REGULATIONS FOR FIELD MANEUVERS

UNITED STATES ARMY

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WAR DEPARTMENT,

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WAR DEPARTMENT,

OFFICE OF THE CHIEF OF STAFF,

Washington, May 4, 1910.

The following Regulations for Field Maneuvers, revised by the General Staff of the Army, are approved and published for the information and government of the Regular Army and Organized Militia of the United States.

By order of the Secretary of War:

TASKER H. BLISS,

Brigadier General, Acting Chief of Staff.

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FIELD MANEUVERS.

GENERAL PRINCIPLES.

1. Field *maneuvers complete* the course of instruction begun with garrison drills and continued in minor field exercises. They simulate the conditions of war and acquaint troops with the possibilities and difficulties of actual campaign. They afford almost the only opportunity in peace for the exercise of the functions of the higher commanders in the field, and furnish officers of all grades, and enlisted men as well, opportunities to study the military operations of the arms combined. In maneuvers alone can the importance of time, space and weather conditions be fully realized, and a satisfactory knowledge gained of the labor attending the movement, transportation and supply of troops.

2. To secure the maximum benefit from maneuvers, troops should be familiar, not only with the usual extended order drill and battle exercises, but with the elementary principles and practice of security and information, and the ordinary duties required of officers and men in the field. This knowledge is gained in exercises at their stations, on practice marches and during the annual target practice.

3. When practicable, maneuvers in warm climates are held in September or later. At this season troops suffer less from heat, the greater part of the crops is harvested, less damage results and the country is more open.

4. The region selected for maneuvers should fulfill the following conditions:

It should be large enough to permit the troops to operate as in war.

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Its location should be central with reference to the stations of participating troops.

It should be readily accessible by railroad or water transportation, and there should be good wagon roads to the proposed camp sites.

The terrain should be diversified, most of it practicable for troops of all arms, and with large open spaces for camps, etc. Undulating grazing country with scattered woods is most suitable.

It should be naturally free from contagious diseases, and have an ample supply of pure water.

5. The commanding general of the department in which maneuvers are to be held, causes a timely examination to be made of the available sites, and on or before March 31 of the year designated, submits to the War Department a general scheme for the proposed maneuvers, including a list of the organizations to participate, a plan of concentration, and an estimate of the cost. After approval thereof by the War Department, the commander of maneuvers, chief umpire, and staff officers are designated in ample time to work out the details of encampment, transportation, supply, and sanitation. Request is made for the necessary engineer, signal and sanitary troops, when not available in the department. Suitable maps are prepared by officers detailed for that purpose. The commander of maneuvers prepares the *program of instruction.*

6. For the general use of officers, maps of maneuver grounds are prepared on a scale of 3 inches to 1 mile, with 20-foot contours. In addition, for the preparation of problems and for the use of the higher commanders, guide maps of the maneuver ground and surrounding country, about 1 inch to the mile, are necessary. These can generally be obtained from the United States Geological Survey. For the chief umpire and for use at the discussions, one or two detailed maps, 12 inches to the mile, are prepared on canvas or heavy paper. Reproductions of the 3-inch map, reduced to a scale of 1 inch to the mile, are prepared for general distribution to the troops.

7. During maneuvers and other field exercises, the commander from time to time may require the troops to take the field and live as in actual campaign.

8. The opposing forces are designated *Blue* and *Red.* All troops at maneuvers wear the prescribed field service uniform, except that in the Red forces a broad red band is worn around the hat.[a] At the discretion of the commander of maneuvers, the service coat may be omitted, but in this case the rank of officers and noncommissioned officers is indicated on the shirt.

The headquarters of the opposing forces are marked by blue and red banners, respectively. Headquarters of organizations may be marked, according to the force to which they belong, by blue or red flags or pennants with appropriate insignia. In maneuver combats the national, regimental, or battalion colors or standards are not carried.

When desirable the troops may be located in two camps some miles apart.

PROGRAM OF INSTRUCTION.

9. The program of instruction, showing in general terms the daily work contemplated, is distributed to the troops upon arrival. When the troops have not had suitable preliminary preparation, the program includes instruction by practical demonstrations, regimental and brigade drills, exercises in security and information, deployments, small maneuvers, etc. These minor maneuvers should be progressive, beginning with the company and ending with all arms combined. If practicable, there should also be a review of the entire command.

Instruction is also imparted by lectures and conferences.

10. Under the direction of the commander of maneuvers, the *problems* are prepared as outlined in the program of instruction. These problems are framed under the assumption of a state of war

[a] Outside of the insignia, difference in headgear is about all that distinguishes modern armies in the field.

involving hostile operations, and are usually expressed in *general* and *special situations*.

The general situation is given to both parties and contains the information supposed to be generally known. A special situation is given to each commander and contains full information in regard to his own command, and such information of the enemy as might have been obtained in actual warfare.

Simple situations generally admit of a number of solutions and are more useful than those based upon numerous and remote suppositions. Unnatural assumptions are avoided.

With large opposing forces the same general situation may serve for several days, or even for the whole maneuver period; with smaller commands changes are usually necessary. Unreal conditions, permitting a force to discover the actual strength and location of its adversary through means which could not be employed in war, are avoided.

The technical work of engineer, signal, and sanitary troops is carried out as far as practicable. First-aid and dressing stations are established, and field hospitals set up as in war.

Combat, field, and supply trains are represented by all the wagons available.

UMPIRES.

11. The commander of maneuvers, when not performing the duties of *chief umpire*, is assisted by an officer bearing that title. This officer has charge of the details of the preparation and conduct of the problems, and is assisted during the exercises by additional umpires, sufficient in number to secure proper control.

Umpires are selected from grades above that of first lieutenant. They are staff officers of the commander of maneuvers, and their orders, signals, and decisions are considered as emanating from him. They are therefore promptly obeyed without question. That they may be readily recognized they wear a broad white band around the hat. Their orderlies or messengers wear a broad white band on the left arm above the elbow.

Though umpires may accompany particular units, they are not ordinarily assigned thereto, but are distributed by the chief umpire so as to cover all ground involved in the exercise. Knowing the plans of the commanders, umpires can be at points of contact, or where decisions will probably be required, at the proper time.

12. **Conduct.**—So far as possible, umpires furnish commanders the information derived in war from the actual flight of the bullets and projectiles themselves; for instance, that the troops are under fire of a certain kind and volume. With this information the commanders decide upon their own line of action, namely, to deploy, advance, seek cover, fall back, open fire, etc. Umpires, however, are careful to give no information that troops could not obtain in actual warfare. At important epochs during a maneuver, umpires note on their maps the positions of the troops under their observation.

When a commander receives information from an umpire which, in the opinion of the latter, should cause a change of formation, position, or action of the troops, and the commander does not voluntarily make a change, the umpire renders a decision in accordance with section 16. The decision causes the troops to do what the umpire thinks they actually would do in war under the circumstances.

The *work of umpires* is intended to supply, as far as practicable, the impressions and effects of actual war. Their decisions take the place of bullets and other projectiles, and prevent unnatural or impossible situations. As a rule, maneuver exercises tend to develop too rapidly. This tendency is counteracted by the decisions which produce the delays incident to war. In this manner exercises are logically developed and the creation of false impressions is prevented.

In addition, umpires note the leadership and conduct of troops, and thereby enable the chief umpire to call attention to the same at the subsequent discussion and in his final report.

Umpires give prompt and definite decisions and see that they are carried out. When several umpires meet, the senior announces the decision. If an umpire concludes from further information that he has made an erroneous decision, he so reports to the chief umpire at the earliest practicable moment.

The orders of an umpire to troops are given, when practicable, through their commander.

The chief umpire usually assembles the umpires on the afternoon or evening preceding an exercise, furnishes them copies of the problem, and gives the necessary instructions. At the close of an exercise he may assemble them to compare data, receive criticisms, and decide disputed points, or he may require them to submit written reports of their observations and actions.

In maneuvers of considerable magnitude the position of the chief umpire is usually indicated by a white flag with a diagonal red cross.

13. **Signals.**—When practicable, signals to troops and umpires are communicated by means of a balloon. Notices to commence, suspend, or cease operations, etc., may be given by the use of bombs or rockets; in the absence of other means the trumpet is used.

When the chief umpire makes use of the trumpet the signal ATTENTION *is sounded by his order only, and is used as follows:*

"Attention, cease firing, attention"—all firing ceases and all troops halt in their places.

"Attention, commence firing, attention"—operations are resumed.

"Attention, recall, attention"—troops return to their respective camps or bivouacs.

Officers commanding troops cause the chief umpire's calls to be repeated, but no trumpeter repeats these calls without an order from an officer.

To control the exercises in particular localities, umpires may make use of whistle signals. Such signals are obeyed by the troops in hearing, but are not repeated in other parts of the field.

14. At the close of an exercise the chief umpire prepares data for the subsequent discussion. At the close of the maneuvers he prepares such report as the commander may require.

DISCUSSIONS.

15. After the conclusion of an exercise in which the whole or a large part of the command has participated, the officers concerned are assembled, weather permitting, for the purpose of discussing the tactical and other military features involved. At such discussions the commander of maneuvers, or some officer designated by him, presides. The discussion is opened by the chief umpire, who reads the general and special situations, gives an outline of the exercise as it actually developed, and offers such criticisms and comments as he deems desirable. The commanders of the opposing forces are then called upon to read or state the orders issued by them, and to give their reasons therefor. The discussion is then made general.

During the discussion assistant umpires, when called upon by the commander of maneuvers or the chief umpire, describe the movements and action of the troops that came under their observation, but make no criticism in regard thereto.

When the troops are located in *two camps* and it is not practicable, after a combined maneuver, to assemble the officers at one place, a discussion is held in each camp, an umpire being detailed to perform the duties of chief umpire in the latter's absence, the camp commander presiding when the commander of maneuvers is not present.

Criticisms must be entirely free from remarks having a personal bearing, individuals being referred to by their official titles and not by name. When errors are pointed out by the chief umpire he indicates the course of action which, in his opinion, would have been proper under the circumstances.

Discussions are regarded as confidential, and no person not on duty with the troops, or serving as umpire, is allowed to attend unless invited by the commander of maneuvers.

Where, for purposes of instruction as outlined in section 9, smaller exercises are held, an officer is assigned as chief umpire of each, and the discussion is held, when practicable, on the ground at the conclusion of the exercise, the officers concerned being assembled for that purpose. The senior officer presides, and the discussion follows the lines indicated above.

EFFECT OF FIRE—UMPIRES' DECISIONS.

16. The effect of fire is influenced by so many considerations that it is impossible to predict the result with accuracy.

There are many factors whose effects can not be computed. However, by practice in calculating losses in hypothetical cases, a knowledge of the *principal factors* governing the effect of fire is obtained, and a faculty acquired of quickly estimating their influence or effect upon troops. This faculty umpires are supposed to have acquired by previous study and experience. At maneuvers there is no time to make complicated calculations or to consult a table of losses; the umpires, therefore, decide promptly according to their best judgment. Such decisions are ordinarily as follows:

1. That troops can not continue their march.
   For instance, when in close order they come under a fire which, in war, would compel a deployment or change of direction.
2. That they can not advance for a certain period of time.
   For instance, when advancing more rapidly than they would in actual warfare.
3. That they can not advance at all unless reinforced.
   For instance, when the enemy's fire is so effective that troops would probably not advance against it in actual warfare.
4. That they must retire to a designated point affording cover.
   For instance, when they have been surprised and are more or less demoralized, or have been driven from a position, or have failed in an attack.

5. That they can not take the offensive for a stated period.
   For instance, when they have just made an unsuccessful attack, suffered heavy losses, or have made an exhausting march at double time.
6. That they must retire from the field for a stated period.
   For instance, when a patrol in actual warfare would have been annihilated or captured. Umpires seldom rule whole commands entirely out of action.

The decisions of umpires are based upon the actual strength of the troops engaged.

RULES TO ASSIST UMPIRES.

Small arms.

17. The efficacy of *infantry fire* is influenced by many circumstances, such as distance and form of the target, degree of accuracy in estimating the range, adjustment of sights, fire discipline, physical condition of the soldier, etc.

At ranges from 1,600 to 1,200 yards the well directed and controlled fire of a considerable force is very effective against stationary targets as large as two companies of infantry in close order.

Under 1,200 yards skirmish lines without cover and under effective fire can not continue the advance unless supported by a fire superior to that of the enemy.

Between 1,200 and 900 yards supports or reserves in close order without cover can advance, make short halts standing, or move by a flank, only when supported by a fire superior to that of the enemy.

Under 900 yards troops without cover, even though preceded by a strong firing line, can move only to the front or rear over fire-swept ground.

Under 600 yards a fire fight without cover must terminate in a short time in an assault or a retreat.

In open country without cover, cavalry mounted should not appear in front of unshaken infantry nearer than 1,200 yards, unless advancing to the attack in proper formation.

Mounted patrols should not be ordered to the rear or out of action on account of being exposed to long range fire, if they adopt suitable formations and gaits to lessen the chances of being hit.

The result of an infantry charge depends upon the effect of the preceding infantry and artillery fire, the relative strength of the contending forces, nature of the ground, direction and execution of the attack, conduct of the defenders, etc. As the losses would probably be severe, the attackers or defenders are generally ordered to the rear for a stated period.

Enfilading fire, or a well directed fire at close range delivered as a surprise, is given greatly increased weight.

The fire of dismounted cavalry is considered as effective as that of infantry, but the *strength* of the unit is reduced at least one-fourth on account of the horse holders and guard for the led horses.

Frontal fire of infantry against artillery provided with shields has little effect, but a battalion of infantry firing at a single battery from a position thirty or more degrees removed from the line of fire of the battery, and at a range not exceeding 1,200 yards, is sufficient to silence the battery.

At a distance of 1,200 yards or less, favorable conditions, such as actual cover, are necessary to enable artillery to limber or unlimber. At less than 1,200 yards it soon loses its mobility. If it accompanies infantry in the advance it suffers corresponding losses.

Machine guns.

18. The fire of machine guns is affected by the following considerations: the suddenness with which it is opened, the size and density of the target, the correctness of the sighting and the facilities for observing its effects. The well-directed fire of machine guns is very effective against bodies of troops in close order at ranges under 1,800 yards; it is also effective against skirmishers standing—making a continuous advance impracticable. With good facilities for observation it is effective against skirmishers lying down at ranges up to 1,200 yards, but when the facilities for observation are not good,

skirmishers lying down do not constitute a favorable target beyond 700 yards.

Machine-gun fire is mechanical infantry fire, of the same range as ordinary infantry fire, but capable, in battle, of supplying a greater power of resistance and producing a greater ultimate effect.

It has greater moral effect than ordinary infantry fire, because of its nerve-racking rattle and quick action upon exposed targets.

Machine guns are untrustworthy and comparatively ineffective weapons in the hands of untrained men.

For all ranges less than 600 yards, 1 machine gun=16 men; for ranges from 600 to 1,200 yards, 1 machine gun=22 men; for ranges above 1,200 yards, long and distant, 1 machine gun=39 men.

At targets and ranges when the lateral dispersion of the machine gun is less than the width of the intervals between the elements composing the targets, as would be the case in firing at a skirmish line with intervals, machine-gun fire is much less profitable than infantry.

At targets and ranges when the dispersion of the machine gun covers a number of the elements composing the target, the fire of one machine gun is superior to the fire of the number of rifles it displaces.

In firing at ranges where it is a question of covering certain points or defined areas with a beaten zone as in fire of position, machine-gun fire is greatly superior to infantry fire.

Artillery.

19. In judging the effect of artillery fire, the following circumstances must be considered: Whether the artillery has opened a sudden and effective fire from a concealed position; the number of guns firing upon the same object; the rapidity and duration of the fire; the range; the size and formation of the objective; whether moving or not; and finally, whether the artillery itself is under fire.

A battery opening fire with a knowledge of the range gained from another battery already in action, is assumed to begin effective fire

with the first shot; otherwise the time for finding the range must be considered. This time varies with the range, the difficulties of observation, and the degree of training of the battery, but in ordinary cases, at ranges above 2,000 yards, will not be less than two minutes, reckoned from the first shot.

At a distance of about 3,500 yards, artillery which has found the range can make it difficult, and in some cases impossible, for even a superior opposing force of artillery to unlimber. Artillery, unless it is much superior in strength, can rarely produce an effect on opposing artillery at distances over 3,500 yards without the cooperation of other arms.

At ranges less than 3,000 yards a slight superiority will make itself felt. Enfilade fire from artillery is much more effective than frontal fire.

In the face of a well sustained and properly directed artillery fire at distances of 3,500 yards or less, infantry must deploy and move at a rapid gait. At ranges less than 2,500 yards infantry can move only in line of skirmishers and then only to the front and rear. This rule is modified according to the cover afforded by the ground and the relative size of the forces.

Indirect fire is generally not effective against bodies of cavalry smaller than a squadron and moving at a trot.

Attack by cavalry mounted.

20. The rapid course of a cavalry attack renders correct decisions difficult. The umpire should be on hand to observe the advance, the deployment, the execution of the attack, and the strength of the opposing forces.

Mounted cavalry receiving a charge at a halt is declared defeated.

A cavalry force charged while in the act of deployment, or struck in flank, is declared defeated even if numerically somewhat superior.

In the attack on cavalry it is of less importance to pass over long distances rapidly than to deliver the shock with cohesion and force. Envelopment of a flank increases the efficacy of the attack.

When two cavalry forces of equal strength and proper formation meet in mounted action, the victory would probably fall to the side bringing up the last formed reserve.

In the combat of cavalry against cavalry the defeated force is required to retire 300 yards before the victor is allowed to pursue. The latter may then assemble his forces or continue the pursuit with the force available, preserving a distance of at least 100 yards. The defeated force continues to retreat before an effective pursuit without assembling, unless support is received. The umpire prevents a long pursuit and may rule the defeated force out of action for a stated period.

Against demoralized or badly shaken infantry, a cavalry attack can dispense with deep formations, and comparatively small bodies may do effective work.

Against unshaken infantry favorable conditions are necessary to give a probability of success; for example, cover while approaching, favorable ground, surprise, attack against a flank or while the infantry is changing formation. The cavalry must be in deep formation and cross the fire swept zone at a rapid gait. Great losses to the cavalry are to be expected in such attacks.

Artillery in motion is considered helpless against a cavalry attack, unless protected by other troops. Artillery in action is most vulnerable on an unsupported flank. Frontal attack against artillery and machine guns requires favorable ground, skillful handling, and an adequate force; the losses would probably be heavy.

Should the cavalry succeed in reaching the artillery, the result would still depend upon their ability to disable or carry off the pieces, or to secure the victory in some other way.

CONDUCT OF TACTICAL EXERCISES.

21. Maps of the maneuver district are issued to troops on or before their arrival at the maneuver grounds.

22. The commander of maneuvers issues the necessary orders to secure compliance with the program of instruction. *Problems*

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are given out in time to enable commanders to estimate the situation and prepare their initial orders. This time should vary so as to introduce the feature of sudden encounters, and compel commanders to render quick decisions.

23. The commanders of the opposing forces are guided by the general and special situations and instructions received by them. They issue orders as in campaign, and furnish the chief umpire, before each exercise, a copy of their initial orders. They also furnish the umpire accompanying them a copy or statement of all orders and instructions subsequently issued by them. Commanders explain their intentions to umpires when requested by the latter.

24. All duties pertaining to the maneuvers are performed, as far as practicable, as they should be in actual war.

The practice of riding far beyond the outposts without escort, to make a preliminary study of the terrain, bears little resemblance to what is done in war, and is forbidden.

25. It is the duty of commanders of units to take cognizance of the fire of their opponents and govern themselves accordingly. It is *especially necessary* to counteract the tendency to disregard long range artillery and infantry fire, so difficult to appreciate at maneuvers.

26. Intrenchments, gun pits, obstacles, etc., are actually constructed unless peace conditions forbid. Instructions in such matters are given by the commander of maneuvers before an exercise begins.

When not actually constructed, intrenchments, gun pits, obstacles, and the demolition of bridges, loopholing of walls, etc., are outlined or indicated. The position of intrenchments is indicated by small flags—blue for the Blue army and red for the Red army. The destruction of bridges, etc., is indicated by suitable inscriptions, the time of destruction being stated. When the construction of works or demolitions is assumed, the commander informs the nearest umpire, who decides how much of the work could have been done with the means and in the time available, and causes proper notice to be taken by the opponent. Claims for the construction of works or for demolitions are not allowed unless the necessary tools, material, and troops have actually been available for such work.

27. *Officers under no circumstances dispute with an umpire at the time a decision is given.* Should a decision be deemed erroneous, officers may, after the close of the exercise, make an appeal in writing, setting forth the facts as they appear to them. It must be remembered, however, that the decision of an umpire is rendered in accordance with his best judgment, and though the decision may appear wrong, the outcome in actual combat, due to the element of chance in war, might have been as he decided.

28. During pauses ordered by the commander of maneuvers or the umpires, a complete standstill in the operations is required; *messages must not be sent, orders issued, or the positions of troops changed.*

29. When important decisions are rendered, commanders at once notify their superiors and the commanders of adjoining troops.

30. **Umpiring.**—In a *combat exercise* the problem is drawn so as to cause the exercise to develop within the limits represented on the chief umpire's map. The chief umpire assigns or distributes his assistants as he deems advisable, and causes them to make as careful a study of the ground and map as time permits. One umpire is assigned to accompany each of the supreme commanders. For convenience these two umpires are referred to respectively as the senior umpire, Blues, and the senior umpire, Reds.

At the proper time the chief umpire establishes his headquarters at some *central* or convenient point (*central station*) and opens communication with the *senior umpires*. The latter establish communication with their assistants who report the progress of events in their parts of the field. By this means the plans of commanders, location and movements of troops, targets and character of fire, etc., can be forwarded to the central station, and, when necessary,

passed on to the opposite side to enable the local umpires to impart proper information to the troops and to render logical decisions.

In extensive maneuvers where signal troops are available, information between the umpires may be transmitted as follows:

A line is established connecting the central station with the senior umpires on each side; communication between the senior umpires and their assistants is maintained by messenger service and by using the signal lines established between the supreme commanders and the principal fractions of their commands (for instance in case of attack, connecting headquarters with the artillery, the main and secondary attacks and with the reserve); the umpires use the nearest signal stations, or send information by messenger. Messengers are used to supplement the wire service. For short distances or where long orders or messages are sent, information is generally carried by messenger. For instance, at *urgent* speed and for distances up to about half a mile, a mounted messenger can deliver a message of ten words in less time than it can be delivered by wire.

If an assistant umpire can send a message more easily to the central station than to his senior umpire, he does so. As the troops approach more closely, assistant umpires may be able to "cross over," or communicate more easily with the opposing side than through the central stations, but important decisions made under such circumstances must be promptly reported to the central station.

At the central station the chief umpire is assisted by a typewriter and three officers, one to keep a record of events, the others to assist in receiving and sending messages, and in following the progress of events on the map, which is done by means of "troop signs."[a] The chief umpire is not necessarily confined to the central station, but goes wherever he deems his presence necessary, the work at the central station being carried on by his assistants.

[a] Colored pins, etc.

Due to the fact that umpires are required to use the lines of information established by the opposing forces, *troops are forbidden to cut signal wires* unless authorized to do so by the commander of maneuvers. Umpires, however, make the proper rulings in regard to lines captured or "destroyed." All umpires' messages are confidential.

When signal troops are used, the central station should be provided with two mounted or cyclist orderlies, and each senior and assistant umpire with one mounted orderly. Without signal troops these numbers should be doubled. The central station is also provided with a light wagon for use in case a change of position becomes necessary.

By this method of umpiring, troops are informed of the kind, volume and direction of fire to which they are subjected (information acquired in war from the projectiles themselves), their commanders given an opportunity to make the necessary dispositions, and the umpire enabled to render intelligent decisions.

31. **Ammunition.**—The supply of ammunition is usually limited, and it often happens that firing ceases because the supply is exhausted. In such cases the troops simulate firing, and the opposing troops are notified through the umpires that firing of a certain character and volume continues. When ammunition is limited the time of actual firing may be prolonged by permitting only a fraction of the troops engaged to fire at a time, for instance, one man in four. In such cases it is assumed that all of the troops concerned are engaged.

32. Unless contrary orders are given by the commander of maneuvers, all troops march fully armed and equipped—except as to ammunition. Blank ammunition only is carried, the number of rounds being regulated in orders.

It is of such great importance, however, to accustom troops to the amount of ammunition used in war, to instruct officers in regulating its expenditure, and to solve practically the problem of

ammunition supply, some, at least, of the tactical exercises should be conducted with the full service allowance of cartridges.

33. Before leaving the camp or bivouac, an inspection is made to ascertain that no ball cartridges are carried. *These inspections are made by officers*, and reports thereof are made to the senior umpires on each side.

All members of a command taking part in, or attending a field exercise, are forbidden to carry on their persons, or horses, or with field pieces, caissons, or other means of transportation, fixed ammunition or ball cartridges of any kind whatever. No weapons, other than those constituting part of the regulation equipment of officers and men, are carried.

34. **Contact.**—The actual collision of opposing forces must be prevented, commanders of units being held responsible. When the combat reaches the stage just preceding the crisis, the commander of maneuvers or the chief umpire gives the signal for suspension of operations, and the relative numbers and positions of the contending forces are carefully noted. The chief umpire or commander of maneuvers then decides whether to continue the exercise or not. If continued one or both of the opposing forces may be required to withdraw to a suitable distance before hostilities are resumed. Local combats are similarly controlled by the local umpires.

35. Firing by opposing parties is discontinued when they arrive within 100 yards of each other, and the umpires then make a decision. Usually a definite decision is reached before the troops come to such close contact.

36. When, as a result of close contact in wooded country, the opposing forces are intermingled or the troops out of hand, it may be advisable for the umpires to order a suspension of operations until the lines are reestablished.

37. Should a force succeed in approaching within 100 yards of another without being discovered, captures may be made by giving the command "Halt, surrender." The umpire considers

the strength of the opposing forces, the nature of the ground, and other circumstances, and decides whether actual capture was possible. Captured troops are disposed of in accordance with rule 6, section 16.

38. Commanders of opposing dismounted forces approaching within 100 yards of each other, in the absence of umpires, order firing to cease, halt their men and direct them to hold their rifles vertically, butt uppermost, as a signal that the decision of an umpire is awaited. Troops in this situation must not be attacked.

39. Cavalry charges against dismounted troops must be brought to a full stop at 100 yards from the troops attacked. Against mounted troops the charge stops at 50 yards; in the charge as foragers cavalry is permitted to ride up to and through wagon trains and batteries not firing, but no revolver firing is permitted at less than 50 yards.

40. When patrols of equal strength meet, the umpire decides which has the advantage and causes the other to withdraw. If a patrol meets a stronger force, it retires unless the umpire decides that superior leading entitles it to advance, in which case the other force retires to the distance prescribed by the umpire.

41. An individual, mounted or dismounted, when halted and called upon to surrender, or when fired upon, by two or more dismounted men at a distance of 100 yards or less, *gives himself up*. The same rule applies up to 150 yards for an individual fired upon while at a halt and in good view. In the case of moving individuals, mounted or dismounted, at a distance greater than 100 yards, the umpire decides according to the amount of fire and other circumstances.

42. Mounted men who find their retreat cut off by superior numbers of mounted opponents, surrender when it is evident that they can not escape without being closely pursued.

43. In all exercises the greatest attention is given to fire discipline. Violation of the rules and a waste of ammunition will be the subject of unfavorable report by the umpires.

44. **Recall.**—Exercises are terminated by the proper signal from the commander of maneuvers or the chief umpire. The troops then return to their camps or bivouacs.

45. At the conclusion of an exercise the commanders of the opposing forces submit such data to the chief umpire as the latter may require for the subsequent discussion and for his final report.

PRIVATE PROPERTY.

46. There must be no firing in the immediate vicinity of houses, barns, haystacks, ricks of fodder, etc. No camps or bivouacs are established in orchards, parks, or fields under cultivation, without the owner's consent.

47. Troops at maneuvers confine themselves to the maneuver grounds; they do not enter houses or other buildings, yards, gardens, lawns, tobacco fields, vineyards, nurseries, or orchards in fruit season, without the owner's consent. Other fields or grounds from which troops are excluded are marked by white flags. Marching troops not engaged in tactical exercises, confine themselves to the public roads.

48. Officers and noncommissioned officers on duty with troops and umpires prevent unnecessary injury to property.

49. Officers and noncommissioned officers are held responsible for wanton damage committed in their presence. Offenders are immediately placed under guard and brought to trial. In all cases of depredation or wanton damage, boards of officers are appointed by the commanding officer to assess damages.

MISCELLANEOUS PROVISIONS.

50. The chief surgeon, under the direction of the commander of maneuvers, supervises the hygiene of the maneuver camps. Under his charge daily sanitary inspections are made; if faults are found the attention of regimental commanders is called to them, and the necessary steps are taken by the latter for their correction. Any failure to remedy unsanitary conditions is reported to the commander of maneuvers.

All drinking water on the maneuver ground is examined and marked "good" or "bad" before the exercises begin.

51. When necessary a *provost marshal* with a suitable mounted force is detailed to act as police during the exercises. It is the duty of the marshal to see that spectators are directed to points affording good view, and that they do not interfere with the exercise, or damage property. Spectators will be requested not to precede the advance guard of either force, nor gather in positions liable to mislead the combatants.

52. Military attachés, duly accredited military and naval observers from foreign countries, and from the organized militia, and officers of the Regular Army attending the maneuvers in an official capacity, either accompany the commander of maneuvers or are otherwise suitably disposed of. Such persons wear a broad white band on the right arm above the elbow.

53. Military attachés and duly accredited military or naval observers are provided with suitable mounts and orderlies and an officer is detailed to see that they are properly cared for. They are furnished with such shelter, messing facilities, transportation and information as the commander of maneuvers directs, and are saluted and accorded the honors due their rank.

54. Properly accredited correspondents of newspapers and other publications accompanying United States troops in the field or attending maneuvers, are afforded information and other facilities not inconsistent with the success of the operations. Such correspondents wear a red band on the right arm above the elbow.

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