

# AN T-ÓZLÁC

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## THE ARMY

As we go to Press the announcement is made that an agreement has been arrived at between the Plenipotentiaries appointed by the Irish and British Governments. Volunteers will receive the news without any undue excitement. They have confidence in the Government elected by the nation; it is for that Government to decide the issue of peace or war. Whenever the services of the Army are required for the protection of the nation those services will be forthcoming and the officers and men will act with the same cool determination, the same energy and efficiency as in the past. Meanwhile the work will be proceeded with as usual.

## MUSCAEDEAHT.

Comhairle don Ghunadoir.

Bíodh t'aigne go ciúin socair agat i gcomhnúí. Aimsig ionad maith compórdaigh duit féin i gcomhnúí.

Dein an ghlinninint cho tapaídh 's is féidir duit e. Ná tarraing an troigear go hobann. Luig go réidh air.

Coimeádh t-anál isteach agus tu ag glinniuint agus ag luighe ar an dtroigear.

An bulla d'aimsiú atá agat le deunamh. Mar sin de, taréis gach urochair feuch an fada on mbulla a chuiris an pileur.

Mara mbeidh tu sásta le tora t'urchar dein an t-athrú is gá sa ghlinniuint.

No téadh ded' mhisneach mara n-eirighid leat ach go dona.

Nuair a bheir ag cleachtadh amuich:—

Feuch cadé an treo ina bhfuil an ghaoth ag teacht

agus cadé a neart, agus soerúig do ghunna dá réir.

Tabhair fé ndeara an áit ina bhfuil an ghrian.

Más la geal tirm é ní mór duit soc an ghunna bheith níos aoirde agat ná bheadh sé agat là tais neaghrianmhar.

Bíodh leabhar agat chun tora gach urchair do chur síos ann.

Ma chaithean tu urchar ná beir sasta leis feuch cad fé ndear an droch-urchar agus dein pé athrú is gá sara geathir arís.

Na tabhair faillighe in aon rud. Ní dheunfidh "nós cuma-liom" an gnó.

Ma thagan athrú ar threo na gaoithe nó ar neart na gaoithe dein athrú da réir. Bí ag faire i gcomhnúí sara dtagadh aon athru den tsórt san ort i ganfhios duit.

Taréis bheith ag lámhach fe sholus gheal ghreine ma rainighean scamall ar an ngrein ní mór duit soc an ghunna do leagadh beagainin.

Ma chaithean to ró-ard nó róiseal athruig sleamnnan (slide) an aigin do réir mar is gá é. Na hathruig an radharc is gnath leat a ghlacadh.

## SETTING A MAP

A map must be set before it can be read. By "setting" a map is meant placing it so that the true north on the map points to the North Pole and relative positions of the places marked on it correspond with the actual position of the same places marked on the ground. When men have set a map, they should be taught to indentify as many as possible of the objects marked on it which are visible in the surrounding country shown on the map. A map may be set for reading in any of the following ways:

Setting by Compass.—(i) If the magnetic north line is shown on the map, lay the compass over it

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Óglaigh  
na hÉireann  
DEFENCE FORCES IRELAND

## JUDGING HEIGHTS AND DISTANCE

Every scout must be able to judge distance from an inch to a mile or more. You ought, first of all, to know exactly what is the span of your hand and the breadth of your thumb, and the length from your elbow to your wrist, and the length from one hand to the other with your arms stretched out to either side, and also the length of your feet; if you remember these accurately they are a great help to you in measuring things.

Judging the distance of objects from you is only gained by practice, and judging the distance of a journey is generally estimated by seeing how long you have been travelling and at what rate; that is to say, supposing you walk at the rate of four miles, an hour if you have been walking for an hour and a half you know that you have done about six miles.

Distance can also be judged by sound; that is to say if you see a gun fired in the distance, and you count the number of seconds between the flash and the sound of the explosion reaching you, you will be able to tell how far off you are from the gun.

Sound travels at the rate of 365 yards in the second that is, as many yards as there are days in the year.

A scout must also be able to estimate heights, from a few inches up to three thousand feet or more; that is to say, he ought be able to judge the height of a fence, the depth of a ditch, or the height of an embankment, of a house, tree, of a tower, or hill, or mountain. It is easy to do when once you have practised it for a few times, but it is very difficult to teach it by book.

You must also know how to estimate weights, from a letter of an ounce, or a fish, or a potato of one pound or a sack of bran, or a cart load of coals; and also the probable weight of a man from his appearance—these, again, are only learnt by practice, but as a scout you should take care to learn them for yourself.

Also you should be able to judge numbers; that is to say, you should be able to tell at a glance about how many people are in a group or on a bus, or in a big crowd, how many sheep in a flock, how many marbles on a tray, and so on. These you can practise for yourself at all times in the street or field.

## PURIFYING WATER

The best method of purifying water is by boiling, which gets rid of temporary hardness, renders dissolved organic matter harmless, and, when properly carried out, practically destroys all micro-organisms. The water should be kept at the boil for at least five minutes. Boiled water should be aerated before drinking. This can be done by passing it through a sieve. Empty biscuit tins pierced with small holes suspended over a storage tank do very well for this purpose, but care is

necessary to prevent the addition of fresh impurities during aeration and distribution.

As it is not always possible to provide means of boiling water on a large scale, resort must be had to filtration. Formerly mechanical filtration only was attempted and a clear sparkling water was considered good. Efforts are now directed to removing chemical as well as other impurities.

Dirty water should be strained before filtering. A good method is to tack a sheet on to a wooden frame so as to form a bag or basin in the bottom of which are put a couple of handfuls of wood ashes. The water is then poured on to them and allowed to percolate in to a receptacle beneath.

Chemicals are sometimes added to precipitate suspended matter, to remove hardness, or to oxidise organic impurities.

Muddy water may be cleared by adding alum. Six grains of crystallized alum per gallon or one tea-spoonful to ten gallons is sufficient. It should be added some hours before the water is required.

Water can be softened by the addition of limewater for drinking and carbonate of soda for washing purposes. The latter is unsuitable for drinking water, as it gives an unpleasant taste.

Perngante of potash (Condy's fluid) removes offensive smell from water and to some extent oxidises dissolved organic matter. It should be added until a faint tint remains permanent. It has not a disagreeable taste.

## MAP READING

Map reading is an extremely important part of military training. A knowledge of it is essential for the efficiency of leaders of every rank, as well as for scouts, despatch riders, and signallers. This knowledge moreover, is extremely useful for every soldier, and it should form part of the instruction of every man.

In war every leader, however small his command, is supplied with a map, that will give him a mass of important information without which he could neither move nor act with certainty. It will tell him, for instance, the shortest route from one place to another, whether he will be able to take his transport by certain roads, where he can obtain water, how he can best conceal his movements from the enemy, the most suitable ground to examine for attack and defence or for outposts, what points are visible from other points for the purpose of communication work, and any other details necessary to the successful performance of his duty.

ELEMENTARY INSTRUCTION,—Through constant practice the eye can be trained to carry from the map to the brain, in a flash, details of information which would be missed altogether from a less practised vision.

after long and close scrutiny. For military purposes it is essential to train the eye to gather all necessary information extremely quickly and accurately. In war unnecessary delay and mistakes of any kind should be avoided at all costs, as their consequences may prove disastrous or irretrievable.

Elementary training in map reading should be begun on a large-scale map—if possible, a six inch ordnance map of the country round the headquarters of the unit. Small maps are apt to puzzle a beginner, especially in "close" country like Ireland, and small by-roads, among other details, are frequently omitted. All the objects with which men are familiar, such as buildings and roads, should be pointed out to them. When the men have become familiar with the appearance on a map of country which they know, they should be taught to measure distances with the aid of a scale, learn the conventional signs, be instructed in the use of the magnetic compass, and then proceed to setting and reading maps.

## BREAKING COVER

No man must show himself at the edge of Cover, and thus give notice to enemy of his presence there.

To explain and demonstrate this, place five or six men behind cover, not known to the remainder of the section. Now let the five or six men break cover, explaining to the section that men breaking cover unexpectedly can gain much ground before the enemy can direct fire on them, whereas if they show themselves before breaking cover they will be greeted when they appear with fire from the expectant enemy. This should be practiced by sections with section commanders in front, watching and criticising from the point of view of the enemy. Whenever men break cover they should run at top speed until they gain their next cover.

The reason for this—If men have not shown themselves before breaking cover, they should be able to gain much ground before being detected. It will take the enemy several seconds to direct fire on them when detected. Thus ground is gained without firing a shot. The greatest fear of our men is exhaustion of ammunition.

Once men have commenced to attack the faster the advance, the safer they are.

The reason for this—The more quickly they cover the ground to the enemy's position, the shorter the time during which they are exposed to fire. If their

advance is rapid, the enemy will lose confidence, and consequently, his accuracy of aim.

Never give covering fire unless the rush it aids could not be made without it, so as to prevent exhaustion of ammunition.

Not a shot should be fired except:—

- (1) To aid the movements of our own men.
- (2) To repel some exceptionally dangerous target, (such as a counter attack, etc.)

At longer ranges rushes should be longer, and more men rushing at a time. At ranges of 800 yds. rushes of 30 to 50 yards should be made. The closer the range, the shorter the rush. At closer ranges the enemy can snap very quickly; therefore the exposure of men must be for a very short time. At 300 yds. range a rush of from 10 to 15 yds. is sufficient.

When it is no longer possible in an attack to advance without some of the attacking line keeping up fire, the following should be followed. (That of four sections will be shown for example.)

- (1.) Rushes will start from one flank (say the right.)
- (2.) Right section prepares to rush, and passes this information along the line, or sends some easily understood signal
- (3.) The section next to that which is going to rush will not be able to fire without danger to rushing, so the men of it lie flat with heads down.
- (4.) The remaining section prepares to fire, and the instant the rush is made gives two rounds rapid fire to keep down the heads of the enemy, and in this manner the Company can advance under protection of its own fire.

## PASSING MESSAGES

(1) Men must be taught to pass messages in short, concise, sentences.

(2) The name or rank of the sender must be given at the end of each message. No more noise than is necessary should be made.

(3) This most important duty can easily be practiced on wet days in camp, men standing, or lying along a line in a room.

(4) This apparently simple duty needs much practice. On men being tested in above it will be found that not 40% will pass a



**SETTING A MAP** (*Continued from page 1*)

(prolonging it if necessary) and, without disturbing the compass, turn the map slowly round until the pointer is directly over the magnetic north line.

(ii) If the true north line only is shown, and you know the local variation of the compass, plot the magnetic north on the map with the protractor, lay the compass on the true north line, and turn the map until the line makes with the needle an angle equal to the variation, and on the correct side of it. Thus, with a variation 17° W., the side sheet line of an ordnance survey 1-inch map would have to be turned till 17° to the right (or east) of the needle of the compass.

Setting by objects.—(i) To set a map by objects on the ground without using the north point or compass the reader must correctly identify his position on the ground where he stands or some point marked on the map. He must also identify on the map some distant object he can see in the surrounding country. He must join these two on the map by drawing a straight line in pencil from one to the other. Finally, he must face in the direction of the distant object and turn the map about the point marking his position until this line points to the distant object. This will give him his position on the map.

(ii) A map can also be set approximately by identifying several prominent objects marked on it which are also visible in the surrounding country or by standing on or near some straight feature marked on a map such as a straight road, railway, river, canal, etc. The map is then held so that the directions between these objects as they appear on the ground and on the map are parallel to one another.

Another Method.—If the reader has no compass, but possesses a map showing the magnetic north, he may set it by first finding the approximate true north and marking it by a point on the map. He must then turn the map about until the point marking the magnetic north upon it lies the correct number of degrees west or east of the true north as shown by his marking. The number and direction of these degrees will depend upon the magnetic variation in any place.

**APPRECIATION OF A SITUATION.**

The military term "Appreciation of a Situation" may be described as the setting down on papers, in the clearest and most concise manner possible, the arguments and considerations which pass through your mind before you arrive at a definite decision as to how to accomplish any military operation.

Before issuing your orders you will naturally have

to think clearly, considering the pros and cons. It will help you if you train your mind to think along a definite series of factors. The factors may be any combination of those set out below, and should be always considered in the following order. In minor schemes, however, a large number of these factors will not apply, and should be ignored. The director of operations merely requires you to set down your arguments in the form of an appreciation, as that:—

- (1) You will accustom yourself to taking the factors in their proper sequence, and not neglect any vital point.
- (2) He can follow your line of reasoning, and see that it is sound and practicable.

Factors in Appreciating a Situation.

- (1) The object in view.
- (2) Positions and strength of own forces.
- (3) Position and strength of enemy's forces, as far as is known.
- (4) Various factors; morale, armaments, politics, finance, inhabitants (friendly or hostile), roads, railways and communications, the weather, topography, supplies. Discuss these as to whether they favour you or the enemy.
- (5) Various courses open to the enemy; the most likely course (and why;) how you can palliate it.
- (6) Various courses open to you; the best; how the enemy can prevent you from carrying it out, and how you can frustrate him from doing so.
- (7) *Definite proposal* of what you intend to do, naming the troops, the roads by which they will move; calculation as to the time, transports and supply.

The best way to remember the sequence is:—

- No. 1, What you want to do.
- " 2, What strength you possess to do it with.
- " 3, What strength the enemy possesses to prevent you doing it.
- " 4, Trial balance of the advantages possessed by you, and by him.
- " 5, Various things the enemy may do to increase his advantages, and minimise yours.
- " 6, Various things you can do to increase your advantages, and to minimise his.
- " 7, *Definite proposal* as to how you intend to achieve your object.