

# **NJROTC Drill Manual**

## CHAPTER 1

### INTRODUCTION TO DRILL

#### 1000. GENERAL

1. The Naval Junior Reserve Officers Training Corps Drill Manual is designed to provide uniformity and standardization for all NJROTC organizations. This manual prescribes procedures for all close order drill and military ceremonial evolutions.
2. The NJROTC Drill Committee conducted a review of all drill concerning NJROTC in order to standardize the way drill is conducted for cadets. As a result, this manual was developed to mirror MCO P5600.20, Marine Corps Drill and Ceremonies Manual (MCDCM), but was tailored to meet the needs of NJROTC at the company and battalion level. **Effective immediately, this manual is the primary source document for all NJROTC drill issues at the company and battalion level.** In rare cases involving regimental units and only as directed by this manual, refer to the MCDCM. Instructors will only deviate from prescribed procedures when expressly authorized for specific provisions of this manual.

#### 3. Online Access

- a. MCO P5600.20. Units may access the MCDCM at <http://www.usmc.mil>.
  - b. NJROTC Drill Manual. Units may access this drill manual at <http://www.NJROTC.org>. This website not only contains an electronic version of this manual but also sample LOIs for the various ceremonies described in this manual.
4. Changes to this manual. Your recommendations/comments to improve this manual are welcome. Please forward any recommendations to NETC (Attention: Curriculum Committee). **Use the NJROTC Program Academic Materials Form which is located at [www.njrotc.org/main](http://www.njrotc.org/main). Please forward all changes to michael.s.Henderson@navy.mil**
  5. Training Time Out. During military drill exercises, a Training Time Out (TTO) should be called if cadets and instructors are concerned for their personal safety, or safety of others. When a TTO has been called, the military drill exercise must stop, the discrepancy corrected, and then if possible, continue the training. The TTO is an appropriate means for a cadet to obtain relief if he or she is experiencing pain, heat stress, or other serious discomfort during military drill.

#### 1001. PURPOSE OF DRILL

1. Commanders use drill to:
  - a. Move units from one place to another in a standard, orderly manner.
  - b. Provide simple formations from which combat formations may be readily assumed.
  - c. Teach discipline by instilling habits of precision and automatic response to orders.
  - d. Increase the confidence of cadets through the exercise of command, by the giving of proper commands, and by the control of drilling troops.
  - e. Give cadets an opportunity to handle individual weapons.

#### 2. Purpose of Formations

- a. To build unit cohesion and esprit de corps by recognizing cadets during awards and promotion ceremonies.
- b. To maintain continuous accountability and control of personnel.

c. To provide frequent opportunities to observe the appearance and readiness of the uniforms, arms, and equipment of the individual Cadet.

d. To keep the individual Cadet informed by providing the means to pass the word.

e. To develop command presence in unit leaders.

f. To instill and maintain high standards of military bearing and appearance in units and in the individual Cadet.

g. To add color and dignity to the daily routine by reinforcing the traditions of excellence associated with close order drill.

3. Scope. This manual prescribes drill for general use. Diagrams shown must be adapted to the strength of the unit and available space. Unless otherwise stated, whenever the masculine gender is used, both male and female gender is implied.

1002. DEFINITIONS. The following definitions are standard terms used throughout this manual.

1. Alignment. The dressing of several elements on a straight line.

2. Assembly Area. A designated location for forming units of platoon size or larger in preparation for a parade, review or ceremony.

3. Arms. A term used to normally designate the service rifle but can refer to any weapon. When in formation and a mix of weapons is carried the term arms will be used to designate all types of weapons.

4. Base. The element on which a movement is regulated.

5. Cadence. A rhythmic rate of march at a uniform step.

6. Center. The middle element of a formation with an odd number of elements (See figure 1-1a) or the left center element of a formation with an even number of elements. (See figure 1-1b.)

7. Ceremony. A formal military formation designated to observe a specific occasion.

8. Column. A formation in which elements are placed one behind the other. A section or platoon is in column when members of each squad are one behind the other with the squads abreast of each other.

9. Commander of Troops (COT). The COT is the senior Cadet taking part in the ceremony.

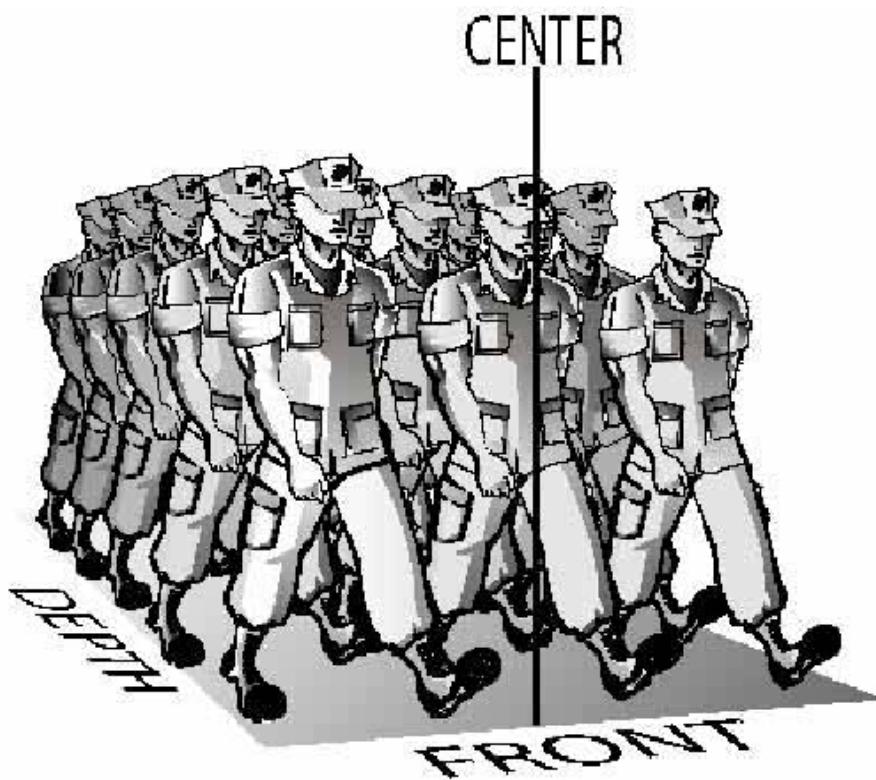


Figure 1-1a.--Center (Odd Number of Elements), Depth, and Front.

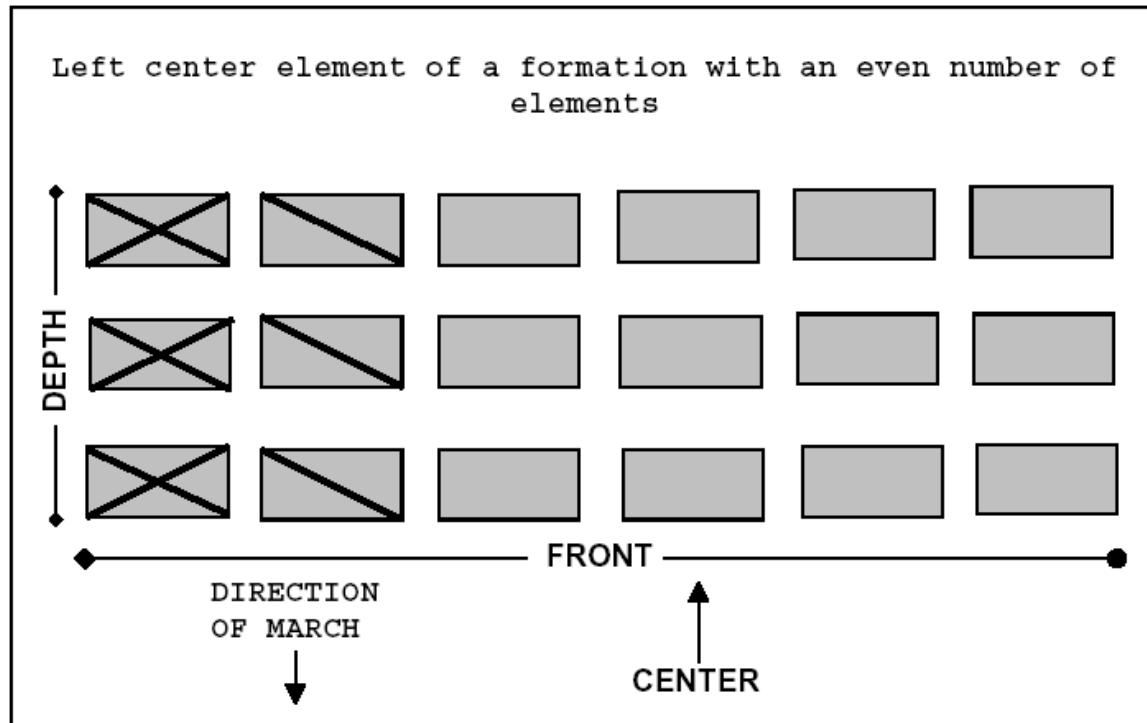


Figure 1-1b. --Center, Even Number of Elements.

10. Depth. The space from head to rear of an element or a formation. (See figure 1-1a.) The depth of an individual is considered to be 12 inches.

11. Distance. The space between elements in the direction of depth. Between individuals, the space between your chest and the person to your front. Between cadets in formation, the space from the front of the rear unit to the rear of the unit in front. Platoon commanders, guides, and others whose positions in a formation are 40 inches from a rank are, themselves, considered a rank. Otherwise, commanders and those with them are not considered in measuring distance between units. The color guard is not considered in measuring distance between subdivisions of the unit with which it is posted. In Cadet formations, the distance between ranks is 40 inches. (See figure 1-2.)

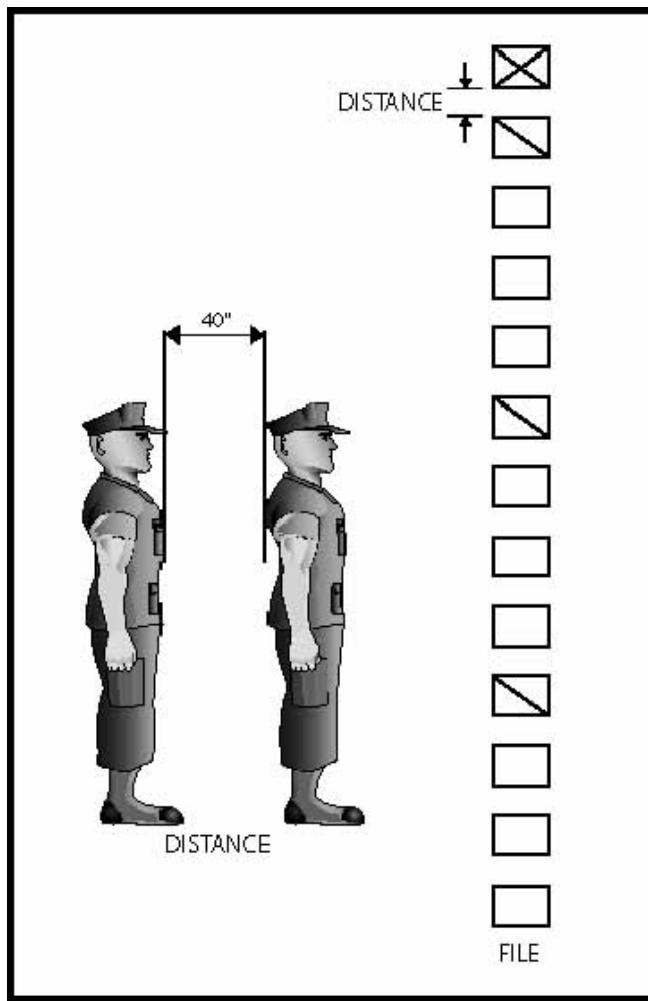


Figure 1-2.--Distance and File.

12. Double Time. Cadence at 180 steps (36 inches in length) per minute.

13. Element. An individual, squad, section, platoon, company, or other unit that is part of a larger unit.

14. Extended Mass Formation. The formation of a company or larger unit in which major elements are in column at close or normal interval and abreast at a specified interval greater than normal interval.

15. File. A single column of cadets one behind the other.

16. Flank. The right or left extremity of a unit, either in line or in column. The element on the extreme right or left of the line. A direction at a right angle to the direction an element or a formation is facing.

17. Formation. Arrangement of elements of a unit in line, in column, or in any other prescribed manner.

18. Front. The space occupied by an element or a formation, measured from one flank to the other. (See figure 1-1a.) The front of an individual is considered to be 22 inches.

19. Guide. The individual (base) upon whom a formation, or other elements thereof, regulates its march. To guide: to regulate interval, direction, or alignment; to regulate cadence on a base file (right, left, or center).

20. Head. The leading element of a column.

21. Interval. The lateral space between elements on the same line. (See figure 1-3.) Interval is measured between individuals from shoulder to shoulder. It is measured between elements other than individuals and between formations from flank to flank. Unit commanders and those with them are not considered in measuring interval between elements of the unit. Normal interval between individuals is one arm's length. Close interval is the horizontal distance when the left hand is placed on the left hip.

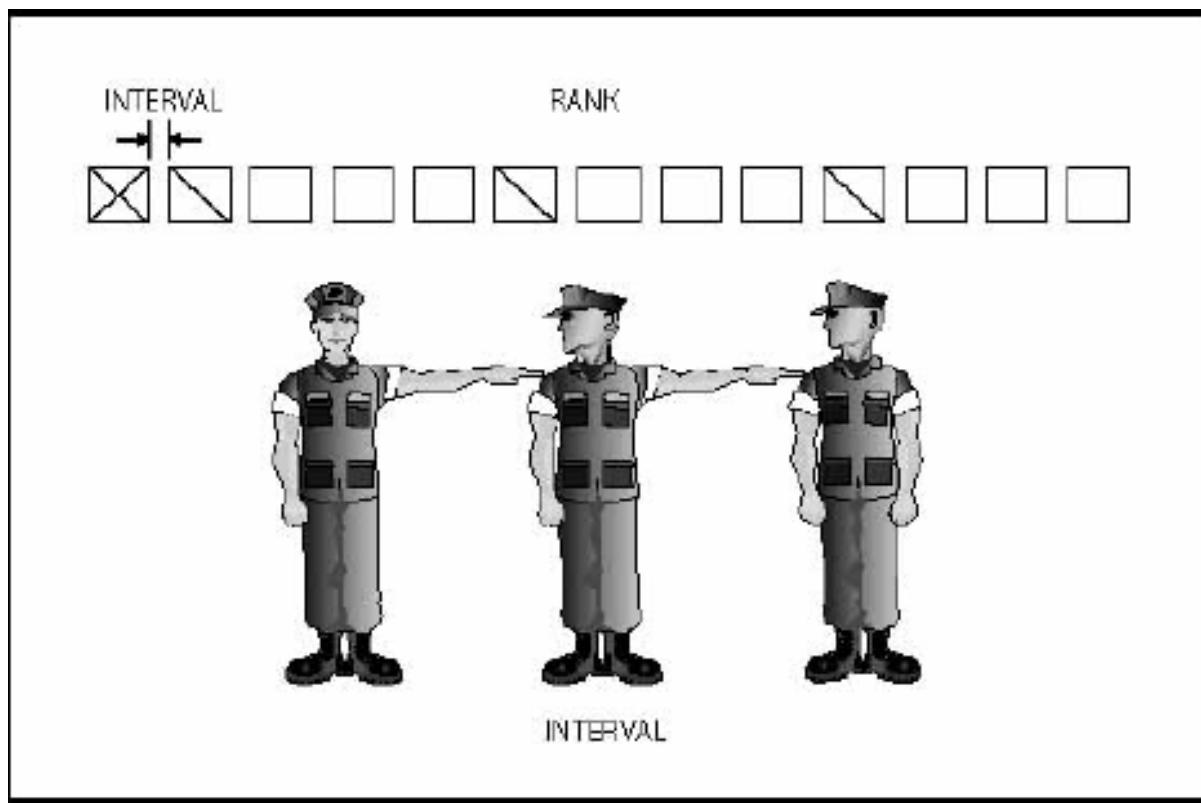


Figure 1-3.--Interval and Rank.

22. Left (Right). Extreme left (right) element or edge of a body of cadets.

23. Line. A formation in which the elements are side by side or abreast of each other. A section or platoon is in line when its squads are in line and one behind the other.

24. Line of March. The line on which individuals or units are to march on.

25. Line of Troops. The line on which cadets are to form when in formation.

26. Loosened Sling. Indicates a sling adjusted for the movement sling arms.

27. Mass Formation. The formation of a company or larger unit in which the major elements are in column at close interval and abreast at close interval.

28. Muffling. The procedure of draping colors for mourning with a mourning streamer or black bunting. It also refers to the process of muffling the musical instruments of a band for specific types of ceremonies.

29. Pace. The length of a full step in quick time, 30 inches.
30. Parade. A parade is a ceremony that involves the movement of marching units.
31. Parade Sling. A sling that has all excess slack removed and is taut. The keeper is adjusted and locked in a position next to the sling tip. The sling lies on the left side of the rifle.
32. Piece. An individual firearm such as a rifle.
33. Point of Rest. The point toward which all elements of a unit establish their dress or alignment.
34. Quick Time. Cadence at 112 to 120 steps (12, 15, or 30 inches in length) per minute. It is the normal cadence for drills and ceremonies.
35. Rank. A line of cadets placed side by side.
36. Review. A review is a type of ceremony that omits certain elements found in a parade, but includes an inspection (trooping the line) not found in a parade.
37. Rigged. This term refers to the condition when uniforms and equipment are properly fitted out in the manner for which they were intended for use. Swords are considered rigged when attached to the sword sling. A Cadet is rigged when wearing the prescribed uniform or equipment.
38. Slow Time. Cadence at 60 steps per minute. Used for funerals only.
39. Snap. In commands or signals, the quality that inspires immediate response. In drill the immediate and smart execution of a movement.
40. Step. The distance from heel to heel between the feet of a marching individual. The half step and back step are 15 inches. The right and left steps are 12 inches. The steps in quick and double time are 30 and 36 inches, respectively.
41. Unit Leader. Is the individual who is drilling the unit. This can be any individual who is conducting drill or can be those assigned a specific billet such as squad leader, mustering petty officer, platoon commander, etc.
42. Strong Grip. The strong grip is when the thumb is wrapped around the front of the staff with the fingers wrapped to the rear. (See figure 1-4.)
43. "V" Grip. The "V" grip is with the staff placed in the "V" formed by the thumb and forefinger with the fingers extended and joined. (See figure 1-5.)



Figure 1-4. Strong Grip.



Figure 1-5. "V" Grip.

#### 1003. INSTRUCTING DRILL

1. Training cadets in drill is an important duty. From the beginning of their assignment as leaders, cadets should take pride in being considered efficient in teaching drill. If they know the drill regulations and how to instruct, they will gain the respect and confidence of those they command.

2. In addition, good leaders must:
  - a. Follow regulations strictly, as an example to the cadets under instruction.
  - b. Have energy, patience, and spirit.
  - c. Have military neatness and bearing.
  - d. Observe cadets closely, immediately correcting any mistakes noted.
3. When instructing drill movements the system described by the acronym P.C.W.C. will be used to ensure all required information is provided. P.C.W.C. stands for:
  - (P) Purpose of the movement.
  - (C) Number of Counts involved in its execution.
  - (W) When the movement may be executed.
  - (C) Commands to cause the movement to be executed.
4. When instructing drill movements for unit movement the system described by the acronym P.F.W.C will be used to ensure all required information is provided. P.F.W.C. stands for:
  - (P) Purpose of the movement.
  - (F) Formation from which the movement is executed.
  - (W) When the movement may be executed.
  - (C) Commands to cause the movement to be executed.
5. When the leader corrects a movement, the individual or unit should immediately be required to repeat the movement properly.
6. Before a drill period, a leader should thoroughly study the movements to be executed.
7. When teaching drill, leaders may place themselves wherever they can best control the cadets, make corrections, and ensure proper performance. **Refer to paragraph 8000.9 and 10 for additional information about the unit leader's position.**
8. The leader briefly explains and demonstrates each new movement prior to its execution by the cadets. The cadets should take proper positions unassisted. Each position or movement must be thoroughly understood before another is attempted.
9. Drill periods should be short but frequent. Snap should be required in every movement.

#### 1004. INSTRUCTION GROUPS

1. The basic instruction group is the squad. Its size facilitates individual instruction.
2. Cadets who learn slowly should be placed in special squads. The best leaders available should drill these squads.

#### 1005. COMMANDS AND THE COMMAND VOICE

1. There are four types of commands: preparatory commands, commands of execution, combined commands, and supplementary commands. All commands in this manual are shown in quotation marks and **bold print**, e.g., "**Present, ARMS.**"

a. The preparatory command indicates a movement is to be made and may also indicate the direction of the movement. In this manual, preparatory commands are shown beginning with a capital letter followed by lower case letters. The comma indicates a pause between the preparatory command and the command of execution. Examples would be "**Forward,**" "**Left,**" "**Platoon,**" "**About,**" etc.

b. The command of execution causes the desired movement to be executed. In this manual, commands of execution are shown in **CAPITAL LETTERS**. Examples would be "**MARCH,**" "**FACE,**" "**ATTENTION,**" etc.

c. With the combined command, the preparatory command and the command of execution are combined. In this manual combined commands are shown in **UNDERLINED CAPITAL LETTERS**. Examples would be "**AT EASE,**" "**REST,**" "**FALL IN,**" etc.

d. Supplementary commands are commands that cause the component units to act individually. An example would be the commands squad leaders would give to their individual squads following the platoon commander's preparatory command, "**Column of Files From the Right,**" and before the command of execution "**MARCH.**" In this manual supplementary commands may be shown as preparatory commands, commands of execution or combined commands, depending on the movement.

2. When giving commands, commanders face their cadets.

a. For company formations or larger, when commanding marching cadets from the head of a column or massed formations, commanders march backward while giving commands.

b. When commanding a unit that is part of a larger unit, commanders turn their heads to give commands, but do not face about except when the unit is halted and the smaller units are in line. In this case, the leader faces about to give all commands except to repeat preparatory commands, for which turning the head is sufficient.

3. Commanders of platoons and larger units, when drilling as a part of a still larger unit, repeat all preparatory commands or give the proper new command or warning. There are three exceptions to this.

a. The first is that no repetition is necessary for combined commands such as "**FALL IN,**" "**FALL OUT,**" "**REST,**" or "**AT EASE.**"

b. The second is that no repetition of command is necessary when a unit is in mass formation.

c. The third exception is that no repetition of command is necessary during parades and ceremonies where the commander of troops, adjutant, etc., may be clearly heard by all hands; or the commander of troops and adjutant give combined commands and subordinate unit commanders cause their units to execute the command independently (e.g., when the regimental commander gives the combined command to "**PORT ARMS**" subordinate battalion commanders would give the command of "**Port, ARMS,**" so that their battalion would execute the command as an independent unit of the regiment).

4. If at a halt, the commands for movements, which involve marching at quick time in a direction other than to the direct front, such as "**Column Right, MARCH,**" are not prefaced by the preparatory command, "**Forward.**"

5. The only commands that use unit designations, such as "**Battalion**" or "**Company,**" as preparatory commands are "**ATTENTION**" and "**HALT.**" Such commands shall have no further designation added (e.g., "First Battalion, **ATTENTION**" or "**Company C, HALT**"). Commands shall be given only as stated herein.

6. A command must be given loud enough to be heard by all members of a unit.

a. Good posture, proper breathing, and the correct use of throat and mouth muscles help develop a commander's voice.

b. Projecting the voice enables one to be heard at maximum range without undue strain. To project a command, commanders must focus their voices on the most distant individuals. Good exercises for voice projection are:

(1) Yawning to get the feel of the open mouth and throat.

(2) Counting and saying the vowel sounds "oh" and "ah" in a full, firm voice.

(3) Giving commands at a uniform cadence, prolonging each syllable.

(4) When practicing, stand erect, breathe properly, keep the mouth open wide, and relax the throat.

c. The diaphragm is the most important muscle in breathing. It is the large horizontal muscle that separates the chest from the abdomen. It automatically controls normal breathing, but must be developed to give commands properly. Deep breathing exercises are one good method of developing the diaphragm. Another is to take a deep breath, hold it, open the mouth, relax the throat muscles, and snap out a series of fast "hats" or "huts." Expelling short puffs of air from the lungs should make these sounds. If properly done, you can feel the stomach muscles tighten as the sounds are made.

d. The throat, mouth, and nose act as amplifiers. They give fullness to and help project the voice. In giving commands, the throat should be relaxed. The lower jaw and lips should be loose. The mouth should be open wide and the vowel sounds (a, e, i, o, u) should be prolonged. Consonants (letters other than vowels) and word endings should be curt and sharply cut off.

e. The position of attention is the proper position for giving commands. A leader who demonstrates exceptional bearing will be imitated by other cadets, and those cadets will be inspired to respond to commands with snap and precision. All cadets commanding armed troops will be armed. When giving commands, drilling troops, or making reports, the rifle will be carried at right shoulder arms, the sword will be carried at the carry sword position, and the pistol will be carried in the holster. Facing movements by commanders of armed troops may be executed while at right shoulder arms (See figure 1-6b).



a. Position of Attention

b. Right Shoulder Arms

c. Carry Sword

Fig. 1-6 Correct Position for Giving Commands.

f. Distinct commands inspire cadets. Muffled or unclear commands confuse them. All commands can be given correctly without loss of effect or cadence. To give distinct commands, you must emphasize enunciation; make full use of the tongue, lips, and lower jaw; practice giving commands slowly, carefully, and in cadence; and then increase the rate of delivery until the proper rhythm (112 to 120 beats per minute) is reached and each syllable is distinct. Raising the hand to the mouth to aid in projecting commands is not proper.

g. Inflection is the rise and fall in pitch, the tone changes of the voice.

(1) Preparatory commands should be delivered with a rise and inflection in the voice (e.g., "BaaaTALion," "PlaaaTOON," "FoorWARD," "TO the REAR," etc.). In particular those preparatory commands that cause supplemental movements should be heavily accentuated on the last syllable (e.g., the command "**Present, ARMS,**" the preparatory command Preee(pause) ZENT" causes those armed with swords to execute the first count of the movement and the national color to go to the carry.). Another example is "**Officers, Center, MARCH.**" On the preparatory command of "Officers," those armed with swords go to the carry, on the preparatory command of "CennnTER," the officer's step and/or face).

(2) A command of execution is given in a sharper and higher pitch than the tone of the preparatory command's last syllable. A good command of execution has no inflection, but it must have snap. It should be delivered with sharp emphasis, ending like the crack of a whip. If properly given, troops will react to it with snap and precision.

(3) Combined commands such as "**FALL IN**" are delivered without inflection. They are given in the uniform high pitch and loudness of a command of execution.

#### 1006. GENERAL RULES FOR DRILL

1. Certain drill movements may be made toward either flank. This manual explains such movements in one direction only. To move to the other direction, it is necessary to substitute the word "left" for "right" as shown in parentheses.

2. The command, "**AS YOU WERE,**" cancels a movement or order started but not completed. At this command, troops should resume their former positions.

3. While marching, alignment is maintained toward the right, except:

a. Upon the command "**GUIDE LEFT**" or "**GUIDE CENTER,**" alignment is maintained toward the left or center until the command "**GUIDE RIGHT**" is given.

b. Regardless of the direction in which alignment is established, at the command of execution for a drill movement involving marching, the direction of alignment is toward direction of the movement (e.g., if the command of **Column Left, MARCH**" is given, the unit aligns to the left until the column movement is completed.). Upon completion of the drill movement, alignment will be in the direction established prior to commencing the movement.

c. In a column of platoons, the guide of the leading platoon controls direction and distance, and maintains the cadence counted by the commander. Guides of the following platoons control distances and follow the direction and cadence set by the leading guide.

4. Slight changes in direction are made by:

a. Adding "**Half**" to the preparatory command for turning or column movements; for example, "**Column Half Right (Left), MARCH,**" changes direction 45 degrees.

b. At the command "**INCLINE TO THE RIGHT (LEFT),**" guides change their direction of march slightly to the right (left).

5. Platoons in a company and individuals in a squad are numbered from right to left in line, and from front to rear in column. Squads in a platoon are numbered from front to rear in line and from left to right in column.

6. Posts of officers, noncommissioned officers, guidon bearers, and special units are shown in figures or explained later in this manual.

a. Changes of post are made by the most direct route, unless specifically prescribed. The movement is made as soon as possible after the command of execution. Persons who have duties in connection with the movement take their new posts after those duties have been performed. Individuals moving from one post to another or aligning units must maintain military bearing. All necessary facings and changes of direction must be made as if drilling.

b. After the initial formation, guidon bearers and special units maintain their positions with respect to the flank or end of the organization with which they were originally posted.

c. Refer to paragraph 1004.6e of this manual for proper positions.

7. Whenever drill movements are executed while cadets are marching, the command of execution is given as the left foot strikes the deck if the movement is to the left, and as the right foot strikes the deck if the movement is to the right. The one exception is when executing left shoulder arms from port arms; the command of execution will be given on the right foot. See table 1-1 for the suggested foot to give commands on while marching.

8. The cadence of commands should be that of quick time, even though no marching is involved. The pause between preparatory commands and commands of execution should be adapted to the size and formation of the unit.

a. The best pause to allow for a squad or platoon while marching is one count or step between the two commands. See table 1-1 for the suggested foot to give commands on while marching.

(1) To develop the proper cadence for commands at a halt, count ONE, TWO, THREE, FOUR in quick time. Then give commands, such as "**Right, FACE,**" without interrupting the cadence:

ONE	TWO (Pause)	THREE	FOUR
<b>"Right,</b>		<b>FACE"</b>	

(2) Marching commands, such as "**By the Right Flank, MARCH,**" must be started so the preparatory command will end as the foot in the desired direction of movement strikes the deck. There is then a full count before the command of execution, which is given on the same foot. See table 1-1 for the suggested foot to give commands on while marching.

b. For a company or larger unit, the intervals must be longer. This is necessary for leaders of component units to repeat preparatory commands, give warning, or supplementary commands. The following example shows the proper cadence for the command "**Right, FACE**" to a company:

ONE (Company Commander)	TWO (Platoon Commander)	THREE	FOUR (Company Commander)
<b>"Right,</b>	{ "Right" }		<b>FACE"</b>

**1007. DRILL BY THE NUMBERS**

1. Drill movements may be divided into individual motions for instruction. When drill is executed by the numbers, the first motion is made on the command of execution. Subsequent motions are made in proper order on the commands TWO, THREE, FOUR, the number of counts depending upon the number of motions in the movement. To use this method, the command "**BY THE NUMBERS**" precedes the preparatory command. All movements are then executed by the numbers until the command "**WITHOUT NUMBERS**" is given.

RIGHT	LEFT	RIGHT	LEFT	RIGHT	LEFT	WHEN GIVEN
		"Squad,	(Step)	HALT"		From column or flank
		"Pla	toon,	HALT"		From column or flank
		"Com	pany	HALT"		From column or flank
		"Right	Turn,	(Step)	MARCH"	While marching in company mass the color guard or staff
"Left	Turn,	(Step)	MARCH"			As above
"Counter	March,	(Step)	MARCH"			For color guards.
"Mark	Time, "Mark	(Step) Time,	MARCH" (Step)	MARCH"		May be given as either foot strikes the deck from line, column or oblique
"Half	Step, "Half	(Step) Step,	MARCH" (Step)	MARCH"		May be given as either foot strikes the deck from line, column or oblique
"For	Ward,	(Step)	MARCH"			From mark time or half step in column or flank
"By The	Right	Flank,	(Step)	MARCH"		From column or flank
RIGHT	LEFT	RIGHT	LEFT	RIGHT	LEFT	WHEN GIVEN
"By The	Left	Flank,	(Step)	MARCH"		From column or flank
"Column	Right,	(Step)	MARCH"			From column
"Column	Left	(Step)	MARCH"			From column
"Column	Half	Right,	(Step)	MARCH"		From column
"Column	Half	Left,	(Step)	MARCH"		From column
"To The	Rear,	(Step)	MARCH"			From column or flank
"Right O	oblique	(Step)	MARCH"			From column
"For	ward,	(Step)	MARCH"			From right oblique
"Pla	toon,	(Step)	HALT"			From right oblique
	"In	Place,	(Step)	HALT"		To halt in the right oblique while marching at quick time, mark time or half step.
"Re	sume,	(Step)	MARCH"			To resume marching in the left/right oblique from in place halt, mark time or half step
Left O	oblique	(Step)	MARCH"			From Column
	"For	ward,	(Step)	MARCH"		From left oblique
	"Pla	toon,	(Step)	HALT"		From left oblique
	"In	Place,	(Step)	HALT"		To halt in the left oblique while marching at quick time, mark time or half step.
"Close,	(Step)	MARCH"				To close the interval in column marching
"Ex	tend,	(Step)	MARCH"			To extend the interval in column marching

**COMMANDS FOR THE MANUAL OF ARMS WHILE MARCHING**

"Port,	(Step)	ARMS"				From the left shoulder
"Left	Shoul,	der,	(Step)	ARMS"		From port arms
	"Left	Shoul	der,	(Step)	ARMS"	From right shoulder
"Right	Shoul,	der,	(Step)	ARMS"		From left shoulder or port
	"Port,	(Step)	ARMS"			From right shoulder

Table 1-1.--Suggested Foot to Give Marching Commands On.

1008. MASS COMMANDS AND INDIVIDUAL COMMANDS FROM RANKS

1. Mass Commands. The use of mass commands in drill develops confidence and team spirit. It also teaches cadets to give and execute commands properly.

a. The initial command is "**At Your Command.**" The leader then gives a preparatory command that describes the movement, for example, "**At Your Command, Face the Platoon to the Right, COMMAND.**" After this, all members of the platoon command, "Right, FACE" together and execute it. Another mass command example is "**At Your Command, Call the Platoon to Attention, COMMAND.**" The cadets command, "**Platoon, ATTENTION.**"

b. Marching movements may be conducted in a similar manner as follows: "**ALL MOVEMENTS UNTIL FURTHER NOTICE WILL BE AT YOUR COMMAND.**"

(1) LEADER: "**Call the Platoon to Attention, COMMAND.**" TROOPS: "**Platoon, ATTENTION.**"

(2) LEADER: "**Forward, COMMAND.**" TROOPS: "**Forward, MARCH.**"

(3) LEADER: "**By the Right Flank, COMMAND.**" TROOPS: "**By the Right Flank, MARCH.**"

c. Only simple movements with short preparatory commands are used for mass commands. Preparatory commands that require supplemental commands by subordinate leaders are not used.

d. In order to return to normal drill methods, the instructor orders "**At My Command.**"

2. Individual Commands From Ranks. As an aid in training cadets to give commands properly, cadets in ranks may be designated to give individual commands. This should be done only after a unit has learned to execute commands and give mass commands. The leader designates the cadet who is to give the command by name or place in ranks. He may be designated while the unit is marching or halted. The leader describes the movement to be made, as in mass commands, but does not add "**COMMAND.**" The designated cadet remains in position and gives the appropriate command, executing the command with the unit.

3. Counting Cadence. Counting cadence by cadets in ranks teaches them group coordination and rhythm. The command is "**Count Cadence, COUNT,**" or "**Delayed Cadence, COUNT.**" The command of execution being given as the left foot strikes the deck. Everyone then counts cadence for 8 steps, starting when the left foot next strikes the deck. They should be required to do so in a firm, vigorous manner.

<b>"Count Cadence, COUNT"</b>									
Step Count	LEFT One	RIGHT Two	LEFT Three	RIGHT Four	LEFT One	RIGHT Two	LEFT Three	RIGHT Four	
<b>"Delayed Cadence, COUNT"</b>									
Step Count	LEFT One	RIGHT Two	LEFT Three	RIGHT Four	LEFT One	RIGHT Two	LEFT Three	RIGHT Four	

1009. ADVANCED DRILL PROCEDURES

1. Cadence Drill (Speed Drill). Cadence drill is an advanced form of drill. It is used only with cadets who have learned basic drill as prescribed in this manual. It provides variety for well-trained cadets and "livens up" a drill period. In cadence drill, the commander, abbreviates preparatory commands and deletes the pause between the preparatory command and the command of execution. Each time a commander uses this form of drill, he must explain that the unit is departing from prescribed drill. Cadence drill is suitable for platoon and smaller units. Examples of cadence drill are:

Step Command (s)	LEFT "Left "Rear	RIGHT "Right Flank MARCH"	LEFT Flank MARCH"	RIGHT MARCH"

2. Trick Drill. As with cadence drill, this form of drill is used only with cadets who have thoroughly learned all prescribed drill and cadence drill. Additionally, it may be used as a motivating device for well-trained cadets. It is extremely complex and requires extensive training and rehearsals. Trick drills are not described in this manual. They are limited only by the imagination of the leader.

1010. TABLE OF SYMBOLS USED IN THIS MANUAL

1. Table 1-2 shows the symbols used in this manual.

	Reviewing Officer
	Battalion Commander
	Commander of Troops (COT)
	Adjutant
	Company Commander
	Company XO
	Platoon Commander
	DIRECTION OF MARCH DIRECTION FACING
	 Color Guard
	 Company Guard
	 Dress Guidon
	 MPO
	 Platoon Guide
	 Squad Leader
	 Cadet

Table 1-2.--Drill Symbols

## CHAPTER 2

### POSITIONS

2000. **ATTENTION.** The position of attention is the basic military position from which most other drill movements are executed (see figure 2-1). There are no counts, however, there are several steps in describing the position:

1. Smartly bring your left heel against the right. Turn your feet out equally to form an angle of 45 degrees. Keep your heels on the same line and touching.
2. Your legs should be straight, but not stiff at the knees. Do not "lock" your knees. Keep your hips and shoulders level and your chest lifted.
3. Your arms should be straight; thumbs along your trouser seams, palms facing inward toward your legs, and fingers joined in their natural curl.
4. Keep your head and body erect. Look straight ahead. Keep your mouth closed and your chin pulled in slightly.
5. Stand still and do not talk.
6. The movement may be executed when halted, at any position of rest, or while marching at route step or at ease. The commands are "**FALL IN**" and "**ATTENTION.**" On the command "**FALL IN,**" you would assume your position in ranks at the position of attention. The command "**ATTENTION**" is always preceded by a preparatory command designated by the size of the unit, such as "**Squad, Platoon,**" or "**Company.**" For example, when drilling a squad the command to bring them to attention would be "**Squad, ATTENTION.**" Thereafter, they move only as ordered until given "**AT EASE,**" "**REST,**" "**FALL OUT,**" or they are dismissed.
  - a. When given at parade rest, come to attention. When given at ease or rest, assume the position of parade rest on the preparatory command "**Squad.**" When "**ATTENTION**" is given go to that position.
7. When at a position of rest or while marching at route step or at ease and the command "**ATTENTION**" is given, the following applies:
  - a. When given while marching at route step or at ease, get in step as soon as possible and continue to march at attention.



Front View



Side View



Back View

Figure 2-1.--Position of Attention.

2001. **REST.** There are four positions of rest for halted cadets. They are parade rest, at ease, rest, and fall out. The purpose of rest is to give troops a rest from the position of attention. Parade rest, at ease, and rest, are one-count movements. Fall out is not a precision movement and has no counts. All

are executed from the position of attention. The commands are "**Parade, REST;**" "**AT EASE;**" "**REST;**" and "**FALL OUT.**"

1. Parade Rest. On the preparatory command "**Parade,**" shift the weight of your body to the right leg without noticeable movement. On the command of execution "**REST,**" and for the count of one, move the left foot twelve inches (measured from the inside of each heel) smartly to the left. The heels remain on line and the body weight rests equally on both legs. At the same time the left foot is moved, clasp the hands behind the back. The left hand is placed at the small of the back and the right hand is placed inside the left. The thumb of the right hand lightly grasps the thumb of the left. All fingers are extended and joined with the palms to the rear. The elbows will be in line with the body. Silence and immobility are required (See figure 2-2.). The only command you may receive while at parade rest is "**ATTENTION.**"

2. At Ease. The command is "**AT EASE.**" It is executed in one count. At the command, keep your right foot in place. You may move about, but must not talk. You may also be given this command when not in ranks. In this case, it means cease talking, but continue whatever you were doing before the command. When in ranks, the only command you may receive while at ease is "**ATTENTION.**"

3. Rest. The command is "**REST.**" It is executed in one count. At the command, you may move and talk; however, you must keep your right foot in place. The only command you may receive while at rest is "**ATTENTION.**"

4. Fall Out. The command is "**FALL OUT.**" At the command, leave your position in ranks, but remain nearby or proceed to a pre-designated area. When "**FALL IN**" is given, return to your place in ranks at the position of attention.



Front View



Side View



Back View

Figure 2-2.—Parade Rest.

2002. **EYES RIGHT (LEFT)**. The purpose of eyes right (left) is to demonstrate military courtesy to reviewing officers and dignitaries during parades and ceremonies. It is executed in one count when halted at attention or marching at quick time in platoon formation. The command is "**Eyes, RIGHT (LEFT)**." The command to turn the head back to the position of attention is "**Ready, FRONT**."

1. At the halt, when the command of execution "**RIGHT (LEFT)**" is given, turn your head smartly 45 degrees to the right (left keeping your shoulders square to the front. Do not turn your eyes to the right. Eyes remain as in the position of attention.
2. At the halt, on the command of execution "**FRONT**" turn your head smartly back to the front. During reviews at which the reviewing officer troops the line, ready front will not be given after eyes right. At such ceremonies, turn your head smartly toward the reviewing officer on the command of execution "**RIGHT**." As he/she passes to the left, follow the reviewing officer with your head until you are looking directly to the original front.
3. When marching, give the command, "**Eyes, RIGHT**" so that the command of execution is given as the right foot strikes the deck and the command "**Eyes, LEFT**" so that the command of execution is given as the left foot strikes the deck. When marching with two (2) or more squads, the base squad does not turn their heads. Give the command "**Ready, FRONT**" from eyes right so that the command of execution is given as the left foot strikes the deck and "**Ready, FRONT**" from eyes left so that the command of execution is given as the right foot strikes the deck. For example:

<u>LEFT</u>	<u>RIGHT</u>	<u>LEFT</u>	<u>RIGHT</u>
"Ready	(Step)	(Step)	"Eyes, RIGHT"
"Eyes,	(Step)	LEFT"	FRONT" (From "Eyes, RIGHT")
	"Ready,	(Step)	FRONT" (From "Eyes, LEFT")

2003. **FACING MOVEMENTS**. The purpose of facing movements is to face a unit to the right, left or about. Facing movements are executed in two counts when halted at attention. The commands are "**Right, FACE;**" "**Left, FACE;**" and "**About, FACE.**" Facing movements are executed in the cadence of quick time. While facing, your arms should not swing out from your sides, but should remain at the position of attention.

1. "**Right, FACE**" is a two-count movement (See figure 2-3.).
  - a. On count one, at the command "**FACE**," raise your left heel and right toe slightly. Turn to the right on your right heel and left toe. Keep your left leg straight but not stiff (see figure. 2-3b).
  - b. On count two, place the left foot smartly beside the right and stand at attention (see figure 2-3c).
2. "**Left, FACE**" is executed in the same manner described in 2003.1 above, substituting the words "left" for "right" and "right" for "left."



a. Start.



b. Count One.



c. Count Two.

Figure 2-3.--Right Face.

3. **"About, FACE"** is a two-count movement (See figure 2-4.).

a. At the command **"About,"** shift your weight to your left leg without noticeable movement (See figure 2-4a.).

b. On count one at the command **"FACE,"** place your right toe half your foot's length behind and slightly to the left of your heel. Do not change the position of your left foot. Rest your weight evenly on the left heel and the ball of the right foot (see figure 2-4b).

c. On count two, turn smartly to the right until facing rear. The turn is made on the left heel and ball of the right foot. The knees remain straight, but not locked during the movement (see figure 2-4c).



a. Start.



b. Count One.



c. Count Two.

Figure 2-4.--About Face.

#### 2004. HAND SALUTES

1. The purpose of the hand salute is to demonstrate mutual respect and courtesy between members of military organizations and to show respect to national colors. It is executed in one count when halted at attention, marching at quick time, or seated in a vehicle. The command is **"Hand, SALUTE."** To return to the position of attention the command is **"Ready, TWO."** (See figure 2-5).

a. When the command **"SALUTE"** is given, raise your right hand smartly in the most direct manner until the tip of your forefinger touches the lower part of the headdress above and slightly right of your right eye. Your fingers should be extended and joined with the thumb along the forefinger. You should be able to see your entire palm when looking straight ahead. Your upper arm should be parallel with the deck with the elbow in line with the body and your forearm at a

45-degree angle. Your wrist, hand and forearm should be straight, a continuation of the line made by your arm. At the same time, if not in ranks, turn your head and eyes toward the person or colors you are saluting.

b. At the command "**TWO,**" return to attention. Move your hand smartly in the most direct manner back to its normal position by your side.

c. To ensure simultaneous execution of the second movement of the hand salute when troops are in formation, the preparatory command "**Ready,**" will be used prior to the command of execution "**TWO.**"

2. You may salute without command from attention, while walking, or while seated in a vehicle. When walking, it is not necessary to halt to salute. Keep walking, but at attention. The salute is rendered when the person or colors to be saluted is at a 6-pace distance, or at the nearest point of approach if it is apparent that the person or color is not going to approach within 6 paces. The salute will not be rendered if the person (color) to be saluted does not approach within 30 paces. Hold the first position of the salute until the person (color) saluted has passed or the salute is returned, then execute the second movement of the hand salute (See figures 2-6 and 2-7 for examples of when to/not to salute).

3. When the command "**Present, ARMS**" is given, if not armed, you execute the hand salute on the command "**ARMS.**" Stay at that position until the command "**Order, ARMS**" is given.

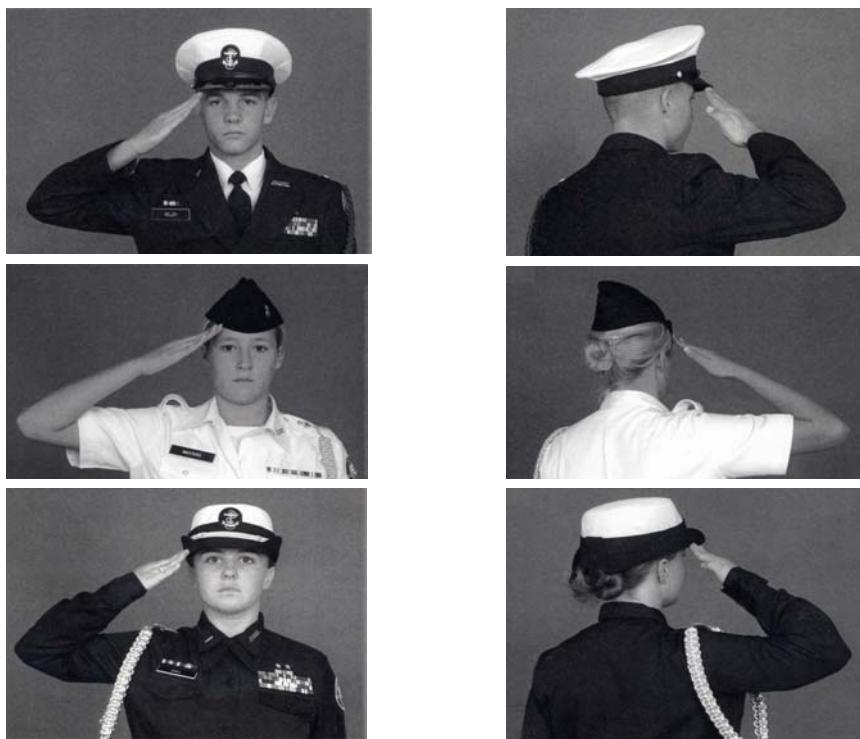


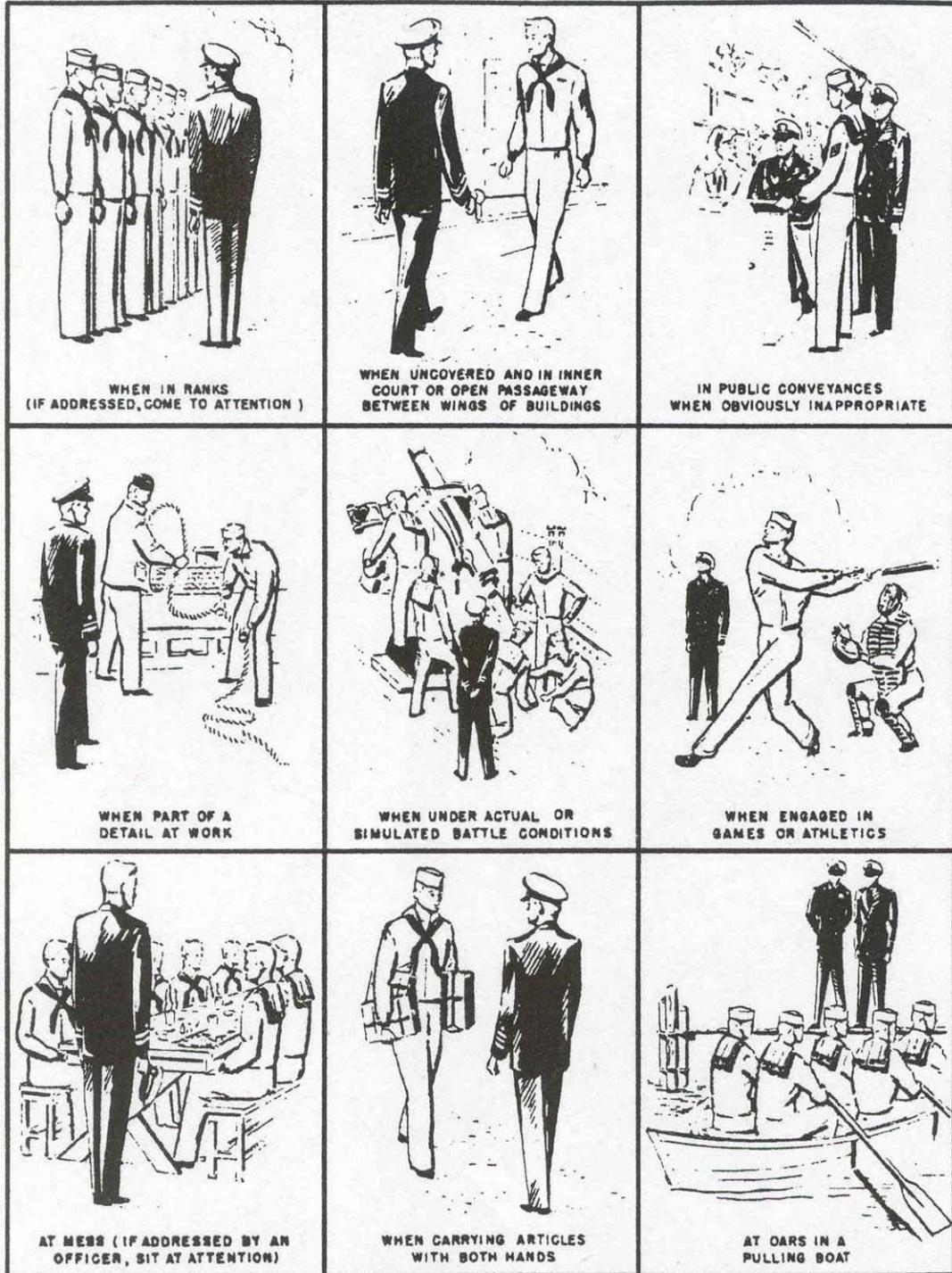
Figure 2-5.—Examples of Hand Salute.

1. Salute officers only when COVERED and IN UNIFORM as shown below.



Figure 2-7.--When not to Salute.

1. Examples of when NOT to salute officers are shown below.



2005. UNCOVER. This is a non-precision movement, although explained in detail to clarify the actions of this movement. The Guidon bearer remains covered during this movement. The command is, "**UNCOVER, TWO.**" When "**UNCOVER**" is given:

1. Combination Cover. Place your right hand on the visor of your cover, with your fingers together on top and thumb underneath the visor. On the command of execution, "**TWO,**" remove the cover smartly and stow it under your upper left armpit, with the visor in front and the top of the cover touching your arm, cutting your right hand away smartly to your side (returning to the position of attention).
2. Garrison Cover. Place your right hand on the top center of your garrison cap, with your fingers together on the port side and your thumb on the starboard side. On the command of execution, "**TWO,**" remove the cover, cutting your right hand away smartly to your side, returning to the position of attention. The cover will be in the right hand with its open end facing up. The fore end of the cover now points toward your rear, and the aft end points to your front.

2006. COVER

1. Combination Cover. The command is, "**COVER, TWO.**" When "**COVER**" is given, place your right hand on the visor of the cover (under your left arm), grasping it with the fingers on top and the thumb underneath, and place it on your head, guiding it with your left hand, which is placed on the rear the expandable frame, grasping the frame with fingers together and thumb. Once the cover has been repositioned on the head, return the left hand to your side, while keeping the right hand on the visor. On the command of execution, "**TWO,**" the right hand is cut away smartly to your side, resuming the position of attention.
2. Garrison Cover. The command is, "**COVER, TWO.**" When "**COVER**" is given, raise both hands to your head, and place the cover back on your head, using both hands to straighten the cover. Once the cover has been repositioned on the head, return the left hand to your side, while keeping the right hand on the cover's starboard side. On the command of execution, "**TWO,**" the right hand is cut away smartly to your side, resuming the position of attention.

## SECTION 2: STEPS AND MARCHING

### 2200. GENERAL

1. With the exception of right step, all steps and marching movements beginning from a halt start with the left foot.
2. The Commander of Troops (COT) indicates the proper rhythm by counting cadence.
3. To change direction on the march, the command of execution is given as the foot in the desired direction of the turn strikes the deck.

2201. QUICK TIME. The purpose of quick time is to march at 112 to 120 steps per minute, normally taking 30-inch steps. It may be executed when halted at attention, marking time, marching forward at double time, or marching at half step. The commands are "**Forward, MARCH**" or "**Quick Time, MARCH.**"

1. When halted, the command to march forward at quick time is "**Forward, MARCH.**"
2. On "**Forward,**" shift your weight to the right leg without noticeable movement.
3. On "**MARCH,**" step off smartly, left foot first, and march straight ahead with 30-inch steps. Swing your arms easily in their natural arcs, 6 inches straight to the front and 3 inches to the rear. Do not exaggerate movements.

2202. DOUBLE TIME. The purpose of double time is to march at 180 steps per minute taking 36-inch steps. It may be executed when halted at attention, marking time, double timing in place, or marching forward at quick time. The command is "**Double**

**Time, MARCH.**" When given while marching, the command "**MARCH**" may be given as either foot strikes the deck.

#### 1. When Halted

- a. At the command "**Double Time,**" shift your weight to your right leg without noticeable movement.
- b. On "**MARCH,**" step off on the left foot and begin an easy run, taking 180, 36-inch steps per minute. At the same time raise your forearms until parallel with the deck and make fists of your hands.

#### 2. When Marching at Quick Time

- a. When the command "**MARCH**" is given, take one more 30-inch step.
- b. Step off in double time.

#### 3. To Resume Quick Time, the Command is "**Quick Time, MARCH**"

- a. On "**MARCH,**" take one more 36-inch step.
- b. Lower your arms and slow to quick time.

#### 4. When Marching in Place

- a. Take one more step in mark time (or double time in place).
- b. Step off forward in double time.

2203. **HALT**. The purpose of halt is to stop the movement of a marching unit. It is executed in two counts when marching at quick time, and three counts when marching at double time. It may be executed when marching at quick time, half step, double time, side step, back step, mark time, and double time in place. The command of execution is "**HALT**," which is always preceded by a preparatory command designated by the size of the unit, such as "**Squad, Platoon,**" or "**Company.**" The command of execution may be given as either foot strikes the deck except for sidestep.

1. While Marching at Quick Time or Half Step

- a. Take one more step after "**HALT**."
- b. Bring the rear heel forward against the other.

2. While Marching at Double Time

- a. Take one more double time step after "**HALT**."
- b. Take another at quick time.
- c. Bring the rear heel forward against the other.

3. While Marching at Right (Left) Step

- a. The command "**HALT**" is given when the heels are together.
- b. Take one more side step after "**HALT**."
- c. Bring the heels together.

4. While Backward Marching

- a. Take one more back step after "**HALT**."
- b. Bring the forward heel back against the other.

5. While Marching at Mark Time

- a. Take one more step in place after the command "**HALT**."
- b. Bring the heels together.

6. While Marching at in Place Double Time

- a. Take one more in place double time step after the command "**HALT**."
- b. Take another step in place at quick time.
- c. Bring the heels together.

2204. **MARK TIME**. The purpose of mark time is to march in place at quick time cadence. It may be executed when halted at attention, double-timing in place, marching at half step and marching forward at quick time. While marching, the command may be given as either foot strikes the deck. The command is "**Mark Time, MARCH.**"

1. When Halted

a. On the command "**Mark Time**," shift your weight to your right leg slightly without noticeable movement.

b. On the command "**MARCH**," beginning with your left foot, then alternating, raise each foot so that the ball of the foot is approximately 2 inches and the heel approximately 4 inches from the deck at a cadence of quick time. At the same time, swing your arms naturally as in marching.

2. When Marching at Quick Time

a. On the command "**MARCH**," take one more 30-inch step as if coming to a halt.

b. Bring your heels together. Begin marking time without loss of cadence with the opposite foot.

3. To Resume the March at Quick Time, The Command is "Forward, MARCH"

a. On the command "**MARCH**," take one more step in place.

b. Step off with a 30-inch step.

4. When Marching at Double Time in Place

a. On the command "**MARCH**," take one more step in place at double time.

b. Commence marking time.

2205. DOUBLE TIME IN PLACE. The purpose of double time in place is to march in place at double time cadence. It may be executed when halted at attention, marking time, or marching forward at double time. The command is "**In Place Double Time, MARCH**."

1. When Halted

a. On the command "**In Place Double Time**," shift your weight to your right leg without noticeable movement.

b. On the command "**MARCH**," raise your arms for double time. Starting with the left foot, alternating and in place, raise your feet 6 inches above the deck at 180 steps per minute.

2. When Marching at Double Time

a. After "**MARCH**," take two more double time steps.

b. Bring your feet together and begin double timing in place without loss of cadence.

3. The Command "Double Time, MARCH" Resumes the March at Double Time

a. At "**MARCH**," take two more steps in place.

b. Step off with 180, 36-inch steps per minute.

4. When Marking Time

a. On the command "**MARCH**," take one more step in mark time.

b. Commence marching at double time in place.

2206. HALF STEP. The purpose of half step is to march forward at quick time taking 15-inch steps. It may be executed when halted at attention or marching forward at quick time. While marching it may be given as either foot strikes the deck. The command is "**Half Step, MARCH.**"

1. At the Halt

a. On the command "**Half Step,**" shift your weight to your right leg without noticeable movement.

b. On the command "**MARCH,**" step off forward in quick time cadence with 15-inch steps. The balls of your feet should strike the deck before your heels. At the same time begin swinging your arms 6 inches to the front and 3 inches to the rear.

2. Marching in Quick Time

a. On the command "**MARCH,**" take one more 30-inch step.

b. Begin the 15-inch steps as explained above. (See paragraph 2206.1.)

3. To resume quick time from half step, the command is "**Forward, MARCH.**" It may be given as either foot strikes the deck.

a. On "**MARCH,**" take one more half step.

b. Step off at quick time.

2207. SIDE STEP. The purpose of side step is to move the unit a short distance to the right or left. There are no counts, however there is a cadence of 1-2 at quick time.

1. The command "**Right (Left) Step, MARCH**" is given only when you are at a halt.

2. At the command "**MARCH,**" move your right (left) foot 12 inches to the right (left), then place your left (right) foot smartly beside your right (left). Repeat this movement at quick time. Keep your legs straight, but not stiff. Hold your arms at your sides as in the position of attention.

2208. BACK STEP. The purpose of back step is to march the unit backwards for a short distance.

1. The command "**Backward, MARCH**" is given only when you are at a halt.

2. At the command "**MARCH,**" step off to the rear with your left foot and take 15-inch steps at quick time. At the same time swing your arms 6 inches to the front and 3 inches to the rear, coordinating your arm and leg movements naturally.

2209. TO FACE TO THE RIGHT (LEFT) IN MARCHING

1. This is an important part of the following movements: column right (left), by the right (left) flank, close, take interval, and extend. For instructional purposes, the command is "**By The Right (Left) Flank, MARCH.**"

2. From a Halt, on the Command "**MARCH**"

a. For right flank, turn 90 degrees to the right by pivoting on the ball of the right foot and (using a cross over step) stepping off with the left foot 30 inches in the new direction of march.

b. For left flank, turn 90 degrees to the left by pivoting on the ball of the right foot and stepping off 30 inches with the left foot in the new direction of march.

3. While marching, the command of execution is given as the foot of the desired direction of movement strikes the deck.

a. On "**MARCH**," without losing cadence, take one more step in the original direction.

b. Pivot to the right (left) and step off in the new direction. If commanded and executed properly, the pivot will be on the foot away from the desired direction of movement, and the first step in the new direction will be with the other foot. The pivot and step are done together in one count. When marching to the flank the only other movement that can be given is a flanking movement in the opposite direction that will bring the individual or unit back to the original front.

2210. TO FACE TO THE REAR WHILE MARCHING. The purpose of this movement is to march the unit to the rear for a short distance.

1. The command is "**To the Rear, MARCH.**" It may be executed when halted or while marching at either quick time or double time. When marching the command of execution "MARCH" is given when the right foot strikes the deck. When marching to the rear, the only movement that can be given is "**To the Rear, MARCH**" in order to bring the individual or unit back to its' original front.

2. To March to the Rear From a Halt

a. The command is "**To the Rear, MARCH.**"

b. On "**MARCH**," step forward with the left foot.

c. Turn about to the right on the balls of both feet and immediately step out to the rear with the left foot. This is done without loss of cadence. When turning, the feet should be about 15 inches apart.

3. When at Quick Time

a. On the command "**MARCH**," take one 15-inch step.

b. Turn about to the right on the balls of both feet and immediately step off to the rear with your left foot. This is done without loss of cadence. When turning, the feet should be about 15 inches apart.

4. When at Double Time

a. On "**MARCH**," follow the sequence of steps and actions below.

**As this foot strikes the deck**

RIGHT

LEFT

RIGHT

LEFT

RIGHT

LEFT

RIGHT

LEFT

**Take the following action**

"**MARCH**" is given.

36-inch step.

36-inch step. Then in place double time.

Pivot 90 degrees to the right

Heels together.

Pivot 90 degrees to the right.

Heels together.

36-inch step in the new direction.

2211. TO MARCH TO THE FLANK. The purpose of this movement is to march the entire unit to the right (left) for a short distance. It may be executed when halted (for instructional purposes only) or while marching at either quick time or double time. The command is "**By the Right (Left) Flank, MARCH.**" When marching the command of execution is given as the foot in the direction of the movement strikes the deck.

1. From a Halt (For Instructional Purposes Only)

a. For right flank, turn 90 degrees to the right by pivoting on the ball of the right foot and (using a cross over step) stepping off with the left foot 30 inches in the new direction of march.

b. For left flank, turn 90 degrees to the left by pivoting on the ball of the right foot and stepping off 30 inches with the left foot in the new direction of march.

2. While at Quick Time

a. On "**MARCH,**" take one more step.

b. Turn to the right (left) on the ball of the left (right) foot. At the same time, step off 30 inches in the new direction with the right (left) foot.

3. While Double Timing

a. On "**MARCH,**" use the following sequence and actions.

By the Left Flank		By the Right Flank	
Step	Action	Step	Action
LEFT	" <b>MARCH</b> " is given.	RIGHT	" <b>MARCH</b> " is given.
RIGHT	36-inch step.	LEFT	36-inch step in
LEFT	in place double timing.	RIGHT	In place double timing.
RIGHT	Pivot 90 degrees to the left.	LEFT	Pivot 90 degrees to the
LEFT	36-inch step in new direction.	RIGHT	right.
			36-inch step in new
			direction.

2212. TO CHANGE STEP. The purpose of this movement is to change the cadence count without changing the rhythm of the cadence.

1. The command is "**Change Step, MARCH.**" It may be given while marching at quick or double time, marking time, or double timing in place. The command of execution is given as the right foot strikes the deck.

2. While Marching at Quick Time or Double Time

a. On "**MARCH,**" take one more step, 30 or 36 inches, as appropriate.

b. In one count, as your right foot comes forward to the next step, place the toe near the left heel and step out again with the left foot. This changes the cadence count, but not the rhythm.

3. While Marking Time

a. On "**MARCH,**" lift and lower the left foot twice in succession.

b. The second time it touches the deck, raise the right foot and continue marking time.

4. While Double Timing in Place

- a. On "**MARCH**," hop twice on the left foot.
- b. Continue double timing in place.

2213. TO MARCH AT EASE. The purpose of this movement is to give troops a rest from marching at attention or when keeping in step becomes difficult due to rough terrain.

1. The command is "**At Ease, MARCH.**" It is given as either foot strikes the deck and only while marching at quick time.
2. After "**MARCH**," you are no longer required to march in cadence, but must keep interval and distance. Do not talk.

2214. TO MARCH AT ROUTE STEP

1. The command is "**Route Step, MARCH.**" It is commanded as either foot strikes the deck and only while marching at quick time.
  2. After "**MARCH**," you are no longer required to march in cadence, but must keep interval and distance. You may talk, but in a low voice.
2215. TO RESUME MARCHING AT QUICK TIME FROM ROUTE STEP OR AT EASE
1. The command is "**Squad (Platoon, Company, Detail, etc.), ATTENTION.**"
  2. After commanding "**ATTENTION**," the unit leader will count cadence until all troops are in step. Pick up the step as soon as possible and continue marching at attention.
  3. Commands that involve precision in execution will not be given until the command to resume marching at quick time has been given and all members of the formation have picked up the step and cadence.