

## DRILLING AND MARCHING

### Basic Terms

- A. **Element:** The individual, Unit, Club or other piece of a larger grouping
- B. **Formation:** The arrangement of Pathfinders, Units, Clubs or other elements in drill
- C. **Line:** A formation with the elements beside one another
- D. **Rank:** A line only one element deep (no one behind the first line)
- E. **Interval:** The space between elements in a line
- F. **Column:** A formation with elements behind one another
- G. **File:** A column only one element wide
- H. **Distance:** The space between elements in a file
- I. **Cover:** Aligning behind the individual directly in front
- J. **Flank:** The right or left side of a formation (as determined by the direction of the formation)
- K. **Cadence:** The rhythm with which a command is carried out, and the steps per minute of a movement
- L. **Preparatory Command:** The initial work or combination of words given in a command that allows the Pathfinder to be prepared for the complete command (example: "right" in Right Face)
- M. **Command of Execution:** The final part of a command, which signified time for action by the Pathfinder (example: "face" in Right Face)

FILE

A  
B  
C  
D  
E  
F

COLUMN

A A A A  
B B B B  
C C C C  
D D D D  
E E E E  
F F F F

RANK

F E D C B A

FORMATION

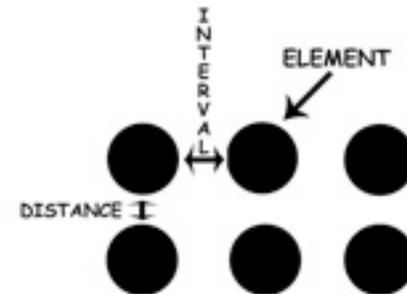
F E D C B A  
F E D C B A  
F E D C B A  
F E D C B A

LINE

INTERVAL

ELEMENT

DISTANCE



## Commands at the Halt

- A. **Fall In:** Command given to come to formation. At Fall In, Pathfinders form on the lead Pathfinder (front right). Carry out a quiet Dress Right Dress (see below) without command, Ready Front (without command), formation stands at attention.
- B. **Attention:** The primary standing position. Heels together, feet at a 45 degree angle. Legs straight (but do not lock knees). Hands in a slight cup position, thumb touching first joint of forefinger, thumb lined up with seam of trousers, arms hanging straight (but not stiff). Head erect and eyes facing forward (do not look around at attention, keep eyes facing forward). There is no movement or noise at attention.
- C. **Parade Rest:** Commanded from Attention, and automatically entered into from Stand At Ease, At Ease and Rest when a preparatory command comes from the commander (for example "Pathfinders" of "Pathfinders, Attention"). To move into Parade Rest, move the Left Foot out approximately eight inches, so the legs are close to shoulder width apart. Move hands to the small of the back, palms out, with the right hand placed into the palm of the left hand, the thumbs gently interlocked. Remain quiet at Parade Rest, do not move or turn head.
- D. **Stand At Ease:** Stand At Ease is commanded from either Attention or Parade Rest. It is the same position as Parade Rest, except the head and eyes are turned toward the speaker.
- E. **At Ease:** Similar to Parade Rest and Stand At Ease, but Pathfinder can relax stance, move somewhat (Right Foot MUST stay in place), but there is no talking or noise. *For SAIL club, keep feet as in At Ease, keep hands behind back, but relax them to hang lower.*
- F. **Rest:** Allows a casual stance, but Right Foot must remain in place (to retain the formation). Talking is allowed.
- G. **Prayer Attention:** Prayer Attention (sometimes called Prayer Rest) is given from the position of Parade Rest. It is the same position as Parade Rest, except the head is bowed (and hats removed from men if they are being worn). At the conclusion of the Prayer, the Pathfinder automatically resumes the position of Parade Rest.
- H. **Dress Right Dress:** This command is used to set the Interval in a Formation, and essentially means line up properly spaced to the person on your right. The Lead Pathfinder (right-most in the Line) looks forward, and raises their Left arm out straight to their side. The next Pathfinder turns their head to the Right, and moves in small steps until their shoulder is touching the fingertips of the individual to their right. This is done down the Line, with the left-most Pathfinder looking Right but NOT raising their Left arm. This is done automatically at Fall In.
- I. **Ready Front:** The command to return to attention from the Dress Right Dress position. Arms are smartly brought back down to the side (WITHOUT a slapping noise) and heads are smartly returned to the front.
- J. **Cover:** This command is used to set the Distance in a Formation. The Left arm is lifted straight out in front, the fingertips approximately six inches from touching the Left shoulder of the Pathfinder in front (the front elements in a column do NOT lift their arm). The distance should be approximately 30 inches between

Pathfinders. If the arm is too short, compensate by leaving additional space to equal 30 inches.

- K. **Recover:** Recover is used to return to the position of Attention from Cover. The arm is brought smartly back down to the side, WITHOUT a slapping noise.
- L. **Dress and Cover:** This command not official for Pathfinders, but is occasionally used, and may be done automatically upon Fall In. A combination of Dress Right Dress and Cover, where both Interval and Distance are set for the Formation. In this case, the Left arm is put out to the side as in Dress Right Dress and the Right arm is used for Cover.
- M. **Close Intervals:** Close Intervals is used in combination with Dress Right Dress to tighten the Intervals, particularly when space is limited or there is a speaker who needs to be seen by everyone in the Line. Instead of raising the Left arm, the Pathfinder instead raises the Left elbow out by moving the left hand up to the waist. The next Pathfinder in the line moves over until their arm is touching the first Pathfinder's elbow. As in Dress Right Dress, all Pathfinders except the Right-most in the line turn their heads to the Right during this maneuver.
- N. **Count Off:** Upon the command, if the elements are in a Line, all EXCEPT the Right-most Pathfinder turn their heads to the right. The Right-most Pathfinder then says "One," and immediately following this the next Pathfinder says "two" while returning their head smartly to the front. The counting continues until the end of the Line is reached. If the command is given to a Column, the first Pathfinder turns his head to the right and says "one," then brings his head back forward. The next Pathfinder repeats the movement, saying "Two" and on

down the line to the last Pathfinder, who says his number but does NOT turn his head.

- O. **Present Arms:** Given only from the position of Attention. In one crisp (but not exaggerated) movement, the Right hand (kept straight at the wrist) is lifted to touch the forefinger to the forehead, just above the corner of the right eye. The hand is tilted slightly downward so only the edge is seen from the front, not the palm or back of hand. The elbow is bent, angled slightly outward. The position is held until the Order Arms command is given.
- P. **Order Arms:** Hand is returned crisply (but without noise) to the side, resuming the position of Attention.
- Q. **Right Face:** From the position of attention, when the preparatory command (Right) is given, slightly raise the Right toes and Left heel. When the command of execution (Face) is given, pivot 90 degrees to the Right on the Right heel and Left toe in one move, then bring the Left foot forward in a single step to return to the position of Attention. The arms should not move, the head should remain facing forward in line with the body. The movement is carried out at the same Cadence as the two parts of the Command, the timing between the pivot and bringing the second foot forward matching the timing between the parts of the Command Right and Face.
- R. **Left Face:** From the position of attention, when the preparatory command (Left) is given, slightly raise the Left toes and Right heel. When the command of execution (Face) is given, pivot 90 degrees to the Left on the Left heel and Right toe in one move, then bring the Right foot forward in a single step to return to the position of Attention. The arms should not move, the

head should remain facing forward in line with the body. The movement is carried out at the same Cadence as the two parts of the Command, the timing between the pivot and bringing the second foot forward matching the timing between the parts of the Command Right and Face.

- S. **About Face:** Like Right and Left Face, this is a two-step movement, carried out in the same Cadence as the Command. The first move of About Face is to lift the Right foot, and place the Right toe on the ground approximately five or six inches behind and slightly to the Left side of the Left heel. The second step is to pivot on the Left heel and Right toe 180 degrees to the right, with the feet at the end returning naturally to the position of Attention (if performed properly, the heels will end up together again, the toes will be at a 45 degree angle, and there will be no need for a third step). It is important to practice to find the placement of the Right toe to ensure the feet return to the position of Attention at the completion of the move.
- T. **Fall Out:** Fall Out is used to allow a general level of relaxation while keeping the Pathfinders in the same area. Upon the command, the Pathfinders perform (in unison) an About Face, one marching step in the new direction, and then are free to move about and talk within the general area of the formation.
- U. **Dismissed:** Performed from the position of Attention. Usually preceded by the commands Present Arms and Order Arms. When the Dismissed command is given, the maneuver is the same as for Fall Out, but the Pathfinders are not required to stay in the general area.

V. **Open Ranks:** When standing in Formation, Open Ranks is used to allow for the inspection of units and elements. Upon the Command, simultaneously the first Line takes four steps forward and resumes the position of Attention, the second Line takes two steps forward and resumes the position of Attention, the third Line stays still, the fourth Line takes Four (half-)steps backwards, the fifth Line takes Eight (half-)steps backwards, with subsequent Lines taking the appropriate number of steps backwards to effectively double the space between the Lines.

W. **Close Ranks:** Close Ranks is the reverse of Open Ranks. The third Line continues to remain stationary and at Attention, the second Line takes four (half-)steps Backwards to resume its initial position, the first Line takes eight (half-)steps backwards to resume its initial position, the fourth Line takes two steps forward to resume its initial position, the fifth Line takes four steps forward to resume its initial position, each subsequent Line takes the appropriate number of steps forward to resume the initial position in Formation.

## Commands on the Move

- A. **Mark Time March:** Mark Time March is technically only given while already marching (but is also used in training from the position of Halt to teach cadence). Upon the command, take one more step forward, then bring the second foot next to the first foot, and continue marching in place at cadence, with steps rising approximately two inches off the ground.
- B. **Forward March:** From the position of Halt, upon the command Forward March, begin with the Left foot, begin marching forward with steps approximately 22 to 24 inches. Allow arms to swing naturally (not exaggerated or stiff) at the sides, the arm moving in the opposite direction of the associated foot, with the hands swinging approximately nine inches forward and six inches to the rear. Standard Marching Cadence (called Quick Time) is 120 steps per minute, with a 22 to 24 inch step. (Note: when at Mark Time March, the command Forward march can be given on either foot. Once the command is given, one more step is taken in place, then the forward motion is continued with the next foot - either Right or Left. This is one of only two times when marching can begin with the Right foot).
- C. **Backward March:** Only given from the position of Halt, Backward March is normally (but not always) preceded with a number of steps to move. Upon the command, beginning with the Left foot, the Pathfinder takes half-steps (12 inch) backwards (at Quick Time cadence), keeping their head facing forward, arms swinging naturally. [Note that the step is half the distance of a Forward March step, which is why the total step count in Open Ranks and Close Ranks is different for moving forward or backwards, though the distance covered is the same.]
- D. **Right Step March:** This is the second instance where marching begins with the Right foot, rather than the Left foot. Like Backward March, the command is often (though not always) preceded with a number of steps to move. Upon the command, lift the Right foot and take an eight inch step to the Right, then bring the Left foot next to the Right foot, back to the position of attention. Continue doing this at Quick Time until either the number of pre-commanded steps are reached, or the command of Halt is given. Upon the command of Halt (given when the feet are together), take one more step to the Right, then bring the Left foot back to the position of Attention.
- E. **Left Step March:** Like Backward March, the command is often (though not always) preceded with a number of steps to move. Upon the command, lift the Left foot and take an eight inch step to the Left, then bring the Right foot next to the Left foot, back to the position of attention. Continue doing this at Quick Time until either the number of pre-commanded steps are reached, or the command of Halt is given. Upon the command of Halt (given when the feet are together), take one more step to the Left, then bring the Right foot back to the position of Attention.
- F. **Quick Time March:** Quick Time March is a march at a Quick Time cadence of 120 steps per minute. The command can be given from the Halt, or given while marching at another cadence to resume Quick Time. Unless otherwise specified, all marching is done at Quick Time.

G. **Double Time March:** Double Time March is the same as Quick Time but at a cadence of 180 steps per minute. The arms swing naturally at the sides, but not exaggerated. The standard 22 to 24 inch step is used. At Double Time March, only four commands can be given: Quick Time March, Halt, Column Right/Left March and Column Half Right/Left March.

H. **At Ease March:** At the command of At Ease March (given from Quick Time March) the Pathfinder is no longer required to remain in cadence, but they must remain silent, and maintain the approximate intervals of the formation. Only two commands can be given from this maneuver: Quick Time March and Route Step March. To change directions at At Ease March, the commander simply tells the lead elements, and the remainder of the formation follows in the new direction.

I. **Route Step March:** This is the same as At Ease March, but allows talking.

J. **Half Step March:** Given from the Halt or at the march, Half Step March changes the distance of each step to 12 inches, instead of the standard 22-24 inches. If already marching, at the command of Half Step March, take one more normal (22-24 inch) step, then make the next step a 12 inch step. Resumption to the 22-24 inch step happens upon the command Forward March.

K. **Close Interval March:** From the Halt, upon the command, the Right-most Pathfinder stays put, each Pathfinder to the Left takes one less step to the right than their number (the second Pathfinder from the right takes one step, the third Pathfinder from the right takes two steps, etc). Pathfinders do not raise their elbows to measure the interval in this maneuver. Carrying out a Close Interval March while on the march is slightly

more complicated. The preparatory command (Close Interval) is given as the Right foot strikes the ground, the command of execution (March) when the Right foot strikes the ground the next time. The Right-most File takes one more 22-24 inch step, then begins Half Step March (12 inch steps). The elements of the other files carry out a Column Half Right March until the desired interval is reached, then a Column Half Left March to return to the parallel of the corresponding element of the file to the right, and begin Half Step March to remain even with the Right-most File. Once all Files are back aligned into a Column at Close Interval, the Command Forward March is given to resume the full 22-24 inch step.

L. **Normal Interval March:** The reverse of Close Interval March, with the appropriate Column Half Left March followed by the appropriate Column Half Right March to resume Normal Interval in the Column.

M. **Eyes Right:** This Command is used during a parade or review, to acknowledge the reviewing stand or dignitary. The Command Eyes Right is given by the Club Director, marching at the front of the club, when he is six steps from the official or review stand. At the command of execution Right, All Pathfinders EXCEPT the Right-most File turn their head 45 degrees to the right, but keep marching straight ahead. The Club Director turns his head to the right and gives a salute beginning at the command Right. (The Pathfinder Flag is also dipped 45 degrees, the National Flag remains upright, the Guidons, if present, shift to Present Guidons). The maneuver is continued until the ending command (Ready Front) is given.

N. **Ready Front:** Given to return Pathfinder formation to normal Marching position from Eyes Right. When the last Pathfinder of the Formation has passed the reviewing stand or official by six steps, the Director orders Ready Front. At this time, the Pathfinders return their heads to the forward position, the Director ends his salute, the Pathfinder Flag is returned to the upright carry position, and the Guidons return to the Carry.

O. **Right Flank March:** The Flank is the side of a formation, and a Flank maneuver (Right Flank March of Left Flank March) is given to turn the entire moving formation simultaneously to one flank. The Preparatory Command (Right Flank) is given when the Right foot strikes the ground, the Command of execution (March) given the next time the Right foot strikes the ground. The Pathfinder then takes one more step, rotating on the ball of the Left foot as it strikes the ground, and taking the next Right foot step in the new direction. Upon completion of the maneuver, Pathfinders glance briefly to the right (turn eyes, not head) to re-align.

P. **Left Flank March:** The Flank is the side of a formation, and a Flank maneuver (Right Flank March of Left Flank March) is given to turn the entire moving formation simultaneously to one flank. The Preparatory Command (Left Flank) is given when the Left foot strikes the ground, the Command of execution (March) given the next time the Left foot strikes the ground. The Pathfinder then takes one more step, rotating on the ball of the Right foot as it strikes the ground, and taking the next Left foot step in the new direction. Upon completion of the maneuver, Pathfinders glance briefly to the right (turn eyes, not head) to re-align.

Q. **Column Right March:** Unlike the Flank maneuver, in which the formation changes direction and the order of individuals, a Column maneuver keeps the Pathfinders in the same order in the formation while turning the entire column in a specified direction. The preparatory command (Column Right) is given as the Right foot strikes the ground. The Command of Execution (March) is given the next time the Right foot strikes the ground. The Pathfinder takes one more step, and then begins moving in the new direction. In a Column turn, each Rank should attempt to stay abreast during the maneuver. The Base File will be the one on the Right flank. The Pivot Element is the first Pathfinder of the Base File. The Pivot Element will carry out a turn to the Right, take one more regular interval step, and then carry half-steps while the rest of the Rank complete the turn. The other elements of the first Rank will effectively carry out two 45 degree turns, scribing an arc while retaining their intervals, until they are aligned aside the Pivot Element facing the new direction. Once aligned, the Pivot Element and the Rank resume full 22-24 inch steps marching in the new direction. Each successive Rank follows the same pattern, turning at the same spot as the preceding Rank. Depending upon placement in the Rank, the pathfinders will have to adjust their step length accordingly during the turn.

R. **Column Left March:** Unlike the Flank maneuver, in which the formation changes direction and the order of individuals, a Column maneuver keeps the Pathfinders in the same order in the formation while turning the entire column in a specified direction. The preparatory command (Column Left) is given as the Left foot strikes the ground. The Command of Execution

(March) is given the next time the Left foot strikes the ground. The Pathfinder takes one more step, and then begins moving in the new direction. In a Column turn, each Rank should attempt to stay abreast during the maneuver. The Base File will be the one on the Left flank. The Pivot Element is the first Pathfinder of the Base File. The Pivot Element will carry out a turn to the Left, take one more regular interval step, and then carry half-steps while the rest of the Rank complete the turn. The other elements of the first Rank will effectively carry out two 45 degree turns, scribing an arc while retaining their intervals, until they are aligned aside the Pivot Element facing the new direction. Once aligned, the Pivot Element and the Rank resume full 22-24 inch steps marching in the new direction. Each successive Rank follows the same pattern, turning at the same spot as the preceding Rank. Depending upon placement in the Rank, the pathfinders will have to adjust their step length accordingly during the turn.

- S. **Column Half Right March:** Like the Column Right March, except the Formation turns 45 degrees to the Right.
- T. **Column Half Left March:** Like the Column Left March, except the Formation turns 45 degrees to the Left.
- U. **Incline to the Right:** For slight directional turns, usually to avoid an obstacle. The lead elements turn slightly to the Right to avoid an obstacle, the rest of the formation follows, and all continue marching in the new direction.
- V. **Incline to the Left:** For slight directional turns, usually to avoid an obstacle. The lead elements turn slightly to the Left to avoid an obstacle, the rest of the formation follows, and all continue marching in the new direction.

W. **Incline Around:** To take a formation around an obstacle (a log, mud puddle, etc), at the Command Incline Around the lead elements will change direction to take the formation past the obstacle, then change directions again to regain the original path and continue marching in the original direction, past the obstacle.

- X. **Rear March:** The Preparatory Command is given as the Right foot strikes the ground, the Command of Execution is given the next time the Right foot strikes the ground. Pathfinders take one more step forward with the Left foot, then pivot on the balls of both feet 180 degrees to the right (during the beat that would normally be the next Right step), and continue marching in the new direction beginning with the Left foot.
- Y. **Halt:** The Command of Halt can be given on either step, usually a Preparatory Command (for example "Unit" or "Pathfinders") is given, followed the next time that foot strikes the ground by the command Halt. After the command halt, the Pathfinders take one more step forward, then bring up the second foot even with the first to achieve the position of Attention.