

PART II
DRILL & FLAG
CEREMONIES

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INTRODUCTION

The instructions given in this outline are based upon the Australian Military Drill Manual with modifications to fit the needs of Pathfinder Clubs in the English-speaking sections of the South Pacific Division.

We are indebted to Pastor Pat Marshall for the initial submission of material for the drill section of the Manual and to subsequent committees for their recommendations. In addition we are grateful to the Maritime Conference of the Canadian Union for reference material. We likewise are indebted to the many Pathfinder directors and their staff for testing and refining the Manual to improve its effectiveness.

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3rd Edition	Revised 1990
4th Edition	Revised 1994
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CHAPTER 1

HONOUR REQUIREMENTS

100 DRILL AND MARCHING

1. List seven objectives of drill.
2. Define:
 - a. Cadence
 - b. Formation
 - c. Column
 - d. Interval
 - e. Cover
 - f. Line
 - g. File
 - h. Pace
 - i. Flank
 - j. Rank
3. Explain the following terms comparing and contrasting the actions in each group of commands:
 - a. Attention, stand at ease, and stand easy.
 - b. Mark time, quick time, slow time and double time.
 - c. Salute and eyes right.
 - d. Right (left) wheel, and right (left) turn.
4. Demonstrate ability to properly execute the following basic movements:
 - a. Attention
 - b. Eyes right
 - c. Stand easy
 - d. Right turn
 - e. Stand at ease
 - f. Left turn
 - g. Right incline
 - h. About turn
 - i. Right dress
 - j. Fall out
 - k. Salute
5. Demonstrate ability to properly execute:
 - a. Mark time
 - b. Left wheel
 - c. Forward march
 - d. Change step
 - e. Right wheel
 - f. Halt
6.
 - a. Explain and demonstrate how to use, display and care for the national flag.
 - b. Demonstrate how to properly fold the national flag.
7. As a member of a colour guard take part in the opening and closing ceremony using the Pathfinder flag for one of the following:
 - a. Club campout
 - b. Pathfinder meeting
 - c. Pathfinder Day program
 - d. Similar program or ceremony.
8. Demonstrate how the national and Pathfinder flags would be posted at a conference camporee.

101 DRILL AND MARCHING - ADVANCED

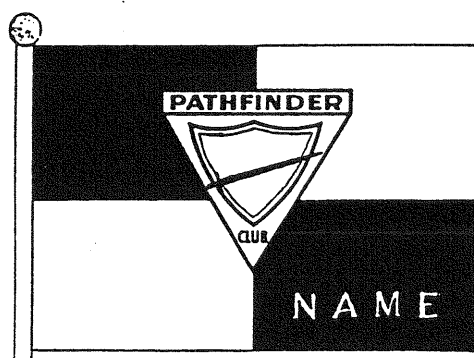
1. Complete the Honour in Drill and Marching.
2. With a unit guidon, demonstrate the following:
 - a. The order
 - b. The carry
 - c. Stand at ease
3. Demonstrate your ability to know how and when to use the guidon's basic positions during all drill commands.
4. Be a member of an active drill team that has performed at least twice in the past year in a special community, conference or public activity.
5. Demonstrate ability to keep in step with the drill team and to move as a part of it at all times.
6. As a member of a drill team do at least four fancy (precision) drill routines.
7. Command a drill team of at least four people, putting the team through basic manoeuvres, starting directional commands on the proper foot, and distinguishing between preparatory commands and commands of execution.
8. Command an entire Pathfinder club in at least ten basic drill movements.

CHAPTER 2

PATHFINDER FLAG & UNIT GUIDON

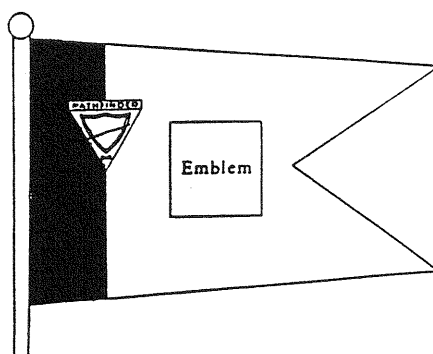
200 FLAG

The Pathfinder flag is the official flag to be displayed by each Pathfinder club. The flag is made from one of several materials, cotton bunting, rayon or nylon, and is divided through the centre both vertically and horizontally making four equal parts. The background colours are royal blue and white alternately sewn together with the upper left-hand corner being royal blue. The Pathfinder emblem is centred in the heart of the background. The name of the club is stitched on the bottom blue quarter. The flag measures approximately 1 metre by 1.5 metres in size, and the staff 2 metres long and 3.8 cm diameter.



201 UNIT GUIDON

Guidons are made by clubs, and it is important that the dimensions are followed to give regularity of appearance at conference events. The flag tapers from the pole side to the other side, and has a "V" cut into the end. The Pathfinder emblem is placed over the join of the blue and white fields. The emblem is larger than the uniform emblem and is 10 cm in height, and is available from the Adventist Book Centre. The unit emblem, to match the unit name, is centred in the white area, and can be painted, embroidered or sewn on.



The dimensions of the guidon staff or pole are:

height	1.7 m
diameter	2 cm

The dimensions of the guidon are:

height at pole side	35 cm
height at other side	28 cm
width	55 cm
depth of "V" at edge	20 cm
width of blue margin	10 cm
distance from top edge of guidon to top of Pathfinder triangle	7.5 cm

CHAPTER 3

HOW TO FOLD FLAGS

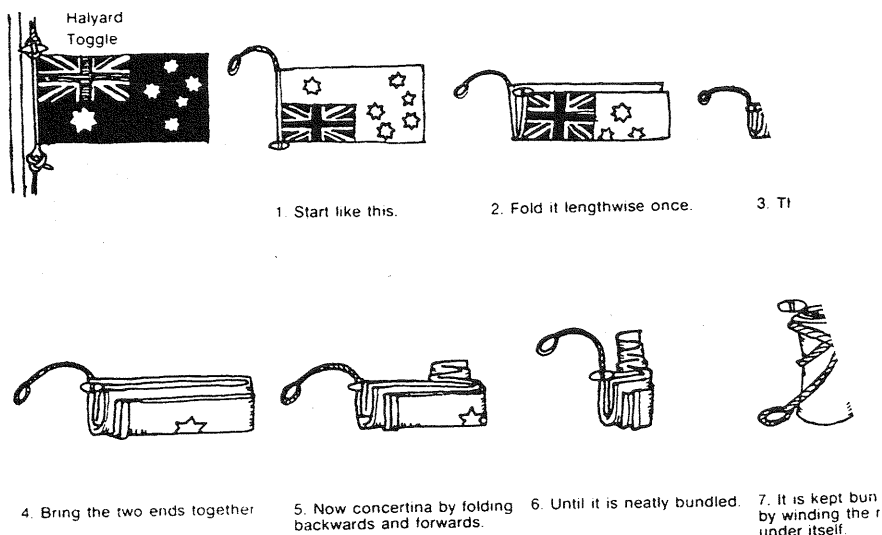
300 FOR BREAKING AT THE MASTHEAD

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 by taking the long sides and bringing them to the centre line of the flag, then folding the flag 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

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.

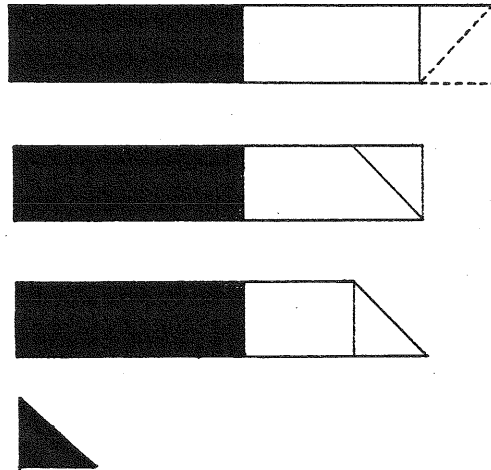
The flag should only be flown between 8 a.m. and sunset. The flag should never be allowed to drag on the ground, but should be caught up by the hand as it nears the ground.



301 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:

1. Fold in the middle lengthwise, then fold in the middle lengthwise again, leaving the upper left-hand quarter outside.
2. 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. Or:
3. If desired, 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.



CHAPTER 4

BASIC DRILL REQUIREMENTS

Set out below for the convenience of new directors and drill instructors are the basic drill requirements for the functioning of a Pathfinder club. Extra drill movements and more instruction in marching can be added as desired.

BASIC DRILL	PAGE/REFERENCE	
A. Drill at the Halt		
a. Attention	12	700
b. Stand at ease	13	701
c. Stand easy	14	703
d. Right turn	15	705
e. Left turn	16	706
f. About turn	16	707
g. Right dress	25	720
B. Saluting		
a. Saluting to the front	31	801
b. Saluting at the march-past	33	805
c. Eyes right on the march	33	806
d. Eyes front on the march	34	808
C. Drill on the March		
a. Quick march	35	902
b. Halt	36	903
D. Club Meeting Procedures		
a. Commanding a club on parade	24	719
b. Formations	50	Chapter 12
c. Calling the roll, collecting fees	56	Chapter 14
d. Inspection	57	1500
E. Flag Raising and Lowering Ceremonies		
a. Opening	52	1300
b. Closing	53	1301
c. Colour Guard - falling out	27	725
- falling in	28	726

CHAPTER 5

TEACHING TECHNIQUES

A. Set and maintain a high standard.

Since example is usually imitated, the instructor should set and maintain a high standard in uniform, drill and discipline.

B. Develop the unit to its maximum potential.

The unit will be quick to note the instructor's standard and set their own accordingly. They will work with you and develop under your skill as an instructor, if the activity is made interesting for them. Give praise and credit where it is due. Do not press a unit beyond its ability and capacity. Your object will be to help the unit drill as well as they can.

C. Short rests must be given.

This is important, especially in the early stages of training. When a unit is stood "at ease" 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.

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.

D. When correcting faults never generalise.

Be specific. Individual correction may be necessary occasionally, but never humiliate or shame a Pathfinder. Be prepared to demonstrate a procedure several times.

E. Never try to bluff.

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."

F. The most effective teaching is done through demonstration.

A quick demonstration is worth far more than much talk and little action. The instructor should develop a vocabulary of short, incisive words, with which to tell the unit what is to be done and then demonstrate it smartly and concisely.

G. Conduct the lesson in several stages.

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

Stage 1

- a. Outline the purpose of the position or movement to be taught.
- b. Demonstrate and explain the position or movement, calling out the time.
- c. Demonstrate and explain the first part of the movement.
- d. Practise the club on the first part of the movement.
- e. Teach the second and each subsequent movement following the sequence described in "c" and "d."

Stage 2

- a. Practise the club in the complete movement, the instructor calling out the time.
- b. Have the club carry out the complete movement calling out the time, until uniformity is achieved.
- c. Practise the club in the complete movement, the Pathfinders calling the time to themselves.

CHAPTER 6

WORDS OF COMMAND

A. The word of command must be clearly understood.

A good regular word of command will do much to produce good drill. Such a word of command does not come of its own accord; it needs both practice and development before successful drilling of a unit can be achieved.

B. Words of command are divided into cautionaries and executives.

In the following chapters, the person designated to give the command is listed in the left column of the page. This person will direct the command to a specific person or group, for instance the colour guard. The person or group that the command is directed to, is stated before the cautionary.

Words of command are divided into **cautionaries**, e.g. "about"; and **executives**, e.g. "TURN." The executive 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."

C. Give the same pause between cautionary and executive each time it is given.

Pathfinders will learn quickly when to anticipate the executive command when the pause is always the same.

D. Always give a word of command with a strong voice.

A soft or "confidential" word of command loses authority and leads to poor drill.

E. Executive words of command must be given crisply and sharply.

A drawling intonation in these words of command will produce a slovenly reaction.

F. "As you were."

Is to only be ordered when another word of command cannot be used to have a club adopt a previous position or to cancel an incorrect order before it has been completed.

G. Calling out the time.

- a. In the early stages of training, the club is to call out the time when executing drill movements.
- b. 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."
- c. As an example, on the command "**Calling out the time, right TURN,**" the club:
 - i) executes the first movement of the turn on the executive order and simultaneously calls out "one;"
 - ii) on completing the first movement calls "two," "three" while observing the standard pause; and
 - iii) when executing the final movement simultaneously calls out "one."

H. Words of command.

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	Right
Left TURN	Left

CHAPTER 7

DRILL AT THE HALT

700 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 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.

Position of feet at "attention."

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.

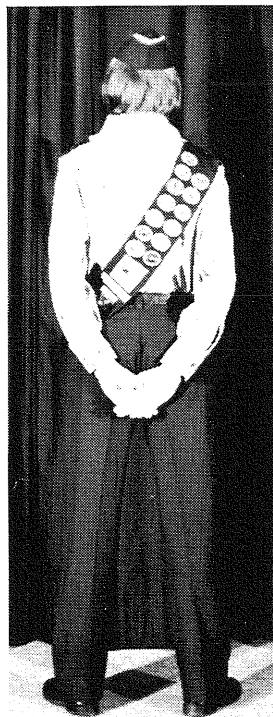
701 STAND AT EASE

"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.

Position of feet at "stand at ease."

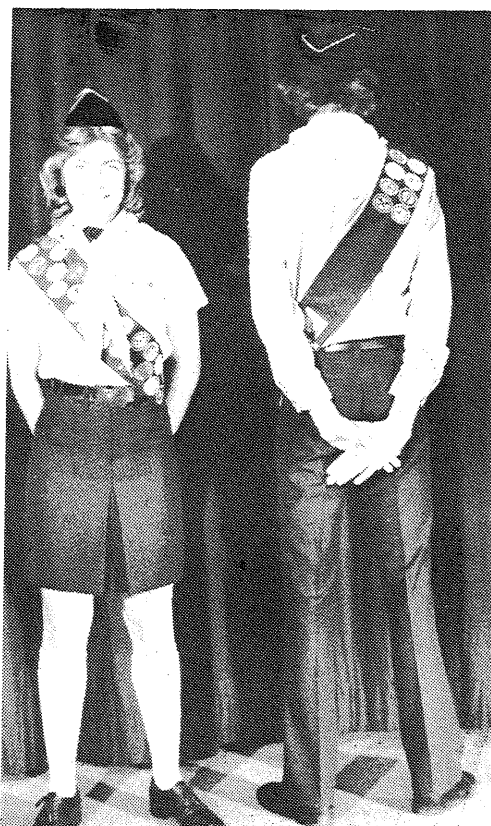


COMMON FAULTS

- A. Failure to carry foot off 20-30 cm (8-12") 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. Bending forward during movement.
- E. Flapping the arms.
- F. Arms not fully extended.
- G. Hands not clasped in correct position.

702 POSITION OF 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.



703 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.

704 ATTENTION FROM STAND AT EASE

"Pathfinders, atten-TION."

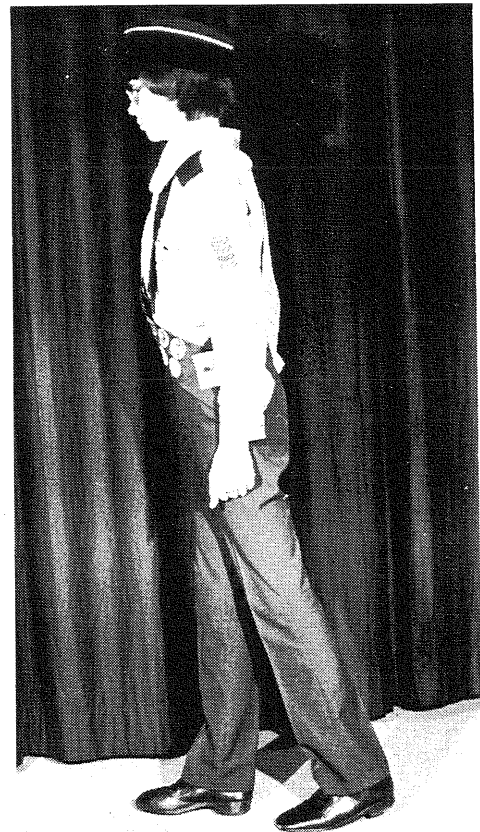
- A. Bend the left knee and bring the left foot to the position of "attention"; and
- B. At the same time bring the arms and hands to the position of "attention."

705 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."

This 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.

706 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.

707 ABOUT TURN

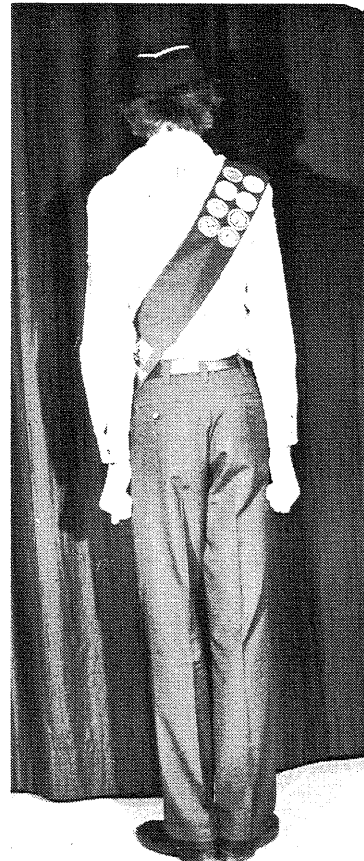
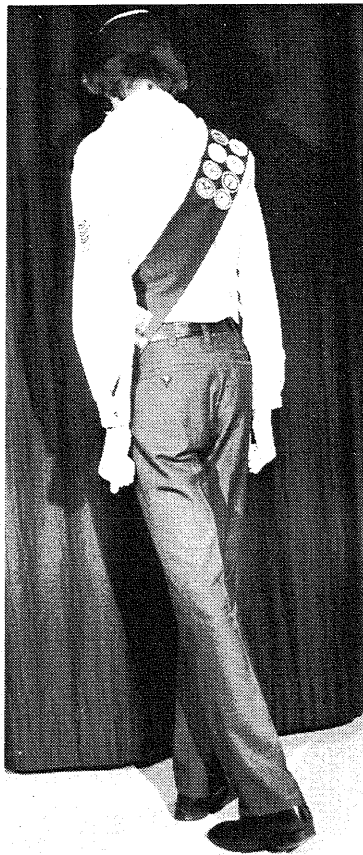
"Pathfinders, about TURN."

- 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.



708 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.

709 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.



710 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 first. Each pace to be 50 cm (20").

COMMON FAULTS

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

711 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 first. Each pace to be 50 cm (20").

COMMON FAULTS

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

712 SIDE PACES TO THE LEFT

"Pathfinders, . . . paces left 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 30 cm (12").
- C. Raise the right heel approximately 2.5 cm (1").
- D. Bend the right knee and bring the right foot sharply to the left into the position of "attention."

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.

713 SIDE PACES TO THE RIGHT

"Pathfinders, . . . paces right MARCH."

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

- A. Bend the right knee.
- B. Carry the right foot off to the right a distance of 30 cm (12").
- C. Raise the left heel approximately 2.5 cm (1").
- D. Bend the left knee and bring the left foot sharply to the right into the position of "attention."

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 right foot before the left has been placed firmly on the ground.

714 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 right arm only swings.
- B. When carrying articles, to adopt the position of:
 - a. "Attention," the arms remain at the side.
 - b. "Stand at ease," the arms remain at the sides and the feet 20-30 cm (8-12") apart.
 - c. "Stand easy," the arms remain at the sides.



715 REMOVE HATS

- A. On the command, "Remove hats by numbers, Pathfinders ONE," bring the right hand to the head by the shortest route and grasp the peak of the headdress at the centre between the thumb and fingers.
- B. On the command, "TWO," resume the position of "attention" by bringing the right hand to the side by the shortest route.
- C. On the command, "Remove HATS," the two movements are combined. The standard pause will be observed between the movements.
- D. This command applies only to male Pathfinders and male staff members.

716 REPLACE HATS

- A. On the command, "Replace hats by numbers, Pathfinders ONE," replace the headdress using both hands to position headdress correctly.
- B. On the command, "TWO," resume the position of "attention."
- C. On the command, "Replace HATS," the two movements for replacing headdress by numbers are combined. The standard pause will be observed between the movements.
- D. This command applies only to male Pathfinders and male staff members.

717 SIZING A CLUB OF BOYS AND GIRLS

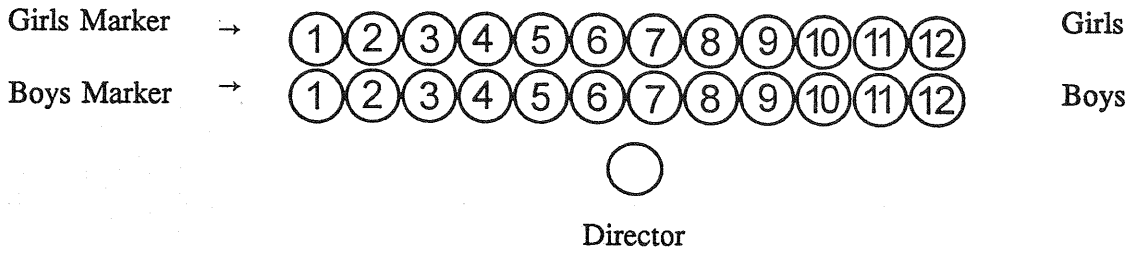
Sizing is done to enable the Pathfinders to know in which order to fall in. Whether girls or boys form the leading group will be a club decision. This model has the boys leading. The tallest boy Pathfinders are followed by the shortest boys, then the shortest girls, up to the tallest girls. Counsellors fall in at rear of 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:

- 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. "Marker stand steady; front rank, right; rear rank, left TURN." The marker remains facing front, while the front and rear ranks turn.
- E. "Form three ranks, quick MARCH." Marker stands still, 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.

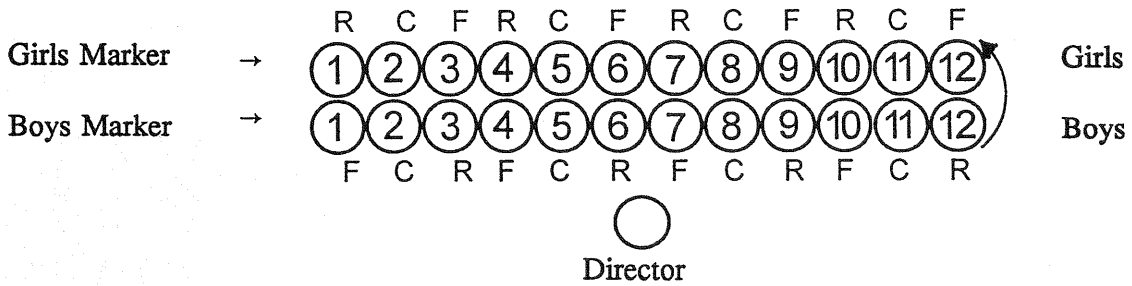
COMMON FAULTS

- 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.

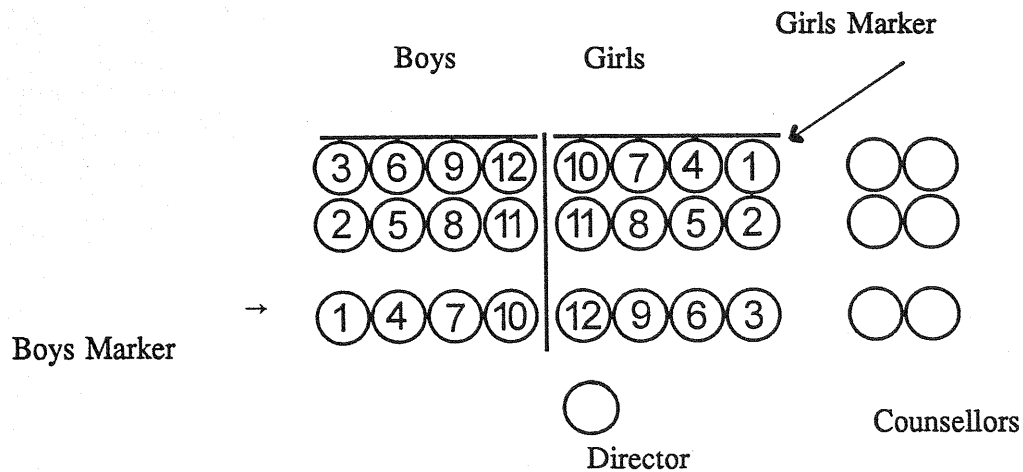
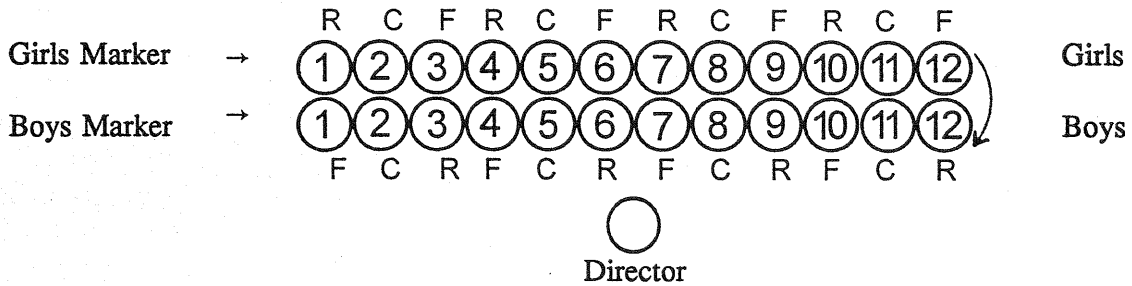
"FALL IN"



"TELL OFF"



"FORM THREE RANKS, QUICK MARCH"



718 SIZING A CLUB TO PARADE IN 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, "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. "Marker, stand FAST. Odd numbers to the right, even numbers to the left, right and left TURN." All turn as directed, except the marker, who remains facing the front.
- 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 as he/she arrives 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.

719 COMMANDING A CLUB ON PARADE

- A. Teach the club prior to falling in, that 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: "MARKER," the Pathfinder detailed as marker:
 - a. Comes to "attention";
 - b. Observes the standard pause;
 - b. Marches in quick time to a position three paces in front of, and facing the instructor; "halts," and
 - c. stands "at ease."

- C. On the command, "Fall IN," the marker comes to "attention" while the club will:
 - a. Come to "attention";
 - b. Observe the standard pause;
 - c. March onto the parade ground, and halt on the left of and covering off the marker, and then
 - d. All stand "at ease."
- D. The instructor then proceeds as required, i.e. "attention," "right dress," "eyes front," "stand at ease."

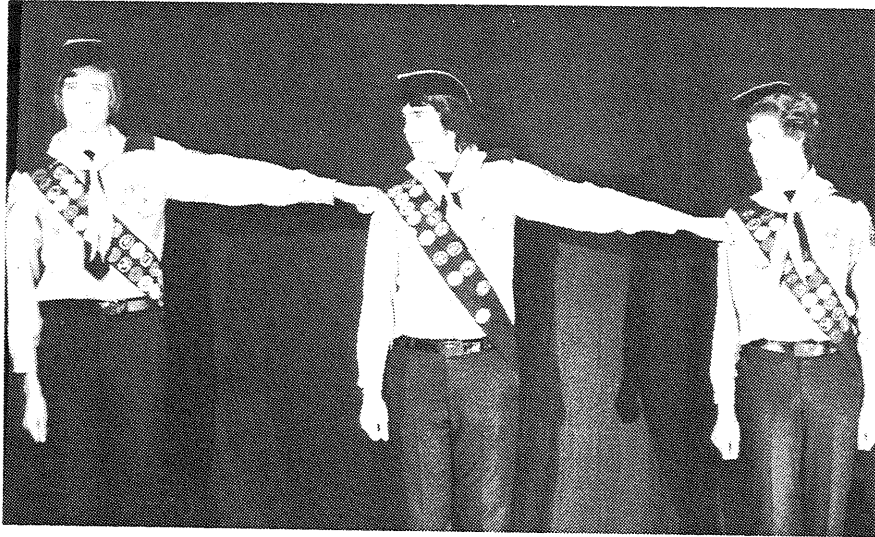
720 RIGHT DRESS

"Pathfinders, right DRESS."
"Eyes FRONT."

- A. The right-hand Pathfinder in each rank stands fast.
- B. The remainder turn their head and eyes to the right, keep their shoulders square to the front, and at the same time;
- C. The front rank, except the marker, will raise the left arm to a horizontal position to the left, 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 left, and then drawn back to the correct position.)
- D. Pause for the count of two, and all except the marker then dress by taking short sharp paces until each can see the lower portion of the face of the Pathfinder two away, and until the right shoulder is just touching the knuckles of the Pathfinder on their right.
- E. The right-hand Pathfinder of the centre and rear ranks place themselves the correct distance of one arm's length from the Pathfinder in front and immediately lower right arm to side.
- F. 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.
- G. On the command, "Eyes FRONT," the head and eyes are snapped to the front, at the same time the arm of Pathfinders in the front rank, is 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."



721 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 (20").

COMMON FAULTS

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

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

723 FALLING INDIVIDUALS OUT OF RANKS

- A. The command, "Fall OUT," is used when an individual(s) is(are) called out of the club.
- B. On the command, "Fall OUT," the Pathfinder(s) under command come(s) to "attention," take(s) a short pace forward, 30 cm (12"), move(s) off direct to their front to whatever position has been designated, i.e. two paces from the director, or to wherever directed.

724 FALLING INDIVIDUALS IN

On the command, "Fall IN," the individual(s) march(es) to their former place in the unit by the shortest route, and assumes the same position as the remainder of the unit, i.e. "at ease" or "attention."

725 FALLING COLOUR GUARD OUT

- A. On the command, "Prepare to form the colour guard," the unit captain gives the guidon to a remaining unit member.
- B. On the command, "Colour guard, fall OUT," the unit captain (the colour bearer) need not move. The Pathfinders selected (the escorts) take two paces forward, and form up 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 mark 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.

726 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. 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 mark time.
- C. The director gives the command, "Colour guard, HALT. Fall IN."
- D. Colour escorts take original positions and stand at "attention." (Unit captain regains guidon before standing at "attention.")

727 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 rank 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," may be stated 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.

728 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:
 - a. Turns right,
 - b. Observes the standard pause,
 - c. Disassembles and moves from the place of parade.

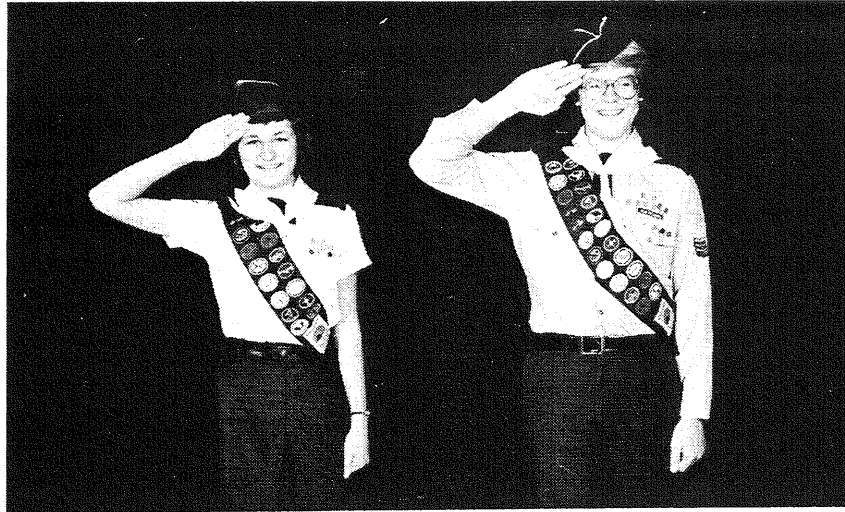
CHAPTER 8

SALUTING

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

800 COMPLIMENTS

- A. General: Impress upon Pathfinders the importance of giving compliments. The common method used is the salute.
- B. Methods: The method of paying a compliment by an individual or group will vary depending upon the occasion and/or the dress worn by the individual paying the compliment.
- C. When to pay a compliment: Compliments are given to the following persons or on the following occasions:
- a. His/Her Royal Highness (H.R.H.) 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 the procedure for Pathfinder personnel in attendance is as follows:
 - i) All stand.
 - ii) 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. 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.
- D. Saluting will only be carried out if the Pathfinder is in uniform and wearing a hat.



801 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 25mm 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."

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.

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."

802 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:

- a. Their own height from the ground.
 - b. Into the eyes of the official saluted.
 - c. 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 movement 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.

803 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.
- 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.

804 SALUTING ON THE MARCH

See References 802 and 803 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.

805 SALUTING AT THE MARCH-PAST

During a march-past only the club director will hand salute. All Pathfinders and Staff except right-hand marker will adopt the "Eyes Right/Left". The colour bearers will present colours.

The command given is, "Eyes RIGHT/LEFT". On this command the director will hand 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 (13') before passing the reviewing area. The salute and the 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 hand salute, the colour bearers will return to the former positions as well as the column of Pathfinders. 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.

The line of march in front of the reviewing area will be at least 3 metres (10') distant.

806 EYES RIGHT ON THE MARCH

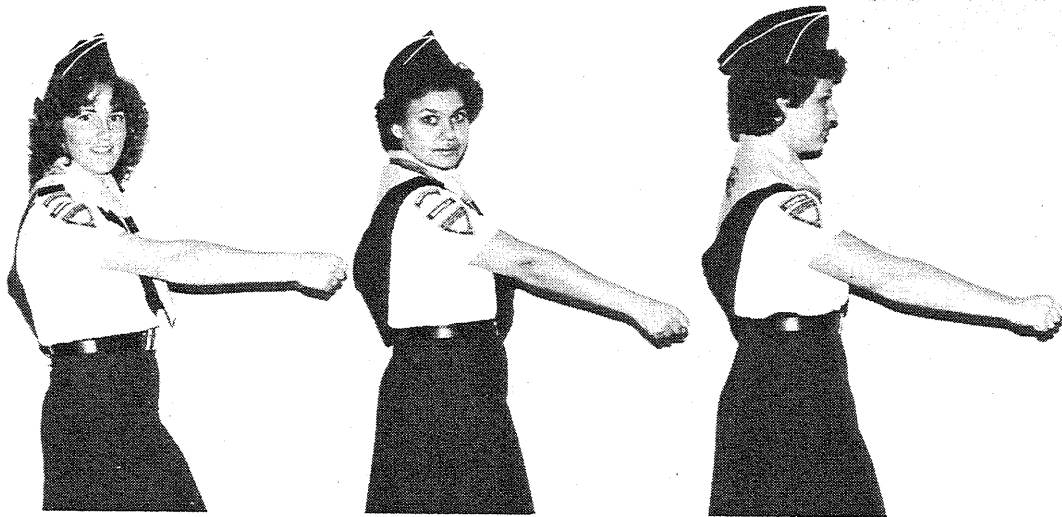
"Pathfinders, eyes RIGHT".

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.



807 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.

808 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.

CHAPTER 9

DRILL ON THE MARCH

900 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

901 LENGTHS OF PACE

A.	Quick and slow time	Juniors	60 cm (24")
		Teens	69 cm (27")
		Adults	76 cm (30")
B.	Double time		76 cm (30")
C.	Pace forward/backward		50 cm (20")
D.	Side pace		30 cm (12")

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

902 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.

903 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.

904 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":
 - a. Bring the left foot forward and up and commence marking time.
 - b. 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.
 - c. As the knee is lowered the toe is placed on the ground before the heel, and
 - d. The club will continue to mark time until the command "forward" or "halt" is ordered.

COMMON FAULTS

- A. Gaining or losing ground, thus losing dressing.
- B. Swaying and general unsteadiness including flapping of the arms.
- C. Looking down.
- D. A tendency to lean forward.
- E. Kicking the heels towards the seat.

905 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.

906 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.

907 QUICK 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 side as the left knee is being raised.

908 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:
 - a. Complete a full pace with the left foot;
 - b. Bring the right foot forward in quick time and place the instep of the right foot against the heel of the left foot; and
 - c. 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:
 - a. Complete a full pace with the left foot;
 - b. 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
 - c. Step off in quick time with the left foot, swinging the arms.

909 FORWARD

"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.

910 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 toecap.
- E. In 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, e.g. 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.

911 RIGHT TURN IN 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. In 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, e.g. 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.

912 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 a 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 (6") 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.

913 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 outward from the corner of their eye and will shorten 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

- 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 throughout the entire wheel.

914 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 outward from the corner of their eye and will shorten 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 desired to wheel through more than 90 degrees, the command, "Left WHEEL," will be given a second time.

If it is desired to wheel through less than 90 degrees (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 throughout the entire wheel.

