



## **PATHFINDER LEADERSHIP AWARD**



**PTHACT001**

# **Pathfinder Drill and Marching**

**Resource Material**

**January 2009**



Resource Material for the Pathfinder Leadership Award.

The Resource Material, Review Booklet and Assessment tools were produced by the Seventh-day Adventist Church Youth Ministries of the South Pacific Division (SPD). We acknowledge Pastor John Wells, the main author of this Unit and the assistance provided by Mr Paul Creswell. An editorial team reviewed and brought the task to completion. We wish to express our deepest thanks to them all.

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The Unit Outline is unchangeable. However, Conferences/Missions in the SPD are encouraged to be creative in the delivery of the training to suit their local needs. Photocopying of this material is permitted in the context of leadership training. It is not to be used for commercial purposes.

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# Orientation

Welcome to the Resource Material for PTHACT001 Pathfinder Drill and Marching.

## Purpose

This unit covers the specific training skills needed to lead a group in Pathfinder Drill and Marching.

## The Resource Material

This Resource Material contains the essential information to meet the competencies outlined for this unit. It should help you to:

- Gain a comprehensive understanding of Pathfinder Drill and Marching.
- Understand the issues involved as they relate to a Pathfinder Club.
- Prepare for the training/review/assessment program.
- Acquire knowledge that will help with your Pathfinder Ministry.

A basic Review Booklet has been developed for this unit. It contains a small number of worksheets that, once completed, provide evidence you understand the material. The Review Booklet needs to be completed before the assessment and forms part of the requirements to gain competence in this unit.

Note: If you have any questions, please consult your District Director or your local Conference/Mission Youth Department.

## What Additional Resources Do I Need?

- Access to a Pathfinder Club.
- Space for Drill and Marching.

## What Do I Need to Bring for the Training/Review/Assessment Program?

- Resource Material (if received beforehand).
- Review Booklet (completed, if required).
- Pencil/pen.
- Any other resources or equipment as specified by your Assessor.

## How Will I Be Assessed?

At the Conference/Mission training/review/assessment program, your competency will be assessed by one or more of the following methods:

- Written/oral questioning.
- Completed Review Booklet.
- Simulation activities.
- Project/assignment.

## Reassessment Process

- You will be given the opportunity for reassessment if you are not found competent.
- There will be no limit to the number of opportunities for re-assessment.

## Appeal Process

If you are not satisfied with your assessment you can:

- Discuss the issue with your Assessor.
- Discuss the issue with your District Director.
- Request the mediation of another Assessor.
- Report your concern to the Conference/Mission Youth Director.

## Unit Outline

The Unit Outline below summarises the requirements (Elements) of this unit. Each Element requires completion of various tasks (Performance Criteria).

PTHACT001	Pathfinder Drill and Marching
PLA	Pathfinder Leadership Award

**DESCRIPTION:** This unit has been developed by the Adventist Youth Ministries of the South Pacific Division (SPD). This unit covers the specific training skills needed to lead a group in Pathfinder Drill and Marching.

The Competency Based Training (CBT) method has been adopted for the delivery of this unit.

Element	Performance Criteria
1. Explain the role of marching in Pathfinding.	1.1. Identify the positive physical skills gained from marching in Pathfinding. 1.2. Explain the positive psychological effects of marching for Pathfinders. 1.3. Explain how marching could be presented as a negative activity for Pathfinders. 1.4. Identify methods of making marching an enjoyable activity.
2. Identify the leadership skills needed in drill and flag ceremonies.	2.1. Identify the importance of a leader having a positive personal attitude to marching. 2.2. Demonstrate correct timing of marching calls. 2.3. Demonstrate the importance of correct voice projection. 2.4. Explain specific methods of teaching marching.
3. Explain the flag rules and etiquette.	3.1. Demonstrate how to fold a flag in preparation for hoisting and presenting. 3.2. Demonstrate ability to prepare the flags and flag poles for a club parade. 3.3. Explain the rules and etiquette of the National flag.
4. Demonstrate leading a group of Pathfinders in marching.	4.1. Demonstrate leading a group of Pathfinders to complete the orders at the halt. 4.2. Demonstrate leading a group of Pathfinders to complete the orders on the move. 4.3. Demonstrate leading a group of Pathfinders to complete standard marching procedures. 4.4. Demonstrate leading a group of Pathfinders during the Opening Parade.

# CHAPTER 1: Introduction

Marching, as we know it today has to do with soldiers and war. The Biblical usage of the word marching is mostly in the context of warfare.

At the Red Sea,

“As Pharaoh and his army approached, the people of Israel could see them in the distance, marching towards them.” Ex 14:10 (NLT)

When David fought against the Philistines, God told him to attack *“When you hear the sound of marching feet in the tops of the balsam trees, attack!”* 2 Sam 5:24 (NLT)

When Joshua walked around Jericho,

“The seven priests with the rams horns marched in front of the ark of the Lord, blowing their horns. Armoured guards marched both in front of the priests with the horns and behind the ark of the Lord.” Josh 6:3 (cf. v.2,3,4,7,14,15)(NLT)

The original Hebrew word used in these passages refers to walking as a group ready for battle, but not necessarily in step. The Greeks developed new fighting methods, discovering that a group of men compacted close together with their shields and weapons, was a greater force than individual fighters. To achieve this successfully and to save themselves falling over each other's feet, they began to move in step, and laid the basis of marching as we know it today.

Modern marching methods were first developed by Gustavus II Adolphus (1594 – 1632) the King of Sweden and taken up by other European nations. Jean Martinet,, a French army officer in the 1600's, established the length of a stride as 30 inches, which the Pathfinder organisation has adapted for Pathfinders to 50cm (20 inches).

The *Macquarie Dictionary's* definition for marching is:

“To walk with regular and measured tread, as soldiers; advance in step in an organised body”.

This emphasises the notion that marching relates only to a military situation. Pathfinders use marching as a method of moving groups of Pathfinders in step as an organised body.

## CHAPTER 2: Marching

Drill and marching skills are taught because they:

- Teach a group how to work together as a team.
- Develop physical coordination.
- Set the standard for the execution of any duty.
- Build a sense of confidence between Club staff and Pathfinders that is essential to morale.
- Encourage self-confidence.
- Introduce the Pathfinder to the concept of timing.
- Instil discipline and orderliness that will carry over into adulthood.
- Teach the Club staff how to use discipline to control activities involving Pathfinders.
- Result in high morale and respect for authority, when utilised correctly.
- Are fun.

Good marching develops a group spirit within a club. There is a sense that everyone is working together, everyone is important and they are proud to belong to the local Pathfinder group. Drill and Marching does something for the club that nothing else can, because everyone is responding in the same way, moving together, travelling in a common direction and having a common goal.

Drill and marching are used to:

- Maintain control at all times.
- Move quickly and efficiently from one activity to another.

Activities include, but are not restricted to:

- The local Club program.
- Pathfinder Club ceremonies.
- Conference programs.
- Public parades.
- Public ceremonial occasions such as ANZAC Parades etc.
- Visits by dignitaries.

### Attitudes to Drill and Marching

The methods of instruction and the attitude of the instructor and other staff in the Pathfinder Club are critical factors in the response of the Pathfinders to Drill and Marching.

Pathfinder marching is not related to military training. The instructor is teaching a skill that develops a positive response in Pathfinders (both physically and mentally), and that is used on all Pathfinder occasions.

The instructor needs to train Pathfinders so that the skills are learnt in a positive, fun atmosphere. There is no place for military Drill Sergeant methods. When a mistake is made it is a time for encouragement and not rebuke. When a group gets it right it is a time for affirmation. The time spent in training should be just long enough to learn a skill and maintain standards.

The instructor should develop methods of training that create a positive atmosphere, such as:

- Drill down – Who is left standing by responding correctly to the orders given?
- Demonstrations, especially by leaders.
- Using marching music. Be creative and use four beat music that is contemporary.
- Get the Pathfinders to develop their own routines or encourage them to even think of original moves that a club may adopt at certain times.
- Singing marching or club songs.
- Holding a marching contest as outlined in the *Way To Go* curriculum. (*Pursuit, March 8, 9,10*)

The remainder of the marching notes (with some adaptations<sup>1</sup>) come from the South Pacific Division Pathfinder Staff Manual, Section II – Drill and Flag Ceremonies.<sup>2</sup>

### Information for the Instructor

1. Set and maintain a high standard.
  - a. Since example is usually imitated, the instructor will set and maintain a high standard in uniform, drill and discipline.
2. Develop the unit to its maximum potential.
  - a. The instructor must approach the Pathfinders with goodwill and skill when undertaking a session of instruction.
  - b. The Pathfinders will be quick to note the instructor's standard and set their own accordingly.
  - c. They will work with the instructor and develop under his/her skill as an instructor, if the activity is made interesting for them.
  - d. Instructors must bear in mind that one demonstration is worth more than a lot of talk and no action.
  - e. Demonstrations must be excellent, and exaggerated movements of the body, head and hands are to be avoided.
  - f. Be prepared to demonstrate a procedure several times.
  - g. The instructor must develop a vocabulary of short, incisive words with which to impress the unit that there is something positive and definite to be done.
  - h. Give praise and credit where it is due.
  - i. Do not press a unit beyond its ability and capacity.
  - j. Your object will be to help the unit drill as well as they can.
3. Short rests must be given.
  - a. This is important, especially in the early stages of training.
  - b. Pathfinders under instruction must not be allowed to remain in a strained position during demonstrations, questions or explanations. To overcome this the unit can be ordered to "stand easy" if applicable.
  - c. When the Pathfinders are ordered to "rest" or "stand easy" for a physical rest during drill instruction, the instructor can maintain mental activity by questioning on the subject matter of the lesson or previous lessons.

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<sup>1</sup> These adaptations were suggested by Paul Cresswall.

<sup>2</sup> *South Pacific Division Pathfinder Staff Manual*, SPD Youth Department, Pp 8-11

4. Blue print for drill.
  - a. **Revision** – Revise what has been previously taught that is relevant to the lesson to be undertaken.
  - b. **Briefing** – Explain the lesson and the reason for it.
  - c. **Silent demonstration** – Demonstrate the complete movement to show the Pathfinders the standard to be reached. A demonstration is worth more than many words.
  - d. **Calling the time** – In the early stages of training, it is helpful for the Pathfinders to call out the time when executing drill movements. Upon the “executive” stage of the order, the Pathfinders:
    - i. Execute the first stage of the movement and simultaneously call out “one”;
    - ii. Call “two” on completing the first stage of the movement, then “three” while observing the “regulation” or standard pause;
    - iii. Continue to repeat points one and two above for each and every stage thereafter throughout the movement; and,
    - iv. When executing the final stage of the movement simultaneously call out “one”.
  - e. **Check faults** – This is most important. We all learn from our mistakes. Call the fault loud enough for all to hear, and name the person at fault. This is done so that the individual Pathfinder will know that they are at fault and not some other person. However never humiliate or shame a Pathfinder.
  - f. **Demand quality performance** – It is the quality of the drill that counts, not the time spent on it. The Pathfinders will only deliver the level of excellence that is demonstrated and encouraged. Poor results denote poor instruction.
5. Never try to bluff.
  - a. If an instructor makes a mistake with an instruction, respect will be maintained if the mistake is admitted and corrected immediately or on the next drill parade. In the event of an instructor giving the wrong command, train Pathfinders to stand “as you were”.
6. Conduct the lesson in several stages.

The lesson may be conducted by the instructor in two stages:

- a. Stage 1.
  - i. Outline the purpose of the position or movement to be taught.
  - ii. Demonstrate and explain the position or movement, calling out the time.
  - iii. Demonstrate and explain the first part of the movement.
  - iv. Practise the club on the first part of the movement.
  - v. Teach the second and each subsequent movement following the sequence described in “c” and “d”.
- b. Stage 2.
  - i. Practise the club in the complete movement, the instructor calling out the time.
  - ii. Have the club carry out the complete movement calling out the time, until uniformity is achieved.
  - iii. Practise the club in the complete movement, the Pathfinders calling the time silently to themselves.

## Words of Command

1. The word of command must be clearly understood.
  - a. A good regular word of command will do much to produce good drill. It does not come of its own accord; it needs both practice and development before successful drilling of a unit can be achieved.
2. Words of command are divided into "cautionary" and "executive" stages
  - a. Words of command are divided into cautionary, e.g. "about"; and executive stages, e.g. "TURN". The executive stage must be sharp, and of a higher pitch than the cautionary. The word of command must be clearly understood by the unit. Throughout this manual, words of command are enclosed in quotation marks. The executives are shown in CAPITAL LETTERS. For example, Director: "Pathfinders, about TURN."
  - b. The person giving the order will direct the command to a specific person or group, for instance the Colour Guard. The person or group to which the command is directed, is stated before the cautionary stage of the command.
3. Delivery of words of command.
  - a. Timing during delivery.
    - i. Give the same pause between the cautionary and executive command each time it is given.
    - ii. Bad timing of words of command will destroy good drill and lower morale.
    - iii. Pathfinders will learn quickly when to anticipate the executive command when the pause is always the same.
  - b. Projection of the voice.
    - i. Always give a word of command with the full power of the voice.
    - ii. A soft or "confidential" word of command loses authority and leads to poor drill.
  - c. Crisp execution.
    - i. Executive words of command must be given crisply and sharply.
    - ii. A drawling delivery of words of command will produce a slovenly reaction.
  - d. To abort a command.
    - i. When it is desired to stop an incomplete movement, cancel an incorrect order or get back to the last position, the command "As you were" will be given.
4. Give practice in responding to a command.
  - a. In the early stages of training, the club is to call out the time when executing drill movements.
    - i. To warn the club that the time is to be called out, the instructor is to precede the command for the movement by the cautionary command "calling out the time."
    - ii. As an example, on the command, "Calling out the time, right TURN", the club:
    - iii. Executes the first movement of the turn on the executive order and simultaneously calls out "one",
    - iv. On completing the first movement calls "two", then "three" while observing the standard pause; and
    - v. When executing the final movement simultaneously calls out "one".

## CHAPTER 3: Flags

### How to Fold Flags

#### 1. For Breaking at the Flagpole.

Flags that are hoisted up a flagpole have a short rope sewn into the edge nearest the pole. Usually on the upper end of the rope is a wooden toggle, while at the lower end is a spliced eye.

The flag is folded lengthwise twice, making a long narrow rectangle and then folding this in a concertina fashion. The lower rope of the flag is then wrapped round the flag and looped under itself, to stop the flag unrolling while being hoisted up the flagpole. (figure 3.1.)

Attach the toggle to the upper end of the halyard and the spliced eye to the lower end of the halyard. Hoist the flag till it reaches the top of the mast, where it is held firmly by tying the halyard attached to the toggle and leaving the other end of the halyard loose. The flag is "broken" by giving the lower rope a sharp tug, and making fast the rope.

The flag should only be flown between 8 a.m. and sunset. The flag should never be allowed to drag on the ground, but should be caught up by the hand as it nears the ground.

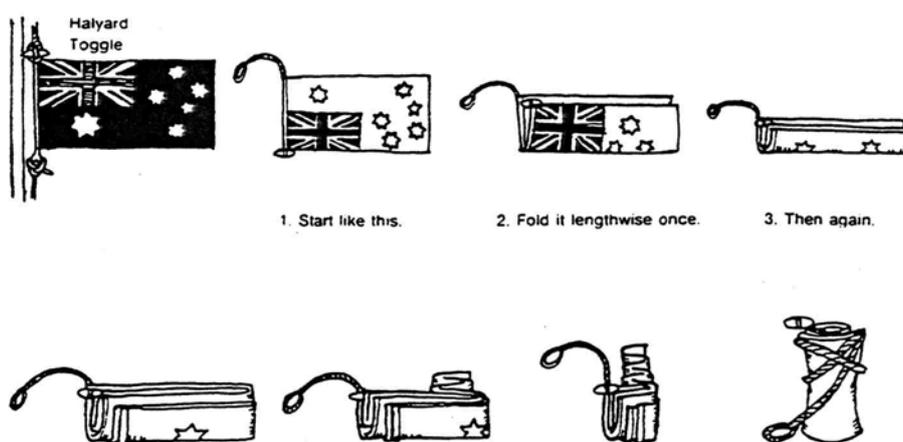


Figure 3.1:<sup>3</sup> Folding the Flag for Breaking at the Flagpole.

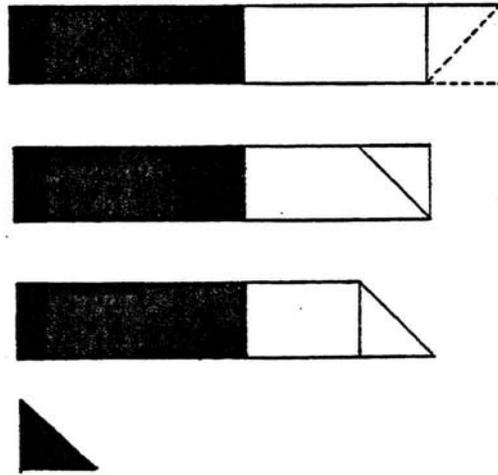
#### 2. For Closing Ceremonies.

To fold the flag two persons should work together. One person should hold the upper left-hand quarter of the flag in the right hand and the other corner of that end of the flag in the left hand. The other person holds the other end of the flag. They fold as follows:

- a. Fold in the middle lengthwise, then fold in the middle lengthwise again, leaving the upper left-hand quarter outside.
- b. Begin at the opposite end of the flag from the upper left-hand quarter and fold one corner in a triangle upon the upper edge of the long fold. Now fold this triangle forward along its side on to the main body of the flag, thus making another triangle fold. Continue this process until the flag is completely folded. (See *Figure 3.2*)

<sup>3</sup> *South Pacific Division Pathfinder Staff Manual*, Section II, p5

- c. Alternatively, after folding the flag lengthwise as described in "1" it may be folded in a rectangular way. To do this, fold the opposite ends of the flag together and continue the process until the upper left-hand quarter covers the rest of the flag.



*Figure 3.2<sup>4</sup>: Folding Flag for Closing Ceremonies.*

## National Flag Rules and Etiquette

Following are the regulations for the display of the national colours of the various nations which comprise the South Pacific Division. In those countries where there is no policy for the display of the national colours but where they are members of the Commonwealth, it is suggested that the policy of Australia or New Zealand be used as the model.

## Dignity of the Flag

Your National flag is to be displayed only in a manner befitting the national emblem; it should not be subjected to indignity or displayed in a position inferior to any other flag or ensign. The flag normally takes precedence over all other National flags. It should always be flown aloft and free.

It is undignified to use the National flag in any of the following ways:

- As a table or seat cover.
- Allowing it to fall onto or lie upon the ground.
- As a masking for boxes, barriers or intervening space between floor and ground level on a dais or platform.

Due consideration should be given to flag etiquette and precedence whenever the National flag is displayed. If a purely decorative effect is desired without the involvement of precedence, it is better to confine the display to flags of lesser status, e.g. house flags, or pennants of coloured bunting.

<sup>4</sup> *South Pacific Division Pathfinder Staff Manual, Section II, p5*

## Defacement

A flag is said to be “defaced” when a “badge of office” is superimposed upon an authorised flag. This has occurred on some official standards and flags. Current policy prohibits defacement of the National flag.

## Position of the Australian National Flag for Display

1. On a staff. The top-left (first) quarter is to be placed in the position nearest the top of the staff. When carried, the flag should be aloft and free.
2. On a flag rope (halyard). The top-left quarter is to be placed uppermost, raised as closely as possible to the top, with the flag rope tight.
3. Flat against a wall. The top-left quarter is to be placed uppermost on the observer’s left, as viewed from the front.
4. When used to cover a casket at funerals. The top-left quarter to be draped over the left shoulder of the deceased. The flag should be removed before the casket is lowered into the grave or, at a crematorium, after the service.

## Position of Honour When Displaying the National Flag

1. When displayed alone at a meeting.
  - a. On a speaker’s platform:
    - i. flat against the wall (as in the flying position) above and behind the speaker
    - ii. on a staff on the speaker’s right as he faces the audience
  - b. In the main body of the hall from a staff on the left of the audience as they face the platform.
2. When displayed with the Pathfinder flag.
  - a. Against a wall with crossed staffs, National flag should be on the observer’s left when facing the flags, and the staff bearing the National flag should be in front of the staff bearing the Pathfinder flag.
  - b. On a dais, the National flag should be on the speaker’s right, and other flags on the speaker’s left.
  - c. On the floor, the National flag should be at the left of the audience as they face the platform. Other flags are to be to the right of the audience.
3. When flown alone on top of or in front of a building.
  - a. With two flagpoles, the National flag should be on the flagpole on the left of the observer facing the flag.
  - b. With more than two flagpoles, the National flag should be as near as possible to the centre.
4. When displayed with the flags of one or more sovereign nations within your country, your National flag should occupy the position of honour.
  - a. When flown with the flag of one other nation, the National flag should be on the left of the observer facing the flags. Both should be at the same height.

- b. When flown from cross-staffs, the national flag should be on the left of the observer facing the flags. Its staff should be in front of the staff of the other flag. (Figure 3.3).

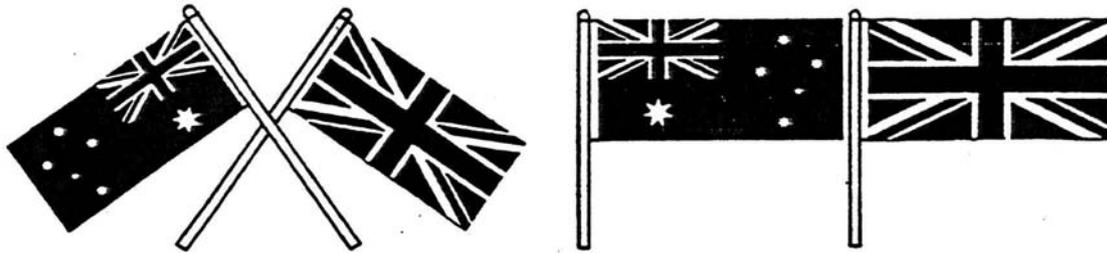


Figure 3.3: Position of National Flag when flown from Cross-Staffs.

- c. In an enclosed circle of flags, your National flag should be flown on the flagpole immediately opposite the main entrance to a building or arena.  
 d. In a semicircle of flags, your National flag should be in the centre (figure 3.4).

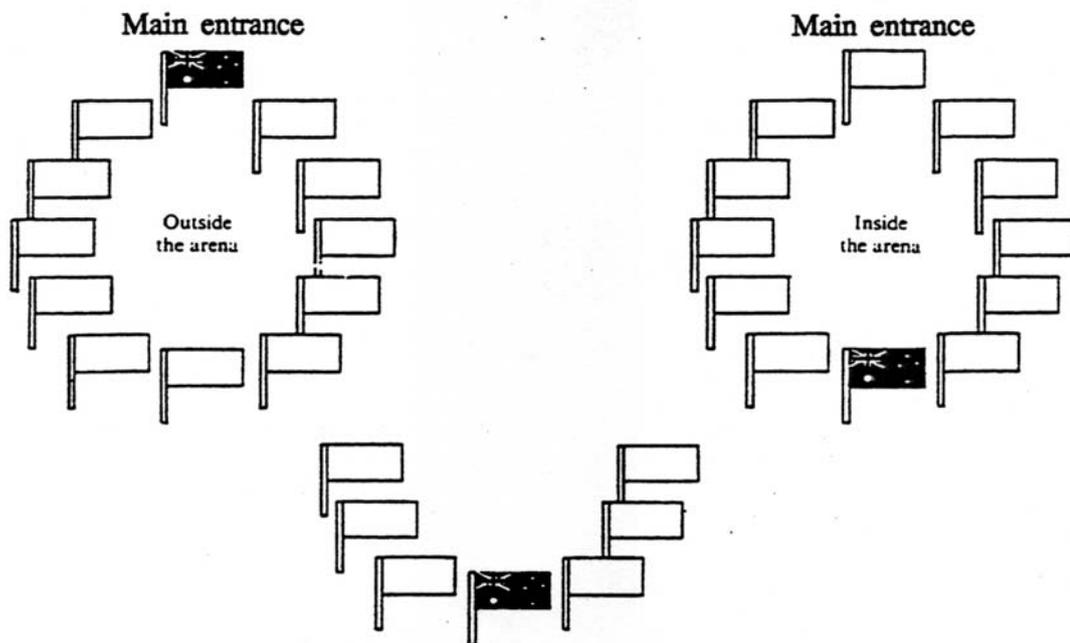


Figure 3.4: Position of National Flag in a Semicircle.

- e. In a line of flags, your National flag should be flown in the centre when one National flag only is available. If there is an even number of flags, your National flag should be flown on the left of the observer facing the flags. Where two National flags are available, one should be flown at each end of the line (figure 3.5).

<sup>5</sup> South Pacific Division Pathfinder Staff Manual, Section II, p73

<sup>6</sup> South Pacific Division Pathfinder Staff Manual, Section II, p73

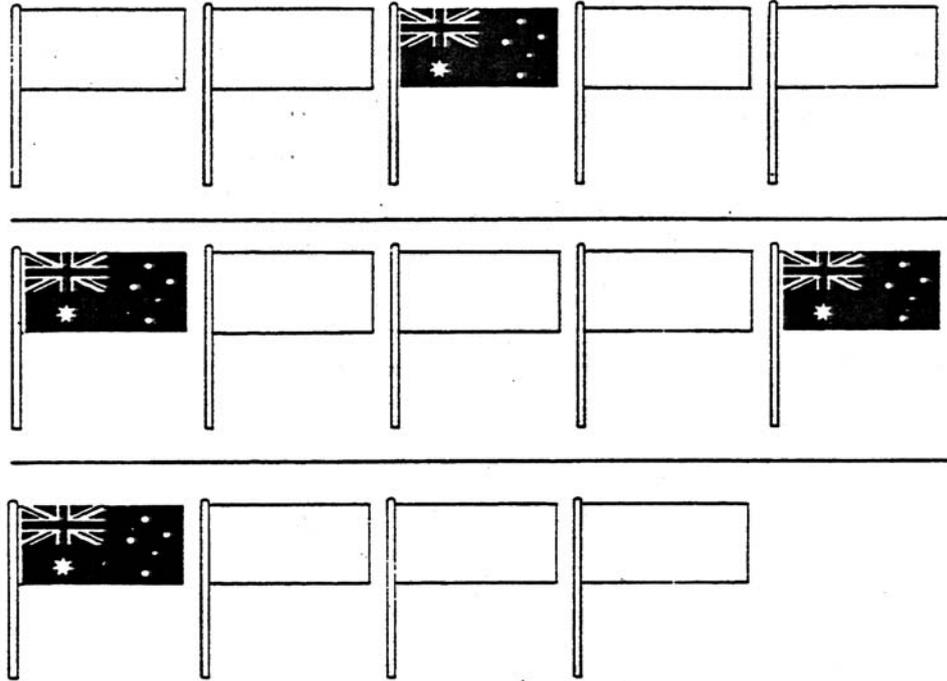


Figure 3.5<sup>7</sup>: Position of National Flag in a Line.

5. When carried in a procession:

- a. In single file, the National flag, if carried with other flags, should always lead (figure 3.6).

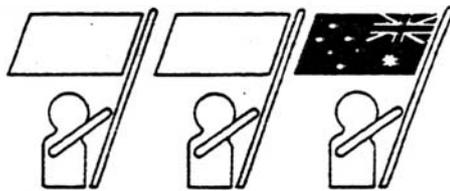


Figure 3.6<sup>8</sup>: Position of National Flag in a Procession.

- b. In line abreast, it is preferable to have the National flag at each end of the line. If only one National flag is available, it should be placed in the centre of the line of flags carried abreast. Where the number of flags is even and the National flag cannot be carried in the centre (of a line of flags abreast), it should be placed (carried) on the right-hand end of the line facing the direction of movement (figure 3.7).

<sup>7</sup> South Pacific Division Pathfinder Staff Manual, Section II, p74

<sup>8</sup> South Pacific Division Pathfinder Staff Manual, Section II, p74

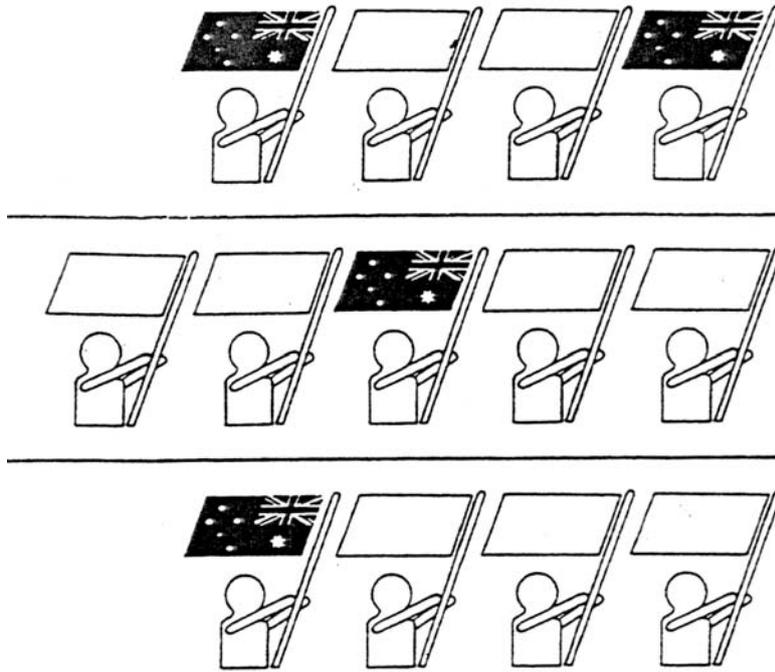


Figure 3.7<sup>9</sup>: Position of National Flag in Line Abreast.

6. When displayed with state flags, house flags, and club pennants, the National flag should be flown on the left of a person facing the flags or at each end of a line of flags, and slightly higher. It is desirable to avoid flying the National flag and State flags or house flags on the same flag rope (halyard). Nevertheless, the National flag should always be at the peak.
7. When the National flag, the Union Jack and the State flag are displayed on or in front of a building, the correct position is shown in figure 3.8.

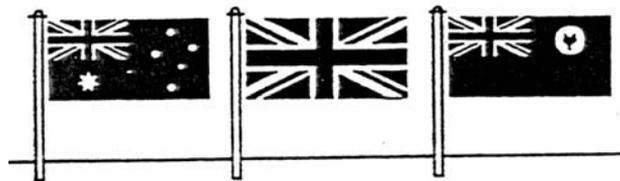


Figure 3.8<sup>10</sup>: Position of National Flag In Front of a Building.

8. The National flag, when flown or paraded, takes precedence over all other national flags. When flown with the flags of other sovereign nations, all flags should be flown on separate staffs and at the same height, all being of the same size, if possible. International practice forbids the display of the flag of one nation above that of another in time of peace. The National flag should, however, be raised first and lowered last, unless the number of flags permits their being raised and lowered simultaneously.

<sup>9</sup> South Pacific Division Pathfinder Staff Manual, Section II, p75

<sup>10</sup> South Pacific Division Pathfinder Staff Manual, Section II, p75

## **Conduct on Ceremonial Occasions, During Religious Services, etc. when the Flag is Hoisted, Lowered, etc.**

When the National flag is raised or lowered, or when it is carried in a parade or review, all persons present should face the flag, men should remove their hats, and all should remain silent. Persons in uniform should salute.

## **Disposal of the Flag**

When a flag becomes dilapidated and is no longer in a suitable condition for use, it should be destroyed in a dignified way by burning privately.

# CHAPTER 4: Drill

## Drill at the Halt

In foot drill there are no exaggerated movements of the arms, feet and legs.

Between each and every stage in the execution of a command there will be a "regulation" or "standard" pause that is the equivalent of two beats in quick time.

### 1. Attention.

"Pathfinders, atten-TION."

The position of "attention" is one of readiness in expectation of a word of command. Exactness in this position is important and, therefore, Pathfinders should not be at "attention" longer time than necessary. The following position is adopted sharply:

- a. Place the heels together and in line.
- b. Feet turned out to an angle of 30 degrees.
- c. Knees braced.
- d. Body erect with the weight evenly between the balls of the feet and the heels.
- e. Shoulders level, and squared to the front.
- f. Arms hanging straight from the shoulders, elbows close to the sides.
- g. Wrists straight.
- h. Hands closed (not clenched), back of the fingers lightly touching the thighs.
- i. Thumbs straight and to the front.
- j. Head up; eyes open, steady, and looking their own height.
- k. No part of the body strained.

### Common Faults

- a. A strained and exaggerated position causing breathing to be restricted.
- b. Unsteadiness caused by not being correctly balanced on both feet.
- c. Feet and body not square to the front, heels not closed and in line.
- d. Arms bent, elbows pulled back.
- e. Wrists crooked.
- f. Feet not correct angle of 30 degrees.
- g. Scraping the feet on the ground.
- h. Rising on the toes and clicking the heels.
- i. Hopping or leaving the ground with both feet at once.

### 2. Stand at Ease.

The "stand at ease" is an intermediate position between "attention" and "stand easy". It allows no relaxation, but can be maintained for a longer time than "attention" without strain.

"Pathfinders, stand at EASE."

The following position is adopted sharply:

- a. Keeping the right foot still and the leg braced back, bend the left knee, carry the left foot sharply to the left so that the feet are 20-30 cm (8-12") apart, depending on the size of the Pathfinder, heels still in line, and the feet at the same relative angle as in "attention".
- b. Transfer the weight of the body evenly over both feet.
- c. At the same time bring the arms behind the back, keeping them straight, and place the back of the right hand in the palm of the left, thumbs crossed, fingers and hands straight and pointing toward the ground or floor.
- d. Note that when a book or any articles are being carried on parade the arms will be held to the side as for "attention". The book or other such items that can be carried in one hand will be carried by the left. If articles are only carried in the left hand, the right arm must remain at the side as for the position of "attention". When marching, objects are to be held in the left hand and the arm kept still. The right arm is free to swing.

#### Common Faults

- a. Failure to carry foot off 20-30 cm and not square to left.
- b. Not maintaining the angle of the foot and heels not in line.
- c. Movement of right foot and consequent loss of dressing.
- d. Binding forward during movement.
- e. Flapping the arms.
- f. Arms not fully extended.
- g. Hands not clasped in correct position.

### 3. Stand Easy.

"Pathfinders, stand EASY."

The head, body and limbs are relaxed. Clothing and equipment may be adjusted. Pathfinders must not move feet or talk, or lower hips.

The position of "stand easy" is given when it is desirable to permit Pathfinders to relax. This command is only given when the club is in the position of "stand at ease".

#### Common Faults

- a. Moving the feet, resulting in losing position.
- b. Slouching and talking.

### 4. Attention from Stand at Ease.

"Pathfinders, atten-TION."

- a. Bend the left knee and bring the left foot to the position of "attention", and
- b. At the same time bring the arms and hands to the position of "attention".

### 5. Right Turn.

"Pathfinders, right TURN."

- a. Keeping both knees straight, turn through 90 degrees to the right, on the right heel and the ball of the left foot, raising the left heel and the right toe in doing so, keeping the weight of the body on the right foot. On completion of the movement the right foot is flat on the ground, the left leg to the rear with the heel raised, and turned slightly inwards. Both knees braced back, and arms in the position of "attention".
- b. Bend the left knee and bring the left foot sharply to the right into the position of "attention".

The drill movement can be taught in two parts and is given as: "By numbers, right turn. Pathfinders ONE", and the movement is carried out as detailed in 'a'; "TWO", and the completion of the turn is carried out as detailed in 'b.'

#### Common Faults

- a. The weight being put on the rear foot, allowing the heel of the forward foot to move over the ground instead of pivoting.
- b. Scraping the ball of the right foot over the ground, instead of lifting the toes.
- c. Bending the knee of the pivot leg, and bending forward particularly during the second movement.
- d. Not making a square turn with the body and shoulders.
- e. Moving the arms.

#### 6. Left Turn.

"Pathfinders, left TURN."

- a. Keeping both the knees straight, turn through 90 degrees to the left, on the left heel and the ball of the right foot, raising the right heel and the left toe in doing so, keeping the weight of the body on the left foot. On completion of the movement the left foot is flat on the ground, the right leg to the rear with the heel raised, and turned slightly inwards. Both knees braced back, and arms in the position of "attention".
- b. Bend the right knee and bring the right foot sharply to the left into the position of "attention".

This drill movement can be taught in two parts and is given as: "By numbers, left turn. Pathfinders ONE;" and the movement is carried out as detailed in 'a'; "TWO," and the completion of the turn is carried out as detailed in 'b.'

#### Common Faults

- a. The weight being put on the rear foot, allowing the heel of the forward foot to move over the ground instead of pivoting.
- b. Scraping the ball of the left foot over the ground, instead of lifting the toes.
- c. Bending the knee of the pivot leg, and bending forward particularly during the second movement.
- d. Not making a square turn with the body and shoulders.
- e. Moving the arms.

## 7. About Turn.

"Pathfinders, about TURN."

- a. Keeping both the knees straight, turn through 180 degrees to the right, on the right heel and the ball of the left foot, raising the left heel and the right toe in doing so, keeping the weight of the body on the right foot. On completion of the movement the right foot is flat on the ground, the left leg to the rear with the heel raised, and turned slightly inwards. Both knees braced back, and arms in the position of "attention".
- b. Bend the left knee and bring the left foot sharply to the right into the position of "attention".

This drill movement can be taught in two parts and is given as: "By numbers, about turn. Pathfinders ONE", and the movement is carried out as detailed in 'a'; "-TWO", and the completion of the turn is carried out as detailed in 'b'.

### Common Faults

- a. The weight being put on the rear foot, allowing the heel of the forward foot to move over the ground instead of pivoting.
- b. Scraping the ball of the right foot over the ground, instead of lifting the toes.
- c. Bending the knee of the pivot leg, and bending forward particularly during the second movement.
- d. Not making a square turn with the body and shoulders.
- e. Moving the arms.
- f. Taking the right foot back to the left foot to complete the second movement, thus upsetting the dressing.

## 8. Right Incline.

"Pathfinders, right in-CLINE."

- a. Keeping both the knees straight, turn through 45 degrees to the right, on the right heel and the ball of the left foot, raising the left heel and the right toe in doing so, keeping the weight of the body on the right foot. On completion of the movement the right foot is flat on the ground, the left leg to the rear with the heel raised, and turned slightly inwards. Both knees braced back, and arms in the position of "attention".
- b. Bend the left knee and bring the left foot sharply to the right into the position of "attention".

This drill movement can be taught in two parts and is given as: "By numbers, right incline. Pathfinders ONE", and the movement is carried out as detailed in 'a'; "-TWO", and the completion of the turn is carried out as detailed in 'b'.

### Common Faults

- a. The weight being put on the rear foot; allowing the heel of the forward foot to move over the ground instead of pivoting.
- b. Scraping the ball of the right foot over the ground, instead of lifting the toes.
- c. Bending the knee of the pivot leg, and bending forward particularly during the second movement.
- d. Not making a square turn with the body and shoulders.

- e. Moving the arms.
- f. Taking the right foot back to the left foot to complete the second movement, thus upsetting the dressing.

#### 9. Left Incline.

“Pathfinders, left in-CLINE.”

- a. Keeping both the knees straight, turn through 45 degrees to the left, on the left heel and the ball of the right foot, raising the right heel and the left toe in doing so, keeping the weight of the body on the left foot. On completion of the movement the left foot is flat on the ground, the right leg to the rear with the heel raised, and turned slightly inwards. Both knees braced back, and arms in the position of “attention”.
- b. Bend the right knee and bring the right foot sharply to the left into the position of “attention”.

This drill movement can be taught in two parts and is given as: “By numbers, left incline. Pathfinders ONE”, and the movement is carried out as detailed in ‘a’; “-TWO”, and the completion of the turn is carried out as detailed in ‘b’.

#### Common Faults

- a. The weight being put on the rear foot, allowing the heel of the forward foot to move over the ground instead of pivoting.
- b. Scraping the ball of the left foot over the ground, instead of lifting the toes.
- c. Bending the knee of the pivot leg, and bending forward particularly during the second movement.
- d. Not making a square turn with the body and shoulders.
- e. Moving the arms.
- f. Taking the right foot back to the left foot to complete the second movement, thus upsetting the dressing.

#### 10. Paces Forward.

“Pathfinders, .... paces forward MARCH.”

The movement is carried out in quick time but with the arms held by the sides. Each rank concerned will march forward the required number of paces called for, stepping with the left foot. Each pace is to be approximately 50 cm.

#### Common Faults

- a. Taking too short a pace with the left foot.
- b. Looking down at the ground.

#### 11. Paces Back.

“Pathfinders, .... paces backward MARCH.”

The movement is carried out in quick time but with the arms held by the sides. Each rank concerned will march backward the required number of paces called for, stepping with the left foot. Each pace is to be approximately 50 cm.

### Common Faults

- a. Taking too short a pace with the left foot.
- b. Looking down at the ground.

### 12. Side Paces to the Left.

"Pathfinders, .... paces left close MARCH."

During the side pace other parts of the body will maintain the position of "attention".

- a. Bend the left knee
- b. Carry the left foot off to the left a distance of 30cm.
- c. Raise the right heel approximately 2.5cm.
- d. Bend the right knee and bring the right foot sharply to the left into the position of "attention".
- e. Continue 'a' to 'd' above for each pace to be covered.

### Common Faults

- a. Uneven paces causing loss of covering and dressing.
- b. Failure to close heels at each pace.
- c. A tendency to move the left foot before the right has been placed firmly on the ground.

### 13. Side Paces to the Right.

"Pathfinders, .... paces right close MARCH."

During the side pace other parts of the body will maintain the position of "attention".

- a. Bend the left knee
- b. Carry the left foot off to the left a distance of 30cm.
- c. Raise the right heel approximately 2.5cm.
- d. Bend the right knee and bring the right foot sharply to the left into the position of "attention".
- e. Continue 'a' to 'd' above for each pace to be covered.

### Common Faults

- a. Uneven paces causing loss of covering and dressing.
- b. Failure to close heels at each pace.
- c. A tendency to move the left foot before the right has been placed firmly on the ground.

#### 14. Carrying of Articles.

- a. If an article is carried, it must be carried in the left hand. When marching, the left arm is kept by the side and the right arm only swings in the normal manner.
- b. When carrying articles, to adopt the position of
  - i. "Attention", the arms remain at the side.
  - ii. "Stand at ease", the arms remain at the sides and the feet 20-30 cm apart.
  - iii. "Stand easy", the arms remain at the sides.

#### 15. Remove Hats.

- a. On the command, "Remove HATS", bring the right hand by the shortest route and grasp the peak of the headdress at the centre between the thumb and fingers.
- b. Resume the position of "attention" by bringing the right hand to the side by the shortest route.
- c. The regulation pause will be observed between movements.
- d. The command applies only to male Pathfinders and male staff members.

#### 16. Replace Hats.

- a. On the command, "Replace HATS", replace the headdress using both hands to position headdress correctly.
- b. Resume the position of "attention".
- c. The regulation pause will be observed between movements.
- d. The command applies only to male Pathfinders and male staff members.

### Drill on the March

#### 1. Introduction

Marching plays its part in drill as a means of working together; a Pathfinder group marching with precision is well disciplined and has high morale.

A common cause of bad marching is the stepping of pace more than that taken by the smallest Pathfinder on parade.

The unit or individual Pathfinder is to commence to march from the position of attention. If they are standing at ease when the command "Quick MARCH" or "ON-Parade" is given they will come to attention before stepping off. In all instances they will step off with the left foot leading.

#### 2. Cadence

- a. Paces to the minute in quick time 120
- b. Paces to the minute in slow time 60
- c. Paces to the minute in double time 180

- |                          |         |       |
|--------------------------|---------|-------|
| 3. Lengths of Pace       |         |       |
| a. Quick and slow time   | Juniors | 60 cm |
|                          | Teens   | 69 cm |
|                          | Adults  | 76 cm |
| b. Double time           |         | 76 cm |
| c. Pace forward/backward |         | 50 cm |
| d. Side pace             |         | 30 cm |

The length of pace must be adjusted to suit the smallest Pathfinder.

## Words of Commands

The following commands are given on the foot as indicated:

Command	Foot
Halt	Left
Quick MARCH, Slow MARCH, or Double TIME	Left
Mark TIME (when marching)	Left
For-WARD	Left
Right TURN	Right
Change STEP	Left
Eyes RIGHT, eyes FRONT	Left
Change to quick TIME, Slow time, or Double TIME	Left
About TURN	Left
Left TURN	Left

### 1. Quick March.

"Pathfinders, quick MARCH."

The Pathfinders will step off with the left foot, swinging the right arm forward and the left arm to the rear, and march straight to the front unless otherwise directed.

While marching:

- a. The heel must strike the ground first, the weight then coming forward over the ball of the foot as the moving leg passes the stationary leg. Every pace, including the first, will be 60 cm.
- b. Each leg must be swung forward naturally in a straight line.
- c. The arms must be swung freely and straight from the front to rear, reaching the extremity of their swing each time the heel comes to the ground.
- d. By locking the thumb over the second joint of the forefinger the arms and wrists will be kept straight and swung from the shoulder, hands reaching at least as high as the belt of the Pathfinder in front and as high as possible to the rear.
- e. The hand will be closed, but not clenched, thumbs leading.
- f. The shoulders will be held square to the front.

### Common Faults

- a. Flipping the forearm or hands across the body, either to the front or the rear.
- b. Bending the left knee when stepping off, thus taking a pace of less than 60 cm.

- c. Taking a pace of more than 60 cm.
- d. Bending forward at the waist, particularly when stepping off, and dropping the shoulders.
- e. Not punching the arms to the rear.
- f. Swinging the arms with the back of the hands leading.

2. Halt.

“Pathfinders, HALT.”

The command will be given on the left foot. The Pathfinders will take a further pace with the right foot, a check pace of 60 cm with the left foot by striking the ground with the left heel; complete the movement by bringing the right foot sharply to the left foot and snapping the arms to the sides, thus adopting the position of “attention”.

Common Faults

- a. Leaping off the ground
- b. Exaggerated upward swing with the right hand; bending the right forearm at the elbow.
- c. Little or no backward swing with the left hand.
- d. Scraping the left foot along the ground.
- e. Taking too short a pace with the left foot.
- f. Failing to adopt the position of “attention” on completion of the movement.

3. Marking Time from the Halt.

“Pathfinders, mark TIME.”

- a. Marking time is carried out at the same cadence as for marching. Only the legs are moved; the upper portion of the body remains in the position of “attention”, arms at the side.
- b. On the command, “Mark TIME”
  - i. Bring the left foot forward and up and commence marking time.
  - ii. The knee is raised so that the upper part of the leg is 45 degrees to the ground with the foot at a natural angle.
  - iii. As the knee is lowered the toe is placed on the ground before the heel, and
  - iv. The club will continue to mark time until the command “forward” or “halt” is ordered.

Common faults

- c. Gaining or losing ground, thus losing dressing.
- d. Swaying and general unsteadiness including flapping of the arms.
- e. Looking down.
- f. A tendency to lean forward.
- g. Kicking the heels towards the seat.
- h. Tendency to increase the cadence if continued for a prolonged period.

4. Changing Step when Marking Time.

“Pathfinders, change STEP.”

Given as the right foot is on the ground: take two successive mark time paces with the left foot; and continue marking time.

5. Halting from Marking Time.

"Pathfinders, HALT."

Given as the left knee is being raised. Complete the movement of the left foot and halt by making a further beat with the right foot.

6. Mark Time on the March.

"Pathfinders, mark TIME."

Given on the left foot. Complete a 60 cm pace with the right foot and commence to mark time on the next beat of the left foot, cutting the arms to the sides as the left knee is being raised.

7. Changing Step on the March.

"Pathfinders, change STEP."

- a. In slow time, on the command, "change step", given as the right foot is forward and on the ground:
  - i. Complete a full pace with the left foot;
  - ii. Bring the right foot forward in quick time and place the instep of the right foot against the heel of the left foot; and
  - iii. Step off in slow time with the left foot.
- b. In quick time, on the command, "change step", given as the right foot is forward and on the ground complete a full pace with the left foot;
  - i. Bring the right foot forward in double time and place the instep of the right foot against the heel of the left foot, bringing the arms to the sides; and
  - ii. Step off in quick time with the left foot, swinging the arms.

8. Moving Forward from Marking Time.

"Pathfinders, for-WARD."

Given as the left knee is being raised. Complete the beat with the left foot and make a further beat with the right foot. As the right foot comes to the ground move the left foot and right arm forward and the left arm to the rear and proceed in quick time.

9. Left Turn in Quick Time.

"Pathfinders, turning on the march, left TURN."

- a. The word of command is given on the left foot.
- b. Bring the right knee forward and upward; remain balanced on the left leg.
- c. Turn the right foot across the body, with the upper part of the leg horizontal, foot hanging at the natural angle, right knee in front of the left knee. In this position, the right foot should be directly above the ground in front of the left toe. The body and arms are to remain in the position of "attention".
- d. By a vigorous straightening of the right knee, drive the right foot to the ground, with the instep just ahead of the left toe.
- e. The instant the right foot strikes the ground, move the left foot out in the new direction and continue marching.

- f. The arms are snapped to the side at the commencement of the first movement of the turn, that is, when the right knee is being raised in the left turn.
- g. The arms commence to swing as the left foot is moved forward in the new direction.

#### Common Faults

- a. Allowing the arms to move away from the sides during the turn.
- b. Not stepping forward in the new direction the full distance.
- c. Bending forward when stepping off in the new direction.
- d. Trying to move the stationary foot, before the moving foot strikes the ground, giving the impression of a "skip".
- e. Coordination between arms and legs tends to become lost.
- f. There is a marked tendency toward not raising the knee high enough, thus racing the movement.

#### 10. Right Turn on Quick Time.

"Pathfinders, turning on the march, right TURN."

- a. The word of command is given on the right foot.
- b. Bring the left knee forward and upward; remain balanced on the right leg.
- c. Turn the left foot across the body, with the upper part of the leg horizontal, foot hanging at the natural angle, left knee in front of the right knee. In this position, the left foot should be directly above the ground in front of the right toe. The body and arms are to remain in the position of "attention".
- d. By a vigorous straightening of the left knee, drive the left foot to the ground, with the instep just ahead of the right toecap.
- e. The instant the left foot strikes the ground, move the right foot out in the new direction and continue marching.
- f. The arms are snapped to the side at the commencement of the first movement of the turn, that is, when the left knee is being raised in the right turn.
- g. The arms commence to swing as the right foot is moved forward in the new direction.

#### Common Faults

- a. Allowing the arms to move away from the sides during the turn.
- b. Not stepping forward in the new direction the full distance.
- c. Bending forward when stepping off in the new direction.
- d. Trying to move the stationary foot, before the moving foot strikes the ground, giving the impression of a "skip".
- e. Coordination between arms and legs tends to become lost.
- f. There is a marked tendency toward not raising the knee high enough, thus racing the movement.

#### 11. About Turn in Quick Time.

"Pathfinders, about TURN."

- a. The word of command is given as the left foot reaches the ground.
- b. Take another pace with the right foot to check forward momentum. At the same time cut the arms to the sides.

- c. Raise left foot, turn body through 90 degrees to the right and place the left foot down with the instep in front of the toe on the right foot.
- d. Raise the right foot, turn the body through the further 90 degrees and place the right foot down, toe pointing in the new direction.
- e. Raise the left foot and place alongside the right foot.
- f. Commence to swing the arms as the right foot leads off in the new direction.
- g. In 'b' to 'e' above the foot is raised 21 cm from the ground.

#### Common Faults

- a. Allowing the arms to move away from the sides during the turn.
- b. Not stepping forward in the new direction the full distance.
- c. Bending forward when stepping off in the new direction.
- d. Trying to move the stationary foot, before the moving foot strikes the ground, giving the impression of a "skip".
- e. Coordination between arms and legs tends to become lost.
- f. There is a marked tendency toward not raising the knee high enough, thus racing the movement.

#### 12. Wheeling to the Right.

"Pathfinders, change direction right, right WHEEL."

The word of command may be given on either foot.

- a. When marching in two or three columns the inner Pathfinder will wheel on the circumference of a circle with a radius of 60 cm and will change direction through 90 degrees. The spread of the wheel is governed by the ability of the outside Pathfinders to keep pace by stepping out.
- b. The Pathfinders on the inner flank will glance outwards from the corner of their eye and will vary the pace accordingly.
- c. Files in rear will march straight to their front and will follow on the ground covered by the leading files.
- d. If it is desired to wheel through more than a right angle, the command "Right WHEEL" will be given a second time.

If it is desired to wheel through less than a right angle (even after a second "Right WHEEL" has been ordered), the command "for-WARD" will be given when the leading section is facing the required direction. They will then lead straight on.

The arms will continue to swing through the entire wheel.

#### Common Faults

- e. When wheeling in twos and threes, failure of inner Pathfinders to adjust length of pace to allow the outer Pathfinders to maintain dressing.
- f. A marked tendency for covering files to swing outwards on approaching the wheeling point.
- g. Arms not swinging through the entire wheel.

#### 13. Wheeling to the Left.

"Pathfinders, change direction left, left WHEEL."

The word of command may be given on either foot.

- a. When marching in two or three columns the inner Pathfinder will wheel on the circumference of a circle with a radius of 60 cm and will change direction through 90 degrees. The spread of the wheel is governed by the ability of the outside Pathfinders to keep pace by stepping out.
- b. The Pathfinders on the inner flank will glance outwards from the corner of their eye and will vary the pace accordingly.
- c. Files in rear will march straight to their front and will follow on the ground covered by the leading files.
- d. If it is desired to wheel through more than a right angle, the command "Left WHEEL" will be given a second time.

If it is desired to wheel through less than a right angle (even after a second "Left WHEEL" has been ordered), the command "for-WARD" will be given when the leading section is facing the required direction. They will then lead straight on.

The arms will continue to swing through the entire wheel.

#### Common Faults

- a. When wheeling in twos and threes, failure of inner Pathfinders to adjust length of pace to allow the outer Pathfinders to maintain dressing.
- b. A marked tendency for covering files to swing outwards on approaching the wheeling point.
- c. Arms not swinging through the entire wheel.

#### 14. Doubling.

"Pathfinder, double MARCH."

- a. Step off with the left foot and run on the balls of the feet with easy swinging strides, inclining the body slightly forward, but maintaining correct carriage.
- b. The feet must be picked up cleanly from the ground at each pace, and the thigh, knee and ankle joints must all work freely.
- c. The heels should not be raised toward the seat, but the foot carried straight to the front and the ball of the foot placed lightly on the ground.
- d. The arms should be swung as in quick time except that they should be bent so that the forearm forms an angle of about 135 degrees with the upper arm.

The length of the pace will be increased and the rate of marching will be 180 paces to the minute.

#### Common Faults

- a. Swinging the shoulders.
- b. Looking down.
- c. Stepping too long at the head of the unit, thus causing straggling in the rear and dressing harder to maintain.

## 15. Halting from Marching in Double Time.

"Pathfinders, HALT."

- a. The order is given on the left foot.
- b. Take a further check pace with the right foot and then the left foot to check forward momentum.
- c. Bring the right foot sharply to the left foot and the arms to the side.

It is normal to break into quick time before ordering "halt".

## 16. Slow March.

- a. All commands to commence slow marching are ordered when Pathfinders are at the position of "attention".
- b. "Pathfinders, slow MARCH."  
On the command:
  - i. Maintain the body erect and the arms steady at the sides;
  - ii. Step off smoothly with the left foot, straightening the knee, with the toe 5 cm from the ground, pointing downward;
  - iii. Raise the right heel off the ground and, with a gliding motion, complete the 50 cm pace, the forward part of the left foot coming to the ground.
  - iv. Bring each foot forward, straight to the front, pointing the toe forward and downward, and continue as detailed in 'b' and 'c'; and
  - v. Retain the dressing by the directing flank.
- c. "Pathfinders, HALT."  
On the command, given as the right foot is forward and on the ground:
  - i. Complete a full forward pace with the left foot in slow time; and
  - ii. Bring the right foot forward, in quick time, and assume the position of "attention".
- d. The slow march is taught by having the club:
  - i. March along at the rate of 60 paces to the minute;
  - ii. With the toe pointing down, making sure consecutive movements of the feet are smooth and without hesitation.

## Saluting

Impress upon Pathfinders the importance of giving compliments. The common method of giving compliments used by people in uniform is the salute.

The procedure varies depending upon the occasion and/or the dress worn by the individual paying the compliment.

### 1. When to Salute.

Salutes are given to the following persons or on the following occasions:

- a. His/Her Royal Highness King/Queen; other members of the Royal Family, and Members of Reigning Foreign Families; Prime Ministers, Premiers, Presidents and Chiefs of State of Commonwealth and Foreign Countries.
- b. Governors-General of Commonwealth Countries, States and Territories.

- c. When the national flag is raised or lowered.
- d. When "Last Post" and "Reveille" are sounded.
- e. Flag raising or lowering ceremonies.
- f. Receiving or handing back a flag from/to a staff member.
- g. At a funeral when the hearse or coffin passes.
- h. When the national flag of a nation passes (i.e. Anzac day etc.).
- i. At the discretion of the director (e.g. during inspection).
- j. When the national anthem of a country is being played.

## 2. Procedure for Giving the Salute.

Only Pathfinders in uniform and wearing a hat may salute.

The procedure for Pathfinder personnel is as follows:

- a. National Anthem  
All stand
  - i. Spectators in uniform, not in a formed group, and regardless of rank, salute during the actual playing of national anthems.  
The salute commences with the playing of the first note of music and will be cut away at the end of the last note.
  - ii. When in street dress, all ranks stand at attention with headdress removed.
  - iii. Formed Pathfinder groups will be called to "attention", and the officer in charge will salute.
- b. Flag Raising  
All stand
  - i. When the national flag is raised or broken on parade the salute is given without a command. The salute is held for the duration of the flag raising.
  - ii. When Pathfinders are formed up as an informal group, the most senior ranking person present will give the salute.

In general, Pathfinders will salute in the following circumstances and situations.

## 3. Saluting to the Front.

"Pathfinders, to the front SALUTE."

- a. The right arm is kept straight, and raised sideways, palm of the hand down, fingers extended and together, thumb close to the forefinger. In the instant the arm becomes horizontal, bend the elbow; with the upper arm steady bring the hand to the head palm out, so that the tip of the forefinger is 25 mm over the right eye. In this position the upper arm is horizontal and at right angles to the right side, the forearm, wrist and fingers in one straight line.
- b. The right hand is cut to the side by forcing the elbow to the side and straightening the arm; the fingers are curled, and the muscles of the forearm are flexed during the downward travel to the position of "attention".
- c. This drill movement can be taught in two parts and is given as "By numbers, salute to the front, Pathfinders, ONE", and the movement is carried out as detailed in 'a'; "-TWO", and the completion of the salute is carried out as detailed in 'b'.

When the national flag is raised or broken on parade the salute is given without a command. The salute is held for the duration of the flag raising and/or the playing of the national anthem.

#### Common Faults

- a. Leaning to the left, straining the muscles, leaning backwards, holding the chin up, or forcing the head forward.
- b. Elbow forward; forearm, wrist and fingers not in a straight line.
- c. Hand too high or too far over toward the centre of the forehead.
- d. Hand tilted forward, fingers not together.
- e. Sliding the hand up in front of the face.
- f. Dropping the hand before dropping the elbow.
- g. Moving the body and the left arm.
- h. Flipping the right hand to the rear before resuming the position of "attention".

#### 4. Saluting to the Right at the Halt.

"Pathfinders, to the right SALUTE."

- a. Turn the head and eyes square to the right. In the same instant bring the hand to the position as previously taught for saluting to the front except that the right elbow, forearm, wrist and hand must be drawn slightly to the rear, without turning the body, so that the right eye can look along the palm of the right hand.  
The eyes are to look
  - i. Their own height from the ground.
  - ii. Into the eyes of the official saluted.
  - iii. Directly at the colour or flag being saluted.
- b. Turn the head and eyes to the front. At the same time cut the right hand to the side.

This drill movement can be taught by numbers with the command "By numbers, salute to the right, Pathfinders ONE", and the movement is carried out as detailed in 'a'; "-TWO", and the completion of the salute is carried out as detailed in 'b'.

#### Common Faults

- a. Leaning forward, looking along the back of the hand or not looking the officer squarely in the face.
- b. Hand too high.
- c. Left shoulder allowed to come forward.

#### 5. Saluting to the Left at the Halt.

"Pathfinders, to the left SALUTE."

- a. Turn the head and eyes square to the left. In the same instant bring the hand to the position as previously taught for saluting to the front except that the right hand must be pushed across to the left in order to adopt the correct position over the right eye.  
The eyes are to look
  - i. Their own height from the ground.
  - ii. Into the eyes of the official saluted.

- iii. Directly at the colour or flag being saluted.
- b. Turn the head and eyes to the front. At the same time cut the right hand to the side.

This drill movement can be taught by numbers with the command "By numbers, salute to the left, Pathfinders ONE", and the movement is carried out as detailed in 'a'; "-TWO", and the completion of the movement is carried out as detailed in 'b'.

#### Common Faults

- a. Turning the shoulder to the left and allowing the right shoulder to drop forward.
- b. Not allowing the right hand to move over to its correct position.
- c. Dropping the wrist.

#### 6. Saluting on the March.

See "Saluting to the right at the Halt" and "Saluting to the left at the Halt" for drill movement. During the duration of the salute on the march the left arm is held steady by the side throughout.

After completion of the salute the arms will then continue to swing as in the movement for marching.

#### 7. Saluting at the March-past.

During a march-past only the club Director will salute. All Pathfinders and staff except right-hand marker will adopt the "eyes right/left". The right marker (the Pathfinder in front and on the right of the column) will look straight to the front in order to maintain direction.

The colour bearers will present colours. Flag staffs are carried parallel to the ground and flags must not touch the ground during this movement.

The command given is "Eyes RIGHT/LEFT". On this command the Director will salute, the bearers will present colours and the Pathfinders will carry out the command. Guidon bearers, Pathfinders and counsellors continue to swing arms during "eyes RIGHT/LEFT".

The command is given 4 metres before passing the reviewing area. The salute and position is held until the last members of the club have reached a position 4 metres past the reviewing area.

The command then given is "Eyes FRONT". On this command the Director or leading staff member will break the salute, the colour bearers will return to the former positions and the column of Pathfinders will turn their head and eyes to the front. After the completion of the salute the officer saluting will cut both arms to the sides for two paces and then continue to swing in the movement for marching. This order may be given by a staff member marching at the rear of the club and when he is 4 metres past the reviewing area.

#### 8. Eyes Right on the March.

"Pathfinders, eyes RIGHT."

The executive word of command is given as the left foot touches the ground in quick time. The movement is carried out on the next beat of the left foot.

Turn the head and eyes to the right; the arms continue to swing. The right marker (the Pathfinder in front and on the right of the column) will look straight to the front in order to maintain direction.

#### Common Faults

- a. Looking down.
- b. Shortening the pace.

#### 9. Eyes Left on the March.

"Pathfinders, eyes LEFT."

The executive word of command is given as the left foot touches the ground in quick time. The movement is carried out on the next beat of the left foot.

Turn the head and eyes to the left; the arms continue to swing. The left marker (the Pathfinder in front and on the left of the column) will look straight to the front in order to maintain direction.

#### Common Faults

- a. Looking down.
- b. Shortening the pace.

#### 10. Eyes Front on the March.

"Pathfinders, eyes FRONT."

The order is given as the left foot touches the ground and the movement is carried out on the next beat of the left foot.

#### Common Faults

- a. Looking down.
- b. Shortening the pace.

## Sizing a Club

Sizing is done to enable the Pathfinders to know in which order to fall in.

### 1. Parade with a Mixed Group of Boys and Girls.

Whether girls or boys form the leading group will be a club decision. This model has the boys leading. The tallest Pathfinder boys are followed by the shortest boys, then the shortest girls, up to the tallest girls. Counsellors fall in at rear of the column, after sizing is completed, ladies first then men. The markers will be preselected and will be the tallest Pathfinder boy and girl.

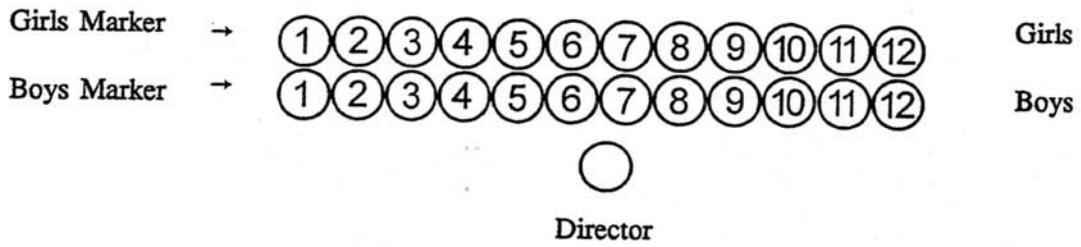
To size the group the following commands are given (figure 4.1):

- a. "Marker, fall IN". The designated boy marker will come to "attention", march onto the parade ground and halt at a designated spot facing the Director. The marker will remain standing at "attention".
- b. "Tallest on the right, shortest on the left, boys front, girls rear, rank SIZE". The Pathfinders will come to "attention" and march onto the parade ground with the girl marker falling in one pace behind the boy marker. The Pathfinders will form up on the left of the markers and arrange themselves according to size, supervised by the Director. The club remains standing at "attention".
- c. "From the right, by ranks, TELL OFF". The boy marker will call "front", the Pathfinder on his left "centre", the next Pathfinder "rear", and so on down the front rank from right to left. The girl Pathfinder on the far left of the rear rank will tell off without breaking the sequence, and so on from left to right, ending at the tallest girl marker.
- d. "Front rank right turn, rear rank left turn, right and left TURN". The ranks turn in the nominated direction.
- e. "Form three ranks, quick MARCH." The Marker marches forward three paces and halts. The rear rank wheels to the right and follows the front rank. Under the direction of the Director, each Pathfinder moves into the centre, rear or front rank upon arrival in position. Each file, when completed, will turn to the front and remain at "attention". Adjustments to the left flank, in the creation of blank files, will be made during dressing.

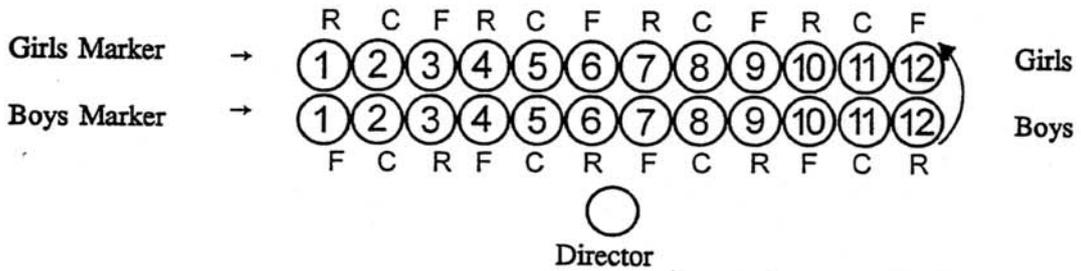
### Common Faults

- a. Talking while sizing in single rank.
- b. Slovenly movements on the march.
- c. Confusion at the point where the Pathfinder moves into the rank allotted.
- d. Lack of coordination when each file turns to the front.

**"FALL IN"**



**"TELL OFF"**



**"FORM THREE RANKS, QUICK MARCH"**

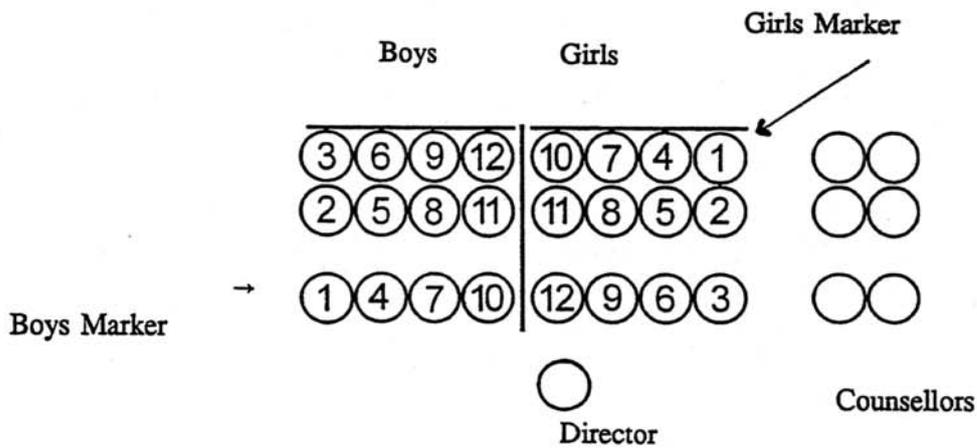
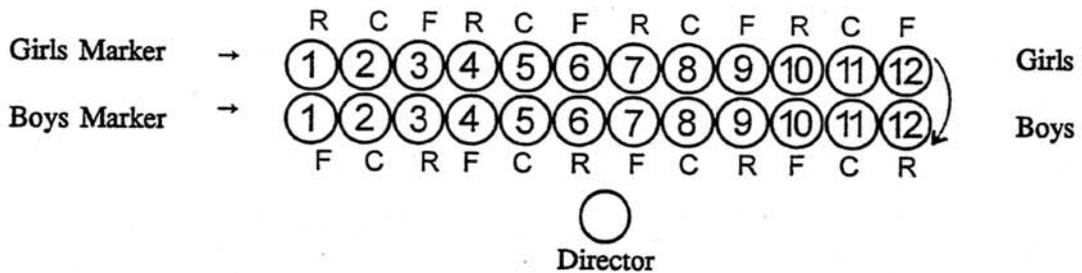


Figure 4.1<sup>11</sup>: Commands to Size the Group.

<sup>11</sup> South Pacific Division Pathfinder Staff Manual, Section II, p23

## 2. Parade with Separate Groups of Boys and Girls.

When it is customary for Pathfinder clubs to march in separate groups, i.e. male and female, the method of sizing the club is as follows. Commands are for both boys' and girls' groups.

- a. "Marker, fall IN". The designated marker will come to attention, march onto the parade ground and halt at a designated spot and turn to face the Director. The marker will remain standing at "attention".
- b. "Tallest on the right, shortest on the left, in single rank SIZE". The Pathfinders will come to attention, march onto the parade ground and form up on the left of the marker and arrange themselves according to size, supervised by the Director. When in position they will stand at "attention".
- c. "Pathfinders, NUMBER". The Pathfinders number from right to left. The Director will make sure that the Pathfinders know their number.
- d. "Odd numbers one pace forward, even numbers one pace backward, MARCH". The Pathfinders will take a pace forward or to the rear, in accordance with their numbers.
- e. "From the right, by ranks TELL OFF." The marker will call "front". The Pathfinder on the left will call "centre", the next Pathfinder "rear", and so on down the front rank from right to left. The Pathfinder on the far left of the rear rank will tell off without breaking the sequence, and so on from left to right.
- f. "Front rank right turn, rear rank left turn, right and left TURN". The ranks turn in the nominated directions.
- g. "Form three ranks, quick MARCH." The rear rank wheels to the right and follows the front rank. Under the direction of the Director, each Pathfinder moves into the centre, rear or front rank and upon arrival in position halts. Adjustments to the left flank, in the creation of blank files, will be made during dressing.

## Commanding a Club on Parade

### 1. Falling In.

- a. Teach the club that, prior to falling in, they are to assemble in three ranks at the meeting place or edge of the parade ground and stand "at ease". When the club is assembled, the instructor will designate one Pathfinder to act as marker. The marker detailed then takes up the position of the right-hand Pathfinder of the front rank and stands "at ease".
- b. On the command "Right MARKER", the Pathfinder detailed as marker
  - i. Comes to "attention"
  - ii. Observes the standard pause
  - iii. Marches in quick time to a position three paces in front of, and facing the instructor, "halts", and
  - iv. Stands "at ease".
- c. On the command "On PARADE", the right marker comes to "attention" and simultaneously the club will
  - i. Come to "attention"
  - ii. Observe the standard pause
  - iii. March onto the parade ground, and halt on the left of and covering off the marker, and then
  - iv. All stand "at ease".

- d. The instructor then proceeds as required, i.e. "attention", right dress", "eyes front", "stand at ease".

## 2. Right Dress.

"Pathfinders, right DRESS."

"Eyes FRONT."

- a. The right-hand Pathfinder in each rank stands fast.
- b. The remainder take a half pace forward, turn their head and eyes to the right, keep their shoulders square to the front.
- c. The front rank, except the marker, will raise the right arm to a horizontal position to the right, hand closed, back of the hand uppermost. (Where Pathfinders are close together prior to dressing, the arm is to be raised in front of the Pathfinder on the right, and then drawn back to the correct position).
- d. All except the markers then dress by taking short sharp paces until each can see the lower portion of the face of the Pathfinder two positions away, and until the right shoulder is just touching the knuckles of the Pathfinder on their right.
- e. Each Pathfinder of the centre and rear ranks align themselves until each can see the lower portion of the face of the Pathfinder two positions away; and cover off correctly by glancing out of the corner of the eyes at the person in front of them.
- f. The instructor (or if on parade, the officer in charge) will check and align the dressing of each rank as necessary by nominating the person out of line and ordering them forward or backward until they are realigned correctly.
- g. The regulation pause will be observed between each stage of the movement.
- h. On the command "Eyes FRONT", the head and eyes are snapped to the front, and at the same time the arms of the Pathfinders in the front rank are cut away to the side, under control and without slapping the thigh.

### Common Faults

- a. Jumping forward with both feet off the ground at once.
- b. Feet and shoulders not held square to the front.
- c. Leaning backwards or forwards from the hips when taking up the dressing.
- d. Bending at the waist when moving the feet.
- e. Incorrect distance, interval and covering.
- f. Slapping the thigh with the hand in "eyes front".

## 3. Open Order.

"Pathfinders, open order MARCH."

If in two ranks, the rear rank will step back two paces. If in three ranks, the rear rank will step back two paces and the front rank will step forward two paces. Arms will be held steady by the sides throughout the movement. Each pace to be 50 cm.

### Common Faults

- a. Taking too short a pace with the left foot.
- b. Looking down at the ground.

4. Close Order.

"Pathfinders, close order MARCH."

The rear rank will march forward two paces and the front rank will step back two paces. Arms will be held steady by the side throughout the movement.

Common Faults

- a. Front rank taking paces that are too long when opening the ranks.
- b. Taking too short a pace with the left foot.
- c. Looking down at the ground.

5. Falling Individuals Out of Ranks.

- a. The command "Fall OUT" is used when one or more individuals are called out of the club.
- b. On the command "Fall OUT", the nominated Pathfinder comes to "attention", takes a half pace forward, turns to their right, marches along the front of their rank until clear of the unit, and moves off directly to whatever position has been designated.

6. Falling Individuals In.

On the command "Fall IN", the individual marches to their unit by the shortest route, passing to the rear of the rank in which they are positioned, halts adjacent to their position, turns right, steps forward into their rank and assumes the same stance as the remainder of the unit, i.e. "at ease" or "attention".

7. Falling Colour Guard Out.

- a. If guidons are used by the club, the guidon bearer is not to be a member of the colour guard.
- b. On the command "Colour guard, fall OUT", the selected Pathfinders take a half pace forward out of their rank, turn right, march along the front of their rank until clear of the unit and form up at the rear of the club with the escorts on each side of the colour bearer.
- c. The Director will give the command "Colour guard, left or right TURN. Quick MARCH."
- d. The colour guard marches in file, by the shortest route (or a route designated by the Director, as commanded), to a position three paces in front of the flag and marks time.
- e. The Director gives the command "Colour guard, HALT. Left or right TURN."
- f. The colour guard is halted in rank three paces in front of the flag.
- g. At the conclusion of the flag ceremony the colour bearer resumes position between the escorts.

8. Falling Colour Guard In.

- a. At the conclusion of the flag ceremony the Director gives the commands "Colour guard, left or right TURN. Quick MARCH."
- b. The colour guard returns in file by the shortest route (or a route designated by the Director, as commanded). They pass to the rear of the rank in which they are positioned, halt adjacent to their position, turn right together, step forward into their rank together and assume the "attention" position.

9. Numbering.
  - a. Numbering is used to designate individuals in the club.
  - b. On the command "Pathfinders, NUMBER", the front rank only will number off from the right to left, the right-hand Pathfinder calling out "one", and the next "two", and so on. The head and eyes remain still. There is no pause between numbers.
  - c. Each Pathfinder in the centre and rear determines his number by taking the number of the front rank Pathfinder he is covering.
  - d. When an error in numbering occurs, the command "As you were" will be given followed by the last correct number called out. The Pathfinder designated repeats his number and the drill of numbering continues. The command "As you were, Pathfinders, NUMBER" may be ordered, and the club will renumber from the beginning.
  
10. Dismissing the Club.
  - a. The command "Dismiss" signifies the end of a parade, period of instruction, etc. The club will be in line and at "attention" when dismissed.
  - b. On the command "Dis-MISS", the club
    - i. Turns right
    - ii. Counts four beats of quick time
    - iii. Disassembles and moves from the place of parade

## Leading a Pathfinder Club Opening Parade

The ceremonies set out here are examples only. The formation of the units, the use of a colour bearer other than the captain, and other options may be chosen by individual clubs, depending on the size and shape of the meeting hall, and the number of Pathfinders in the club.

NOTE: Where a club has a national flag this should be at the masthead, cased or unbroken, before the ceremony commences. The Pathfinder flag should similarly be in position and ready before the parade.

## Club Opening and Closing Parades

There follows a suggested format for an opening and closing parade.

All commands are to be given from the "attention" position.

It should be noted that between each part in the execution of the command there is a pause, known as the "Regulation pause", which is equivalent to two beats of quick time.

Before the commencement of the parade, the units will take up their positions just off the parade area and stand at ease informally, i.e. not rigidly.

The Director will take up his/her position adjacent to the flag staff/pole and come to attention.

## Opening Parade

Director: "Pathfinders, right mar-KER."

- (The Right Marker is the Pathfinder at the extreme right of the rank).
- The Marker comes to attention and marches forward an uneven number of paces to a designated spot on the parade area, halts and stands at ease.

Director: "Pathfinders, on par-ADE."

- All Pathfinders, including the Marker, come to attention.
- The Marker stands fast and the rest of the unit marches onto the parade area and forms a rank on the left of the Marker.
- The whole unit then stands at ease.

Director: "Pathfinders, atten-TION."

- The parade comes to attention.
- Pray is now offered.
- Any men or boys on parade will remove their hat with their right hand and hold the hat in the same hand.
- At the conclusion of the prayer the hat is replaced on the head and the parade resumes the "attention" position.

Director: "Colour Guard, take POST."

- The Colour Guard of previously nominated Pathfinders (which will not include the Guidon Bearer, if used) take one pace forward out of their rank, turn to the right and then march to the designated position, usually at the edge of the parade area opposite the flag staff/pole.
- When they arrive there they will form up in a file facing the right flank and stand at attention.

Director: "Colour Guard, quick MARCH."

- The Colour Guard will march, via a designated route, to a point two paces from the national flag staff/pole and mark time.

Director: "Colour Guard, HALT."

- (This command is given as the left foot comes to the floor).
- The Colour Guard halts.

Director: "Colour Guard, right TURN."

- The Colour Guard turns right.
- Without further command the Colour Bearer steps forward two paces to the flag staff/pole, grasps the halyards and breaks open the national flag and secures the halyards.
- If the flag is unfurled on a staff in a holder, the Colour Bearer grasps the staff and lifts it clear of the holder, about turns, and faces the parade.

Director: "Pathfinders, to the flag, sal-UTE"

- All Pathfinders and staff who are on parade and wearing a hat, excepting the Colour Guard, salute turning their heads and eyes towards the flag.
- Those without hats stand fast.
- Following the salute and without further command the Colour Bearer comes to attention and steps back into position between the escorts.
- If a flag staff is used, the Colour Bearer about turns and replaces the flag staff into its holder before stepping back into position between the escorts.

Director: "Colour Guard, right TURN."

- The Colour Guard turns to the right.
- 

Director: "Colour Guard, quick MARCH."

- The Colour Guard will march to a point two paces from the Pathfinder flag staff/pole and mark time.

Director: "Colour Guard, HALT."

- (This command is given as the left foot comes to the floor).
- The Colour Guard halts.

Director: "Colour Guard, left TURN."

- The Colour Guards turns right.
- Without further command the Colour Bearer steps forward two paces to the flag staff/pole, grasps the halyards and breaks open the Pathfinder flag and secures the halyards.
- If the flag is unfurled on a staff in a holder, the Colour Bearer grasps the staff and lifts it clear of the holder, about turns, and faces the parade.

Director: "Pathfinders, Pledge and LAW."

- All on parade repeat the Pledge and Law.
- During the recitation of the Pledge the right hand is held vertically, fingers extended, palm facing forward with the elbow held close to the side.
- Guidon Bearers stand fast.

Director: "Colour Guard, to your unit, quick MARCH."

- The Colour Guard march directly to their unit, peeling off as they near the unit and halt, without command, behind the unit facing in the direction they were travelling. They turn right and step forward into their rank.

Director: "Pathfinders, stand at EASE."

- All on parade stand at ease.
- This is a time when announcements about the meeting's activities can be given, fees gathered, (if taken each meeting) and the roll called.
- When the roll is called, the named Pathfinder will come to attention and answer "present" and then stand at ease.
- If it is planned to hold an inspection of uniform, this is the time during the parade to do it.
- Announce a period of, say, three minutes to prepare for the inspection.
- At the end of the preparation period the person conducting the inspection will approach the first unit.
- At the approach the Captain of the unit calls the unit to attention and, if wearing a hat, salutes the inspector and accompanies the inspector on the inspection. At the end of the inspection the Captain salutes the departing inspector, resumes their former position and stands the unit at ease.

- This procedure will be followed by all units.
- All units on parade will stand at ease before and after their inspection.
- At the conclusion of the inspection the inspector will return to the front of the parade and make comments as necessary about the standard of dress and turn-out.

Director: "Pathfinders, atten-TION."

- The parade will come to attention.
- At this point instructions are given relative to the next activity on the program and what action the Pathfinders will take at the conclusion of the parade.

Director: "Pathfinders, to your activities, dis-MISS."

- All Pathfinders turn to the right, salute (if wearing a hat), count to four and then march off the parade area to their next activity.
- The salute is returned by the Director or whoever is conducting the parade.

## Closing Parade

The Closing Parade follows the same format as the Opening Parade with the following exceptions:

- The breaking out of the flag
- The salute of the flag

The recitation of the Pledge and Law

- If the flag is lowered and folded, the flag is lowered slowly and received and folded by the escorts while the Colour Bearer secures the halyards to the flag pole.
- The Colour Bearer takes the flag from the escorts and surrenders it to the Director.
- The Colour Guard then return to their unit.
- Final announcements are made.

Director: "Pathfinders, atten-TION."

- The parade comes to attention.
- A closing prayer is now offered with hats removed and replaced as for the opening prayer.

Director: "Pathfinders, dis-MISS."

- When the Pathfinders have cleared the parade area, the parade is finished.

## Alternative to Suggested Opening Ceremony

1. Flag on a Staff or on a Flagpole
  - First whistle is given by the Director.
  - Pathfinders cease activities and stand still.
  - Unit captains collect their guidons and take up positions.
  - Second whistle is given.

Director: "Pathfinders, on PARADE."

- Pathfinders take up positions in rank two paces behind the captain.
- The captain is centred in front of the unit.
- Pathfinders take dressing without command, from the Pathfinder on the right.
- Unit then stands "at ease".

Director: "Pathfinders, atten-TION."

- Sing the Pathfinder Song or other opening song.

Director: "Boys, remove HATS."

- Prayer is offered.

Director: "Boys, replace HATS. The honour unit for this week is the ... unit. Prepare to form the colour guard."

- Captain gives guidon to a remaining unit member.

Director: "Colour guard, fall OUT."

- Colour bearer (unit captain) need not move. The two escorts take two paces forward, and form up each side of the colour bearer.

Director: "Colour guard, left or right TURN. Quick MARCH."

- Colour guard marches in file, by the shortest route (or a route designated by the director, as commanded), to a position three paces in front of director and marks time.

Director: "Colour guard, HALT. Left or right TURN."

- The colour guard is halted in rank three paces in front of the flag.

Director: "Colour bearer, to the FLAG."

- Colour bearer steps forward and lifts the flagstaff from its bracket, steps back into position between escorts, lowers flag to horizontal position, and turns to enable Director to uncase flag.
- As flag is uncased, colour bearer holds unfurled flag erect and remains facing the Director.

*FOR FLAG ON A FLAGPOLE: Colour escorts step to flagpole and untie halyard. Colour bearer attaches flag. Colour escorts take one step back. Colour bearer raises flag to masthead.*

*The colour bearer makes fast the slack halyard by winding it around the cleat, then resumes position between the colour escorts.*

*(IF FLAG IS TO BE BROKEN AT THE MASTHEAD, the flag is correctly folded, attached to the halyards and raised to the masthead before the ceremony commences.*

*Colour guard marches direct to within three paces of flagpole. Colour bearer only steps forward to pull on halyard to unfurl flag, then steps back between escorts.)*

Director: "Pathfinders, repeat the Pledge and Law."

Director: "Colour bearer, post your FLAG."

- (This command is used only for flag-on-a-staff ceremony)
- Colour bearer posts Pathfinder flagstaff in its bracket, and steps back into position between escorts.

Director: "Colour guard, left or right TURN. Quick MARCH."

- Colour guard returns in file, by the shortest route (or a route designated by the director, as commanded), to the front of the unit and marks time.

Director: "Colour guard, HALT. Fall IN."

- Colour guard takes original position and stands at attention.
- (Unit captain regains guidon before standing at attention.)

Director: "Pathfinders, stand at EASE."

- Various activities may follow, such as inspections, guest speaker, etc.

### **Alternative to Suggested Closing Ceremony**

- First whistle is given by the director.
- Pathfinders cease activities and stand still.
- Unit captains collect their guidons and take up positions.
- Second whistle is given.

Director: "Pathfinders, on PARADE."

- Pathfinders take up positions in rank two paces behind the captain.
- The captain is centred in front of the unit.
- Pathfinders take dressing without command, from the Pathfinder on the right.

Director: "Pathfinders, atten-TION. Prepare to form the colour guard."

- Captain gives guidon to unit member.

Director: "Colour guard, fall OUT."

- Colour bearer (unit captain) need not move.
- The two escorts take two paces forward, and form up each side of the colour bearer.

Director: "Left or right TURN. Quick MARCH."

- Colour guard marches in file, by the shortest route (or a route designated by the director, as commanded), to a position three paces in front of director and marks time.

Director: "Colour guard, HALT. Left or right TURN."

- The colour guard is halted in rank three paces in front of the flag.

Director: "Colour bearer, to the FLAG."

- Colour bearer steps forward and lifts the flagstaff from its bracket.
- With the assistance of escorts the colour bearer furls and cases the flag, then steps to director, salutes and hands over flag and staff, salutes again then steps back between escorts.

*FOR FLAG ON A FLAGPOLE: Colour bearer steps to flagpole and unties halyard and lowers flag. At the same time, colour escorts step forward and gather flag up so that it does not touch the ground. Escorts fold flag while colour bearer ties halyard to pole. Colour bearer marches to the Director, salutes, hands the flag to him/her, takes one pace backward, salutes again, then steps back between the escorts.*

Director: "Colour guard, left or right TURN. Quick MARCH."

- Colour guard returns in file, by the shortest route (or a route designated by the director, as commanded), to the front of the unit and marks time.

Director: "Colour guard, HALT. Fall IN."

- Colour guard takes original position and stands at attention.
- (Unit captain regains guidon before standing at attention.)

Director: "Pathfinders, stand at EASE."

- Make any announcements.

Director: "Pathfinders, atten-TION. Boys, remove HATS."

- Benediction is offered.

Director: "Boys, replace HATS. Pathfinders, dis-MISS."

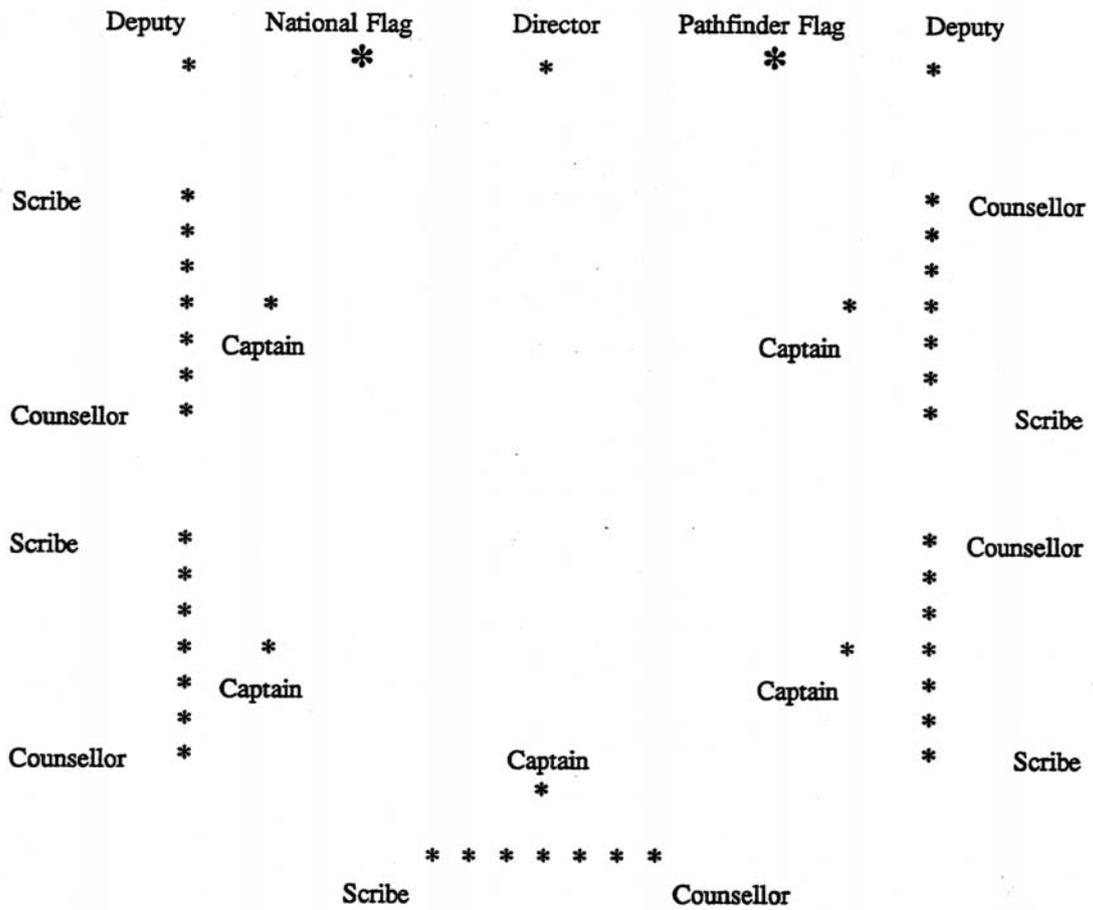


Figure 4.2<sup>12</sup>: The Hollow Square Parade Formation.

<sup>12</sup>South Pacific Division Pathfinder Staff Manual, Section II, p55

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