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NOTES ON

BAYONET TRAINING

COMPILED FROM FOREIGN REPORTS

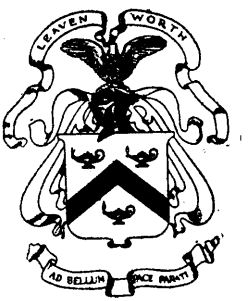
ARMY WAR COLLEGE
MARCH, 1917

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WAR DEPARTMENT,
WASHINGTON, *April 28, 1917.*

The following "Notes on Bayonet Training" are published for the information and guidance of all concerned.

(2582933–A, A.G.O.)

BY ORDER OF THE SECRETARY OF WAR:

H. L. SCOTT,
Major General, Chief of Staff.

Official:

H. P. McCAIN,
The Adjutant General.

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BAYONET TRAINING.

Training in the use of the bayonet is receiving much attention by all the combatant nations in Europe. The aim of the instruction is twofold—

(1) To develop great alertness of mind, readiness of muscle, and habit of quick obedience to command;

(2) To develop fighting spirit.

Physical drill and bayonet training go hand in hand, and their drill periods follow each other. The physical drill consists of calesthenic exercises for 15 or 20 minutes, followed by some game or exercise requiring great quickness of movement. To accomplish the aims of this training, especially the first named above, it is necessary to execute with snap the movements in the physical drill.

The following is from the latest British Training Manual (1916), which is based on their experience, and the forces are now being trained in accordance therewith:

1. To attack with the bayonet effectively requires *Good Direction, Strength, and Quickness* during a state of wild excitement and probably physical exhaustion. The limit of the range of a bayonet is about 5 feet (measured from the opponent's eyes), but more often the killing is at close quarters, at a range of 2 feet or less, when troops are struggling corps á corps in trenches or darkness.

The bayonet is essentially an offensive weapon—go straight at an opponent with the point threatening his throat and deliver a thrust wherever an opening presents itself. If no opening is obvious, then create one by beating off the opponent's weapon or make a "feint thrust" in order to make him uncover himself.

2. Hand-to-hand fighting with the bayonet is individual, which means that a man must think and act for himself and rely on his own resources and skill; but, as in games, he must play as one of a team and not only for himself. *In a bayonet*

assault all ranks go forward to kill or be killed, and only those who have developed skill and strength by constant training will be able to kill.

3. The spirit of the bayonet must be inculcated into all ranks, so that they go forward with that aggressive determination and confidence of superiority born of continual practice, without which a bayonet assault will not be effective.

4. The technical points of bayonet fighting are extremely few and simple. The essence of bayonet training, continuity of practice.

5. An important point to be kept in mind in bayonet training is the development of the individual by teaching him to think and act for himself. The simplest means of attaining this is to make men use their brains and eyes to the fullest extent by carrying out the practices, so far as possible, without words of command. This procedure develops individuality and confidence. Alertness and rapidity are qualities to be developed also.

6. As technique of bayonet fighting is so simple, long detail is quite unnecessary and makes the work monotonous. All instruction should be carried out on common-sense lines. It should seldom be necessary to give the detail of a "thrust" or "parry" more than two or three times, after which the classes should acquire the correct positions by practice. For this reason, a drill should rarely last more than thirty minutes. It should be remembered that nothing kills interest so easily as monotony.

7. The spirit of the bayonet is to be inculcated by describing the special features of bayonet and hand-to-hand fighting. The men must learn to practice bayonet fighting in the spirit and with the enthusiasm which animate them when training for their games, and look upon their instructor as a trainer and helper.

8. Interest in the work is to be created by explaining the reasons for the various positions, the method of handling the rifle and bayonet, and the uses of the thrusts. Questions should be put to the men to find out whether they understand these reasons. When men realize the object of their work they naturally take a greater interest in it.

9. Progression in bayonet training is regulated by obtaining, first, correct positions and good direction, then quickness. Strength is the outcome of continual practice.

10. In order to encourage dash and gradually strengthen the leg muscles, classes should be frequently practiced in charging short distances from the commencement of their training.

11. All company officers and noncommissioned officers should be taught how to instruct in bayonet fighting, in order that they may be able to teach their men in this very important part of a soldier's training. It should have place in all training schedules and in all rest periods in war time.

12. Sacks for dummies should be filled with vertical layers of straw and thin sods, leaves, shavings, etc., in such a way as to give the greatest resistance without injury to the bayonet. A realistic effect, necessitating a strong withdrawal, as if gripped by a bone, is obtained by inserting pieces of hard wood, one-fourth inch thick (pieces of crating or boxes), between the stuffing and the sack on the side facing the attacker, and the grain must be vertical.

These sack dummies can be made to stand on end by fixing a wooden cross or star (two or three pieces of wood about 2 inches broad and three-fourths inch thick nailed across one another) in the base of the sack before filling it. They can also be placed with good effect on rough tripods or tied to improvised stools. Dummy sacks should be suspended from gallows and weighted or tethered to the ground from the bottom corners.

By use of a little ingenuity an officer can readily represent the torso of an opponent and in positions similating actual conditions.

13. *The greatest care should be taken that the object representing the opponent and its support should be incapable of injuring the bayonet or butt. Only light sticks (the parrying stick here referred to is shown in plates) must be used for parrying practice.*

The chief causes of injury to the bayonet are insufficient instruction in the bayonet training lessons, failure to withdraw the bayonet clear of the dummy before advancing and placing the dummies on hard, unprepared ground.

14. * * *.

15. For practicing direction there must always be an aiming mark on the dummy. Cardboard disks for this purpose are desirable. By continually changing the position of the mark the "life" of the dummies is considerably prolonged.

In the absence of disks, five or six spots of numbers can be painted on the dummies as marks.


Fig 2
6377-7
"EACH DUMMY MUST BE REGARDED AS AN ACTUAL ARMED OPPONENT."



PRELIMINARY BAYONET LESSONS.

16. Intervals and distances will be taken as in paragraphs 109 and 111, Infantry Drill Regulations, except that in formations for bayonet exercises the men should be at least six paces apart in every direction. Classes should always work with bayonets fixed.

Before requiring soldiers to take a position or execute a movement for the first time, the instructor shows them the position, explaining essential points and giving the reasons for them. Then show the position a second time, making the class observe each movement, so that, from the very commencement of the bayonet training, a man is taught to use his eyes and brain. The class is then ordered to assume the position explained and shown. Pick out the man who shows the best position and let the class look at and copy him. Remember that his position may not be ideal, but it is more correct than those assumed by the remainder, who, being beginners, can not distinguish the difference between a good position and an ideal one. Many instructors err by trying to get a class of beginners to idealize at once.

17. The recruit course consists of five lessons and the Final Assault Practice.

The men should be accustomed to wear the cartridge belt in the training, and packs may be required to be worn in efficiency tests. For the "thrusts" and "parrying" exercises a light stick, 5 feet to 5 feet 6 inches long and three-fourths to 1 inch in diameter, must be provided for every two men.

18. Half an hour a day, at least five days a week, should be devoted to the daily practice in bayonet fighting for trained soldiers. By this daily practice accuracy of direction, quickness, and strength are developed, and a soldier is accustomed to using the bayonet under conditions which approximate to actual fighting. This half hour should be apportioned to (1) thrusting at the body, (2) thrusting at paper balls on light sticks at varying distances and directions, (3) parrying light sticks, (4) dummy work, and, when sufficiently proficient, (5) the final assault practice.

LESSON I.

19. "**Guard.**"—Point of the bayonet directed at the base of the opponent's throat, the rifle held easily and naturally with both hands, the barrel inclined slightly (about 30°) to the left,

the right hand at the height of the belt grasping the small of the stock, the left hand holding the rifle at the most convenient position in front of the rear sight, so that the left arm is only slightly bent, i. e., making an angle of about 150°. The legs well separated in a natural position, such as a man walking might adopt on meeting with resistance, i. e., left knee slightly bent, right foot flat on the ground with toe inclined to the right front.



PLATE I.—"GUARD."

The position should not be constrained in any way, but be one of aggression, alertness, and readiness to go forward for immediate attack (see Pl. I).

COMMON FAULTS.

(1) Leaning body back.
(2) Left arm too much bent.
(3) Right hand held too low and too far back.
(4) Rifle grasped too rigidly, restraining all freedom of movement.

Assume the order in the easiest way without moving the feet.

"**High port.**"—In this position the hands hold the rifle as in guard; the left wrist level with, and directly in front of, the left shoulder; the right hand above the right groin and on level with the belt.

When jumping ditches, surmounting obstacles, etc., this position of the rifle should be approximately maintained with the left hand alone, leaving the right hand free.

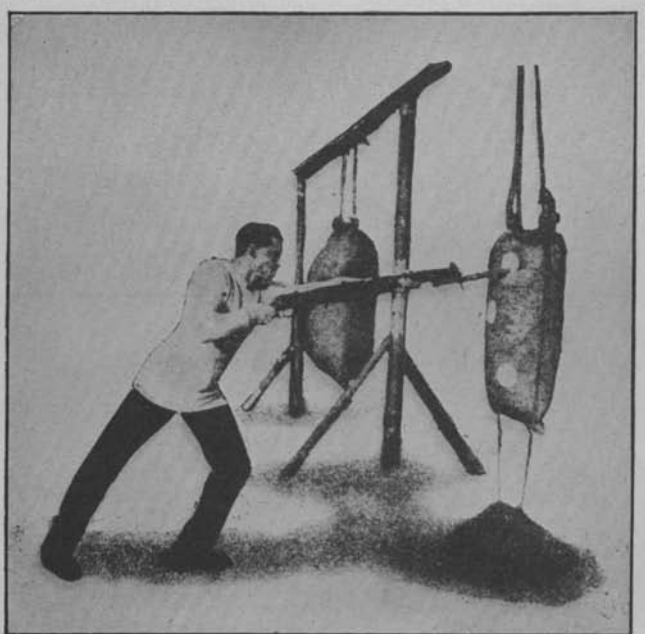


PLATE II.—"LONG THRUST."

20. Long Thrust.

Being in the position of *guard*, grasp the rifle firmly, vigorously deliver the thrust to the full extent of the left arm, butt running alongside and kept close to the right forearm; body inclined forward; left knee well bent; right leg braced, and weight of the body pressed well forward with the fore part of the right foot, heel raised.

The chief power in a thrust is derived from the right arm with the weight of the body behind it, the left arm being used

more to direct the point of the bayonet. The eye must be fixed on the object thrust at. In making thrusts other than straight to the front the left foot should move in the same direction as that in which the thrust is made. During the later stages of this lesson the men should be practiced in stepping forward with the rear foot when delivering the thrust.

COMMON FAULTS.

(1) Rifle drawn back before delivering the thrust.
(2) Butt of the rifle held as high as or against the right shoulder.
(3) The eyes not directed on the object.
(4) Left knee not sufficiently bent.
(5) Body not thrust sufficiently forward.

REMARKS.

The "long thrust" is made against an opponent at a range of about 4 to 5 feet from the attacker's eye.



PLATE III.—"WITHDRAWAL."

21. To withdraw the bayonet after a long thrust has been delivered, draw the rifle straight back until the right hand is well behind the hip and immediately resume the *guard*. If the leverage or proximity to the object transfixed renders it necessary, the left hand must first be slipped up close to the stacking swivel, and when a pupil has reached that stage of delivering a thrust while advancing on a dummy, he will adopt this method.

After every thrust a rapid "withdrawal" (Pl. III), essential to quick work with the bayonet, should be practiced before returning to the guard.

PROGRESSION.

22. *First practice.*—Men should always be made to thrust at a target, e. g., at a named part of the body of the opposite man—"At the right eye"—*thrust, withdraw.* Oblique thrusts should be practiced by thrusting at the man to the right or left fronts.

As progress is attained, the pause between the thrust and the withdraw should be shortened until the men reach the stage when they withdraw and come to guard directly after making the thrust, judging their own time. They should be taught to thrust at two or more parts of the body.

To practice action against a retreating foe, first show the position of the kidneys (small of back, either side of the spine).

23. If possible, the point of the bayonet should be directed against an opponent's throat, especially in hand-to-hand fighting. Other vulnerable and usually exposed parts are on the face, chest, lower abdomen, and thighs, and the region of the kidneys when the back is turned.

Four or 6 inches penetration is sufficient to incapacitate and allow for a quick withdrawal, whereas, if a bayonet is driven home too far it is often impossible to withdraw it. In such cases a round should be fired to break the obstruction.

24. *Second practice.*—The class working in pairs, with the instructor supervising, should be practiced in thrusting in various directions: (1) At the opposite man's hand, which he places in various positions on and off his body; (2) at thrusting rings or balls of paper tied to the end of sticks. (See Pls. VI, VII, VIII.) This practice should be done without word of command, so that the eye and brain may be trained.

25. *Third practice.*—The men will be taught to transfix a disk or number painted on a dummy, first at a distance of about 5 feet

from the dummy (i. e., the extreme range of the bayonet), then after advancing 3 or more paces. The advance must be made in the most practical and natural way, and should be practiced with either foot to the front when the thrust is delivered. The rifle must never be drawn back when making a long thrust in a forward movement. The impetus of the body and the forward stretching of the arms supply sufficient force.

The bayonet must be withdrawn immediately after the thrust has been delivered and a forward threatening attitude be assumed to the side or beyond the dummy.

Unless the rifle is firmly gripped it is liable to injure the hand.

To guard against accidents the men must be at least 5 feet apart when the practice is carried out collectively.

The principles of this practice will be observed when thrusting at dummies in trenches, standing upright on the ground or suspended on gallows. They should be applied at first slowly and deliberately, for *no attempt must be made to carry out the final assault practice before the men have been carefully instructed in and have thoroughly mastered the preliminary lessons.*

LESSON II.

26. The Right and Left Parry.

From position of guard vigorously straighten the left arm, without bending the wrist or twisting the rifle in the hand, and force the rifle forward far enough to the right (left) to ward off the adversary's weapon.

The eyes must be kept on the weapon which is being parried.

COMMON FAULTS.

(1) Wide sweeping parry with no forward movement in it.

(2) Eyes taken off the weapon to be parried.

Men must be taught to regard the parry as part of an offensive movement, namely, of the thrust, which would immediately follow it in actual combat. For this reason as soon as the movements of the parries have been learned they should always be accompanied with a slight forward movement of the body.

Parries will be practiced with the right as well as with the left foot forward preparatory to the practice of parrying when advancing.

27. *First practice.*—Men learning the parries should be made to observe the movements of the rifle carefully, and should not be kept longer at this practice than is necessary for them to understand what is required that is vigorous yet controlled action.

Second practice.—The class works in pairs, with scabbards on bayonets, one man thrusting with a stick and the other parrying; the guard is resumed after each parry. At first this practice must be slow and deliberate, without being allowed to become mechanical, and will be progressively increased in rapidity and vigor. Later a thrust at that part of the body indicated by the opposite man's hand should immediately follow the parry, and, finally, sticks long enough to represent the opponent's weapon in the position of guard should be attached to the dummies and parried before delivering the thrust.

The men must also be taught to parry thrusts made at them—(1) By an opponent in a trench when they are themselves on the parapet; (2) by an opponent on the parapet when they are in the trench; and (3) when both are on the same level fighting at close quarters in a deep trench.

LESSON III.

28. To Execute the Short Thrust.

Shift the left hand quickly toward the muzzle and draw the rifle back to the full extent of the right arm, the butt either upwards or downwards, as a low or a high thrust is to be made; then deliver the thrust vigorously to the full extent of the left arm.

The short thrust is used at a range of about 3 feet, and in close fighting it is the natural thrust to make when the bayonet has just been withdrawn after a long thrust. If a strong withdrawal is necessary, the right hand should be slipped above the rear sight after the short thrust has been made.

29. *Practice.*—The principles of the three practices of Lesson I should be observed so far as they apply. By placing two disks on a dummy the short thrust should be taught in conjunction with the long thrust, the first disk being transfixed with the latter, the second disk with the former. On delivery of the long thrust, if the left foot is forward, the short thrust would take place with the right foot forward, and vice versa.

Parries will be practiced from the position of the short thrust.

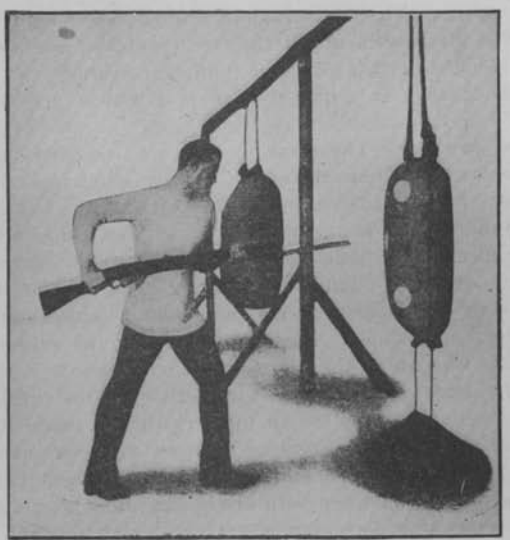


PLATE IV.—"SHORT THRUST."

LESSON IV.

30. The Jab or Upward Thrust.

From the position of short thrust shift the right hand up the rifle and grasp it above the rear sight, at the same time bringing the rifle to an almost vertical position close to the body, and, from this position, bend the knees and jab the point of the bayonet upward into the throat or under the chin of the opponent.

COMMON FAULTS.

(1) Rifle drawn backward and not held vertically enough.

(2) Rifle grasped too low with the right hand.

From the jab position men will be practiced in fending off an attack made on any part of them by an opponent.

When making a jab from the guard, the right, being the thrusting hand, will be brought up first.

The jab can be employed successfully in close-quarter fighting in narrow trenches and when embraced by an opponent.



PLATE V—"JAB."

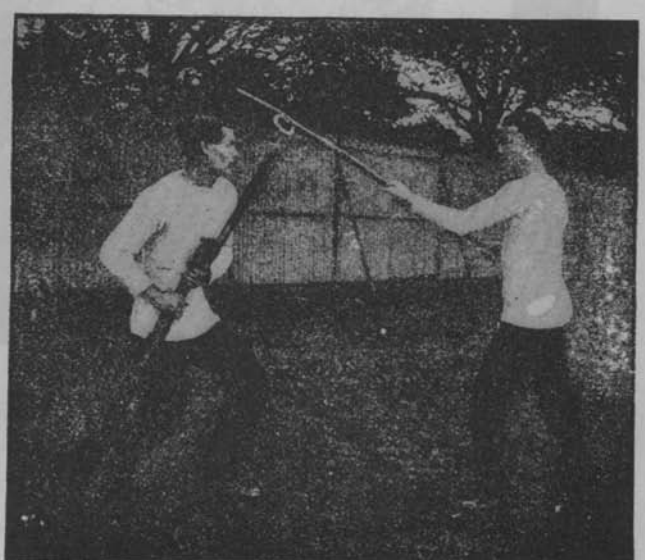


PLATE VI.—"JAB" AT THRUSTING RING.

LESSON V.

31. Methods of Injuring an Opponent.

It should be impressed upon the class that, although a man's thrust has missed or has been parried or his bayonet has been broken, he can, as attacker, still maintain his advantage by injuring his opponent in one of the following ways:

32. *Butt Stroke I.*—Swing the butt up at the opponent's crotch, ribs, forearms, etc., using a half-arm blow or advancing the rear foot.

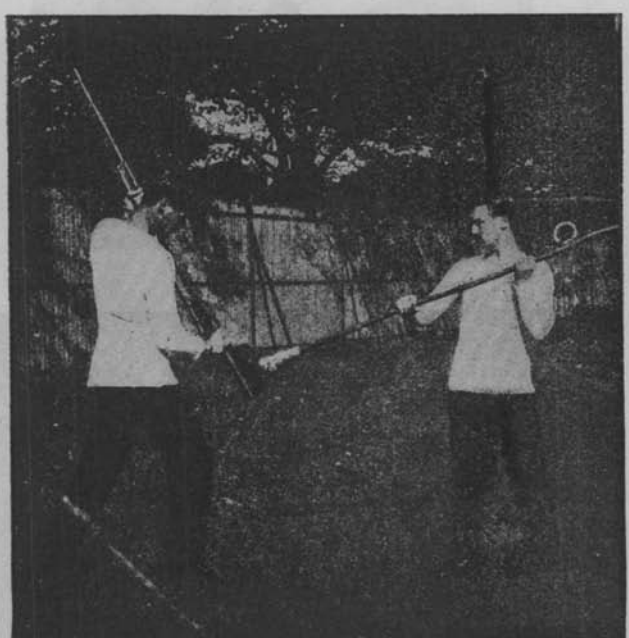


PLATE VII.—BUTT STROKE I.

Butt Stroke II.—If the opponent jumps back so that the first butt stroke misses, the rifle will come into horizontal position over the left shoulder, butt leading; the attacker will then step in with the rear foot and dash the butt into his opponent's face.

Butt Stroke III.—If the opponent retires still further out of distance, the attacker again closes up and slashes his bayonet down on his opponent's head or neck.

Butt Stroke IV.—If the thrust has been parried, the butt can be used effectively by crashing it down on the opponent's head with an over-arm blow, advancing the rear foot. When the opponent is out of distance, Butt Stroke III can again be used.

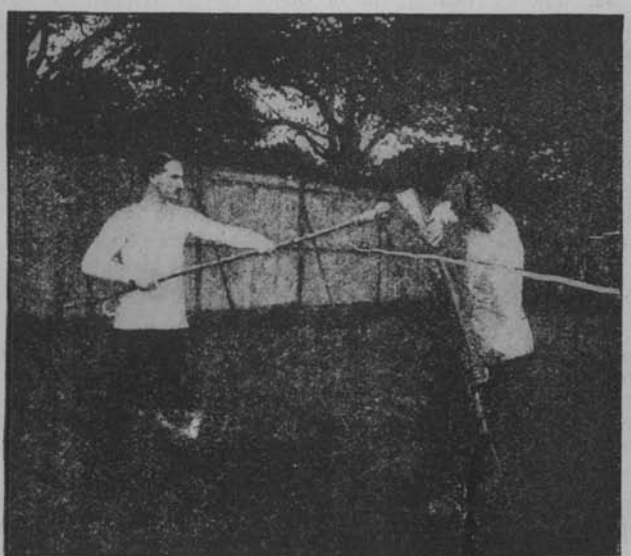


PLATE VIII.—BUTT STROKE IV.

In individual fighting the butt can also be used horizontally against the opponent's ribs, forearm, etc. This method is impossible in trench fighting or in an attack, owing to the horizontal sweep of the bayonet to the attacker's left.

It should be clearly understood that the butt must not be employed when it is possible to use the bayonet effectively.

33. Butt Stroke I is essentially a half-arm blow from the shoulder, keeping the elbow rigid, and it can therefore be successfully employed only when the right hand is grasping the rifle at the small of the butt.

34. Butt strokes can only be used in certain circumstances and positions, but if men acquire absolute control of their weapons under these conditions they will be able to adapt them-

selves to all other phases of in-fighting. For instance, when a man is gripped by an opponent so that neither the thrust nor the butt can be used, the knee brought up against the crotch or the heel stamped on the instep may momentarily disable him and make him release his hold.

35. When wrestling, the opponent can be tripped by forcing his weight on to one leg and kicking that leg away from under him, or any other wrestler's trip, e. g., "back heel."

The above methods will only temporarily disable an enemy, who must be killed with the bayonet, etc.

36. *Practice.*—When the classes have been shown the methods of using the butt and the knee, they should be practiced on the padded stick, e. g., fix several disks on a dummy, make a thrust at one, use the knee on another low down, jab a third, and so on.

Light but still sufficiently strong dummies should be used for practice with the butt, in order to avoid damage to it.

NOTE.—It is apparent that bayonet fighting as taught for trench warfare abroad lacks all the niceties of the art of bayonet fencing prescribed in our manual. In bayonet fighting no "fouls" are known. The only rule to follow is: "Get after your man; put him out of action by any means at your command."

37. The Tactical Application of the Bayonet.

A bayonet assault should preferably be made under cover of fire, surprise, or darkness. In these circumstances the prospect of success is greatest, for a bayonet is useless at any range except hand-to-hand.

38. At night all these covers can be utilized. On the other hand, confusion is inherent in fighting by night, consequently the execution of a successful night attack with the bayonet requires considerable and lengthy training. Units should be frequently practiced in night work with the bayonet.

39. The bayonet is essentially a weapon of offense, which must be used with skill and vigor, otherwise it has but little effect. To await passively an opportunity of using the bayonet entails defeat, since an approaching enemy will merely stand out of bayonet range and shoot down the defenders.

40. In an assault the enemy should be killed with the bayonet. Firing should be avoided, for in the mix-up a bullet, after passing through an opponent's body, may kill a friend who happens to be in the line of fire.

FINAL ASSAULT PRACTICE.

41. *This practice only to be carried out after the men have been thoroughly trained in all the preliminary lessons, and have acquired complete control of their weapons, otherwise injury to rifles and bayonets will result from improper application of the methods laid down in the foregoing instruction.*

The Final Assault Practice must approximate as nearly as possible to the conditions of actual fighting.

Nervous tension due to the anticipation of an attack reacting on the body, as well as the dash across the open and the final dash at the enemy, combine to tire an assaulting party. It is only by their physical fitness and superior skill in the use of the bayonet that they can overcome a comparatively fresh foe.

Therefore quick aim and good direction of the bayonet when moving rapidly or when even surmounting obstacles, accurate delivery of a thrust of sufficient strength and vigor to penetrate clothing and equipment, the clean withdrawal of the bayonet—which requires no small effort, especially should it be fixed by the bone—are of the greatest importance, and need the same careful attention and constant practice as are devoted to obtaining efficiency with the rifle.

In the Final Assault Practice the charge brings the men to the first trench in a fairly exhausted condition, and the accuracy of the aim is tested by the disk, which can only be perforated by a true and vigorous thrust and a clean withdrawal.

For this practice the men should be made to begin the assault from a trench 6 to 7 feet deep, as well as from the open, and they should not cheer until close up to the enemy.

42. A reproduction of a labyrinth of trenches with dummies in the dugouts, and shelters between the trenches, forms an excellent Final Assault Practice Course. Assaults should be made from all four sides, in order to give variety. The edges of the trenches should be revetted, otherwise constant use will soon wear them out. Cinders scattered over the course prevent the men from slipping. If gallows can not be erected, sack dummies should be placed on tripods or on end, as well as lying in trenches, or on parapets with soft earth free from stones under them. The number, length, and construction of trenches are regulated by the ground available and by the ingenuity of the instructors.





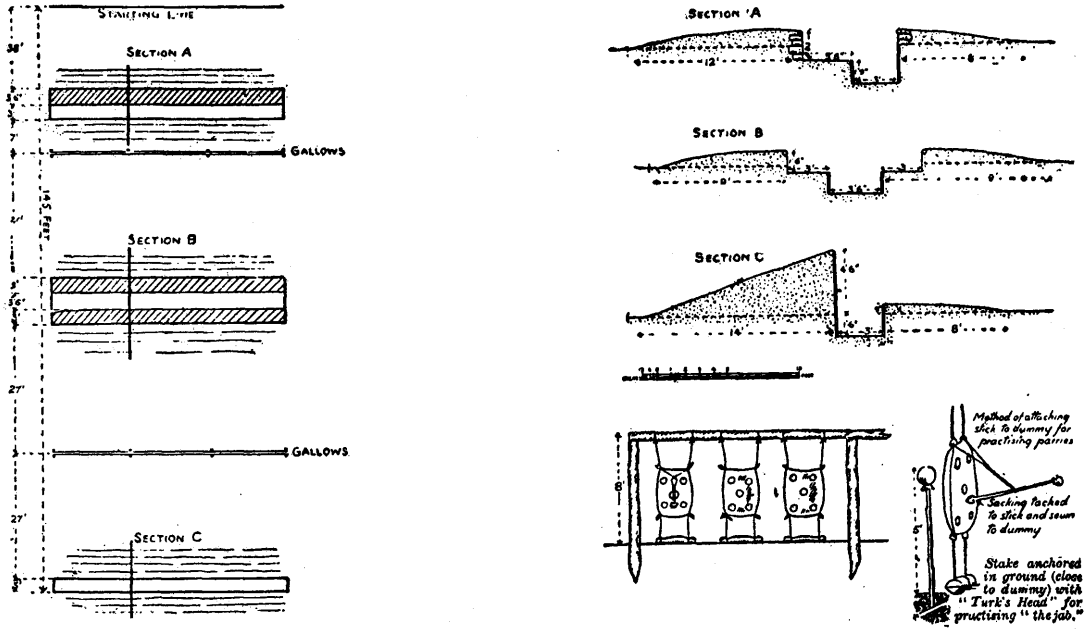


Diagram 1.—Type of Simple "Final Assault Practice" Course.
It is attacked both ways, and the positions of the trench sack dummies are varied.

43. Extremely interesting and practical schemes in trench warfare can be arranged by combining the Final Assault Practice with other branches of training, e. g., bombing, laying sand bags, entrenching.

44. Competitions can be arranged by allotting marks for (1) number of disks transfixed and carried on a bayonet, (2) time taken from signal to charge until the last man of the team passes the finishing post, and (3) form.

Competitions should never be carried out until the men have completed their lessons in bayonet training and thoroughly mastered the handling of the bayonet in the Final Assault Practice.

TACTICAL PRINCIPLES TO BE OBSERVED DURING BAYONET TRAINING.

METHOD OF CARRYING RIFLE WITH BAYONET FIXED.

45. Quick Short Advance (in the open).

The rifle will be held at the "High Port" (see par. 19). This position is suitable for close formation, minimizes risk of accidents when surmounting obstacles, and can be maintained with the left hand alone, allowing free use of the right when necessary.

46. Long Advance (close formation).

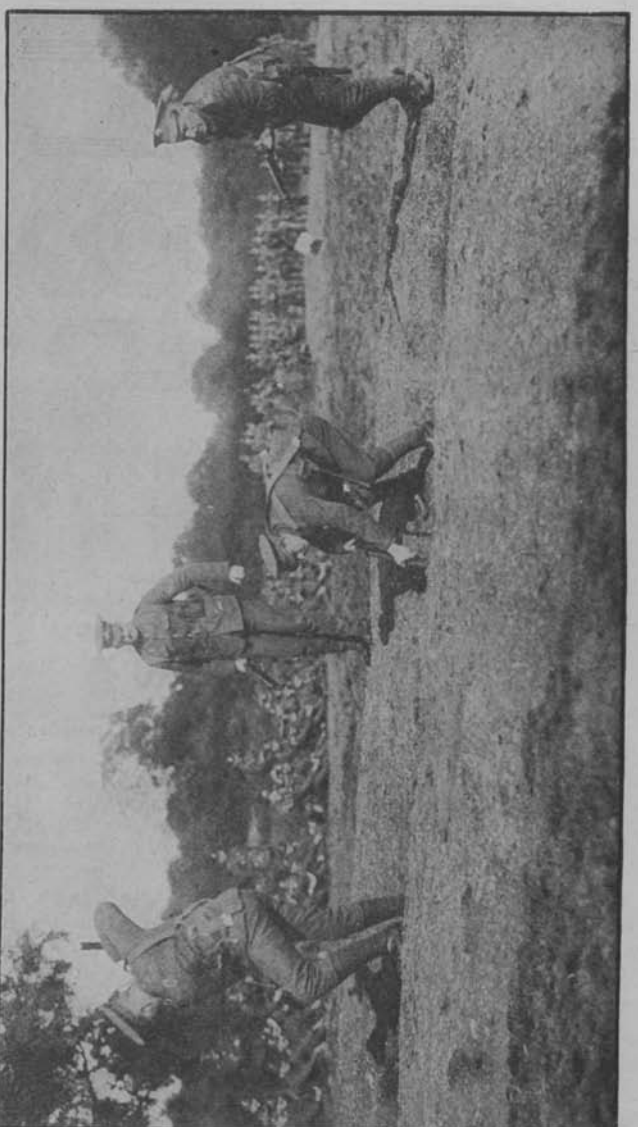
The rifle will be slung over the left shoulder, sling to the front and perpendicular to the ground. This is a safe method of carrying the rifle and allowing the free use of both hands.

47. Long Advance (open order).

The rifle will be carried at the trail.

THE ASSAULT.

48. The importance of discipline and organized control throughout the conduct of a bayonet assault can not be overemphasized. It must be remembered that in this, as in all other military operations, success can only be achieved through the closest cooperation of all concerned; and that, while individual initiative is not to be discouraged, it must be strictly subordinated to the intention of the leader of the assaulting party.



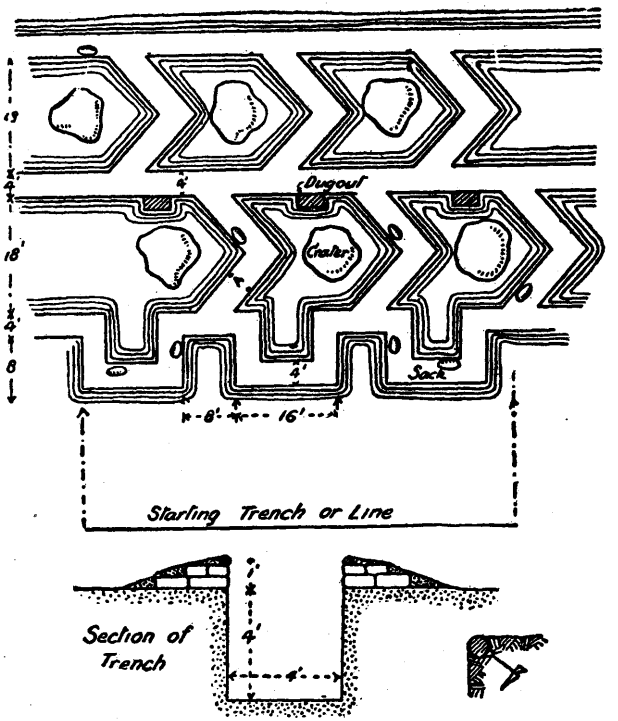


Diagram 2.—Example of Short Communication Trenches.

Which should form part of the usual Final Assault Practice course, where, owing to lack of ground, a "labyrinth" for daily practice with the bayonet in the confined space of a trench can not be constructed within a convenient distance. On arrival in France drafts are tested in trench bayonet work.

Men should be shown by demonstration that it is in their own interests to pay attention to this point, and that the failure of an enterprise can usually be traced to the lack of this close cooperation.

49. During training the following general principles will be observed:

(1) All members of the attacking party must leave the trench or rise from cover simultaneously. In addition to the advantages of surprise needless casualties are thereby avoided.

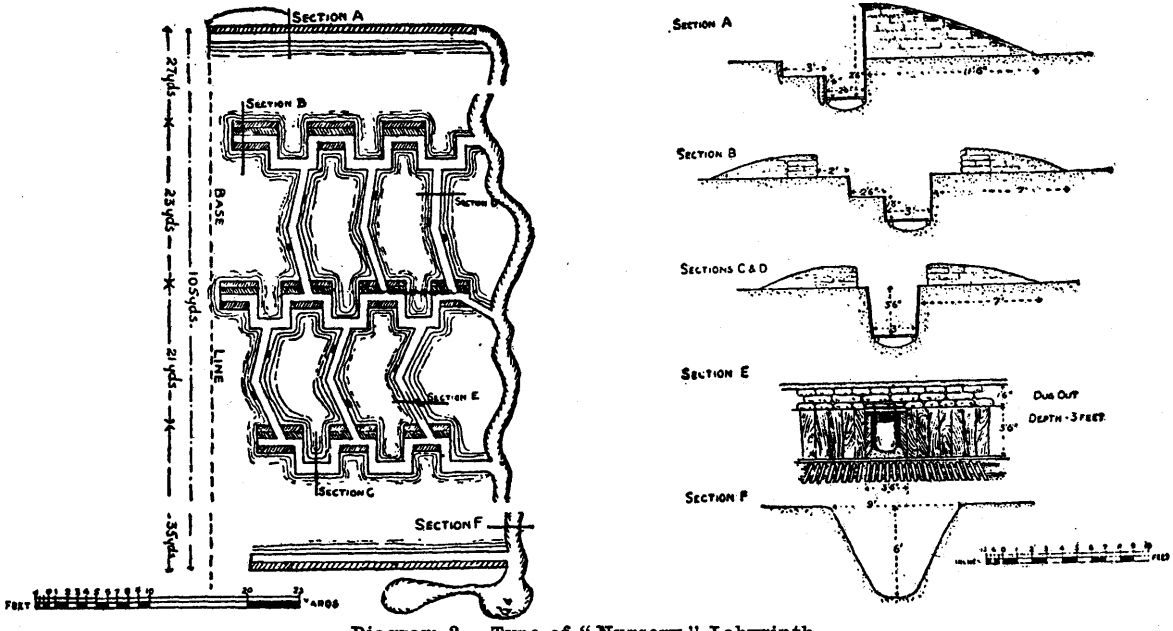


Diagram 3.—Type of "Nursery" Labyrinth.

The positions of the sack dummies are frequently changed. The ground between the trenches is pitted with "craters" containing dummies, and the men practiced in clearing such "cramped" ground as well as in clearing the trenches.

(2) The first stage, especially of a long advance, will be slow and steady—not faster than the pace of the slowest man. Such an advance has a decided moral effect on the enemy, makes certain of the maximum shock at the moment of impact, and at the same time allows the attacking force to reach its objective without undue exhaustion. On the other hand, if the assault is allowed to develop without control and in a haphazard fashion, the moral effect of a steady resistless wall of men is lost, and the defenders may be given time to dispose of their opponents in detail.

Bayonet control in the attack is just as important and fully as practicable as fire control, and it depends altogether on discipline, which must be taught by close-order work and on thorough technical instructions in the use of the bayonet. Tactical bayonet control will then follow without much difficulty, provided the instructor has done his work properly.

50. The actual charge will not be made over a greater distance than 20 paces. Within the last 10 yards and before closing with the enemy the rifle will be brought to the threatening, yet defensive, guard position. Line will, as far as possible, be maintained until actual contact with the enemy is gained.

51. As soon as the enemy's position has been carried, and prior to any attack on a further position or any other operation whatsoever, every precaution must be taken against a counter-attack. In trench warfare indiscriminate pursuit with the bayonet must never be allowed unless orders to that effect have been given by the leader of the assaulting party. The attacking troops are not so fresh as the enemy, and experience has shown that unorganized pursuit lends itself to ambush and casualties from machine-gun fire. In most cases the work of immediate pursuit is better done by the supporting artillery, the infantry assisting by rapid fire on the retreating enemy.

ASSAULT PRACTICE.

52. A useful form of Final Assault Practice which can be adapted to a variety of combat exercises is described in following paragraphs (53–55).

The following materials are assumed:

A. Communicating trenches leading to a fire trench with an open space in front.

B. An occupied enemy trench.

C. Gallows with dummies, representing the enemy—

(1) Retiring from B, or

(2) Coming up in support of B, or

(3) Making a counterattack on the captured trench B.

53. (1) The attacking party makes a controlled assault on A, which is cleared of the enemy.

(2) It is then reformed, and an assault is launched on B, after taking which

(3) C is regarded in one or other of the above ways, and action taken accordingly.

54. Throughout the training men must be constantly practiced in—

(1) The recognized method of carrying the rifle with bayonet fixed.

(2) Rapid advance out of deep trenches.

(3) Control and maintenance of line and opening fire during an advance.

(4) Using the bayonet with effect in the cramped space of communicating and fire trenches.

(5) Re-forming and opening of fire after the assault.

(6) Acting as leaders of attacking party.

55. Instructors should endeavor by every means in their power to arouse the interest and imagination of their men during the assault practice. The special phase of the combat which is to be carried out in the exercise should invariably be explained beforehand. Each dummy must be regarded as an actual armed opponent, and each line of dummies as an enemy line attacking, defending, or retiring, and be disposed of accordingly.

Any tendency toward carelessness or slackness must be instantly checked, and it should be impressed on all ranks that a practice assault which is not carried out with the necessary quickness, vigor, and determination is worse than useless.

Lack of imagination which allows men and their leaders to violate the most elementary principles of tactics in practice assaults against dummies can only lead to disaster in a real assault against an enemy.

GENERAL INSTRUCTIONS FOR BAYONET-TRAINING PRACTICE.

(*a*) "Guard," "withdrawal," "thrust," "parries," and the "jab" will be taught first with the left, then with the right foot forward.

(*b*) The position from which the "short thrust" is made is shown in Plate IV. All short thrusts will be practiced from this position. Except after a thrust into a dummy, make a momentary pause in this position so as to break men of the habit of drawing back the rifle from the guard before making the thrust.

(*c*) From the outset squads will be frequently practiced in charging for short distances in the open as a strengthening exercise for the legs and a quickening exercise.

(*d*) A target to thrust at will always be named when working by word of command; it will be indicated by the position of the hand when working in class; and it will be clearly marked on all dummies.

(*e*) When working in ranks the distance apart must be sufficient to avoid all danger of accident when the thrusts are being made. When thrusts have been made advancing, the ranks will change position by coming to the high port doubling past each other right shoulder to right shoulder and turning about. When working against dummies men will always continue the movement past the dummy, which they will leave on their right.

(*f*) The "withdrawal" once taught, will be made after each thrust. After a thrust advancing rear foot or on the advance, the hand will always be moved up the rifle, but in the first and second practices, since the arm and body are already stretched to their full extent, and the left hand can not move further forward, the hand will be shifted after the withdrawal from the long thrust.

(*g*) All sticks must be padded at one end.

(*h*) In the third practices the thrusts will also be practiced deliberately and progressively on dummies placed, as a preparation for the Final Assault Course, in positions of increasing difficulty, e. g., on parapets and steps of shallow trenches, and fire and communicating trenches.

(*i*) Scabbards will not be removed from the bayonet except for thrusting at dummies.

PROGRESSIVE PROGRAM OF INSTRUCTION.

1. Paragraph 16.
2. Explain hand-to-hand fighting (par. 2) and inculcate the spirit of the bayonet (pars. 3 and 7).

LESSON I.

3. Guard (par. 1).
4. Order (par. 19).
5. High Port (par. 19).

FIRST PRACTICE (IN CLASS, BY WORD OF COMMAND).

6. "Long thrust" (par. 20).
7. "Withdrawal" (par. 21). (*a*) After stationary thrust, (*b*) after thrust, advancing rear foot (Pl. III) (first demonstrated by instructor on a dummy).
8. Oblique long thrust.
9. Long thrust followed by long thrust, advancing rear foot.
10. Vulnerable spots explained; region of kidney shown; class practiced in making thrusts at these.

SECOND PRACTICE (CLASS WORKING BY EYE).

11. Long thrust.
12. Long thrust followed by long thrust, advancing rear foot.
13. Varied direct and oblique long thrusts at thrusting ring.

THIRD PRACTICE (THRUSTING AT DUMMY).

14. Long thrust (Pl. II).
15. Long thrust, advancing rear foot.
16. Advance long thrust.
17. Advance long thrust (at two or more dummies).

LESSON II.

18. Explain value of parries; how, in charging, the parry must be strong enough to beat aside opponent's weapon.

FIRST PRACTICE (IN CLASS, BY WORD OF COMMAND).

19. Explain, and make the class perform, the movements required for the various parries.

SECOND PRACTICE (CLASS WORKING BY EYE).

20. Parry stick pointed at the breast.

21. Parry stick pointed at the breast and deliver thrust.

22. Parry stick pointed at head, body, or legs.

23. Parry stick pointed in varying order at head, body, or legs, and deliver thrust.

24. When standing in a trench, parry a thrust made with stick from above.

25. When standing on a parapet, parry a thrust made with stick by a man in trench.

26. With stick parray a thrust made with stick by advancing opponent.

27. With stick parry a thrust made with stick by advancing opponent and come back with a thrust.

28. With stick parry thrust made with stick lightly held in one hand by charging opponent. (By holding his stick in right or left hand the attacker will clearly show on which side he is thrusting, and he will pass on that flank.)

THIRD PRACTICE (POINTING AT DUMMY WITH STICK REPRESENTING OPPONENT'S WEAPON).

29. Advance, parry stick, and thrust.

LESSON III.

30. Demonstrate the short thrust and explain when it is used (Pl. IV).

FIRST PRACTICE (IN CLASS, BY WORD OF COMMAND).

31. Short thrust.

32. Withdrawal. (*a*) Stationary; (*b*) advancing rear foot (demonstrated by instructor on dummy).

33. Oblique short thrust.

34. Short point advancing rear foot.

35. Long thrust advancing rear foot, followed by short thrust advancing rear foot.

SECOND PRACTICE (CLASS WORKING BY EYE).

36. Short thrust.

37. Short thrust advancing rear foot.

38. Long thrust advancing rear foot followed by short thrust advancing rear foot.

39. Varied direct and oblique long and short thrusts at thrusting ring.

40. Practice various parries, parries and thrusts, from short thrust position (Pl. IV).

THIRD PRACTICE (THRUSTING AT DUMMY).

41. Short thrust.

42. Short thrust advancing rear foot.

43. Long thrust advancing rear foot; short thrust advancing rear foot.

44. Advance, long thrust, short thrust (at two dummies in suitable positions).

LESSON IV.

45. Demonstrate jab at dummy; then, by placing men of the squad in suitable positions, explain when and how it is used in conjunction with thrusts (Pl. V).

FIRST PRACTICE (IN CLASS, BY WORD OF COMMAND).

46. Jab from jab position.

47. Short thrust advancing rear foot, jab advancing rear foot.

48. Long thrust advancing rear foot, jab advancing rear foot.

49. Long thrust advancing rear foot, short thrust advancing rear foot, jab advancing rear foot.

50. Short thrust advancing rear foot, jab advancing rear foot, long thrust advancing rear foot.

SECOND PRACTICE (CLASS WORKING BY EYE).

51. Jab at thrusting ring (Pl. VI).

52. Direct and oblique long and short thrusts, and jabs in varying order, at thrusting ring.

53. When in jab position, ward off high and low thrusts made with stick.

THIRD PRACTICE (THRUSTING AT DUMMY).

54. Jab from jab position.

55. Short thrust advancing rear foot, and jab advancing rear foot.

56. Long thrust advancing rear foot, short thrust advancing rear foot and jab advancing rear foot (at dummies).

57. Advance, long thrust and jab.

58. Advance, long thrust, short thrust, and two or more jabs (at dummies).

LESSON V.

FIRST PRACTICE (WORD OF COMMAND).

59. Practice Butt Stroke I.
60. Practice Butt Stroke II.
61. Practice Butt Stroke III.
62. Practice Butt Stroke IV.

SECOND PRACTICE (WORKING BY EYE).

63. Butt Stroke I at padded stick (Pl. VII).
64. Butt Stroke II at padded stick.
65. Butt Stroke III at padded stick.
66. Butt Stroke IV at padded stick (Pl. VIII).
68. Long thrusts, short thrusts, and jabs at thrusting ring, with butt strokes at padded stick, varied.
69. Trips practiced by men working in pairs.

THIRD PRACTICE (ON DUMMY).

70. Thrust, jab, etc., at dummies, followed by Butt Strokes I to IV at light dummies, and introducing kicks and any other form of infighting.

A GUIDE FOR THE TRAINED SOLDIER'S DAILY PRACTICE.

(30 MINUTES.)

(1) Five minutes—
- (*a*) Long thrusts at hand (11–12, Progressive Program of Instruction). (Not more than 8 thrusts each man.)
- (*b*) Short thrusts (36, 37, 38, Progressive Program of Instruction). Not more than 10 thrusts each man.)

(2) Five minutes, steady advance over obstacles and charge 20 yards, about 100 yards in all.

(3) Four minutes, parrying stick and thrusting (23, Progressive Program of Instruction).

(4) Four minutes, butt strokes, each stroke twice (59, 60, 61, 62, Progressive Program of Instruction) or practice trips, etc. (69, Progressive Program of Instruction).

(5) Six minutes, long thrusts, short thrusts, and jabs at thrusting ring, with butt strokes at pad stick, varied (68, Progressive Program of Instruction).

(6) Six minutes, Final Assault Practice.

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