

Sea Scout Drill Manual



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The Sea Scout Manual gives a fairly good introduction to close order drill. But it leaves a considerable amount of information out. This drill manual is an attempt to fill in the missing information. Much of this manual is adapted from the Marine Corps Drill and Ceremonies Manual, NAVMC 2691, dated March 1, 1983, for use by Sea Scouts. These instructions are more in depth than the Sea Scout Manual and should allow the Scout drilling a crew to do so with the snap and pop that makes close order drill look really sharp.

Close order drill serves several purposes. It provides an excellent way to move personnel from one place to another. It improves the confidence of junior officers with a chance to practice leadership by giving commands to fellow shipmates. And a crew schooled smartly in the conduct of close order drill looks extremely sharp.

TERMS

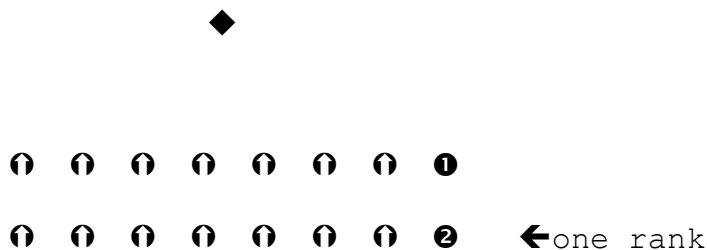
Before a Scout can properly lead a crew in close order drill, he must familiarize himself and the crew with the terms associated with drill.

ELEMENT: An individual, squad, crew, company, or other unit that is part of a larger unit.

FORMATION: An arrangement of elements of a unit in line, column, or in any other prescribed matter.

LINE: A formation in which the elements are abreast, except that a ship is in line when its crews are in line with one behind another.

Example:

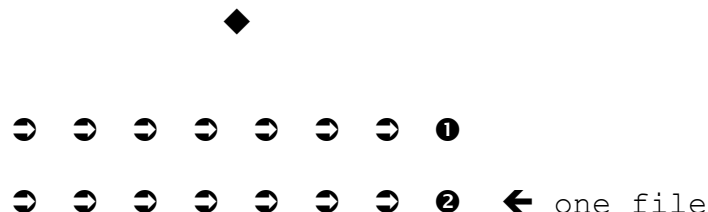


C. = Individual Scout **①②③④** = crew leader **◆** = ship commander
◀ = Guide or Unit Leader

RANK: A line of elements placed side by side. See above for an example.

COLUMN: A formation in which elements are placed one behind the other. A crew or ship is in column when elements are one behind another with the crews abreast of each other.

Example:



FILE: A single column of elements one behind another. See above for example

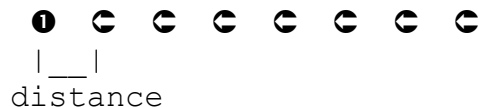
FLANK: The right or left extremity of a unit on the line. It is also a direction at a right angle to which an element is facing.

Example:



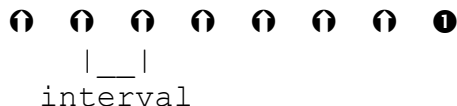
DISTANCE: The space between elements in the direction the element is facing. For Scout formations, the distance is forty inches from back to chest.

Example:



INTERVAL: The lateral distance between elements on the same line. Normal interval is measured from shoulder to shoulder as one arms length.

Example:



CLOSE INTERVAL is measured as the horizontal distance between shoulder and elbow when the left hand is on the left hip.

ALIGNMENT: The dressing of several elements on a straight line.

BASE: The element on which a movement is regulated.

GUIDE: The base of which a formation regulates its march and to regulate the interval, direction, or alignment, and the cadence on a base file.

POINT OF REST: The point toward which all elements of a unit establish their dress or alignment.

CENTER: The middle element of a formation with an odd number of elements or to the left of center of a formation with an even number of elements. ($\# \text{ elements} / 2 + 1$) See LINE for an example of the center of a formation.

HEAD: The leading element of a column.

PACE: The length of a full step. In quick time the length of one step is thirty inches.

STEP: The distance from heel to heel between the feet of a marching element. The distance for half step and back step is fifteen inches. The right and left steps are 12 inches. The distance for quick time is thirty inches and double time is thirty-six inches.

COVER: The perfect alignment of an element behind the element in front of him.

CADENCE: A rhythmic rate of march at a uniform rate.

COUNT: The number of steps or beats in which a commands are given and movements are executed.

QUICK TIME: Cadence at 120 steps per minute. This is the normal cadence for drill.

DOUBLE TIME: Cadence at 180 steps per minute.

SNAP: In command or signals, the quality that inspires immediate response. In drill, the immediate smart execution of a movement.

COLORS: Flags that are carried on poles by "dismounted elements".

ENSIGNS: Flags that are mounted on vessels or stationary flagpoles.

STANDARDS: Flags that are mounted on vehicles or carried by
"mounted elements".

TECHNIQUES FOR CLOSE ORDER DRILL

In general, the leader of a drill formation must take several things into account when standing in front of the crew. First, he should take pride in his appearance and bearing. The leader should not expect his crew to act or look any better than he does. This includes attire as well actions and attitude.

Next, the leader of a drill formation must be extremely patient. Scouts will make mistakes, especially when they are exposed to close order drill for the first time or while learning new movements. Keep an open mind and be understanding. To lose ones bearing and become angry does not make a good leader.

When teaching new movements, ensure that they are explained and demonstrated as clearly as possible. Ensure complete comprehension from every member of the drilling unit. Do not touch Scouts to position them, rather, point to where they should move.

Always become familiar with a drill card before executing it, noting what movements need to be executed.

Keep a positive mental attitude when teaching or leading close order drill. It helps the unit to practice over and over such when the leader is in high spirits.

Lastly, always watch your drill unit for mistakes. When they do occur, correct them immediately noting what they errors were to be worked out at the appropriate time. When a correction has been made, the unit or Scout should repeat the movement, if in practice, to ensure comprehension.

Commands will become more familiar the more they are used. Many members of the armed services forget how to properly execute movements because they are not exposed to them regularly. When giving commands, the leader must be aware of four techniques. First, make the commands definite. Second, the commands must be given in a positive voice. Third, the command must be concise and understandable. And lastly, always look at the unit to reinforce the effectiveness of the leader. Not just to note any mistakes, but to show that you as the leader are really interested in the performance of the drill unit as well.

TYPES OF COMMANDS

There are four types of commands Sea Scouts should be familiar with.

PREPARATORY COMMAND: The command that indicates what movement is to be executed. It is given in a normal voice loud enough to be heard by the entire unit with rising inflection. It normally lasts one count, but may last up to three counts.

COMMAND OF EXECUTION: The command that indicates when a movement is to be executed. It is to be given at a higher pitch than the preparatory command. There should be no inflection in the voice and given with snap.

SUPPLEMENTARY COMMAND: A command given when a Scout of a larger unit is acting separately. One example of when a supplementary command is given by a crew leader is in COLUMN OF FILES. The crew leaders would give supplementary instruction to the Scouts in his line. The commands should be given in the same voice and inflection at the preparatory command and command of execution. The cadence is normally one count but may be more.

COMBINED COMMANDS: Commands where the preparatory command and the command of execution are one command. These commands are delivered without inflection and given with the same loudness as the command of execution.

GENERAL RULES

- (1) The command AS YOU WERE should always be used to cancel a preparatory command or a movement started but not completed.
- (2) When drill movements are executed while Scouts are marching, the command of execution MARCH is given as the foot in the direction of the movement.

Example: COLUMN LEFT (pause) MARCH
 right foot left foot right foot left foot

- (3) Cadence should be given at quick time even though marching may not be involved, such as in facing movements.
- (4) Lengthy preparatory commands should be started so as to end as the foot in the direction of the movement strikes the deck.

Example: BY THE LEFT FLANK (pause) MARCH
left foot right foot left foot right foot left
foot

(5) Some commands have certain restrictions. Pay close attention to those restrictions.

Example: "The only movement that may be given after a TO THE REAR MARCH is another TO THE REAR MARCH."

The "Ditties": Marine Corps Drill Instructors use phrases or sayings loosely referred to as "ditties" to teach recruits Close Order Drill. These ditties help solidify the how to execute the movement and get the timing down by saying and doing at the same time. When you see "think" and a phrase, that's a ditty that can be used when teaching movements.

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STANDING MANUAL

POSITION OF ATTENTION: This is the position from which most other movements are executed. When in this position, the Scout will stand with his heels together, feet turned out equally forming a 45-degree angle. Legs should be straight but not stiff at the knees. Hips and shoulders should be level. Head should be erect, keeping your eyes straight ahead. Arms are to hang naturally at your side with the fingers joined in a natural curl along the trouser seam or where it would be. Remain still and do not talk.

PARADE REST: This command is given the POSITION OF ATTENTION. On the Preparatory command, PARADE, shift your weight onto your right foot. On the command of execution, REST, move your left foot about twelve inches to the left. At the same time, place your hands in the small of your back, left hand on top of the right, with the thumbs clasping lightly and fingers extended and joined. Elbows will be in line with the body. Remain still and do not talk. The only command that may be given from this position is (crew/ship/unit), ATTENTION. On the command ATTENTION, smartly bring the left heel against the right at the same time dropping the arms back to the sides to return to the POSITION OF ATTENTION.

AT EASE: This command is given the POSITION OF ATTENTION. When this combined command is given, the only requirement is that the right foot remains in place and you remain silent. You may move about and make slight adjustments. The only command that may be given from AT EASE is (CREW/SHIP/unit), ATTENTION. On the preparatory command, you will assume the position of PARADE REST, and on the command of execution, you will smartly bring your left heel against your right and drop your arms to resume the POSITION OF ATTENTION.

REST: This command is given from the POSITION OF ATTENTION. When the combined command of REST is given, the only requirement is that your right foot remains in place. You may speak in low conversational tones and move about. The only command you may give from REST is (CREW/SHIP/unit), ATTENTION. On the preparatory command, you will assume the position of PARADE REST, and on the command of execution, you will smartly bring your left heel against your right.

FALL OUT: This command is given from the POSITION OF ATTENTION. When the combined command of FALL OUT, you will break your posi-

tion and go to a pre-designated area, remain in the vicinity, or carry out instructions.

Example: "When you receive the command to FALL OUT, you will have ten minutes to make head and water calls. FALL OUT!"

The only command that may be given after FALL OUT is FALL IN.

FALL IN: The Unit Leader positions himself three paces and centered from where the crew is to form. At the combined command of FALL IN, the crew leaders position themselves at the head of each rank. The second and subsequent crew leaders will establish a distance of forty inches back to chest from the crew leader in front of them with the assistant crew leader next with each Scout after falling in according to height, tallest to shortest. Once in place, the first crew leader will remain looking forward, raise his left arm shoulder high keeping it straight, fingers straight and joined to establish interval. Each successive Scout of the first crew will do likewise and turn his head to the right to establish alignment except the last Scout, who will only turn his head. The second and subsequent crews leaders remain looking forward with each subsequent Scout in the crews turning their heads to the right to establish alignment on the crew leaders. When the Scout to the left of the crew leader has established proper interval and alignment, the crew leader will smartly drop his arm, returning to the POSITION OF ATTENTION. This is carried down the line with each successive Scout smartly dropping his arm to his side and snapping his head to the front, returning to the position of attention. The subsequent ranks may begin to similarly snap their heads to the front once the first rank has begun. As soon as a Scouts head is forward, he will adjust to cover down behind he Scout in front. The movement is complete when all Scouts have stopped moving.

COVER: The combined command is given to allow Scouts to perfectly align themselves behind the Scout in front of them.

AT CLOSE INTERVAL, FALL IN: When the preparatory command AT CLOSE INTERVAL is given, the drill unit will do the same as FALL IN except that they will not extend their arms, but place them as described under CLOSE INTERVAL.

DRESS RIGHT DRESS: This command is given from the POSITION OF ATTENTION. On the command of execution, DRESS, all but the crew leaders at the head of each rank will snap their heads to the right and all but the last Scout will raise their left arm

straight out keeping the palm flat, fingers straight and joined, and the thumb along the palm to establish interval. On the command of execution, DRESS, the Unit Leader moves to the first rank. Then he will execute a RIGHT FACE to check the alignment of the rank. Should any adjustments to the rank be necessary, the Unit Leader will either call the person by name or place in line and give the instructions FORWARD or BACK. When the Scout is properly aligned, the command STEADY is given to inform the person to stop moving. After the first rank is aligned, the Unit Leader will step off with his left foot pivoting on his right foot, taking about two paces. When he comes in line with the next rank, he stops, executes a right face, and proceeds to check the rank. This is continued until all ranks in the formation have been checked. Throughout the entire process, the formation has their arms up and heads turned. After every rank has been checked, the Unit Leader will step off, crossing his left foot over the right, marching so as to place one foot equal with the first rank and marking off three paces approximately one pace from the point of rest or guidon bearer (Guide). Once there, execute a left face, and give the command READY FRONT. On the command of execution, FRONT, the entire formation returns to the POSITION OF ATTENTION. Automatically, the Unit Leader gives the combined command of COVER. Each Scout perfectly aligns himself behind the person in the rank in front of him. While the formation is getting COVER, the Unit Leader is marching back to the position of the unit leader of six paces and centered on the unit. The Unit Leader will pace his steps so that his last step will be on the right foot, which he will place his foot on the deck, bring the left foot up to assume the POSITION OF ATTENTION, and execute a LEFT FACE.

Once the Unit Leader is facing the unit, he will analyze his position and adjust as necessary taking side steps to the left or right to move to center. If the distance of movement necessary is greater than thirty inches, step off with the left foot in the direction of the adjustment until in the proper position. Then execute a facing movement to once again face the unit. To adjust distance from the unit, the Unit Leader will either step forward or backward, always stepping with the left foot first.

AT CLOSE INTERVAL, DRESS RIGHT DRESS: This movement is the same as the above except the addition of the supplementary command, AT CLOSE INTERVAL, and Scouts will not extend their arms, but place them as described under CLOSE INTERVAL.

RIGHT/LEFT FACE: This command is given from the POSITION OF ATTENTION and is a two-count movement. On the preparatory command of RIGHT/LEFT, slightly shift your weight to the foot in the direction of the turn. On the command of execution, FACE, pivot on the heel of the foot in the direction of the turn assisted by the pressure applied to the toe of the opposite foot, keeping the opposite leg straight and your fingers along the trouser seam, for the count of one. On the count of two, bring the heel of the opposite foot smartly against the heel of the foot in the direction of the turn, returning to the POSITION OF ATTENTION.

Example: RIGHT (pause) FACE (pivot, snap)
 1 2
 (Think: set and drive)

ABOUT FACE: This command is given from the POSITION OF ATTENTION. On the preparatory command of ABOUT, shift your body weight to your left leg without noticeable movement. On the command of execution, FACE, and for the count of one, place the ball of the right foot in position touching the deck, one half of your foot's length to the rear and slightly to the left of your left heel.

For the count of two, balancing your body weight on both feet, pivot on the left heel and the ball of the right foot one hundred and eighty degrees to the right returning to the POSITION OF ATTENTION, without bending the right leg. Properly executed, your heels will be in line and touching when the movement is completed.

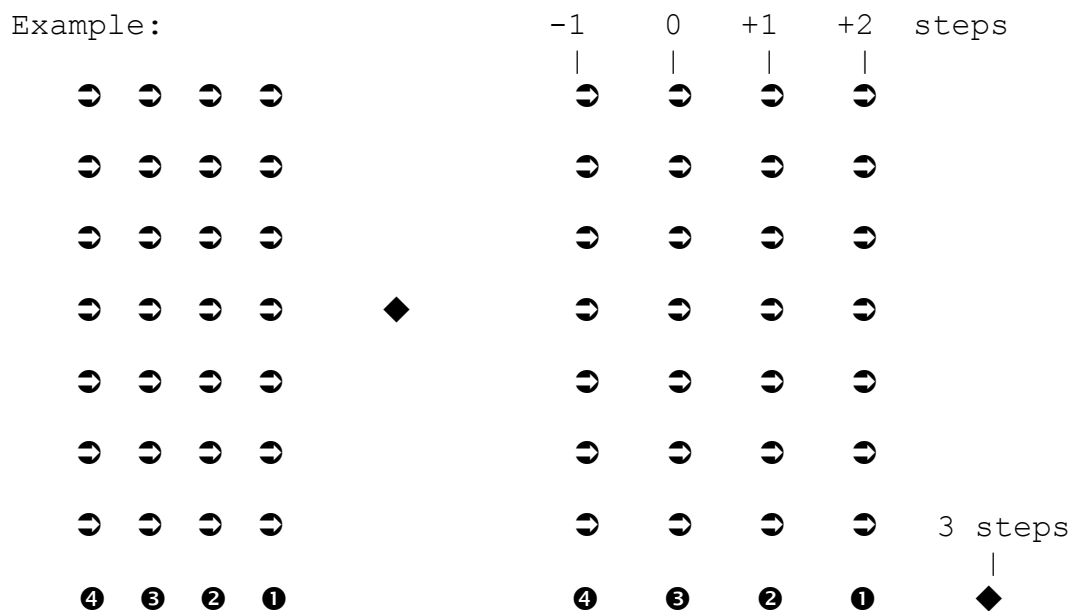
Example: ABOUT (pause) FACE (place left foot, pivot)
 1 2
 (Think: place, smooth pivot)

HAND SALUTE: This command is given from the POSITION OF ATTENTION. On the preparatory command of HAND, prepare to react. On the command of execution SALUTE, smartly raise your right hand, keeping the upper arm straight, parallel to the deck, with your hand flat, palms straight, canted slightly inward, thumb along the side, fingers straight and joined touching the edge of the cover. If uncovered, touching the eyebrow or top corner of eyeglasses. The salute is cut on the command of READY, TWO. On the command of execution, TWO, snap your arm down, returning to the POSITION OF ATTENTION.

PRESENT ARMS: Since Sea Scouts are not allowed to march with weapons, they need not be concerned with the instructions and different variations for the movement unless they have a Guide or are part of a color guard. However, if you have a Guide carrying a guidon or are in a formation where the command is given, they should execute a HAND SALUTE on the command of execution ARMS. The command to cut the salute is ORDER ARMS. On the command of execution, ARMS, cut the salute and return to the POSITION OF ATTENTION.

EYES RIGHT/LEFT: When the command of EYES RIGHT/LEFT is given the crew immediately snaps its head 45 degrees in the direction called. There is no command to return eyes to the front. When the person reviewing the formation comes into view, follow him turning your head until you are once again facing the front.

OPEN/CLOSE RANKS: Prior to executing this movement, the Unit Leader must ensure that he is at the position of the unit commander. On the preparatory command of OPEN RANKS, each Scout in the formation must note how many ranks there are in the formation and in what rank he is in. On the command of execution of MARCH, the first rank will take two steps forward and execute a DRESS RIGHT DRESS. The second rank will take one step forward and execute a DRESS RIGHT DRESS. The third rank will stand fast and execute a DRESS RIGHT DRESS. The fourth rank will take one step backwards and execute a DRESS RIGHT DRESS. Each additional rank will take another step backwards and execute a DRESS RIGHT DRESS.



 With Guide


The Unit Leader on the command of execution, MARCH, moves to where the first rank will be, calling cadence until he reaches the position. Then he will execute a RIGHT FACE to check the alignment of the rank. Should any adjustments to the rank be necessary, the Unit Leader will either call the person by name or place in line and give the instructions FORWARD or BACKWARD. When the Scout is properly aligned, the command STEADY is given to inform the person to stop moving.

Example: THIRD SCOUT, FORWARD. (When the Scout is properly aligned) STEADY.

After the first rank is aligned, the Unit Leader will step off with his left foot pivoting on his right foot, taking about two paces. When he comes in line with the next rank, he stops, executes a right face, and proceeds to check the rank. This is continued until all ranks in the formation have been checked. Throughout the entire process, the formation has their arms up and heads turned. After every rank has been checked, the Unit Leader will step off, crossing his left foot over the right, marching so as to place one foot equal with the first rank and marking off three paces approximately one pace from the point of rest or guidon bearer. Once there, execute a left face, and give the command READY FRONT. On the command of execution, FRONT, the entire formation returns to the POSITION OF ATTENTION. Automatically, the combined command of COVER is given. Each Scout then perfectly aligns himself behind the person in the rank in front of him. When all movement is complete, the Unit Leader executes a RIGHT FACE to report the formation ready for inspection and to receive instructions.

When the inspection is over, the Unit Leader will return to three paces ahead of the formation. After receiving directions from the inspector, the Unit Leader will execute a LEFT FACE and give the command, CLOSE RANKS MARCH. On the preparatory command CLOSE RANKS, each Scout should be thinking of how many steps to move. On the command of execution, MARCH, the first rank will

stand fast. The second rank will take one step forward, the third rank will take two steps, and so on. On the command of execution, the Unit Leader will march to the position of the unit commander of six paces and centered, again, giving cadence while he is on the march. The Unit Leader will pace his steps so that his last step will be on the right foot, which he will place his foot on the deck, bring the left foot up to assume the POSITION OF ATTENTION, and execute a LEFT FACE.

Once the Unit Leader is facing the unit, he will analyze his position and adjust as necessary taking side steps to the left or right to move to center. If the distance of movement necessary is greater than thirty inches, step off with the left foot in the direction of the adjustment until in the proper position. Then execute a facing movement to once again face the unit. To adjust distance from the unit, the Unit Leader will either step forward or backward, always stepping with the left foot first.

AT CLOSE INTERVAL, OPEN/CLOSE RANKS: This movement is the same as the above except the addition to the preparatory command with the supplementary command AT CLOSE INTERVAL and each Scout will not extend their arms, but place them as described under CLOSE INTERVAL.

Example: AT CLOSE INTERVAL, OPEN RANKS, (pause) MARCH

COUNT OFF: While in line, on the command of execution of OFF, all but the crew leaders turn their heads to the right. The crew leaders start off by calling out, "ONE," in unison. Each subsequent Scout then will call off their number in unison turning their head to the front at the same time until all have sounded off.

While in column, the Unit Leader will position himself six paces and centered from the crew leaders at the head of the formation.

Example:

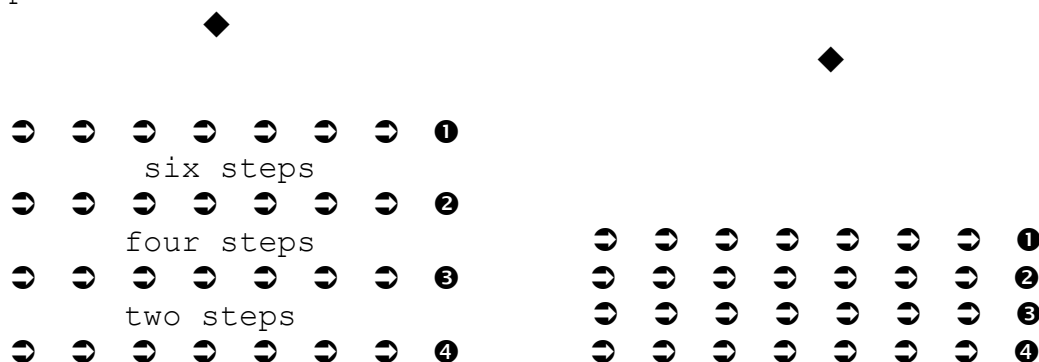
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      < ①  C  C  C  C  C  C  C
      ◆  ②  C  C  C  C  C  C  C
          ①  C  C  C  C  C  C  C
  
```

On the command of execution, the crew leaders turn their heads to the right and call out in unison, "ONE", then turn their heads back to the front. The subsequent Scouts will do like wise until all have sounded off.

CLOSE/EXTEND IN COLUMN: When this command is given from the HALT, on the preparatory command of CLOSE, each Scout must note what rank they are in and how many side steps they will be taking to the right. On the command of execution, MARCH, the last rank on the right flank will stand fast. The next rank to the left will take two fifteen-inch side steps. The next rank will take four fifteen-inch side steps. The next rank will take six fifteen-inch side steps, and so on. While executing the side steps, each Scout should try to maintain cover throughout the movement by trying to stay with the person in front of them.

Example:



(Think: 1 and cover, two align, 3 and cover, four align, 5 and cover, 6 and freeze)

Once the unit has stopped moving, the Unit Leader will adjust his position so as to be six paces from the unit once again. If the unit is not covered properly or out of alignment severely, the Unit Leader may give the combined command COVER to dress up the drill unit.

The unit cannot be given a facing movement while closed. Other special directions relating to other movements will be given while describing those movements.

The command EXTEND MARCH is given to return the unit to normal interval in column. On the command of execution, MARCH, each rank will take as many side steps to the left as they did to the right.

CLOSE/EXTEND IN LINE: This command is given from the POSITION OF ATTENTION. This movement is used to adjust a drill unit from normal interval to close interval or close interval to normal interval. Prior to executing this movement, the command COUNT OFF must be given. Each Scout will then take that number and

subtract one. That will be the number of paces that Scout will take. On the preparatory command of CLOSE, each Scout will slightly shift their weight to their right foot. On the command of execution, MARCH, each Scout will step off with the left foot. When moving from normal to close interval, each Scout will cross over their right foot marching the number of paces calculated after COUNT OFF with the Unit Leader calling cadence. When moving from close interval to normal interval, each Scout will step immediately to the left. When each Scout has marched the required distance, he will stay with the cadence and execute a facing movement to the front then bring his right hand to his hip as described in CLOSE INTERVAL or to the shoulder of the Scout next to him for normal interval to establish proper interval and turn his head to the right to establish proper alignment.

TAKE INTERVAL TO THE LEFT, (ON LINE): This movement is executed from the POSITION OF ATTENTION. This movement is used to open a formation up to double-arms interval. The Unit Leader is positioned himself six paces and centered from the drill unit. Once in position the Unit Leader will have the unit COUNT OFF. Each Scout will then take that number and subtract one. That will be the number of paces that Scout will take. On the preparatory command, TAKE INTERVAL TO THE LEFT, each Scout moving will shift their weight to their right foot slightly. On the command of execution, MARCH, each Scout moving will step off with the left foot to the left pivoting on the right foot marching the number of paces calculated after COUNT OFF, with the Unit Leader calling cadence. When each Scout has marched the required distance, he will stay with the cadence and execute a right face, raise both arms shoulder high to establish interval, and snap the head to the right for alignment. Proper interval is achieved when the fingertips of the Scouts touch lightly. The crew leader will not turn his head and will only raise his left arm with his head remaining to the front. The last Scout in each rank will only raise his right arm and turn his head to the right.

When the Scout to the left of the crew leader has established proper interval and alignment, he will drop his right arm and snap his head to the front, keeping his left arm raised. The crew leader will drop his left arm returning to the POSITION OF ATTENTION. This will be carried down the line until all Scouts are at the POSITION OF ATTENTION. Then the unit leader adjust his position to be "six and center" on the unit.

The only marching command that may be given from this position is ASSEMBLE, MARCH. On the preparatory command of ASSEMBLE, each Scout will slightly shift his weight to his right foot. On the command of execution, MARCH, each Scout moving will step off with the left foot to the right, stepping over to the right foot, while pivoting on the right foot. When each Scout has marched the required distance, he will stay with the cadence and execute a left face. On the next count after facing forward, each Scout will raise their left arm to establish proper interval and turn their head to the right to establish proper alignment. As with FALL IN, when the Scout to the left of the crew leader has established proper interval and alignment, the crew leader will smartly drop his arm, returning to the POSITION OF ATTENTION. This is carried down the line with each successive Scout smartly dropping his arm to his side and snapping his head to the front, returning to the position of attention. The subsequent ranks may begin to similarly snap their heads to the front once the first rank has begun. As soon as a Scouts head is forward, he will adjust to cover down behind he Scout in front. The movement is complete when all Scouts have stopped moving.

TAKE INTERVAL TO THE LEFT/RIGHT (IN COLUMN): This movement is executed from the POSITION OF ATTENTION in LINE. This movement is used to open a formation up to double-arms interval. The Unit Leader will position himself six paces and centered from the drill unit at the head of the formation. On the preparatory command, TAKE INTERVAL TO THE LEFT/RIGHT, each Scout moving will shift their weight to their right foot slightly to the right foot. On the command of execution, MARCH, each Scout moving will step off with the left foot to the left pivoting on the right foot marching the number of paces with the Unit Leader calling cadence as follows:

(Four Ranks)

	To the Right	To the Left
First Rank	Stand Fast	3 Steps
Second Rank	1 Step	2 Steps
Third Rank	2 Steps	1 Step
Fourth Rank	3 Steps	Stand Fast

When each rank has taken the required number of steps, he will stay with the cadence and execute a facing movement to the front, raise both arms shoulder high to establish interval, and snap the head to the right for alignment. Proper interval is achieved when the fingertips of the Scouts touch lightly. Outside ranks only raise the inside arm. Once everyone has

stopped moving, the command READY FRONT is given. On the command of execution, FRONT, the entire formation returns to the POSITION OF ATTENTION. The Unit Leader adjusts his position to return to "six and center" at the head of the formation.

The only marching command that may be given from this position is ASSEMBLE, MARCH. On the preparatory command of ASSEMBLE, each Scout will slightly shift his weight to his right foot. On the command of execution, MARCH, each Scout moving will step off with the left foot in the direction they extended from taking the same number of steps. When each Scout has marched the required distance, he will stay with the cadence and execute facing movement to the front and stand fast. After the last rank has executed the facing movement, the unit leader will adjust his position to "six and center" at either at the head of or on the left flank of the unit.

LEFT/RIGHT STEP: This movement is used to adjust the position of a unit for short distances. To adjust the position of the large distances, the crew leader should march the unit. On the preparatory command of LEFT/RIGHT STEP, each Scout will slightly shift their weight to the foot opposite the direction of travel. On the command of execution, MARCH, each Scout will place the foot in the direction of travel twelve inches in that direction on the count of one. On the count of two, bring the opposite foot smartly against first. The Unit Leader will give cadence of ONE, TWO, ONE, TWO, etc. To HALT a unit the Unit Leader will give the command CREW/SHIP, HALT so the command of execution, HALT, is given with heels together. The unit will then take one more side step and stop.

Example:

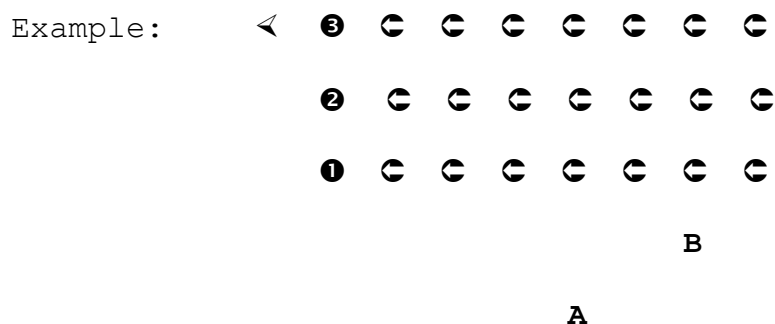
LEFT STEP	(pause)	MARCH	ONE	TWO	ONE
			left (foot)	right foot	left foot
TWO	ONE	TWO	(pause)	CREW	
right foot	left foot	right foot	left foot	right foot	
(pause)	HALT	ONE	TWO		
left foot	right foot	left foot	right foot		

BACK STEP: This movement is used to adjust the position of a unit for short distances. To adjust the position of a unit large distance, the unit leader should march the unit. On the preparatory command of BACKWARDS, each Scout will slightly shift

their weight to the right foot. On the command of execution, MARCH, each scout will take a 15" to the rear with the left foot, swinging the arms naturally, 6" to the front 3" to the rear. The cadence for this movement is either LEFT, RIGHT, LEFT, or ONE, TWO, ONE, TWO, as in LEFT/RIGHT STEP. To HALT the unit, the command CREW/SHIP, HALT. Each Scout will take one more step backwards and bring heels together returning to the POSITION OF ATTENTION.

MARCHING MANUAL

There are a few things a Unit Leader should remember when marching. Keep the cadence consistent and constant. When giving a command from the halt, the Unit Leader does so from the position of the unit leader, six paces from and centered on the drill unit (position A). When the unit begins to march, the Unit Leader will move position himself to three paces from the drill unit and about two-thirds to three-quarters back on the unit (position B). When the drill unit is brought to the HALT, the Unit Leader will return immediately to the position of the unit leader, six paces and centered.



FORWARD MARCH: This command is given from the POSITION OF ATTENTION while the unit is in column. The Unit Leader is either off the LEFT FLANK of the unit or at the head of the unit in front of the first crew leader (parades only). Assuming the formation is in line, the Unit Leader will have the drill unit execute a RIGHT FACE. On the preparatory command of FORWARD, each Scout will slightly shift his weight to the right foot. On the command of execution, MARCH, each Scout will step off with a thirty-inch step with the left foot. A thirty-inch step is measured from the heel of the left foot to the heel of the right foot. At the same time, begin to swing your arms in their natural swing six inches to the front and three inches to the rear. You will continue to march without stiffness or exaggeration of movement at QUICK TIME, 120 thirty-inch steps per minute. The Unit Leader will begin cadence at this point and move directly to his marching position of three paces from and about two-thirds back on the drill unit. Like all commands, FORWARD MARCH should be given with a pause between the preparatory command and the command of execution.

Example: FORWARD (pause) MARCH LEFT (foot) RIGHT (foot)
(Think: And STEP)

DOUBLE TIME, MARCH: This command is given for a formation to run in step. This command may be given from the HALT, marching forward at HALF STEP and QUICK TIME, MARK TIME, and IN PLACE DOUBLE TIME. From the HALT, on the preparatory command of DOUBLE TIME, each Scout will shift the weight of the body to the right foot without noticeable movement. On the command of execution, MARCH, take a thirty-six inch step with the left foot, at the same time raising the forearms to the horizontal position along the waistline, fingers closed, knuckles out. Thirty-six inches are measured from the heel of the left foot to the heel of the right foot. DOUBLE TIME is measured as being 180 thirty-six inch steps per minute. Each Scout will continue to march with arms swinging in their natural arc across the front of the body until another command is given. From any other unrestricted movement, the command of execution may be given on either foot, but normally is given on the right foot. On the command of execution, MARCH, each Scout will take one more step then a thirty-six inch step. Each Scout will continue to march as described above until another command is given.

Example: DOUBLE TIME, (pause) MARCH
 right (foot) left right

HALT: This command is given while a drill unit is in motion or marching in place. On the preparatory command of (SHIP/CREW/unit), each Scout will prepare to stop marching. On the command of execution, HALT, each Scout will take one more step, then bring the heels together. Though HALT may be called on either foot, the command of execution is normally given on the right foot. Once the Unit Leader gives the command of execution, he will move directly to the position of the unit commander, six paces from and centered on the drill unit.

HALF STEP: This command directs a drill unit to take fifteen-inch steps instead of a full thirty-inch step. The command of execution may be given from the HALT or while on the march as either foot strikes the deck, but normally is given on the left foot. On the preparatory command, HALF STEP, each Scout will prepare change the length of their stride. On the command of execution, MARCH, each Scout will take one more thirty-inch step then begin taking fifteen-inch steps on the next. A proper HALF STEP is taken with foot pointed down and the ball of the foot striking the deck first vice the heel. To resume marching at quick time, then command FORWARD, MARCH. It may be given as either foot strikes the deck, but is normally given on the left foot.

Example: HALF STEP (pause) MARCH (30" step) (15" step)
 right left right left right left
 (Think: Thirty Fifteen)

FOR- WARD (pause) MARCH (15" step) (30" step)
 right left right left right left
 Think: Fifteen Thirty)

COLUMN LEFT/RIGHT: This command is given to change the direction of travel of a drill unit at a right angle. The preparatory command, COLUMN LEFT/RIGHT, is started on the foot opposite the direction desired.

Example: COLUMN LEFT (pause) MARCH
 right left right left

On the command of execution, MARCH, the first Scout of each rank will take one more step and pivot on that foot in the following manner:

The base rank (the rank on the side in the direction of the turn) will pivot ninety degrees then after taking a full thirty-inch step begin to HALF STEP until the other ranks are in line.

The second rank will pivot forty-five degrees take one full thirty-inch step, then pivot forty-five degrees again on the next step. The rank will take thirty-inch steps until equal with the base rank at which point they will begin to HALF STEP until all ranks are in line.

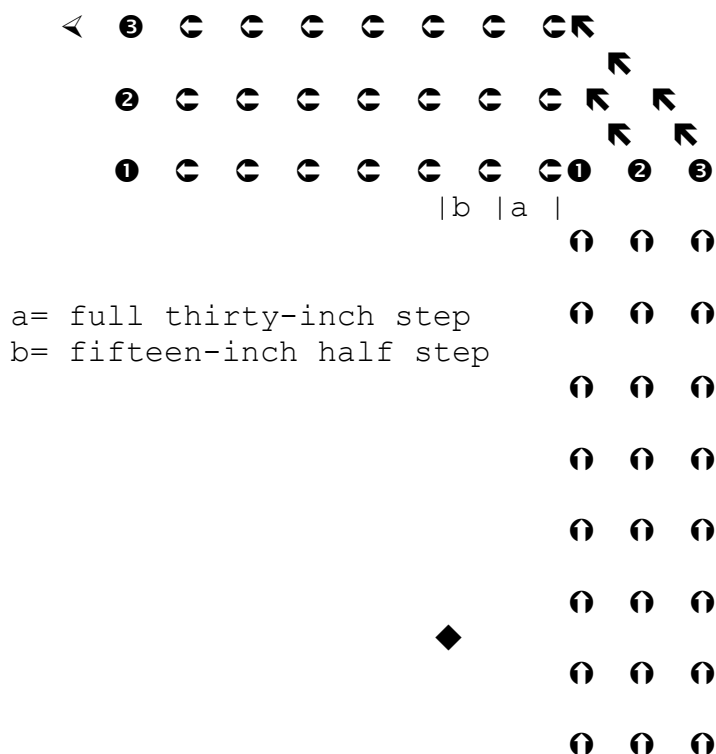
The third rank will pivot forty-five degrees take two full thirty-inch steps, then pivot forty-five degrees again on the third step. The rank will then take thirty-inch steps until equal with the base rank, at which all ranks will begin marching as before the turn.

When executing a COLUMN LEFT, the Unit Leader, who is three paces from and about two thirds back on the drill unit, will continue to march straight until about three paces from the base rank. At that point, he will mark time until the two-thirds point has begun the turn. The Unit Leader will then pivot on the right foot and step with a full thirty-inch step then begin to HALF STEP until all ranks are in line.

When executing a COLUMN RIGHT, the Unit Leader will continue to march and will pivot forty-five degrees when the Scout to his

right pivots. He will continue to march until he is again three paces from the unit, then pivot to complete the turn.

Example:



COLUMN HALF LEFT/RIGHT: The purpose of this command is to change the direction of travel of a drill unit forty-five degrees. The preparatory command COLUMN HALF LEFT/RIGHT, is started on the same foot as the direction desired. On the command of execution, MARCH, the instructions above are followed except the turn is at a forty-five degree angle.

Example: COLUMN HALF LEFT (pause) MARCH
left (foot) right left right left

TO THE REAR MARCH: This movement may be given while on the march, from the HALT, or while DOUBLE TIMING. On the preparatory command of TO THE REAR, each Scout will prepare to execute the movement. Since the preparatory command is longer, it needs to be started on the left foot, with the command of execution, MARCH, being given on the right foot. On the first count plant the left foot directly in front of the right on the next step, pivoting one hundred eighty degrees on the next count, then resume marching normally on the third count. The Unit Leader does not execute the movement when the unit does. On the command of march, he may take several steps to bring him

to two-thirds back on the platoon, then executes the movement. Cadence is called throughout the movement.

Example: TO THE REAR, (pause) MARCH
left (foot) right left right

(step pivot resume marching)
left right left

The only movement that may be given after a TO THE REAR MARCH is another TO THE REAR MARCH.

MARK TIME: This command is given to march in place at quick time cadence and may be given from the HALT at ATTENTION, marching at HALF STEP, marching at QUICK TIME, and double timing in place. From the HALT, on the preparatory command of MARK TIME, each Scout should shift the weight of the body to the right leg without noticeable movement. On the command of execution, MARCH, each Scout will take a two-inch vertical step in place with the left foot. This is measured from the ball of the foot to the deck. The heel will be four inches from the deck. Arms should swing naturally six inches to the front and three inches to the rear. Each Scout will continue to march in place until another command is given.

While marching at QUICK TIME, the preparatory command, MARK TIME, may be started on either foot, but normally is started on the left foot. On the command of execution, MARCH, each Scout will take one more full thirty-inch step, bring the opposite foot long side, and then begin marching in place as described above.

Example: MARK TIME, (pause) MARCH
left (foot) right left right

(Think: Step, together, and up)
left right left

The unit leader will return to six paces and centered on the platoon and either assume the POSITION OF ATTENTION or MARK TIME with the rest of the unit until halted.

While DOUBLE TIMING IN PLACE, the preparatory command, MARK TIME, may be started on either foot, but normally is started on the left foot. On the command of execution, MARCH, each Scout will take one more six inch vertical step then begin taking two

inch vertical steps at QUICK TIME marching in place as described above.

IN PLACE DOUBLE TIME, MARCH: This command is given to MARK TIME at DOUBLE TIME. This command may be given from the HALT, while marching forward at DOUBLE TIME and QUICK TIME, and MARK TIME. From the HALT, on the preparatory command of IN PLACE DOUBLE TIME, each Scout will shift the weight of the body to the right leg without noticeable movement. On the command of execution, MARCH, take a six-inch vertical step in place with the left foot. At the same time, raise arms as described in DOUBLE TIME. Each Scout will continue to march in place taking 180 six-inch vertical alternating steps per minute until another command is given. From any other unrestricted movement, the command of execution may be given on either foot, but normally is given of the right foot. On the command of execution, MARCH, each Scout will take one more step then a six-inch vertical step in place. Each Scout will continue to march as described above until another command is given.

CHANGE STEP: This command is given on the march to change the cadence but not the rhythm. To execute CHANGE STEP while marching at quick time, the Unit Leader will start the preparatory command, CHANGE STEP, on the left foot. On the command of execution of MARCH, you will take a full thirty inch step with the left foot, then place the toe of the right foot equal to the heel of the left foot and stepping off immediately with another full thirty inch step with the left foot, all within one count. Arms will remain at the side while executing the movement. Swing your arms to conform to the change in step and continue to march until another command is given.

Example:

CADENCE:	CHANGE	STEP	(pause)	MARCH
	left	right	left	right
COUNT:	(1)	(2)	(1)	(2)

(Think:	step	place	step)	(resume marching)
	left	right	left	right
	(1)		(2)	(1)

To CHANGE STEP while marking time, the preparatory command will be started on the left foot. On the command of execution you will take two, two-inch vertical steps with the left foot, then continuing to take alternating steps starting with the right foot. Arms will remain at the side while executing the

movement. Swing arms to conform to the change in step and continue to MARK TIME until another command is given.

Example:

CADENCE:	CHANGE	STEP	(pause)	MARCH	(step	step)
	left	right	left	right	left	left
COUNT:	(1)	(2)	(1)	(2)	(1)	(2)

(resume marching)
 right left
 (1) (2)

LEFT/RIGHT OBLIQUE: This command directs a formation to march at a 45-degree angle for short distances only. On the preparatory command, RIGHT/LEFT OBLIQUE, each Scout will prepare to change the direction of movement 45-degrees. On the command of execution, MARCH, the entire formation pivots on the next step in the direction ordered. To return the formation to the original direction of travel, the command FORWARD MARCH is given. The only commands that may be given while in the OBLIQUE are FORWARD MARCH, HALT, IN PLACE HALT, MARKED TIME MARCH, and RESUME MARCH.

Example A: LEFT OBLIQUE, (pause) MARCH
 right left right left

FOR- WARD, (pause) MARCH
 right left right left foot

Example B:

```

      ❶ ❷ ❸
      ① ② ③
      ④ ⑤ ⑥
❖ ⑦ ⑧ ⑨
      ↖ ↖ ↖
      ① ② ③
      ↖ ↖ ↖ ❶ ❷ ❸
      ↖ ↖ ↖ ④ ⑤ ⑥
      ↖ ↖ ↖ ⑦ ⑧ ⑨
      ❖ ↖ ↖ ↖ ① ② ③
      ④ ⑤ ⑥
  
```

To stop or HALT a formation while in the oblique, one of two commands may be given. If the command (unit) HALT is given, it should be given so the next step will allow the formation to pivot and return to the original direction of travel. If the Unit Leader wants to stop the unit and remain in the OBLIQUE, the supplementary command of IN PLACE is added to HALT. To continue marching in the OBLIQUE, the command RESUME MARCH is given. To resume marching in the original direction of travel, the command is FORWARD MARCH.

Example:

(LEFT OBLIQUE)

LEFT		OBLIQUE,	(pause)	MARCH,	(pivot)	LEFT	RIGHT
right	(foot)	left		right	left	right	left

RIGHT	FOR-	WARD,	(pause)	MARCH	(pivot)	LEFT	RIGHT
left	right	left	right	left	right	left	right

(continue marching forward)

(RIGHT OBLIQUE with IN PLACE HALT)

RIGHT		RIGHT	OBLIQUE	(pause)	MARCH	(pivot)	RIGHT
right	(foot)	left	right	left	right	left	right

RIGHT	LEFT	IN	PLACE	(pause)	HALT	(step)	(freeze)
right	left	right	left	right	left	right	left

RESUME	(pause)	MARCH	LEFT	RIGHT
			left	right

(continue marching in the oblique)

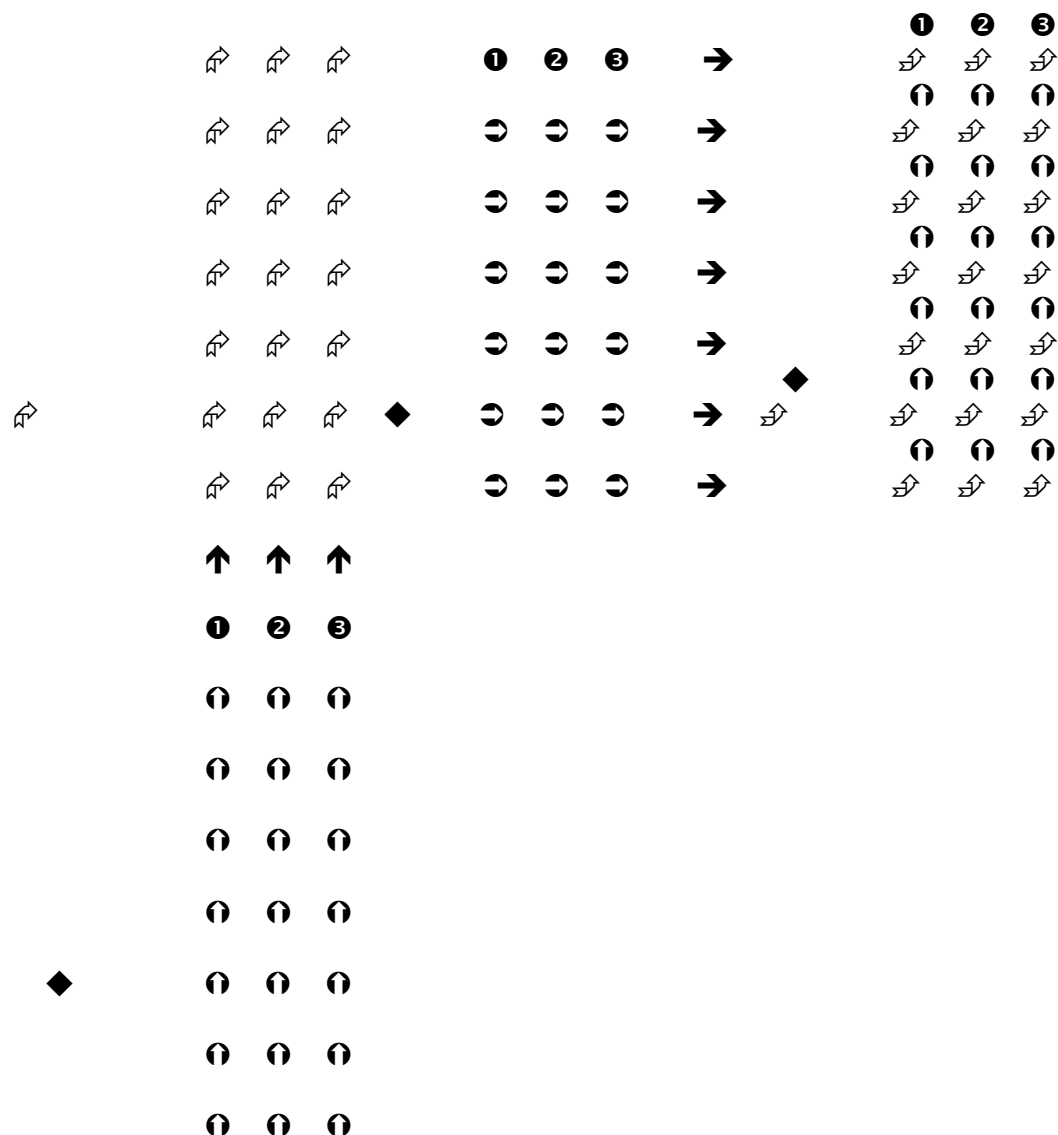
LEFT/RIGHT FLANK: This command directs a formation to march at 90-degree angle or short distances only. To help differentiate between a COLUMN movement and a FLANKING, the extended preparatory command BY THE LEFT/RIGHT FLANK is used. On the extended preparatory command, each Scout will prepare change the direction 90 degree. On the command of execution, MARCH, the entire formation pivots on the next step in the direction ordered. To return the formation to the original direction of travel, the Unit Leader must give the command again in the opposite direction. The only commands that may be given while marching to the FLANK, are HALT, IN PLACE HALT, MARKED TIME MARCH, and RESUME MARCH.

Example:

LEFT	BY THE	RIGHT	FLANK	(pause)	MARCH	(pivot)
left (foot)	right	left	right	left	right	left

(step)	LEFT	RIGHT	BY THE	LEFT	FLANK	(pause)	MARCH
right	left	right	left	right	left	right	left

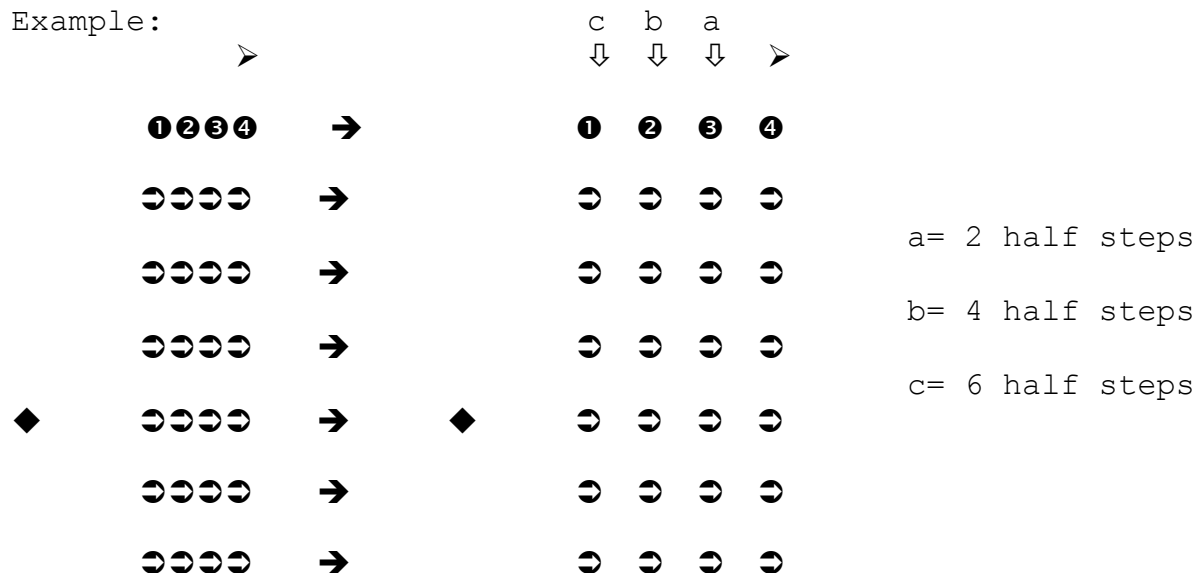
(pivot)	LEFT	RIGHT	LEFT
right	left	right	left



If the formation is at CLOSE INTERVAL IN COLUMN, the formation must return to normal interval. To do so in a drill unit with three ranks, on the command of execution, MARCH, the base rank

will continue to march normally. The second rank will take one full step, then two half steps, and then resume marching normally. The third rank will take one full step, then four half steps, and then resume marching normally.

Example:



When formation returns to the original direction of travel, it will remain at NORMAL INTERVAL IN COLUMN. Should the Unit Leader wish the formation to return to CLOSE INTERVAL IN COLUMN, he would use the command CLOSE MARCH as described earlier.

CLOSE/EXTEND WHILE MARCHING: On the preparatory command of CLOSE, each Scout must note what rank they are in and how many steps in the OBLIQUE they will be taking to the right. The command of execution, MARCH, is given on the right foot. The last rank on the right flank will take one more thirty-inch step the begin marching at HALF STEP. The next rank to the left will pivot 45-degrees on the left foot to the right then pivot to the left on the next and begin marching at HALF STEP. The next rank to the left will pivot on the left foot, take two steps, pivot to the front on the third, and begin marching at HALF STEP. Each additional rank will take two more steps in the oblique, pivot to the front, and marching at HALF STEP. The unit leader pivots, takes the same number of steps in the OBLIQUE as the rank on the left flank, pivots to the front and begins marching at HALF STEP. Once all ranks are marching at HALF STEP, the unit leader gives FORWARD, MARCH as described in HALF STEP, unless marching at HALF STEP is desired. Any movement except facing movements may be given while CLOSED.

Example:

CLOSE (pause) MARCH
left right left

◆
five steps in the oblique

➡ ➡ ➡ ➡ ➡ ➡ ➡ ①
five steps in the oblique
➡ ➡ ➡ ➡ ➡ ➡ ➡ ②
three steps in the oblique
➡ ➡ ➡ ➡ ➡ ➡ ➡ ③
one step in the oblique
➡ ➡ ➡ ➡ ➡ ➡ ➡ ④



➡ ➡ ➡ ➡ ➡ ➡ ➡ ①
➡ ➡ ➡ ➡ ➡ ➡ ➡ ②
➡ ➡ ➡ ➡ ➡ ➡ ➡ ③
➡ ➡ ➡ ➡ ➡ ➡ ➡ ④

(Think: Pivot and 1, 3, 5, Cover Align)

To return to normal interval in column, the command is EXTEND, MARCH. The command of execution is given on the left foot. On the command of execution, MARCH, each rank takes the same number of steps out as they did in, first pivoting on the right foot, taking the appropriate number of steps, then the left foot and begin to march at HALF STEP. Once all ranks are marching at HALF STEP, the unit leader gives FORWARD, MARCH as described in HALF STEP, unless marching at HALF STEP is desired.

Example: Ex- TEND (pause) MARCH
right left right left

EYES RIGHT/LEFT: When the command EYES RIGHT/LEFT is given, the first and second crews snap their heads to the right 45-degree on the next step. The crew on the extreme right/left remains facing forward to keep the column in line. When the unit has passed the reviewing officer, the command of READY FRONT is given, all heads snap back to the front on the next step. While at eyes right, cadence is not given until after ready front.

Example:

EYES (pause) RIGHT (snap) READY (pause)
right left right left right left

FRONT (snap)
left right

COLUMN OF FILES: The purpose of this movement is to direct a to march in a single file line from a formation of two or more ranks. This movement is given from the HALT in column. The following description will be FROM THE RIGHT with a drill unit with four ranks. When FROM THE LEFT is directed, all instructions given below would be adjusted accordingly.

After the preparatory command COLUMN OF FILE FROM THE RIGHT, the crew leader of the fourth rank will turn his head to the right and call, FORWARD, so that everyone in the rank behind him can hear clearly. The remaining crew leaders will turn their head in the same direction and simultaneously call, STAND FAST, after the fourth crew leader has done so. If called FROM THE LEFT, the Guide would move to a position in front of the first crew leader. On the command of execution, MARCH, which is given by the Unit Leader, the fourth rank will begin to march forward while the remaining ranks STAND FAST.

Example:

(◆= Unit Leader; ①, ②, ③, ④= 1st, 2nd, 3rd, & 4th Crew Leaders)

◆: "COLUMN OF FILES FROM THE RIGHT;"

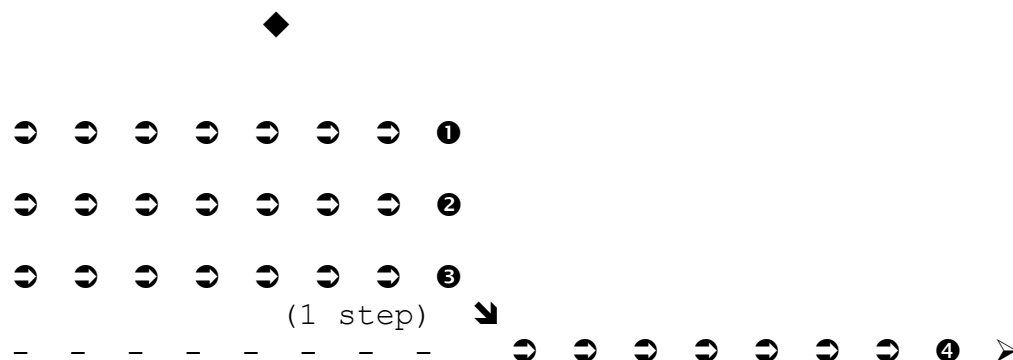
④: (Turn head to the right) "FORWARD"

①, ②, ③: (Turn head to the right) "STANDFAST"

◆: "MARCH"

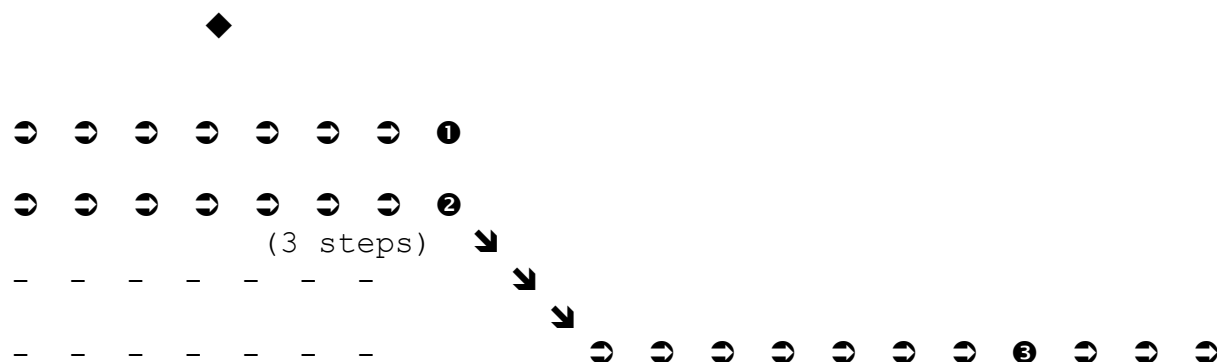
When the third Scout from the rear of the fourth rank reaches the crew leader, the third crew leader calls COLUMN HALF RIGHT, COLUMN HALF LEFT. The third crew leader gives the command of execution, MARCH, as the last Scout of the fourth rank passes. Keeping in step, step forward and pivot on the left foot, then on the next step pivot on the right foot, falling in behind the fourth rank.

Example:



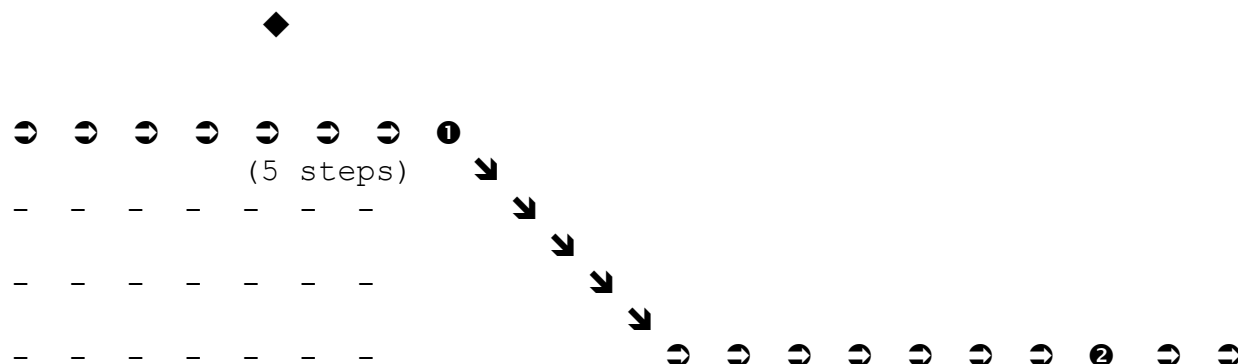
When the third Scout from the rear of the rank reaches the next crew leader to move, that crew leader calls "COLUMN HALF RIGHT," with the command of execution, "MARCH," as the last Scout passes. Then on the first step, call "COLUMN HALF LEFT, MARCH" so the command of execution MARCH falls on the left foot. Each Scout of this rank will pivot on the third step to fall in behind the third rank.

Example:



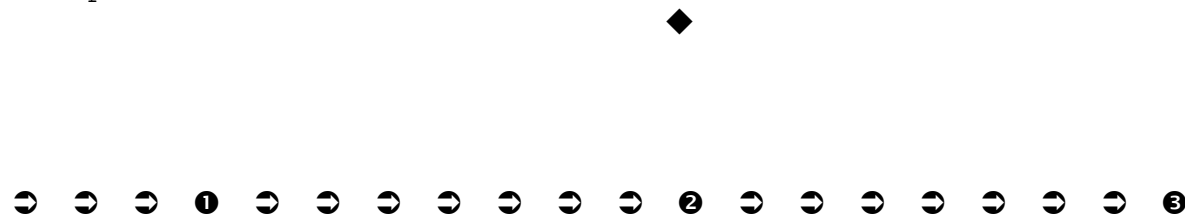
The first rank will do as the second rank pivoting on the fifth step to fall in behind the second rank.

Example:



The Unit Leader will begin marching with the unit when two-thirds of the unit has begun to march in A COLUMN OF FILE, adjusting his position to be three paces from the column. When the drill unit is halted, the Unit Leader place himself six paces and centered from the platoon.

Example:



To reform the unit into a column of four, the command of COLUMN OF FOUR TO THE LEFT is given from the halt. After the preparatory command is given, the forth crew leader turns his head to the left and calls, STAND FAST. The remaining crew leaders turn their heads to the left and calls, FORWARD. The unit leader will then give the command of execution, MARCH.

Example:

◆: "COLUMN OF FOUR TO THE LEFT"

④: (Turn head to the left) "STANDFAST"

③: (Turn head to the left) "COLUMN HALF LEFT, COLUMN HALF RIGHT"

②, ①: (Turn head to the left) "COLUMN HALF LEFT"

(Turn head to the left) "FORWARD"

◆: "MARCH"

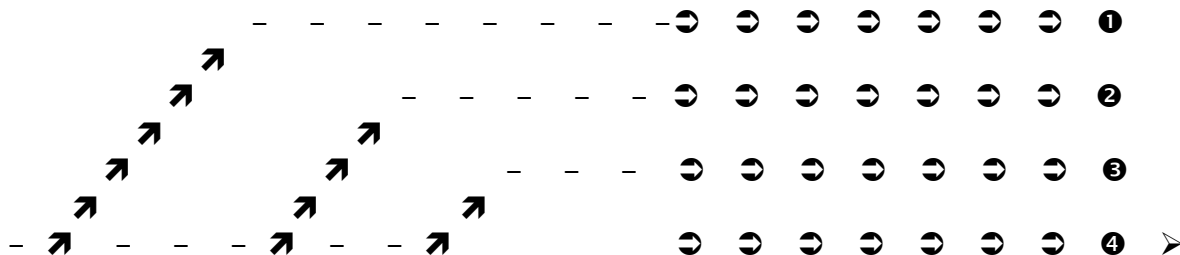
On the command of execution, the each Crew Leader will pivot on the right foot and step off with the left foot to the left at a 45 degrees angle, take the appropriate number of steps and pivot on the left foot at a 45 degrees angle.

The third Crew Leader will take two steps and pivot on the third step.

The second Crew Leader will take four steps and pivot on the fifth step during which he will call COLUMN HALF RIGHT, MARCH so the command of execution is called in time to execute the pivot.

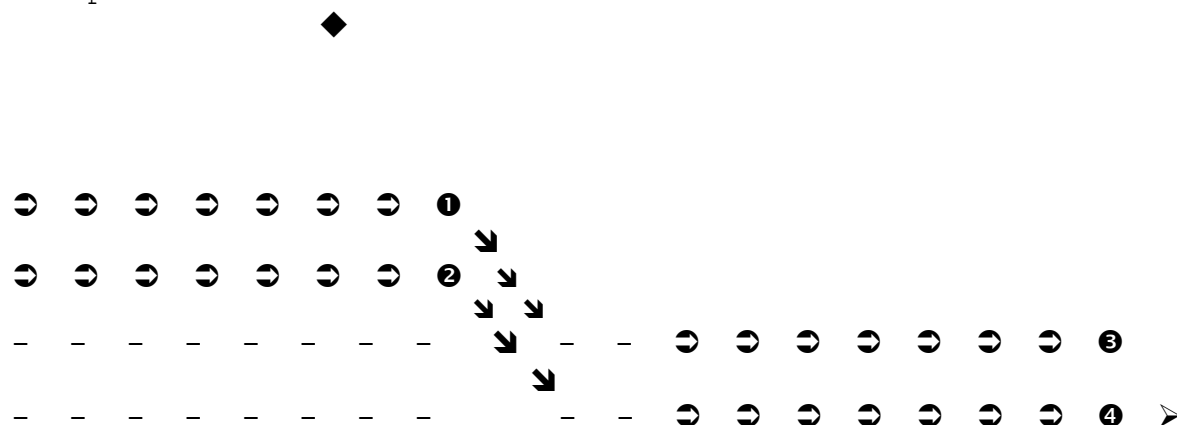
The first Crew Leader will take six steps and pivot on the seventh step also calling COLUMN HALF RIGHT, MARCH so the command of execution is called in time to execute the pivot. The second Scout will step off on the left foot and pivot at a 45 degrees angle with the right foot at the same spot as the Crew Leader. The rest of the crew will follow suit.

Example:



COLUMN OF TWOS: From a column of four, it is similar to COLUMN OF FILES, except the third and fourth ranks march forward while the first and second ranks STAND FAST. From the Halt, the Preparatory command COLUMN OF TWOS FROM THE RIGHT is given. On the command of execution, MARCH, the second crew leader turns his head to watch the column pass. When the third Scout from the rear of the rank reaches the second crew leader, that crew leader calls "COLUMN HALF RIGHT," with the command of execution, "MARCH," as the last Scout passes. Then on the first step, call "COLUMN HALF LEFT, MARCH" so the command of execution MARCH falls on the left foot. Each Scout of this rank will pivot on the third step to fall in behind the appropriate rank; second rank behind the fourth rank and the first rank behind the third rank.

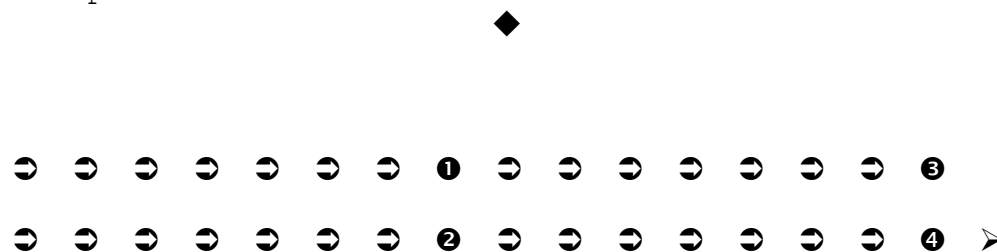
Example:



The remaining crew leaders will call FORWARD when the last Scouts in the moving ranks march in the oblique.

The Unit Leader will begin marching with the unit when two-thirds of the unit has begun to march in A COLUMN OF TWOS, adjusting his position to be three paces from the column. When the drill unit is halted, the Unit Leader place himself six paces and centered from the platoon.

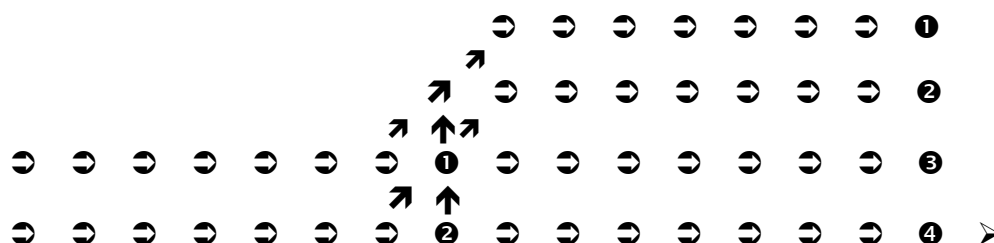
Example:



To reform the unit to a COLUMN OF FOURS, the preparatory command is COLUMN OF FOURS TO THE LEFT. The fourth crew leader will call FORWARD, then the second crew leader will call, COLUMN HALF LEFT. On the command of execution, MARCH, the third and fourth crews will march forward while the first and second crew leaders pivot on the ball of their right foot while stepping off with the left

foot in a forty-five degree angle. On first step, the second crew leader will call COLUMN HALF RIGHT, (pause), MARCH. The crew leader of the fourth crew will call CREW, (pause), HALT.

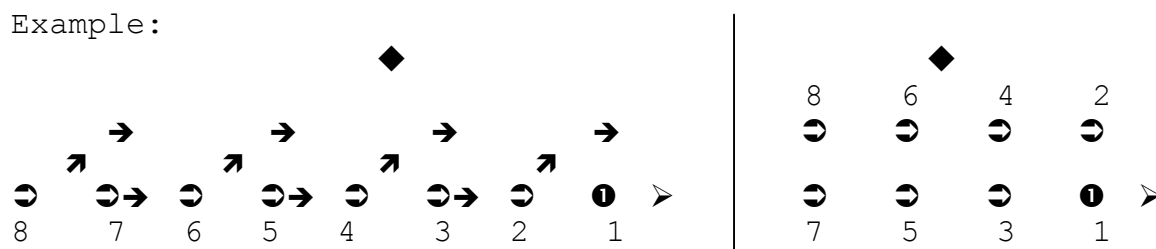
Example:



When the second crew leader reaches the third Scout, he will call CREW, (pause), HALT, starting on the right foot. This will bring the first and second crews in line with the third and fourth. When the drill unit is halted, the Unit Leader place himself six paces and centered from the platoon. The Guide would adjust his position, if necessary, after the movement has been completed to the head and to the right of the column.

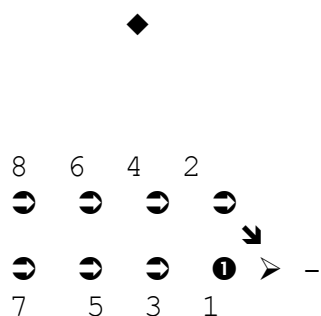
COLUMN OF TWOS: From a column of one or three ranks, COLUMN OF TWOS is similar. To form a COLUMN OF TWOS from a single rank, the first thing the Unit Leader must do is have the crew COUNT OFF (see COUNT OFF). Once each Scout has been assigned a number, the preparatory command is COLUMN OF TWOS, TO THE LEFT (RIGHT). At this time, the Guide would adjust his position to be in front of the crew leader who will on the right side of the formation at the completion of the movement. On the command of execution, MARCH the even numbered Scouts pivot 45 degrees in the direction instructed by the Unit Leader, then return to the original direction of travel, closing the distance between the Scouts to forty inches and at normal interval. At the same time, the odd numbered Scouts begin marching forward closing the distance to forty inches. The crew leader (element number 1) will stand fast on the command of execution. The odd numbered Scouts march forward to close the distance to forty inches and HALT. The even numbered crewmen will begin marching at HALF STEP when each Scout comes in line with the Scout who was in front of him and HALT. The Unit Leader will adjust his position at the end of the movement.

Example:

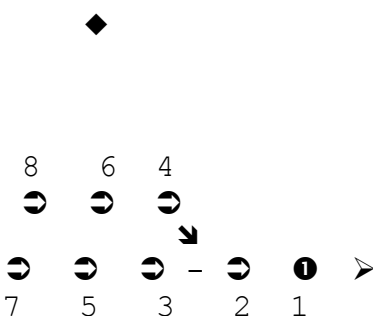


To reform the unit in a single rank, preparatory command of COLUMN OF FILES TO THE RIGHT (LEFT) is given from the HALT. On the Command of Execution, MARCH, first two Scouts step off. The even numbered Scout pivots on the left foot on the first step and then on the right foot with the next step falling in behind the first Scout. The remaining Scouts wait and do likewise until the unit has reformed into one rank and the Unit Leader HALTs the unit. The Unit Leader will begin marching with the unit when two-thirds of the unit has begun to march in A COLUMN OF FILE, adjusting his position to be three paces from the column.

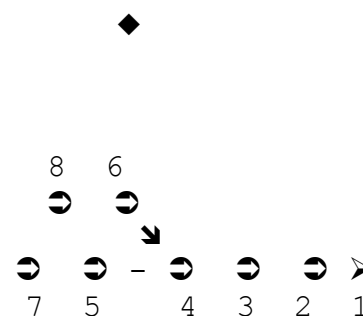
example A:



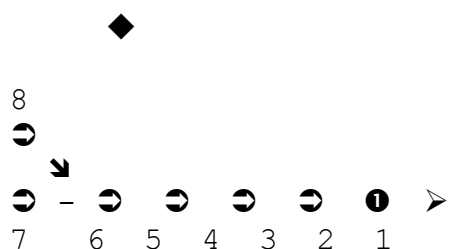
B:



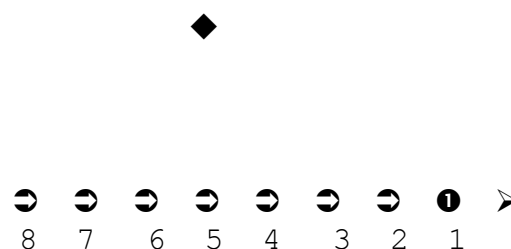
:



D:



E:

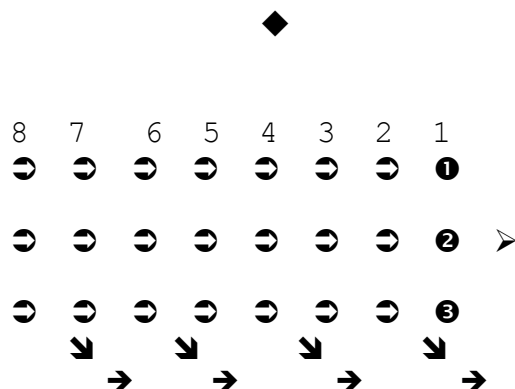


In the case of COLUMN OF TWOS from a COLUMN OF THREES, outboard rank executes the movement diagrammed above while the other two ranks march forward. The third crew leader turns his head to watch the column pass. When the third Scout from the rear of the rank reaches the third crew leader, that crew leader calls "COLUMN HALF RIGHT," with the command of execution, "MARCH," as the last Scout passes. Then on the first step, call "COLUMN HALF LEFT, MARCH" so the command of execution MARCH falls on the left foot. Each Scout of this rank will pivot on the third step to fall in behind the appropriate rank.

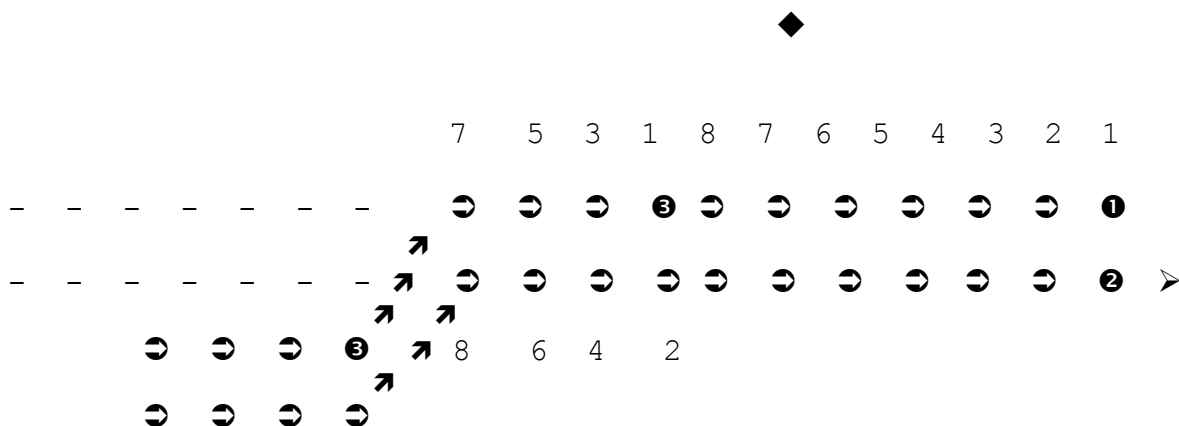
Example:

◆: "COUNT, (pause), OFF"
 ◆: "COLUMN OF TWOS FROM THE LEFT,"
 ①, ②: "FORWARD"
 ③: "COLUMN OF TWOS FROM THE RIGHT"
 ◆: "MARCH"

Example A:



B:



To reform a unit to COLUMN OF THREES or COLUMN OF FILES, the rank will reform into one rank. The Preparatory command of COLUMN OF THREES TO THE RIGHT (LEFT) is given from the HALT. The leading crew leaders will call the supplementary command "STAND FAST." The rear crew leader will call "COLUMN OF FILES FROM THE RIGHT." On the command of execution, "MARCH," the rear rank begins to reform with the crew leader stepping forward and pivoting on the left foot to the right passing in front of the second Scout then pivoting on right foot to the left and marching to the head of the formation. If the preparatory command was "... TO THE LEFT," the crew leader would step off at

a 45 degree angle on the first step then pivot at a 45 degree angle again on the next step to complete the turn and pass in front of the second Scout pivoting on the left foot to turn to the right and march to the head of the formation. The remaining Scouts will pivot 45 degrees to the left or right to fall in behind the crew leader.

Example:

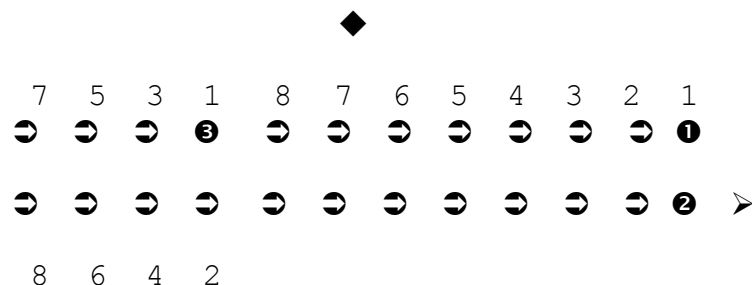
◆: "COLUMN OF THREES TO THE RIGHT"

❶, ❷: "STANDBY"

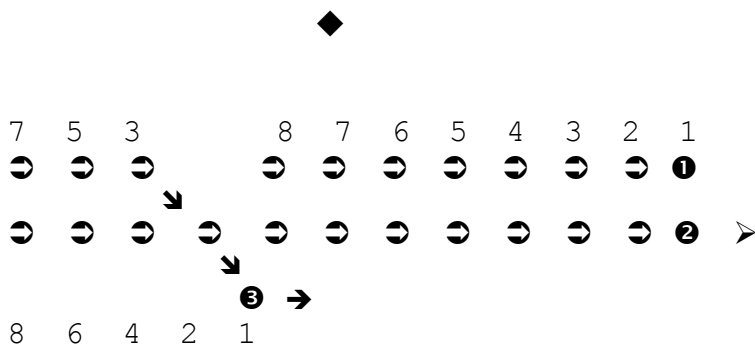
❸: "COLUMN OF FILES FROM THE LEFT"

◆: "MARCH"

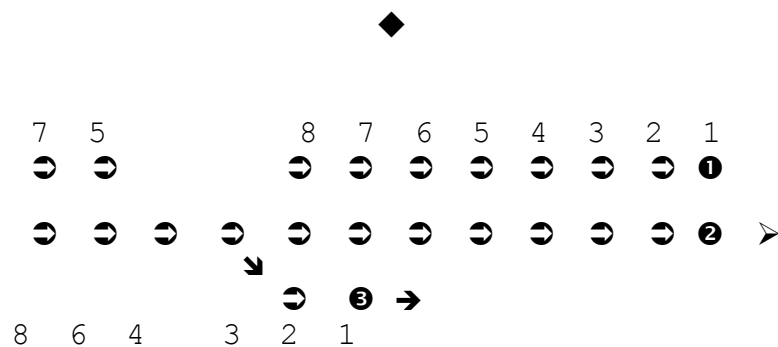
A:



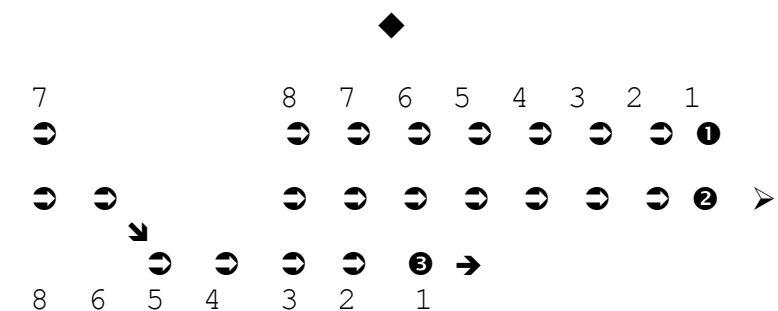
B:



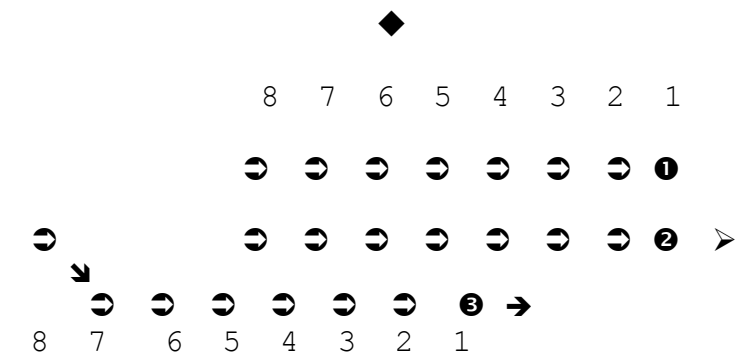
C:



D:



E:



When the crew leader reaches the third Scout of the halted ranks, he will turn his head to the side and call CREW, (pause) HALT." This should stop the rank in line with the rest of the drill unit. The Unit Leader will adjust his position once the moving rank has come to a HALT. Cover may be given at this time.

Flags

There are several different types of flags.

GUIDONS are flags that normally represent a unit part of a larger unit, such as one crew of a ship, and are carried with the unit, not part of a separate color guard.

COLORS are flags that are carried on poles by "dismounted elements".

ENSIGNS are flags that are mounted on vessels or stationary flagpoles.

STANDARDS are flags that are mounted on vehicles or carried by "mounted elements".

Ribbons or streamers are not attached to National Colors or Standards. They may be attached to unit colors or standards.

Fringe is not attached to ensigns. Fringe may be attached to colors.

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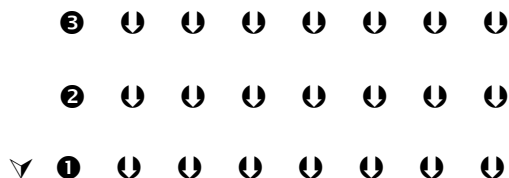
Guidon Rules and Guidon Manual

The guidon is a military company flag. Military guidons measure roughly 22" by 28". For a Sea Scout, this would be a small flag representing either individual crews or their Ship. When a guidon is carried, that Sea Scout is considered to be 'under arms' and the command PRESENT ARMS may be appropriate.

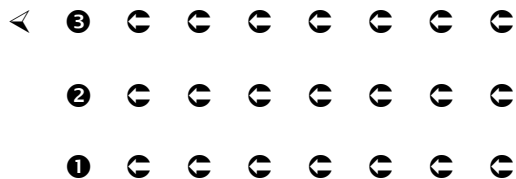
The person who carries the guidon is called the **Guide**. Generally, the Guide would be the Assistant Crew Leader or a Boatswains Mate. The Guide is positioned at the head and to the right of the formation. On line, the Guide stands to the right of the first person in the front rank. In column, the Guide is positioned first person in the rank furthest to the right.

Example:

On Line:



In Column:



All restrictions are the same as without a guidon. The Unit Leader must take the Guide into consideration when giving commands to the unit by ensuring the pause between the preparatory command and the command of execution is sufficient enough for the Guide to adjust as necessary.

The Guide's position is at the head and to the right of the formation. The Guide is the base of the formation. He should be the first to fall in and all others form up off of him. Even

though the Guide is the base of the formation, the crew leaders when marching should keep an eye on him so he doesn't stray out of position when marching long distances. Simply saying "left" can do this or "right" in a low tone so only he can hear it.

Order Guidon: At the command, ORDER ARMS, the pole rests on the deck, touching the right toe of the right shoe. The pole is held from behind in the "V" formed by the right thumb and forefingers, which are kept straight and joined, palm in-board. Keep the right arm behind the staff and the elbow slightly bent. The pole is kept straight up. If there is an emblem atop the pole, the pole is held so the emblem faces forward. The rest of the body is at the POSITION OF ATTENTION. Standing Manual commands are given from ORDER GUIDON.

CARRY GUIDON: This movement is executed on the preparatory command of any movement that means moving to a new position. The Guide reaches over with left hand, grasp the pole a couple inches above the right hand, lifting the pole approximately 6" off the ground. Then, keeping the pole straight, smartly return your left hand to your side. When marching at ROUTE STEP or in high winds, you may change your grip to better control the pole. To do this, reach over with the left hand, hold the pole in place, adjust your hand to grip the pole, thumb down, and return your and to your side or marching as before.

(Think: Over, up, cut)

Once the movement is completed or the formation is halted, the Guide automatically goes to ORDER GUIDON. To do so, he drops the pole straight down, drags it into place to the right of right shoe, and changes grip if necessary.

(Think: Drop, drag, change)

Forming and Aligning the Unit: On the combined command of FALL IN, the Guide positions himself so the unit is three paces and centered on the unit leader. The Guide comes to ORDER GUIDON and raises his left arm to establish close or normal interval. The first crew leader positions himself next to the Guide, raises his left arm and turns his head to align himself on the Guide. All remaining crewmen fall in as previously described. For DRESS RIGHT/LEFT DRESS, the Guide stands fast and raises his left arm as prescribed.

OPEN/CLOSE RANKS: On the preparatory command, OPEN RANKS, the Guide executes CARRY GUIDON. On the command of execution,

MARCH, the Guide will take the appropriate number of steps, come to ORDER GUIDON, and execute DRESS RIGHT DRESS. The rest of the movement is as previously described except the first crew leader turns his head to the right to align off the Guide. CLOSE RANKS is as previously described.

PARADE REST: This command is given from ORDER GUIDON. On the command of execution, REST, straighten your right arm and grasp the pole so it is held at about a 30-degree angle. The base of the pole remains to the right of the right shoe. If the pole has an emblem, it is held with the emblem facing front. The rest of the body is as described for PARADE REST in the Standing Manual section. To return to ORDER GUIDON, the command (Ship/Crew/unit), ATTENTION.

AT EASE: On the combined command, AT EASE, execute PARADE REST then relax. You may move about except your right foot and the pole. The rest of the body is as described for AT EASE in the Standing Manual section.

REST: It is executed in the same manner as above, except that the pole may be held in either hand. The rest of the body is as described for REST in the Standing Manual section.

FALL OUT: This movement is executed as without a guidon.

To return to ORDER GUIDON from any position of rest: On the preparatory command, (Ship/Crew/unit), come to PARADE REST, if not already there. On the command of execution, ATTENTION, slide the left hand down the pole adjusting your grip to the "V" and moving the pole upright, with the rest of the body snapping to the POSITION OF ATTENTION simultaneously.

GUIDON SALUTE: This movement is executed on the command, HAND SALUTE. On the command of execution, SALUTE, smartly move your left arm straight across your body, hand flat and parallel to the deck, fingers straight and joined, touching the pole. To cut the salute, smartly return your left hand back to your side on the command of execution of TWO. This command may be given from either ORDER GUIDON or CARRY GUIDON.

PRESENT GUIDON: This movement is executed on for PRESENT ARMS when at the HALT or EYES RIGHT/LEFT when on the march. On the command of execution, you snap the pole out so it is parallel to the deck with the bottom the staff resting in the armpit. When executing during EYES RIGHT/LEFT while marching, the left arm continues to swing naturally and your head turns to the 45-

degrees to the right or left as commanded. The command to return to ORDER GUIDON is ORDER ARMS. The command to return to CARRY GUIDON while marching is READY FRONT. On the preparatory command of either ORDER or READY, reach up with your left arm fully extended and grasp the pole. On the command of execution, ARMS or FRONT, snap the pole upright, adjust your grip and make sure any emblems are facing front without looking up, and drop your left arm either back to your side or to resume a natural arm swing.

If EYES RIGHT/LEFT is given while at the HALT, execute PRESENT GUIDON and turn your head 45 degrees in the direction given. Once the reviewing officer has come into view, follow him until your head and eyes are again facing forward. At that time, without command, execute ORDER GUIDON.

RIGHT/LEFT/ABOUT FACE: On the preparatory command of RIGHT/LEFT/ABOUT, the Guide will execute CARRY GUIDON. On the command of execution, the Guide will execute the movement with the unit. At the completion of the movement, he will return to ORDER GUIDON.

CHANGING BETWEEN ON LINE AND IN COLUMN: When on line and the command RIGHT FACE is given, the Guide will execute the facing movement, then step off with the left foot using a cross over step to march in front of the right-most file (if there is more than one). Once in position of the Crew Leader, he will execute a LEFT FACE and execute ORDER GUIDON. When in column and the command LEFT FACE is given, the Guide will execute the movement as described with the unit, then march up to take position next to the first crew leader and execute ORDER GUIDON. If on line and the command is LEFT FACE or in column and the command is RIGHT FACE, the Guide executes the movement with the rest of the unit and stands fast.

COLUMN LEFT/RIGHT: The Guide executes the movement on the command of execution with the crew leaders. When the turn is completed, he moves directly back into position and half steps until the crew leaders are back on line, then resumes marching normally when they do.

MARCHING BY THE FLANK, IN THE OBLIQUE, AND TO THE REAR: The Guide maintains his position in the formation and executes the movement as previously described.

COLOR GUARDS AND COLOR MANUAL

Generally speaking, military color guards consist of the color bearers and a left and right riflemen. Scouts are NOT to carry weapons, simulated or otherwise, as stated in the Rules and Regulations of the Boy Scouts of America. The term Escort will be used in place of Rifleman.

Everything a color guard does simply must be *perfect*. All eyes are on you. When marking time (MARK TIME, MARCH), pick up your knees. When stepping off at quick time (FORWARD, MARCH) pick up your left foot. Make every move distinctly. When practicing, have someone watch your movements to see what needs to be fixed.

Colors should be cased at all times unless marching in formation. Once the colors have been uncased, the color guard must remain a unit until the colors have been re-cased and the detail dismissed.

Each color guard should have a flag harness for each color bearer. It is worn so with the collar of the Sea Scout jumper uniform over the straps. The color bearers may wear medals and pins, but it is not recommended to prevent damage to the insignia. If a cartridge belt is worn, it is worn over the harness.

The color guard forms up as follows:

Right	National	Unit	Left
Escort	Colors	Colors	Escort
(Front)			

Right	National	State	Unit	Left
Escort	Colors	Colors	Colors	Escort

Right	National	Cub Scout	Boy Scout	Sea Scout	Left
Escort	Colors	Colors	Colors	Colors	Escort

Right	National	State	Cub	Boy	Sea	Left
Escort	Colors	Colors	Scout	Scout	Scout	Escort
			Colors	Colors	Colors	

A color guard is a separate unit. The bearer carrying the National Colors is the unit leader. The unit leader gives all

commands. A color guard falls in at ORDER COLORS standing shoulder to shoulder.

ORDER COLORS: ORDER COLORS is the Position of Attention for color guards. The pole is held straight up with the base or *ferule* resting touching the right foot at the little toe. The staff is gripped from the front by the right hand, in the V between the thumb and fingers with the back of the hand facing out and to the right. The fabric of the color is held in check by the right arm. The rest of the body stands at the POSITION OF ATTENTION.

RESTS WITH COLORS: The only rests position utilized by color guards is PARADE REST. On the Preparatory command, PARADE, shift your weight onto your right foot. On the command of execution, REST, move your left foot about twelve inches to the left. At the same time, place your left hand in the small of your back, palm flat facing out, fingers and thumb extended and joined. Elbows will be in line with the body. The colors remain upright against the body as described in ORDER COLORS. Remain still and do not talk. The only command that may be given from this position is (Color Guard/unit), ATTENTION. On the command ATTENTION, smartly bring the left heel against the right at the same time dropping the left arm back to the side to return to the ORDER COLORS.

CARRY COLORS: On the preparatory command, CARRY, grasp the staff from the rear. On the command of execution, COLORS, raise the staff sharply to a point directly above the harness pocket keeping it upright in one count. At the same time, grasp the staff with the left hand near *ferule* to steady it. On the next count, seat the *ferule* in the pocket and slide the right hand down the staff so it is directly in front of the face, roughly nose high. On the third count, smartly drop the left hand back down to the side.

Example:

CARRY (pause)	COLORS
(Change Grip)	(Raise the staff) (Seat the
Staff)	
(Think: Change	UP, one thousand SEAT, one
(Drop your left arm)	
thousand CUT)	

The unit leader may quietly call these commands listed in this "Think" to keep everyone in time.

At the end of the movement, the staff should be canted slightly forward, the right hand in front of the mouth, and the rest of the body at the POSITION OF ATTENTION. In excessive winds, both hands may be used.

To return to ORDER COLORS, on the preparatory command, ORDER, grasp the base of the staff with the left hand. On the command of execution, COLORS, smartly unseat the ferule from the pocket and guide the staff to the deck so the ferule is touching the right foot at the little toe. At the same time, guide the staff with the left hand, sliding it up the pole as it is lowered. The left hand should be between the elbow and shoulder at this point. Next, adjust the fabric of the color so it is held in check by the right arm with the left arm and change the grip of the right hand so the staff is held in front of the staff with the V between the thumb and fingers with the back of the hand facing out and to the right.

Example:

<p>ORDER</p> <p>(Change Grip)</p> <p>(Think: <i>Grab,</i></p> <p>pocket and guide it to the deck.)</p> <p><i>ease it to the deck,</i></p> <p>(Drop the left arm and return the head to the front)</p> <p><i>ready CUT)</i></p>	<p>COLORS</p> <p>(raise the staff out of the</p> <p><i>UP,</i></p> <p>(Adjust the fabric)</p> <p><i>Adjust,</i></p>
--	---

PRESENT COLORS

From CARRY COLORS: The command given is PRESENT ARMS. On the command of execution ARMS/COLORS, deliberately extend the right arm straight out shoulder high so the staff is held at roughly a 45-degree angle. To return to CARRY COLORS, the command is CARRY COLORS. On the command of execution, COLORS, deliberately raise the staff returning to CARRY COLORS.

From ORDER COLORS: On the preparatory command, PRESENT, grip the staff from the rear. On the command of execution, raise the staff sharply to a point directly above the harness pocket keeping it upright in one count. At the same time, grasp the staff with the left hand near ferule to steady it. On the next

count, seat the ferule in the pocket and slide the right hand down the staff so it is directly in front of the face, roughly nose high. On the third count, smartly drop the left hand back down to the side. Then extend the right arm as described above.

Example:

CARRY (pause)	COLORS
(Change Grip)	(Raise the staff) (Seat the staff)
(Think: Change	UP, one thousand SEAT, one
(Drop your left arm)	(Extend the right arm)
thousand CUT	one thousand DOWN)

To return to ORDER COLORS, the command is ORDER COLORS. First, raise the staff so the right hand is in front of the mouth. Then, grasp the base of the staff with the right hand, smartly unseat the ferule from the pocket and guide the staff to the deck so the ferule is touching the right foot at the little toe. At the same time, guide the staff with the left hand, sliding it up the pole as it is lowered. The left hand should be between the elbow and shoulder at this point. Next, adjust the fabric of the color so it is held in check by the right arm with the left arm and change the grip of the right hand so the staff is held in front of the staff with the V between the thumb and fingers with the back of the hand facing out and to the right.

Example:

ORDER (pause)	COLORS
(raise the colors to CARRY COLORS)	(Grasp the staff
(Think: One thousand (finishing on) UP	Grab
with the left hand)	(raise the staff out of the pocket and guide
	UP and ease it to the deck,
it to the deck.)	(Adjust the fabric)
Adjust	(Drop the left arm and
	ready CUT)
return the head to the front)	

EYES RIGHT/LEFT: This command only when halted at ORDER COLORS, or while marching at CARRY COLORS. On the command of execution, RIGHT/LEFT, all except the Right/Left Escort and the National Color bearer turn their heads 45-degrees in the direction called. If marching at CARRY COLORS, unit colors execute

PRESENT COLORS as well. When halted at ORDER COLORS, and the person reviewing the formation comes into view, follow him turning your head until you are once again facing the front. When marching at CARRY COLORS, the command READY FRONT is given. On the command of execution, FRONT, all heads snap back to the front and dipped colors return to carry colors.

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MOVEMENTS OF A COLOR GUARD

Color guards march normally at quick time, 120 steps per minute with a full 30" step. Color guards do not execute Oblique or Flank movements. Nor do they execute facing movements, except under special circumstances such as restricted space.

LEFT/RIGHT TURN, MARCH: Color guards do not execute COLUMN MOVEMENTS; they execute TURNS. The command of execution is given so it lands on the foot in the direction of the turn. On the command of execution, MARCH, the entire color guard executes MARK TIME MARCH. The man on the flank in the direction called pivots in place while the rest of the color guard inclines to the right/left until they face the new direction. To march forward in the new direction, the command FORWARD MARCH is given so the command of execution, MARCH is given on the left foot. On MARCH, take one more step in place with the right foot then step off with the left at quick time. To HALT the color guard after the TURN, the command COLOR GUARD, HALT is given and executed as previously described.

Example:

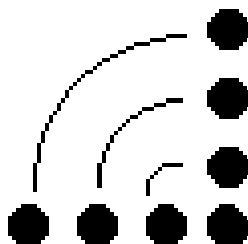
LEFT TURN (pause) MARCH (begin MARK TIME MARCH)
right foot left foot right foot left foot right foot left foot
(Think: step together and up)

(begin making the turn)

As a LEFT TURN ends:

FOR- WARD (pause) MARCH (one more step in place)
right foot left foot right foot left foot right foot left foot
(Think: and STEP)

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(begin marching at quick time)
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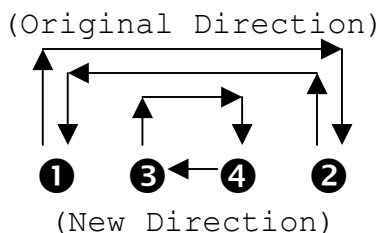
COUNTERMARCH, MARCH: This movement is used to turn the color guard around to face or march in the opposite direction. It may be given from either from the HALT or on the march. The command of execution is given on the right foot. On the command of execution, MARCH:

(Four-Man Color Guard)

- ❶ The Left Escort takes three half steps, turns to the right, takes four half steps, turns to the right, and takes three more half steps to come back on line with the rest of the color guard.
- ❷ The Right Escort takes two half steps, turns to the left, takes four half steps, turns to the left, and takes two more half steps to come back on line with the rest of the color guard.
- ❸ The Unit Color Bearer takes one half step turns to the right, takes two half steps, turns to the right, and takes one more half step to come back on line with the rest of the color guard.
- ❹ The National Color Bearer turns to the left, takes two half steps, and turns to the left again to come back on line with the rest of the color guard.

Once everyone has taken the required number of steps, they will continue to MARK TIME until the unit leader calls another command.

Example:



Scoring Drill Movements

FALL IN

The unit forms in the appropriate number of ranks, covered and aligned without any other commands from the unit leader. The unit leader adjusts after the unit stops moving.

Points Deducted For: Ranks not covered and aligned, and the unit leader not adjusting to 6 and centered after the movement has completed.

PARADE REST, AT EASE, AND REST

The unit moves the left foot and places hands in the small of the back together. The unit leader faces about and executes the movement after the unit. When returning to ATTENTION, the unit leader snaps to ATTENTION and faces about. The unit executes the command at the same time.

Points Deducted For: Scouts not executing the correct movement, excessive movement for PARADE REST, Scouts not executing PARADE REST and returning to ATTENTION together.

FALL OUT

The unit breaks position at the same time.

FACING MOVEMENTS

The unit executes the movement at the same time. With RIGHT and LEFT FACE the heels snap together with "one heel", not like a "machine gun". The unit leader remains facing the unit.

Points Deducted For: Scouts executing the wrong movement, executing the movement late, and the unit leader executing the movement with the unit.

BACK AND SIDE STEP

The unit marches together in step, heels coming together simultaneously (one heel) in SIDE STEP, keeping cover and alignment. The unit leader either adjusts position after or with the unit.

Points Deducted For: Unit not moving together, losing cover and alignment and the unit leader not adjusting to "six and center" after the movement is completed.

FORWARD MARCH

The unit steps off together and stays in step. Steps are as close to a full thirty-inch step as possible; no chopping. May be judged throughout the entire drill card. Unit Leader is positioned three paces and at least two-thirds back on the unit.

Points Deducted For: Chopping steps, marching out of step, not starting together, and unit leader not "three and two-thirds".

HALT

The unit stops together and does not move. The unit leader returns to his position six paces from and centered on the unit.

Points Deducted For: Not stopping together, unit leader not returning to "six and center", excessive movement by the unit.

HALF STEP

Same as FORWARD MARCH, except the steps are fifteen inches, not thirty.

Points Deducted For: Not executing the movement with the unit, marching out of step, not chopping steps and unit leader not "three and two-thirds".

COLUMN MOVEMENTS

The inside rank executes the 90-degree turn; all other ranks execute two 45-degree turns with out bunching up at or rounding off the pivot points. The unit leader executes two 45-degree turns with the scouts he is near in COLUMN RIGHT and stops to wait for the two-thirds point to make the turn before taking the 90-degree turn to the left.

Points Deducted For: The unit rounding off and moving the pivot point, bunching up at the pivot point, outside ranks not making two distinct pivots, and turning the wrong direction. The unit leader for not keeping control of the unit by not turning left until two-thirds of the unit has done so.

FLANK MOVEMENTS

Everyone executes the 90-degree pivots together and keeps cover and alignment. The unit leader should maintain visibility as best as possible when executing a FLANK to the left from in column. If the unit is closed, the unit should open as described in the movement.

Points Deducted For: Not executing the movement together, losing cover and alignment, not opening up when closed, turning in the wrong direction, and the unit leader losing control (sight) of the unit.

OBLIQUE MOVEMENTS

Everyone executes the 45-degree pivot together and keeps cover and alignment. On the command (unit) HALT, the unit stops in facing the original direction of travel and the unit leader moves to "six and center". On the command IN PLACE HALT or MARK TIME MARCH, the unit executes the command still facing the oblique. On FORWARD MARCH, the unit begins marching in the original direction starting with the left foot. On RESUME MARCH, the unit continues to march in the oblique.

Points Deducted For:

OBLIQUE—Not executing the movement together, losing cover and alignment, and turning the wrong direction.

HALT—Not executing the movement together, excessive movement, not facing the original direction of travel, and the unit leader not returning to "six and center".

IN PLACE HALT—Not executing the movement together and excessive movement.

RESUME MARCH—Not stepping off with the left foot and starting late.

CLOSE/EXTEND MARCH

Applies to both in column and on line. The unit is covered and aligned at the end of the movement without COVER being given. The Unit Leader adjusts position after the unit moves closing, makes sure he is out of the way before the unit begins to extend then adjusts after the unit stops moving.

Points Deducted For: Ranks being out of step, not being covered and aligned on the last count of the movement, the unit leader not adjusting after the movement.

OPEN/CLOSE RANKS

Each rank takes the appropriate number of steps, in step, and snaps their heads and pops their arms up and down together. The unit is covered and aligned. The leader is three steps from the unit and posted in front of the first Crew Leader or the Guide to report the unit. Commands to the unit are given not facing the unit, but looking down the line. For CLOSE MARCH, each rank takes the appropriate number of steps and is covered and aligned without COVER being given. The unit leader marches to "six and centered".

Points Deducted For: Ranks being out of step, not taking the correct number of steps, not being covered and aligned when opened or closed, unit leader not in the right position when commands are given.

COLUMN OF FILES/TWOS...

At the end of the movement, each rank is covered and aligned. The unit leader is positioned two-thirds of the way back while marching, "six and center" when halted.

Points Deducted For: Ranks being out of step, not being covered and aligned, rounding off and moving pivot points, and the unit leader being out of position.

Appendix A**What Foot To Call What**

Movement	Left	Right	Left	Right	Left	Right
Half Step	Half	Step	(pause)	March		
Forward March		For-	ward	(pause)	March	
Column Left		Column	Left	(pause)	March	
Column Right	Column	Right	(pause)	March		
Column Half Left	Column	Half	Left	(pause)	March	
Column Half Right		Column	Half	Right	(pause)	March
Left Oblique		Left	Oblique	(pause)	March	
In Place Halt	In	Place	(pause)	Halt		
Forward March		For-	ward	(pause)	March	
Right Oblique	Right	Oblique	(pause)	March		
In Place Halt		In	Place	(pause)	Halt	
Forward March	For-	ward	(pause)	March		
To The Rear March	To the	Rear	(pause)	March		
Right Flank	By the	Right	Flank	(pause)	March	
Left Flank		By the	Left	Flank	(pause)	March
Eyes Right	Eyes	(pause)	Right			
Ready Front		Ready	(pause)	Front		
Eyes Left		Eyes	(pause)	Left		
Ready Front	Ready	(pause)	Front			
Left Turn		Left	Turn	(pause)	March	
Right Turn	Right	Turn	(pause)	March		
Close March		Close	(pause)	March		
Extend March	Extend	(pause)	March			
Halt	(unit)	Halt				
Mark Time March	Mark	Time	(pause)	March		
Double Time March		Double-time	(pause)	March		
Close March	Close	(pause)	March			
Extend March		Ex -	tend	(pause)	March	
Left Turn		Left	Turn	(pause)	March	
Right Turn	Right	Turn	(pause)	March		
Countermarch		Countermarch	(pause)	March		

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Appendix B

Ditties

RIGHT/LEFT FACE

"Ready, Fire"
(1) (2)

ABOUT FACE

"Place, Smooth Pivot"
(1) (2)

ALL ONE-COUNT MOVEMENTS (Present Arms, Eyes Right, Ready Front...)

"SNAP"

OPEN RANKS

(Four ranks)

First rank: "One, Two, Pop-shuffle"
(1) (2) (3)

Second and Forth ranks: "One, Pop-shuffle"
(1) (2)

Third rank: "Pop-shuffle"

READY FRONT: "SNAP"

DRESS RIGHT/LEFT DRESS

"Pop-shuffle"

READY FRONT: "SNAP"

FORWARD MARCH

"And STEP"

HALF STEP MARCH

"Thirty, Fifteen"

Forward March: "Fifteen, Thirty"

MARK TIME MARCH

"Step, Together, and Up"

Forward March or Half Step from Mark Time: "And, Step"

HALT

"Step, Freeze"

CLOSE/EXTEND MARCH

Four ranks Halted: "One and Cover, Two Align, Three and Cover,
 (1) (2) (1) (2) (1) (2)

Four Align, Five and Cover, Six and Freeze."
(1) (2) (1) (2) (1) (2)

Three ranks Halted: "One and Cover, Two Align, Three and Cover,
 (1) (2) (1) (2) (1) (2)

Four and Freeze."
(1) (2)

Two ranks Halted: "One and Cover, Two and Freeze."
(1) (2) (1) (2)

Close Marching: "Pivot and one Three Five Cover Align"
left right left right left right

Open Marching: "Pivot and One Three Five
right left right left right left

Cover Align"
right

OLBIQUE, FLANK and COLUMN MOVEMENTS

"Pivot and Step"

CHANGE STEP MARCH

"Step Place Step"

TO THE REAR MARCH

"Step, Pivot, Step"

FALL OUT

"Break"

DISMISSED

"One, Two, Place, Smooth Pivot, BREAK"
left right (1) (2) (3)

CARRY GUIDON

"Over, Up, Cut,"

ORDER GUIDON

"Drop, Drag, Change"

PRESENT GUIDON AND EYES RIGHT/LEFT

"Snap"

READY "Grab" FRONT "Up, Adjust, Cut"

CARRY COLORS

"Change, UP, one thousand SEAT, one thousand CUT"

ORDER COLORS

"Grab, UP, ease it to the deck, Adjust, ready CUT"

PRESENT COLORS from ORDER COLORS

"Change, UP, one thousand SEAT, one thousand CUT, one thousand
finishing on DOWN"

ORDER COLORS: "One thousand *finishing on* UP, Grab, UP and ease
it to the deck, Adjust, ready CUT"

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APPENDIX C**Sample Drill Cards**

Instructions

Fold each card in half lengthwise then in half so there are ten commands on each side.

Establish your drill deck. A good size is 30 paces square. This is large enough to successfully complete each card. Ideally it should be free of any hazards on the drill deck such as holes, sprinklers, cords, trees or poles. However, this may not always be possible. The judges should point out any hazards and the established boundaries before the unit leader takes the drill deck.

Review each card and determine your starting point on the drill deck. Choosing a good starting point could mean the difference between successfully completing the card or not.

Determine the number of "Free Movements" you have and what signal is used to let the judges know you are using a free movement. These are movements not on the card that may be used to position the unit in a manner to complete the card. One example would be if you are running out of room and you need to execute a To the Rear March. Generally, the unit leader would raise his left arm straight up until the judge acknowledges the free movement. Some competitions allow unlimited free movements with deductions for not signaling. Others only allow two or three with deductions for not signaling and serious deductions for loss of control for each extra movement.

Basic Cards

A, B, C

Advanced Cards

D, E, F

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CARD A

At Close Interval, Fall In

Left Face

Right Face

About Face

Count Off

Parade Rest

Rest

At Ease

Hand Salute

Fall Out

Fall In

Column Right

By the Right Flank, March

Mark Time, March

Column Left

To the Rear March

Left Oblique

Halt, Forward March

Half Step March, Forward march

Mark Time March

Dismissed

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CARD B

Fall In

About Face

Right Face

Left Face

Count Off (in column)

Rest

At Ease

Parade Rest

Dress Right Dress

Hand Salute

By the Right Flank, March

Column Left

Left Oblique

In Place Halt, Forward March

To the Rear March

Mark Time March

Half Step March (from Mark Time)

Column Right

Eyes Right (Judge is Reviewing Officer)

Fall Out

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CARD C

At Close Interval, Fall In

Right Face

Left Face

About Face

Parade Rest

At Ease

Rest

Open Ranks, March

Hand Salute

Close in Column

Half Step, March, Forward March

Column Right

By the Right Flank March

Left Oblique

Mark Time, March

To the Rear, March

Column Left

Close March

Extend March

Dismissed

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CARD D

At Close Interval, Fall In

Extend On Line (to normal Interval)

Left Face

Right Face

Right Step

Back Step

Open/Close Ranks (Report for inspection)

Parade Rest

Rest

At Ease

Forward March

Close March

By the Right Flank

Column Left

Left Oblique

In place Halt, Resume March

Column Right

To the Rear March

Half Step/Forward March

Dismissed

CARD E

Fall In

Open/Close Ranks (report unit to judge)

Right Face

Left Face

About Face

Left Step

At Ease

Rest

Column of Files

Column of Twos

Forward March

Close March

Column Right

Right Oblique

Mark Time March/Forward March

To the Rear March

Column Left

By the Right Flank

Eyes Right (Judge is Reviewing Officer)

Dismissed

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CARD F

Fall In at Close Interval

Extend March

Left Step

Take Interval on Line

At Ease

Assemble March

Rest

About Face

Column of Files

Column of Twos

Column Right From Halt

Close March

By the Right Flank

Column Left

Left Oblique

(In the oblique)

Mark Time March/Resume March

To the Rear March

Half Step March/Forward March

Eyes Right (Judge is Reviewing Officer)

Dismissed

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