

# AN T-ÓGLÁC

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## VOLUNTEERING

We pointed out last week that the strength and success of the Army of the Irish Republic was largely due to inculcation of the "Volunteer spirit." The Volunteer is a soldier-citizen. He does not think of the Army as a vested interest, something apart from the nation. He is not acting "on behalf of the Army" as such; he is acting on behalf of the nation. The former attitude is what is usually termed "militarism"; we may coin a word and call the attitude of the Irish Republican soldier "Volunteerism," a very different thing. The Army of the Irish Republic is simply the organisation of the young men of Ireland as a fighting force for the defence of the nation. It represents some of the youngest, most vigorous and courageous elements in the national life, but the nation was not made for the Army, the Army was made for the nation. The only concern of the Volunteer, whether officer or private, is to carry out his military duties in the most efficient way possible. The Army, as such, must not be mixed up in civil affairs. The individual Volunteer has every right to take his part in civil affairs but he must do so as a citizen, not as a Volunteer. The Volunteer should as far as possible endeavour to steer clear of local disputes; but if unfortunately he becomes an interested party in any such local dispute he must act as a private individual; he must not try to drag "the Army" into it nor use his prestige as a member of the Army to gain his point. Any person who does so is acting against the interests of the Army and deserves to be severely dealt with. Any military action which Volunteers have to take in regard to civil affairs must be carried out on the orders of the higher military authorities and not on the initiative of local company commanders.

This is the spirit which has made the Volunteers honoured and respected everywhere. The prolonged uncertainties of the truce render it a matter of extreme importance that officers everywhere should keep their men up to the state of maximum discipline and efficiency. We are satisfied that very valuable work has been done and great progress made in the matter of training during the suspension of hostilities and that if our Army has to take the field again it will surprise the enemy by the evidence it will give of increased numbers, military skill and general efficiency.

## IRISH DRILL TERMS

The following are the Irish forms of the orders to be used in rifle drill:—

Attention, Dírig.  
Stand at Ease, Bogaidh.  
Slope Arms, Arduigh Gunnaí.  
Order Arms, Isligh Gunnaí.  
Present Arms, Tairgídh Gunnaí.  
Fix Bayonets, Fastuigh Beaignítí.  
Unfix Bayonets, Sgaoilídh Beaignítí.  
For Inspection Port Arms, Chun a Sgrudúithe  
'Speáinídh Gunnaí.  
Ease Springs, Folamhuigh Gunnaí.  
Sling Arms, Crochaidh Gunnaí.  
Change Arms, Atharúigh Gunnaí.  
Trail Arms, Meádhaidh Gunnaí.  
Ground Arms, Leógaidh Gunnaí.  
Take Up Arms, Tógaidh Gunnaí.  
Pile Arms, Taisgídh Gunnaí.  
Stand Clear, Druidídh Siar.  
Stand To, Druidídh Isteach.  
Unpile Arms, Glacaidh Gunnaí.

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## FINDING THE NORTH.

If you have not a compass the sun will tell you by day where the north is, and the moon and stars by night.

At six o'clock in the morning the sun is due east, at nine o'clock he is south-east, at noon he is south, at three o'clock in the afternoon he is south-west, and at six o'clock he is due west. In winter he will have set long before six o'clock, but he will not have reached due west when he is set.

The Phoenicians who sailed round Africa in ancient times noticed that when they started the sun rose on their left hand side—they were going south. Then they reported that they got to a strange country where the sun got up in the wrong quarter, namely on their right-hand. The truth was that they had gone round the Cape of Good Hope and were steering north again up the east side of Africa.

To find the south at any time of day by the sun—hold your watch flat, face upwards, so that the sun shines on it. Turn it round till the hour hand points at the sun. Then without moving the watch, lay the edge of a piece of paper or a pencil across the face of the watch so that it rests on the centre of the dial and points out half way between the Figure XII, and the hour hand. The line given by that pencil will be the true south and north line. This applies only in the Northern Hemisphere. In the Southern turn the XII., instead of the hand, to the sun, and the south and north line will then lie between the two as before.

The Stars appear to circle over us during the night, which is due really to our earth turning round under them. There are various groups which have got names given to them because they seem to make some kind of pictures or "sky-signs" of men and animals.

The "Plough" is an easy one to find, being shaped something like a plough. And it is the most useful one for a scout to know, because in the northern part of the world it shows him exactly where the north is. The Plough is also called the "Great Bear," and the four stars in the curve makes its tail.

The two stars in the Plough called the "Pointers" point out where the North or Pole Star is. All the stars and constellations move round, as I have said, during the night, but the Pole Star remains fixed in the North. There is also the "Little Bear" near the Great Bear, and the last star in his tail is the North or Pole Star.

The sky may be compared to an umbrella over you.

The Pole Star is where the stick goes through the centre of it.

A real umbrella has been made with all the stars marked on it in their proper places. If you stand under it and twist it slowly round you see exactly how the stars quietly go round, but the Pole Star remains steady in the middle.

Then another set of stars or "constellation" as it is

called represents a man wearing a sword and belt, and is named "Orion." It is recognised by the three stars in line, which are the belt, and three smaller stars in another line, close by, which are the sword. Then two stars to right and left below the sword are his feet, while two more above the belt are his shoulders and a group of three small stars between them make his head.

Now the great point about Orion is that by him you always can tell which way the north or pole star lies, and which way the south, and you can see him whether you are in the south or north part of the world. The Great Bear you only see when you are in the north, and the Southern Cross when you are in the south.

If you draw a line, by holding up a staff against the sky, from the centre star of Orion's belt through the centre of his head, and carry that line through two big stars till it comes to a third, that third one is the north or pole star.

Roughly, Orion's sword—the three small stars—points north and south.

## NIGHT SCOUTING

A scout has to be able to notice small details just as much by night as by day, and this he has to do chiefly by listening, occasionally by feeling or smelling.

In the stillness of the night sounds carry farther than by day. If you put your ear to the ground or place it against a stick, or especially against a drum, which is touching the ground, you will hear the shake of horse's hoofs or the thud of a man's footfall a long way off. Another way is to open a knife with the blade at each end, stick one blade into the ground and hold the other between your teeth and you will hear all the better.

The human voice, even though talking low, carries to a great distance, and is not likely to be mistaken for any other sound.

## DETAILS IN THE COUNTRY.

If you are in the country you should notice landmarks, that is, objects which help you to find your way or prevent you getting lost, such as distant hills, church towers, and nearer objects, such as peculiar buildings, trees, gates, rocks, etc.

And remember in noticing such landmarks that you may want to use your knowledge of them some day for telling someone else how to find his way, so you must notice them pretty closely so as to be able to describe them unmistakably and in their proper order. You must notice and remember every by-road and foot-path.

Then you must also notice smaller signs, such as birds getting up and flying hurriedly, which means somebody or some animal is there; *just shows* animals, men or vehicles moving.

Of course, when in the country you should notice just as much as in town all passers-by very carefully—how they are dressed, what their faces are like, and their way of walking, and examine their foot-marks—and jot down a sketch of them in your note-book, so that you would know the footmark again if you found it somewhere else.

And notice all tracks—that is, footmarks of men, animals, birds, wheels, etc., for from these you can read the most important information.

## HIDING ONESELF.

War scouts and hunters stalking game always carry out two important things when they don't want to be seen. One is—they take care that the ground behind them, or trees, or buildings, etc., are of the same colour as their clothes. And the other is—if an enemy or a deer is seen looking for them, they remain perfectly still without moving, so long as he is there.

In that way a scout, even though he is out in the open, will often escape being noticed.

In choosing your back ground, consider the colour of your clothes; thus if you are dressed in grey, don't go and stand in front of a white-washed wall, or in front of a dark shaded bush, but go where there are rocks of the same colour behind you, and remain perfectly still. It will be very difficult for an enemy to distinguish you, even at a short distance.

If you are in dark clothes, get among dark bushes, or in the shadow of trees or rocks, but be careful that the ground beyond you is also dark—if there is light coloured ground beyond the trees under which you are standing, for instance, you will stand out clearly defined against it.

If you are in red, try and get against red-brick buildings, or red earth or rocks, and so on.

In making use of hills as look-out places be very careful not to show yourself on the top or sky-line.

It is quite a lesson to watch a Zulu scout making use of a hill-top or rising ground as a look-out place. He will crawl up on all fours, lying flat in the grass; on reaching the top he will very slowly raise his head, inch by inch, till he can see the view. If he sees the enemy on beyond, he will have a good look, and if he thinks they are watching him, he will keep his head perfectly steady for an immense time, hoping that he will be mistaken for a stump or a stone. If he is not detected, he will very gradually lower his head, inch by inch into the grass again, and crawl quietly away. Any quick or sudden movement of the head on the sky-line would be very liable to attract attention, even at a considerable distance.

At night keep as much as possible in low ground, ditches, etc., so that you are down in the dark, while an enemy who comes near will be visible to you outlined against the stars on higher ground.

A point also to remember in keeping hidden while moving, especially at night, is to walk quietly; the thump of an ordinary man's heel on the ground can be heard at a good distance off, but a scout or hunter should always walk lightly, on the ball of his foot, not on his heels' and this you should practise whenever you are walking, by day or by night, indoors as well as out, so that it becomes a habit with you—so as to walk as lightly and silently as possible. You will find that as you grow into it your power of walking long distances will grow, you will not tire so soon as you would if clumping along in the heavy-footed manner of most people.

Remember always that to stalk a wild animal, or a good scout, you must keep down wind of him, even if the wind is so slight as to be merely a faint air.

Before starting to stalk your enemy, then, you should be sure which way the wind is blowing, and work up against it. To find this out you should wet your thumb all round with your tongue, and then hold it up and see which side feels coldest, or you can throw some light dust, or dry grass or leaves in the air, and see which way they drift.

The red Indian scouts when they wanted to reconnoitre an enemy's camp used to tie a wolf's skin on their backs and walk on all four, and, imitating the howl of a wolf, prowl round the camps at night.

In Australia the natives stalk emus—which are great birds something like an ostrich—by putting an emu's skin over themselves, and walking with body bent and one hand held up to represent the bird's head and neck.

American scouts, when peeping over a ridge or any place where their head might be seen against the sky-line, put on a cap made of wolf's head skin with ears on it—so that they may be mistaken for a wolf, if seen.

Our scouts should also, when looking out among grass, etc., tie a string or band round their head, and stick a lot of grass in it, some upright, some drooping over their face, so that their head is very invisible.

When hiding behind a big stone or mound, etc., they don't look over the top, but round the side of it.

## “CAMP FIRES.”

Remember to begin your fire with a small amount of very small chips or twigs of really dry dead wood lightly heaped together, and a little straw or paper to ignite it; about this should be put little sticks leaning together in the shape of a pyramid, and above this bigger sticks similarly standing on end. When the fire is well alight bigger sticks can be added, and finally logs of wood. A great thing for a cooking fire is to get a good pile of red-hot wood ashes, and if you use three large logs, they should be placed lying on the ground, star-shaped like the spokes of a wheel, with their ends centred in the fire. A fire

made in this way need never go out, for as logs burn away you keep pushing them towards the centre of the fire, always making fresh red-hot ashes there. This makes a good cooking fire, and also one which gives very little flame or smoke for the enemy to detect from a distance.

To leave your fire alight at night, cover it over with a heap of ashes, and it will smoulder all night ready for early use in the morning, when you can easily blow it into a glow.

If you want to keep a fire going all night to show or to warm you, put good-sized logs end to end star-shaped and one long one reaching to your hand, so that you can push it in from time to time to the centre without trouble of getting up to stroke the fire.

If coals or wood are difficult to get for making fires at home, don't forget that old boots which you often find lying about on dust-heaps make very good fuel.

Another way to make a good cooking fire is one they use in America. Drive two stout stakes into the ground about four feet apart, both leaning a bit backwards. Cut down a young tree with a trunk some fifteen feet high and ten inches thick; chop it into five-foot lengths; lay three logs, one on top of another, against the upright stakes. This forms the back of your fire place. Two short logs are laid as fire-dogs, and a log laid across them as front bar of the fire. Inside this "grate" you build a pyramid-shaped fire, which then gives out great heat. The "grate" must, of course, be built so that it faces the wind.

Tongs are useful about a camp fire, and can be made from rod of beech or tough wood, about four feet long and one inch thick. Shave it away in the middle to about half its proper thickness, and put this part into the hot embers of the fire for a few moments, and bend the stick over till the two ends come together. Then flatten away the inside edges of the ends so that they have a better grip—and there are your tongs.

A besom is also useful for keeping the camp clean, and can easily be made with a few sprigs of birch bound tightly round a stake.

## THE OFFICERS RESPONSIBILITY

"The spirit of militancy is born in a man, but a soldier is made. Not however, machine-made, nor tailor-made, nor put together in twenty-four hours. A soldier cannot be created by a formula of speech nor by the vanity of valor. It takes not less than a dozen men six-and-thirty long months to hammer and temper him into the image of his maker and fit him for the performance of his duties.

A man who enlists in an army has the right to demand that those who are his leaders shall know to the fullest extent the duties appertaining to their office. Lives unnumbered are placed in their hands, but they are offered upon the altar of their country and not to

satisfy the vanity of individuals; they are in the field to fight the enemy, not disease; if they must perish let it be by the kindly singing bullets and not by the ignorance of their commanders.

In civil life a butcher is not called upon to exercise the skill of an oculist nor to remove a cataract from the dulled eye; barbers do not perform the operation of laparotomy; nor farmers navigate sea-going vessels, nor stone-masons try cases at the bar, nor sailors determine the value of mines, nor clerks perform the functions of civil-engineers. Yet, in the time of war in this Republic, these same men, together with all other varieties of humanity, go forth in the capacity of volunteer officers to be learned by the end of one-and-thirty days in the most varied of all sciences, the science, of war.

The most promiscuous murderer in the world is an ignorant military officer. He slaughters his men by bullets, by disease, by neglect; he starves them, he makes cowards of them and deserters and criminals. The dead are hecatombs of his ignorance; the survivors, melancholy spectres of his incompetence."

General Homer Lea in  
"The Valour of Ignorance"

## COVER FROM AIRCRAFT

Aeroplanes move very quickly, and cannot search ground very thoroughly. But it is easy for them to discover objects on roads or anything which reflects or shows up by contrast to its surroundings. So, if you want to avoid being seen, move along the sides of the roads and in the shade of hedges, or in woods, etc. You can get good cover from view for a considerable number of men under the shade of a tree.

If you lie down or stand still in the open you may not be discovered, provided you don't look up at the aeroplane. If you do that you are given away at once.

Men often have avoided discovery by forming into groups lying down, and have been taken for haystacks, manure heaps, sheaves of corn, etc.

## WATER DISCIPLINE

Don't drink water when on the march if you can possibly avoid it. By practice it is quite easy to do without it. There are several things which increase thirst: (a) Smoking; (b) Breathing through the mouth and not the nose; (c) Chewing and spitting.

It is absolutely necessary to control the use of the water bottle and to keep it for positive need only. Cold tea is a good thirst quencher, and, if put in boiling, it acts as a disfectant of the bottle. This cleaning of the bottle is a very necessary point to remember, but don't wash it out with soap and they always contain more dirt.

