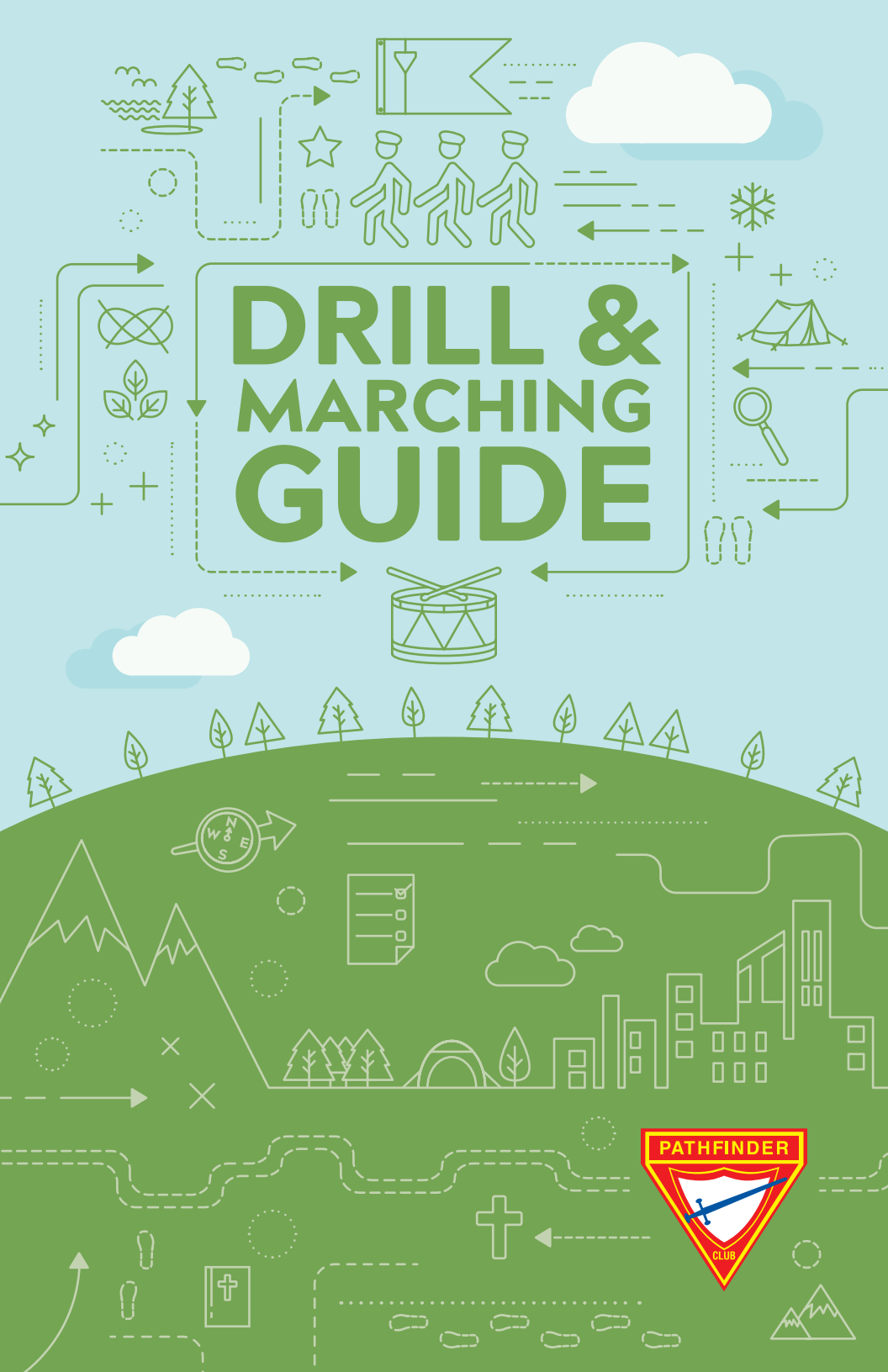


# DRILL & MARCHING GUIDE



## Drill & Marching Guide

Prepared by the Youth and Young Adult Department of the  
North American Division

Design and Layout: Liv Jacobson

Copyright © 1938, 1945, 1968, 1973, 1978, 1982, 1989, 2022 North  
American Division Corporation of Seventh-day Adventists.

Permission to make photocopies or to reproduce by any other  
mechanical or electronic means in whole or in part is granted only  
to the original purchaser and is intended only for non-commercial  
use within the purchaser's church, school, or Pathfinder club.  
None of the materials in this guide may be reproduced for any  
commercial use, promotion, advertising or sale of a product or  
service. Sharing of or distribution of the material in this book  
with other individuals, churches, schools, or organizations is  
prohibited. All rights reserved.

Printed in the United States of America

ISBN# 978-1-62909-882-1

# DRILL & MARCHING GUIDE

## OVERVIEW

Welcome to the world of Pathfinder drill and marching where all Pathfinders learn how to respond to drill commands required for orderliness and for getting Pathfinders into position for various activities. Pathfinder drill is an activity to be enjoyed and should be used regularly at club meetings. It should not be prolonged to the point where Pathfinders get tired and lose interest.

Marching helps Pathfinders to develop physically and appreciate discipline and order. Pathfinders need to learn sportsmanship, fairness, self-control, cooperation, regard for the rights of others, and loyalty, all of which are components of learning to march as a unit or club. In drilling and marching, club leaders are not to suppress individuality, but rather to teach that it is important that all learn to work together, play together, and live amiably together in the community.

### This is Pathfinder Drill

The instructions given in this guide were developed using familiar military courtesies and drills. No attempt is being made to make soldiers of the Pathfinders.

## PATHFINDER DRILL

The drill in this guide is intended for general use. Some of the explanation is general and gives latitude for adaptation to any group. Base your interpretation on these general provisions. Use

### What About Competitions?

If your club is participating in a drill competition, it is important to follow the guidelines and specifications of that competition.

Have a Pathfinder with a disability in your club? Contact the competition coordinators ahead of time to let them know what you are doing to include all members of your club. You may also want to hand the judges a reminder note ahead of time which lists the adjustments made for your Pathfinder.

these instructions as a guide and take a common-sense approach to minor points which are not specifically covered. You are free to make appropriate adaptations for your group. However, be sure to make any necessary adaptations simple; do not complicate the drill. Emphasize precision, marching in step, and correct alignment.

## PATHFINDER DRILL INSTRUCTOR

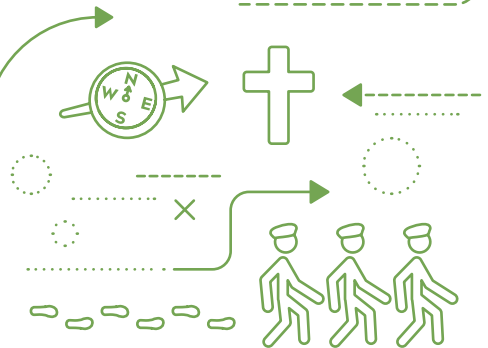
Drill instructors are key leaders in Pathfinder Clubs. It is important that they understand the philosophy of Pathfinder drill and do not try to impose the practices of military drill. Pathfinder Clubs have youth with varying skills and abilities. Some will be able to quickly follow the instructions, some will take more time, and others will never be perfectly able to perform the movements on command. Pathfinder drill instructors must make sure that every Pathfinder is able to participate and enjoy the experience of marching as a unit or club. This may take some modification on the part of the instructor. Keep in mind that the end goal is to engage all Pathfinders and make sure that they have a positive learning experience.

### General Rules for Drill

- Drill periods should be frequent and of short duration. Precision is the goal in the execution of every detail.
- Units are numbered from front to rear when in column and from right to left when in line.
- Except at the beginning of training, the Pathfinder leader does not count cadence. When the Pathfinders get out of step, correct them or halt the club and move them off in step.

### It Starts With the Individual Pathfinder

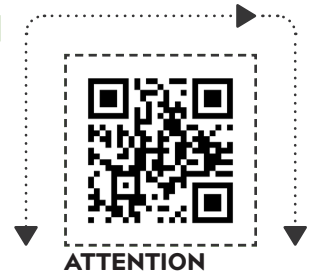
All steps should be learned thoroughly before proceeding to unit or club drill.



## USING VIDEO FOR INSTRUCTION

Throughout this guide you will see QR codes. Under each QR code there is a title that references the command. These videos will be helpful for both a new instructor and for the Pathfinders. You can watch the video by opening the camera on your iPhone or Android device and focusing on the QR code.

Use the photocopy masters of these QR codes found on pages 45–48 to give to your Pathfinders, so they can practice on their own.



Watch the videos on your computer by visiting <http://bit.ly/2OVMZdS>



## INCLUDING PATHFINDERS WITH DISABILITIES

When you learn that a Pathfinder with a disability will be a member of your club, you might initially feel overwhelmed. Don't worry; often simple changes to an activity or requirement are all that is needed. Pathfinders this age with disabilities can generally tell you when they require assistance, and if they can't, their parents or guardians can. These discussions should be done in private as not to embarrass or bring undue attention to the Pathfinder. Remember that parents or guardians are not looking for you to discredit a diagnosis or offer a "cure" for a condition; rather, they are looking for you to welcome and include their child. Additionally, the other Pathfinders and staff look at you to see how to act, so make sure you treat the Pathfinder with a disability with the same openness and ease that you show all the Pathfinders.

In order to include Pathfinders with disabilities in drill and marching, some minor or major changes may need to be made. The following are some examples of changes that help Pathfinders with specific disabilities participate in drill and marching. Remember that these changes aren't one-size-fits-all. Not all Pathfinders with disabilities will have the same needs. Always involve the Pathfinder in the discussion on how to include him/her.

## If a Pathfinder...

- uses a wheelchair, a peer can push the wheelchair, if needed. The peer would do the drills and march from behind the wheelchair. If the Pathfinder has a power chair, they will need to be positioned, so he/she has room to maneuver.
- is Deaf, a sign language interpreter should be used. If the Pathfinder is hard of hearing, the instructor and Pathfinder can use a mic system designed for hard of hearing students in classrooms.
- has a learning disability (i.e., dyslexia), a developmental disability, or autism, he may have trouble with visual-spatial processing, which could affect the Pathfinder's ability to remember left and right or see visual patterns. Try using colored dots on the ground — you could use red for right, lime for left, and place corresponding dots on the Pathfinder's hands.
- has Asperger's Syndrome, she may have trouble with step distance and may walk on tip toe. Have the Pathfinder wear an old pair of shoes, paint the soles of the shoes, and then walk



### Do's

- Speak directly to the Pathfinder, not to the adult.
- Recognize that a Pathfinder's physical disabilities don't indicate mental disabilities.
- Ask about the Pathfinder's medical or special equipment needs.
- Explain special equipment to all club members to alleviate fears.
- Take extra care in planning for the safety of the Pathfinder with a disability.
- Ensure the meeting facility is accessible.
- Ask the Pathfinder how he/she would prefer to complete a task.
- Foster independence.
- Focus on all Pathfinders' strengths.
- Expect reasonable behavior from all Pathfinders.
- Be flexible.

on a long piece of banner paper. A peer can also walk alongside the Pathfinder with Asperger's Syndrome, and they can compare footprints. Also, the step distance can be marked on the paper.

Check out these websites or search the Internet to find information about specific disabilities:  
**DisabilityResource.org**  
**CanChild.ca**  
**<https://exceptionalchildren.org/>**  
Search keywords: **marching band inclusion**

- is Blind, a peer can stand with hands on the Blind Pathfinder's shoulders to steer him in the direction they need to go. The two should move as one and march with the rest of the unit.
- has Attention Deficit Disorder, impulsivity may be an issue. Ahead of time, the leader (or designated adult) and Pathfinder can come up with a few subtle hand signals to keep the Pathfinder on track.

## LOCATION



Cleanliness and organization are key to safe spaces. Make sure that you have sufficient space for the size of your group. If you are practicing inside, the room should be well ventilated. The fire exits in your room should be clearly marked. Everyone should know what to do in case of fire. Fire safety equipment should be available and operating properly.

If you are drilling outside, it is important to have sufficient space and that the surface allows for Pathfinders to drill without worrying about stepping in holes or off curbs.

## APPROPRIATE FOOTWEAR

Often when clubs practice marching, they are not in full dress uniform. Make sure that your club members wear their uniform shoes, sturdy hiking shoes, or sneakers that allow for them to safely practice the footwork. Sandals, flip flops, or shoes with narrow heels should not be worn.



## STEP-BY-STEP METHOD OF INSTRUCTION

The step-by-step method is the most effective for drill instruction. The steps are as follows:

1. Give the name of the movement and its practical use.
2. Give the commands to be used for the movement and explain the preparatory command and the command of execution. Commands necessary to terminate a movement are also discussed at this time.
3. Explain the movement so the Pathfinders understand specific points of focus.
4. Demonstrate the movement. If it has two or more counts, have the demonstrators execute it by the numbers, one count or movement at a time.
5. Give practical work by the numbers or talk through the movement and follow this by having the movement executed at normal cadence. Instructors should observe each movement closely and repeat it until precision becomes habitual.

### By the Numbers

To drill by the numbers, the instructor commands **BY THE NUMBERS**. All subsequent commands are executed by numbers until the command **WITHOUT THE NUMBERS** is given. The first count of the movement is executed on the command of the execution. The second count is executed on the command **TWO** of **READY TWO**.

## COMMANDS

The directions given to Pathfinders during drill are called commands. There are two parts to the command:

1. The **preparatory command** states the movement to be carried out and mentally prepares the Pathfinder for its execution. In the command **FORWARD, MARCH**, the preparatory command is **FORWARD**.





2. The **command of execution** tells when the movement is to be carried out. In FORWARD, **MARCH**, the command of execution is **MARCH**.

In certain commands, the preparatory command and the command of execution are combined. Examples are **FALL OUT**, **AT EASE**, and **REST**.

Generally, when giving commands to the Pathfinders, the leader faces them. When the unit or club is part of a larger drill group or is in ceremonies, the Pathfinder leader does not face the unit or club but turns their head toward the unit or club. The leader does not face about.

For a change in direction, the preparatory command and the command of execution are given so as to end as the foot corresponding to the direction of the turn strikes the ground.

The Pathfinder leader gives **AS YOU WERE** to revoke a preparatory command that has been given. If an improperly given command is not revoked, the Pathfinders execute the movement in the best manner possible.



The tone of the command should be animated, distinct, and loud enough for the Pathfinders to hear. Cadence in commands means a uniform and rhythmic flow of words. For everyone to be able to understand the preparatory command and know when to expect the command of execution, it is necessary that the interval between

commands is generally of uniform length. For the unit or club in march, except when supplementary commands need to be given, the best interval of time is that which allows one step to be taken between the preparatory command and the command of execution. The same interval is best for

### Inflection and Tone are Important

Use a rising inflection with the preparatory command. Give the command of execution in a sharper tone and slightly higher pitch.

commands given at halt. Longer commands such as RIGHT FLANK, **MARCH**, must be started so that the preparatory command will end on the proper foot and leave a full count between the preparatory command and command of execution.

## MASS COMMANDS

When the leader wants the Pathfinders to use mass commands **AT YOUR COMMAND**, the leader gives a preparatory command describing the movement to be performed. An example of this is FACE THE CLUB TO THE RIGHT. The command of execution is **COMMAND**. When the leader says **COMMAND**, all Pathfinders give the command RIGHT in unison, wait one count, then give the command FACE and simultaneously execute the movement. The drill is conducted as follows:

1. Instructor: CALL THE CLUB TO ATTENTION, **COMMAND**.  
Mass: PATHFINDERS, **ATTENTION**.
2. Instructor: HAVE THE CLUB STAND AT PARADE REST, **COMMAND**.  
Mass: PARADE, **REST**.
3. Instructor: HALT THE CLUB, **COMMAND**.  
Mass: PATHFINDERS, **Halt**.

If the Pathfinders are being drilled in a single unit instead of a club, the term unit would be used instead of club.

When the leader wants to end mass commands, they command **AT MY COMMAND**.

## DIRECTIVES

A directive causes action to be taken by those under the command of the person giving the directive. An example of this is **PREPARE TO RAISE THE FLAG**. The subordinate leader(s) may give necessary commands to their unit or club.



**HELPFUL HINT:  
WHAT IF THE  
INCORRECT  
COMMAND  
IS GIVEN?**