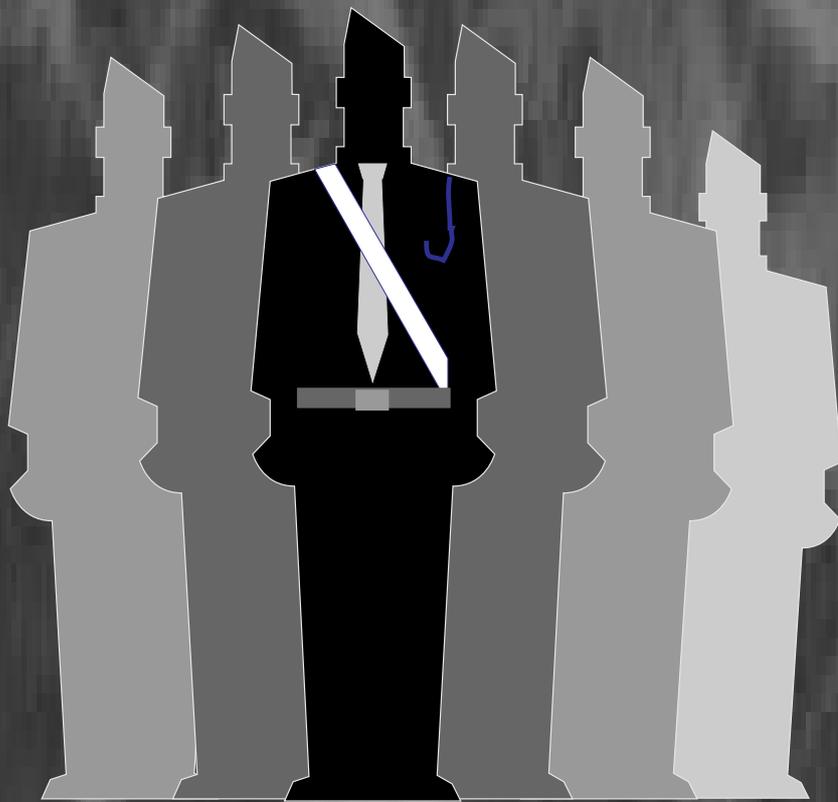


The Boys' Brigade Australia

Drill Manual



The Boys' Brigade Australia Drill Book

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Contents

Chapter 1

The Purpose and Place of Drill in B.B.	1.1
<i>Purpose</i>	1.1
<i>The Effect on the Boy</i>	1.2
<i>The Result</i>	1.2
<i>The Place of Drill</i>	1.2

Chapter 2

Definitions	2.1
-------------	-----

Chapter 3

Notes to Instructors	3.1
<i>Teaching Drill</i>	3.1
<i>The Company Drill Programme</i>	3.2
<i>Simple Drill Theory</i>	3.3
<i>Words of Command</i>	3.5

Chapter 4

Elementary Drill	4.1
<i>Basic Positions</i>	4.1
<i>Turning at the Halt</i>	4.1
<i>Falling Out</i>	4.2
<i>Leaving and Returning to the Ranks</i>	4.2
<i>Marching in Slow Time</i>	4.2
<i>Marching in Quick Time</i>	4.3
<i>Changing Time</i>	4.3
<i>Turning on the March</i>	4.3
<i>Marking Time</i>	4.4
<i>Stepping Forward, Back and to the Side</i> ...	4.4
<i>Changing Step</i>	4.5
<i>Saluting</i>	4.6

Chapter 5

Paying Compliments	5.1
--------------------	-----

Chapter 6

Squad Drill	6.1
<i>Falling In</i>	6.1
<i>Dressing and Covering</i>	6.2
<i>Numbering and Proving</i>	6.3
<i>Obstacles</i>	6.3
<i>Marching in Line</i>	6.3
<i>Changing Direction when in Line</i>	6.4
<i>Marching in File</i>	6.5
<i>Forming Squad</i>	6.6
Summary of Drill Commands	6.8

Chapter 7

The Formation Fours	7.1
<i>Squad in Line, Forming Fours</i>	7.1
<i>Odd or Blank Files</i>	7.1
<i>Marching in Line—Advancing</i>	7.2
<i>Marching in Line—Retiring</i>	7.3
<i>In File—Marching to the Right</i>	7.3
<i>In File—Marching to the Left</i>	7.3
<i>Turning into Line when on the March</i>	7.4
<i>Forming Squads when in</i>	
<i>Column of Fours</i>	7.4

Chapter 8

Company Parade Night	8.1
----------------------	-----

Chapter 9

Ceremonial Drill	9.1
<i>Column of Route—</i>	
<i>Sizing and Forming for Company</i>	9.1
<i>Church Parades</i>	9.2
<i>Colour Drill</i>	9.3
<i>Company Inspection and Display</i>	9.6

Chapter 10

Advanced Drill	10.1
<i>Introduction</i>	10.1
<i>Definitions</i>	10.1
<i>Falling In</i>	10.2
<i>Positions and Duties of</i>	
<i>Section Commanders</i>	10.3
<i>Words of Command</i>	10.4

Chapter 11

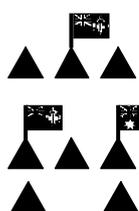
Advanced Drill Movements	11.1
<i>Index of Movements</i>	11.10

Chapter 12

Joint BB/GB Parades	12.1
<i>Colour Drill</i>	12.2

KEY

In chapters 8 and 9 the following symbols are used:



Colour Party (Single)

Colour Party (Double)



Company Captain



Officer



Staff-Sergeant



Marker (Section Commander)



The Purpose and Place of Drill in B.B.

It is important that the real aim of drill in the B.B. should be realised by all Officers. Drill is not an end in itself, but together with Christian education and other Company activities, is a means of furthering the B.B. Object. Nevertheless, the value of drill in the Brigade must not be overlooked or minimised.

Purpose

Drill basically has a threefold purpose of:

1. Promoting habits of

- (a) **Obedience and Discipline.** These habits are essential in the training of Boys, and they can be almost subconsciously acquired by means of good drill.
- (b) **Self-Respect.** This is necessary in many ways. Drill and uniform are among the finest methods of promoting it.
- (c) **Self-Control.** Through drill, a Boy is helped to become master of his own eyes, tongue and hands, and eventually his whole body, mind and spirit.
- (d) **Concentration.** Good drill requires absolute concentration, and this can be of great value in later life.
- (e) **Physical Bearing.** Although drill is not intended to replace Physical Education and Recreation, it is a valuable help in promoting an erect and upright bearing.

2. Developing Leadership

The young N.C.O. often finds it difficult to exercise leadership and gain respect. With the natural leadership which is encouraged at drill as a Squad or Section Commander, discipline can become easier.

Drill can also provide a valuable opportunity for the Staff-Sergeant or Officer to exercise and develop his leadership, if this opportunity is rightly and wisely used.

3. Encouraging Company Esprit-de-Corps

This expression has been defined as "Pride in a unit, which makes a Boy ashamed to bring discredit to it, and makes him ready to sacrifice for it." Drill helps to build up this spirit. It is not an individual activity, in that no one Boy can shine at drill, but one individual can, however, spoil the whole Company.

In drill, there is no personal satisfaction for a Boy except the knowledge that he has done his best for the Company - and that is enough.

1.2 The Effect on the Boy

When it is presented and carried out well, drill can be attractive to the Boy. He can find it interesting, but even when he grows older and this interest may wane a little, he will be prepared to do something he may not really want to, for the sake of the Company. However, it must be realised that the Boy comes to drill to be drilled, and these results will never be obtained by just marching round the hall, or by casual and sloppy drill.

The Result

It has often been proved that a Company which is good at drill is good at most other things. The result can be felt in all Company activities, the general atmosphere and spirit of the Company, and the overall discipline. The result can also be seen in the Bible Class, and attendances at Bible Class often go up with the drill attendance and standard.

The Place of Drill

It must be realised, however, that the success of a Company does not depend just on its Drill Parade, and in view of the fact that Companies meet only on one or two nights per week, and there are a great number of other valuable activities to be fitted in, the amount of time spent on drill may be less than in years gone by. It is, however, the quality of the drill and the ability and enthusiasm of the instructor that really count.

Good drill promotes the habits mentioned in the B.B. Object, loyalty to the Company and the Officer as its leader. That loyalty may then be directed through the habit of reverence, promoted at Bible Class or other Christian education, to true Christian manliness, and the advancement of Christ's Kingdom.

Definitions

ALIGNMENT

Any straight line on which a body of Boys is formed, or is to form.



RANK

Boys side by side on the same alignment.



INTERVAL

The lateral space between Boys on the same alignment.

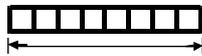


DRESSING

Taking up alignment correctly.

FRONTAGE

The extent of ground covered laterally by any body of Boys.



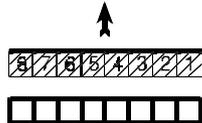
SINGLE FILE

A single rank of Boys turned to a flank.



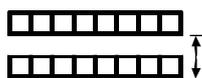
SQUAD IN LINE

Two ranks of Boys, formed at two paces distance.



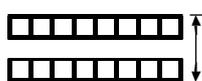
DISTANCE

The space between the ranks of a unit, measured from the heels of one rank to the heels of the next.



DEPTH

The ground occupied by a body of Boys from front to rear.



A FILE

A front rank Boy and his rear rank Boy.

BLANK FILE

A front rank Boy without a rear rank Boy. He will always be the third from the left.

COVERING

The act of one Boy placing himself directly behind the Boy in front.

DIRECTING FLANK

The flank by which units march or dress.

OUTER FLANK

The flank which is not the directing flank.

GUIDE

The Boy on the directing flank responsible for maintaining step, direction and distance.

MARKER

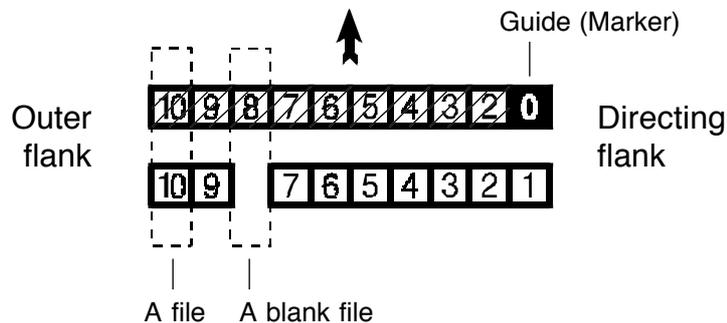
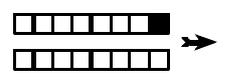
The Boy nominated. He is in fact the front rank right hand Guide.

SUPERNUMERARIES

Those Officers (Staff-Sergeants and N.C.O.s) without specific role who fall in behind the parade, i.e. forming third or fourth rank in line.

SQUAD IN FILE

A Squad in line turned to a flank.





Teaching Drill

1. The Instructor

All B.B. Companies use the same Drill Book. Any differences in standard, enthusiasm, etc., can therefore be attributed to different instructors and the ways in which they put across their instruction. To become a first-class drill instructor, the following points should be borne in mind:

- (a) **Be convinced** yourself of the value and place of drill in the B.B. (see Chapter 1).
- (b) **Be confident.** This will come only with knowledge: you should therefore study and really get to know the Drill Book.
- (c) **Be prepared.** Don't leave it to chance, but prepare each drill period thoroughly.
- (d) **Be enthusiastic.** Nothing is as infectious as enthusiasm.
- (e) **Be smart.** Boys will follow your example.
- (f) **Be interesting.** Make drill progressive and attractive (see suggestions on page 3.3).
- (g) **Be sympathetic.** Remember that you are primarily teaching Boys, and only secondarily teaching drill. Understand their point of view.

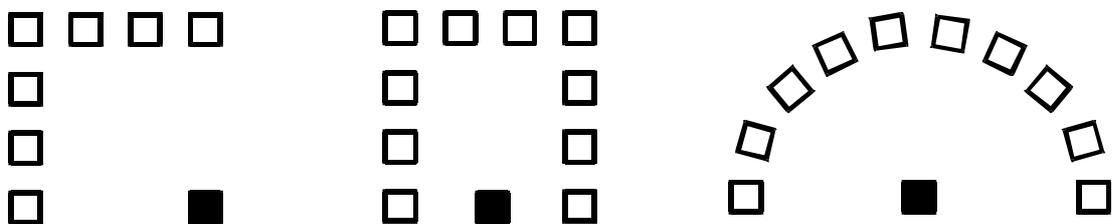
2. Hints to Instructors

- (a) In all essential details (e.g. words of command) follow the Drill Book exactly. In general explanations, etc., put it across in your own way and words, but introduce Boys to the standard drill terminology.
- (b) Use the sequence:

EXPLANATION Tell briefly and clearly what is to be done.
 └─ **DEMONSTRATION** Show how it should be done.
 └─ **EXECUTION** Get the Boys to do it.
 └─ **PRACTICE** Get them to do it again till they are sure of it.

The first two may often be combined, but always remember the importance of demonstration: Boys learn much more easily through the eye than the ear. Proceed as soon as possible to "Execution" since Boys are easily bored by inactivity.

- (c) In the early stages, use a simple teaching formation, e.g.



- (d) When explaining or demonstrating any movement, stand the Squad easy, and feel free yourself to be informal at this stage, without, of course, losing bearing or dignity.
- (e) In teaching Elementary Drill, encourage the Boys to call out the time. Some examples are given in the book; others may be introduced at your discretion.

- (f) Use a progressive sequence where possible, working from the simplest to the more difficult methods of carrying out movements, e.g.
- (i) **Right turn at the halt**
Explanation and demonstration of the complete movement.
 └─ *Right Turn by numbers.*
 └─ *Right Turn, counting the time.*
 └─ *Right Turn, judging the time.*
- (ii) **Changing Direction when in line**
Halt to halt.
 └─ *Halt to move.*
 └─ *Move to halt.*
 └─ *Move to move.*
- (iii) **Movements on the march**
Slow time may be used until the Boys can carry out the correct footwork, followed by progression to quick time.
- (g) Use both flanks wherever possible,
e.g. Changing Direction in line can be carried out in four ways:
- | | |
|-----------------------------|----------------------------------|
| <i>Front rank in front.</i> | <i>Changing direction right.</i> |
| <i>Front rank in front.</i> | <i>Changing direction left.</i> |
| <i>Rear rank in front.</i> | <i>Changing direction right.</i> |
| <i>Rear rank in front.</i> | <i>Changing direction left.</i> |
- Variety of this sort uses different Boys in key positions and gives several Boys experience and confidence.
- (h) At all stages, from a new member's first drill session onwards, look out for, and correct, faults otherwise wrong habits will be formed, and these are difficult to break. By this means also, the general standard will be raised, and a sense of achievement attained.

The Company Drill Programme

Before the commencement of each session, the drill programme for each week should be carefully planned. It is not good enough to leave this to chance, nor to prepare each week's programme on the way to the Company headquarters.

Each new session will bring new members, and their drill training should be considered one of the most important aspects of their training. It is essential that new members should not be rushed through their Elementary Drill, and put in with the remainder of the Company too soon. Even in small Companies, first year Boys should be kept together as a separate Drill Squad for at least three months, and in most cases, a full session. This enables them to fully understand and be competent in their Basic Drill, before joining in the more advanced and combined movements carried out by the older Boys.

For the new members, the Elementary Drill section of this book should be steadily worked through over the first period of about three months, other talks, competitions, quizzes, etc., being added to maintain interest.

The amount of time spent each week on drill will vary from Company to Company. All Companies are required to undertake Basic Drill, and should allow sufficient time to reach a good standard. Companies wishing to progress to Advanced Drill will need additional time.

Advanced Drill

This is purely and simply a logical and progressive step forward from Basic Drill, and is nowhere near as difficult as some people imagine! All drill instructors should study the Advanced Drill section of this book, and when they fully understand it, should consider its introduction to the Company at least on certain drill evenings. Apart from providing additional material to prevent the Boys from becoming bored,

the main advantage of Advanced Drill is that it makes a great deal of use of N.C.O.'s and Seniors, in the commanding of individual sections into which the Company is divided.

Not all the movements should be covered in one session. A few simple ones can be selected in the first year, and others added in later years, thus again adding to the interest and ensuring progression.

Special Activities

Different ways of carrying out B.B. drill can be worked out, and an occasional use of some of these will be a great help in stimulating the Boys' interest, and maintaining as high as possible a standard in drill.

Drill instructors will no doubt be able to think of ideas for themselves, and anything which adds to the enthusiasm of the Boys, and enables them to get the most out of their drill, without cutting across the basic material in this Drill Book, is worth including. The following examples may be of interest to indicate the sort of things which can be done.

(a) Inter-Squad Drill Competitions

Introduced three or four times a year. On the previous two or three weeks, N.C.O.'s are allowed to drill their own Squads in a corner of the room. On the competition night, a simple Squad Drill paper (e.g. in single rank) is carried out by each Squad, and an Officer from a neighbouring Company may be invited to judge.

(b) Sequence Drill

A Squad works to a set sequence of movements, memorised by each Boy, and carried out without commands.

Simple Drill Theory

As in any other subject, before the practical aspects can be appreciated, a certain amount of simple theory must be understood. The following should be carefully studied by an instructor before taking drill at any stage, and this elementary theory should be introduced gradually to the Boys.

Basic Foundations of Drill

There are two fundamental things concerning every drill movement:

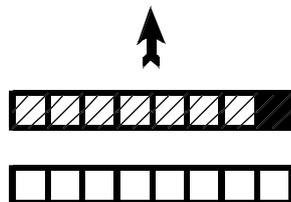
FORMATION The particular arrangement of the Boys in the Squad.

DIRECTION The way which the Squad is facing.

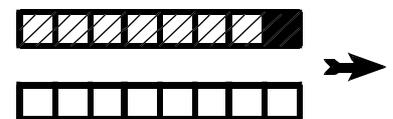
(a) Formation

There are two basic formations in Squad Drill:

(i) LINE



(ii) FILE



(b) Direction

A Squad may be moved in four different ways:

1 "SQUAD WILL ADVANCE" always followed by
"QUICK—MARCH"

2 "SQUAD WILL RETIRE" always followed by
"ABOUT—TURN.
QUICK—MARCH"

3 "MOVE TO THE RIGHT" always followed by
"RIGHT—TURN.
QUICK—MARCH"

4 "MOVE TO THE LEFT" always followed by
"LEFT—TURN.
QUICK—MARCH"

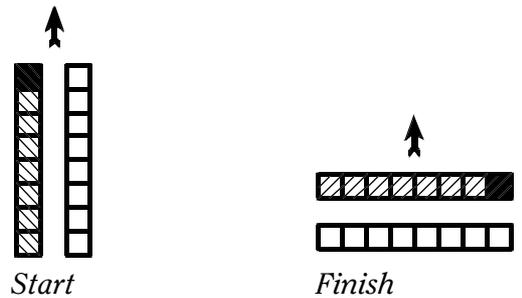
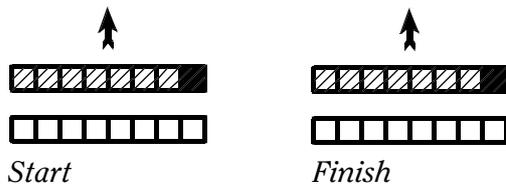
3.4

NB The appropriate directing flank (see below) must always be given immediately prior to the command “QUICK—MARCH.”

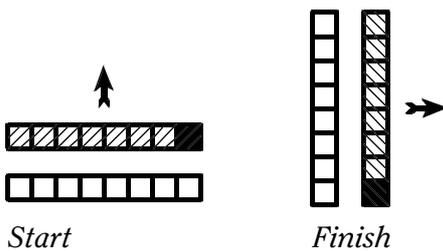
These commands are always used irrespective of the particular formation in which the Squad is at any time. Boys should be taught that the first part of the command (the Preliminary Caution) is merely a means of warning them which way they are to be turned.

All drill is based on these two foundations, and the instructor and Boys should at all times be aware of the formation and direction concerned. Drill consists of maintaining or changing one or both of these two foundations, as will be seen from the following examples:

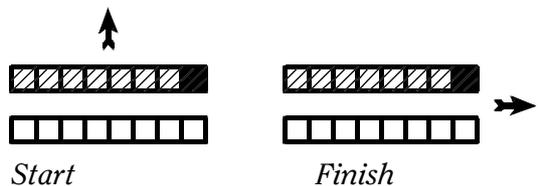
- (i) **Maintain formation: maintain direction**
“SQUAD WILL ADVANCE BY THE RIGHT, QUICK—MARCH.”
- (iii) **Change formation: maintain direction**
“AT THE HALT, ON THE LEFT, FORM—SQUAD.”



- (ii) **Maintain formation: change direction**
“CHANGE DIRECTION RIGHT. AT THE HALT, RIGHT—FORM.”



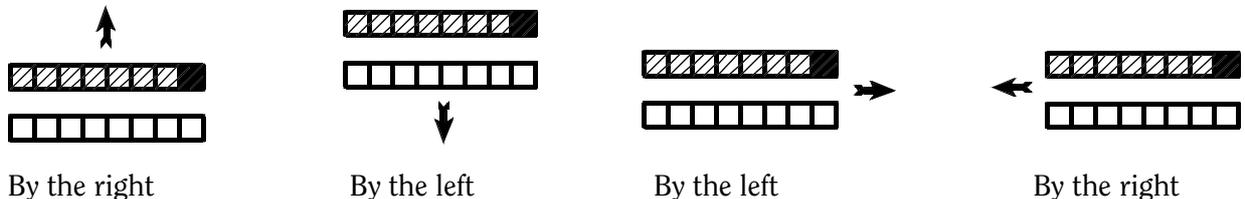
- (iv) **Change formation: change direction**
“TURN TO THE RIGHT, RIGHT—TURN.”



The Directing Flank

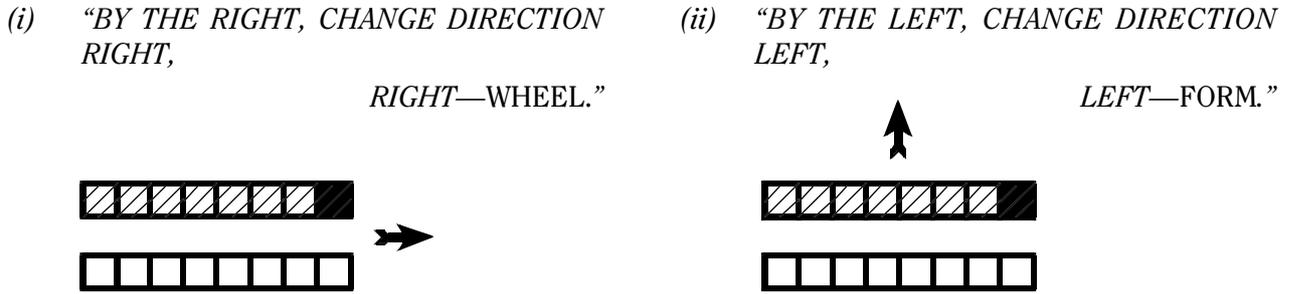
The directing flank - “the flank by which units march or dress”- is usually determined by the Marker (No. 1 of the front rank), and it is therefore essential for the instructor to know which Boy occupies this position.

The following diagrams illustrate the various alternatives:



In the course of drill movements, therefore, there may be frequent changes of the directing flank, and the words “BY THE LEFT (or RIGHT)” must be included in the command, to let the Boys know by which flank to dress.

The only exception to this rule occurs when changing direction to the outer flank, when it is obviously advisable to temporarily change the directing flank to the other flank, e.g.



NB In all these cases, as soon as the particular movement is completed, the normal directing flank is restored, by giving the command, "BY THE RIGHT (or LEFT)."

Words of Command

Good drill is impossible unless clear and correct words of command are given.

1. Whilst an informal approach may be used while explaining a movement, you should always be standing at attention when giving a command.
2. Commands should be given clearly and sufficiently loud. There is no need to shout as loudly as possible.
3. All words of command consist of two parts:
 - (a) **CAUTION** - which tells the Boys *what* to do.
 - (b) **EXECUTIVE** - which tells them *when* to do it.

e.g. Caution Executive

RIGHT — TURN

ATTEN — SHUN

ON THE LEFT, FORM — SQUAD

The caution should be given deliberately and distinctly. The executive should be given in a short sharp tone to encourage a smart and immediate response. A slightly higher pitch should also be used for the executive.

The one exception to this rule is the command "RIGHT (or LEFT) —WHEEL." This is a continuous movement, and the executive part of the command is therefore prolonged.

4. Certain one-word commands, i.e. "HALT", "NUMBER" and "COVER" must be preceded by the caution "SQUAD".

Other one-word commands, i.e. "ATTEN—SHUN", "FOR—WARD" can themselves be split into a caution and executive, and do not need an additional caution.

- NB**
1. The word "SQUAD" should not be used before commands that in themselves have cautions. e.g. It is incorrect to say "SQUAD, STAND AT—EASE".
 2. This should not be confused with the use of the word "SQUAD" as an executive command, to bring a Squad from the Stand Easy to Stand at Ease position.

5. A standard length pause should always be made between the end of the caution and the start of the executive. The length of the pause should be:

At the halt or in quick time - two paces in quick time. In slow time - two paces in slow time.

e.g.	ATTEN	—	SHUN	
	Left	Right	Left	at 120 paces per minute
	SQUAD	—	HALT	
	Right	Left	Right	
	CHANGE DIRECTION RIGHT,		RIGHT	— FORM
		Left	Right Left

3.6

6. All commands on the march must be given on the correct foot. Whilst each movement throughout the book includes a reference to the appropriate foot on which the command should be given, it is often easier and more reliable to understand and work out the reason why.

After any word of command is given, on the march, one extra pace (the “check pace”) is always allowed to enable the Boys to have time to think just what they are to do.

This check pace means, therefore, that the command is given on the same foot as that on which the movement is actually carried out.

e.g. Boys halt with their right foot, therefore the command is also given on this foot -

<i>Left</i>	<i>Right</i>	<i>Left</i>	<i>Right</i>	<i>Left</i>	<i>Right</i>	<i>Left</i>	<i>Right</i>
<i>SQUAD</i>		<i>—</i>		<i>HALT</i>		<i>(Check)</i>	<i>(Stop)</i>

Similarly there is no need for an instructor to have to memorise the correct foot for every single drill movement. The basic ones concerned are as follows:

RIGHT FOOT:

SQUAD — HALT

LEFT — TURN

LEFT FOOT:

RIGHT — TURN

ABOUT — TURN

MARK — TIME

FOR —WARD

All other commands follow from these, e.g. Changing direction when in line. The detailed footwork carried out by Boys in the Squad commences with a right turn or right incline, and the command *RIGHT —FORM* is therefore given on the same foot as for the right turn, i.e. the left foot.

7. In Elementary Drill, the command “AS YOU WERE” may be used to get the Boys to resume the previous position.

Preliminary Cautions

Certain commands have the same word in the cautionary part, e.g. *RIGHT—TURN*, *RIGHT—WHEEL*, *RIGHT—FORM*, *RIGHT—DRESS*. Where, therefore, the caution is not sufficient to indicate clearly exactly which movement is to be carried out, a preliminary caution is added.

e.g. CHANGE DIRECTION RIGHT, RIGHT—FORM (when in line)

CHANGE DIRECTION RIGHT, RIGHT—WHEEL (when in file)

MOVE TO THE RIGHT, RIGHT—TURN

DRESSING, RIGHT—DRESS

NB *In the case of turns, there are two alternatives. If the Squad is on the march, or is to be moved from the halt after turning, then the command is -*

MOVE TO THE RIGHT, RIGHT—TURN. BY THE LEFT (or RIGHT), QUICK—MARCH.

SQUAD WILL RETIRE, ABOUT—TURN. BY THE LEFT (or RIGHT), QUICK—MARCH.

If, however, the Squad is to be turned, but not moved forward, then the command is -

TURN TO THE RIGHT, RIGHT—TURN.

TURN ABOUT, ABOUT—TURN.

1. Basic Positions

(a) Attention

ATTEN—*SHUN*

Heels together and in line; feet turned out at an angle of thirty degrees; legs straight; body erect and square to the front; arms hanging easily and as straight as the natural bend of the arm will allow; wrists straight, hands clenched, knuckles outside; thumbs to the front, close to the forefinger, and immediately behind the seams of the trousers; head and eyes facing the front; eyes looking at their own level; the weight of the body equally balanced on both feet.

The position is one of readiness in expectation of further commands.



(b) Stand at Ease from Attention

STAND AT—*EASE*

Keeping the legs straight, the left foot is moved 15cm (6 inches), measured from heel to heel, directly to the left so that the weight of the body rests equally on both feet; at the same time, the hands are placed behind the back, with the arms fully extended, the back of the right hand placed in the palm of the left, with fingers of both hands straight, and thumbs crossed.

NB Although this position is more relaxed than that of Attention, no movement is to be made.

(c) Stand Easy from Stand at Ease

STAND—*EASY*

The limbs, head and body may be moved, but not the feet, so that there will be no loss of dressing when coming to attention.

- NB*
1. When standing easy, and the command "SQUAD" is given, the position of Stand at Ease is assumed.
 2. When coming to attention from the Stand at Ease position, keeping the leg straight the left foot is brought up to the right without stamping, and the position of Attention is assumed.



2. Turning at the Halt

(a) Right Turn

(i) By numbers

RIGHT TURN BY NUMBERS — *ONE*

Keeping both knees straight and the body erect, a turn is made to the right on the right heel and left toe, the left heel and right toe being raised in doing so, and the arms being kept close to the side. On completion of this preliminary movement the right foot must be flat on the ground, the left heel raised, both knees straight, the weight of the body (which must be erect) on the right foot.

—*TWO*

The left heel is brought smartly up to the right without stamping the foot, to resume the position of attention.



4.2

(ii) Counting the time

COUNTING THE TIME, RIGHT—TURN

The movements are exactly the same as in turning by numbers but on the executive part of the command, i.e. “turn”, the movement will commence and after a pause equal to one pace in quick time the second part of the movement will be performed. Boys should be taught to count the numbers aloud until they get used to doing the movements in the correct time. The count is One-Pause-Two.

(iii) Judging the time

RIGHT—TURN

The movements are exactly the same as in 2 (a) (ii) above, but neither Instructor nor Boys count aloud.

(b) About Turn

ABOUT TURN BY NUMBERS—ONE—TWO

Boys will act as for turning to the right, except that they will continue the turn until they face the rear.

NB It is incorrect to turn left about.

(c) Right Incline

RIGHT INCLINE BY NUMBERS—ONE—TWO

Boys will act in the same way as turning to the right, except that the turn will be half-right.

(d) Left Turn and Incline

When turning or inclining to the left, the movements are done in the same way, but on the left heel and right toe.

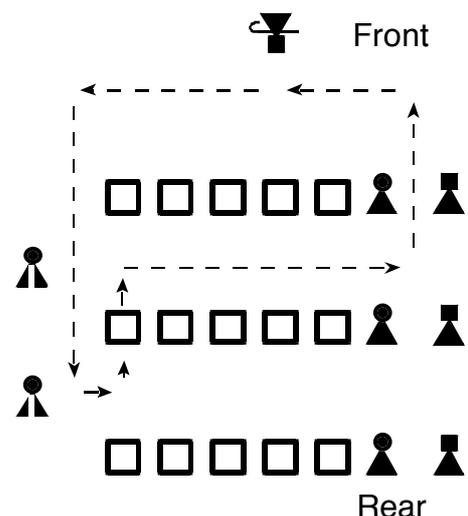
3. Falling Out

FALL—OUT

The unit turns to the right and remains at attention for a pause equal to four paces in quick time and then breaks off quietly.

4. Leaving and Returning to the Ranks

There are occasions when a Boy is ordered to leave the ranks by the OC Parade, e.g. Private Bloggs, FALL—OUT. The nominated Boy comes to attention, takes a pace to the front, pauses, then marches directly to the OC (if not in the front rank, via the right of the Squad) and halts two paces from him, faces him, salutes and is told what to do. He will salute again then turn before marching off to carry out the particular duty. On his return he will wait to be told to take his place, march to the rear of his rank from the left of the Squad to the vacant spot and halt. He will adopt the same position as other members.



5. Marching in Slow Time

(a) Slow March

SLOW—MARCH

The left foot is advanced keeping it at the same angle as it was at attention. The toe points downwards and comes first to the ground. A full pace of 60cm (24 inches) is taken without checking the forward leg movement, the weight of the body is brought on to the left foot, then the right foot is advanced in the same manner, and the forward movement continued. The time is sixty paces to the minute. Arms are kept still at the side.

(b) HaltSQUAD—*HALT*

The word “halt” is given on the right foot. A pace of 60cm (24 inches) is then taken with the left foot (check pace), and the right foot brought up in line with it, without stamping, in the same time as slow march.

6. Marching in Quick Time**(a) Quick March**QUICK—*MARCH*

Commencing with the left foot, a pace of 60cm (24 inches) is taken. Care should be taken to see that the first pace is a full one. Without bending the elbow the right arm is swung forward from the shoulder as the left foot advances. The hand is not raised higher than the waist-belt nor in advance of the leading foot nor swung across the body; the left arm is swung back as far as possible. The forward movement is continued in quick time. The time is 120 paces to the minute.

(b) HaltSQUAD—*HALT*

The command is given and the movement executed as detailed in 5 (b) above, except that when the right foot is brought forward on completion of the movement, both hands are brought smartly to the side.

7. Changing Time**(a) Marching in Quick Time—From the slow march**BREAK INTO QUICK TIME, QUICK—*MARCH*

The command “March” is given as the left foot comes to the ground. A pace in slow time will be taken with the right foot (check pace) and the left foot will move forward for the first pace in quick time. The arms, which have been steady during the slow march, will commence swinging with the left foot.

(b) Marching in Slow Time—From the quick marchBREAK INTO SLOW TIME, SLOW—*MARCH*

The command is given as the left foot comes to the ground. A pace in quick time will be taken with the right foot (check pace) and the left foot will move forward for the first pace in slow time, the arms being steadied at the side.

8. Turning on the March**(a) Right Turn**RIGHT—*TURN*

The command is given on the left foot. A pace is taken with the right foot (check pace), and the arms cut to the side when in quick time, the left knee bent. The body is turned through 90 degrees to the right and the left foot placed down with the ball of the foot immediately in front of the right toe - forming a ‘T’. With the right foot, a full pace in the new direction is made and, in quick time, the arms commence swinging again with the pace forward.

(b) Left Turn

When turning to the left on the march, the detail is the same as 8 (a) above, except that the word left is substituted for the word right, and vice versa.

(c) Inclining

This movement is carried out in the same manner as for a turn on the march, except that the turn will be half right or left.

4.4 (d) About Turn

ABOUT—*TURN*

The command is given on the left foot. A pace forward is taken with the right foot (check pace). The body is then turned about to the right by marking time for three beats, turning the body progressively with each beat. The feet forming 'T', 'L', and 'V' corresponding to the three beats. The movement forward is commenced with the right foot. During the three beats the arms are kept steady at the side. In quick time, the arms commence swinging again with the pace forward.

9. Marking Time

(a) Slow Mark Time

SLOW MARK—*TIME*

Commencing with the left foot, the feet are raised alternately 23cm (9 inches) from the ground; knees to the front, heels kept under the knees, body steady and arms still at the side. The time is 60 paces to the minute.

(b) Halt

SQUAD—*HALT*

The command is given and the movement executed as when marching.

(c) Quick Mark Time

QUICK MARK—*TIME*

Commencing with the left foot, the feet are raised alternately about 15cm (6 inches) from the ground; knees to the front, heels kept under the knees, body steady, and arms still at the side. The time is 120 paces to the minute.

(d) Halt

SQUAD—*HALT*

The command is given and the movement executed as when marching, except that the hands are already steady at the side.

(e) Marking Time from Marching

MARK—*TIME*

The command is given on the left foot. A further pace is taken with the right foot (check pace) and the marking time commences with the left foot. The arms, which have been swinging during the marching, are brought smartly to the side, on the check pace.

(f) Moving forward from Marking Time

FOR—*WARD*

The command is given on the left foot, and after one more step with the right foot (check pace) the march commences with a full pace forward with the left foot. The arms, which have been still during the marking time, commence swinging with the left foot.

This detail applies also to slow time, except that the arms remain steady by the side.

(g) Turning about when Marking Time

ABOUT—*TURN*

The command is given and turn executed as in 8 (d) on page 4.4, except the check pace is a mark time pace. Marking time continues until a further command is given, e.g. FOR—*WARD* or *HALT*.



10. Stepping Forward, Back and to the Side

(a) Stepping Forward

—PACES STEP FORWARD—*MARCH*

Commencing with the left foot successive paces of 60cm (24 inches) are taken straight to the front. Arms remain steady at the side. In halting, the rear foot is brought up to the front one. Any

irregularity of dressing occurring during the movement is immediately corrected without word of command. Stepping forward should not exceed six paces. Movements are made in quick time.

(b) Stepping Back

—PACES STEP BACK—*MARCH*

Commencing with the left foot successive paces of 60cm (24 inches) are taken straight to the rear. Arms remain steady at the side. In halting, the front foot is brought up to the rear foot. Any irregularity of dressing occurring during the movement is immediately corrected without word of command. Stepping back should not exceed six paces. Movements are made in quick time.

(c) Stepping to the Side

—PACES RIGHT CLOSE—*MARCH*

The right foot is placed 15cm (6 inches) directly to the right and the left foot is brought up to it. The necessary number of paces are completed in this manner without a pause. Any irregularity of dressing occurring during the movement is immediately corrected without word of command. Stepping to the side should not exceed six paces. The time is sixty completed side-step paces to the minute, each foot moving at the same speed.

11. Changing Step

CHANGE—*STEP*

The command is given on the left foot. A check pace is taken with the right foot and on the next pace with the left foot, the hollow of the instep of the right foot is brought up to the heel of the left and immediately a further pace is taken with the left foot. These two last paces are taken in the time of one normal pace.

12. Saluting

The salute is always executed with the right hand.

(a) Saluting to the front

(i) By numbers

SALUTE TO THE FRONT BY NUMBERS—*ONE*

On the word “one” the right hand is brought smartly with a circular motion to the head, palm to the front, fingers extended and close together, point of the forefinger touching the forehead 25 mm (one inch) above the right eye, thumb close to the forefinger, tips of the fingers, wrist and elbow in a straight line.

—*TWO*

On “two”, the hand is brought by the shortest route to the side without striking the leg, lightly clenching the hand on the way down.

(ii) Counting the time

SALUTE TO THE FRONT COUNTING THE TIME—*SALUTE*

The movement is exactly the same as in saluting by numbers but Boys should be taught to count numbers aloud until they get used to the time. The count is: One—raise hand to forehead. Two. Three—hold hand in position. Four—lower hand.

(iii) Judging the time

SALUTE TO THE FRONT—*SALUTE*

The movements are exactly the same as in 12 (a) (ii) above, but neither Instructor nor Boys count aloud.



4.6 (b) **Saluting to the side**

SALUTE TO THE RIGHT (OR LEFT)—*SALUTE*

The procedure is as described above, except that as the hand is brought to the salute, the head is turned towards the person being saluted. The position of the hand will be so adjusted that the point of the forefinger will be 25mm above the right eye.

(c) **Dismissing**

DIS—*MISS*

Boys turn to the right, salute with the right hand, and after a pause equal to four paces in quick time break off quietly. The head is not turned in the direction of the Officer during the salute.

When instructing Boys on dismissing it should be practised by numbers, as follow:

One, Pause, Two	—turn to the right
Pause	—remain steady
One	—salute
Two, Three	—remain at the salute
Four	—cut away hand to side
One, Two, Three, Four	—remain steady
Five	—break off quietly.

NB *If the unit is being dismissed by a Staff-Sergeant or Non-Commissioned Officer, the command “Fall—OUT” will be given (see 3 on page 4.2).*

General principles

When in uniform, a Non-Commissioned Officer or Boy will always come to attention and use “Sir” when addressing, or being addressed by an Officer. Warrant Officers are entitled to the same compliments as Officers, but Boys do not salute other Boys or Staff-Sergeants.

Boys in uniform will pay the same compliments to Officers of other Companies as to their own Officers.

A Boy, when approaching an Officer to address him will halt two paces from him and salute. Before withdrawing, he will salute, turn smartly about and move off.

A Boy, when passing an Officer, will salute three paces before reaching him and will lower the hand after passing him. The left arm should be kept at the side during the salute. The head is turned in the direction of the person being saluted. As the head turns, the hand moves with it.

A Boy, if sitting when an Officer approaches, will rise, stand to attention facing the Officer and, if in uniform, salute.

If two or more Boys are together when an Officer approaches, the senior Non-Commissioned Officer or Boy will face the Officer, call the party to attention, and alone will salute.

Officers should always acknowledge salutes by Boys. When not on parade, salutes by Boys will be returned by all Officers present and not by the senior only.

Officers will exchange salutes before addressing one another on duty or on parade.

For the National Anthem and General Salute, Officers and Staff-Sergeants will salute. Boys will stand to attention, but will not salute.

Individual Officers or Boys passing a Company will salute the Commanding Officer.

Officers or Boys approaching or passing Colours (uncased) should always salute.

When passing a funeral, Boys in uniform will salute.

When passing another Brigade or other uniformed parties

When parties of The Boys’ Brigade pass one another or other uniformed parties, the following compliment will be paid if the occasion is appropriate:

EYES—*RIGHT* (or *LEFT*)

The command will be given when the unit is within three paces of the one to whom the compliment is to be paid, when head and eyes will be turned in the direction named and the Officer or Non-Commissioned Officer in command of the party alone will salute. The command should be given on the left foot and the head and eyes turned on the next pace with that foot.

The Guide does not turn his head, but continues to look straight ahead.

EYES—*FRONT*

When the party has completely passed, heads and eyes will be turned to the front. The command will be given and the movement executed as above.

Band

When two Companies with Bands playing approach one another both Bands should cease playing.

1. Falling In

(a) Explanation

The number of ranks which the Squad (or Company) forms up in is dependent on the number in the Squad. As a guide a Squad of 4 to 10 could be formed up in single rank, 8 to 20 could be formed up in two ranks and from 16 upwards in three ranks. The following details the procedure for the Squad to be formed up in two ranks. A procedure for falling in in three ranks is given in Ceremonial Drill (page 9.1).

The Boys will take their places in succession, front and rear rank alternately, commencing from the flank on which they are ordered to form, each Boy occupying a space of about 60cm (24 inches). Each Boy of the rear rank will place himself two paces from the Boy in front of him, measuring from heel to heel and will cover him correctly, the two Boys thus placed forming a file. When there are an odd number of Boys there will be a blank file. The Boy forming the blank file will always be in the rank in front, and will remain a member of that rank until it becomes the rank in rear, when he will move up to the rank now in front. The Squad will be numbered from right to left, files thus becoming odd or even (refer page 6.3). The Squad will dress by the right unless otherwise ordered.

Boys will assemble, standing easy, on the left of the intended parade.

(b) Orders for Falling In

SQUAD

The Squad comes to the Stand at Ease position.

MARKER TAKE—POST

A Boy previously detailed (usually the tallest Boy in the Squad) comes to attention and after a pause equal to four paces in quick time, marches out and halts two paces from the Instructor, who has placed himself opposite the point which he wishes the right flank of the Squad to occupy. The marker turns left to face the Instructor and stands at ease.

FALL—IN

All Boys, including the marker, come to attention and after a pause, equal to four paces in quick time, march on to the marker, taking up their positions as follows.

The rear rank Boy will place himself two paces in rear of the marker, correctly covered. The remainder will take up their positions alternately in front and rear ranks in succession from the right occupying their full 60cm (24 inches) in the ranks. Each Boy will remain at attention, turn his head and eyes to the right and correct dressing. Rear rank Boys check their covering as well.

When No. 1 file Boys are satisfied the Squad is formed they will stand at ease, followed by all other files in succession from the right. The other files will turn their heads and eyes smartly to the front as they stand at ease.

NB *If it is thought desirable the Squad may be sized as in Advanced Drill (page 10.2).*

6.2 2. Dressing and Covering

(a) To take up dressing by word of command

A Squad (or Company) formed up may be formally dressed and will act in the following way.

(i) Dressing in Close Formation

RIGHT—*DRESS*

Each Boy in the front rank, except the one on the right flank, will turn his head and eyes to the right and take up his dressing in line by moving with short, quick steps till he is just able to distinguish the lower part of the face of the second Boy beyond him. Care must be taken that he carries the body backward, forward or sideways with the feet, keeping his shoulders square to the front. The space occupied by each Boy will be one space, i.e. 60cm (24 inches).

Rear rank Boys will act in the same manner as the front rank and, in addition, the rear rank Boy on the directing flank will place himself two paces behind his front Boy. The remainder of the rear rank will correctly cover their front rank Boys.

A Squad can also dress by the left (*LEFT—DRESS*) when heads are turned to the left.

When all are properly dressed the command *EYES—FRONT* will be given, when the head and eyes are turned smartly to the front.

(ii) Dressing with Intervals

WITH INTERVALS RIGHT—*DRESS*

Each Boy in the front rank, except the ones on the right flank, will turn his head to the right and at the same time raise his right arm, back of the hand upwards, hand clenched, to touch the shoulder of the Boy on his right. He will then take up his dressing in line and at the correct interval by moving with short quick steps and gradually straightening his arm until he is in line with the Boy on his right. Care must be taken that he carries his body backward, forward or sideways with the feet, keeping his shoulders square to the front. The right-hand Boy of the rear rank raises his right arm forward, with clenched fist, adjusting the distance so that his fist is touching the shoulder of the Boy in front. The remainder



turn their heads to the right and cover the Boys in the front rank to take up their dressing.

When all are properly dressed the command *EYES—FRONT* will be given, when the head and eyes are turned smartly to the front, at the same time lowering the right arm to the side silently.

(b) To take up dressing automatically

On the move and when marking time, Boys will correct their dressing and covering without word of command.

After the command *SQUAD—HALT*, and so long as the Squad remains stationary, the Squad will dress only on the word of command.

When completing a Form or Form Squad “at the Halt” each Boy will take up his dressing independently as he comes into line, keeping his head and eyes to the Right (or Left) until the movement is completed, when heads will be turned to the front in succession from the directing flank.

If it is necessary to correct the dressing when the Squad is on the march, the command *BY THE RIGHT* (or *LEFT*) should be given, whereupon Boys will move into correct alignment by glancing to the directing flank.

SQUAD—COVER

This command will be given when it is required to correct covering and distance.

3. Numbering and Proving

(a) Numbering

SQUAD—*NUMBER*

The front rank only of the Squad will number off sharply in even time and tone from right to left, the right hand Boy calling out “ONE”, the next “TWO”, etc. Heads and eyes will be kept steady to the front. Each Boy of the rear rank will observe the number of the Boy in front of him and will note this as his own number.

NB If an error is made in numbering the Instructor will give “As You Were”, and call out the last correct number. The Boy so named will call out his number again and the front rank will take up the numbering from him.

(b) Proving

If a Boy is required to be nominated for any purpose, then his number will be called, e.g. NUMBER SIX—*PROVE*. The Boy so indicated raises his left forearm parallel to the ground, keeping the left elbow still, palm of the hand to the right, fingers extended and close together. The arm is kept in this position for an interval equal to four paces in quick time and is then cut smartly to the side. If the Boy to be nominated is in the rear rank the order will be NUMBER SIX, REAR RANK—*PROVE*.

4. Obstacles

If a Squad approaches an obstacle (such as a wall), normally the command MARK—*TIME* will be given at least two paces from the obstacle. However, if the command is not given the Squad will automatically mark time when the front rank is two paces from the obstacle. On the order ABOUT—*TURN* the Squad after turning about will continue to mark time. When the Squad is to move forward the command FOR—*WARD* will be given (see page 4.4, section 9 (f).)

5. Marching in Line

(a) Advancing in Line

SQUAD WILL ADVANCE BY THE RIGHT, SLOW (or QUICK)—*MARCH*

Each Boy steps off, as detailed on page 4.3. The guide selects a point to march on, and Boys maintain their position in the alignment by occasional glances towards the directing flank, without turning their heads. Boys out of alignment regain their places gradually by lengthening or shortening their paces.

(b) Retiring in Line

SQUAD WILL RETIRE, ABOUT—*TURN*

The Squad turns about.

BY THE LEFT (or RIGHT) SLOW (or QUICK)—*MARCH*

- NB*
1. If on the march, the command SLOW (or QUICK)—*MARCH* is omitted.
 2. The Boy forming a blank file is always in the rank in front. At the halt, he takes two paces forward after turning about. On the march, he marks time two paces on the command “ABOUT”, after taking one check pace, and then turns about with the remainder of the Squad.

(c) Inclining

(i) From the halt

INCLINE TO THE RIGHT, RIGHT IN—*CLINE*

The Squad turns half right.

SLOW (or QUICK)—*MARCH*

Each Boy steps off, maintaining the same position relative to the Boy on his right, so that the line of heads in each rank is parallel to the original alignment.

6.4

(ii) On the march

INCLINE TO THE RIGHT, RIGHT IN—*CLINE*

The command is given on the left foot. Each Boy takes a half right turn (see page 4.4) and the Squad moves forward diagonally.

(iii) Reforming line

INCLINE TO THE LEFT, LEFT IN—*CLINE*

The command is given on the right foot. Each Boy takes a half left turn and if the diagonal march has been correctly performed, the Squad is then in a line parallel to the original alignment.

NB A Squad may also incline to the left. The detail is the same as above in (i), (ii) and (iii), except that the word left is substituted for the word right, and right for left.

6. Changing Direction when in Line

(a) Changing direction right

(i) Halt to Halt

CHANGE DIRECTION RIGHT. AT THE HALT, RIGHT—*FORM*

Front rank: The right hand Boy turns to the right, the remainder turn half right.

Rear rank: Stands fast.

SLOW (or QUICK)—*MARCH*

All step off as follows:

Front rank: The right hand Boy takes two paces forward. The remainder move by the shortest route to their places in the new alignment and halt (not necessarily on the right foot).

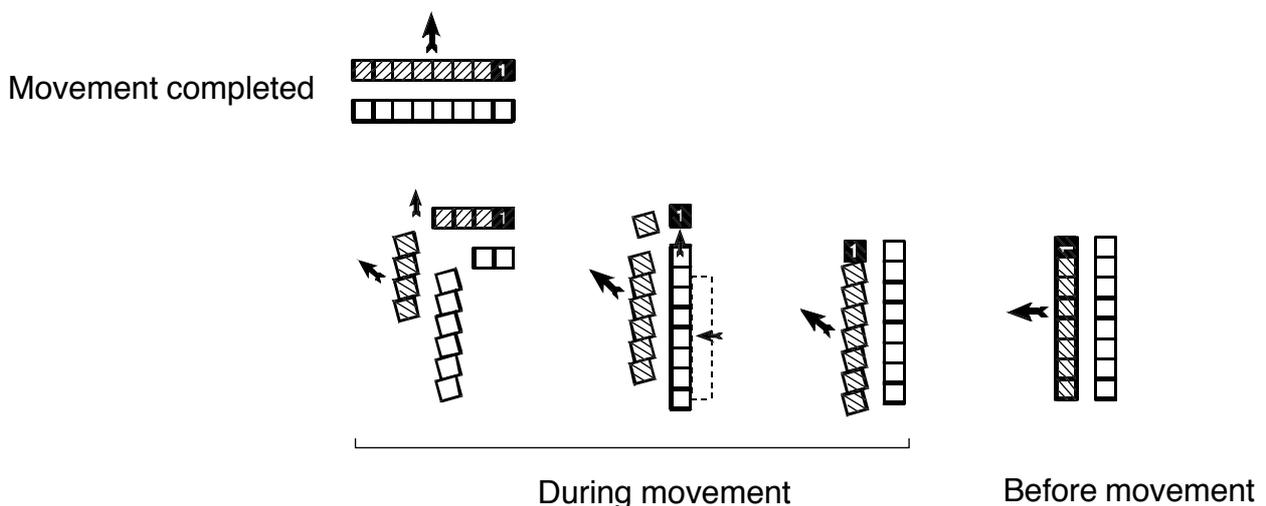
Rear rank: The right hand Boy will take two paces forward, halt, and turn to the right. The remainder will move forward and on the second pace incline to the right and move by the shortest route to their places in the new alignment and halt. On reaching the new alignment, each Boy (both ranks) takes up his dressing independently (as detailed on page 6.2).

NB During the movement, the line of Boys marching diagonally should be at right angles to the line of Boys already on the new alignment.

(ii) Halt to Move

CHANGE DIRECTION RIGHT. RIGHT—*FORM*

As in (i) on page 6.4.



SLOW (or QUICK)—*MARCH*

As in (i) on page 6.4, except that, instead of halting when the movement is completed, Boys mark time, whilst taking up their dressing, all except the right hand file keeping their heads turned to the right.

FOR—*WARD*, BY THE RIGHT

This command is given as soon as the last Boy reaches the new alignment. Heads are turned to the front on the check pace, and the Squad then steps off in the new direction.

(iii) **Move to Halt**

CHANGE DIRECTION RIGHT. AT THE HALT, RIGHT —*FORM*

The command is given on the left foot. A check pace is taken with the right foot, and on that foot:

Front rank: The right hand Boy turns to the right, completing the turn with a full pace forward with the right foot, then takes two more paces and halts. The remainder incline to the right, moving to their new positions as in (i) on page 6.4.

Rear rank: The right hand Boy will take two paces forward, turn to the right, completing the turn with a full pace in the new direction with the right foot, and halting by bringing the left foot up to the right. The remainder take two paces forward, incline to the right and move to their places as in (i) on page 6.4.

(iv) **Move to Move**

CHANGE DIRECTION RIGHT. RIGHT—*FORM*

As in (iii) above, except that instead of halting when the movement is completed, Boys mark time with heads turned to the right.

FOR—*WARD*, BY THE RIGHT

As in (ii) on page 6.4.

(b) Changing direction left

When changing direction left, the detail is the same as given above except that the word left is substituted for the word right and right for left. In order to perform the movement on the correct foot from the halt, the rear rank will incline to the left on the second pace with the left foot after stepping off.

NB *If the directing flank is on the right, the word of command should be preceded by the caution "BY THE LEFT" (see page 3.4).*

7. Marching in File

(a) Moving to the right or left

MOVE TO THE RIGHT. RIGHT—*TURN*

All Boys turn to the named flank.

BY THE LEFT, SLOW (or QUICK)—*MARCH*

All step off with the left foot. Boys maintain correct dressing by occasional glances towards the directing flank, without turning their heads.

or

MOVE TO THE LEFT. LEFT—*TURN*

BY THE RIGHT, SLOW (or QUICK)—*MARCH*

NB (i) *Covering and distance should be accurately maintained, so that the Squad when halted occupies the same space as it did before stepping off.*

(ii) *When a Squad marching in file is required to turn about, the command is "SQUAD WILL RETIRE, ABOUT—TURN. BY THE RIGHT (or LEFT)."*

6.6 (b) Changing direction when in file (wheeling)

CHANGE DIRECTION LEFT, LEFT—WHEEL

The files wheel successively round the same point. Inner Boys move round a quarter of a circle of 60cm (24 inches) radius, looking to the front throughout. Outer Boys conform to these movements, maintaining dressing by looking inwards during the wheel, heads being turned to the front when the wheel is completed. Outer Boys will not vary their pace, but the inner Boys will step short as necessary.

- NB** (i) *The command FOR—WARD may be given before the leading file have completed a wheel. They will immediately lead forward in the direction then faced.*
- (ii) *If the command HALT or MARK TIME is given when part of the Squad only have wheeled, the command SQUAD—COVER should be given, the remainder moving to their places by the shortest route.*
- (iii) *If the directing flank is to be changed, the caution BY THE RIGHT (or LEFT) should precede the command shown.*

(c) Moving to a flank in line

MOVE TO THE LEFT, LEFT—TURN

BY THE RIGHT (or LEFT)

or

MOVE TO THE RIGHT, RIGHT—TURN

BY THE LEFT (or RIGHT)

All Boys turn to the named flank and step off in the new direction.

8. Forming Squad

This movement can only be executed from “Squad in File” formation.

(a) Forming Squad on the left

- (i) **Halt to Halt**

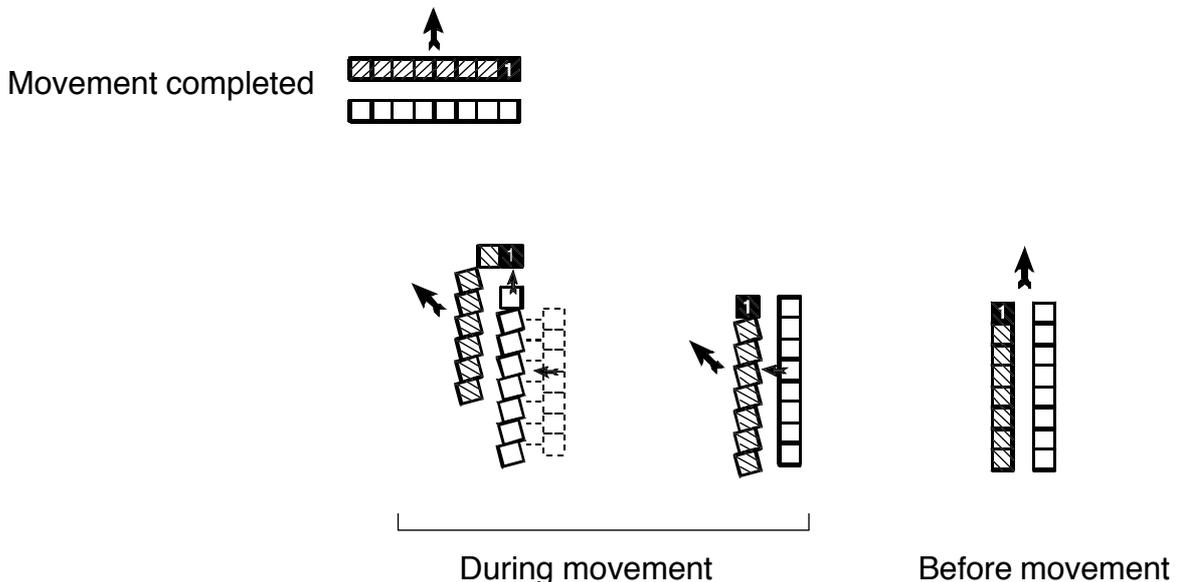
AT THE HALT, ON THE LEFT, FORM—SQUAD

Left hand file: The leading Boy stands fast. The remainder incline to the left.

Right hand file: Turn left.

SLOW (or QUICK)—MARCH

As in Changing Direction Right, when in line (see page 6.4).



(ii) **Halt to Move**

ON THE LEFT, FORM—*SQUAD*

As in (i) above.

SLOW (or QUICK)—*MARCH*

FOR—*WARD*, BY THE RIGHT

As in Changing Direction Right from the halt to the move (see page 6.4).

(iii) **Move to Halt**

AT THE HALT. ON THE LEFT, FORM—*SQUAD*

The command is given on the right foot. A check pace is taken with the left foot, and on that foot:

Left hand file: The leading Boy takes two more paces forward and halts. The remainder incline to the left, and move by the shortest route to their new position.

Right hand file: Turn left and then as in Changing Direction Right from the Move to Halt (see page 6.5).

(iv) **Move to Move**

ON THE LEFT, FORM—*SQUAD*

As in (iii) above, except that instead of halting when the movement is completed, Boys mark time with heads turned to the right.

FOR—*WARD*, BY THE RIGHT

As in stepping forward, after Changing Direction Right (see page 6.5).

6.8 Summary of Drill Commands from Chapters 3-6

Situation	Preliminary Caution, Caution	Executives
<i>Squad at halt, at ease</i>	Atten- Stand- Marker take- Squad fall-	shun easy post in
<i>Squad at halt, at attention</i>	Stand at- Turn to the right, right - Incline to the right, right in- Squad will retire, About- Squad will advance, by the right, Quick- Mark (<i>or Slow mark</i>)- XX Paces step forward (<i>or step back, or right close, or left close</i>)- Salute to the front (<i>or right, or left</i>)- Fall- Dis- Caps- With intervals, right- Squad- Number XX (<i>rear rank</i>) - Change direction right, (<i>at the halt</i>), right- (<i>At the Halt</i>), on the right, form-	ease turn cline turn march time march salute out miss off, or on dress number, or cover prove form Squad
<i>Squad on march</i>	Squad- Break into Quick time, Quick- Move to the right, right Incline to the right, right in- Squad will retire, About- Change- Mark- Eyes-	Halt March turn cline turn step time right, left, or front
<i>Squad on march in line</i>	Change direction right, (<i>at the halt</i>), right-	form
<i>Squad on march in file</i>	Change direction, right, right - (<i>At the Halt</i>), on the right, form-	wheel Squad
<i>Squad marking time</i>	Squad- For- About- Right - Quick mark -	halt ward turn turn time

All commands with the word “right” can obviously be replaced with “left”; as can those with “Quick” can be replaced with “Slow”. Commands given in parentheses are additional options for the respective commands.

1. Squad in Line, Forming Fours

FORM—*FOURS*

On the command “FOURS”, the odd numbered files stand fast, the even numbered files take a pace to the rear of 60cm (24 inches) with the left foot and a pace to the right of 60cm (24 inches) with the right foot so as to cover the odd numbered files, bringing the left foot up to the right without stamping it. The second last file stands fast. The last file acts as an even numbered file.

The time is counted, 1, 2, 3 as for quick time.

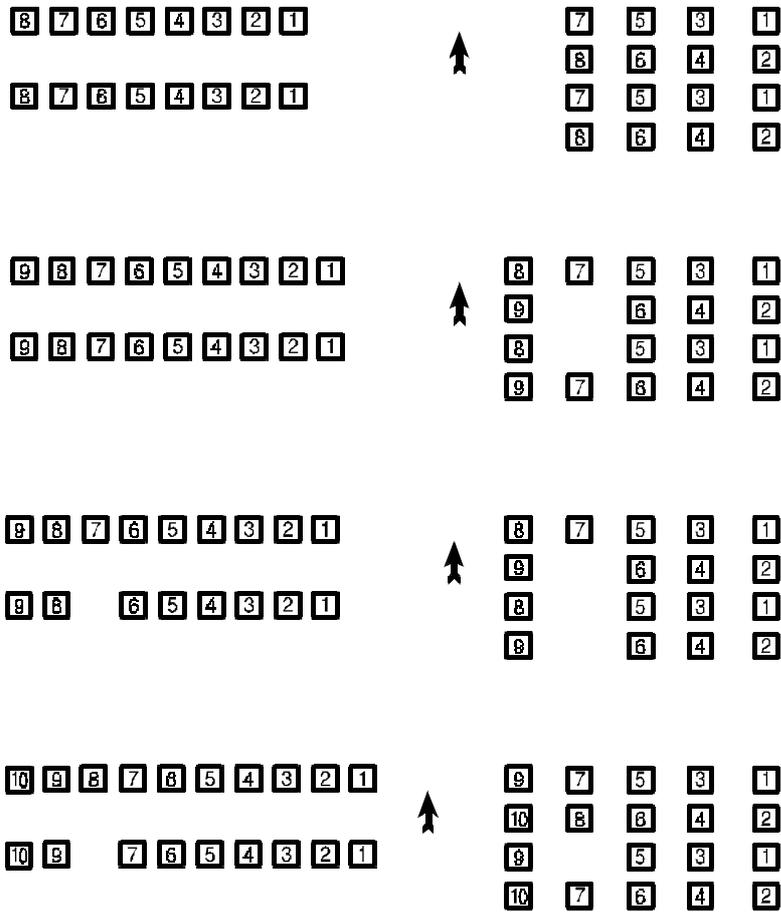
FORM—*TWO-DEEP*

On the command, “*TWO-DEEP*”, the even numbered files and last file move to their original places in line by taking a side pace of 60cm (24 inches) with the left foot, and a pace forward of 60cm (24 inches) with the right foot, bringing the left foot to the right without stamping.

2. Odd or Blank Files

When there are an odd number of files, the Boy in the rear rank of the third last file takes a pace to the rear on the command “FOURS”. When there are an even number of files, including a blank file, the rear rank Boy of the second last four takes a pace to the rear on the command “FOURS”.

- NB**
1. *When forming fours or forming two-deep, whether a Squad is moving or stationary and regardless of which way it is facing, the same Boys always move into the same relative positions, the only variant being the footwork to reach the required position.*
 2. *When teaching Boys to form fours and two-deep, in early stages it is worthwhile interchanging individual files so that each Boy gets practice as an odd and even file.*
 3. *Whenever a Squad in fours, whether marching, marking time, or halted, turns into Line, it always forms two-deep without further word of command.*
If a Squad is ordered to form fours and, without turning to a flank, is turned about, the same rule applies.
 4. *If it is required to remain in fours when turning into Line, the word of command will be IN FOURS, LEFT (or RIGHT or ABOUT)—TURN.*
 5. *Because the footwork is different if advancing or retiring in fours' drill, it is necessary to indicate correctly whether the Squad is advancing or retiring. This has been simplified in other sections of this manual.*



THE FORMATION OF FOURS

3. Marching in Line - Advancing

FORM—*FOURS*

The command is given on the left foot. A check pace is taken with the right foot, then the odd numbered files mark time two paces, while the even numbered files take a pace to the rear with the left foot and a pace to the right with the right foot so as to cover the odd numbered files, and the Squad moves forward on the left foot.

Left	Right	Left	Right	Left	Right	Left
FORM		<i>FOURS</i>	check	back	across	Squad forward

FORM—*TWO-DEEP*

The command is given on the left foot. A check pace is taken with the right foot, then the odd numbered files mark time two paces, while the even numbered files move to their original places in line by taking a side pace with the left foot, and a pace forward with the right foot, and the Squad moves forward on the left foot.

Left	Right	Left	Right	Left	Right	Left
FORM		<i>TWO-DEEP</i>	check	across	forward	Squad forward

4. Marching in Line - Retiring

FORM—FOURS

The command is given on the right foot. A check pace is taken with the left foot, then the odd numbered files mark time two paces, while the even numbered files take a pace forward with the right foot and a pace to the left with the left foot so as to cover the odd numbered files, the whole moving forward on the right foot.

FORM—TWO-DEEP

The command is given on the right foot. A check pace is taken with the left foot, then the odd numbered files mark time two paces, while the even numbered files move to their original places in line by taking a side pace with the right foot, and a pace to the rear with the left foot, the whole moving forward on the right foot.

The guide on the directing flank should be taught to select points to march on.

5. In File—Marching to the Right

FORM—FOURS

The command is given on the right foot. A check pace is taken with the left foot, then the odd numbered files mark time two paces, while the even numbered files move into their positions by taking a side pace with the right foot and a pace forward with the left, the whole Squad moving forward on the right foot.

Right	Left	Right	Left	Right	Left	Right
FORM		FOURS	check	side	forward	Squad forward

FORM—TWO-DEEP

The command is given on the right foot. A check pace is taken with the left foot, then the odd numbered files mark time two paces, while even numbers move into their positions by taking a pace back with the right foot and a side pace with the left, the whole Squad moving forward on the right foot..

6. In File—Marching to the Left

FORM—FOURS

The command is given on the left foot. A check pace is taken with the right foot, then the odd numbered files mark time two paces, while the even numbered files move into their positions by taking a side pace with the left foot and a pace back with the right, the whole Squad moving forward on the left foot.

FORM—TWO-DEEP

The command is given on the left foot. A check pace is taken with the right foot, then the odd numbered files mark time two paces, while the even numbered files move into their positions by taking a pace forward with the left foot and a side pace with the right, the whole Squad moving forward on the left foot.

Left	Right	Left	Right	Left	Right	Left
FORM		TWO- DEEP	check	forward	side	Squad forward

7. Turning into Line when on the March

SQUAD WILL ADVANCE (or RETIRE) IN LINE, RIGHT—*TURN* (or LEFT—*TURN*) (or ABOUT—*TURN*)

(Please see note on page 41 regarding the need for correct indication of advancing or retiring.)

Squad completes the turn and moves forward one pace (check pace) then forms two-deep (i.e. the odd-numbered files mark time two paces while the even-numbered files move into their place) then all step off together.

8. Forming Squad when in Column of Fours

Please note, this is the only movement where forming two deep is carried out prior to completion of the movement proper.

(a) From the Halt to the Halt

AT THE HALT ON THE LEFT, FORM—*SQUAD*

The leading Boy of the inner file, i.e. the file on the left, will stand fast, the Squad will form two-deep first and then act as for file.

SLOW—*MARCH*

The Squad will act as in Changing Direction when in Line.

NB *A Squad may similarly form on the right.*

(b) From the Halt to the Move

ON THE LEFT FORM—*SQUAD*

The Squad will act as detailed above.

SLOW—*MARCH*

The Squad will act as detailed for Changing Direction from the Halt to the Move.

FOR—*WARD*, BY THE RIGHT

The command will be given as for Changing Direction in Line.

NB *A Squad may similarly form on the right.*

(c) Moving to the Right and Halting

AT THE HALT ON THE LEFT FORM—*SQUAD*

The command is given on the right foot. All take a pace forward with the left foot (i.e. check pace). The odd numbers mark time three paces, while the even numbers take a pace back with the right foot, a pace to the left, and then bring the right foot into the left foot. On this third pace both ranks turn; the front rank will incline to the left, except No. 1, who will march forward two paces and halt. The rear rank will make a full left turn, completing the turn with a full pace forward with the left foot. No. 1 will march one pace forward, halt and turn right. The remainder will march two paces forward before inclining.

(d) Moving to the Left and Halting

AT THE HALT ON THE RIGHT FORM—*SQUAD*

The command is given on the left foot. All will take a pace forward (i.e. check pace) with the right foot, odd numbers mark time three paces, while the even numbers form two-deep, by going forward with the left foot, then to the right with the right foot, when the left foot is brought into the right foot with a mark time pace - the movement will be completed as above.

AT THE HALT ON THE LEFT FORM—*SQUAD*

The word of command will be given as above. The check pace being taken, the odd numbers will mark time four paces, while the even numbers form two-deep, and mark time two paces in order to do the left incline. The Squad will complete the movement as above, the rear rank being in

front.

(e) From the Move to the Move

ON THE LEFT, FORM—*SQUAD*

The Squad will act as above, save that Boys will mark time when they reach their new positions.

FOR—*WARD*, BY THE RIGHT

The Squad will step off as detailed in Changing Direction.

A Squad may also form Squad on the Right, when command, detail, and movements will be adjusted accordingly.



Chapter 8

Company Parade Night

The exact procedure for the opening ceremony of a Company Parade Night will obviously vary from Company to Company, but it is important that a high standard be set at the commencement of the evening. The following procedure is followed in many Companies, and is given as a guide to be followed if Company arrangements and circumstances permit.

At the appointed time, the Company assembles on the left of the intended parade, facing inwards, the Boys standing at ease approximately opposite where their Squad will ultimately stand. The preliminaries are usually carried out by an Officer, Staff-Sergeant or N.C.O.



MARKERS FALL—*IN*

The Squad Commanders form up in line in numerical order as shown in the diagram above, take up dressing and stand at ease.

ATTEN—*SHUN*

COLUMN AT THREE PACES FROM THE RIGHT. OUTWARDS—*TURN*

No. 1 turns to the right, the remainder to the left.

QUICK—*MARCH*

All except No. 1 step off. No. 2 takes two paces and halts, No. 3 takes four paces and halts, No. 4 six paces, and so on. When the last marker has halted, they all turn about.

MARKERS, STAND AT—*EASE*

PARADE, FALL—*IN*

All, including the markers, come to attention, and after a pause equal to four paces in quick time, the remainder march smartly on to their respective markers, halt, turn left, and take up dressing in close formation (i.e. with no interval between Boys).

STAND AT—*EASE*

CALL THE ROLL

Squad Commanders come to attention, take one pace forward and turn left. They call out each Boy's name and those present come to attention, answer "Here" and stand at ease. Having called the roll, Squad Commanders, taking their time from the left, turn to the left, take one pace forward, turn about and stand at ease.

NB *In cases where the Boys' names are not called out, the command "MARK THE ROLL" may be used.*

MARKERS, ATTEN—*SHUN*

TO THE FRONT, QUICK—*MARCH*

MARKERS—*HALT*

RIGHT—*TURN*

The Squad Commanders march to the front, No. 1 leading, wheeling and marking time in single file in front of Squad 1 until they receive the command "MARKERS—*HALT*".

Roll Books are collected.

8.2 RIGHT—TURN

TO YOUR SQUADS, QUICK—MARCH

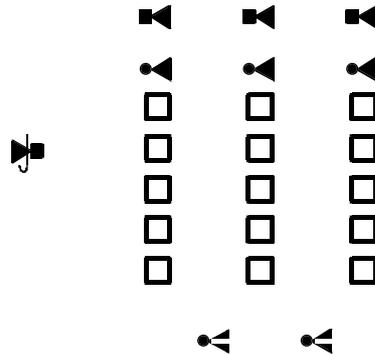
The Squad Commanders return to their Squads, halting on arrival. Taking the time from the rear, they turn about, stand at ease, and distribute the hymn books.

PARADE, ATTEN—SHUN

At this point, the Officer or N.C.O. concerned brings the Company to attention and hands over to the Captain, salutes being exchanged. The other Officers will take up position in line on whichever side is more convenient, facing inward, and stand at ease.

OFFICERS, TAKE—POST

Officers come to attention, salute and take post on the right of their respective Squads, covering off from the front.



An Opening Service may now be held prior to which the Company will be stood at EASE, then EASY and the command CAPS—OFF given. The cap is removed with the right hand and placed across the left breast. At the conclusion of the Service and before continuing with the inspection, etc., the command CAPS—ON is given when the cap will be replaced on the head and the right hand cut to the side together after a pause equal to four paces in quick time.

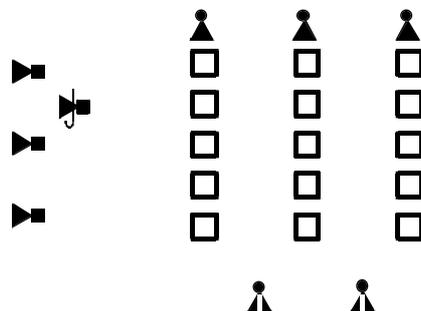
At the end of the evening, the Company may again be brought together in a similar fashion for a brief Closing Service, after which the dismissal takes place, as follows:

OFFICERS, FALL—OUT

The Officers take position in line approximately two paces in front of the Captain, at one pace interval, salute, take five paces forward, and turn about.

DIS—MISS

The Boys dismiss as in Elementary Drill (page 4.6), and the Captain alone returns the salute.



All Companies are involved from time to time in certain items of ceremonial drill. Some of these are dealt with in separate leaflets or in supplements to this publication, but the more common are included here.

1. Column of Route—Sizing and Forming for Company

Before sizing, those detailed as Supernumeraries will be ordered to fall out in rear of the parade where they will stand at ease. After posting a marker, the parade will then be sized as follows:

TALLEST ON THE RIGHT, SHORTEST ON THE LEFT, IN SINGLE RANK—*SIZE*

The whole will break off and arrange themselves according to their size in single rank, tallest on the right, shortest on the left. They will take up their dressing by the right and remain at attention.

PARADE—*NUMBER*

The parade will number from the right.

ODD NUMBERS ONE PACE STEP FORWARD, EVEN NUMBERS ONE PACE STEP BACK—*MARCH*

The odd numbers will step forward one pace and the even numbers will take one pace to the rear.

NUMBER ONE STAND FAST, RANKS RIGHT AND LEFT—*TURN*

The odd numbers with the exception of No. 1 will turn to the right, the even numbers to the left.

FORM COMPANY IN THREES, QUICK—*MARCH*

The whole, with the exception of No. 1, will step off, the even numbers wheeling to the right and following the left-hand Boy of the odd numbers. No. 3 will form up one pace behind No. 1, No. 5 one pace behind No. 3. No. 7 will form up to the left of No. 1. No. 9 one pace behind No. 7, No. 11 one pace behind No. 9 and so on. As each Boy reaches his position he will halt facing the flank and turn to the front. If the number of Boys does not divide exactly by three, the incomplete file will be second from the left. If there is one too few, the vacant position will be in the centre of the second file from the left.

WITH INTERVALS RIGHT—*DRESS*

The right-hand Boys of the centre and rear ranks raise their right arms forward, with clenched fists, adjusting their distance so that the fist is touching the shoulder of the Boy in front. The remainder turn their heads to the right to take up their dressing with intervals. (See detail page 6.2.)

Boys in the front rank raise their right arms sideways, keeping the fists clenched. Interval is then adjusted until the knuckles are just touching the left shoulder of the Boy on the right. (See detail page 6.2.)

Boys in the centre and rear ranks cover the front rank Boys.

When the Company is steady, the command *EYES—FRONT* will be given when the head and eyes are turned smartly to the front, at the same time lowering the right arm to the side silently.

Supernumeraries will then fall in as ordered.

At this stage where an Officer normally takes over.

9.2 2. Church Parades

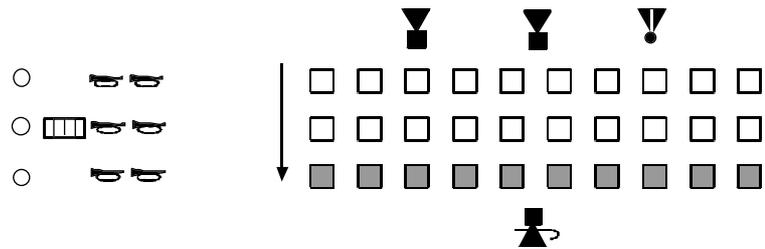
The Band, if any, is fallen-in by the Band Officer, on the right of the intended parade, and the Colour Party takes up position at a convenient point from the parade.

The remainder of the Company is then fallen-in, using the procedure described on page 9.1 and above.

The Officer or Staff-Sergeant who has fallen-in the Company then hands over to the Company Captain, and joins the other Officers and Staff-Sergeants.

OFFICERS, FALL—*IN*

The Officers come to attention, salute and march to their position in line at the rear of the Company, as shown below.

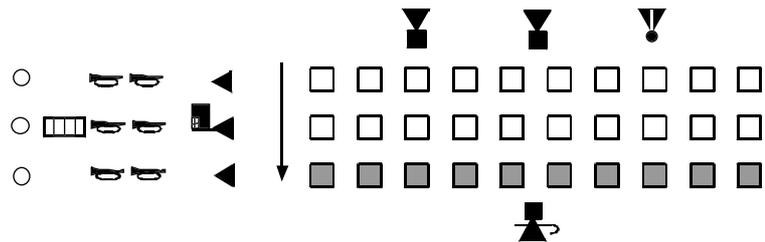


MARCH ON THE COLOURS

COLOUR PARTY, BY THE RIGHT, QUICK—*MARCH*

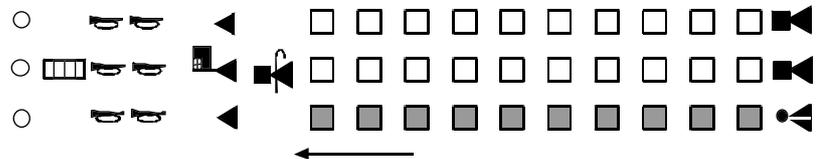
COLOUR PARTY—*HALT*

The senior member of the Colour Party moves it into position (as shown below) and halts it. Officers, Warrant Officers and Staff-Sergeants salute as the Colour Party approaches the parade, and lower their hands when the Colour Party halts, taking their time from the Captain,



MOVE TO THE RIGHT. RIGHT—*TURN*

The Company except the Band and Colour Party turns right, and the Officers and Staff-Sergeants turn left and without further command march to their position in the rear, covering the three ranks of the Company. The Captain takes up his position in front of the Company.



BY THE LEFT, QUICK—*MARCH*

All step off, on the command of the Captain.

On arrival at the Church, the following procedure should be followed:

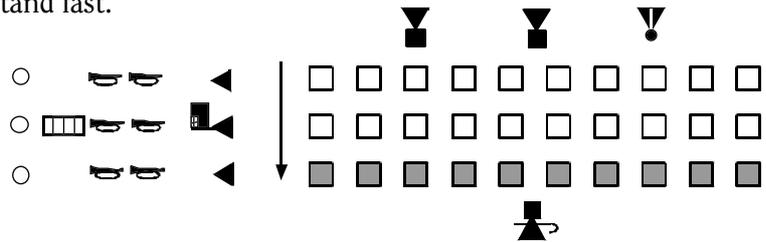
COMPANY—*HALT*

TURN TO THE LEFT, LEFT—*TURN*

The Company turns left, and the Officers and Staff-Sergeants turn right and march to their position in the rear.

The Captain takes up his position facing the Company.

The Band and Colour Party stand fast.



MARCH OFF THE COLOURS

COLOUR PARTY, BY THE RIGHT, QUICK—*MARCH*

The senior member marches the Colour Party off parade. Taking their time from the Captain, Officers, Warrant Officers and Staff-Sergeants salute as the Colour Party commences marching, and lower their hands when the Colour Party is clear of the parade.

At the end of the service, if the Company is marching off, a similar procedure is followed, except that after the marker is posted, the Boys fall in three ranks in the same positions as they were in during the parade to Church.

At the conclusion of the parade, the Captain falls out the Officers, and dismisses the Company as on page 8.2.

3. Colour Drill

(a) Basic Positions

- (i) **The Order.** The pike and the lowest corner of the Colour is held with the right hand at the full extent of the right arm. The pike is perpendicular, the bottom of the pike resting on the ground in line with and against the right toe cap.
- (ii) **Stand at Ease, and Stand Easy.** The normal movements are carried out, but the left hand remains at the side, the Colour kept vertically at the right side.
- (iii) **The Slope.** The pike is placed on the right shoulder and held with the right hand, the elbow close into the side, and the right forearm parallel with the ground. The Colour hangs over and covers the right shoulder and arm.
On a long march, the pike may be changed to the left shoulder.
- (iv) **The Carry.** The pike is carried vertically in the socket of the carrier. The corner of the Colour is held in the right hand, which also grasps the pike opposite the mouth, with the back of the hand to the front, wrist and forearm horizontal.

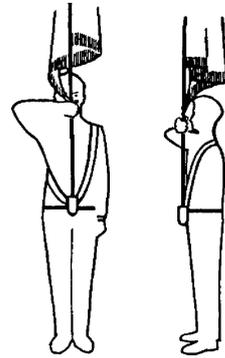
9.4 The various positions are used as follows:



- (i) **The Order.** When halted, except as in (iii) below. Stand at Ease, or Stand Easy. The Benediction.



- (ii) **The Slope.** When on the march, except in (iii) below.



- (iii) **The Carry.** Marching on and off parade. General Salute. Inspection. March Past. Going into or coming out of Church.

- (iv) **Let Fly.** (i.e. the corner of the Colour held in the right hand is released.) General Salute. The National Anthem. March Past, while passing the saluting base.

- NB** 1. *The Colour Party do not turn their heads and eyes in the March Past, nor do they move on the command Open Order.*
2. *Changes of position should be carried out smartly in the simplest manner, without loss of bearing, the left hand being used to assist as necessary.*

(b) The Colour Party

Colour Parties consist of either one Colour or two Colours (i.e. the Queen's Colour and the Battalion or Company Colour). Where two Colours are carried the Queen's Colour will always be on the right.

Colours may be carried by Officers, Staff-Sergeants or N.C.O.'s. The person carrying the Colour, or the Queen's Colour if two Colours are carried, is the senior member of the Colour Party, and he alone gives commands.

N.C.O.'s or Seniors form the other members of the Colour Party as shown below.



(c) Movements of the Colour Party

- (i) **One Colour**—The Colour Party may turn about or temporarily turn into single file, e.g. when moving in a narrow aisle in Church. Wherever possible, however, the Colour Party should always remain in line, and changes of direction should therefore be carried out by means of forms, as follows:

COLOUR PARTY, CHANGE DIRECTION RIGHT, RIGHT—*FORM*
FOR—*WARD*, BY THE RIGHT

The Colour Party acts as in Basic Drill, except that the pivot person does not step forward, but turns and marks time until the command FOR—*WARD* is given. If necessary, he steps to the side to conform to the new alignment of the Company.

- (ii) **Two Colours**—The Colour Party should always remain in line, and changes of direction are carried out as indicated above, the N.C.O.'s or Seniors in the rear maintaining their correct position behind the Colour bearers.

NB *When carrying out movements in confined spaces, e.g. in Church, variations may be made dependent upon local circumstances, but the aim should be for members of the Colour Party to move in a smart manner to their new positions.*

(d) Colours on Church Parade

The general arrangements for Church Parade are given on page 9.2, section 2.

On arrival at the Church, the Company will be halted in line or column and the Colours marched off. The Colour Party, taking orders from the Senior Officer, will proceed to the vestry or some other pre-arranged place. There the members of the Colour Party will remove head-dress. (This procedure should be followed whether the service is held in a Church or some other building.)

It is emphasised that in all arrangements regarding the handling of Colours within the Church, and the positions which the Colour Party will take in the execution of their duties, there should be complete co-operation with the Minister and Church Authorities, thus ensuring that all actions conform to the custom and practice of the Church to which the Company belongs.

It is usual for the Colours to be brought into the Church immediately after the entry of the Minister and before the service proceeds. The congregation standing, they are carried in slow time at the Carry to the front. It is appropriate for the Minister to receive them from the bearers, taking the Company Colour first, and to place them in some prominent position where they remain during the service. The Colour Party should then move to seats reserved for them.

At Church Parades the Colour bearers should not kneel when handing over the Colours, or when receiving them at the close of the service. Bearers kneel only at the presentation of new Colours.

Where the Church has a centre aisle, this should be used for entry, the Colour Party retaining proper formation as described on page 9.4, section 3 (b).

Where the Church has two aisles, some difficulty may be experienced in the movements of a Colour Party consisting of two Colour bearers and three N.C.O.s/Seniors. In such cases the Colour Party should use both aisles and move in single file, the Queen's Colour, followed by two Non-commissioned Officers, down the aisle on the right, and the Company Colour, followed by one Non-commissioned Officer, down the aisle on the left.

Care should be taken to ensure that when the Colours are situated in the place which they will occupy during the service the Queen's Colour will maintain its position of the right of the Company Colour, i.e. *on the left from the viewpoint of the congregation facing the Colours.*

At the end of the service, usually during or after the singing of the last hymn, the Colour Party will move to the front and receive the Colours at the Carry. The Queen's Colour will be handed over first. The Party will remain in that position during the National Anthem and then Colours will be brought to the Order for the Benediction. The congregation should be standing while the Colours are received and will remain standing while the Colour Party move out in slow time.

The Colour Party will replace head-dress and remain in their appointed place until the Company is re-formed outside the Church and ready to receive the Colours.

9.6 4. **Company Inspection and Display**

There is a special leaflet “The Company Inspection and Display” which gives much helpful information in this respect, but the following Ceremonial Drill may be included in the programme. The Company is drawn up in line, with the Colour Party and Band, if on parade, in convenient positions, depending on the size and shape of the hall.

OPEN ORDER—*MARCH*

On this order from the Company Captain, the rear rank and supernumeraries take two paces to the rear, and the front rank takes two paces forward. Dressing is corrected automatically.

GENERAL SALUTE—*SALUTE*

If there is no Band on parade, on the command “SALUTE”, all Officers, Warrant Officers and Staff-Sergeants salute, the position being held for a period equal to five paces in quick time.

The count is:

1	2	3	4	5	6
UP	DOWN

If there is a Band on parade, the Company Captain gives only the command: GENERAL—SALUTE. On the command of the Band Officer, the Band plays the General Salute, and all Officers, Warrant Officers and Staff-Sergeants salute, raising the hand on the first note of music, and lowering it on the last.

NB *The Inspecting Officer, if in uniform, also salutes, but an Officer serving as his A.D.C. does not salute during the General Salute.*

The Captain will then greet the Inspecting Officer, and accompany him during the inspection of the Company. At the end of the inspection, the Captain will give the order:

CLOSE ORDER—*MARCH*

The rear rank and supernumeraries take two paces forward, and the front rank takes two paces to the rear. Dressing is corrected automatically.

1. Introduction

Advanced drill is a logical and progressive step forward from Basic Drill, and every Company should aim to introduce Advanced Drill into its programme, once the principles of Basic Drill have been understood and mastered by the Boys.

In Advanced Drill, the Company is divided into two or more Sections, each of which acts under its Section Commander, who will normally be an N.C.O.

There are two main reasons for Advanced Drill:

- (a) A greater number of movements may be included, thus adding to the interest and variety, but at the same time, the movements carried out by each Section are only those included in Basic Drill, and no unnecessary additional complications are added.
- (b) The use of N.C.O.'s as Section Commanders gives them an additional interest in drill, helps them to develop their leadership, and generally recognises their ability to accept responsibilities.

2. Definitions

Column of Sections — Sections in Line on parallel and successive alignments at a distance from one another equal to their own frontage.

Column of Fours — A unit which has formed fours and turned to a flank.

Distance — The space between Sections in column measured from the heels of the front rank of one Section to the heels of the front rank of the next.

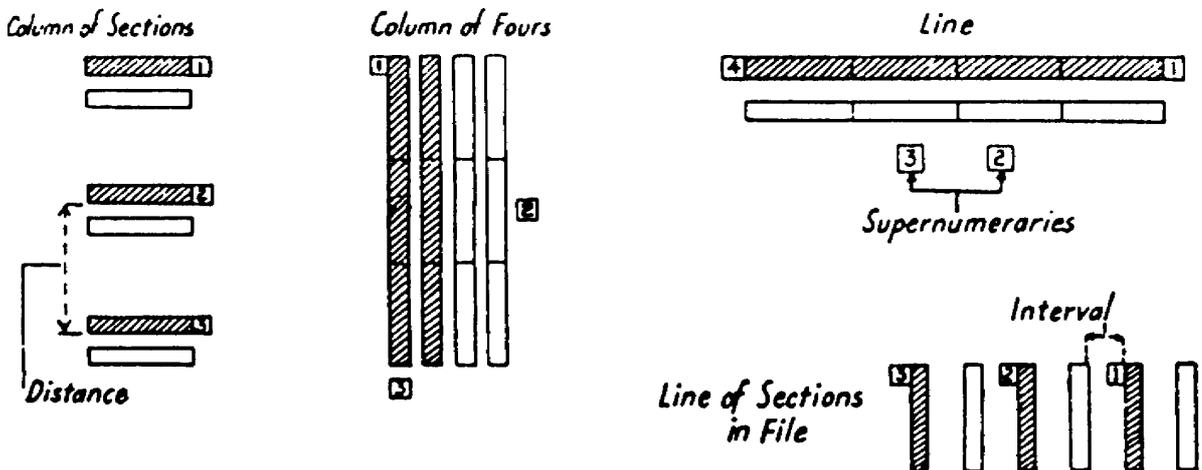
Interval — The lateral space between Sections on the same alignment measured from flank to flank.

Line — The ranks or units formed on the same alignment.

Line of Sections — Sections in File or Column of Fours formed on the same alignment.

Supernumeraries — The N.C.O.'s, Staff-Sergeants and Officers forming the third rank in line.

NB *Column of Route* — A column of threes with not more than three abreast in any part of the column, including supernumeraries.



10.2 3. Falling In

Before sizing, the required number of Section Commanders will be detailed and ordered to fall out in rear of the parade, where they will stand at ease. After posting a marker, the parade will then be sized as follows:

TALLEST ON THE RIGHT, SHORTEST ON THE LEFT, IN SINGLE RANK—*SIZE*

The whole will come to attention and after a pause equal to four paces in quick time arrange themselves according to their size in single rank, the tallest on the right, shortest on the left. They will take up their dressing by the right and remain at attention.

PARADE—*NUMBER*

The parade will number from the right.

ODD NUMBERS ONE PACE STEP FORWARD, EVEN NUMBERS ONE PACE STEP BACK—*MARCH*

The odd numbers will step forward one pace and the even numbers will take one pace to the rear.

NUMBER ONE STAND FAST, RANKS RIGHT AND LEFT—*TURN*

The odd numbers, with the exception of No. 1, will turn to the right, the even numbers to the left.

FORM COMPANY, QUICK—*MARCH*

The whole, with the exception of No. 1, will step off, the even numbers wheeling to the right and following the left hand Boy of the odd numbers. No. 3 will form up two paces behind No. 1, No. 5 on the left of No. 1, No. 7 in the rear of No. 5, and so on. As each Boy reaches his position he will halt facing the flank and turn to the front. If the number of Boys does not divide evenly the incomplete file will be third from the left.

RIGHT—*DRESS*

The parade will dress as laid down in Basic Drill.

When the parade has been sized and formed it will be numbered from the right and told off into two, three or four sections. Where the number of files does not divide equally, the stronger Sections should be on the flanks. If necessary, No. 4 will be weaker than No. 1, and No. 3 weaker than No. 2.

The following is an example in which a Company of 19 files (38 Boys) is to be divided into three Sections.

PARADE—*NUMBER*

The parade will number from the right.

No. 7

No. 7 of the front rank will raise his left forearm to a horizontal position, elbow close to the side and fingers extended.

No. 7, LEFT OF No. 1 *SECTION*

On the word "Section" No. 7 will drop his arm to his side.

No. 13

No. 13 will raise his arm.

No. 13, LEFT OF No. 2 *SECTION*

No. 13 will drop his arm to his side.

No. 19

No. 19 will raise his arm.

No. 19, LEFT OF No. 3 *SECTION*

No. 19 will drop his arm to his side.

No. 1 Section will then be stood at ease, No. 1 *SECTION*, STAND AT *EASE*, followed by the

remaining Sections in succession. They will then be called to attention.

After telling off Sections, they will be numbered as under:

BY SECTIONS—NUMBER

Sections will number simultaneously from the right, Nos. 1, 8 and 14 will be the Nos. 1 of their respective sections.

Section Commanders will be detailed as follows:

Sergeant Smith, No. 1 Section Commander.

Corporal Brown, No. 2 Section Commander.

Corporal Jones, No. 3 Section Commander.

As they are detailed, Section Commanders will come to attention.

SECTION COMMANDERS, FALL—IN

Section Commanders will march to their positions in Line. (See next paragraph.)

The Company will then be proved by forming fours and forming two-deep.

The Company is now formed for Advanced Drill.

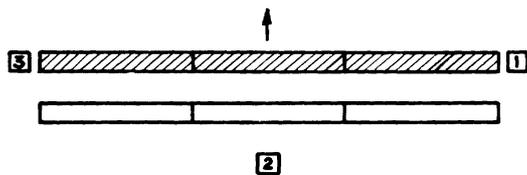
4. Positions and Duties of Section Commanders

Section Commanders play a very important part in Advanced Drill. Duties and words of command are explained in each movement, but the basic positions and changes on certain words of command are summarised here for easy reference.

(a) In Line

BASIC POSITION

In line with the front rank and at the normal dressing interval. If there are more than two Sections the intermediate Section Commanders will take up a position two paces behind the centre of the rear rank of their respective Sections.



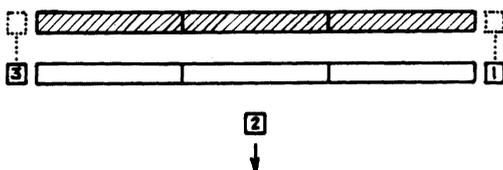
ABOUT—TURN

(i) **At the Halt.**

Turn about and take two paces forward.

(ii) **On the March.**

Mark time two paces on the command "ABOUT" after taking one check pace, and then turn with the remainder of the Section.



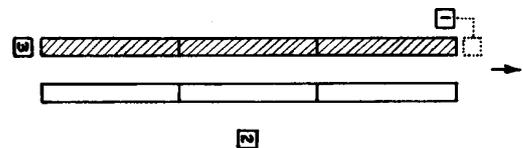
RIGHT—TURN

(i) **At the Halt.**

Turn to the right, the Section Commander of the leading Section will take a side pace to the left and a pace to the rear.

(ii) **On the March.**

Turn to the right, then the Section Commander of the leading Section will take a side pace to the left, and mark time for one pace before marching forward with the remainder of the Section.



10.4 (b) In Column of Sections

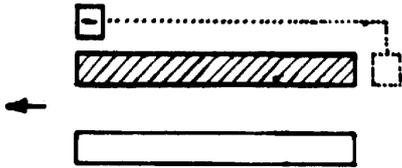
LEFT—TURN

(i) **At the Halt.**

Turn to the left, then take a side pace to the right and march forward until in line with the leading file.

(ii) **On the March.**

As above, but in double time.



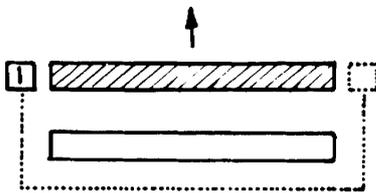
BY THE LEFT (or RIGHT)

(i) **At the Halt.**

Turn about and march round the rear of the Section.

(ii) **On the March.**

As above, but in double time.



(c) Line of Sections in File

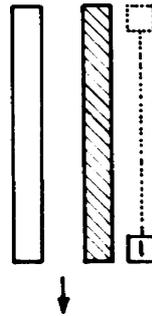
ABOUT—TURN

(i) **At the Halt.**

Turn about and march forward until in line with the leading file.

(ii) **On the March.**

As above, but in double time.



RIGHT—TURN

(i) **At the Halt.**

Turn to the right, then take a side pace to the left and march forward three paces until in line with the rank in front.

(ii) **On the March.**

As above, but in double time.

5. Words of Command

In the detail of the various movements, commands given by the Drill Instructor are printed in block capitals, e.g. LEFT—TURN. Those given by the Section Commander are in smaller type, e.g. Left—Turn.

The foot on which the executive word should be given is shown by the letters (R) or (L) printed beside the commands. Precision depends on these commands being given on the correct feet.

Advanced Drill Movements

1. Company in Line Basics

(a) A Company in Line Advancing

COMPANY WILL ADVANCE, BY THE RIGHT QUICK—*MARCH*

The Company will step off as ordered. Marching and dressing are as in Basic Drill.

COMPANY (R)—*HALT* (R)

As in Basic Drill.

(b) A Company in Line Retiring

COMPANY WILL RETIRE, ABOUT—*TURN*

Section Commanders on the flanks, and the blank file, if any, will, after turning about, take two paces forward to align themselves with the rank in front.

If there are more than two sections, the intermediate Section Commanders will turn about and remain where they are.

BY THE LEFT, QUICK—*MARCH*

The Company will move off as ordered.

A Company in Line turning about while Advancing

COMPANY WILL RETIRE,

ABOUT (L)—*TURN* (L)

Section Commanders on the flanks, and the blank file, if any, take a check pace on the word “About” and mark time two paces, thus aligning themselves with the rear rank. They turn about with the Company.

The above movements can be practised using the Diagonal March.

2. A Company in Line moving to a flank in File or Column of Fours

(a) In File

MOVE TO THE RIGHT IN FILE, RIGHT—*TURN*

The whole turn to the right. Section Commander on the right takes a pace to the left and one to the rear.

BY THE LEFT, QUICK—*MARCH*

Company moves off as ordered, each file dressing by the left.

(b) In Column of Fours

MOVE TO THE LEFT IN COLUMN OF FOURS, FORM—*FOURS*, LEFT—*TURN*

The Company forms fours and turns left. Section Commander on the left, after turning, takes a pace to the right and one to the rear.

BY THE RIGHT, QUICK—*MARCH*

The Company moves off as ordered, each four dressing by the right.

NB When a Company in File or Column of Fours moving to a flank is required to turn about the command will be:—*MOVE TO THE RIGHT (or LEFT) IN FILE (or COLUMN OF FOURS). ABOUT (L)—TURN (L).*

3. A Company in Line Changing Direction

CHANGE DIRECTION RIGHT. AT THE HALT, RIGHT—*FORM*. QUICK—*MARCH*

The Company acts as in Basic Drill (see page 34). The Section Commander of the Section on the directing flank turns with his guide, moves forward with him, and then takes a pace to the side and a pace to the rear to take up his new position.

This movement can also be carried out from the halt moving forward on completion, from the move to the halt and from the move to the move. Words of command must be adjusted accordingly.

4. A Company in Line forming Column of Sections facing a Flank

AT THE HALT, INTO COLUMN, SECTIONS, RIGHT—*FORM* QUICK—*MARCH*

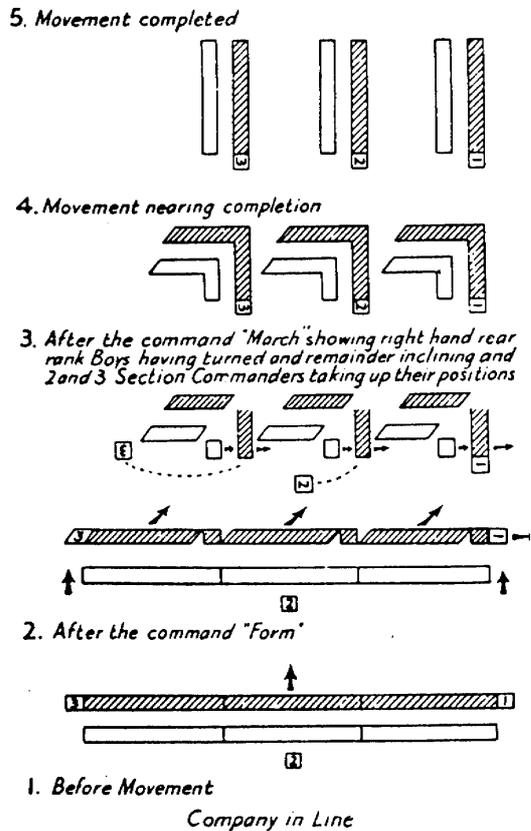
Each Section will act as in Basic Drill, No.

1 of each Section making a full turn to the right. No. 1 Section Commander will act as in the previous movement.

The leading Section moves to its new alignment. The 2nd and 3rd Sections mark time three and six paces, and then move to their new alignments. During the movement the Section Commanders take post on the right of the front ranks of their Sections. The Section Commander on the left will move round the rear of his Section as it forms.

This movement can also be carried out from the halt, moving forward on completion, from the move to the halt and from the move to the move. Words of command must be adjusted accordingly.

Sect. 4. — A Company in Line forming Column of Sections facing right.



5. A Company in Column of Sections forming Line facing Left

BY THE LEFT

Before a Company in Column of Sections, with No. 1 leading can form line facing left,

the left must be named as the directing flank. On the command "BY THE LEFT" Section Commanders will move round the rear of their Sections to the left flank and left guides of Sections will cover.

(a) From the Halt to the Halt

AT THE HALT, INTO LINE, SECTIONS, LEFT—*FORM*, QUICK—*MARCH*

Each Section will act as in Basic Drill, Section Commanders will turn to the left with their left hand Boys. On the command "QUICK—*MARCH*", the Commanders of No. 1 Section and intermediate Sections will not take two paces forward with their guides, but will immediately wheel round to their positions by the rear of their Sections as they form. The Section Commander of the left hand Section, after taking two paces forward, will take a side pace to the left and a pace to the rear.

(b) From the Halt, moving forward on completion

INTO LINE, SECTIONS, LEFT—*FORM*, QUICK—*MARCH*, FOR (L)—*WARD* (L) BY THE RIGHT

The words "AT THE HALT" are omitted and Sections act as in Basic Drill and on reaching the new alignment mark time until the command "FOR (L)—*WARD* (L)" is given, followed by "BY THE RIGHT".

(c) On the Move, halting on completion

AT THE HALT, INTO LINE, SECTIONS, LEFT (R)—*FORM* (R)

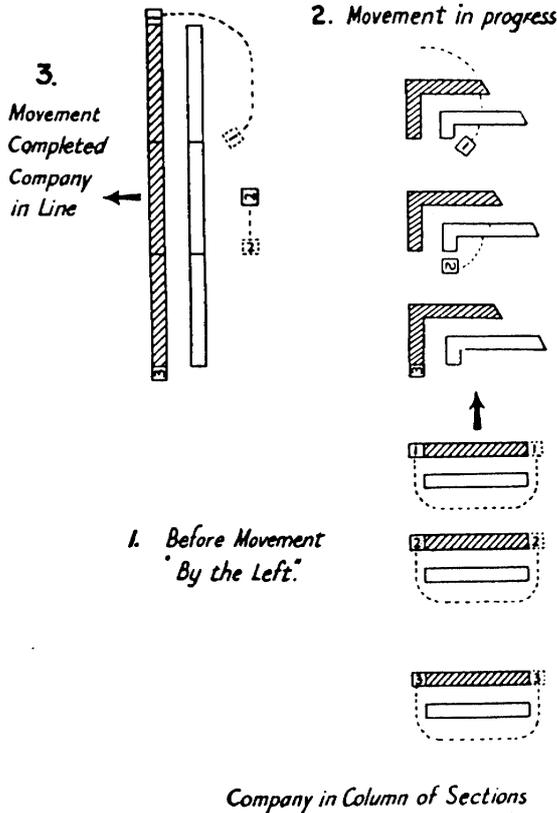
The command is as in (a) but the words "QUICK MARCH" are omitted.

(d) On the Move, moving forward on completion

INTO LINE, SECTIONS, LEFT (R)—*FORM* (R), FOR (L)—*WARD* (L) BY THE RIGHT

The command is as in (b) but the words "QUICK MARCH" are omitted. After the form has been completed the command "FOR (L) —*WARD* (L)" is given, followed by "BY THE RIGHT".

Sect. 5.—A Company in Column of Sections forming Line facing Left.



6. A Company in Line forming Columns of Sections facing the same direction

AT THE HALT, ON THE RIGHT FORM COLUMN OF SECTIONS. REMAINDER, RIGHT—TURN

The Section on the right will stand fast. The remainder will turn to the right, and their Section Commanders will post themselves on the right of the leading file of their Sections.

QUICK—MARCH, No. — Section, *Halt.* (R) Left—*Turn*

The Section on the right remains standing fast. The other Sections will be led by their Section Commanders in a right wheel followed by a left wheel into their positions in the column. Section Commanders will order their Sections to halt and turn to the left. Sections will correct their dressing independently.

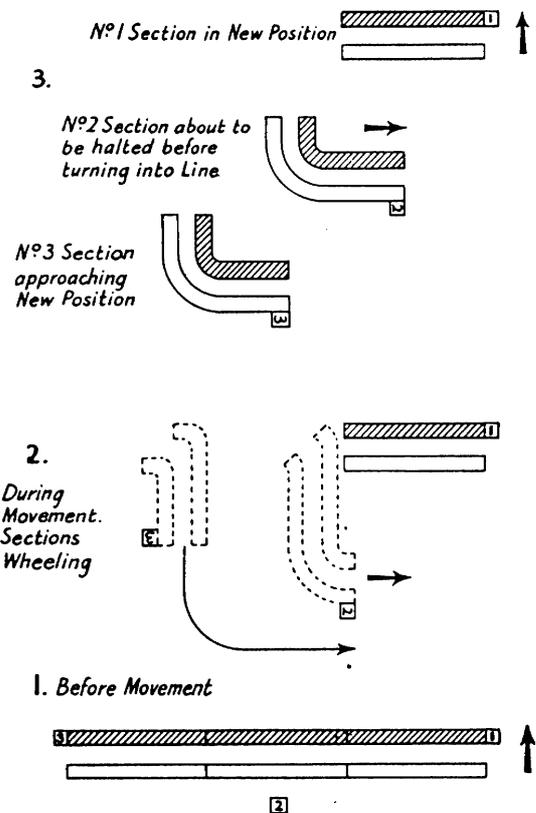
Section Commanders will not turn with their Sections, but will take post on the

right of their Sections when their commands are completed. **11.3**

If this movement is to be done on the march the command "QUICK MARCH" will be omitted and the Section Commander of the Section on the right will at once give the command "No. — Section, *Halt. Right—Dress*".

Column of Sections may also be formed on the left.

Sect. 6.—A Company in Line forming Column of Sections facing the same direction.



7. A Company in Column of Sections moving to a Flank in File

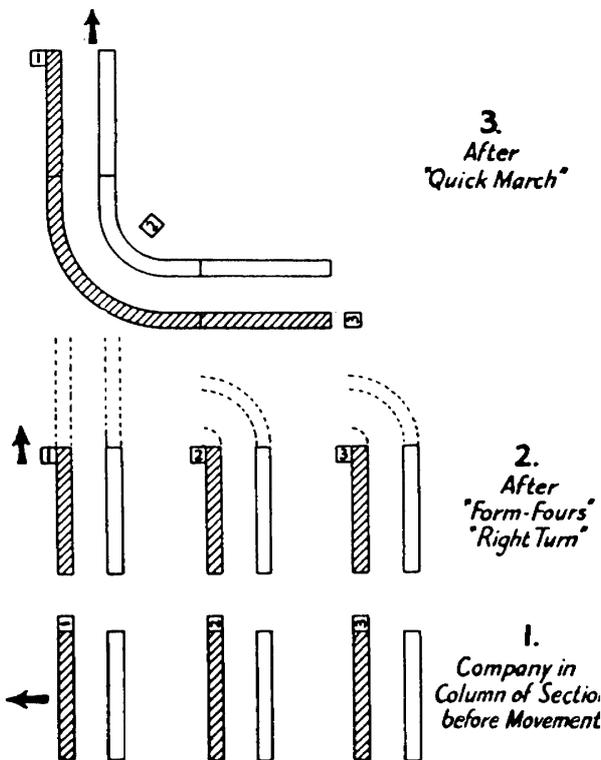
MOVE TO THE RIGHT IN FILE, RIGHT—TURN

Each Section turns to the right. Section Commanders align themselves on the left of the leading file of their Sections.

THE SECTION ON THE LEFT TO THE FRONT, REMAINDER LEFT—WHEEL, BY THE LEFT, QUICK—MARCH

The Section on the left will lead straight on while the remainder wheel left and then right to follow it, thus forming file. The leading Section Commander will already be in position; the others will take up their positions during the movement. The Section Commander of the rear Section will mark time until his Section has overtaken him. Commanders of intermediate Sections will double across the front of their Sections as they wheel.

This movement may be done on the march, when the words "QUICK MARCH" will be omitted.



8. A Company in Line advancing in Column of Sections

ADVANCE IN COLUMN OF SECTIONS FROM THE RIGHT. REMAINDER, RIGHT—TURN

The Section on the right will stand fast. The remainder will turn to the right and their Section Commanders will post themselves on the right of the leading file of their Sections.

QUICK—MARCH

No. — Section, By the Right

The Section on the right will step off, receiving the command, "No. — Section,

By the Right", while the remainder mark time three paces and then lead on.

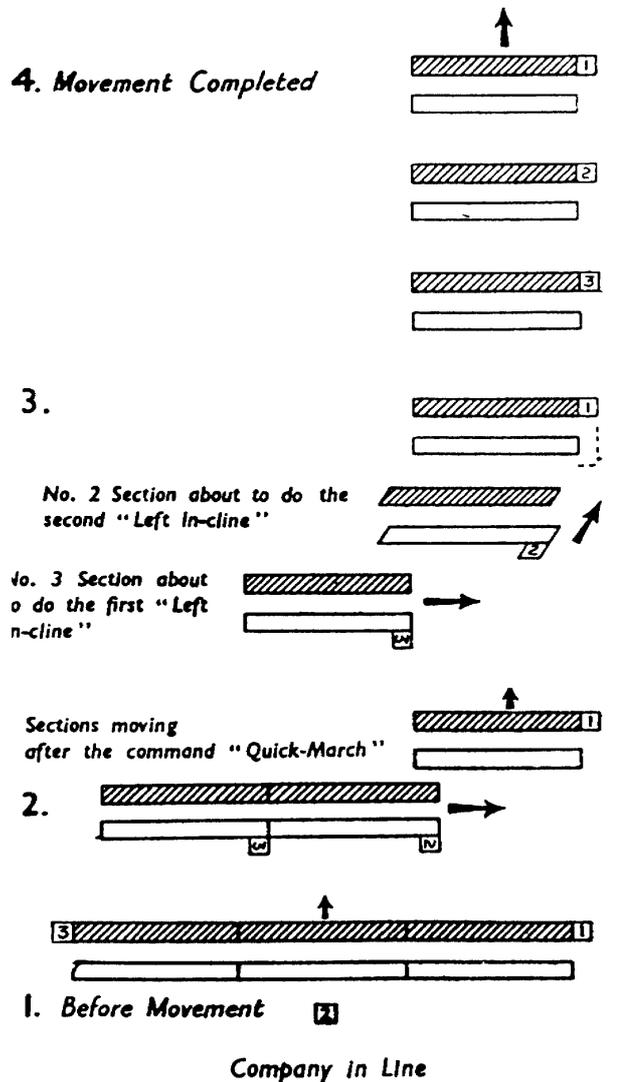
No. — Section, Left In (R)—cline (R)

Left In (R)—cline (R), By the Right

The Section Commander of each successive Section will give the first incline in time to allow the movement to be done as the leading file is approximately in rear of the second file from the left of the Section in front. The second left incline will be given in time to bring the leading file of the Section directly in rear of the right file of the Section in front. Section Commanders will take post at the double on the right of their Sections when their commands are completed.

If on the march, the words "QUICK MARCH" are omitted. A Company may also Retire in Column of Sections if the rear rank is in front.

Sect. 8.—A Company in Line advancing in Column of Sections.



9. A Company in Column of Sections forming Line facing the same Direction

AT THE HALT, ON THE LEFT FORM LINE. REMAINDER, LEFT IN—CLINE, QUICK—MARCH

The leading Section will stand fast. The remainder will incline to the left.

No. — Section, Right In (L)—*cline* (L), Section—*Halt* (R)

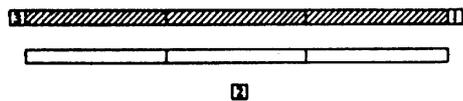
The leading Section remains standing fast and the remainder move to their new positions, being inclined to the right by their Section Commanders as they are about to clear the left of the Section in front. They are halted by their Section Commanders as they reach their positions in line.

No. — Section, Right—*Dress*

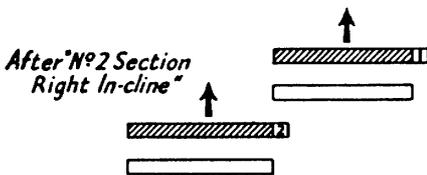
Section Commanders will remain on the right of their Sections until they have given “Right In—*cline*”. They will then mark time until the command “*Halt*” is given, themselves conforming to the command. They will then take up their positions in line and in succession give the command “No. — Section, Right *Dress*”.

Sect. 9.—A Company in Column of Sections forming Line facing the same Direction.

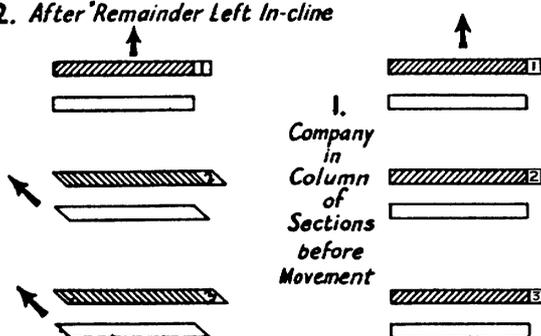
4. Movement Completed



3. After 'Nº2 Section Right In-cline'



2. After 'Remainder Left In-cline'



1. Company in Column of Sections before Movement

This movement may also be done on the move, halting on completion. The command “Quick March” is omitted, and the leading Section Commander, on the command “Left In (R)—*cline* (R)” immediately orders “No. — Section, *Halt* (R). Right—*Dress*”. The remaining Sections act as above.

10. A Company moving in Column of Sections changing Direction Left

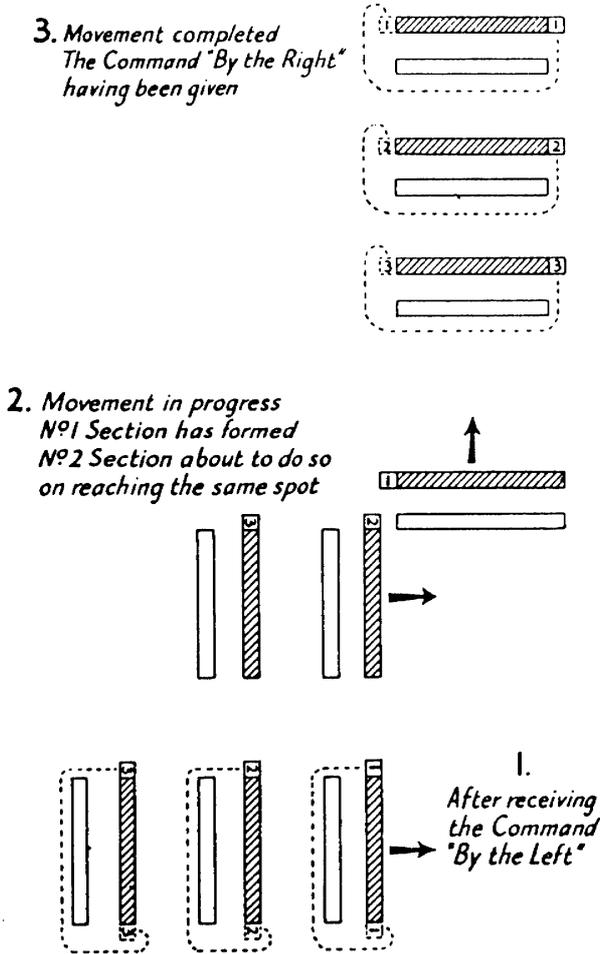
BY THE LEFT CHANGE DIRECTION—LEFT

No. — Section Left (R)—*Form* (R), For (L)—*ward* (L), By the Left

The Section Commander of the leading Section will give the appropriate commands shown in small type. The Section will act as in Recruit Drill. The Section Commander will turn to the left with the left hand Boy of his front rank, take two paces forward with him, and then post himself on the left of his Section. As soon as the Boy on the outer flank of the rear rank reaches the new alignment the command “For (L)—*ward* (L)” must be given. As each Section arrives at the same point it will be formed in the same manner.

NB Before changing direction the Company must be marching by the flank on which the change is to be made, and it may be necessary for the command to be preceded by the caution “BY THE LEFT” or “BY THE RIGHT”.

Sect. 10.—A Company moving in Column of Sections changing Direction Left.



11. A Company in Line forming a Line of Sections in File (or Column of Fours)

ADVANCE IN FILE FROM THE RIGHT OF SECTIONS, RIGHT—TURN

The whole will turn to the right. Section Commanders will post themselves on the left of the leading file of their Section, Section Commanders of intermediate Sections passing through the column in front of their leading file.

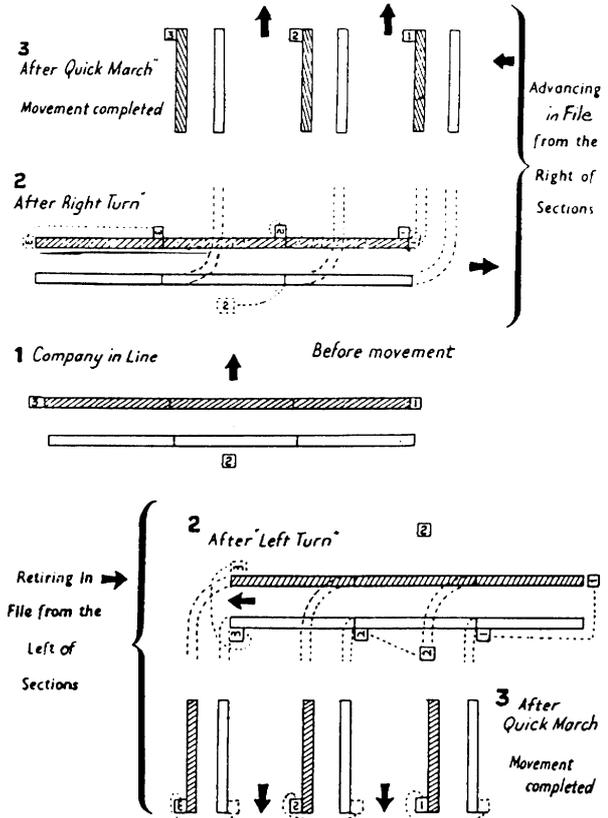
SECTIONS LEFT—WHEEL BY THE LEFT, QUICK—MARCH

Sections will wheel to the left and move on parallel courses, taking care to preserve correct interval.

This movement can also be carried out on the march, when the words "QUICK MARCH" will be omitted. A Company can also advance from the left of Sections or

retire from the right or left of Sections. If carried out in Column of Fours the words "COLUMN OF FOURS" are substituted for "FILE" in the word of command and "FORM—FOURS" included before "RIGHT—TURN".

Sect. 11.—A Company in Line forming Line of Sections in File.



12. A Company in Line of Sections in File forming Line

AT THE HALT, ON THE LEFT, FORM—SECTIONS

Each Section will act as in Basic Drill. Section Commanders will stand fast.

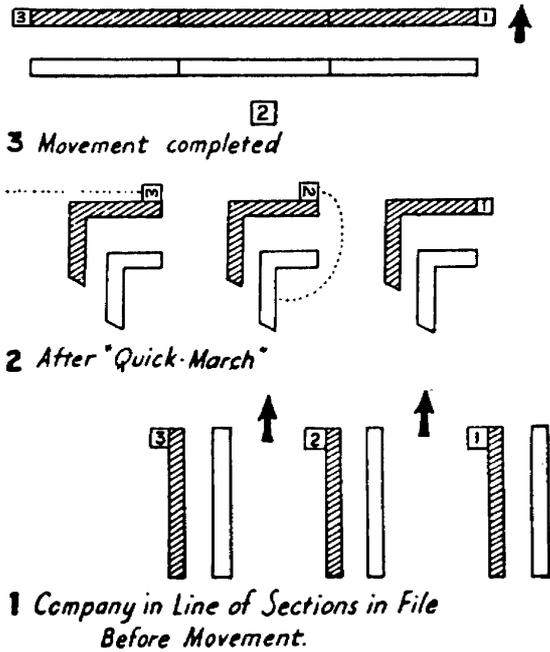
QUICK—MARCH

Sections will act as in Basic Drill. Section Commanders will move forward with their leading Boys. Numbers 1 and 2 Section Commanders will immediately move round the right of their Section to their correct position in line. The Commander of the Section on the left will move across the front of his Section as it forms.

This movement may also be done on the march, either halting or moving forward on completion. In the former case only the

words "QUICK MARCH" are omitted; in the latter the words "AT THE HALT" also are omitted, and when the Sections have formed, the command: "FOR (L)—WARD (L)" is given, followed by "BY THE RIGHT".

Sect. 12.—A Company in Line of Sections in File forming Line



13. A Company in File (or Column of Fours) forming Line facing the same direction

(a) From the Halt to the Halt

AT THE HALT, ON THE LEFT FORM COMPANY, QUICK—MARCH

The Company will act as in Basic Drill.

The Company will take up its new alignment as in Basic Drill. On the word "MARCH" the leading Section Commander will take two paces forward with the leading Boy and then move round to his right, halt, facing the rear, and turn about. The remaining Section Commanders retain the correct position as in Line.

NB When in Column of Fours, the Sections form two-deep and incline.

(b) From the Halt, moving forward on completion

ON THE LEFT, FORM—COMPANY, QUICK—MARCH FOR (L)—WARD (L) BY THE RIGHT

The words "AT THE HALT" are omitted and the Company will mark time on its new alignment until the command "FOR (L)—WARD (L)" is given, followed by "BY THE RIGHT".

(c) On the Move, halting on completion

AT THE HALT, ON THE LEFT, FORM—COMPANY

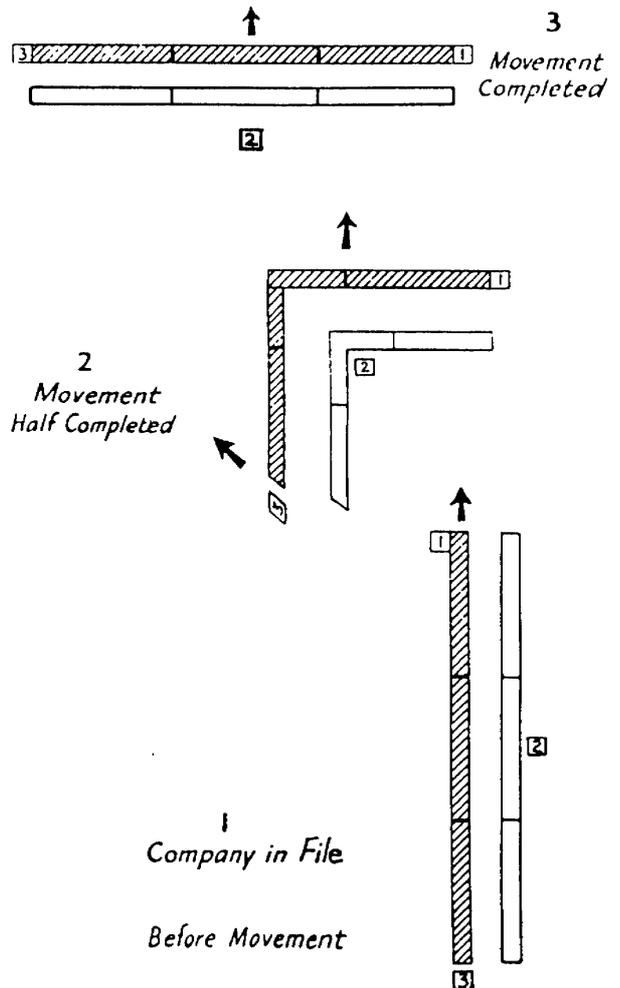
The command is as in (a), but "QUICK MARCH" is omitted. The word "COMPANY" is given on the right foot when in File, or in Column of Fours when the right is leading. If the left is leading when in Column of Fours the command is given on the opposite foot.

(d) On the Move, moving forward on completion

ON THE LEFT, FORM—COMPANY, FOR (L)—WARD (L) BY THE RIGHT

The commands are as in (b) with the omission of "QUICK MARCH".

Sect. 13.—A Company in File forming Line facing the same direction.



(a) In File

AT THE HALT, FACING LEFT, FORM COLUMN OF SECTIONS

No.—Section—*Halt* (R) Left—*Turn*

On the word “SECTIONS” the Commander of the leading Section will halt his Section and turn it to the left. The other Section Commanders will double to the right of the leading files of their Section and lead them out to the right, wheeling right and then left into position in Column, where they will halt their Section and turn them to the left.

Section Commanders will take post on the right of the front rank of their Section when the movement is completed.

(b) In Column of Fours

Sections and Section Commanders will act as in (a) above, except that on turning into Line they form two-deep.

four is approximately in rear of the second file from the left of the Section in front.

The second left incline will be given in time to bring the leading file of the Section directly in rear of the right file of the Section in front.

(b) In Column of Fours

Words of command are as above. The leading Section turns, forms two-deep, and moves forward in the new direction.

The remaining Sections mark time six paces, then lead on. They form two-deep on the second “Left In—*cline*”.

NB A Company moving to the left may also retire in Column of Sections facing left.

Sect. 16. — A Company moving in File advancing in Columns of Sections facing a Flank.

16. A Company moving in File (or Column of Fours) advancing in Column of Sections facing a Flank

(a) In File

FACING LEFT, ADVANCE IN COLUMN OF SECTIONS

On the caution “Facing Left” the leading Section Commander will move at once in front of the leading left hand Boy and turn with his Section.

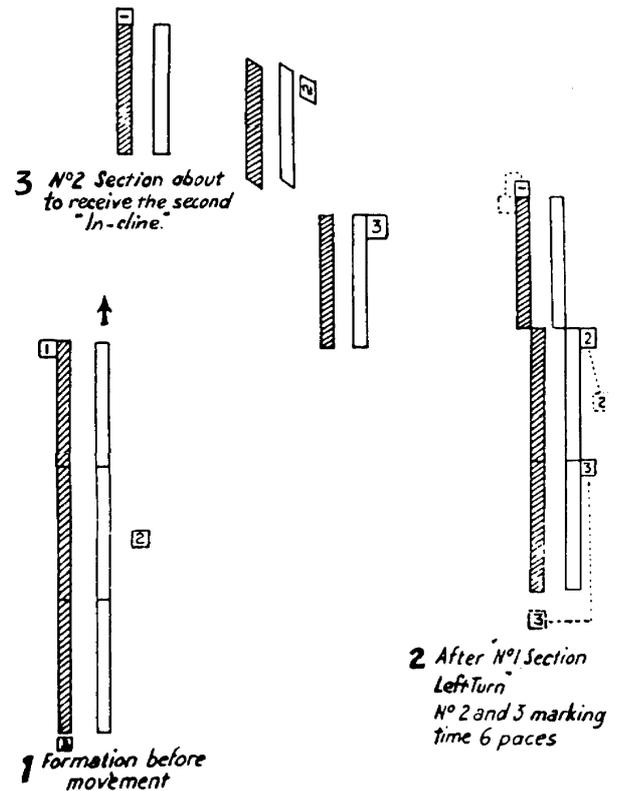
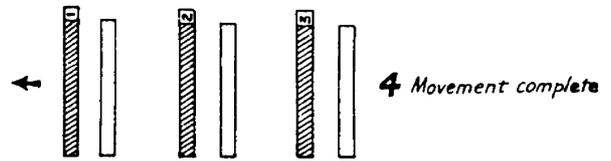
On the word “SECTIONS” the leading Section Commander will turn his Section to the left, and the Section will move forward in the new direction.

No.—Section Left (R)—*Turn* (R), By the Right

No.—Section Left In (R) —*cline* (R)

Left In (R) —*cline* (R), By the Right

The remaining Section Commanders will double to right of the leading file of their Section on the leading Section Commander’s command “LEFT—*TURN*”, the remaining Sections will mark time three paces, then lead on. The Section Commander of each successive Section will give the first incline in time to allow the movement to be done as the leading file or



11.10 Index of Movements

1. Company in Line Advancing	11.1
Company in Line Retiring	11.1
Company Turning about while Advancing	11.1
2. Company in Line moving to a flank in File or Column of Fours	11.1
3. Company in Line Changing Direction	11.1
4. Company in Line forming Column of Sections facing a Flank	11.1
5. Company in Column of Sections forming Line facing Left	11.2
6. Company in Line forming Columns of Sections facing the same direction	11.3
7. Company in Column of Sections moving to a Flank in File	11.3
8. Company in Line advancing in Column of Sections	11.4
9. Company in Column of Sections forming Line facing the same Direction	11.5
10. Company moving in Column of Sections changing Direction Left	11.5
11. Company in Line forming a Line of Sections in File (or Column of Fours)	11.6
12. Company in Line of Sections in File forming Line	11.6
13. Company in File (or Column of Fours) forming Line facing the Same Direction	11.7
14. Company in File (or Column of Fours) forming Column of Sections facing the same direction	11.8
15. Company moving in File (or Column of Fours) forming Column of Sections facing a Flank.....	11.8
16. Company moving in File (or Column of Fours) advancing in Column of Sections facing a Flank	11.9

There are a number of occasions when both organisations parade together and this is occurring more and more frequently. Consequently, the National GB/BB Liaison Committee has felt that some guidance would be helpful in arranging such parades and offers the following agreed procedures for this purpose. There are some minor changes suggested in the procedure normally followed by both organisations. It is stressed that whatever procedures are adopted, Officers of both organisations should be completely clear as to what is to happen and what is expected of them. Ideally written instructions should be issued to the Officers well prior to the day but irrespective, time should be allocated before the parade commences where the Officers can be properly briefed.

1. The first situation is where each organisation parade as separate entities and probably with separate Colour Parties. The respective units of each organisation will fall in using their own procedures and under control of their own Officers. Their position on the parade ground will need to be clearly identified prior to the parade. It may then be appropriate for the two organisations to come under command of a parade CO who would be appointed by the joint planning committee. The CO will take over command from the Officers commanding each organisation who will already have posted the Officers and marched on the Colours. At the conclusion of the proceedings, the parade CO will hand back to the organisation OCs and they will then follow their normal procedures.
2. The second situation is where it is planned to have an integrated parade with a single (combined) Colour Party. Precedence on such parade will depend on which organisation is dominant on the particular parade, e.g. on BB Founder's Day, BB would have precedence. There should always be a joint planning committee who will appoint staff for the specific parade and agree on the actual procedures to be followed.

FALL IN.

A parade CO and Adjutant should be appointed by mutual consent beforehand. The Adjutant will ensure the individual units know where they are to fall in and then each fall in using their own procedures and under the command of their own Officers. When all the individual units have completed their fall in on the designated points, the unit OCs will report to the Adjutant and then return to their units.

The Adjutant will call the parade to attention and hand over to the parade CO. If there is a Colour Party, the CO will then command '*March on the Colours*'. See diagram following for some suggested formations and the location of the combined Colour Party.

FALL OUT.

At the end of the service if a parade is to be held or the parade is to march off to a dismissal point, a similar procedure will normally be followed. At the conclusion of the parade the Colours should be marched off and the parade dismissed by the CO.

MARCH OFF THE COLOURS

The Colour Party will march off under the command of the Colour Officer (carrier of Queen's Colour), clear of the parade ground and will then fall out. Taking their time from the CO, Officers, Warrant Officers and Staff Sergeants will salute as the Party moves off and until it is clear of the parade.

FALL OUT THE OFFICERS

Officers and Warrant Officers will turn to the right, salute, pause for a count of four paces and then march clear of the parade ground.

PARADE DISMISS

The parade will turn to the right, salute, pause for a count of four paces and break off. The CO will return the salute.

12.2 Colour Drill

Changing Direction

Colour Parties will change direction by means of a Left or Right Form (see diagrams).

Arrival

Upon arrival at destination (Church or other venue) the Colours should be marched off prior to entry by the unit into the building.

The Colour Party will slow march both on entry and leaving. It may be necessary to split the Party if the aisle(s) are too narrow.

National Anthem

When the National Anthem is played or sung, the Colour Party should face the Congregation (by two Changes of Direction if formed as a combined Colour Party) and the Colours let fly.

Handing over and reception of Colours.

When handing over the Colour at the start of a Service or receiving the Colour at the close, the Colour Bearer remains in position in the Colour Party at attention and does not kneel or bend the knees.

The Queen's Colour is handed over after the Unit Colours and is received back before the Unit Colours.

Dismissal of Company/Unit.

When the Company/Unit is formed for dismissal, the Colours should be marched off parade prior to such dismissal.

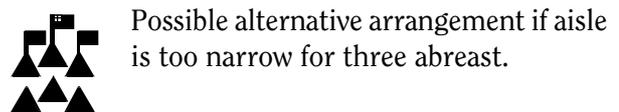
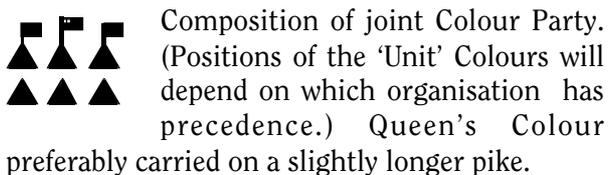
Detail is as follows:

Command: March Off the Colours

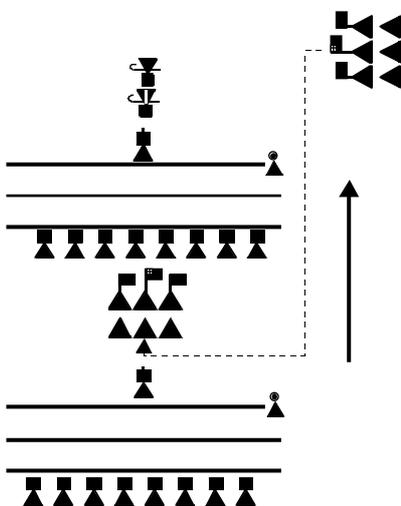
Parade: At Attention

Officers: Officers, Warrant Officers and Staff Sergeants Salute as Colour Party steps off. Remain at salute until Colour Party is well clear of Parade, taking time from OC Parade.

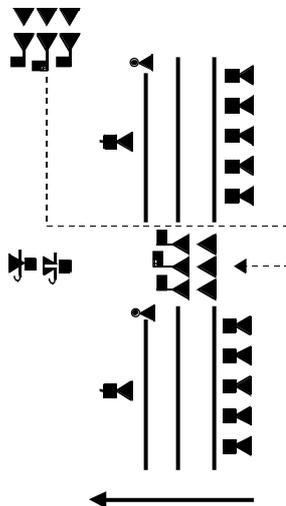
Colour Party: Colours at the carry. Colour Officer orders 'Colour Party, by the right, Quick (or Slow) March', and move from the Parade. When sufficiently clear of the Parade, Halt and Fall Out Colour Party.



PARADE IN CLOSE COLUMN



PARADE IN LINE



PARADE IN COLUMN OF ROUTE

