

NAD Pathfinder Drill Manual



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By

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DRILL AND MARCHING

Introduction

The Pathfinder Club is interested in seeing that each junior youth develops his individual initiative and personality, that he learns to stand tall and straight physically and spiritually. This individuality must not be suppressed, but it is also important that all learn to work together, play together, and live amiably together in the community.

Good sportsmanship, fairness, self-control, cooperation, regard for the rights of others, and loyalty may be taught through stores and sermons, but carefully selected group activities in a Pathfinder Club can greatly hasten the process. Pathfinders learn largely by doing, and while they appreciate discipline and order, they prefer these in terms of marching feet rather than an order to “sit still and be good.” See page 18, *Suggestions to Drill Instructors*.

Simple drill and marching are necessary for orderliness and for getting the Pathfinders into position for various activities. Pathfinder drill is a game to be enjoyed and should be used regularly at club meetings. It should not be prolonged to the point where the youth tire of it.

The instructions given here are taken from the 1986 drill manual of the United States Army, yet modified so they fit the Pathfinder Club. No attempt is being made to make soldiers of the Pathfinders. There are merely the more familiar military courtesies and drills that the youth will enjoy.

The length of the steps in marching for adults is 30 inches and 15 inches. In this manual these figures have been shortened to 24 inches and 12 inches. Measurements are approximated and are based on the configuration of the average Pathfinder.

Capitalization

Preparatory commands and supplementary commands are printed in capitals while commands of execution are printed in capitals and bold. Combined commands and directives are also printed in capitals and bold, although they are sometimes use as supplementary commands.

Drill Instructor

The step-by-step method is the most effective one for instructing in drill.

The steps are as follows:

1. Give the name of the movement and its practical use.
2. Give the commands to be used for the movement and explore the preparatory command and the command of execution. Commands necessary to terminate a movement are also discussed at this time.
3. Explain the movement so the Pathfinders may understand its pertinent points.
4. Demonstrate the movement. If it has two or more counts, the demonstrators execute it by the numbers, one count or movement at a time.
5. Give practical work by the numbers or talk through the movement and follow this by having the movement executed at normal cadence. Instructors should supervise each movement closely and repeat it until precision becomes habitual.

Additional Techniques for Drill Instructors

A. **By the numbers.** To drill by the numbers the instructor commands **BY THE NUMBERS**. All subsequent commands are executed by the numbers until the command **WITHOUT THE NUMBERS** is given. The first count of the movement is executed on the command of execution. The second count is executed on the command, **TWO** or **READY, TWO**; etc.

B. **Mass commands.** When the instructor wants the Pathfinders to use mass commands, he commands **AT YOUR COMMAND**. He gives a preparatory command describing the movement he wants performed; for example, **FACE THE CLUB TO THE RIGHT**. His command of execution is **COMMAND**. When he says **COMMAND**, all Pathfinders in the club in unison give the command **RIGHT**, wait one count, then give the command **FACE** and simultaneously execute the movement. The drill is conducted as follows:

1. Instructor: **CALL THE CLUB TO ATTENTION, COMMAND**.
Mass: **PATHFINDERS, ATTENTION**
2. Instructor: **HAVE THE CLUB STAND AT PARADE REST, COMMAND**.
Mass: **PARADE, REST**.
3. Instructor: **HALT THE CLUB, COMMAND**.
Mass: **PATHFINDERS, HALT**.

If the Pathfinders are being drilled in a single unit instead of a club, the term “unit” would be used instead of “club.”

When the instructor desires to end mass commands, he commands **AT MY COMMAND**.

C. For stationary movements of two or more counts the instructor directs **IN CADENCE**. The Pathfinders simultaneously execute the first count of the movement on the command of execution and sound off with **ONE**; as they execute the second count they sound off with **TWO**. To halt execution of movements in cadence the instructor directs **WITHOUT CADENCE**. Normal drill methods are resumed.

General Rules for Drill

A. Drill periods should be frequent and of short duration. Smartness and precision should be expected in the execution of every detail.

B. The explanation of a movement that may be executed toward either flank is given in this manual for only one flank. This is indicated by the use of the words “left” or “right” in parentheses. To execute the movement toward the other flank substitute the word “left” for “right” and “right” for “left.”

C. Units are numbered from front to rear when in column and from right to left when in lines.

D. Except at the beginning of training. The Pathfinder leader does not count cadence. When the Pathfinders get out of step, correct them or halt the club and move them off in step.

Commands

The directions given Pathfinders during drill are called “commands.” There are two parts to a command:

1. The preparatory command states the movement to be carried out and mentally prepares the Pathfinder for its execution. In the command FORWARD, MARCH, the preparatory command is FORWARD.
2. The command of execution tells when the movement is to be carried out, in FORWARD, MARCH, the command of execution is MARCH.

In certain commands the preparatory command and the command of execution are combined, for example" FALL OUT, AT EASE, and REST.

Generally, when giving commands to his Pathfinders, the Pathfinder leader faces them. When his unit or club is a part of a larger drill group, or is in ceremonies, the Pathfinder leader does not face his unit or club, but turns his head toward his unit or club. He does not face about.

For a change in direction, the preparatory command and the command of execution are given so as to end as the foot corresponding to the direction of the turn strikes the ground.

The Pathfinder leader gives AS YOU WERE to revoke a preparatory command that he has given. If an improperly given command is not revoked, the Pathfinders execute the movement in the best manner possible.

The tone of the command should be animated, distinct, and of loudness proportioned to the number of Pathfinders for whom it is intended. Cadence in commands means a uniform and rhythmic flow of words. For everyone to be able to understand the preparatory command and know when to expect the command of execution, it is necessary that the interval between commands be generally of uniform length. For the unit or club in march, except when supplementary commands need to be given, the best interval of time is that which allows one step to be taken between the preparatory command and the command of execution. The same interval is best for commands given at the halt. Longer commands, such as RIGHT FLANK, MARCH, must be started so that the preparatory command will end on the proper foot and leave a full count between the preparatory command and the command of execution. Use a rising inflection with the preparatory command. Give the command of execution in a sharper tone and slightly higher pitch.

Directives

A directive causes action to be taken by those under the command of the one giving the directive. For example, PREPARE TO RAISE THE FLAG. The subordinate leader(s) may give necessary commands.

DRILL FOR INDIVIDUAL

General

This chapter contains most of the individual positions and stationary movements required in drill. These positions and the correct execution of the movement in every detail should be learned before proceeding to unit drill. Absolute precision is required in drills.

All movements are initiated from the position of attention except for some rest movements which can be commanded from each other.

Definitions

- A. Cadence is the uniform rhythm in which a movement is executed, or the number of steps or counts per minute at which the movement is executed.
- B. Double time is the cadence of 180 counts or steps per minute.
- C. Element is an individual, unit, club, division, or larger designation forming a part of the next larger group.
- D. Step is the prescribed distance measured from heel to heel of the marching Pathfinder
- E. Quick time is the cadence of 120 counts or steps per minute.

Position of Attention

- A. Assume the position of attention on the command, FALL IN, or PATHFINDERS, ATTENTION. On the preparatory command, immediately assume the position of parade rest when at the position of at ease, stand at ease, or rest.
- B. Standing, with your right foot in place, bring your left heel smartly to the right heel so that the heels are on the same line with toes pointing out equally, forming an angle of 45 degrees. Keep your legs straight without locking your knees. Hold your body erect, with your hips level, chest lifted and arched, and shoulders square and even.
- C. Let your arms hang straight, without stiffness, along your sides with the back of the hands outward; curl your fingers so that the tips of the thumbs are alongside and touching the first joint of your forefingers. Keep your thumbs straight and along the seams of your trousers or skirt, with all fingertips touching the legs.
- D. Keep your head erect and hold it squarely to the front, with your chin drawn in so that the axis of your head and neck is vertical. Look straight to the front.
- E. Rest the weight of your body equally on the heels and balls of your feet. Remain silent except when replying to a question or when directed otherwise.

Prayer Attention

This movement is unique to the Pathfinder Clubs as at most Pathfinder ceremonies there is prayer. The movement is done only from parade rest and is the same as parade rest, except that the head is bowed for prayer.

- A. First the command PARADE, REST is given.
- B. Because of the reverence of prayer, the Pathfinders are commanded, PRAYER ATTENTION. (NOTE: This is a combined command; therefore, there is no command of execution.)

1. Male Members. At the command PRAYER ATTENTION, each male member moves only his right hand to remove his head gear, holds it in his right hand behind his back, and otherwise resumes the position of parade rest with his head bowed.
 2. Female Members. At the command PRAYER ATTENTION, each female member remains at the position of parade rest and bows her head.
- C. At the conclusion of prayer:
1. Male Members. At the conclusion of prayer, each male member (without any orders) replaces his head gear using both hand sand resumes parade rest.
 2. Female Members. At the conclusion of prayer, each female member resumes parade rest.

Rests at the Halt

1. The following rests are executed at the halt: parade rest, stand at ease, at ease, and rest.
2. At the command REST of PARADE, REST (given at attention only), move your left foot smartly 8 inches to the left of your right foot. Keep your legs straight without locking the knees so that the weight of your body rests equally on the heels and the balls of your feet. Simultaneously, place your hands at the small of the back, centered on the belt. Keep the fingers of both hands extended and joined, interlocking your thumbs so that the palm of your right hand is outward. Hold your head and eyes as at the position of attention. Remain silent and do not move. The commands for stand at ease, at ease, or rest and the directive for prayer attention may be given from this position.
3. NOTE.—on the preparatory command for attention, immediately assume parade rest when at the position of at ease, stand at ease, or rest.
4. At the command REST of PARADE, REST (given at attention only), move your left foot smartly 8 inches to the left of your right foot. Keep your lefts straight without locking the knees so that the weight of your body rests equally on the heels and the balls of your feet. Simultaneously, place your hands at the small of the back, centered on the belt. Keep the fingers of both hands extended and joined, interlocking your thumbs so that the palm of your right hand is outward. Hold your head and eyes as at the position of attention. Remain silent and do not move. The commands for stand at ease, at ease, or rest and the directive for prayer attention may be given from this position.
5. NOTE.—On the preparatory command for attention, immediately assume parade rest when at the position of at ease, stand at ease, or rest.
6. At the command EASE, of STAND AT, EASE (given from the position of attention), execute parade rest as described above, but turn your head and eyes directly toward the commander. At ease or rest may be commanded from this position.
7. At the command AT EASE, keep your right foot in place. You may move, but remain silent and standing. Rest may be commanded from this position.
8. At the command REST, keep your right foot in place. You may talk and move. Remain standing. AT EASE may be commanded from this position.

Facings at the Halt

Facings at the halt are commanded only from the position of attention and executed in the cadence of quick time.

- A. **Face to the flank.** The command is RIGHT (LEFT), FACE. This is a 2-count movement. At the command FACE, slightly raise your left heel and right toe and turn 90 degrees to the right on your heel, assisted by a slight pressure on the ball of your left foot, in one count. Keep your left

leg straight without stiffness. On the second count, place your left foot smartly beside your right foot, resuming the position of attention. Hold your arms as at attention when executing this movement.

B. **Face to the rear.** The command is ABOUT, FACE. This is a 2-count movement. On the command FACE, move the toe of your right foot to a position touching the ground approximately one-half the length of your foot to the rear and slightly to the left of your left heel. Rest most of your weight on the heel of the left foot and allow your right knees to bend naturally. On the second count, turn to the right 180 degrees on your left heel and the ball of your right foot, resuming the position of attention. Hold your arms as at attention when executing this movement.

Present Arms

A. **Present arms** is a one-count movement given only at the position of attention. The command is PRESENT, ARMS. On the command of execution, ARMS, raise the right hand until the tip of the forefinger touches the forehead just above the right corner of the right eye (When wearing headdress having brim, bill or visor, touch protruding edge of headdress above right eye.) The outer edge of the hand is barely canted downward so that neither the palm nor the back of the hand is visible from the front. The upper arm is horizontal with the elbow inclined slightly forward and the hand and wrist straight.

B. **Order arms** from present arms is a one-count movement. The command is ORDER, ARMS. On the command of execution, ARMS, return your hand smartly to your side, resuming the position of attention.

NOTE.—the hand salute is executed like present arms but without command. When reporting or when rendering courtesy, turn the head and eyes toward the person addressed as you salute. Upon acknowledgement, terminate the salute like order arms but without command.

Steps and Marching, General

A. These steps should be learned thoroughly before preceding to unit drill. A step (not pace) is the distance between heels when marching.

B. All marching movements executed from the halt are initiated from the position of attention.

C. Except for route step and at ease, march, all marching movements are executed while marching at attention. Marching at attention is the combination of the position of attention and the procedures for the prescribed step, executed simultaneously.

D. When executed from the halt, all steps except right step begin with the left foot.

E. For short-distance marching movements the commander may designate the number of steps forward, backward, or sideward by giving the appropriate commands; e.g. ONE STEP TO THE RIGHT, (LEFT) MARCH; or, TWO STEPS BACKWARD (FORWARD) MARCH. On the command of execution, MARCH, step off with the appropriate foot, and halt automatically after completing the number of steps designated.

F. All marching movements are executed in a cadence of quick time (120 steps per minute), except when the 24-inch step is executed in the cadence of 180 steps per minute on the command DOUBLE TIME, MARCH.

G. For movements involving a turn while marching, both the preparatory command and the command of execution are completed on the foot in the direction of the turn. For groups no larger than a unit or club, the commands are given so there is one step between the end of the

preparatory command and the command of execution. For groups larger than a club, time is allowed for supplementary commands.

H. When instructing in marching, it is often helpful to have the Pathfinders count cadence. The instructor should count cadence as little as possible. The command **COUNT CADENCE**, **COUNT** is given as the left foot strikes the ground while marching at quick time. The Pathfinders take one more step and then count aloud for eight steps: **ONE, TWO, THREE, FOUR, ONE, TWO, THREE, FOUR**. The count should be vigorous and snappy. To count cadence while double timing the procedures are basically the same, except the Pathfinders count only each time the left foot strikes the ground. When further along in training the Pathfinders should be halted when necessary and marched forward again to get proper cadence. The Pathfinders should develop a sense of rhythm rather than depend upon counting cadence.

24-Inch Step (Quick Time)

A. Being at the halt, march with a 24-inch step in the cadence of quick time, the command is **FORWARD, MARCH**. At the command **FORWARD**, shift the weight of your body to your right leg without noticeable movement. At the command **MARCH**, step off smartly with your left foot and march straight forward with 24-inch steps, keeping your head and eyes fixed to the front. Swing your arms easily in their natural arcs 9 inches straight to the front and 6 inches to the rear of the seams of your trousers or skirt. Do not allow your arms to bend at the elbow; keep your fingers curled as in the position of attention, and just clearing your trousers or skirt when swinging.

B. To halt from quick time, the command is **PATHFINDERS, HALT**, given as either foot strikes the ground. This movement is executed on two counts. On the command of execution, **HALT**, take one more step and then bring your trailing foot alongside your leading foot, resuming the position of attention.

12-Inch Step (Half-Step)

A. To march forward with a 12-inch step from the halt, the command is **HALF STEP, MARCH**. On the preparatory command **HALF STEP**, shift your weight to the right leg without noticeable movement. On the command of execution, **MARCH**, step forward 12 inches with your left foot and continue marching with 12-inch steps. Allow your arms to swing as with a 24-inch step.

B. To alter the march to a 12-inch step while marching with a 24-inch step in quick time, the command is **HALF STEP, MARCH**. This command may be given as either foot strikes the ground. On the command of execution **MARCH**, take one more 24-inch step and then begin marching with a 12-inch step. Allow your arms to swing as with a 24-inch step.

C. To resume marching with a 24-inch step, the command **FORWARD, MARCH**, is given as either foot strikes the ground. On the command of execution **MARCH**, take one more 12-inch step and then begin marching with a 24-inch step.

D. The halt while marching at the half step is executed in two counts, basically the same as the halt from the 24-inch step.

E. While marching at the half step, **MARK TIME, MARCH; FORWARD, MARCH; EXTEND, MARCH;** and **HALT** are the only commands that may be given. The element may be marched for short distances from a close interval line formation. To obtain correct distance while marching with less than correct distance, the command is **EXTEND, MARCH**. The leading Pathfinder take one more 12-inch step then 24-inch steps. Other begins 24-inch steps when at correct distance.

Marching in Place

- A. To march in place at quick time, the command MARK TIME, **MARCH** is given as either foot strikes the ground while marching at quick time or half step. (Not given when at half nor at double time.)
- B. When marching at quick time or half step and the command MARK TIME, **MARCH** is given, take one more step after the command of execution, plant the trailing foot along-side your stationary foot and march in place. Raise each foot alternately, approximately 2 inches off the ground, executing the movement in quick time. Allow your arms to swing naturally. Adjust your alignment while marching.
- C. The command FORWARD, **MARCH** is given to resume marching with the 24-inch step. Take one more step in place and the step off with a full step. This command is given as either foot strikes the ground.
- D. The halt from mark time is executed similarly to the halt from quick time.

12-Inch Step (Right/Left)

- A. The command RIGHT (LEFT) STEP, **MARCH** is given only from the halt.
- B. On the command, **MARCH**, slightly bend your right knee and raise your right leg only high enough to allow freedom of movement. Place your right foot 12 inches to the right of the left foot, and then move the left foot, keeping your left leg straight, to a position along-side the right foot as in the position of attention. Continue this movement in the cadence of quick time, keeping your arms by your sides.
- C. To halt from the right (left) step, the preparatory command is given when the heels are together, and the command of execution (**HALT**) when the heels are together the next time. The halt from the right (left) step is executed in two counts. On the command **HALT**, take one more step with your right foot and place your left foot alongside the right, resuming the position of attention.

To March Backward With a 12-Inch Step

- A. The command BACKWARD, **MARCH** is given from the halt, and for short distances only.
- B. At the command **MARCH**, take 12-inch steps backward beginning with your left foot, in the cadence of quick time only, allowing your arms to swing naturally.
- C. The halt from backward march is executed in two counts, similar to the halt from quick time, and may be given as either foot strikes the ground.

To Change Step

- A. The command CHANGE STEP, **MARCH** is given as the right foot strikes the ground while marching at quick time.
- B. At the command of execution take one more step with your left foot, then in one count place your right toe near the heel of your left foot and step off again with your left foot.
- C. This movement is executed automatically when a Pathfinder finds himself out of step with other members of the formation.

24-Inch Step (Double Time)

The command DOUBLE TIME, **MARCH** is given from a halt, or as either foot strikes the ground while marching at quick time.

When the preparatory command for double time is given from a halt, shift the weight of your body to your right leg without noticeable movement. At the command **MARCH**, raise your forearms to a horizontal position, with your fingers and thumbs closed, knuckles out, and simultaneously step off with your left foot. Continue to march with 24-inch steps at the cadence of double time. Let your arms swing naturally, straight to the front and rear, but keep your forearms horizontal.

When marching at quick time, and the command DOUBLE TIME, **MARCH** is given, take one more quick-time step and step off with your trailing foot in double time as instructed in B above.

To resume quick time from double time, the command is QUICK TIME, **MARCH**, given as either foot strikes the ground. At the command of execution take two more double-time steps, then resume quick time, lowering your arms to your sides.

To halt from marching at double time, at the command of execution, **HALT**, take two more double time steps, (lower your hands to the side) and one 24-inch step at quick time, bringing your trailing foot alongside your leading foot, resuming the position of attention.

NOTE.—**Halt, quick time, column half right (left), and column right (left)** are the only movements which can be executed while double timing.

Rest Movements (24-Inch Step)

At Ease, **March**. The command AT EASE, **MARCH**, is given as either foot strikes the ground. On the command of execution, **MARCH**, you are no longer required to retain cadence; however, silence and approximate interval and distance are maintained. QUICK TIME, **MARCH**, or ROUTE STEP, **MARCH**, are the only commands that can be given while marching **at ease**. Route Step, **March**. Route step is executed exactly the same as AT EASE, **MARCH**, except that you may talk.

NOTE.—To change the direction of march while marching at **route step** or **at ease, march** the commander informally directs the lead element to turn in the desired direction. Before precision movements may be executed, the Pathfinder must resume marching in cadence. The Pathfinders automatically resume marching at attention on the command QUICK TIME, **MARCH**, as the commander reestablished the cadence by counting for eight steps.

DRILL FOR THE UNIT

General

- A. After learning all the movements and positions of drill for the individual, then drill for the unit should be taught. In unit drill you learn to do all the individual movements with other Pathfinders.
- B. Individual members of the unit are numbered from right to left when in line, and from front to rear in column

Definitions

- A. Formation is the arrangement of the elements of a Pathfinder drill formation in any prescribed manner.
- B. Line is a formation in which the elements are side by side or abreast of each other. In a club line the Pathfinders in each unit are abreast of each other with the units one behind the other.
- C. Rank is a line that is only one element in depth.
- D. Interval is the lateral space between elements. Normal interval between Pathfinders is measured from right to left by the Pathfinder on the right holding his left arm and hand shoulder high, fully extended, palm down, with the tip of his middle finger touched by the right shoulder of the Pathfinder on his left. Close interval between Pathfinders is measured from right to left by the Pathfinder on the right placing the heel of his left hand on his left hip even with the top of the belt line, fingers and thumb joined and extended downward, and his elbow in line with his body and touched by the arm of the Pathfinder on his left.
- E. Column is a formation in which the elements of the formations are one behind the other. In a club column, the Pathfinders in each unit are one behind the other, with the units abreast of each other.
- F. File is a column that has a front of only one element.
- G. Distance is the space between elements when the elements are one behind the other. Distance between Pathfinders is an arm's length to the front plus 6 inches, or approximately 30 inches, measured from the chest of one Pathfinder to the back of the Pathfinder immediately to his front.
- H. Cover is aligning yourself directly behind the Pathfinder to your immediate front while maintaining correct distance.
- I. Flank is the right or left side of any formation as sensed by an element within that formation.

To Form the Unit

- A. The unit counselor stands at attention and commands **FALL IN**.
- B. The unit captain positions himself so that the unit, when formed, will be three steps in front of and centered on the unit counselor. The unit captain immediately raises his left arm laterally at shoulder level, fingers extended and joined, palm down, with head and eyes to the front. The number two Pathfinder takes his position immediately to the left of the unit captain and on line, his right shoulder touching the captain's fingertips; he turns his head and eyes to the right for alignment and raises his left arm. As soon as proper interval has been obtained, the captain drops his left arm quietly to his side. The number two Pathfinder turns his head and eyes to the front when he is aligned, drops his arm as soon as proper interval has been obtained and

stands at attention. Other members of the unit form in a similar manner. The left flank Pathfinder does not raise his arm.

C. To form at close interval the command is **AT CLOSE INTERVAL, FALL IN**. The formation is completed like normal interval except that close interval is obtained as described in the section *To Align the Unit*, Definition D, on page 15.

D. When the guidon bearer drills with the unit, the unit forms similarly except that the guidon is to the right of the captain at prescribed interval.

To Dismiss the Unit

A. The unit is dismissed only from a line formation with the Pathfinders at attention. The commands are **PRESENT, ARMS; ORDER, ARMS; DISMISSED**.

B. At the command **DISMISSED**, each Pathfinder should execute about face, take one step in the new direction, and then leave the line.

Resting the Unit

A. The Pathfinders in the unit execute the same rest position in formation in the same manner as prescribed for individuals.

B. When the situation warrants a greater degree of relaxation than the rest positions, the unit counsellor may command **FALL OUT**. At this command each Pathfinder executes an aboutface, takes one step in the new direction and leaves his position in formation but remains in the immediate area.

To Change Interval While in Line

NOTE.—To ensure that each Pathfinder understands the number of steps to take, the unit counsellor should have the unit count off before giving any commands that cause a unit to change interval. Pathfinders do not raise their arms when changing interval.

A. To obtain close interval from normal interval, the command is **CLOSE INTERVAL, MARCH**. On the command of execution, **MARCH**, the unit captain stands fast. All Pathfinders to the left of the unit captain execute right step march and take one step less than their number (number five Pathfinder takes four steps) and halt.

B. To obtain normal interval from close interval, the command is **NORMAL INTERVAL, MARCH**. On the command of execution, **MARCH**, the unit captain stands fast. All Pathfinders to the left of the unit captain execute left step march and take one step less than their number (number four Pathfinder take three steps) and halt.

NOTE.—The guidon bearer, if present, executes one left step in close interval march and one right step in normal interval march.

To Align the Unit

NOTE.—The unit counsellor should command the unit to the appropriate interval prior to giving the command for alignment.

A. To align the unit in line at normal interval, the commands are **DRESS RIGHT, DRESS; READY, FRONT**. At the command **DRESS**, each Pathfinder except the right flank Pathfinder turns his head and eyes to the right and aligns himself on the right flank Pathfinder. Each

Pathfinder except the left flank Pathfinder extends his left arm, and each Pathfinder positions himself by short right or left steps until his right shoulder touches the fingertips of the Pathfinder on his right.

B. If the unit counselor desires exact alignment, he marches by the most direct route to a position on line with the unit, one step from the right flank Pathfinder, halts on line and faces down the line. From this position he verifies the alignment of the unit, ordering Pathfinders to move forward or backward as necessary, calling them by name or number. The unit counselor remains at attention, taking short steps to the right or left as necessary to see down the unit. He does not use his arms or twist his body. Having aligned the unit, he returns by the most direct route to his position at the center of the unit, halts, faces the unit and commands **READY, FRONT.**

C. To align the unit at close interval the commands are **AT CLOSE INTERVAL, DRESS RIGHT, DRESS; READY, FRONT.** The movement is executed as described in A and B above, except that close interval is obtained as described in Definition D on page 15.

D. To align the unit in column the command is **COVER.** At this command, each Pathfinder (except the leading Pathfinder) raises his left arm horizontally to the front, fingers extended and joined, palms down, and obtains an arm's length plus approximately 5 inches (from the fingertips) from the back of the Pathfinder to his front. At the same time, each Pathfinder aligns himself directly behind the Pathfinder to his front. To resume the position of attention, the command **RECOVER** is given. On this command each Pathfinder lowers his arm smartly back to his side.

To Change the Direction of March

A. From the halt, the command to place the unit in motion and simultaneously change the direction of march is 45 degrees or 90 degrees is **COLUMN HALF RIGHT (LEFT), MARCH,** or **COLUMN RIGHT (LEFT), MARCH.** On the command of execution, **MARCH,** lead Pathfinder faces to the half right or right in marching by pivoting on the ball of his right foot (45 degrees or 90 degrees) and stepping off in the indicated direction with his left foot, continuing to march in the new direction. All other Pathfinders march forward and pivot to the new direction on the ball of the lead foot and step off in the new direction with the trailing foot. As the Pathfinders approach the turning point, they shorten or lengthen their pivot steps as necessary so as to turn at the approximate same point as the lead Pathfinder.

B. To change the direction of march 45 degrees or 90 degrees when marching, the preparatory command **COLUMN HALF RIGHT (LEFT)** or **COLUMN RIGHT (LEFT)** is given as the foot in the desired direction strikes the ground, and the command of execution, **MARCH,** is given the next time the foot in the desired direction strikes the ground. On the command of execution, **MARCH,** the lead Pathfinder takes one additional step, turns in the command direction as the pivot foot strikes the ground, and continues to march in the new direction. Other Pathfinders continue to march forward and execute the pivot as inscribed from the halt.

C. To march in the opposite direction, the command is **REAR, MARCH,** (not given from a halt). The preparatory command, **REAR,** is given as the right foot strikes the ground. On the command of execution given when the right foot next strikes the ground, all Pathfinders take one more step with the left foot, pivot on the balls of both feet, turning 180 degrees to the right, and step off in the new direction. Do not allow the arms outward while turning.

D. To avoid an obstacle in the path of march, the unit counselor commands **INCLINE AROUND LEFT (RIGHT)**. The lead Pathfinder inclines around the obstacle and re-establishes the original direction. All other Pathfinders follow the lead Pathfinder.

E. When it is desired to move a unit to the flank for a short distance while marching at quick time, the commands are **RIGHT (LFT) FLANK, MARCH**. The preparatory command and the command of execution end when the foot in the indicated direction of march strikes the ground. The interval between the preparatory command and the command of execution is one step. At the command **MARCH**, each Pathfinder takes one more step, turns in the indicated direction of march on the ball of his leading foot, and steps off on the new direction with his trailing foot. This movement is not executed from a halt. As the Pathfinders begin to march in the new direction, they glance out of the corner of the eye and dress to the right.

To Count Off in Line or Column

A. Counting off is executed only from right to left inline and from front to rear in column. The command is **COUNT, OFF**. The guidon bearer, if present, does not take part in the counting.

B. When in line, at the command of execution, all Pathfinders except the one on the right flank turn their heads and eyes to the right, and the right flank Pathfinder counts off **ONE**. After the Pathfinder on the right counts off his number, the Pathfinder to his left counts off the next higher number, at the same time turning his head and eyes to the front. The numbers are counted in the cadence of quick time from Pathfinder to Pathfinder. All movements are made in a precise manner.

C. When in column, at the command of execution, each Pathfinder in succession (starting with the leading Pathfinder) turns his head to the right and counts off his number sharply over his right shoulder. He then turns his head back to the front. The last Pathfinder in column keeps his head and eyes to the front.

DRILL FOR THE CLUB

General

- A. Following unit drill, your unit is merged with other units for further movements.
- B. The units of a club are numbered from front to rear when in line, and from left to right when the club is in column.
- C. When forming in line for club drill the unit counselors fall in at normal interval on the left flank of their unit unless another position is designated by the club director.

Unit Drill Applicable to Club Drill

The following movements are executed as in club drill, with the exceptions and additions noted.

- A. The club changes interval while in line and counts off in the same manner as the unit, with the unit captains as bases for these movements. When there are two or more ranks, the Pathfinder in rear of the first rank cover the corresponding Pathfinders to their front in executing these movements.
- B. The club executes flank movements in a manner similar to that described for the unit, except when the club is at close interval between files. In this case it must first be extended to normal interval.
- C. The unit captain of the first unit serves as the guide when the club is in line formation. The unit captain of the right flank unit serves as the guide when in column formation.
- D. The club forms in line (one unit behind another) with the unit captains on the right of their units. In line, the club director's post is six steps to the front of and centered on the club. The club should march in line for short distances only. Normally it should march in column when the club is drilling as a separate formation, in column, the club director is six steps to the left and centered on the left flank of the club. When the club is an element in a larger formation, and marching in column, the club director is at normal distance in front of and centered on the unit captains.
- E. When the club drills with guidons in each unit, the guidon bearer takes his place to the right of the unit captain when in line, and in front of the unit captain when in column. When drilling with guidons, the club in line, and the position of present guidon is called for, the guidon bearer in the second and succeeding ranks present guidons slightly to the right of the one in front.

To Align the Club

- A. The club in line is aligned similarly to the unit except that the front unit is the only one to obtain exact interval. In other units the Pathfinders raise their left arms and turn their heads but cover the corresponding Pathfinders to the front. If the club director desires exact alignment he marches to the right flank of the first unit as in unit drill, and aligns the first unit. Having aligned the first unit he faces to the left in marching, taking two (three if at open ranks) short steps to the next unit, halts, executes right face and aligns that unit. After aligning the last unit, the club director faces to the right in marching, returns by the most direct route to his position at the center of the club, halts parallel to the formation, faces to the left, and commands **READY, FRONT.**
- B. To align the club in column, the command is **COVER.** On this command, the unit captain on the right flank stands fast and serves as base. All unit captains (except the unit captain on the left flank) raise their left arms laterally and verify the interval. The Pathfinder in the right flank raises their left arms horizontally to the front and cover the Pathfinder to the front at the

correct distance. All other Pathfinders raise their left arms horizontally to the front and cover the Pathfinder to their front, and at the same time glance out of the corner of their eyes and align themselves on the right file. To resume the position of attention, the command is **RECOVER**. On this command each Pathfinder lowers his arm smartly to his side.

NOTE.—when the club covers as part of a column formation involving several clubs, only the first club obtains the exact interval. Unit Captains in the second and following clubs raise their left arms laterally and obtain approximate interval, but in fact cover the units to their front. Guidon bearers, if present, look quickly over their right shoulder to be certain they have correct interval and distance, and resume the position of attention.

Eyes Right At Reviews and Parades

A. At the halt, all Pathfinders, on the command **EYES RIGHT**, turn head and eyes to the right 45 degrees. Their heads and eyes follow the reviewing official until they are looking directly to the front. Only the club director renders the hand salute.

B. When marching, the club director, without turning his body, commands **EYES, RIGHT; READY, FRONT**. He gives the command **RIGHT** when he is six steps from the front of the reviewing official or reviewing stand, and **FRONT** when the last rank of the club has cleared the reviewing official or reviewing stand by six steps. When the command **RIGHT** is given, each Pathfinder except the right file, turns head and eyes to the right at an angle of 45 degrees while marching until the command **FRONT** is given. At the command **FRONT**, heads and eyes again face front. The commands **EYES** and **RIGHT** are given on the right foot. **READY** and **FRONT** are given on the left foot.

C. At the command **EYES, RIGHT**, the club director turns his head and eyes right and renders present arms. The guidon bearers execute present guidon and the Pathfinder flag is dipped to a 45 degree angle. The national flag is never dipped.

D. The club director ends the salute at the command **FRONT**. The guidons are returned to the carry.

E. All flags are carried nearly vertically, with the staff grasped with the right hand even with the mouth and the left hand near the base of the staff (the left hand securing ferrule in sling socket if sling is used). In strong wind, when using sling, staff may be grasped with left hand just below right hand.

To Open and Close Ranks

A. When in line at any of the prescribed intervals the club opens ranks for personal inspection or other purposes at the command **OPEN RANKS, MARCH**. At the command **MARCH**, the front rank takes two steps forward, the second rank takes one step, and the third rank stands fast. If there are more than three ranks, the fourth rank takes two steps backward, the fifth rank takes four steps backward, the sixth rank takes six steps backward, etc.

NOTE.—after taking the prescribed steps, the Pathfinders do not raise their arms. If the club director desires exact alignment, he commands **DRESS RIGHT (AT CLOSE INTERVAL DRESS RIGHT), DRESS** and aligns the club.

B. To close open ranks the command is **CLOSE RANKS, MARCH**. At the command **MARCH**, the front rank takes four steps backward, the second rank takes two steps backward, the fifth rank stands fast, and the fourth rank takes one step forward, etc.

To Change Interval While in Column

- A. When in column at normal interval, at a halt or in march at quick time, to obtain close interval between files the command is **CLOSE INTERVAL, MARCH**.
- B. At the halt, on the command **MARCH**, the right flank of the unit stands fast. The other units obtain close interval by taking 1, 2, and 3, etc., right steps respectively, and cover their unit captains.
- C. To change interval in column when marching, the preparatory command, **CLOSE INTERVAL**, is given as the right foot strikes the ground and the command of execution, **MARCH**, is given the next time the right foot strikes the ground. On the command of execution, the base unit (right file) takes one more 24-inch step, then assumes the half step. All other Pathfinders take one more step, simultaneously execute a column half right, and march until close interval is obtained. They execute a column half left and assume the half step when abreast of the corresponding Pathfinder of the base unit. On the command **FORWARD, MARCH**, all Pathfinders resume marching with a 24-inch step.
- D. To obtain close interval between files, when the club is marching in column at close interval, the command is **NORMAL INTERVAL, MARCH**, is given on the left foot. This movement is executed like close interval, but in the opposite direction (column half left and then column half right).

To Change the Direction of a Column

- A. To change the direction 90 degrees, the command is **COLUMN RIGHT (LEFT), MARCH**. On the command of execution **MARCH**, the base unit (right or left file) executes the movement as in unit drill except that the unit leader takes one 24-inch step then take up the half step. The unit leader continues marching with the half step until the other unit leaders come abreast. The other unit leaders, while maintaining correct (offset) interval, execute a 45 degree pivot and continue marching in an arch. As they come abreast of the base unit leader, they take up the half step. When all unit leaders are abreast, they step off with a 24-inch step without command. All other club members march forward on the command of execution and execute the column movement at approximately the same location as their unit leaders and in the same manner.
- B. To change the direction 45 degrees, the command is **COLUMN HALF RIGHT (LEFT), MARCH**. On the command of execution, **MARCH**, the club executes the movement in the same manner as the 90 degree turn except the first Pathfinder in the base unit as well as the first Pathfinder in the other units executes a column half right (left).

NOTE.—when executing a column movement at double time, elements adjust the length of their steps so that interval and distance are maintained through and beyond the pivot point.

- C. The club marches in the opposite direction (**REAR, MARCH**) in the same manner as the unit.
- D. The club inclines in the same manner as the unit. The unit nearest the direction of turn serves as the base.

To Form a File and Re-form

A. The club forms a single file from the left (right), or as designated when in column and at the halt only. The commands are: **FILE FROM THE LEFT (RIGHT), MARCH**; or **FILE IN SEQUENCE 3-2-4-1 (etc.), MARCH**.

NOTE.—Guidon bearers, if present, should be removed from the formation before beginning this movement.

B. On the preparatory command, the unit captain of the designated lead unit gives the supplementary command, **FORWARD**. The other unit captains command **STAND FAST**. On the command of execution, **MARCH**, the lead unit marches forward. The unit captain next to the lead unit (or as designated) looks over the shoulder nearest the moving element and commands **COLUMN HALF LEFT (RIGHT)** when the third from the last Pathfinder in the moving element is on line with him, and then gives the command of execution, **MARCH**, as the right foot of the last Pathfinder of the moving element strikes the ground when online with him. On his command of execution, the unit captain executes the column half left (right), and then inclines to the right (left) without command and follows the last Pathfinder of the preceding unit at correct distance. Other Pathfinders of the unit march forward and execute the same movements as the unit captain. The remaining units form a file in the same manner as the unit immediately behind the lead element.

C. The club may form a file and execute a column movement simultaneously from a column formation. The command for this movement is **FILE FROM THE LEFT (RIGHT) COLUMN LEFT (RIGHT), MARCH**. On the preparatory command, the unit captain of the designated lead unit gives the command **COLUMN LEFT (RIGHT)**. The other captains command **STAND FAST**. On the club director's command of execution, **MARCH**, the lead unit executes a column movement in the designated direction. The other unit captains command **COLUMN LEFT (RIGHT), MARCH** as the right foot of the last Pathfinder in the moving unit in front of their unit strikes the ground at the pivot (column left), or as the right foot of the last Pathfinder in the moving unit in front of their unit strikes the ground after the pivot (column right).

D. The club re-forms in the original column formation from the halt only. The command is **COLUMN OF FOURS (THREES, etc.) TOP THE RIGHT (LEFT), MARCH**. On the preparatory command the unit captain of the base (lead) unit commands, **STAND FAST**. All other unit captains command **COLUMN HALF RIGHT (LEFT)**. On the club director's command of execution, **MARCH**, the base unit stands fast; all other units execute a column half right (left) simultaneously. As each of the moving unit captains reaches a point that will ensure correct interval from the element to their left (right), they automatically incline to the left (right) and then command **MARK TIME, MARCH** and **UNIT, HALT**, so that their unit will be abreast of the base unit when halted.

E. To re-form the club in its original column formation, when the file was formed on the command **IN SEQUENCE _____, MARCH**, the commands **FALL OUT** and **FALL IN** followed by **RIGHT, FACE**, must be given.

NOTE.--A club having sufficient units may form in two or more divisions under the command of designated division leaders. Such divisions would drill as provided for a club.

Suggestions for Drill Instructors

The drill prescribed in this manual is designated for general use. Some of the explanation is of a general nature and gives you enough latitude for adaptation to any group. Base your interpretation on these general provisions. Use this manual as a guide to a common-sense solution of minor points which are not covered specifically. Much discussion over trifles or the failure to make appropriate adaptation indicates a failure to grasp the spirit of the manual. Make any necessary adaptations simple. Do not complicate the drill. Stress precision in the execution of the drill, in marching in step, and correct alignment.

MANUAL OF THE GUIDON

General

- A. The guidon is a unit identification flag. It is carried at ceremonies and otherwise when prescribed by the club director.
- B. The guidon bearer is selected by the unit counselor and receives special instruction in his duties.
- C. To face with the guidon, raise the ferrule 1 inch off the ground by bending your right arm slightly, but keep the staff in a vertical position throughout the movement. After executing the movement, automatically lower the ferrule to the ground.
- D. Execute facing movements, marching movements, present arms and rest movements with the unit.
- E. When marching at route step or at ease, you may hold the guidon in either hand at the carry position.
- F. Execute **PARADE, REST** by doing these things. On the preparatory command **PARADE**, let your right hand slide up the staff until the forearm is horizontal and grasp the staff. On the command of execution, **REST**, thrust the staff straight forward until your arm is fully extended, at the same time place your left hand behind your back as individual drill.
- G. Execute **AT EASE** similarly to parade rest, except that you may slightly relax your right arm.
- H. When given **REST**, hold the guidon in either hand.
- I. When not in formation, salute with the guidon at order or carry positions by moving your left arm across your body and with your forearm and wrist straight, fingers and thumb extended and joined, palm down, touch the staff with the first joint of your forefinger, turning your head and eyes toward the person or flag saluted. Touch the staff just below the right shoulder.

Order Guidon

At order guidon keep the ferrule on the ground and touching the outside of your right shoe, opposite the ball of your right foot. Hold the staff in your right hand in the V formed by your fingers extended and joined, and your thumb. Keep your right hand and arm behind the staff with your arm bent naturally. Rest the staff against the hollow of your shoulder. The remainder of the position of order guidon is the same as the position of attention. Execute order guidon automatically on halting.

Raised Guidon

On the preparatory command **PRESENT** of **PRESENT ARMS** and **EYES** of **EYES RIGHT**, raise the guidon vertically by grasping the staff with your right hand. Raise the guidon with the right hand while simultaneously moving the left hand across the body to guide the guidon (with palm to the rear). Keep raising the guidon until the right hand is on line with the right shoulder. Keep the right elbow into the side. Hold the guidon in this position until the command of execution is given.

Carry Guidon

A. On the preparatory command for marching movements, execute carry guidon by grasping the staff with the right hand and raising it vertically six inches off the marching surface. At the same time, reach across the body (forearm horizontal) and grasp the staff with the left hand. Hold the staff in position with the left hand while sliding the right hand down six inches, regrasping the staff. On the command of execution **MARCH**, return the left hand smartly to the left side and simultaneously step off.

B. To return to order guidon, follow the procedure as in A above on the command of execution, but let the staff slide through your right hand until the ferrule touches the ground.

C. At double time hold the guidon diagonally across your body. Grasp the staff with your right hand at the position used at the carry, with your right forearm horizontal and your elbow near your body. Grasp the staff in your left hand opposite the junction of your neck and the left shoulder, keeping your left elbow near your body.

Present Guidon

A. On the preparatory commands for **present arms** and **eyes right**, execute raised guidon. On the command of execution, lower the guidon to the front with the right hand, keeping the left hand in the same position as raised guidon until the guidon is in the horizontal position resting under the arm pit. As soon as the staff is horizontal, return your left hand smartly to your left side.

B. During ceremonies, execute **eyes right** as you present the guidon on the command of execution, **RIGHT**. Return the head and eyes to the front as you raise the guidon on the command **READY** of **READY, FRONT**.

C. On the command **ORDER**, of **ORDER, ARMS**, or **READY, FRONT**, regrasp the staff with your left hand at its original position and execute raised guidon. On the command of execution, **ARMS**, or **FRONT**, lower the guidon back to the carry or order position.

SUGGESTED PATHFINDER CLUB FLAG CEREMONY AT FIXED POLE

A. The Pathfinder units being in line before the flagpole, the director designates the unit or individuals that are to raise (lower) the flag. (Counselor may be forewarned and practice with his unit.) The director then directs **PREPARE TO RAISE (LOWER) THE FLAG**. Usually following the directive the director commands **PARADE, REST** to the club.

B. The counselor in charge of the unit designated as flag detail by the director calls his unit to attention, brings them forward one step, then marches them into position at the flag-pole. It is suggested that the unit be marched around the perimeter of the flag square and then to the pole rather than by the shortest route.

C. The counselor then directs the captain of the unit **RECEIVE THE FLAG**, and designates two other Pathfinders to proceed to the flagpole to help at the lanyard.

D. The captain then marches to a place two steps in front of the director (or the one with the flat), **salutes**, and steps forward to receive the flag. Upon receiving the flag he puts it, apex downward, under his left forearm, grasping it by his left hand, steps back, salutes, executes an about face, and proceeds to the flagpole by the most direct route.

E. When the captain and his helpers have the flag ready to raise, the counselor notifies the director. The director then calls the Pathfinder to attention and commands **PRESENT, ARMS**. The captain and his helpers then quickly raise the flag to the peak of the pole (If there is a bugler present, he plays "TO the Color" at the command **PRESENT, ARMS**.) When the flag reaches the peak of the pole (or at the conclusion of "TO the Color") the director commands **ORDER, ARMS**. The Pathfinder engaged in raising (lowering) the flag secure the lanyard without command. They do not salute.

F. The counselor then marches his unit back to their place in the line.

G. If the director so desires, the pledge of allegiance may be repeated after the flag has reached the peak of the pole and before the command **ORDER, ARMS** is given.

H. In lowering the flag the procedure of delivering the flag to the director (or one designated by him) is reversed. One member of the unit should be designated to secure the lanyard to the pole while the captain and his helpers fold the flag.

I. The flag should be lowered slowly. (If present, the bugler plays "Retreat" while the Pathfinders stand at parade rest, and then "To the Color" at the command **PRESENT, ARMS**.)

NOTE.—all commands may be given by the director instead of the counselor, if desired; or the captain of the unit, if he is trained, may give certain of the marching orders to get the unit in position.

COLORS REVERSE

To face a four-man color guard to the rear, the command is **COLORS REVERSE, MARCH**. At the command **MARCH**, each Pathfinder simultaneously executes the following movements:

A. Number 1 takes two steps forward, faces to the left in marching, takes one full step and three half steps, faces to the left in marching, and take two steps in the new direction.

B. Number 2 faces to the left in marching and faces to the left while marking time.

C. Number 3 takes one step forward, faces to the right in marching, takes two half steps, faces to the right in marching, and takes one step in the new direction.

D. Number 4 takes one step forward, faces to the right in marching, takes one full step and three half steps, faces to the right in marching, and takes on step forward, in the new direction.