

Wheeling to Make a Turn (Basic)

Command:

"Wheel to the right from the right file leader!"
(or **"Wheel to the left from the left file leader."**)

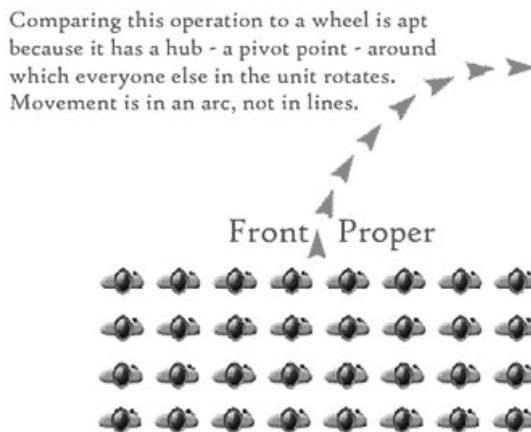
By 'Wheeling,' a **unit** changes its direction, not simply each soldier. That is, everyone could in the end be facing 90° to their former orientation, even 180°, but there would be no "Accidental" Front, only the "Proper" Front.

Before beginning this or any Wheel, Colonel Barriffe urges: "...close both ranks and files to their Order, which is Three foot both in rank and file...Musquetiers being all either poised or shouldered; your Pikes ought to be Advanced."

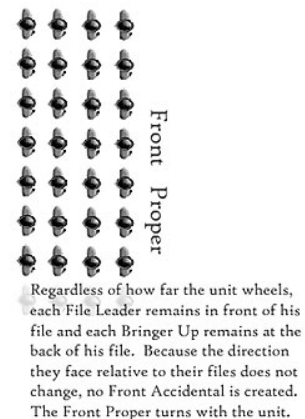
Observe in the example that this motion shifts the unit from its original ground. While simple to see here, on the field the actual result may not be quite as intended when the command is given. Unlike other 'Reducements,' should the commander wish to return the unit to its beginning configuration or "reduce" the wheeling, the soldiers would NOT end up on the same ground on which they began the exercise. (But the Proper Front would be maintained!)

Notes WITHIN the Flash animation:

1. Comparing this operation to a wheel is apt because it has a hub - a pivot point - around which everyone else in the unit rotates. Movement is in an arc, not in lines.
2. By 'wheeling,' the Front Proper is maintained in the direction the soldiers face.
3. The officer or sergeant in charge determines which soldier will be the pivot point or hub for the wheel, and when he gives the order, that particular soldier is designated as part of the order, as in "Wheel to the right from the right file leader!"
4. Regardless of how far the unit wheels, each File Leader remains in front of his file and each Bringer Up remains at the back of his file. Because the direction they face relative to their files does not change, no Front Accidental is created. The Front Proper turns with the unit.



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The Young Artilleryman, Chapt 57

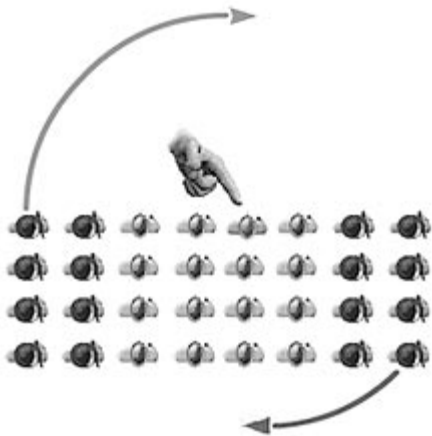
Wheeling Upon the Center

Command:

"To the right on the same ground, wheel!"

(or **"To the left on the same ground, wheel!"**)

Wheeling upon the center halves the amount of turning space required for the unit compared to other types of wheeling. The wider the unit's frontage, the more space required for the wheel, especially for one other than wheeling upon the center. Although that seems obvious to read, when on the field, enthusiasm and excitement (not to mention musket smoke) may distort the objective appraisal of space needed.



Notes WITHIN the Flash animation:

1. A type of wheeling quite handy for confined spaces is the 'Wheeling upon the center' for which the pivot point is an individual soldier at or very near the middle of the front rank, pointed out by the officer or sergeant.
2. What requires concentration and, hence, ample time is that about half the soldiers will be stepping backwards in an arc as the rest go forward in an arc, all while maintaining their dressings. The only one not stepping is the chosen center soldier who pivots slowly on the spot.

Sergeant Subtlelus says: "A wheel can be used to turn the front a few or several degrees to face directly an enemy that may be approaching at an angle or already poised there."