



26th Infantry "Yankee" Division World War II Living History

Soldier's Training Outline / WWII Re-enactor, Living History

Yankee Division Living History has consolidated the Re-Enactor with the Living Historian.

In years past we've found that a minor number of re-enactors had little knowledge of the history of the Yankee Division, its command structure during WWII or the campaigns in which it fought.

All WWII US G.I. Training is based on US Army Manuals ranging from 1941-1945. Executed within reason to train a person with no military experience, in the basic knowledge closely equal to that of the average US Army Soldier of WWII. This includes (again, "within reason") Military bearing of the period, Customs and courtesies of the period & knowledge of equipment and basic infantry tactics of the period.

The requirement for all first year personnel are to familiarize themselves with the FM 21-100 and perform quarterly training on basic WWII soldiering.

We've combined this in three Phases:

Phase-1, A foundation of basic historical fact relating to the Yankee Division from periods 1942-45.

Phase-2, Military Drill and Ceremonies.

Phase-3, Technical Knowledge of equipment and weapons, this also covers the chronological issue of equipment.

Example:

1. Items issued to the Infantry GI from 1941-43 and year introduced into the European theater.
2. Infantry items introduced to the GI in the European theater from 1944-45.

This Basic Program is a 3-phase course.

The quarterly training consists of classes on and examples of all types of equipment as found in:

- A. Henri-Paul Enjames "US Army European Theater of Operations Collectors Guide".
- B. "US Army Uniforms of WWII" by Shelby Stanton.
- C. A Practical application of Drill and Ceremony from the "NEW Infantry Drill Regulation" United States Army dated 1941.
- D. A practical application with the unit weaponry on the rifle range. Consolidating live fire and weapons cleaning with all the weapons used by the Infantry Regiment. Excluding the Rocket launcher's (Bazooka) and Mortar's (60MM & 81MM). Troops are required to learn the weapons, disassemble and reassemble them. Our scope is to train and educate our Re-enactors just as the US Army National Guard has done from its inception through WWII.

1. Rank and Grade testing during training events only:

A. January Training Event's:

Testing for Corporal available for qualified Troops.

April Training Event's:

Testing for Sergeant (Assistant Squad Leader/ 1944 TO&E) Testing for Sergeant available for qualified Troops.

C. July Training Event's:

Testing for Staff Sergeant (Squad Leader / 1944 TO&E) Testing for Staff Sergeant Available for qualified Troops.

D. October Training Event's:

Testing for Private First Class, Required for all Privates with a minimum of 365 days in the Yankee Division Historical Re-enactment Group.

2. Technician Grades (T/3, T/4 & T/5) Testing Based upon Knowledge Skills and Abilities:

A. WWII Military Vehicle Owner/Driver's - January Training Events.

B. Communications Equipment Owners and Operator's - April Training Events

C. Technical Operations & Preparations Specialties - July Training Events

D. Heavy Weapons Owner/Operator's - October Training Events

Time In Grade:

Private..... 1 Year Min, from date of joining.

Private First Class.....1 Year Min, from date of promotion, Former Military begin at PFC.

Corporal - T/52 Years Min, from date of promotion.

Sergeant.....3 Years min.

T/42 Years Min.

3 Years Minimum time in grade for all remaining NCO ranks.

Note:

It is understood that in order for a YD Soldier to progress in the rank structure the Soldier will be required to take on more responsibility in Yankee Division Living History. Such responsibility includes increased attendance to unit events, making the public aware that Living History, Recruiting & Retaining members and Learning the written history of the 26th Infantry "Yankee" Division from its conception to the present day. The availability of Grades and Ranks within the unit a member is assigned to, is ultimately up to the unit Commander's.

*Positions will be filled by the direction of the Unit Commander.