



LARRY FRANCIS WIRT

(JULY 4, 1944 - APRIL 23, 1966)



Army
Specialist 4



Ordnance,
Wheeled Vehicle
Mechanic



HHC, US Army
Vietnam (USARV)

Years of Service: FEB 1964 - 23 APR 1966

Medals & Awards:

National Defense Service Medal

Vietnam Service Medal

Vietnam Gallantry Cross Unit Citation

Republic of Vietnam Campaign Medal



Specialist 4 Larry Wirt joined the United States Army in February, 1964, and served for nearly two years. He began his tour of duty in Vietnam on Christmas Eve, 1965. SP4 Wirt was assigned to the Headquarters and Headquarters Company, United States Army Vietnam (HHC, USARV) in Saigon, which controlled the movements of all Army units in South Vietnam. During his months in Vietnam, SP4 Wirt worked in the USARV's multiple vehicle maintenance facilities as a Light-Wheel Vehicle Mechanic, servicing the staff's substantial motor pool. Although his time in Vietnam was brief, SP4 Wirt has been remembered by those who served with him. In 2004, J. Ruby wrote, Larry "you are not forgotten. It was a pleasure serving with you in nam. Rest in peace friend."*

Larry Wirt was born on Independence Day, 1944, to Sadie Pinkard and Roy Edward Wirt. One

of eight children, Larry and his family lived in Roanoke and Pulaski and then moved to Lynchburg when Larry's father began working for Jennings-Watts Oil Company, where he was employed for 30 years. The Wirts resided on Route 2 and attended Marsh Memorial Methodist Church on Leesville Road. In his youth, Larry participated in the Boys' Forestry Camp held at Holliday Lake State Park, where he learned forest fire control, surveying, tree identification and planting, and game management skills. In 1960, he won the Division II Dairy Cattle - Best Yearlings prize at the Lynchburg County Farm Show. Larry attended Brookville High School, where he joined the Future Farmers of America, and graduated in 1962. Prior to serving as a mechanic in the Army, Wirt honed his car repair skills as an employee of Adams Motor Company on 5th Street in downtown Lynchburg.

*Wall of Faces