

**Pathfinder**

***DRILL & CEREMONY***

**Specialty**

**Resource Material**



# DRILL & CEREMONY

## Specialty Activities

+ This activity has a camp-out activity component

d1. Demonstrate how to fold a flag for breaking at the mast head and for storage. Know how and when to salute your national flag. Discuss when and how the national flag should be displayed.

d2.+ Demonstrate the correct method of giving the following drill commands:

attention	stand easy
stand at ease	dismiss
right turn	left turn
mark time	halt

d3. Describe your National, State and Pathfinder Flags.

d4.+ Revise and demonstrate your ability to execute the following commands:

attention	stand easy
stand at ease	right incline
right dress	dismiss
forward march	

d5. Demonstrate and explain the following drill commands:  
right (left) wheel, right (left) turn.

d6.+ Revise and demonstrate your ability to execute the following commands:

hand salute	eyes right
right turn	left turn
about turn	change step

d7.+ List seven objectives of drill and define the following as they relate to drill and marching:

cadence	formation
column	interval
cover	line
file	pace
flank	rank

d8. With a Unit Guidon, demonstrate the following:  
stand at ease, saluting

d9. Demonstrate and explain the following drill commands:

mark time	quick march
slow time	double time

d10. With a Unit Guidon, demonstrate the following:

the order  
the carry

# ACTIVITY D1

Demonstrate how to fold a flag for breaking at the mast head and for storage. Know how and when to salute your national flag. Discuss when and how the national flag should be displayed.

---

## OUTLINE

This activity contains three short sections dealing with the National Flag. Firstly demonstrate how to correctly fold the National Flag. Secondly, discuss with the Pathfinders when the National Flag should be saluted and revise the saluting command. Finally, discuss with the Pathfinders when and how the National and Pathfinder Flags should be displayed.

## RESOURCE MATERIAL

### Folding a flag

To fold the flag two Pathfinders need to work together. One Pathfinder should hold the hoist end of the flag, while the other Pathfinder should hold the fly end of the flag. They fold as follows:

Fold a flag for storage (see handout)

1. Fold the flag lengthwise, then fold lengthwise again.
2. Beginning at the fly end of the flag, fold one corner in a triangle up the upper edge of the long folds. Now fold this triangle along its long side, forward over itself to form another triangle. Continue in this manner until all the flag is folded.
3. If desired, after folding the flag lengthwise, it may be folded in a rectangular shape. To do this, fold the opposite ends of the flag together and continue the process until the flag is folded.

Folding a flag for unfurling at mast head (see handout)

1. Fold the flag lengthwise, then fold lengthwise again.
2. Hold the flag in an upright position. Take the lower hoist corner and the lower fly corner and fold the flag back to the other side so that the top edge and the bottom edge of the flag are on different sides.
3. Fold the length of the flag in half, ie bring the fly end of the flag up to the hoist end.

4. From the non-hoist end roll up the flag making it as tight as possible.
5. Using the rope attached to the lower hoist end of the flag, circle the flag and tuck a bite in the rope under itself as shown in the handout.
6. Tie the rope from the top hoist position to the top of the flag pole. The flag is unfurled by pulling on the lower hoist rope.

#### Saluting the National Flag

Saluting is a courtesy. It may be that only one or two Pathfinders render this courtesy on behalf of the group. Pathfinders shall render the courtesy of a salute in the circumstances and situations outlined in the handout.

The procedure for executing the salute is outlined in Part 2, Drill and Flag Ceremony, of the South Pacific Pathfinder Staff Manual, pages 31 to 33.

#### When to display the National Flag

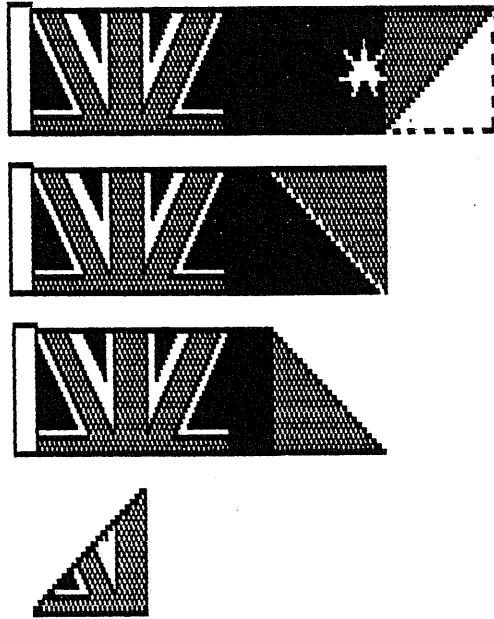
The National Flag is the correct flag to be flown on land by individuals, firms, public and private organisations etc. It should be displayed at all Pathfinder ceremonies. These ceremonies include: club parade, camps, camporees, Pathfinder Day, Rally, Fairs etc/

#### How to display the National Flag

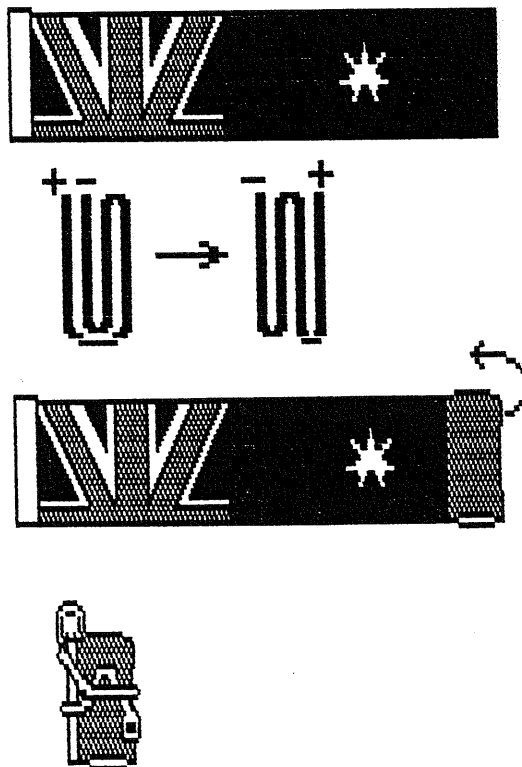
For information on how to display the National Flag see pages 71 to 76 in Part 2, Drill and Flag Ceremony, of the South Pacific Pathfinder Staff Manual.

# DRILL & CEREMONY

## Drill & Ceremony Handout 1



## FOLDING A FLAG FOR STORAGE



## FOLDING A FLAG FOR UNFURLING

# DRILL & CEREMONY

## Drill & Ceremony Handout 2

### WHEN TO SALUTE

- \* When the National Anthem of your country or a foreign country is played
  
- \* When your National Flag is raised or lowered
  
- \* When the Last Post or Reveille are sounded
  
- \* Receiving or handing back a flag from/to a staff member during a flag ceremony
  
- \* When Club Flag is raised or broken
  
- \* At the discretion of the Director. (eg during inspection)



# ACTIVITY D2

Demonstrate the correct method of giving the following drill commands:

attention	stand easy
stand at ease	dismiss
right turn	left turn
mark time	halt

---

## OUTLINE

The activity is designed to show the Pathfinders how to give drill/marching commands. Explain the techniques for giving drill command and then have the Pathfinders take turns to drill their group or part group with the commands. If any Pathfinder is not familiar with the execution of the command spend a bit of time showing them how.

See Handout sheet 3.

Commands must be clearly understood by all members of the unit. Commands are divided into cautionary commands, eg 'about'; and executive commands, eg 'turn'. Cautionary commands tell the Pathfinders which direction they have to turn etc. eg about, right, left, open, close etc. It is given with a clear voice. Give a short pause after the cautionary command. The executive commands tell the Pathfinders what the drill master wants them to do, eg turn, wheel, incline, march etc. It must be sharp, and with more power than the cautionary. When the drill command is 'attention' the 'attent' becomes the cautionary command and 'ion' becomes the executive command.

Before giving any command the drill master must indicate to whom the command is for. It could be a command for the entire group eg 'Pathfinders,' 'Parade,' 'Drill team' etc, or it could be for only part of the group eg 'colour guard,' 'Pathfinder,' 'Unit' etc.

In summary all drill and marching commands should consist of the following sections:

To Whom	Cautionary	Pause	Executive
Pathfinders	attent		ION
Colour Guard	stand at		EASE
Parade	right		TURN

# DRILL & CEREMONY

## Drill & Ceremony Handout 3

### GIVING COMMANDS

1. All commands should be given while the drill master is standing at attention
2. Good drill is produced by giving clear and correct commands.
3. Commands must be clearly understood by the unit. Commands are divided into cautionaries eg 'about'; and executives eg 'turn'. The executive must be sharp and with more power than the cautionary.
4. All commands should have the same pause between the cautionary and executive.
5. A soft or 'confidential' command loses authority and leads to poor drill.

# ACTIVITY D3

Describe your National, State and Pathfinder Flags.

---

## OUTLINE

Ask the Pathfinders in which year was the present Australian Flag design accepted as the official flag. Present the following information. If possible have on display the relevant flags.

## *RESOURCE MATERIAL*

### National Flag -- Australian

The Commonwealth of Australia came into being on the first day of the twentieth century, 1st January 1901.

Throughout the day, and for many days following, the city of Sydney was gay with flags - flags from the British Empire and friendly foreign nations including France, the United States of America, Germany, Russia, Prussia, Japan, Switzerland, Denmark, Norway and Sweden, Belgium, Holland, Italy, Spain, Portugal, Austria, Greece and Turkey.

The Union Jack (flag of the British Empire) took pride of place in all official displays as Australia as yet, had no official flag.

The present Australian National Flag was a result of many public competitions at the time of Federation. At this time the Commonwealth Government announced it was going to run a Federal Flag competition - with a prize of 75 Pounds. With company sponsorship, this amount soon grew to a total prize money of 200 Pounds.

*A condition of entry to the competition was: ' Each competitor will be required to forward two coloured sketches, one for the Merchant Service and one for the Naval or official use.'*

Flag designs were almost as varied as the age and occupations of the designers. One of the craziest designs showed what appeared to be a winged cricket ball with a kangaroo and a Union Jack above it. Watched by a kookaburra at the bowler's end, an emu was racing along the pitch while another emu, in the out field, dashed toward the ball. The decision from the umpires regarding this design was 'OUT!'

The judges must have had a frightful task, trying to study each of the more than thirty thousand entries in order to choose a winning design. They finally chose designs from four men and one woman as equal first because they had submitted almost identical designs.

With only minor changes, the flag created from the designs of those five competitors in 1901 is Australia's 'flag of stars' as the world knows it today.

They sort a design in which there was a Union Jack, the Southern Cross, and a clear indication that Australia had six states joined together in Federation. Almost twenty thousand designs fitted that general description.

It was not until the 20th February 1903 that official advice appeared in the Commonwealth Gazette that King Edward VII had approved the prize winning design.

This approved flag (the Blue Ensign) consisted of a blue background with a Union Jack in the upper hoist position, a six pointer Commonwealth Star in the lower hoist position - one point of the star for each state of the federation, and the five stars of the Southern Cross - the stars of the Southern Cross had a different number of points, ranging from five to nine - indicative of their relative brightness. (see handout sheet 4)

More than forty nations carry stars on their flags, but apart from Australia's 'flag of stars' there are only three national flags - those of New Zealand, Brazil and Western Samoa - that show a constellation; in each case the constellation is the Southern Cross.

In 1908, the British Government was asked to agree to a minor change, the addition of the seventh point to the Commonwealth Star to symbolize the territories of Papua, which had been acquired in 1906, and any future territories.

In one other respect the official Australian Flag differs from the original design, in which each of the five stars of the Southern Cross had a different number of points, ranging from five to nine - indicating their relative brightness. For improved appearance and to reduce the cost of manufacture, the design was simplified to show four seven-pointed stars and one with only five points.

The Australian Flag is the 'Blue Ensign'. The 'White Ensign' is the flag of the Royal Australian Navy and is to be flown at the stern of all ships and vessels. The 'Red Ensign' is the flag of the Australian Merchant Service, to be flown at sea but never on land.

#### National Flag -- New Zealand

The New Zealand Flag is the Blue Ensign with the Southern Cross.

## Australian State Flags

Each Australian State has its own flag. All state flags are based on the Blue Ensign, in each case with the state badge added. These state flags came into existence in colonial days, when the British Colonial Naval Defence Act of 1865 laid down that any colonial vessel of war should wear the Blue Ensign 'with the seal of the colony in the fly thereof'.

### **Victoria**

In 1865, Victoria as the first of the Australian colonies to acquire a warship -H.M.S. Nelson - became first to have its own flag. It was made up of the Blue Ensign with five white stars of the Southern Cross in the fly. Some seven years later, a crown was added to the design. (see handout sheet 5)

### **Western Australia**

The Western Australian State Flag consists of a Blue Ensign with the Western Australian badge in the fly. The western Australian badge is a black swan within a circle, swimming to the right on a yellow background.

### **Tasmania**

The Tasmanian State Flag consists of a Blue Ensign with the Tasmanian Badge in the fly. The Tasmanian badge was chosen in 1876 and consists of a red lion in a white circle.

### **New South Wales**

The NSW State Flag consists of a Blue Ensign with the NSW Badge in the fly. The NSW badge, adopted for the state flag in 1876, shows a golden lion on a red St George's cross within a white circle; at each extremity of the cross is a star.

### **Queensland**

The Queensland State Flag consists of a Blue Ensign with the Queensland Badge in the fly. The Queensland badge was adopted in 1876 and consists of a blue Maltese Cross with the Imperial Crown in the centre.

### **South Australia**

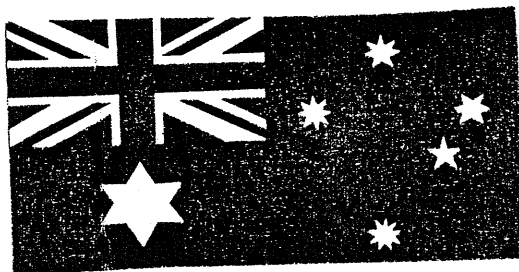
The South Australian State Flag consists of a Blue Ensign with the South Australian Badge in the fly. The South Australian flag was adopted in 1904 and carries the attractive state badge - a white-backed magpie with outstretched wings, on a yellow background.

### Pathfinder Flag

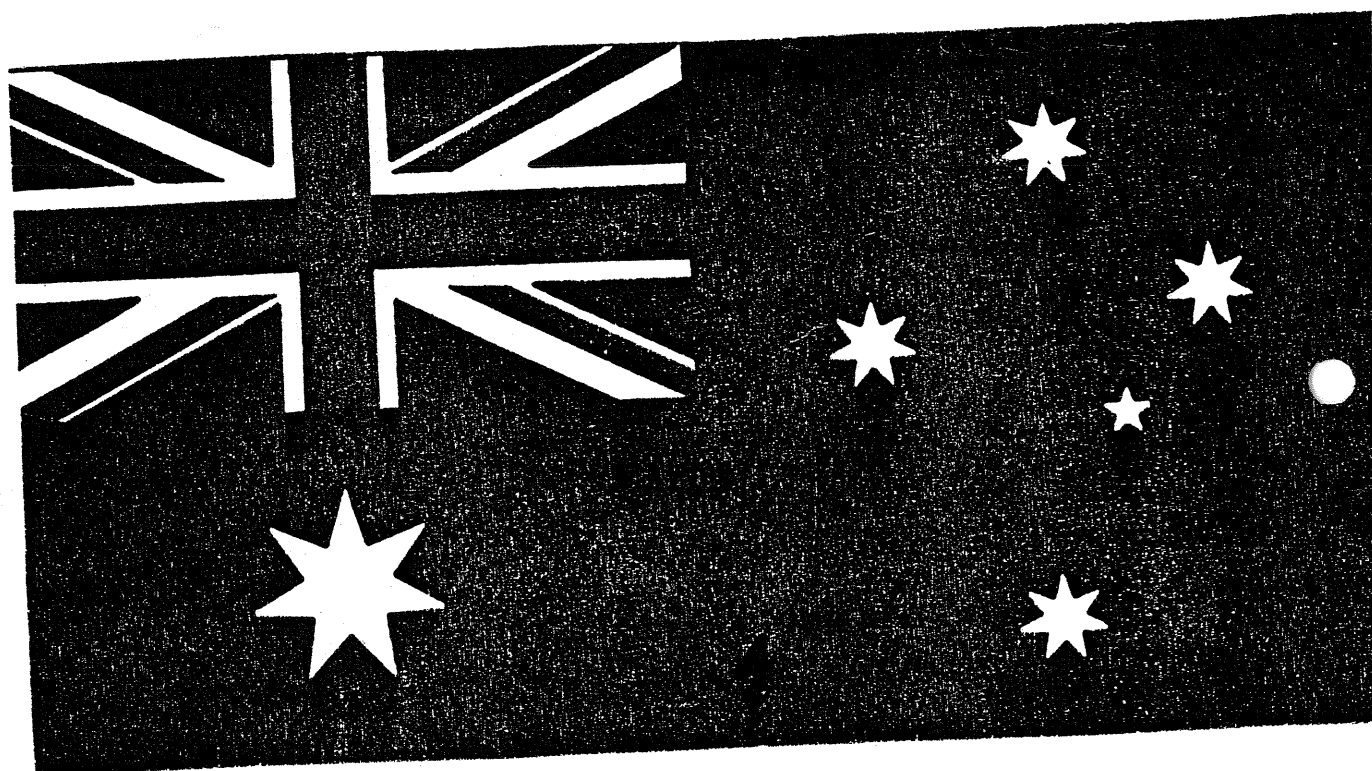
The Pathfinder Flag is approximately 1 by 1.5 metres with four equal quadrants of blue and white, the upper hoist quadrant and the lower fly quadrant being blue. The Pathfinder Club Emblem (Pathfinder Triangle) is placed in the centre. The name of the Pathfinder Club appears in the lower blue quadrant in white block letters. See Handouts 6 - 7.

# DRILL & CEREMONY

## Drill & Ceremony Hand-out 4.



Federation Flag 1901



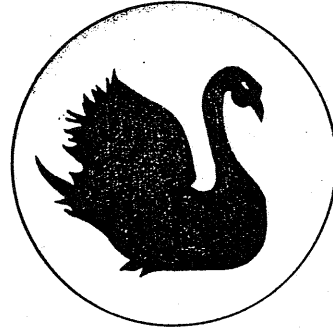
Australian National Flag

# DRILL & CEREMONY

## Drill & Ceremony Hand-out 5.



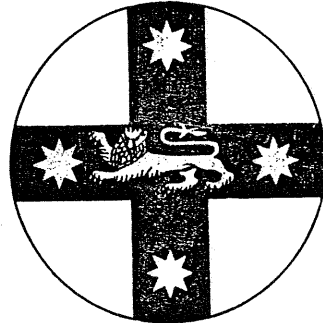
Badge of Victoria



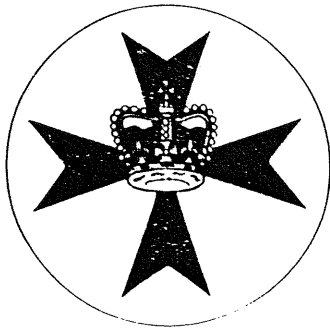
Badge of WA



Badge of Tasmania



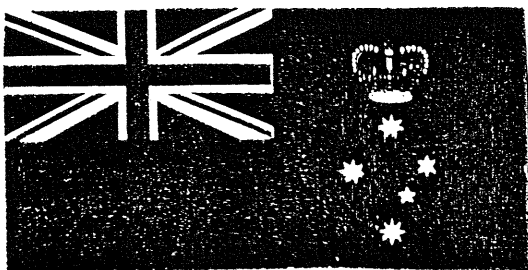
Badge of NSW



Badge of Queensland



Badge of South Australia



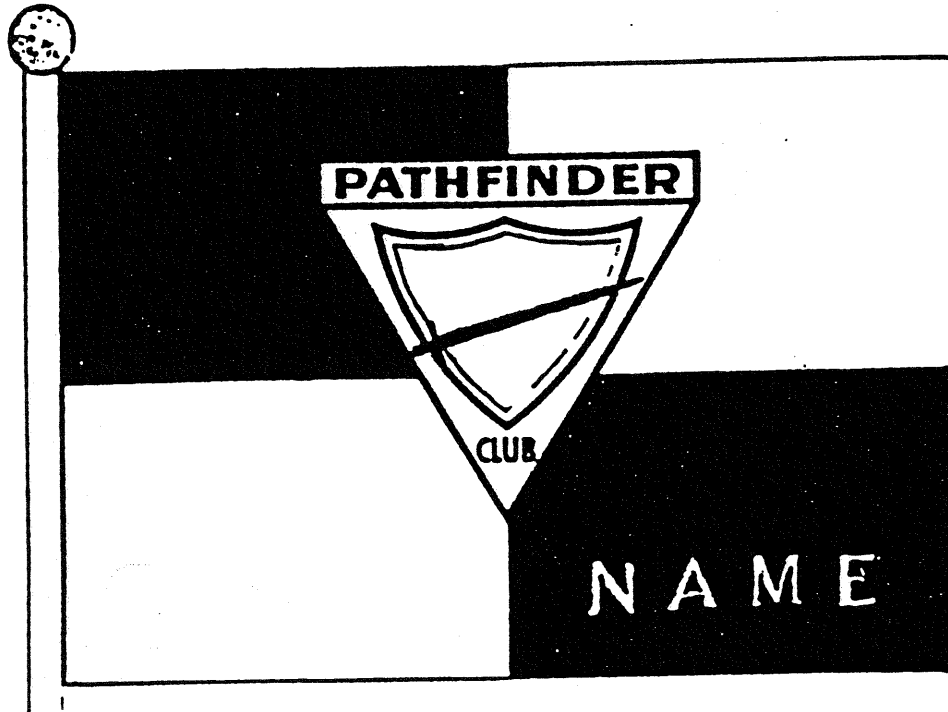
Victorian State Flag



NSW State Flag

# DRILL & CEREMONY

Drill & Ceremony Hand-out 6.





# DRILL & CEREMONY

## Drill & Ceremony Hand-out 7.

### Meaning of the Pathfinder Club Emblem

1. Red  
(Sacrifice)
  - a. Reminds us of Christ. 'For God so loved the world that he gave His only begotten Son, ....' John 3:16
  - b. 'Present your bodies a living sacrifice, holy acceptable unto God.' Rom. 12:1
  
2. Three sides
  - a. Completeness of the Godhead - Father, Son, and Holy Ghost.
  - b. Tripod of education  
Mental (and Spiritual)  
Physical (and Spiritual)  
Social (and Spiritual)
  
3. Gold  
(Excellence)
  - a. 'I counsel thee to buy of me gold tried in the fire, that thou mayest be rich.' Rev. 3:18
  - b. Standard of measurement
  
4. Shield  
(Protection)
  - a. In the scriptures God is often called the shield of His people. 'Fear not ... I am your shield.' Gen. 15:1
  - b. 'Above all, taking the shield of faith, wherewith ye shall be able to quench all the fiery darts of the wicked.' Eph. 6:16
  
5. White  
(Purity)
  - a. 'He that overcometh, the same shall be clothed in white raiment.' Rev. 3:5
  - b. We desire to have the purity and righteousness of Christ's life in our lives.
  
6. Blue  
(Loyalty)
  - a. It is our purpose for the Pathfinder Club to help teach us to be loyal to:  
Our friends  
Our parents  
Our church  
Our God in Heaven
  
7. Sword  
(Bible)
  - a. The sword is used in warfare. A battle is always won by offence. We are in a battle against sin and our weapon is the Word of God.
  - b. The sword of the Spirit is the Word of God. See Eph. 6:17

# ACTIVITY D4

Revise and demonstrate your ability to execute the following commands:

attention	stand easy
stand at ease	right incline
right dress	dismiss
forward march	

---

## OUTLINE

Make this a practical session. Have the Pathfinders participate in demonstrating the listed commands. Where possible make a game of this activity by dividing the Pathfinders into two groups and see which team can demonstrate the commands correctly and the quickest.

## RESOURCE MATERIAL

The information on these commands can be found in Part 2, Drill and Flag Ceremonies, of the South Pacific Pathfinder Staff Manual.

<u>Command</u>	<u>Page</u>	<u>Reference</u>
attention	12	700
stand easy	14	703
stand at ease	13	701
right incline	17	708
right dress	25	720
dismiss	29	728
forward march	38	909

# ACTIVITY D5

Demonstrate and explain the following drill commands:  
right (left) wheel      right (left) turn.

---

## OUTLINE

These are basic on-the-march drill commands and every Pathfinder needs to be able to execute correctly a right(left) wheel and a right (left) turn. During this activity compare and demonstrate the differences between the commands for drill on the march.

## *RESOURCE MATERIAL*

The information on these commands can be found in Part 2, Drill and Flag Ceremonies, of the South Pacific Pathfinder Staff Manual.

<u>Command</u>	<u>Page</u>	<u>Reference</u>
Right Turn	39	911
Left Turn	38	910
Right Wheel	40	913
Left Wheel	41	914

# ACTIVITY D6

Revise and demonstrate your ability to execute the following commands:

hand salute	eyes right
right turn	left turn
about turn	change step

---

## OUTLINE

Make this a practical session. Have the Pathfinders participate in demonstrating the listed commands. Where possible make a game of this activity by dividing the Pathfinders into two groups and seeing which team can demonstrate the commands correctly and the quickest.

## RESOURCE MATERIAL

The information on these commands can be found in Part 2, Drill and Flag Ceremonies, of the South Pacific Pathfinder Staff Manual.

<u>Command</u>	<u>Page</u>	<u>Reference</u>
hand salute	31	801
eyes right	33	806
right turn	15	705
left turn	16	706
about turn	16	707
change step	37	905,908

# ACTIVITY D7

List seven objectives of drill and define the following as they relate to drill and marching:

cadence	formation
column	interval
cover	line
file	pace
flank	rank

---

## OUTLINE

Make this a practical session. Firstly, discuss with the Pathfinders the reasons or objectives for doing drill and marching. Following this have the Pathfinders participate in demonstrating what the listed definitions mean. Where possible make a game of this activity by dividing the Pathfinders into two groups and seeing which team can demonstrate the definition correctly and the quickest.

## RESOURCE MATERIAL

### Reasons for Drill and Marching

Discuss with the Pathfinders Handout sheet 8.

### Definitions

CADENCE	The number of paces per minute when marching. <i>Quick time</i> (normal marching) - 120 paces per minute or two paces per second. <i>Slow time</i> - 60 paces per minute or one pace per second. <i>Double time</i> - 180 paces per minute or three paces per second - a jog.
COLUMN	Same as File - a group of Pathfinders in a line following one another.
COVER	An act by which a Pathfinder places him/herself directly at the rear of another.
FILE	Pathfinders in a line following one another.
FLANK	Right or left rank of a body of Pathfinders.
FORMATION	A group of Pathfinders arranged in a certain order.
INTERVAL	The distances between the Pathfinders when in formation.

**LINE** Same as rank - A line of Pathfinders side by side or abreast.

**PACE** The measurement of the distance from heel to heel when marching or moving position.

<i>Quick and Slow time</i>	Juniors	60 cm
	Teens	69 cm
	Adults	76 cm
<i>Double time</i>		76 cm
<i>Pace forward/backward</i>		50 cm
<i>Side pace</i>		30 cm

**RANK** A line of Pathfinders side by side or abreast.

# DRILL & CEREMONY

## Drill & Ceremony Handout 8

### Reasons for Drill and Marching

1. FOR FUN. *Can be made into many good games - eg Simon Says.*
2. ORDERLINESS. *Getting Pathfinders into position, bringing order out of chaos.*
3. EASY WAY TO MOVE A GROUP *quickly from one place to another.*
4. *Brings about* DISCIPLINE and OBEDIENCE.
5. *It can help to* DEVELOP *individual* INITIATIVE, SELF RELIANCE and PERSONALITY.
6. TEACHES *the unit to work together and to cooperate - sportsmanship - team work.*
7. For DEVELOPMENT *of body and coordination.*
8. *Develops* LEADERSHIP.
9. HELPS PATHFINDERS TO STAND AND WALK ERECTLY.
10. *Develops* SHARPNESS - *care for uniform is enhanced.*
11. BUILDS PRIDE *of organisation etc.*
12. *Quick way to find out* WHO IS MISSING.
13. A WAY TO WITNESS - *public parades, etc.*
14. It SHARPENS THE POWER OF CONCENTRATION *and listening skills.*
15. ENCOURAGES NEATNESS AND CLEANLINESS.
16. Helps to be PRECISE AND EXACT.
17. To ENTERTAIN.
18. IT'S BIBLICAL - *part of the Lord's army - Jericho etc.*

# ACTIVITY D8

With a Unit Guidon, demonstrate the following:  
stand at ease  
saluting

---

## OUTLINE

Make this a practical session. Each Pathfinder will require a guidon. Have the Pathfinders participate in demonstrating the listed commands. Where possible make a game of this activity by dividing the Pathfinders into two groups and seeing which team can demonstrate the commands correctly and quickest.

## RESOURCE MATERIAL

The information on these commands can be found in Part 2, Drill and Flag Ceremonies, of the South Pacific Pathfinder Staff Manual.

<u>Command</u>	<u>Page</u>	<u>Reference</u>
stand at ease	45	1001
saluting	48	1004, 1005



# ACTIVITY D9

Demonstrate and explain the following drill commands:  
mark time, quick march, slow time, double time

---

## OUTLINE

During this activity compare and demonstrate the differences of; mark time, quick march, slow time, and double time marching. Be sure to point out the cadence and pace required for each command.

## RESOURCE MATERIAL

The information on these commands can be found in Part 2, Drill and Flag Ceremonies, of the South Pacific Pathfinder Staff Manual.

<u>Command</u>	<u>Page</u>	<u>Reference</u>
Mark Time	36	904
Quick March	35	902
Slow Time	43	917
Double Time	43	915

# ACTIVITY D10

With a Unit Guidon, demonstrate the following:  
the order  
the carry

---

## OUTLINE

Make this a practical session. Each Pathfinder will require a guidon. Have the Pathfinders participate in demonstrating the listed commands. Have the Pathfinders demonstrate the procedure for changing from one position to the other. Where possible make a game of this activity by dividing the Pathfinders into two groups and seeing which team can demonstrate the commands correctly and the quickest.

## RESOURCE MATERIAL

The information on these commands can be found in Part 2, Drill and Flag Ceremonies, of the South Pacific Pathfinder Staff Manual.

<u>Command</u>	<u>Page</u>	<u>Reference</u>
the order	45	1000
the carry	46	1002
	47	1003