

# **NCWC Written Driving Safety Test**

## **Answer Key**

**v. 8.21.03 - Final**

1. What command can be voiced by anyone who sees an unsafe or potentially unsafe condition with a horse-drawn vehicle? **“All Stop”**
2. What command that can be voiced by anyone to warn non-mounted personnel to get away from a horse drawn vehicle, i.e. vehicle rolling backward down hill or drivers losing control of the team? **“Clear Wheels”**
3. What should be yelled when a person enters the space between the limber wheels and carriage wheels to warn the drivers of this potentially dangerous position. **“Man at the limber”**
4. What command must be given by the Chief of the Piece to warn non-mounted personnel to get clear of the wheels as the vehicle is about to move. **“Cannoneers Posts”**
5. At the halt, when given the order to move, an artillery team wheel driver must first look at the **limber and carriage** to see if it is safe to move; if so he will say **“Ready”**.
6. At the halt, when the execute command to move is given, the artillery team corporal, after he has heard his wheel driver say “READY,” will give the command **“Drivers, Drive On”** so all horses on the team start at the same time.
7. What should drivers of a horse-drawn vehicle do when they hear the command “All Stop?”  
**Drivers will immediately bring their mounts to a halt, if moving, or gather them to prevent their moving if at a halt.**
8. Who is allowed to drive horses at NCWC sanctioned public events?  
**Only reenactors who have passed the NCWC Driving Test at least at the Novice/Qualified level and only persons over the age of 16.**
9. When can drivers with a Novice/Qualified rating drive at NCWC events?  
**Only outside of battle scenarios and only if accompanied by a driver with an Intermediate or Advanced rating.**
10. Who is allowed to be a passenger in horse-drawn vehicles at NCWC events?  
**Only NCWC members.**
11. Cannoneers who wish to ride limber chests must pass what test? **The written NCWC Driving Test.**
12. What is the minimum qualification necessary to be allowed to drive an artillery team in battle scenarios in each position?  
**The wheel driver must have an Advanced rating, the lead driver at least an intermediate rating, and the swing driver at least a Novice/Qualified rating.**
13. When can other vehicles (wagons, ambulances, civilian vehicles) be driven in battle scenarios?  
**The driver must have an Advanced rating and the scenario must be approved by the Bttn COs and the Safety Committee in advance.**
14. What must ALWAYS be put on a horse before it is engaged to a vehicle, and must never be removed until the horse is disengaged from the vehicle?  
**A bridle and reins.**
15. At public events, what is the fastest permitted movement of a horse-drawn vehicle, unless the team and drivers are certified at the ADVANCED level and approval of Battn COS and Safety Committee is given?  
**A trot.**
16. When is it permissible to tie horses that are hitched to vehicles to an immovable object?  
**Only when hitching and unhitching.**
17. When is it permissible to tie horses that are hitched to vehicles to a movable/breakable object, such as another vehicle or a picket line?  
**Never.**
18. When must horse drawn vehicles be at a walk?  
**Anytime they are 30 feet from pedestrians, tented areas, or any camp and any time they are within 30 feet of the public, wounded or dead soldiers, or enemy troops.**

19. When may horse drawn vehicles be attacked or captured?

**Never.**

20. When must an artillery team have an outrider (mounted escort), riding to the left of the lead pair, at public events?

**Always.**

21. Who is in charge of the movements of an artillery team at all times?

**The wheel driver.**

22. In what order shall horses be hitched to the gun or caisson?

**Wheel, then swing, then lead pairs.**

23. When cannoneers are mounted on the limber and/or caisson the pace will never exceed **a walk.**

24. Where must drivers' and cannoneers' canteens and haversacks be placed?

**On the person, not attached to the saddles or placed on the limber chest.**

25. When is firing, fighting, or taking hits allowed off or from an artillery team horse?

**Never.**

26. What is the maximum number of cannoneers that may ride a single limber chest?

**Three.**

27. When are cannoneers allowed to mount the limber chest?

**After all drivers have mounted and taken up the reins.**

28. Cannoneers must not mount the limber chest from where?

**From the front of the limber.**

29. When is the only permissible time anyone can get between the wheels of the limber and gun, after the horses have been hitched to the vehicle??

**When unlimbering.**

30. What should a person yell before attempting to unlimber a gun?

**"Man at the limber."**

31. Cannoneers while walking alongside the gun being moved by horses shall not put their **hands** on the **tire**.

32. How shall steep downhill movement with a cannon be accomplished?

**At a walk with either a prolonge rigged as a brake (held back by the crew) or with the wheel lock chain fixed on the towed vehicle.**

33. When are cannoneers allowed to ride limbers and/or caissons during steep uphill or downhill movement?

**Never.**

34. What must teamsters or artillery drivers do before allowing any passengers to mount the vehicle?

**The teamster or drivers must be mounted and have taken the reins.**

35. What must teamsters or artillery drivers do before allowing any passengers to dismount the vehicle?

**For artillery teams with cannoneers as passengers on the limber box, drivers must remain mounted and in control of their horses. For other vehicles, assistants must hold each horse in the team until all the passengers are dismounted. (Drivers must remain mounted.) and a vehicle brake, if any, must be set.**

36. What is the fastest permitted movement of ANY horse-drawn vehicle when passengers are aboard?

**A trot.**