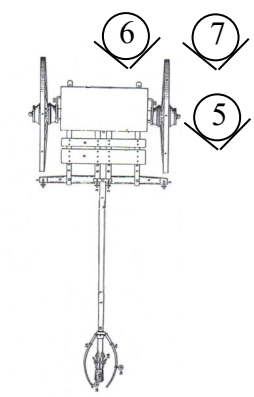
STOP VENT:

- # 3 to position at the vent
- # 3 clears the vent with the priming wire
- # 3 puts thumbstall over vent
- # 5 moves to the limber chest



WORM:

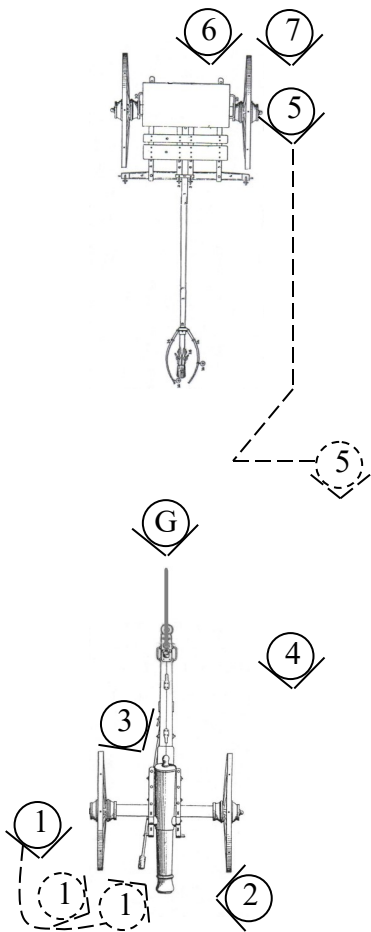
2 steps forward, inserts the worm and extracts, then steps at a 45 degree angle back towards his post position



SPONGE

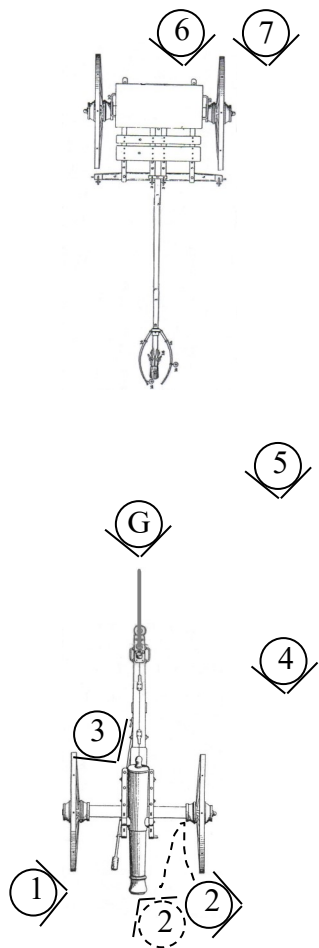
1 steps forward, inserts the wet sponge and extracts, then steps at a 45 degree angle back toward his post position

5 advances with round to G for inspection and then posts



WORM:

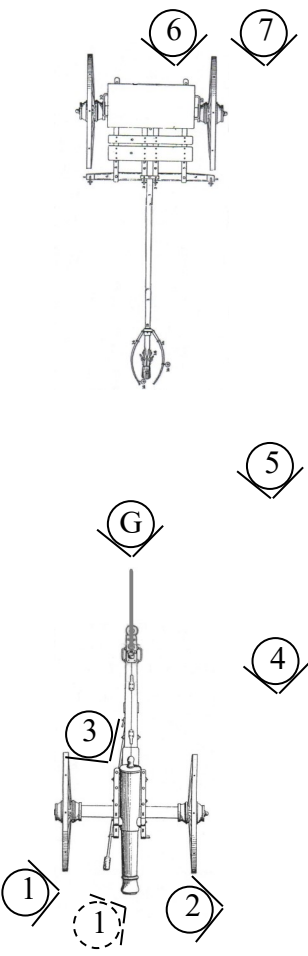
2 steps forward, inserts the worm and extracts, places the worm against the wheel and axle then steps to the front of the wheel and faces outward



SPONGE:

1 steps forward, inserts the dry sponge and extracts, takes one step to the rear, twirls the sponge and places the ram end on the front of the tube

2 raises the right arm to signal ready

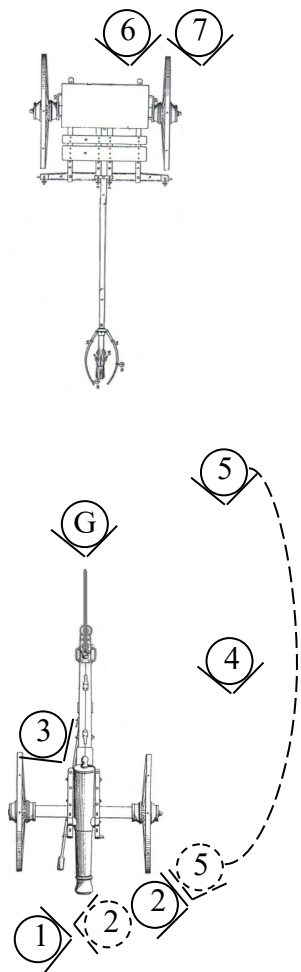


ROUND FORWARD:

5 walks forward to # 2 and opens pouch

2 reaches into the pouch and grasps the round, clutches it next to his body while side stepping to the front of the tube

5 returns to his post position

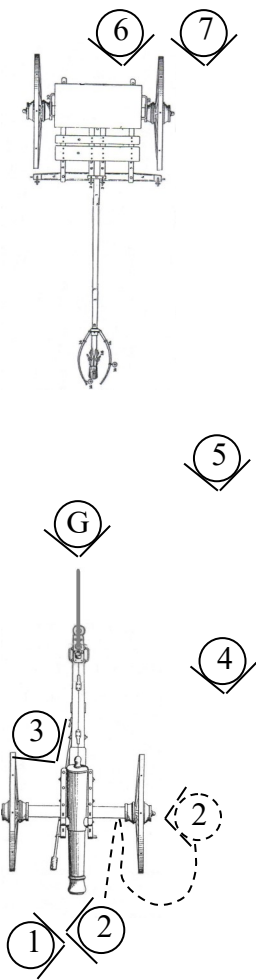


INSERT CHARGE:

2 displays the round to # 1 then, from underneath, places the round into the tube

1 inserts the ram into the front of the tube

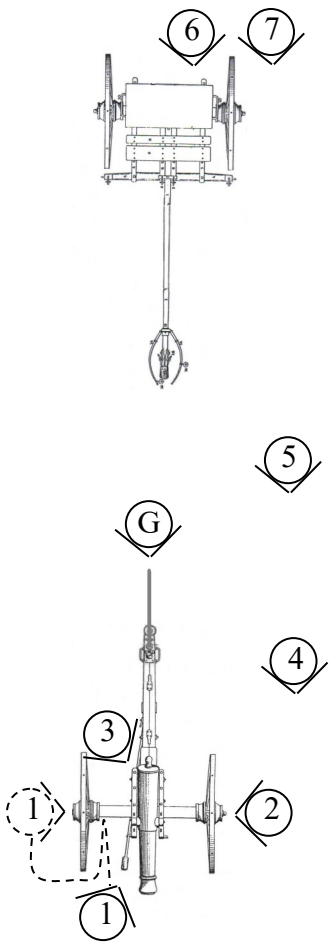
2 retrieves the worm then returns to his post position and faces right



RAM CHARGE:

1 either drops the left hand to his side or places the left hand on the tube and with the right hand grasping the ram with palm up, thumb forward, rams the charge to the rear of the tube and extracts, then returns to his post position and faces left

1 and # 2 place their implements vertically on the hub until the command READY is given



GUNNER advances to the left rear of the tube, dropping to one knee, right hand on the side of the trail

Technical drawing of a mechanical device, likely a pump or engine component, shown in two views. The top view is a plan view showing a rectangular block with two large circular flanges on the left and right sides. The bottom view is a side elevation showing the vertical shaft and the two large circular flanges. Numbered callouts (1 through 7) and letters (G and 4) are used to identify specific parts and features. Callout 1 points to the left flange, 2 to the right flange, 3 to the shaft, 4 to the top of the shaft, 5 to the top of the shaft, 6 to the left flange, and 7 to the right flange. Letters G and 4 are also used to identify specific parts and features.

PIECE IS SIGHTED, PRIME

GUNNER raises his hands, returns to his post position and faces front

4 leaves the trail and steps to the rear of the tube

3 stops tending the vent and grasps the priming wire with thumb and fingers, inserts the priming wire into vent exposing the gunpowder

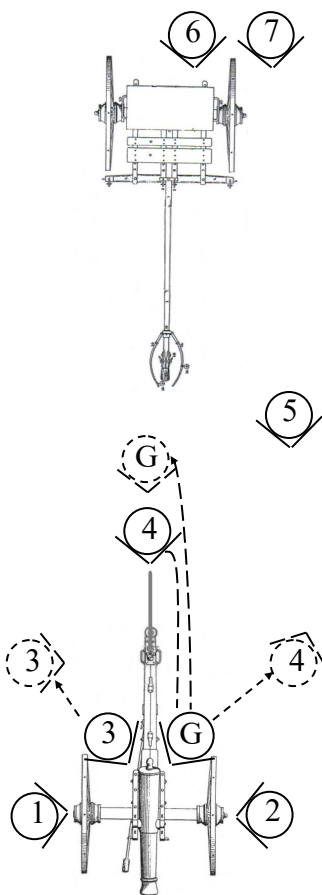
4 takes primer and with thumb and fingers inserts the primer into the vent with the wire facing to the left, then attaches the hook on the lanyard to the wire and drapes the lanyard over the tube

3 places the four fingers of his right hand over the lanyard and looks to # 4

4 sidesteps at a 45 degree angle towards his post position, left arm extended with lanyard, until the slack in the lanyard is removed

4 upon reaching a comfortable firing position nods to # 3

3 returns to his post position and faces left



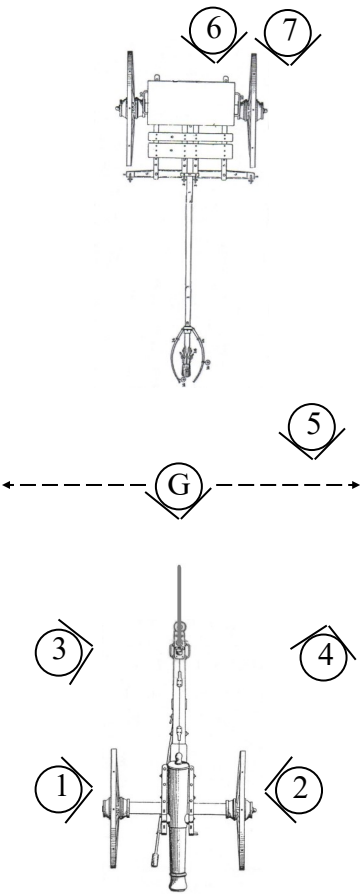
READY:

1 steps with left foot, knee bent, implement in left hand, right hand covers right ear, looks to the front of the tube

2 steps with right foot, knee bent, implement in right hand, left hand covers left ear, looks to the front of the tube

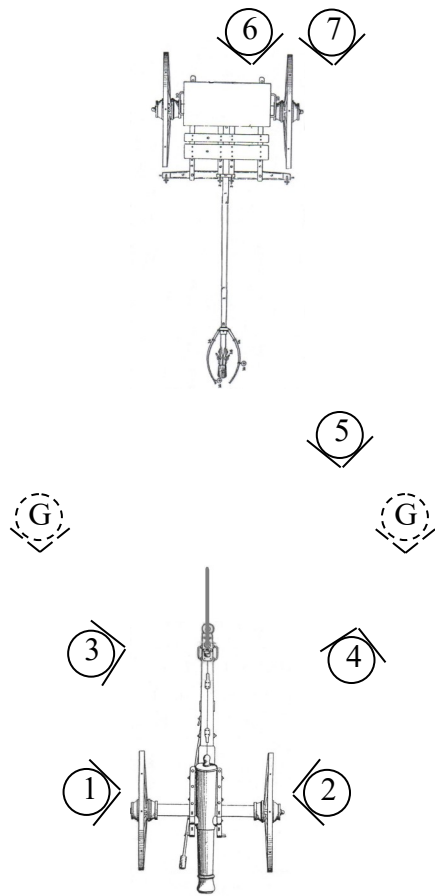
3 steps with left foot, knee bent, right hand covers right ear, looks to the front of the tube

G moves left or right to place himself in position to observe the fire effect



FIRE:

4 steps with right foot, knee bent, drawing the
left arm down behind the back



FAILED PRIMER—DO NOT ADVANCE

1. ON this command #1 and #2 will immediately cross their implements over the tube.
2. The gunner will first note the time and then immediately move to the limber and retrieve the pinchers, gimlet, vent punch, and spare water bucket. When he returns to his post with the implements that might be required to clear the piece, he will issue the pinchers to #3.
3. The gunner will wait for three minutes and then announce THREE MINUTES HAVE EXPIRED, at which time #1 and #2 will uncross their implements and the gunner will begin the following sequence of commands.
4. #2 ADVANCE TO THE AXLE — #2 places worm in the implement stand and beginning with his back to the wheel and then with his belly to the wheel advances to the axle (between the wheel and barrel).
5. #1 ONE STEP TO THE REAR.
6. #3 ADVANCE TO THE AXLE — #3 beginning with his back to the wheel and then with his belly to the wheel advances to the axle (between the wheel and barrel).
7. FIRST IMPLEMENT ACROSS (Pinchers) — #2 extends his left hand palm up across the tube and #3 places the pinchers in the hand. #2 uses the pinchers to extract the failed primer. If the primer did not discharge, #2 will command HOLD and motion to the gunner to bring forward the spare water bucket to immerse the friction primer in. Once he has properly disposed of the failed primer, #2 should return the implement (pinchers) to #3.
8. SECOND IMPLEMENT ACROSS (Priming Wire) — #2 extends his left hand palm up across the tube and #3 places the priming wire in the hand. Using only the thumb and forefinger of the left hand, #2 uses the priming wire to re-prick the charge and then returns the implement (priming wire) to #3.
9. #3 POST — #3 retraces his steps back to his post and faces left.
10. #1 ONE STEP FORWARD.
11. #4 ADVANCE WITH PRIMER — #4 advances to the hub of the wheel and faces to the rear. #2 extends his hand palm up and #4 places the friction primer with lanyard attached in his hand. Using only the thumb and forefinger of the left hand, #2 inserts the friction primer into the vent until fully seated (the ring facing outward). #2 then places the forefingers of his left hand on the lanyard and begins eye contact with #4. #4 begins sidestepping away from the piece (approximately 45 degree angle) keeping eye contact with #2. He stops when the lanyard is taught with his arm fully extended and then nods off #2.
12. #2 POST — #2 retraces his steps back to his post, retrieves his worm from the implement stand and faces right.

#1 and #2 will not hold their implements in an upright position on the hub of the wheel when the primer has failed.
13. READY — Drill continues as normal with all cannoneers assuming their READY position.

Service of the Gun with Diminished Numbers

| No.s Retained | Distribution of Duties | | | | | | | |
|---------------------------|------------------------|---------|------|------|----|----|----|----|
| | Gunn'r | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| G. 1 | G. 3, 4 | 1, 2, 5 | -- | -- | -- | -- | -- | -- |
| G. 1, 2 | G. 3, 4 | 1 | 2, 5 | -- | -- | -- | -- | -- |
| G. 1, 2, 3 | G. | 1 | 2, 5 | 3, 4 | -- | -- | -- | -- |
| G. 1, 2, 3, 4 | G. | 1 | 2 | 3, 4 | 5 | -- | -- | -- |
| G. 1, 2, 3, 4, 5 | G. | 1 | 2 | 3, 4 | 6 | 5 | -- | -- |
| G. 1, 2, 3, 4, 5, 6 | G. | 1 | 2 | 3 | 4 | 5 | 6 | -- |
| G. 1, 2, 3, 4, 5, 6, 7 | G. | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Service of the gun by two men. The gunner commands, points, serves the vent, and fires; # 1 sponges, loads, and serves ammunition.

Three men. The gunner commands, points, serves the vent, and fires; # 1 sponges; # 2 loads and serves ammunition.

Four men. The gunner commands and points; # 1 sponges; # 2 loads and serves ammunition; # 3 serves the vent and fires.

Five men. The gunner commands and points; # 1 sponges; # 2 loads; # 3 serves the vent and fires; # 4 serves ammunition.

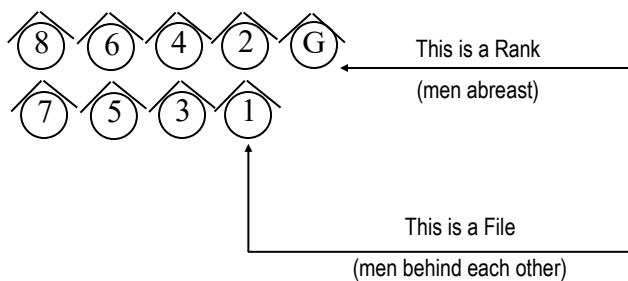
Six men. The gunner commands and points; # 1 sponges; # 2 loads; # 3 serves the vent and fires; #s 4 & 5 serve ammunition.

Seven men. The gunner commands and points; # 1 sponges; # 2 loads; # 3 serves the vent and attends to the trail; # 4 fires; # 6 is at the limber and serves ammunition to # 5; and occasionally changes with him.

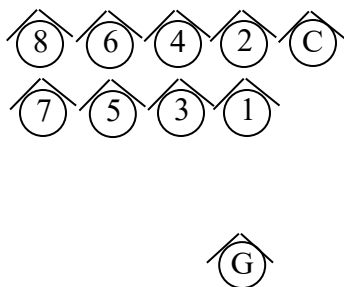
Eight men. The gunner commands and points; # 1 sponges; # 2 loads; # 3 serves the vent and attends to the trail; # 4 fires; # 6 is at the limber and serves ammunition to # 5; and occasionally changes with him; # 7 assists # 6.

Formation of the Detachment

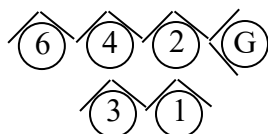
Without Chief of Piece



With Chief of Piece



Diminished Numbers

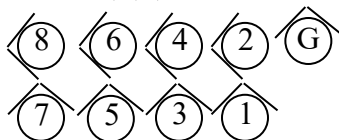


Drop off odd # man.
Responsibilities fall to other
cannoneers (see
Diminished No's Chart)

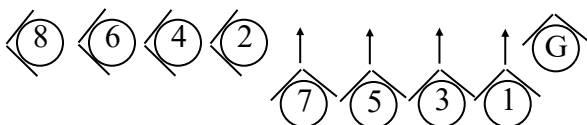
To Form One Rank

1. Detachment, Left into single rank

2, 4, 6, & 8 Left face



2. March: Even No.s step off



3. Halt: Even No.s right face

Odd No.s one step forward



4. Right, Dress

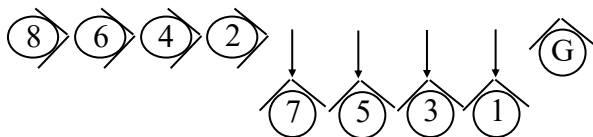
5. Front

To Form into Two Ranks

1. Detachment, Right into two Ranks

1, 3, 5, 7 take two steps to the rear

2, 4, 6, 8 face to the right



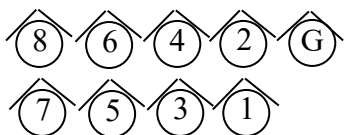
2. March

2, 4, 6, 8 march to G, Halt, & Left Face

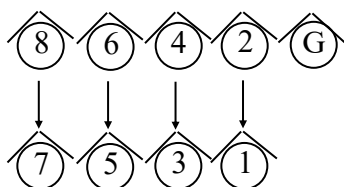
3. Right, Dress

4. Front

To Open and Close the Ranks



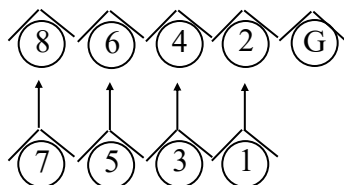
1. To the Rear, Open Order



2. March
 - Gunner remains in position
 - Rear rank steps 4 steps to the rear

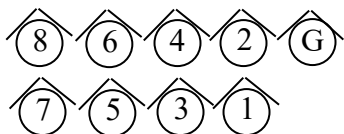
3. Right, Dress

4. Front



1. Close Order

2. March
 - Rear rank closes up on the front rank

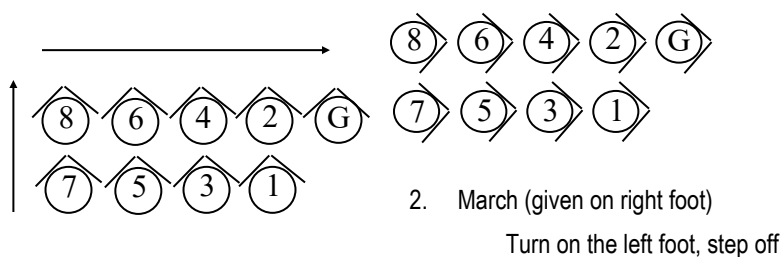
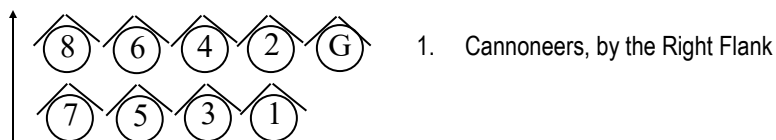


3. Right, Dress

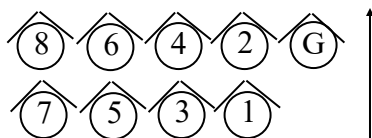
4. Front

Marching by Detachment

To Face when Marching

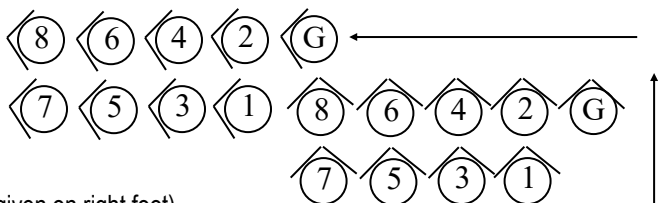


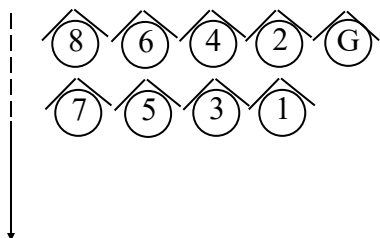
1. Cannoneers, by the Left Flank



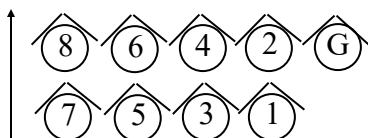
2. March (given on right foot)

Turn on the right foot to the
left, step off

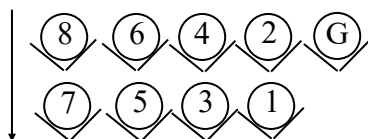




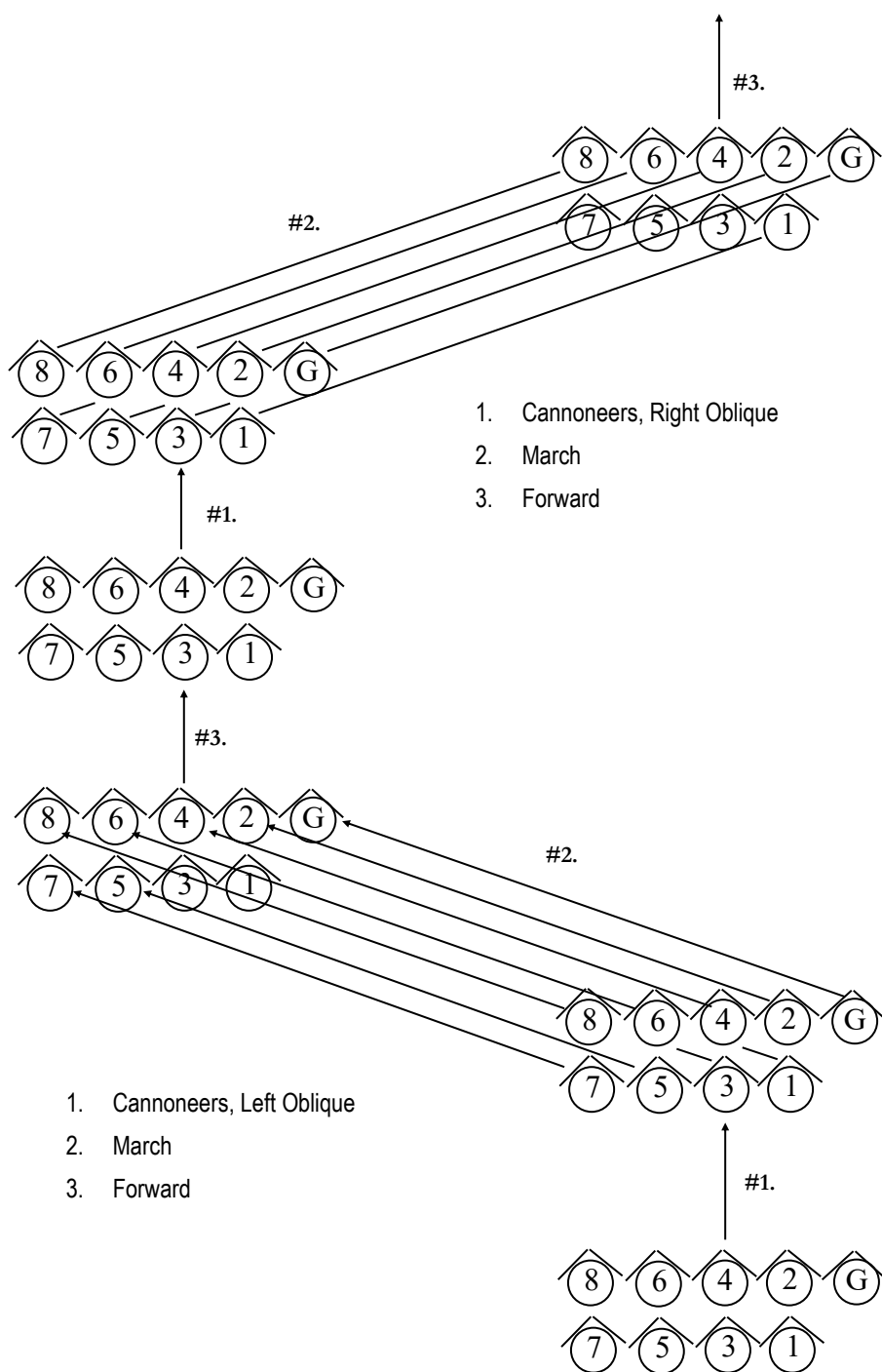
1. Cannoneers, Backwards
2. March (start with the left foot 14" to the rear)
3. Halt
4. Right Dress



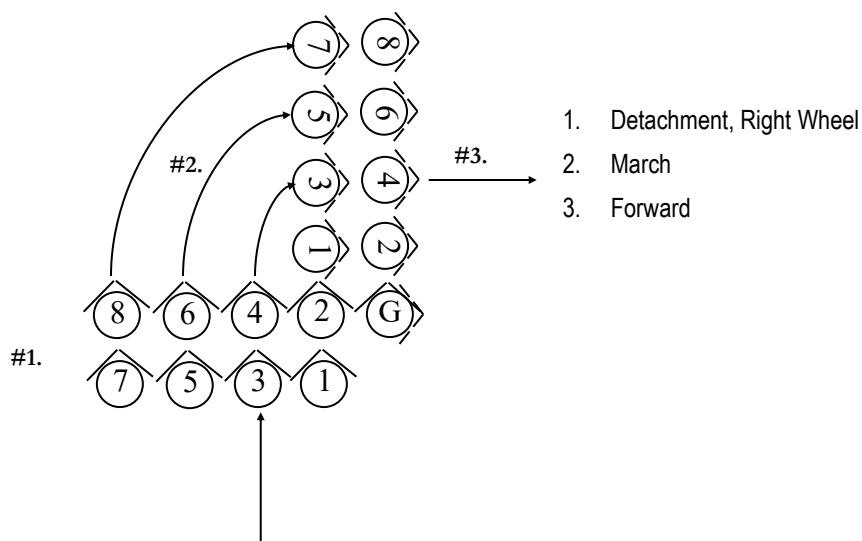
1. Cannoneers, to the Rear



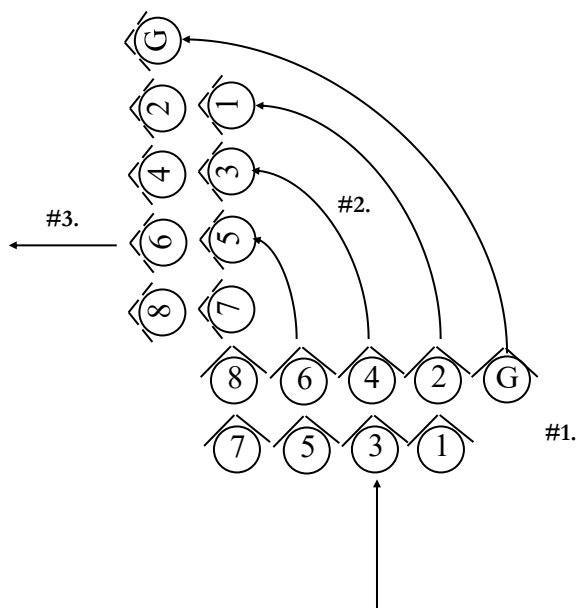
2. March (given on the right foot)
Turn on the left foot to the right and face the rear. Step off with the right foot.



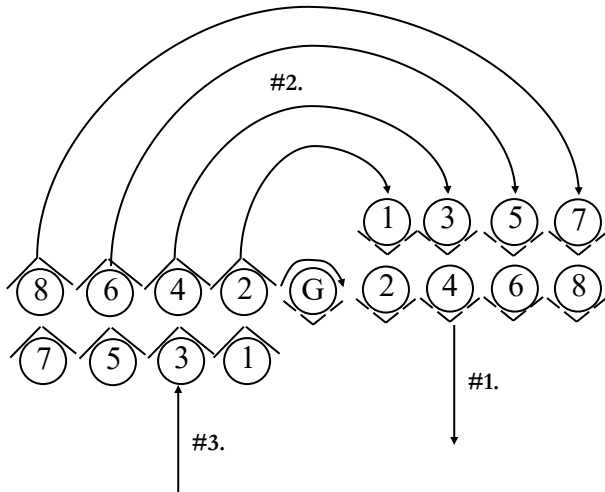
WHEELINGS



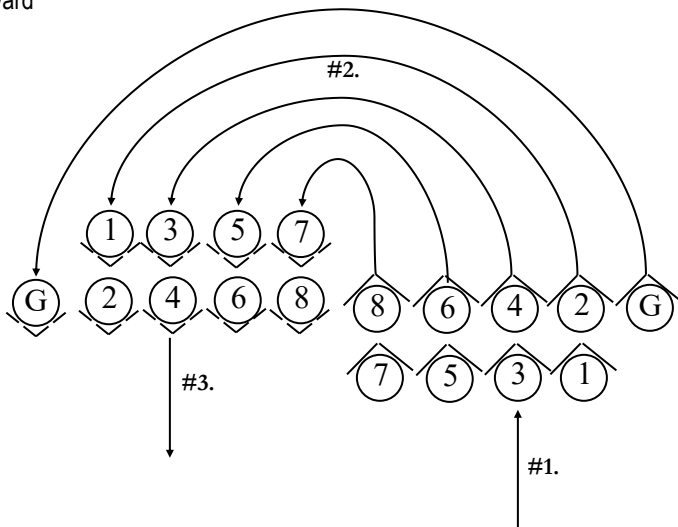
1. Detachment, Left Wheel
2. March
3. Forward



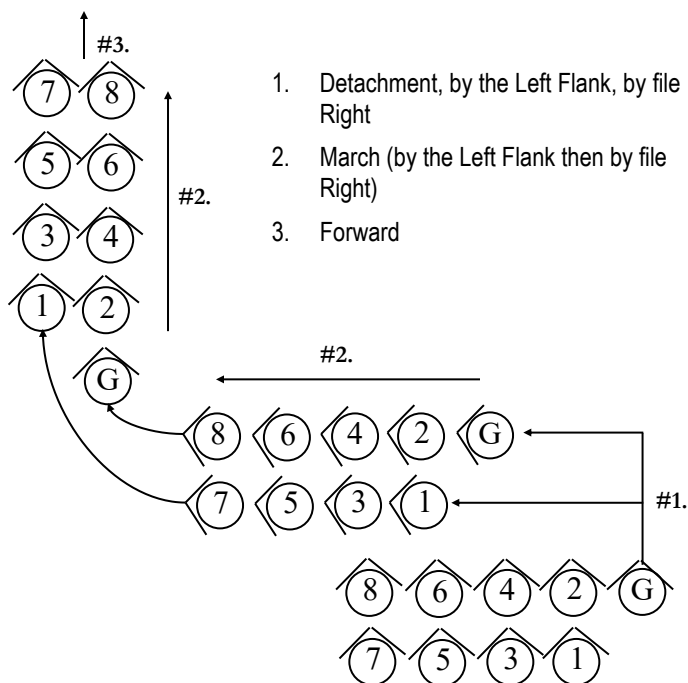
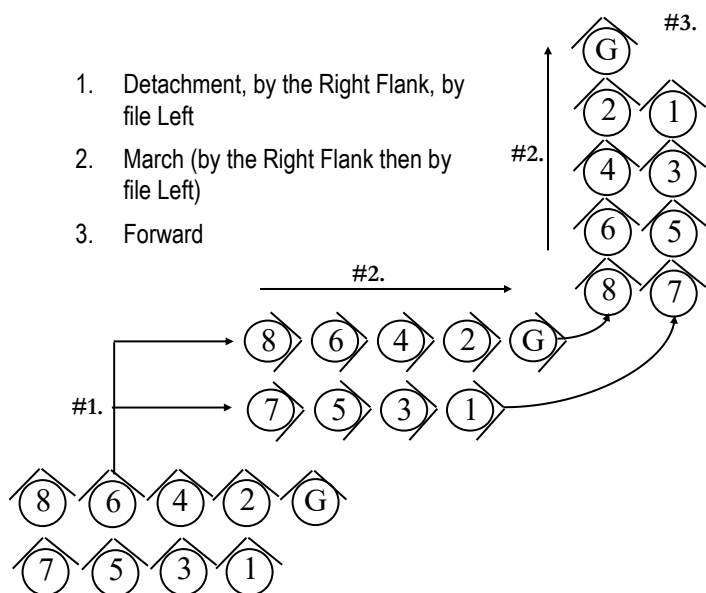
1. Detachment, Right Reverse
2. March
3. Forward



1. Detachment, Left Reverse
2. March
3. Forward

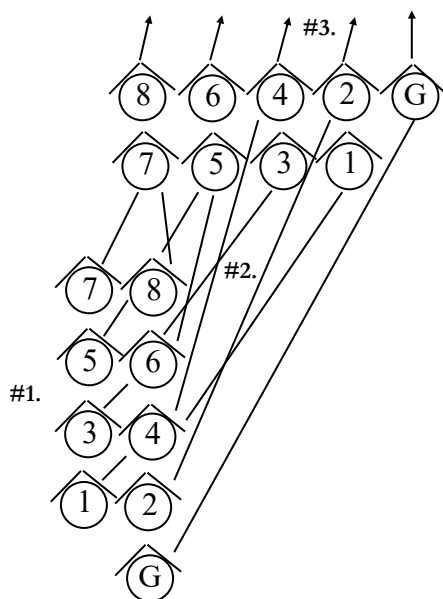
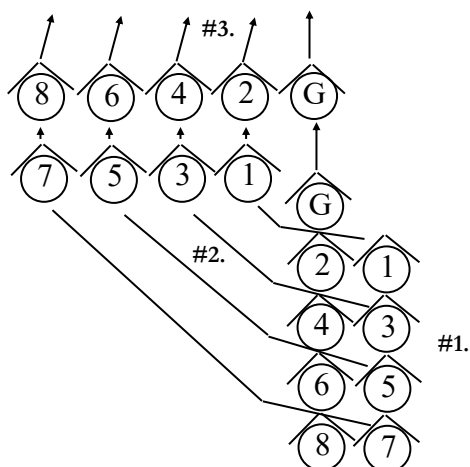


Marching by the Flank to the Front



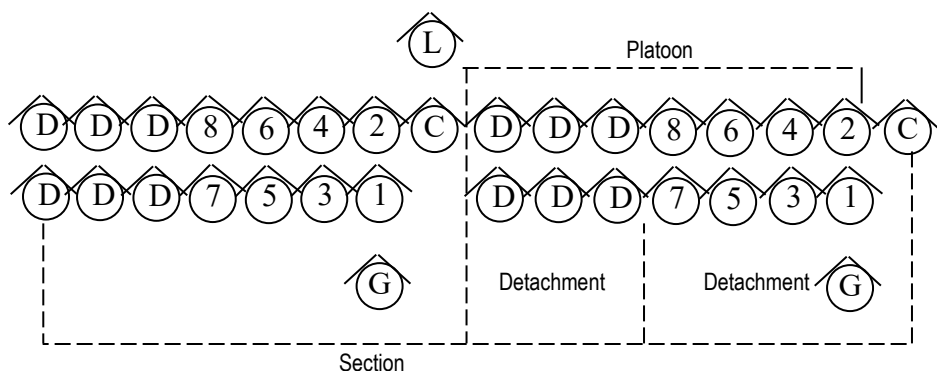
Marching by a Flank to Form a Line

1. Cannoneers Left into Line
2. March (all cannoneers quicken the step to form the detachment)
3. Guide Right (G continues while cannoneers close to the right)

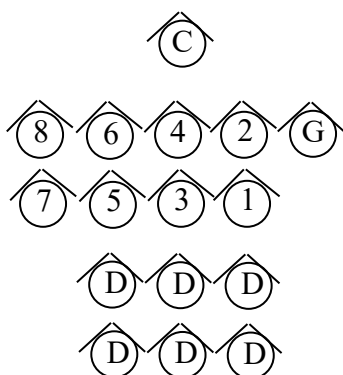


1. Cannoneers Right into Line
2. March (all cannoneers quicken the step to form the detachment)
3. Guide Right (G continues while cannoneers close to the right)

Formation of the Section In Line with Chiefs of Pieces

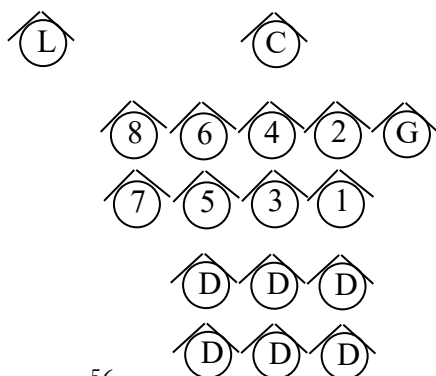


Formation of the Section in Column of Detachments with Chiefs of Pieces

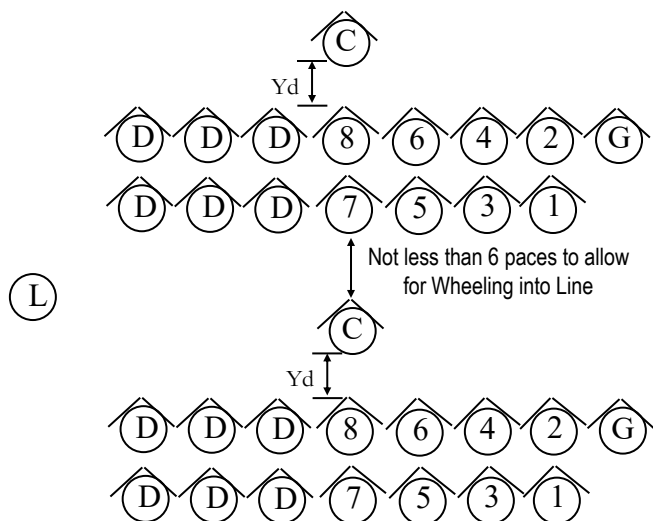


When C is not present, G takes his place.

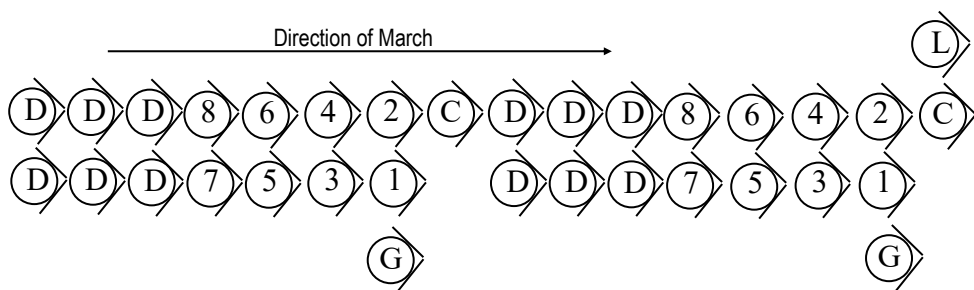
When C is in formation, G is always on the right.



Formation of the Section In Column of Platoons with Chiefs of Pieces



Formation of the Section when Marching by the Right Flank with Chiefs of Pieces



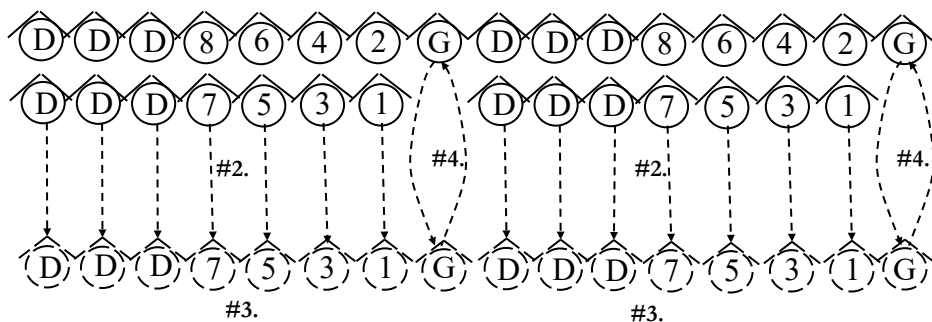
When C is not present, G takes his place.

When C is in formation, G is always on the right.

To Open and Close the Ranks

1. To the Rear, OPEN ORDER

G repeats order and marches
backward 4 paces*

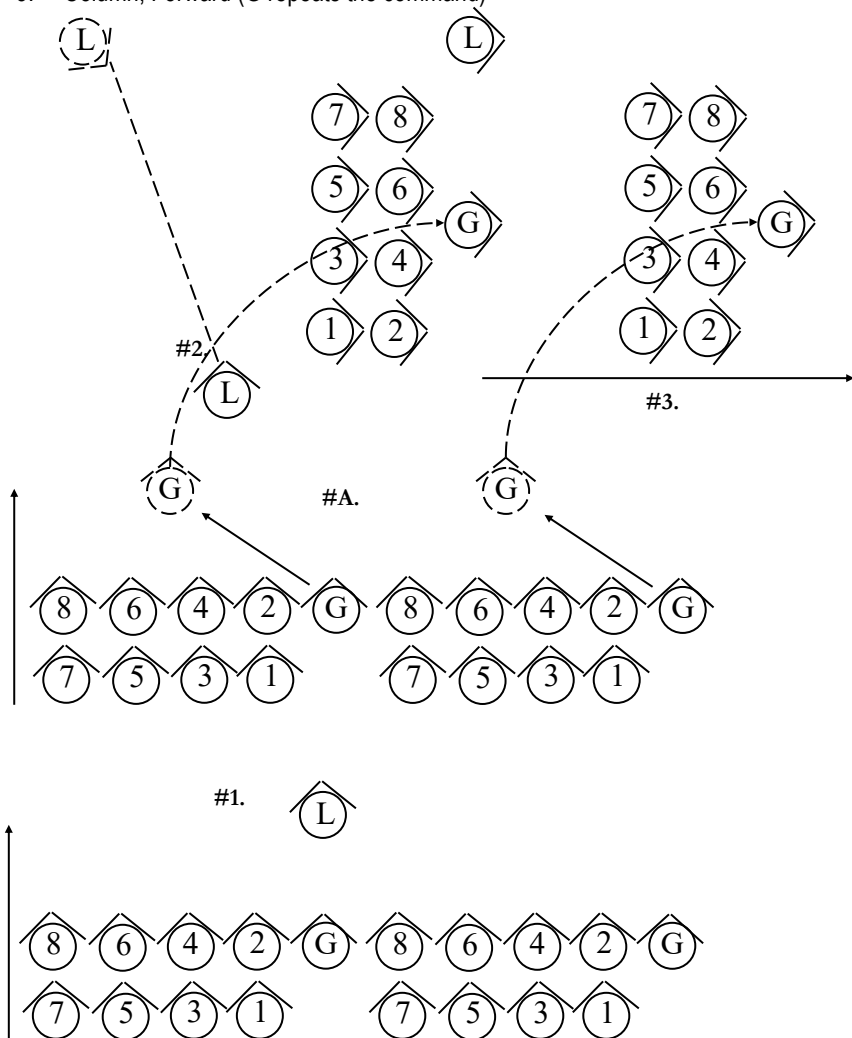


Marching by Section

To Break Into Column to the Right or Left

Section Commander:

1. By Detachment, Right Wheel
 - A. Gs repeat the command and step one yard in front, centered on the Detachment
2. March (G repeats the command)
3. Column, Forward (G repeats the command)



To Change Direction in Column

Section Commander

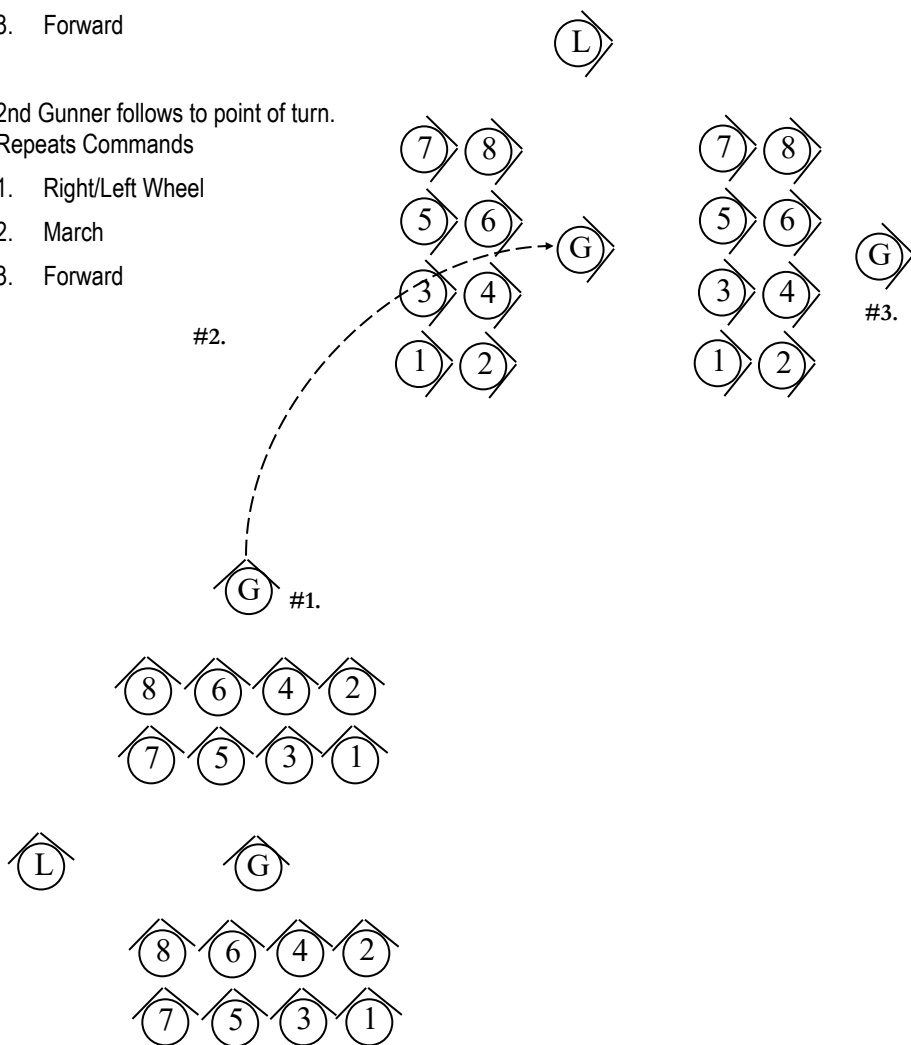
Head of the Column to Right/Left

Lead Gunner

1. Right/Left Wheel
2. March
3. Forward

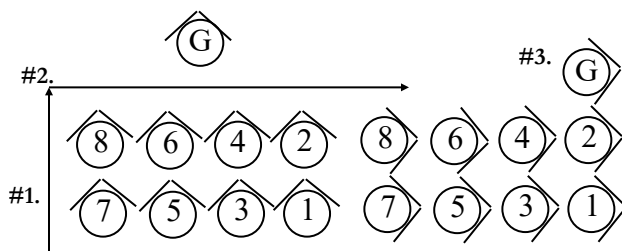
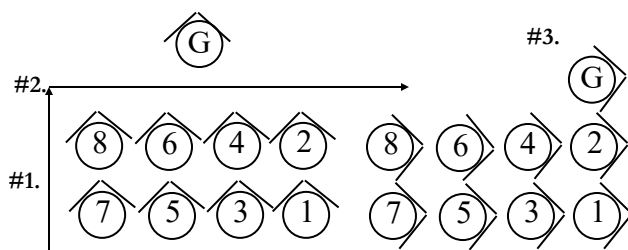
2nd Gunner follows to point of turn.
Repeats Commands

1. Right/Left Wheel
2. March
3. Forward



Marching by a Flank when in Column

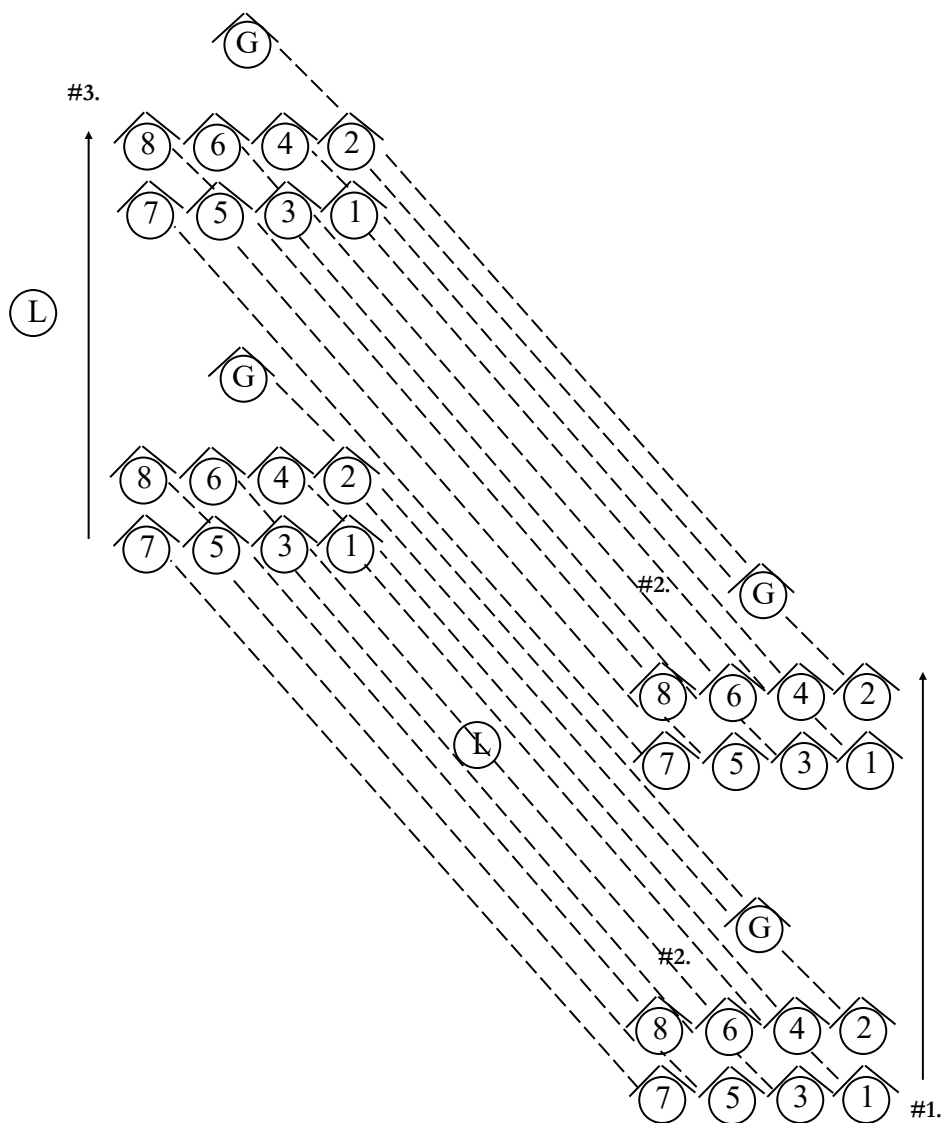
1. Column by the Right/Left Flank
All commands are repeated by the gunners
2. March (all connoneers turn on the left foot at the same time). G takes position at the side of the leading files
3. Forward
4. Guide Left/Right (Lead G is the guide for the section)



Marching in Column — Left/Right Oblique

Section Commander:

1. Column, Left/Right Oblique (G repeats)
2. March (G repeats)
3. Forward (G repeats)



In Column to Form a Line

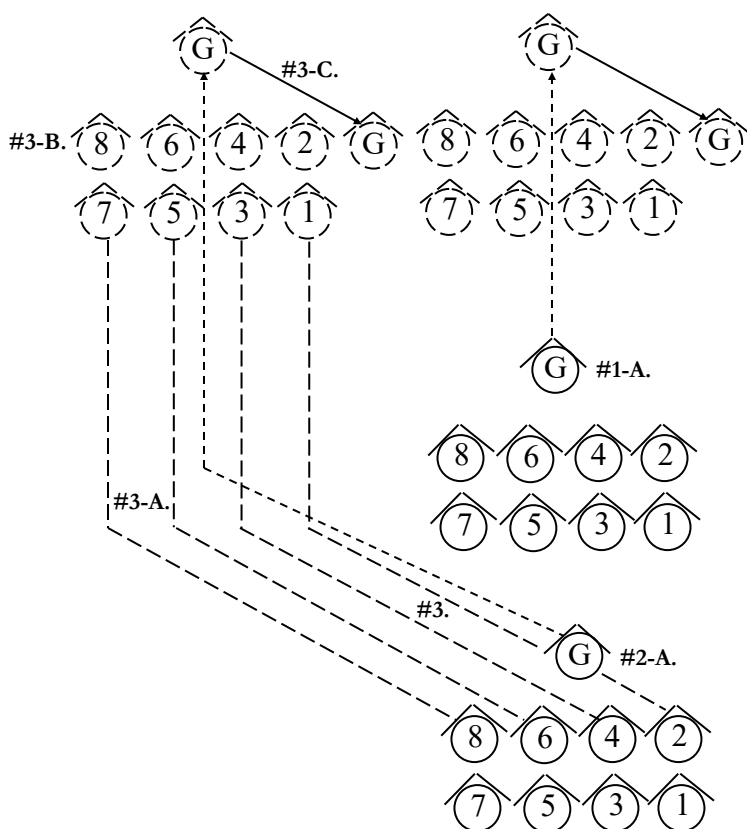
Section Commander:

1. Forward into line, Left/Right Oblique
 - 1-A. Lead Gunner: FORWARD
 - 2-A. Following Gunners: LEFT/RIGHT OBLIQUE
2. MARCH (G repeats)

Lead Detachment advances 18 yards or into line.

G Commands: HALT, RIGHT DRESS

G takes his place in line.
3. 2nd Detachment obliques to the left/right
 - 3-A. FORWARD
 - 3-B. HALT—alongside lead detachment
 - 3-C. RIGHT DRESS — G takes his place in line



Right into Line

Section Commander:

1. Right into line

Lead Gunner:

A. Right wheel

2nd Det. Wheels when opposite the left rear of the 1st Det.

2. March

Lead Gunner:

B. March

1st Det. Wheels into line

C. Halt

D. Right Dress

Gunner takes his place in line

2nd Det.

a. Right wheel (when his detachment is opposite the left of the 1st Det.

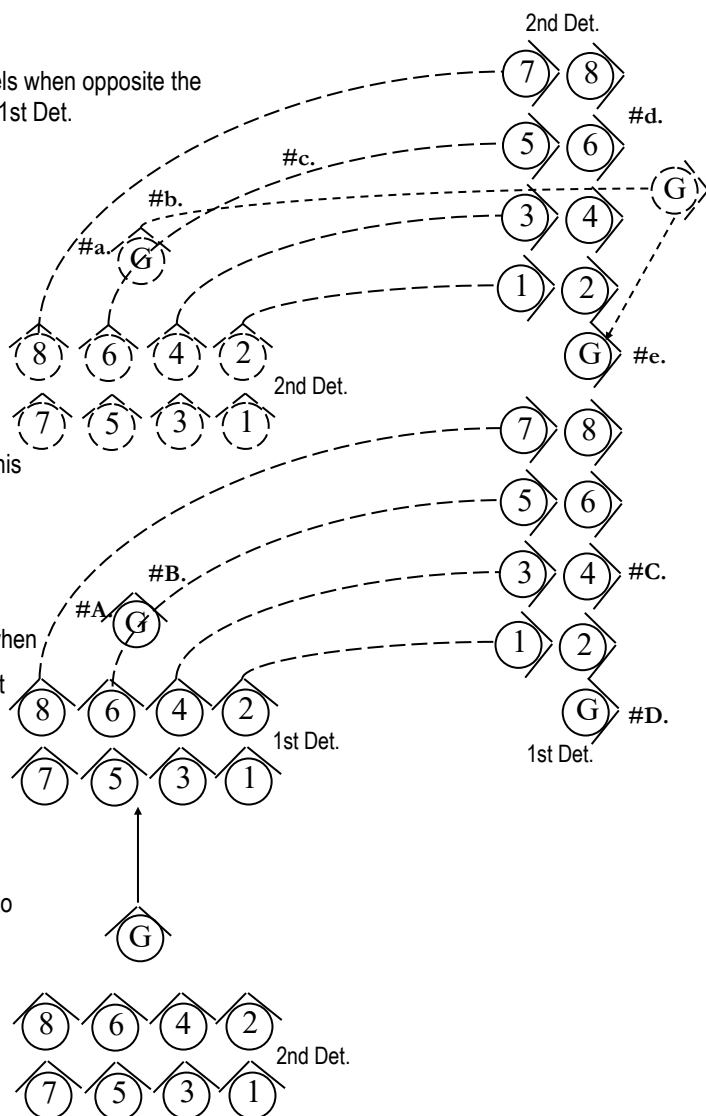
b. March

2nd Det. Wheels into line

c. Forward

d. Halt

e. Right Dress



3. Section Commander: Front

This movement reverses the order of Detachments in relation to their respective pieces.

Left into Line

Section Commander:

1. Left into line

Lead Gunner:

A. Left wheel

2. March

Lead Gunner:

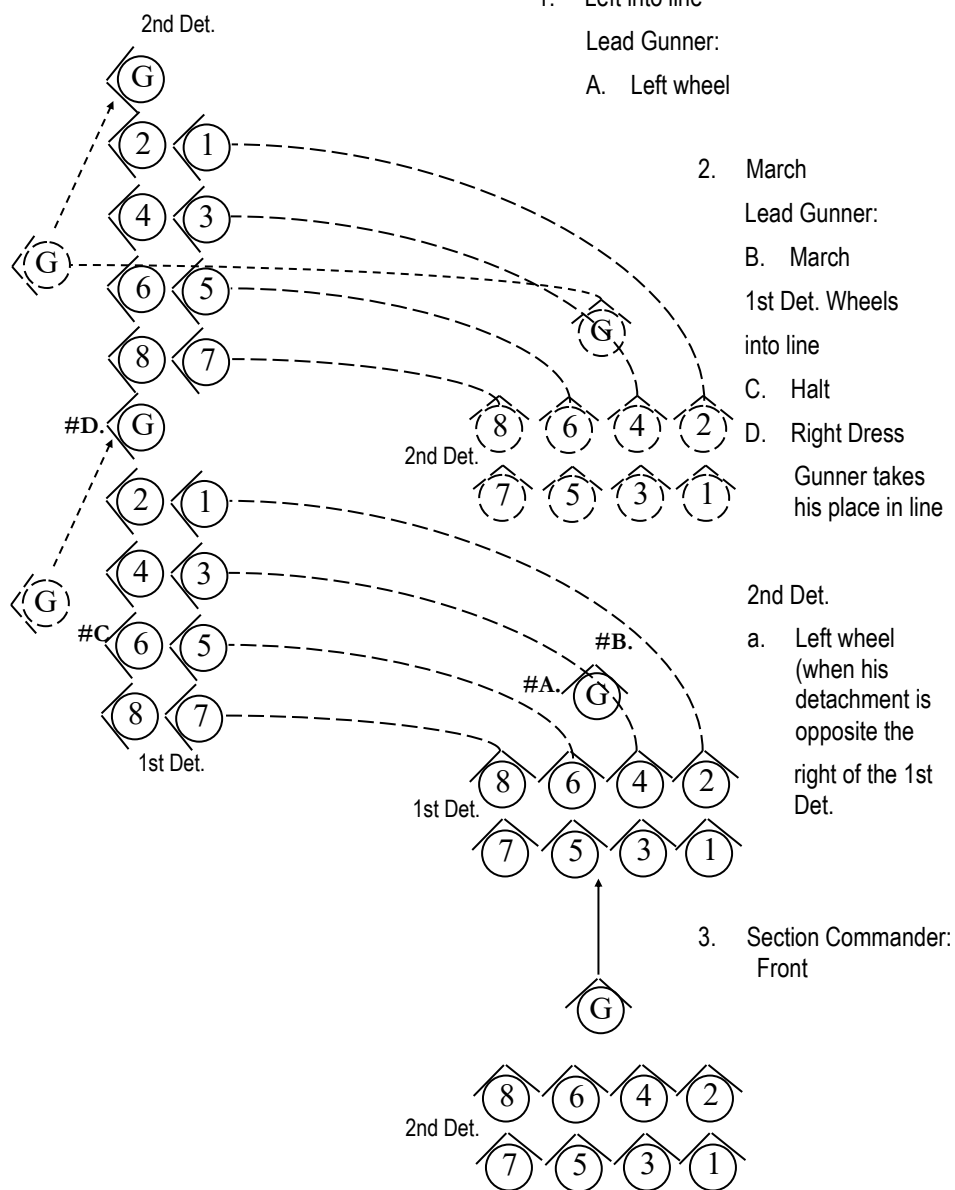
B. March

1st Det. Wheels
into line

C. Halt

D. Right Dress

Gunner takes
his place in line



This movement reverses the order of Detachments in relation to their respective pieces.

Wheeling by Column into Line (Right or Left)

Section Commander:

1. Right into line, Wheel

1-A. Each Gunner Commands:

Right Wheel

2. March

2-A. Each gunner

Commands: March

3. Halt

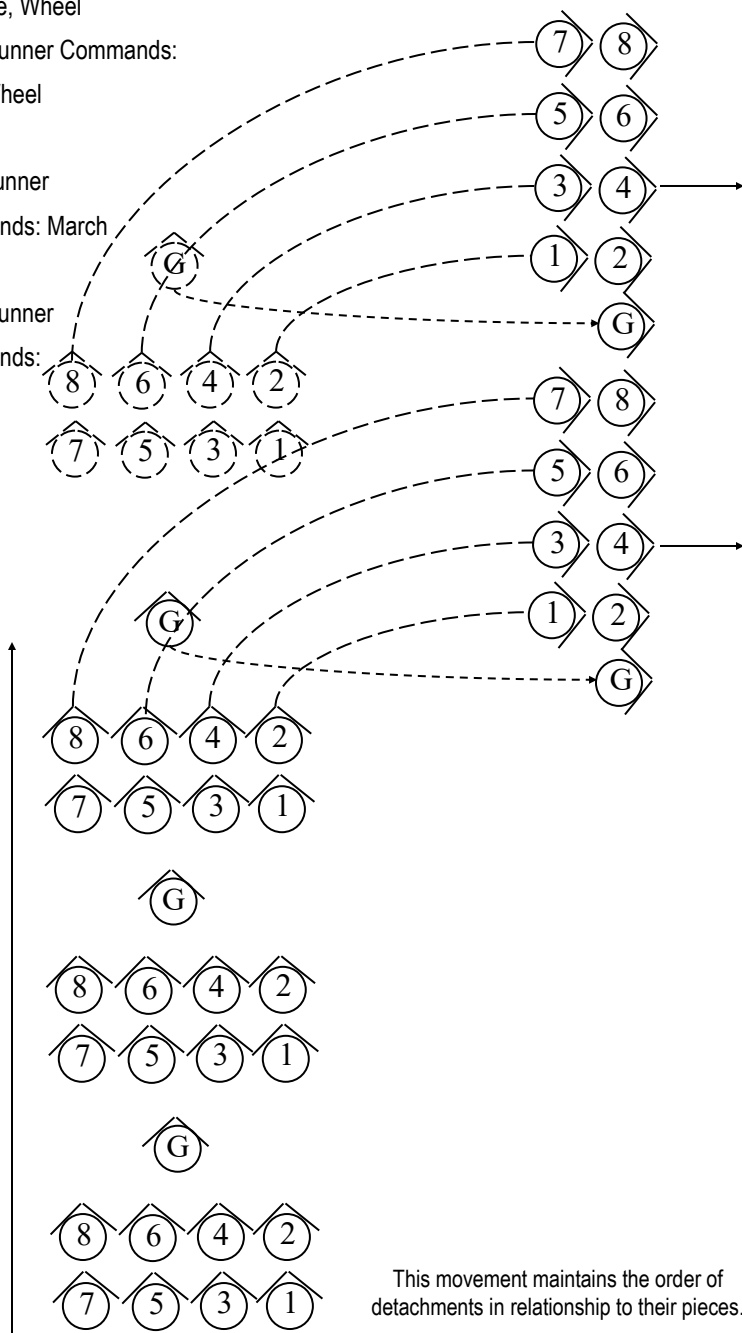
3-A. Each Gunner

Commands:

March

4. Right Dress

5. Front



This movement maintains the order of detachments in relationship to their pieces.

To Form Line Advancing

Section Commander:

1. Form line advancing

Left oblique — double quick

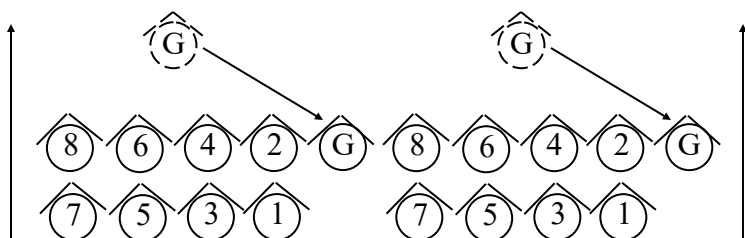
Lead Gunner:

1-A. Form line advancing

Forward

2nd Gunner:

a. Left oblique — double quick



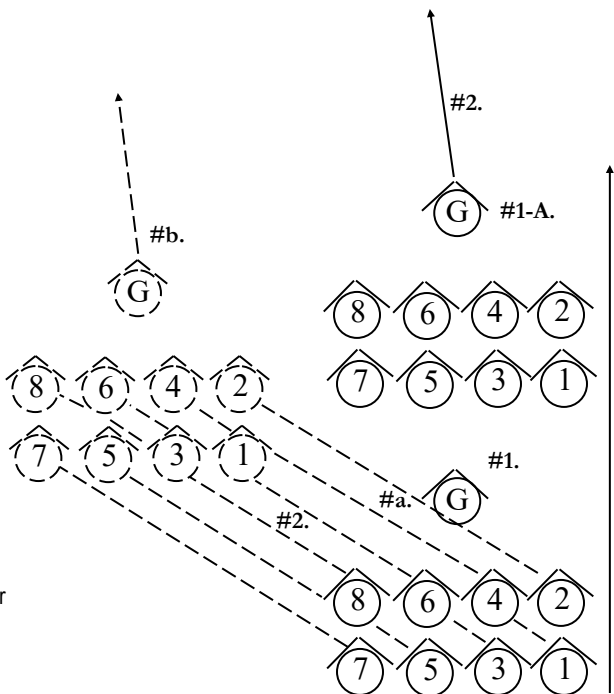
2. MARCH

2nd Gunner:

a. March

b. Forward

3. Guide Right

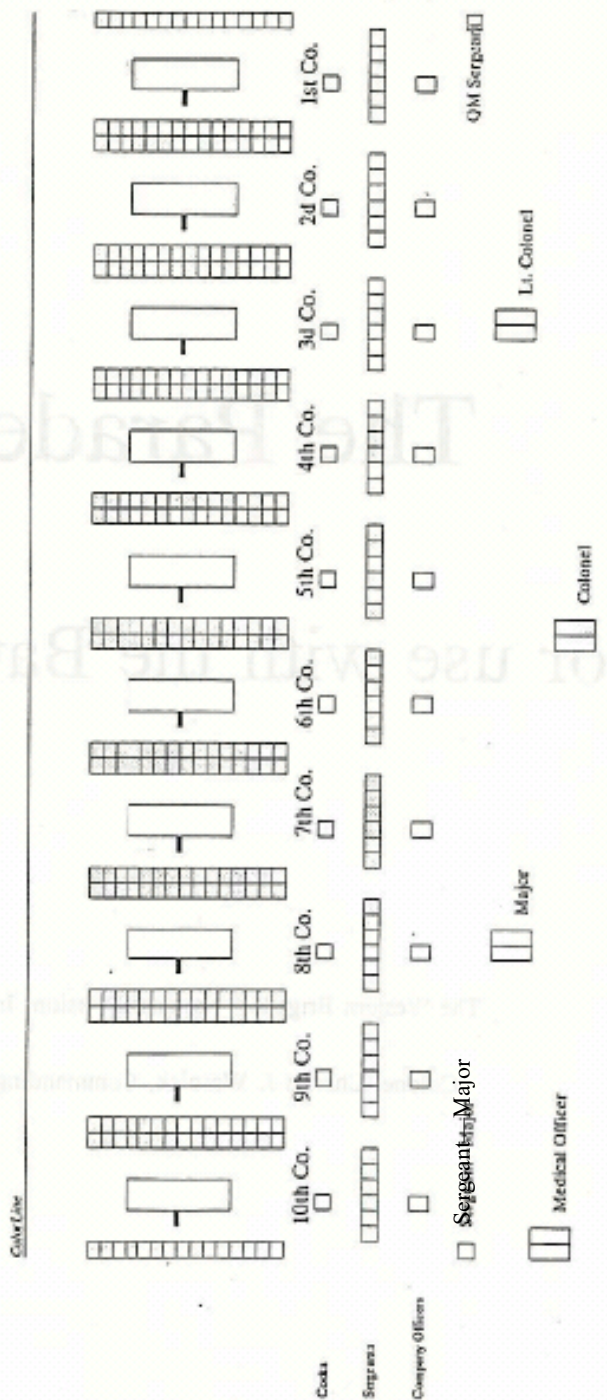


When on line, Gunners take their place in line while section advances.

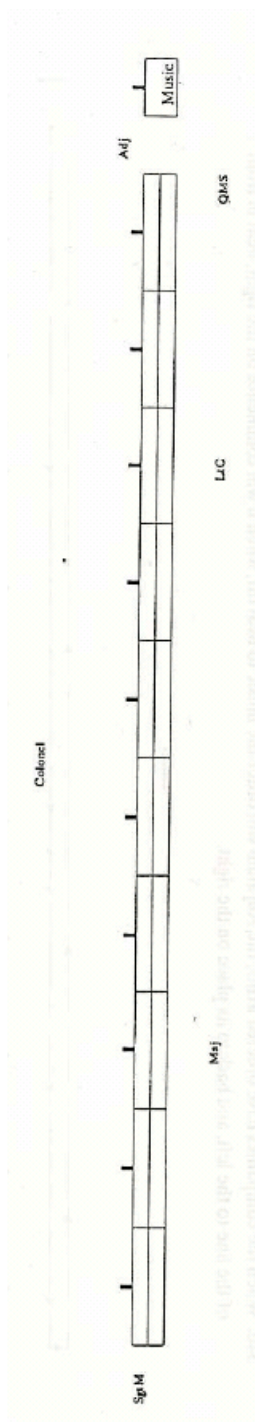
Advance until the next command.

Forming Parade for Troop or Retreat

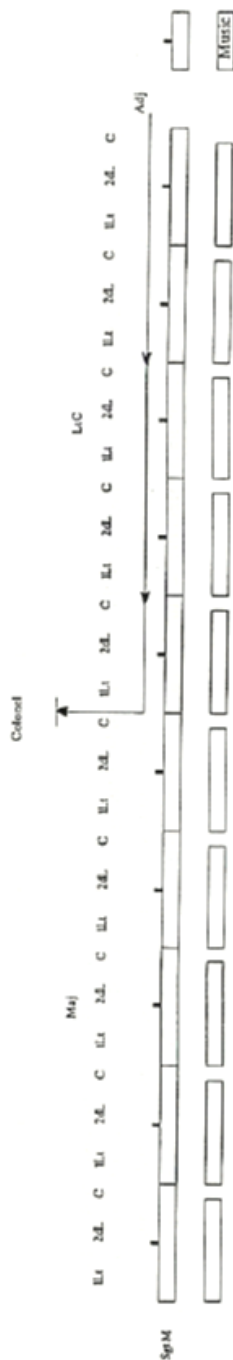
A signal will be beat or sounded half an hour before troop or retreat, for the music to assemble on the regimental parade, and each company to turn out under arms on its own parade, for roll — call and inspection by its own officers.



When the music has ceased, the Adjutant will step two paces to the front, face to the left, and commands 1) Attention! 2) Battalion, 3) Shoulder — Arms! 4) Prepare to open ranks! 5) To the rear, open order! 6) March!

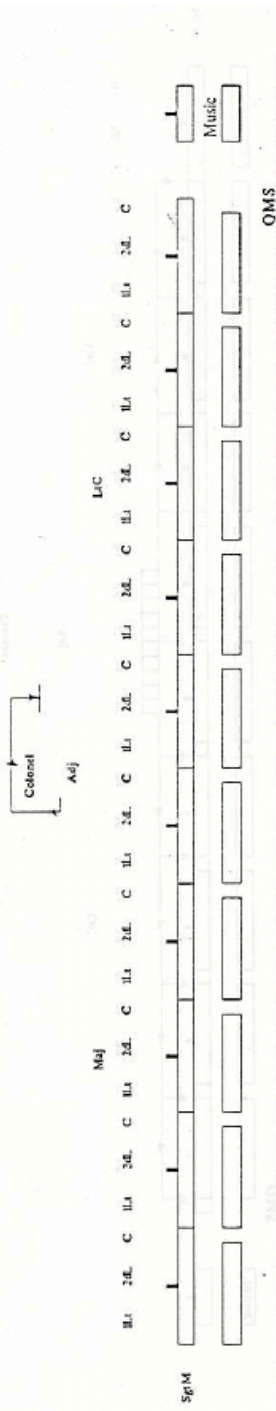


At the sixth command, the ranks will be opened according to the system laid down in the Infantry Tactics, the commissioned officers marching to the front, the company officers four paces, field officers six paces, opposite to their positions in the order of battle, where they will halt and dress. The Adjutant, seeing the ranks aligned will command "Front!" and march along the front to the center, face to the right, and pass the line of company officers eight or ten paces, where he will come to the right — about, and command, "Present — Arms!" when arms will be presented, officers saluting.

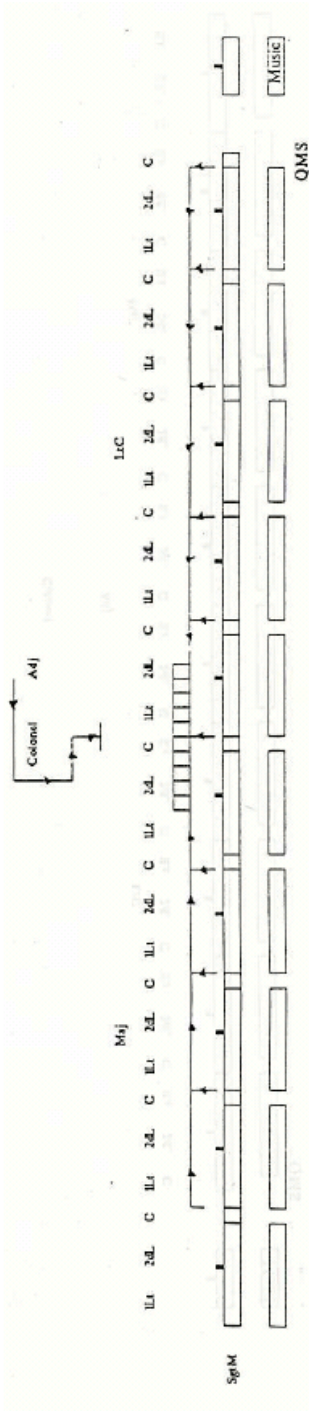


Seeing this executed, he will face about to the commanding officer, salute, and report, "Sir, the parade is formed." The Adjutant will then, on intimation to that effect, take his station three paces on the left of the commanding officer, on the pace retired, passing around his rear.

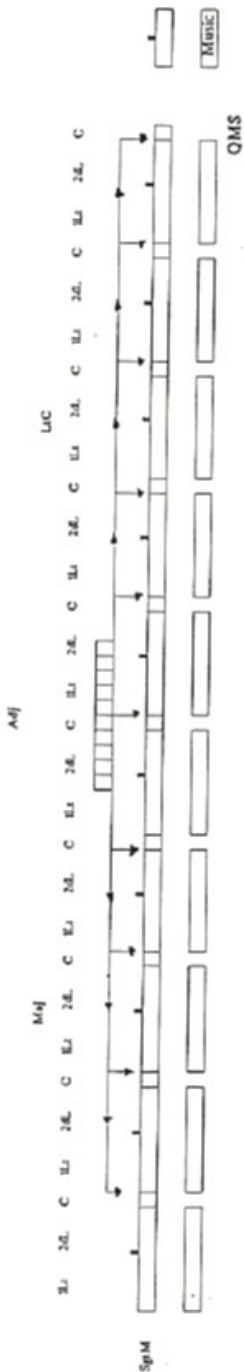
The commanding officer, having acknowledged the salute of the line by touching his hat, will, after the Adjutant has taken his post draw his sword, and command, 1) Battalion 2) Shoulder — Arms! And add such exercises as he may think proper, concluding with “Order — Arms” then return his sword, and direct the Adjutant to receive the reports.



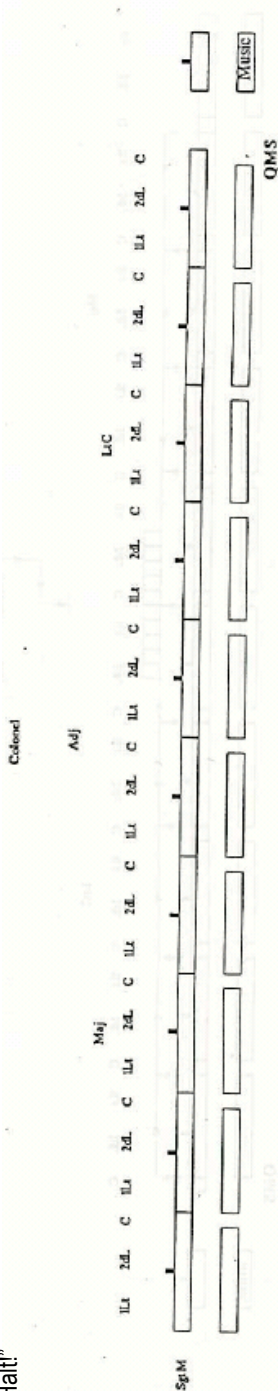
The Adjutant will now pass round the right of the commanding officer, advance upon the line, halt midway between him and the line of company officers, and command 1) First Sergeants, to the front and center 2) March! At the first command, they will shoulder arms as Sergeants, march two paces to the front, and face inward. At the second command, they will march to the center and halt. The Adjutant will then order 1) Front — Face! 2) Report At the last word, each in succession, beginning on the right, will salute by bringing the left hand smartly across the breast to the right shoulder, and report the result of the roll—call previously made on the company parade.



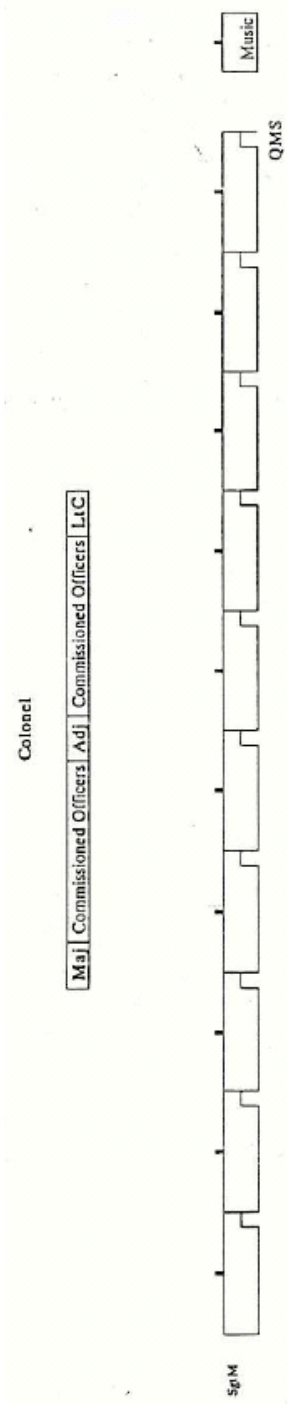
The Adjutant again commands 1) First Sergeants, outward — Face! 2) To your posts — March! When they will resume their places and order arms. The adjutant will now face to the commanding officer, salute, report absent officers, and give the result of the First Sergeants' reports. The commanding officer will next direct the orders to be read, when the Adjutant will face about and announce "Attention to Orders!" He will then read the orders.



The orders having been read, the Adjutant will face the commanding officer, salute, and report; when on an intimation from the commander, he will face again to the line, and announce "Parade is dismissed." All officers will now return their swords, face inward, and close on the Adjutant, he having taken position in their line, the field officers on the flanks. The Adjutant commands 1) Front — Face! 2) Forward — March! Where they will march forward, dressing on the centre, the music playing, and when within six paces of the commander, the Adjutant will give the word "Halt!"



The officers will then salute the commanding officer by raising the hand to the cap, and there remain until he shall have communicated to them such instructions as he may have to give, or intimates that the ceremony is finished. As the officers disperse, the First Sergeants will close the ranks of their respective companies, and march them to the company parades, where they will be dismissed, the band continuing to play until the companies clear the regimental parade.



All field officers and men will be present at dress parades, unless especially excused, or on some duty incompatible with such attendance.
 A dress parade once a day will not be dispensed with, except on extraordinary and urgent occasions.

1st Plan of Encampment

Plate 3.

1st Plan of Encampment. for a Mounted Battery.

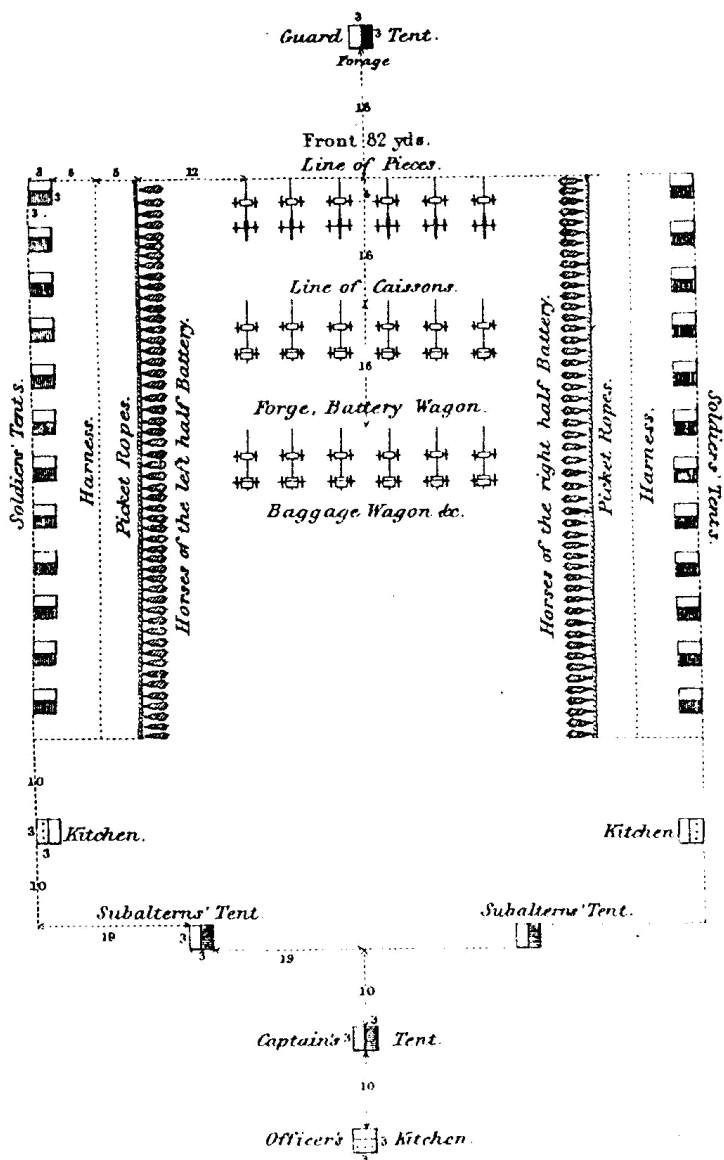


Plate 4.

Guard  Tent.

Portage

16

Front: 82 yds.

Line of Pieces

Line of Cuissons.

Forge, Battery Wagon, Baggage Wagons &c.

Harness

Picket

Ropes

Soldiers'


Tents.

3 Kitchen

Kitchen: []

Subalterns' Tents

142

Captains  Tent

78=

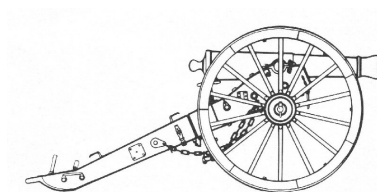
Officers' Kitchen

Notes

Notes

Notes

SECOND MINNESOTA BATTERY



www.2MNBattery.org