

250 paces. Skirmishers in the open must not fire when within 200 paces of each other. Cavalry charges and bayonet attacks must be halted when within sixty paces of the enemy; but up to that point they must be led on with the energy that is laid down in orders, otherwise they will not be considered effective attacks.

2. Cavalry and artillery must not remain halted within effective shot of infantry. Infantry and cavalry are not to attempt a formation when within effective range of cannon or grape. Skirmishers and artillery must not move without cover across a plain which is commanded by the enemy's cavalry, and so on.

3. Guns limbered up, which have not yet commenced firing, or which have ceased doing so, may be captured by cavalry or skirmishers, if unsupported or only weakly protected.

4. Let us suppose the existence of a strong position, if a defile for instance, which it is found necessary at any cost to force with a superior body. Supposing, too, that suitable preparations have been made for its defence, it could not in actual war be captured at the first assault, and therefore, at a manoeuvre, the defenders must first be shaken by a superior fire before an attack with the bayonet can be deemed successful. These measures would generally require to be repeated, and after each attack has been repulsed, the assaulting party must retire to reform as far as would be necessary in an actual combat, and a new attack must be commenced with a fresh relief. Such renewed assaults must be properly preceded by an increased fire from both artillery and infantry, and then followed by a bayonet attack, with an augmented force. If fresh troops are at hand, it may be desirable to lead them on to the attack, allowing only short intervals between the repeated onsets.

5. In peace manoeuvres, it is very difficult to represent a cavalry attack which is to be considered indisputably successful. For cavalry that have been thoroughly routed would not in point of fact re-appear on the field for some time, probably not again the same day. Infantry and Artillery that have been discomfited by Cavalry would, as a general rule, be placed *hors de combat*.

It is part of the umpire's business to fix a limit to the results of a victory. The victor should improve on the success he has been declared entitled to by a proper appreciation of the battle-field. In real war opportunities are generally to be found for masterly decisions and brilliant feats of arms. In anticipation of this, therefore, the umpires must exercise great care. The cavalry of both sides must not be allowed to hug each other so closely as has hitherto been their habit, and the frequently-repeated attacks in line at short distances from each other must be discontinued. The beaten cavalry must always retire at a trot, and should the victors desire to follow them, they may do so at a walk at an interval of 500 paces.

6. A battalion in square, apparently unshaken, cannot be attacked by squadrons detached singly. Three or four squadrons might undertake the duty, attacking in succession, when the battalion is so situated as to be assailable from different sides.

(c) *Regulations for preventing Accidents, Disorder, and Damage to Property.*

7. The danger to be apprehended from the blank ammunition necessitates a minimum interval of sixty paces between the combatants, within which limits all troops must halt. If by accident they approach nearer, the officers must immediately "halt,"

"order arms," or "return swords." The umpires decide which party must retire, and the pursuit must be conducted by the victors at the proper distance.

8. Firing in the vicinity of buildings, lay-ricks, &c., being forbidden, the defence of villages must be marked by skirmishers posted behind the outlying hedges and by reserves hastening to attack with the bayonet. The detachments which in real warfare would occupy houses, barns, churches, &c., are simply drawn up outside, and their officers teach them what they would be required to do on service.

9. The destruction of bridges must only be imaginary, and the umpires must decide on the length of time necessary for their repair.

10. Cornfields enclosed meadows, and pleasure-grounds, must not be entered. Railways are to be passed at the crossing only, and then with every precaution. The above, however are to be considered tactical obstructions only when they actually form natural obstacles, and not when they are simply impassable on account of police regulations or similar reasons; for example, meadows, by reason of their swampy nature, plantations which are impenetrable, and railways with embankments or cuttings. A body of troops passing over a railway at a level crossing must not be looked upon as treading a defile and consequently exposed to attack. For on service they would march straight across it in line, and therefore in an exercise manoeuvre it is not allowable for the enemy to take the smallest advantage of this special formation or the delay thereby entailed.

All damage done during the exercises is to be accounted for by the officer who was in command or who exercised a supervision unless a higher authority release him from this responsibility.

DRESS OF SPECTATORS.

Officers attending the manoeuvres as spectators are not to wear their sashes. The umpires wear sashes and a white band round the left arm above the elbow.

CONDUCT OF THE OPPOSING SIDES.

Previous to engaging with the Enemy.

In manoeuvring, care must be taken to adhere to the strategical base, which should be abandoned only by compulsion, never voluntarily.

That the opponents should merely come into contact with and engage each other, does not comprise all that is required; their method of doing so, the precise moment and the locality selected, are very important points. Strategical reasons may justify postponing an engagement or avoiding it altogether, even though a favourable result would hardly be doubtful, for a victory costs time, and in war time is sometimes more precious than a victory.

Under the above conditions, due scope is given for manoeuvring, and an opportunity is afforded for correctly applying the principles of command, as well as of representing a true picture of war. The original suppositions, therefore, must be kept up during the manoeuvres, and the relative strategical position of the opponents must be carefully taken into account.

This is sometimes difficult, because one may have to calculate on an unknown and ever varying force. Unknown, because the enemy's intentions can only be guessed at and not ascertained; variable, because when a fresh step is taken by either side, the state of affairs becomes altered, both in point of time and place. Still these difficulties, which arise out of the very nature of the

business, are of service in making the exercises useful and of a more scientific description.

To begin with: When the intelligence from the enemy is scanty, the position in which we stand is less clear; dispositions must then be confined to the immediate operations of the moment, to avoid misunderstandings and the spread of contradictory orders from headquarters.

At this stage of the operations the leading rules are—the maintenance of an efficient advanced and rear guard; a thorough knowledge of the country; a compact order of march, but one admitting of a rapid deployment and an easy advance to the front of cavalry and artillery.

On the arrival of more definite news from the enemy, the dispositions should be forthwith matured. The commander can then determine—

Whether he should avoid a general action;

Whether he should withdraw his troops from the spot—if so, the means of doing so.

Whether he will accept battle—and if so, in what position.

If he is attacked on the march, it will be better for him to issue his orders from his advanced guard, as he then has the testimony of his own eyes, and can give his orders to his troops at an earlier moment.

While his staff are bringing up his forces he should remain with the advanced guard in case matters take a different turn.

COMMENCEMENT OF THE ENGAGEMENT.

The following rules are of value in beginning an engagement:—

A. In extending the troops and in connecting them with each other, the regulation order of battle must be established as a starting point. When there happens to be a departure therefrom, as applied to detachments, small parties, wider extensions, &c., the object of these deviations must be carefully explained. They are to be considered as an unavoidable evil, and are never to be resorted to without good reason.

As soon as the special inducement ceases to exist, the troops must resume their proper places.

B. On Defence.

1. Defensive positions must, when possible, be so chosen—

(a.) That the troops for the defence can be formed up so as to be completely concealed until the moment they are wanted.

(b.) That an unobstructed view may be had from the front.

(c.) That the front of the position should be as nearly as possible perpendicular to the line of retreat.

(d.) That when the country admits of it, the front and flanks may be strengthened by obstacles. If no support can be found on which to rest the flanks, they may be made more secure by drawing up reserves in rear. This is preferable to extending them too far.

2. In drawing up troops behind a defile, the course of the fight must be so managed by the defenders that the latter may reap the full benefit of the obstacle.

This may be brought about by the following means:

(a.) By the direct defence of the pass.

(b.) By the enemy's attack being divided into several columns, when an overwhelming force may be brought to bear against one of them.

(c.) By attacking the enemy approaching before he has had time to deploy.