

## **Loading and Firing – By Detail**

It is said that when you practice slowly, you learn quickly. The artillery drill By Detail is designed to teach the gun crew the specific loading and firing exercises step-by-step. In most artillery manuals, the By Detail drill is presented so the individual artillerist will know what to do for each of the By Detail instructions. This manual presents the By Detail drill so that the entire gun crew will know what to do for each of the By Detail instructions. This is simply a reordering of the drill information, but it presents it in a way that is easier to teach and easier to learn as a group.

The commands for By Detail are as follows:

**LOAD BY DETAIL – LOAD; Two, Three, Four; SPONGE, Two, Three, Four; RAM, Two, Three; READY; FIRE; CEASE FIRE; SERVICE THE PIECE**

The commands without Detail are as follows:

**LOAD; READY; FIRE; CEASE FIRE; SERVICE THE PIECE**

## **Additional Artillery Commands**

### **LOAD AND HOLD**

This command is given when the Chief of the Piece or other commanding officer wants the cannons loaded, but does not want them to fire at that time. The drill is the same as the By Detail drill, but rather than Number 1 returning to his post position, he takes position facing to the right wheel with the rammer resting on wheel hub, sponge in the air. This signals all other Artillerists that the cannon is loaded and is not to be approached. When the LOAD AND HOLD command is given, Number 1 returns to the Ready position and the remaining steps are the same as the By Detail drill

### **FALL IN ON THE PIECE**

When cavalry or infantry reenactor cross the gun line, the gun crew falls in around the cannon, staying inside the wheels, to give the other reenactors maximum room to pass while reducing the chances of damage to the piece or any of the implements.

### **ADVANCE THE PIECE**

During re-enactments, it is possible for the artillery line to move forward as part of the scenario. When this command is given, Numbers 1-4 and the Gunner secure their implements and fall in on the carriage to help lift the trail handspike and push the wheels forward until the cannon is in the new position. Numbers 5-8 fall in on the limber and move it forward, making sure all implements are secured and accounted for.

## **WITHDRAW THE PIECE**

This is the same as Advance the Piece, except everything moves backwards, rather than forwards.

# **Battery Commander Firing Commands**

## **COMMENCE FIRING**

This command, given by itself or after LOAD is repeated by Chiefs of Sections, and the firing is immediately commenced.

## **FIRE BY BATTERY BATTERY – FIRE**

The first command is repeated by the Chiefs of Sections. The second command is not repeated. Each cannon in the battery is fired at the same time as the FIRE command is given by the Captain.

## **FIRE BY HALF BATTERY RIGHT (OR LEFT) BATTERY – FIRE**

The first command is repeated by the Chiefs of Sections. The second command is not repeated. This command is given when the Battery Captain wants to fire half of a six gun battery at the same time (three cannons at a time). Each cannon in the half is fired at the same time as the FIRE command is given by the Captain.

## **FIRE BY SECTION RIGHT (CENTRE OR LEFT) SECTION – FIRE**

The first command is repeated by the Chiefs of Sections. The second command is not repeated. This command is given when the Battery Captain wants to fire all guns in a section at the same time (two cannons at a time). Each cannon in the section is fired at the same time as the FIRE command is given by the Captain.

## **FIRE BY PIECE RIGHT (CENTRE OR LEFT) SECTION – RIGHT (OR LEFT) PIECE – FIRE**

The first command is repeated by the Chiefs of Sections. The second command is not repeated. This command is given when the Battery Captain wants to fire each individual piece of a battery one at a time. The specified cannon is fired at the same time as the FIRE command is given by the Captain.

**FIRE BY PIECE FROM THE LEFT (OR RIGHT)  
FIRE**

The first command is repeated by the Chiefs of Sections. The second command is not repeated. This command is given when the Battery Captain wants to fire each individual piece of a battery in sequence from the left to the right (or from the right to the left). The cannon on the far left (or right) of the battery is fired at the same time as the FIRE command is given by the Captain, and the cannon to the left (or right) of it fires once the cannon to its right (or left) has been fired.

The FIRE BY PIECE command may also specify the number of the gun to start with, moving to the right or left of that first gun depending on the direction noted in the command. An example of this variation would be: FIRE BY PIECE FROM THE RIGHT BY GUN NUMBER 1.