

Reconnaissance

Reconnaissance Timely information about the dispositions of the enemy and the topological features of the theatre of operations is an essential factor to success in war therefore we divide into two headings.

Information of enemy dispositions

Information about the topographical features of the country and reconnaissance is strategical and technical. The former in modern warfare are undertaken by the Air Service in stationary warfare, and combined with survey in moving warfare.

Technical Reconnaissance Takes place when contact of the enemy has been established either in stationary or moving warfare and is the duty of patrols, scouts, observers & general intelligence. Prior to contact being established with the enemy it is the duty of general intelligence to attend to the following:

1. Road reconnaissance.
2. River reconnaissance.
3. Railway reconnaissance.
4. Billeting reconnaissance.

Billeting

Billeting Reconnaissance

Information required sought from Mayor of a village, schoolmistress, Town Major, Area Commander

Information Required

Accommodation for men and horses, transport, condition of & what kind of accommodation and amount of accommodation.

Pay due regard to the feelings of the people but do not take No for an answer. If you require more accommodation then what is on the map also.

Supplies

If you are drawing supplies for troops find out immediately what supplies there are and reckon on 3 soldiers to each male in the village.

Self supporting

If self supporting billets on agricultural districts take 10 soldiers to each male. Do not forget the time of year, when the harvest is gathered all the barns are full. In Back Areas you can draw tents from the Area Stores, controlled by the nearest Area Commander.

Sickness

Ascertain immediately if there has been any sickness in the village, ask several

Water

Find out supply and if fit for men & horses drinking

Post Office

Post office, telephone, telegraph service, railways, if any large buildings such as schools, churches, etc. Supply of fuel and price, also straw.

Reports All reports are in 2 Parts

1. General Report.
2. Part II Billeting Form

Name	Pop	Billets		Nature of Country		G	W	Post Railway	Remarks
		M	H	2	3				
				W	W				

DAQMG The DAQMG is the Billeting Officer of a Division

The Staff Captain of a Brigade re-allots the Battalion, and also places platoons & company's together. Always have an Orderly Room, Mess Rooms, HQ BA TP, QMS, HQ Mess, CO has best billet and also RSM has his own billet.

Road Reconnaissance For short distances 1 in 7 can be taken on ordinary transports.

Always pick the best roads.

Always pick the widest road.

Note state of road

Note grade of road

Note turnings in road.

Observation Posts

Distant Objects

Also whether hedged or stone walls and depth of banks, if any bridges, and what they are composed of also condition of same. Note railway crossings, canals, crossings, telephone on roads also note if any material for repairing roads.

In mentioning roads only mention the bad parts.

From	Distances in Miles	Details of Roads	Remarks
Albert	4	No hedges	Observations are very good here.
	7	Good material for repairs	

River Reconnaissance	Note all crossings or fords, all bridges, and condition of bridges and what they are made of, note width and if able to carry heavy transport, width of river, also depths of its banks, and surface velocity of river. In winter time, if frozen 3 inches will bear marching troops, if 6 inches thick will allow wagons to cross, and 9 inches thick will carry guns. Describe each bank separately and start with the right bank. If any barges or boats are on the river. If any landing stages which bank approaches the river. Throw a piece of wood into the river and if you take $\frac{4}{5}$ of the speed in a certain distance you will get the velocity, 60 ft takes 30 seconds.
Railway Reconnaissance	Width of railway. German 4ft 8½ inches. Whether double or single lines, bridges, culverts, viaduct & signal boxes, road crossings, points, loop lines, sidings, railway stations, length of platforms at sidings & stations, rolling stock, available goods sheds, stock of coal, water tanks and troughs, telephone and telegraph communications and tunnels, also condition of the line or track if good or bad state.
Place of Enemy Position in view of an attack	View the general front of the position as far as you can see, also if it is the main or advanced position. Points of which a good position of view of the country can be obtained, also points of enemy side of line in case of necessary, pay attention to any part of the position in which the enemy is paying special attention, to minor features which the enemy might use for defence. Carefully not all trenches and obstacles, lines of approach which form to the attack and position which covering fire can be brought to bear on them. Position which could assist in the development of supremacy of fire, which will secure the flanks whether they are natural objects or whether they defend for protection on the troops in the rear.
Defence Reconnaissance	Defence. The extent of position, points of tactical importance, for flank security minimum force necessary an holding fire, positions for inf & artillery, best lines for counter attacking, any tactical position which is in the hands of the enemy would be a menace to your side, any forward position which would force the enemy to deploy early in an action, the best line of approach for men and material,

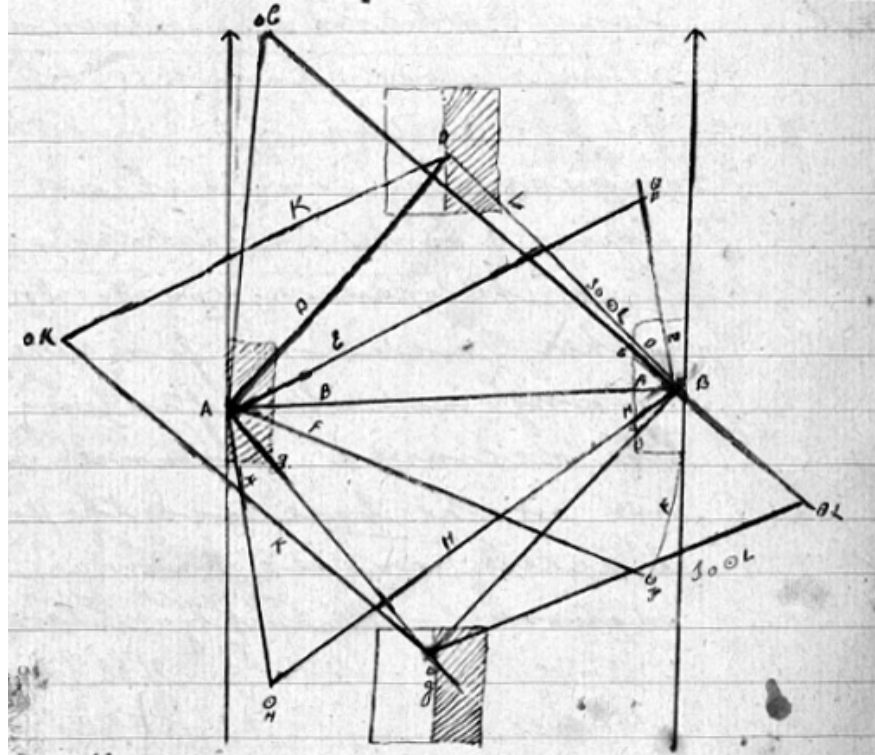
Value of A Report

The value of a report lies in its accuracy and corrections it should not have any bad semantics, write distinctly, address correctly, place one word in each space. When using signal service remember long messages may mean time and time is valuable.

In reporting on an enemy accuracy as regards times, places, position, strength. You should never hurry with a report. In furnishing a report you must state clearly whether you are certain and what is presumed or inferred. If you are not sure about anything do not mention it.

Angles

Plotting and Reading Angles In plotting angles, if these angles are magnetic bearings, and if it is required to plot any bearing from a point A, a line must be drawn through A, showing magnetic



The above figure, the protractor is unshaded when in position for plotting bearings between 180° and 360°

German Conscription System

Infantry Only

17 years (ages)	20 years	22	27	32	39
					45
	Colour service	Reserve	Landwehr I	Landwehr II	Landsturm II
	AKTIV	RESERVIST	WEHRMAN	WEHRMAN	LANDSTURMER
	800,000	1,300,000	1,200,000	1,200,000	
	Landsturm			If trained	Landsturm II
		Ersatz Reserve		Landwehr I	
		900,000		If untrained	
				Landsturm II	Landsturm II
				II	
			Landsturm I		
			KRIEGSFREIWILLIGE - war volunteers of all classes, above 850,000		

All men at the outbreak of war between the ages of 17 years and 45 years had a military classification

Maximum ranges of Howitzers & Mortars

Field Artillery	7.7 Field Gun	_____	9186 yds
	10.5 LF H	_____	7655 yds
Medium Range Guns	Foot Artillery		
	9 cm Gun	_____	7108 yds
	12 cm Gun	_____	7984 yds
	15 cm CA	_____	7929 yds
	15 cm Ring Kanone	_____	8312 yds
	15 cm Coast Defence	_____	8330 yds
	15 cm Long Gun	_____	10936 yds
High Velocity and Long Range Guns	21 cm Ring Kanone	_____	10718 yds
	10 cm Gun	_____	11264 yds
	13 cm Gun	_____	15148 yds
	15 cm Gun with overhead shield	_____	?
	15 cm Long Naval Gun	_____	17065 yds
Howitzers and Mortars	24 cm Naval Gun	_____	27550 yds
	15 cm Field How		
	15 cm Field How 02		
	15 cm Field How 13		

German Div Headquarters

Lieutenant
General

German Divisional Headquarters

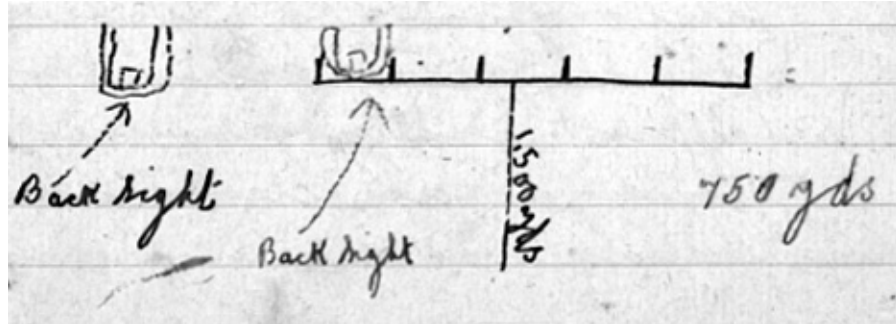
ages	17	20	22	27	32	39	45
L A N D S T U R M		Edow Service AKTIV 800,000	Reserve Reservist 1,300,000	Landwehr ³ Wehrmann 1,200,000	Landwehr II Wehrmann 1,200,000	Landsturm II	
		ERSATZ Reserve 900,000		4 Manned 4 Unmanned	Landwehr I Landsturm II	Landsturm II	
		LANDSTURM I					Landsturm II
	KRIEGSFREIWILLIGE War Volunteers of all classes about 850,000						

Judging Distances

Judging Distances

It is very necessary for Observers to be accurate judges of distance, all distances must be judged, not guessed. Intelligence should be able to judge distances up to 5,000 yds and should have a very small error in judging distances up to 1,500 yds. First thing to do is to memorise some known unit of measure such as a cricket-pitch, 100 yds tracks, 440 yds track, football ground and when judging distance apply this measure to the ground, always remembering that the further away the object is from your eye, so will the unit of measure, which you lay on the ground, decrease in size each time you apply it, so that if an object is 200 yds away, the second application of the 100 yds appears to be 1/2 of the first and so on. Make himself thoroughly particular with all distances up to 600 yds under all conditions of visibility and conformation of the ground. In practicing two heads are better than one, and by applying the bracket system the mean average is very often nearer the correct distance than the single judgement. Get fatigue men and place them at various distances & positions and using various methods of concealment, practice picking up men moving at long ranges, get familiar with the heights of various objects at different ranges, houses, churches, bridges, etc. Learn to judge villages at 2 or 3 miles.

Practice lateral distance. A SMLE Rifle back sight held in an aiming position and apply wings of back sight on the sector you wish to judge laterally, commencing at one edge of the sector continue to apply wings of back sight the number of times required to cover the sector you are on from left to right, determine the distance. By judging the distance divide the distance by 10, multiply the number of times the wings of the back sight protectors are applied and the answer will probably be the distance of the sector, eg



The Bar & Stroud

The Bar and Stroud has an error of 2½ per cent, the human eye should not have an error greater than 10 percent when judging distance that take the following things into consideration at each range 1 to 100 yds.

1. How much detail you can see. Can you see a man's face, hands, shoulders, head, etc. Movement attracts attention and what distance do you see movement? When do you realise or cease to see a man's head & shoulders? Take into consideration the distance, the direction the light is from, also is the sun behind you or in front of you and if the background, which is at the back of you whether it is dark or light.

Visibility Chart

Visibility Chart

The following chart is a small illustration of what is visible of a man moving and under cover, also lying down.

I can see	Yards		Yards		
A man's face	100	200	300		
A man's hands	100				
A man's details	100				
When moving					
Standing	100	200	300	400	500
Lying down	100	200	300		
Under cover	100				
Legs & Arms	100	200	300		
Shoulders	100				

A rifle sighted in aiming position covers a man standing at 400 yds. Kneeling he is covered at 200 yds. Whenever your target is difficult to see you will over estimate. Kneeling, lying or taking cover, if the the ground is broken and when looking down a straight track such as railways & canals, because you get the visibility point again in the distance you will under estimate when the object is large, the ground covered in snow, looking across water, when the sun is behind your work, when your objects do not blend with the background.

Take into consideration two things. Visibility, light or sight of the ground.

Always work in pairs.

Houses as a rule varying in distance.

Observation In all observations before commencing your work, have fixed on your mind what you have to look for, never become a wandering observer, divide you sector into 3 distances:

1. Fore ground
2. Middle distance
3. Distance

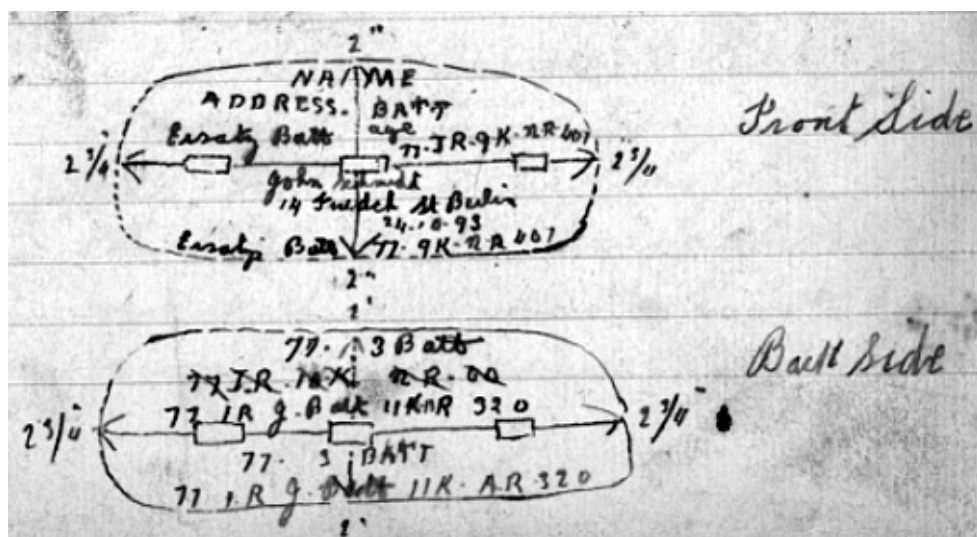
And again into right sector, left sector, centre sector and search each sector accordingly and in rotation. Make a small chart showing these divisions and place each movement down in each section. Always observed in pairs. Observers must have good eyesight, Do not report useless matter. Do not surmise anything. Always state the conditions of the weather. In making out a report always have a remarks column. Note the time of day, date of month, position of Observation, map reference of country, and always sign your name on the bottom of the report.

Identifications

Identifications Is the most important thing Intelligence has to deal with in the military. Intelligence means re condition of the unit opposed to you in the lit is of a special importance on the Western Front because we and the enemy are continually moving divisions from place to place, a move on a part of division may mean one of three things:

1. The ordinary regimental relief.
2. The withdrawal of a division for resting purposes.
3. A relief of a good fighting division may mean a new offensive on some other front.

German Disc The disc, know as Erkennungs Marke, but the disc is no longer a reliable source of information, unless corroborated by other evidence. There are three kinds of discs 1914, 1915, 1916. The 1916 pattern is used mostly now. This disc is oval shape $2\frac{3}{4}$ by 2 inches and is divided into 2 parts separated in the middle by 3 slits in order to make it possible for it to be broken, as half is buried and the other half returned along with his personal effects.



The marking is done in the following way. Front side: name, private address, place of training in peace & war times. On the Back side the following: His Feld-Truppenteil (Field unit), if he has been in more than one unit, the original is crossed out and a new one placed under it. The German numbers his men by companies and in consequence the number on his disc change as the man makes his changes and is also is a very good identification of the losses in his original company.

German Pay Book

A Pay Book (Sold Buch) of which the cover is of card-board and everything is placed in his book..On the front cover is his rifle number, gas mask number, rank, name, regiment, battalions and turning inside the cover there are 3 letters

A. His training unit, where he has been sent to the field.

B. Feld-Truppenteil - his batt.

C. His convalescent or unit which he has returned from the field. He should if in the field have nothing crossed out, but you will often find the Feld Truppenteil crossed out and another company entered in it.

Page 1

Page 1 gives the description of the holder of the book:

His name
His family name
Born at
Born on
Administ District
Parents State
Parents Position
Mothers Maiden Name
Place of Family
Administ District
Religion
Trade or Profession
Married or Single
Whom to
Wife's address
Administ & Place
Children

Page 2

Date of entrance into Standing Army
Date of coming back into the Army
Honours & Decorations
Personal description
Height
Profession
Chin
Nose
Mouth
Hair
Particular Marks

Page 3 & 4

His boots length & width.

The owner gets his pay 3 times a month.

Inoculations, etc.

Page 5 & 6

For pay purposes.

Page 6 (extra)

Gas attack rules.

Page 8

Printed for all inoculations

Page 9

Printed for all dental entries

Last page

Has small coupons for his pay 3 times a month

Organisation of German Trench Mortars

Trench Mortars	<p>There are three kinds of mortars</p> <ol style="list-style-type: none">1. Heavy trench mortars2. Medium trench mortars3. Light trench mortars <p>All Mortar Companies are attached to Divisional Pioneer Batt for administration and discipline and base the number of the division to which they are attached.</p>
Guard Divisions	<p>GMW (Guard Minenwerfer) coys work their own respective Guard Divisions</p>
MW Coys	<p>MW Coys with respective divisions</p>
Bavarian MW Coy	<p>201st MW Coy are the 1st Reserve Coy. Bavarian MW Coy with their respective Bavarian Divisions</p> <p>These companies have medium and heavy MW coys who have special transports</p> <p>7 Mountain MW Coy also</p> <p>4 Heavy guns</p> <p>8 Medium guns</p>
Light Mortars	<p>There are light MW 4 per batt, 12 per regiment, 36 per division (4 officers and 150 other ranks).</p>
Scale of fire	<p>They are governed by the range, scale of fire and heavy MW fire 10 to 15 rounds per hour. Used for destruction of defences.</p> <p>Heavy & medium destruction of works and greater effects.</p> <p>Medium and light - personnel</p> <p>Wire cutting scale and rate of 30 rounds per hour</p>
Light Mortars	<p>Light, being mobile may go forward with the Inf on all attacks to repel counter attacks and enable Inf to repeat ground captured and fires 25 rounds per hour.</p>
Six Inch Stokes	<p>6" Stokes (Newton) weights about 4 cwt 52 lbs shell (wind vanes) and a range of 125 to 1400 yds.</p>
Three Inch Stokes	<p>3" Stokes 3 (8 guns batteries per div) 4 officers and 46 other ranks or 1 per brigade and known as the same number as brigade. Range up to and from 125 yds to 800 yds range 10¾ lbs weight shell used.</p>

German Mortars	Name	Weight	Calibre in Inches	Weight of Projectile	Range
	25 cm Heavy MW	12½ cwt	9.84	209.4 94.8 138.9 55.57	164 yds to 514 yds
	Fluglh HM Mortar	25 cwt	9.45	220 92.6	262 yds to 919 yds
	17 cm Medium MW	10¼ cwt	6.69	99.6 21.6 Gas Incend 92.6 82.5	116 yds to 1004 yds
	7.5 L MW	324 lbs	2.95	9.9 1.2	175 yds to 1422 yds
	Lunzy W (Smooth bore)	3.58	3.58	8.7	137 yds to 492 yds
	H Lundwfer (Rum Jar)		9.5	44 66 88	38 yds to 290 yds 27 yds to 268 yds 22 yds to 175 yds
	Granatenwerfer (Pineapple)			4	66 yds to 450 yds

When types of extemporised mortars 'Albrecht', Mosser & Ead Mosser.

British Trench Mortars

Heavy Heavy 4 guns, 1 per Division. 3 officers & 56 other ranks. Weights 15.2 lbs and 9.45 lbs (unreadable word) (240 mm) Aerial torpedo range 500 yds to 1140 yds.

Medium Medium 3 (4 gun Batt per Division). 2 officers and 23 other ranks. 2" 60 lbs stick bomb range 100 yds to 570 yds.

Gas Shells Identification Gas shells have a series of yellow, white, rings around them also green and white crosses.

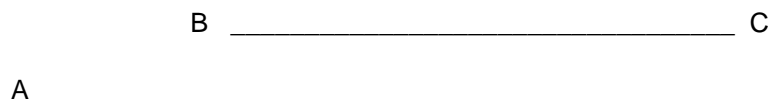
Plotting and Bearings of Angles

Plotting and Bearings of Angles It is usual to draw parallel lines representing magnetic meridians about the width of the protractor apart. On one end is marked the arrow of the meridian. The protractor is placed on the map or sketch with the arrow at the point where the bearing is to be drawn with its long edges N & South parallel to the lines. If under 180° the protractor is placed to the right or east, if over 180° (the protractor is) placed to the left or west, the north margin of the sketch being uppermost. The bearings of the various points in the diagram

	C 3°		F 181°		K 309°
	D 40°15		G 220°15	AG	L 66°15
	E 60°		H 232°		120°
At A	B 85°45	AB	A 254°45	AD	242°
	F 110°		C 309°	AF	322°45
	G 139°		D 315°		
	171°30		E 347°		

Traversing

Traversing This method will usually be confined to cases where the ruling points are not mutually visible, in bush country, and so the triangulation method of intersections is not possible. It is also more suitable when the sketch is one of a route. Say we have three points ABC which we wish to fix, we can see B from A and C from B but not C from A. If A is not already a fixed point on the sketch we plot it in any convenient position. We then observe the direction of B from A by some means and measure the distance of B. If we plot the direction on paper, and measure off the distance A & B we get B and proceed to fix C



Conventional Signs

Identification of German Caps and Badges

Dress (Pickelhaube) worn by Inf and Dragoons, black with spike.

Helmet

Field artillery, all the FA wear the same helmet with metal ball in place of spike.

Hussars wear a busby.

Uhlans wear a flat high cap.

Undress Forage Cap

Worn by all arms FELDMUTZE, the colour of the band differing according to unit.

Infantry, red band, red welt.

Cavalry, various colours

Infantry, scarlet band.

Artillery & Pioneers, black band.

Black band and Green edge, Schützen Regt.

Blue band, ASC and Train Regt.

Cavalry has various colours but is most common brown but all are covered with an elastic of cloth B and as not to recognizable in the distance. Each cap has two cockades showing the state the man belongs (to).

**Helmet
Imperial**

Cockades worn on right side and state on the left side.

**On the Cap
(Cockades)**

Imperial Red, white, black
Bavarian White, blue, white
Saxon White, green, white
Baden Yellow, red, yellow
Württemberg Red, black, red
Prussia Black, white, black
Landwehr White Cross (Maltese)

All of these regiments also have the Imperial Cockade on top.

Pickelhaub has a cover, Grey Landsturm or Landwehr, always has a letter and number on it.

**Belts &
Buckle**

Gott mit Uns (God with Us) Prussia

In Treue Fest (Firm and True) Bavaria

Pro Vid En Tae Memor (Mind full of Providence) Saxony

Fur Geht Los Treu (Fearless and True) Württemberg

Mit Gott Fur Konig un Vaterland (With God for the (King and) Fatherland) Baden.

Helmets are worn by all Inf Regts with ball on top for artillery. Shako worn by the Jägers, dismounted Zupliede Mounted men.

Buttons

On the shoulder also a button with number of the company on it, but not reliable.

Large button on tunic state the following States:

Prussia - either a crown or a double headed eagle

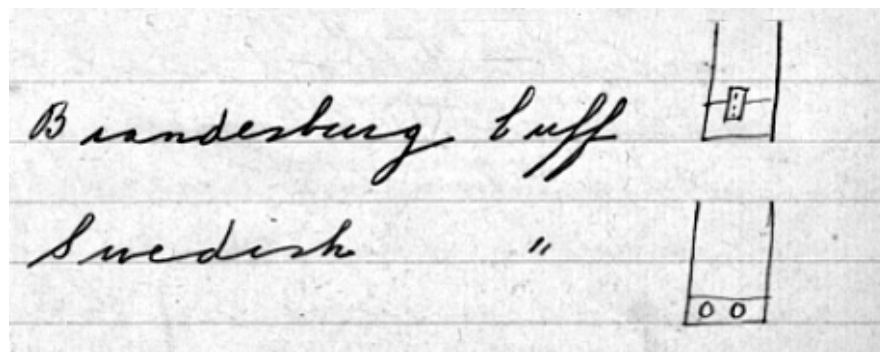
Bavaria - lion rampant

Saxony - coat of arms supported by lions paws

Württemberg - coat of arms & a lion and a stag

Hesse - Lion rampant with a dagger in its paws

Mecklenburg - has a crown



Uniforms

There is a new uniform, a blouse which has no buttons, only hooks and eyes. Pioneers has a black shoulder strap on them.

Shoulder straps	<p>There are three types of shoulder straps. Normal type with a numeral is worn by the majority of the line reg. Type of monogram worn by the Guards, Grenadiers, Grened Fusl and the majority of regiments belonging to the smaller kingdoms. Plain type worn by the Guards. There is five different coloured piping worn by the following Army corps districts</p> <p>White Piping: 1st & 5th Foot Guards; 1st & 5th Guard Grened; 1st, 2nd, 9th, 10th, 12th Army Corps; 109th, 110th, 116th Jägers Reg; Foot Artillery & all Field (artillery) except the Saxons.</p> <p>Scarlet Piping: 2nd Foot Guards; 3rd Guard Grened; 3rd, 4th, 13th, 14th, 15th, 19th Army Corps; 1st, 2nd, 3rd Bavarian Corps; 111th, 115th, 168th, 172nd Regiments and 2nd Batta of the 89th Grened Regiment Foot; Artillery of the above Corps.</p> <p>Yellow Piping: 3rd Foot Guards; 3rd Guard Grened; 3rd Guard Fusil; 5th, 6th, 16th, 17th Army Corps; 112th, 118th 142nd Jäger Regiment.</p> <p>Blue Piping: 4th Foot Guards; 4th Guard Grened,; 7th, 8th, 18th & 2nd Army Corps; 40th, 113th, 115th, 178th Jäger Regiments; and all trained troops and Divisional ASC.</p> <p>Green Piping: 21st Army Corps; 114th Jäger Regt; all Jäger Batt not included up to date; all Schutzen Batt & 118th Schutzen Reg.</p> <p>Light Grey: By all lines of communications troops.</p> <p>Naval Corps has a crown and cross(ed) anchors in yellow</p> <p>Enfrigwellige, he has a shoulder strap of his state, plain with the colours of his state around the edges to it.</p>
Litzen Types	<p>Litzen 3 types</p> <p>1st double worn by Guards, 1st 2nd 3rd & 4th Guards Fusiliers and the Guards Grenadiers; colours grey red in centre Single Litzen Grenadiers 80th Fus Reg, 114th 145th Jägers 109 Body Grenadiers, blue colour Yell colour 5th Foot Guards 1st G Fus (Old Prussia)</p>
Badges of Rank	<p>Officers 3 classes</p> <p>Subaltern Officer Field Officer General Officer</p> <p>Sub Officers are Lieut & Capt Field Officers are Majors & Colonels General Officers are the highest rank</p>
Sub Lieut	<p>All wear badges of rank on the shoulder strap.</p> <p>Subaltern, narrow strap with a bar of silver lace and No of his regt in metal on his shoulder strap</p>
Ist Lieut	<p>1st Lieut, narrow strap with a bar of silver lace, No of his regt in metal and has 1 star also</p>

Captain	Captain, narrow strap, bar of silver lace, No of his reg in metal and has 2 stars also
Major	Major has a broader shoulder strap and twisted lace with a metal numeral
Lieut Colonel	Lieut Colonel, has a broader shoulder strap and twisted lace with metal numeral and 1 star
Colonel	Colonel has a broader shoulder strap and twisted lace with a metal numeral and 2 stars
Lieut General	Lieut General, larger shoulder strap of gold and silver lace, 1 star
General	General large shoulder strap of gold & silver 2 stars
Gen Colonel	Gen Col large shoulder strap of gold & silver 3 stars
Field Marshal	F Marshal large shoulder strap of gold & silver X Batons Crown
(Knots)	All German officers has a sword & knot & ordinary pattern tunic
General Officers	All general officers has a scarlet patches with gold embroidery and the General Staff has crimson patches & 3 scarlet stripes down their breeches
Medical Officers	Collar patches of blue edged with scarlet and a staff of Aesculopanis
Veterinary Officers	Black and red collar patches
NCO	Badges of rank on collars and cuffs
Lance/Cpl	1 large button on each collar with name of his state
Corporal	Gold lace collar & cuff & button also the cavalry, & train
Wachmeister	Same but has extra bar of lace on the sleeve
A/Lieut	Same as corporal shoulder strap of a Lieut officers clothing & equip
(Uniforms)	There are three kinds of uniforms
Dark Blue	A training uniform and numerals in yellow.
Field Grey	Field Grey uniform has numerals in red
Field Grey (1917)	Hooks and eyes with a double cuff with field grey 2 patterns of cuff
	Brandenburg cuff
	Swedish cuff
Piping	Piping around the tunic denotes the service and corresponds with uniform
Badges	The following badges are worn by the following regt
	Jäger & Schutzen - Hunting Horn
	Pioneer Batt - Crossed pick & shovel
	Foot Artillery - Grenade
	Mortars - M above numeral
	Machine Gunners - White MG over black or sledge tripod on left arm
	Bandsmen - 2 epaulettes and cross flags of B & White
Iron Cross	Iron Cross of the 1st Calls is worn level with the left hand pocket and has ribbon of black & white. There are 4 classes and the other classes wear their ribbon on the second button of tunic.

Field & Memory Sketching

Field & Memory Sketching It must be relevant to the subject which is undertaken.
It must be clear and legible.

It must be completed in time for use.

It must be as accurate as circumstances permit.

Military Sketch There is a great difference between military and panoramic sketching. A military sketch contains only what is of interest of a military point of view, it is the plan of the given area showing the points of technical importance.

Panoramic Sketch Is a pencil sketch of a given area and contains everything of importance, so therefore it must not be confused with a military sketch. A military sketch does not contain poetry of a landscape, it merely deals with military matters in sketching. The importance of all is the essential field sketching and should contain conventional signs. In sketching you must choose ruling points then take your paper, mark it after having dotted it out first the principle points, join them by lines and form a rough frame work or a series of preliminary lines and work off them. A good plan is to hold a pencil full arms length away between your eye and landscape marking off with your thumb the position of the pencil that covers your frame line the place with the pencil. The pencil should be used fairly vertically, horizontally, diagonally to check the distance from one point to another to check heights, depths, and other means. To convey the idea of distance lines thin and the nearer you are to the sketch so make the lines thicker, all foreground must be bold. Remember that roads, railways, canals, etc are parallel, lines in the distance and vanish to a disappearing point in the distance. Always time, date and sign all sketches.