

GENERAL

The drill prescribed herein is designed for general use in the Pathfinder Clubs across West Indies Union and may be adapted to any type of parades. Most of the explanation is of a specific nature with the use of phrasology which gives sufficient latitude for adaptation.

PURPOSE

Drill has many purposes, contrary to popular belief. Drill accustoms individuals to working as a member of a team, moving confidently together in unison and to a measured cadence. Drill is also used to move a unit from one place to another in a standard, orderly manner. Drill also teaches discipline by instilling habits of precision and automatic response to orders. Drill improves morale by developing team spirit. It also gives younger Drill Masters the confidence of command and experience in giving proper commands, making presentations, give bible studies and to preach.

AIM

1. TO PRODUCE A PATHFINDER AND OR MASTER GUIDE WHO IS PROUD, DISCIPLINE, ALERT AND OBEDIENT.
2. TO PROVIDE THE BASIS OF TEAMWORK.

The Qualities of an Instructor

Drill is exciting. To teach it successfully you must have the following qualities:

- A. PATIENCE
Never lose your temper.
- B. ENTHUSIASM
You must fire your Pathfinder with the will to learn
- C. CONSISTENCY
Set yourself and your Pathfinder a standard.
Do not deviate from it.
- D. HUMANITY
Understand your Pathfinder's problem. Praise readily but do not become familiar; never humiliate individual Pathfinders of the squad.
- E. PERSONALITY
As a drill instructor you must impress your Pathfinders with your personality and always control them.
Eg. Pathfinders imitate their instructors. It is by example that they will learn most. Therefore when drilling a squad, stand at attention, and when demonstrating do so accurately.

There are three parts to a command

1. The introductory or preparatory States the movement to be carried out. Eg. Pathfinders will move to the right in threes.
2. The Cautionary
The Long drawn out part of the command getting them ready to work. Eg. RIGHHHHHHHHT.
Tells when the movement is to be carried out and sharply.
Eg. Turn!
3. The Executioner

A Command must be given in the following sequence

C - CLEAR
L - LOUD
A - AS AN ORDER
P - WITH PAUSES

NOTE FOR COMMANDERS

Good posture, proper breathing, and the correct use of the throat and mouth muscles help develop a commander's voice. If commands are properly given, they will be heard by all Pathfinders and Master

Guides on the parade.

- Projecting the voice enables one to be heard at maximum range without undue strain.
- The throat, mouth, and nose act as amplifiers. They give fullness and help project the voice. In giving commands the throat should be relaxed. The lower jaw and lips should be loose. The mouth should open wide and the vowel sounds should be prolonged. Consonant and word endings should be cut and cut off sharply.
- The position of attention is the proper posture for giving commands.

LENGTH OF PACE

QUICK AND SLOW TIME-----30 inches
 STEPPING OUT-----33 inches
 STEPPING SHORT-----21 inches
 DOUBLE TIME-----40 inches
 SIDE PACE-----12 inches

TIMING OF FOOT DRILL

A pause is judged between movements of foot drill which would allow 40 movements to be completed in a minute; this is called the regulation pause.

THE INTRODUCTORY WORD OF COMMAND

Before a squad is turned in any direction the instructor indicates that direction by word of command. The two diagrams below show how this is done.

Figure 1

Move to the right in threes

“SQUAD WILL RETIRE”

 * *****

Move to the left in threes

Figure 2

Since it will be impractical to give the word of command “MOVE TO THE RIGHT IN THREES, LEFT TURN!” the following words of command therefore are used when the squad is in the retired position.

“SQUAD WILL RETIRE”

 * *****

“SQUAD WILL ADVANCE”

 * *****

“Squad will move to the left”

 * *****

“Squad will move to the right”

 * *****

* Front Rank * Center Rank * Rear Rank * Right Marker

THE EXECUTIONER

Before the squad can move in another direction, or do another drill movement on the march, the executioner has to be given. Below is the foot that you would give the executioner on in slow or quick march.

THE INTRODUCTORY WORD OF COMMAND

Before a squad is turned in any direction the instructor indicates that direction by word of command. The two (2) diagrams below show how this is done.

Figure 1

“SQUAD WILL RETIRE”

Move to the right in 3s

Move to the left in 3s

“SQUAD WILL ADVANCE”

Since it will be impractical to give the word of command “MOVE TO THE TIGHT IN 3S, LEFT TURN” the following words of command therefore are used when the squad is in the retired position.

Figure 2

“SQUAD WILL RETIRE”

Squad will move to the left

Squad will move to the right

* Front Rank

* Center Rank

* Rear Rank

“SQUAD WILL ADVANCE”

THE EXECUTIONER

Before the squad can move in another direction, or do another drill movement on the march, the executioner has to be given. Below is the foot that you would give the executioner on in slow or quick march.

QUICK MARCH

Left turn

-: is given as the **right heel** impacts with the ground

About turn

-: is given as the **right heel** impacts with the ground

Right turn

-: is given as the **left heel** impacts with the ground

Change step

-: is given as the **right heel** impacts with the ground

Saluting to the left

-: is given as the **left heel** impacts with the ground

Saluting to the right

-: is given as the **left heel** impacts with the ground

Saluting to the front

-: is given as the **left heel** impacts with the ground

Eyes right/left/front

-: is given as the **left heel** impacts with the ground

Mark time

-: is given as the **right heel** impacts with the ground

Halt on mark time

-: is given as the **right toe** impacts with the ground

Forward on mark time

-: is given as the **right toe** impacts with the ground

Halt

-: is given as the **left heel** impacts with the ground

Change into slow time -: is given as the **left heel** impacts with the ground

SLOW MARCH

Left turn -: is given as the **left foot** is up & in line & passing the right
About turn -: is given as the **right foot** is up & in line & passing the left
Right turn -: is given as the **right foot** is up & in line & passing the left
Change step -: is given as the **right foot** is up & in line & passing the left
Eyes right/left/front -: is given as the **right foot** is up & in line & passing the left
Mark time -: is given as the **right foot** is up & in line & passing the left
Halt on mark time -: is given as the **left knee** is at its highest point
Forward on mark time-: is given as the **left knee** is at its highest point
Open order -: is given as the **right foot** is up & in line & passing the left
Halt -: is given as the **right foot** is up & in line & passing the left
Change into slow time-: is given as the **right foot** is up & in line & passing the left

DEFINITIONS

- 1) Cadence – the uniformed rhythm in which a movement is executed or a number of or counts per minute at which the movement is executed.
- 2) Element – an individual, unit, club, division, or larger designation forming part of a next larger group.
- 3) Pace or step – the prescribed distance measured from heel to heel of a marching pathfinder.
- 4) Double time – the cadence of 180 paces or steps per minute.
- 5) Quick time – the cadence of 120 paces or steps per minute.
- 6) Slow time – the cadence of 85 paces or steps per minute.
- 7) Column – a formation in which the elements of a formation (other than a club) are one behind the other.
- 8) Alignment – a straight line on which a body of pathfinders is formed or is to be formed.
- 9) Covering – the act of placing oneself directly behind another person.
- 10) Depth – the place occupied by a body of pathfinders from front to rear.
- 11) Distance – the space between pathfinders from front to rear.
- 12) Dressing – the act of aligning oneself with and covering others within a body of Pathfinders.
- 13) File – a. Either two or three pathfinders or different ranks who are covering each other.
b. A body of pathfinders in two ranks facing a flank.
- 14) Single file – pathfinders are behind another on a frontage of one at normal marching distance.
- 15) Blank file – a file in which there is on center and or rear pathfinder. This file is the second from the left in threes and third from the left in two ranks.
- 16) Flank – either side of a body of pathfinders as opposed to its front and rear.

- 17) Directing flank – the flank by which a body of pathfinders takes its dressing.
 E.g. By the right/left
- 18) Frontage – the extent of ground covered laterally by a body of pathfinders measured from flank to flank.
- 19) Internal – the lateral space measured between pathfinders or bodies of pathfinders on the same alignment.
- 20) Line – pathfinders formed on the same alignment.
- 21) Markers – pathfinders employed to mark points on which a movement is to be directed, or by which a formation or alignment is to be regulated.
- 22) Close Or open order – the distance between ranks in line with each other thirty or sixty inches depending on circumstances.
- 23) Rank – a line of pathfinders side by side.
- 24) Supernumerary rank – an extra, fourth rank in three ranks, or third rank in two ranks, formed by the master guides/officers of a body of pathfinders.
- 25) Squad – a group consisting of 1-15 pathfinders aligned in three or two ranks.
- 26) Platoon – a group consisting of 16-40 pathfinders aligned in three or two ranks.
- 27) Parade – more than 1 platoons coming together.
- 28) Guard of honor – a selected set of pathfinders/persons on a general parade along with other uniformed groups.

THE ONLY WAY TO PERFECT DRILL IS BY PRACTICE!!!!

SECTION ONE

DRILL FORMAT #01

POSITION OF ATTENTION

INTRODUCTION

Introducing you to your foot drill, I am now going to teach you the position of attention. The reason this is taught is to enable an individual or a body of Master Guides or Pathfinder to stand properly at the attention in a smart and uniform manner. On the command stand easy relax and look this way while I demonstrate and explain.

COMMAND Stand Easy

DEMONSTRATION (Instructor)

EXPLANATION

I am now standing at attention.

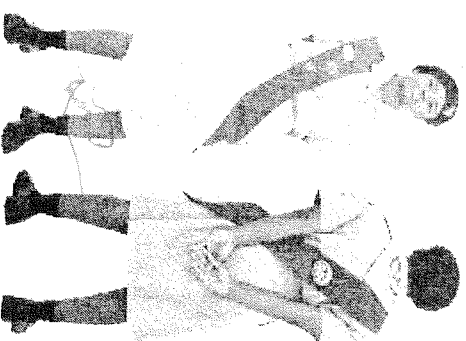


DRILL FORMAT #02

STAND AT EASE

INTRODUCTION

Taking you a stage further in your foot drill, I am now going to teach you to stand at ease. The reason this movement is taught is to enable an individual or a body of Master Guides or Pathfinders to stand at ease and remain properly braced in a smart and uniform manner. On the command stand easy relax and look this way while I give you a complete demonstration of the movement.



COMMAND 'Stand Easy'

DEMONSTRATION (Instructor)
out Up-Down"

"Call

INSTRUCTION

There you saw a complete demonstration of the movement. For the purpose of instruction this movement is broken down into parts and each part is numbered. Continue to look this way while I demonstrate the action carried out on the receipt of the command "Stand at Ease by numbers, Stand at Ease One".

DEMONSTRATION (Instructor) Call Out "UP"

EXPLANATION

Immediately on the receipt of the command I bend my left knee up in front of the body, so that the knee and thigh became parallel with the ground, foot hanging naturally and with my toe beneath the knee. And I froze in this position.

POINTS TO NOTE: -

My right foot is flat on the ground supporting the weight of the body. Right foot off to an angle of thirty degrees from the front center of the body with knee braced. My left knee and thigh are parallel to the ground, foot hanging naturally, toes beneath the knee. The remainder of the body is erect and square to the front.

Are there any questions... You the squad on the execution of this command will shout "ONE"

PRACTISE Collectively Individually Collectively

DRILL FORMAT #03

LEFT TURN AT THE HALT

INTRODUCTION

Taking you a stage further in your foot drill, I am now going to teach you the left turn. The reason this movement is taught is to enable an individual or a body of Master Guides or Pathfinders to turn through an angle of ninety (90) degrees in a smart and uniform manner.

On the command "Stand Easy" relax and look this way while I give you a complete demonstration of the movement.

COMMAND 'Stand Easy'

DEMONSTRATION (Instructor) Call Out "WORK 2-3-4
WORK"

