

[BY AUTHORITY.]

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**INFANTRY-TACTICS;**

OR

**RULES FOR THE EXERCISE AND  
MANŒUVRES**

OF THE

**UNITED STATES' INFANTRY.**

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**BY MAJOR-GENERAL SCOTT,  
U. S. ARMY.**

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**VOLUME I.  
SCHOOLS OF THE SOLDIER AND COMPANY.**

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**NEW-YORK:  
GEORGE DEARBORN, PUBLISHER.**

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1835.

# INFANTRY TACTICS

THREE VOLUMES.



STEREOTYPED BY H. W. REED

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DEPARTMENT OF WAR,  
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*The System of Infantry-Tactics, prepared by MAJOR GENERAL WINFIELD SCOTT, under a Resolution of the House of Representatives, passed April 8, 1834, and reported to this Department on the 3d of February, 1835, having been approved by the President, is herewith published for the information and government of the Army, and for the observance of the Militia of the United States.*

*The formation in three ranks provided in this System, is, for the present, suspended, and will not be adopted in practice until other orders are given by this Department.*

*With a view to ensure uniformity throughout the Army, all infantry exercises and manœuvres not embraced in this system are prohibited, and those herein prescribed will, with the exception aforesaid, be strictly observed.*

LEW. CASE

# INFANTRY-TACTICS.

## TITLE I.

### ARTICLE I.

#### *Formation of Infantry in the Order in Battle.*

1. In every *corps d'armée*, the first division, which it is composed will be posted on the right, and the second on the left.

2. A similar disposition will be made of the two brigades, in a division, and of the two regiments in a brigade.

3. In all exercises, manœuvres, and evolutions, every regiment (of a single battalion) will take the denomination of *battalion*, and all the battalions in the same *corps d'armée*, division, or brigade, will be designated, from right to left, *first battalion*, *second battalion*, &c. By these designations they will be known in the evolutions.

4. The interval between every two contiguous battalions in the same brigade, division, or *corps d'armée*, will be twenty-two paces.

5. (Pl. I, fig. 1.) In every regiment of ten companies, two will be denominated *flank companies*, and eight *battalion companies*.

6. One of the flank companies will be denominated *grenadiers*, and posted on the right of the

40. If all the field officers be absent, the senior captain will command the battalion; but if either be present, he will not call the senior captain to act as a field officer, except in case of evident necessity.

41. The quartermaster, the surgeon, and his assistants, drawn up in one rank, from right to left in the order in which they are named, will be posted on the left of the colonel, three paces in the rear.

42. The quartermaster sergeant will be posted in a line with the front rank of the field music, and two paces on the right.

#### *Posts of the Pioneers, Field Music, and Band.*

43. The pioneers (one per company) will be drawn up in two ranks, and posted on the right, having their left four paces from the right of the grenadiers. A corporal of pioneers, selected from the corporals by the colonel, will be posted on the right of the pioneers. In a brigade, all its pioneers may be united on its right.

44. The drummers and fifiers, or bugles, (the field music,) will be drawn up in two ranks, the drummers in the rear, and posted twelve paces in the rear of the file closers, the left opposite to the centre of the left centre company. The senior principal musician will be two paces in front of the field music, and the other, two paces in the rear.

45. The regimental band, if there be one, will be drawn up in two or three ranks, according to its numbers, and posted three paces in rear of

the field music, having one of the principal musicians at its head.

49. (Pl. I, fig. 2.) If a company be detached, its pioneer will be posted in the line of file closers, on the right, and its music four paces on its right, in a line with the front rank; the drummer on the right of the fifer or bugler.

#### *Colour-guard.*

50. In each battalion the colour-guard will be composed of eight or five corporals, according as the battalion may be formed in three or two ranks, and be posted on the left of the right centre company, of which company (for the time being) the guard will make a part.





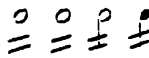
51. The corporals will be selected by the colonel, who, nevertheless, will take but one at a time from the same company, and not one from the rifle, unless the rifles have bayonets. (In battalions with less than five companies present, there will be no colour-guard and no display of colours, except it may be at reviews.)

52. The front or colour rank of the guard will be composed of a sergeant, (to be selected by the colonel,) who will be called, for the time, the *colour-bearer*\*, with a corporal on his right and left; these places will be given in preference to the corporals of grenadiers and light infantry.

\* The colour, in bad or windy weather, except in saluting, will be borne furled and cased. The heel or ferrule of its lance ought to have for support, a leather stirrup or socket, suspended from a belt, the latter buckled around the waist of the colour-bearer.

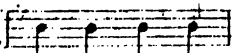
# BEATS OF THE DRUM.

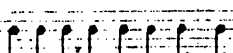
## Explanation of the Signs.

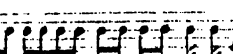
A Tap		Common Time. 90 = $\frac{1}{2}$ 1 or 90 Steps to a minute.
A Flam		Time for the Retreat 110 = $\frac{1}{2}$ 3 or 110 Steps to a minute.
Rolls of	 3 4 5 7 9 Strokes	Quick Step. 110 = $\frac{1}{2}$ 8 or 110 Steps to a minute.
A Drag		Double Quick Step. 110 = $\frac{1}{2}$ 2 or 110 Steps to a minute.
A Roll		Time for the Troop. 80 = $\frac{1}{2}$ 3 or 80 bars to a minute.

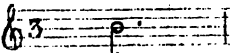
# LENGTH AND PROPORTION OF NOTES AND RESTS.

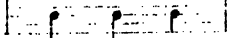
Semibreve  Common Time.  
equal 2 Steps to a bar, and  
to 2 Minims..... 60 to a minute.

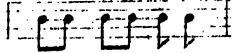
or 4 Crotchets.....  Rests.

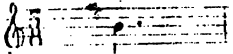
or 8 Quavers..... 

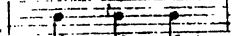
or 16 Semiquavers..... 

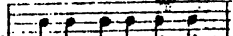
A Dotted Minim  Time for the Retreat.  
equal

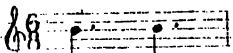
to 3 Crotchets.....  3 Steps to a bar and

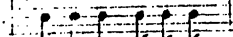
or 6 Quavers.....  110 to a minute.

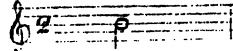
A Dotted Crotchet  Time for the Troop &c.  
equal

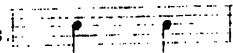
to 3 Quavers.....  one Step to a bar and

or 6 Semiquavers.....  80 to a minute.

2 Dotted Crotchets  Quick Time.  
equal 2 Steps to a bar and

to 6 Quavers.....  110 to a minute.

A Minim  Double Quick Time

equal to 2 Crotchets.....  2 Steps to a bar and

or 4 Quavers.....  110 to a minute

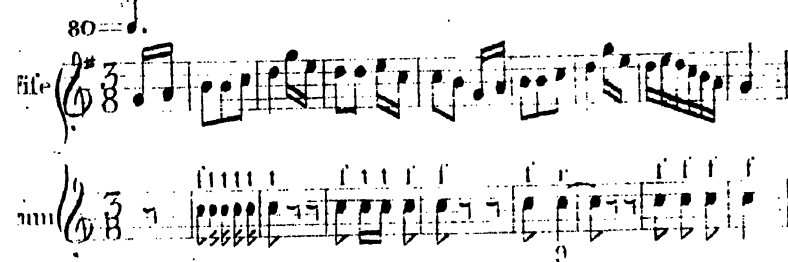
## Nº 1. The General.



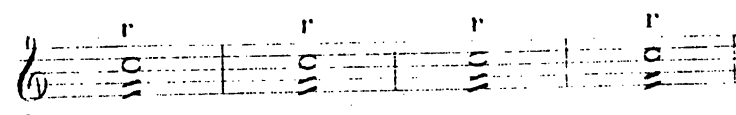
## Nº 2. The Assembly.



## Nº 3. To The Colour.



## Nº 4. The Long Roll.



#

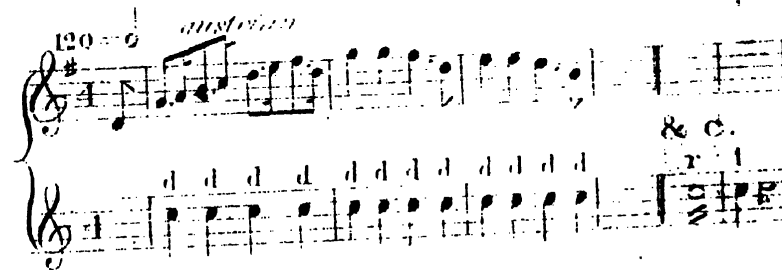
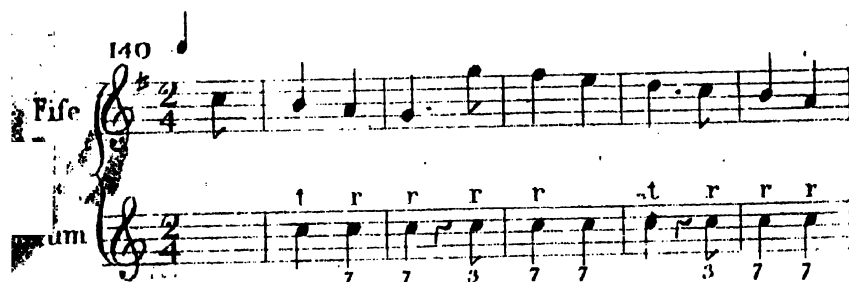
## Nº 5. Common Time.



## Nº 6. Quick Time.



## Nº 7. The reveille.





140 = *Pressian*

Double Drag

d d d d d d d d &c

60 = *dutch*

r d f. r d l r

r t r l r r r r r r r

160 = *quick scotch*

r r r r

The first part of the Reveille.

# Nº 8. The Troop.

80 =

r t t f d t r

# Nº 9. The Retreat.

life

110 =

t d t t d t t d t t Volti

# Nº 10. The Tattoo.

Left page musical score for 'The Tattoo'. It consists of six systems of music, each with a treble and bass staff. The key signature is one sharp (F#). The notation includes various rhythmic values and dynamic markings such as 'd', 't', 'f', and 'r'. The piece concludes with a double bar line.

Right page musical score for 'The Tattoo'. It continues from the left page with three systems of music. The first system is marked '80' and includes dynamic markings 'd', 'f', 't', 'd', 't', 'd', 'r', 'f', 't', 'd'. The second system includes 't', 'd', 't', 'r', 'f', 'r', 'f'. The third system includes 'no' and 'quick time' markings. The piece ends with a double bar line.

After the quick time begin the doubling

90 =  $\text{♩}$  common time

After this repeat the doubling:

80 =  $\text{♩}$  *drum*

After the 3 Rolls repeat doubling to the fine.

# Nº 11. To Recall **Detachments.**

80 =  $\text{♩}$

## Nº 12. Drummers' Call.

90 =  $\text{♩}$

## Nº 13. Come for Orders:


First Sergeants.

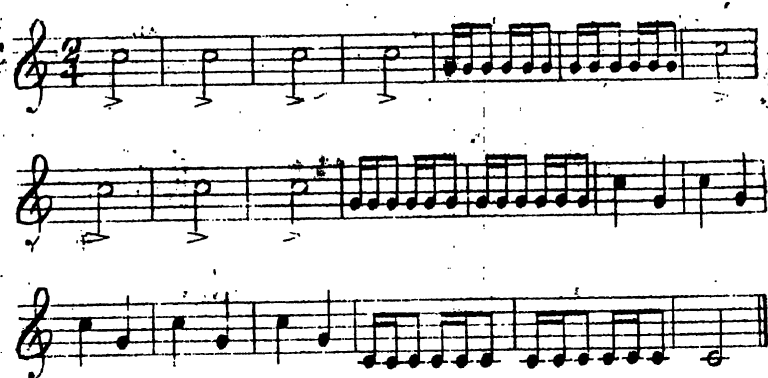
Sergeants.

Corporals.

Sounds for the Bugle:

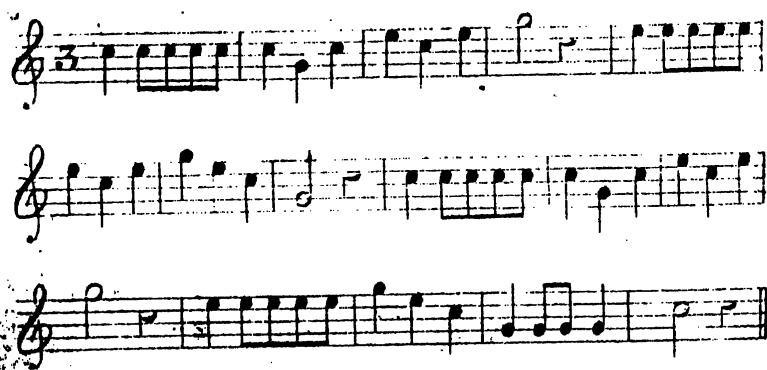
Nº 1. The General.

140 =  Presto



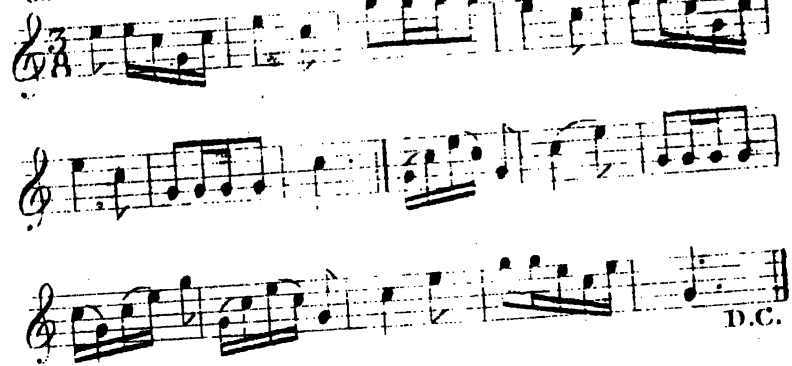
Nº 2. The Assembly.

80 = 



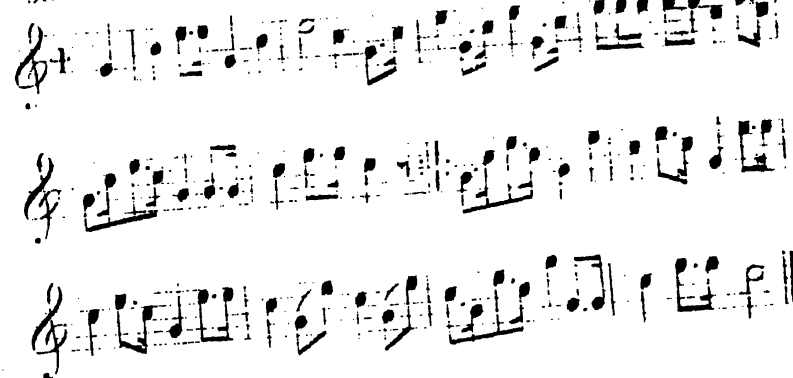
Nº 3. To The Colour.

80 = 

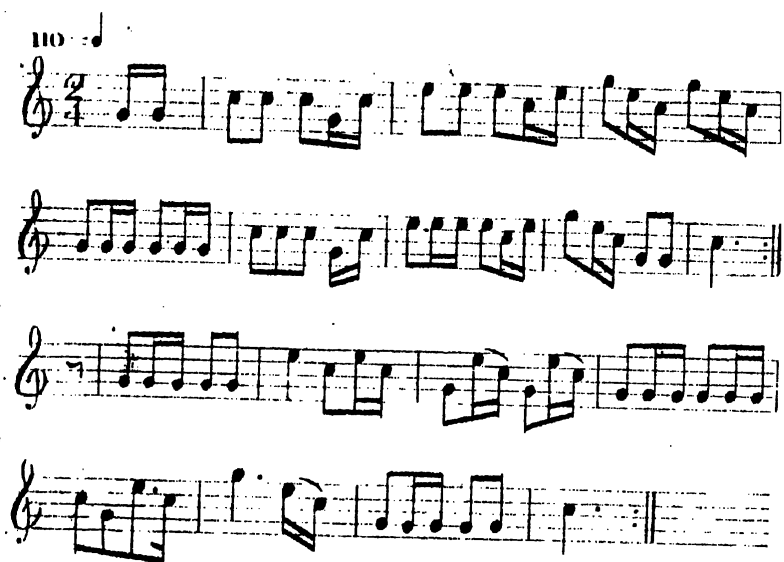


Nº 4. Common Time.

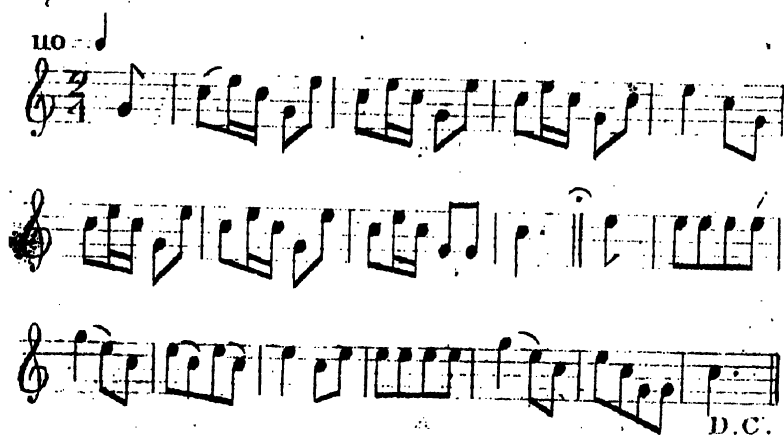
90 = 



## Nº 5. Quick Time.



## Nº 6. The Reveille.



## Nº 7. The Retreat.



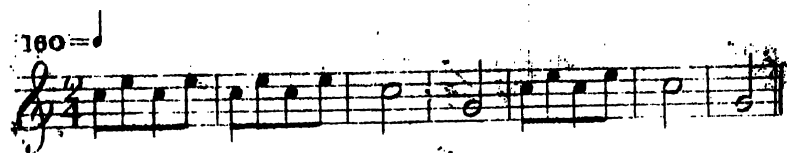
## Nº 8. The Tattoo.



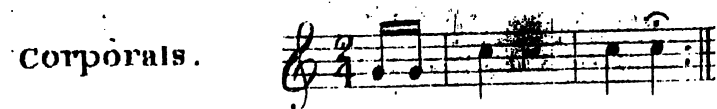
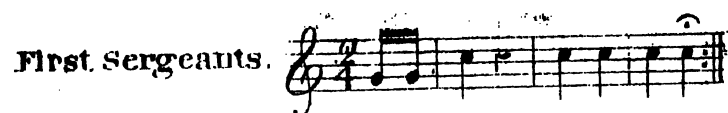
Nº 9. To Recall Detachments.



Nº 10. Buglers' Call.



Nº 11. Come for Orders:



Nº 12. Double Quick March.



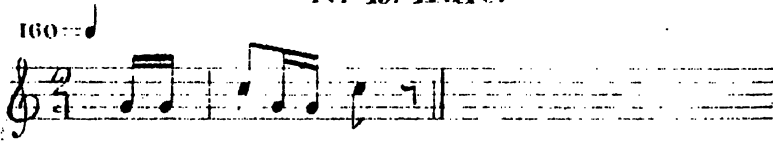
Nº 13. Run.



Nº 14. Forward March.



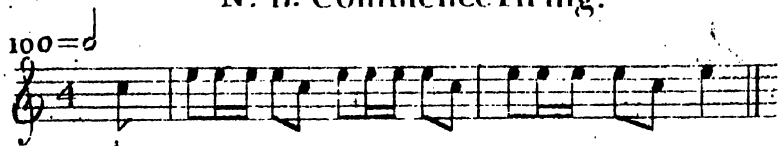
Nº 15. Halt.



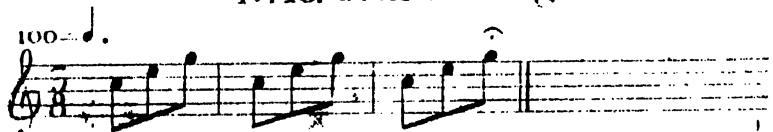
Nº 16. March in Retreat.



Nº 17. Commence Firing.



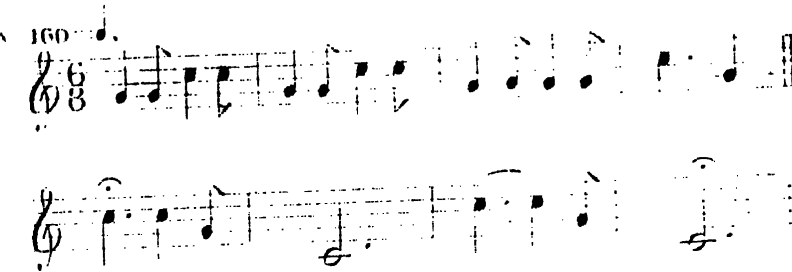
Nº 18. Cease Firing.



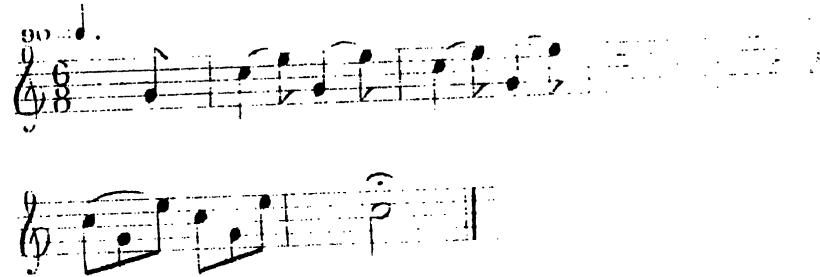
Nº 19. March by the Right Flank.



Nº 20. March by the Left Flank.



Nº 21. Rally on the Reserve.



Nº 22. Rally on the Battalion.

