

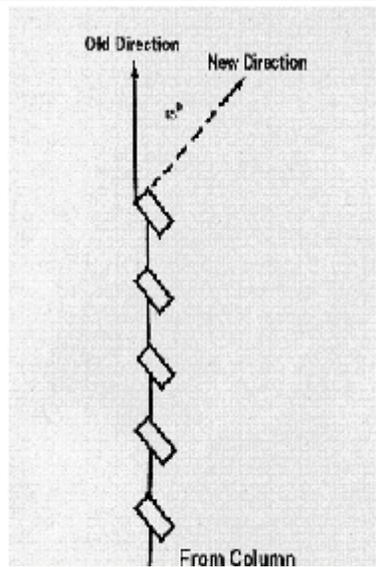
# Drill & Marching “The Basics”

- Fall In:** The 1<sup>st</sup> Pathfinder, “marker,” to Fall In, positions themselves so that the unit, when formed, will be three steps in front of and centered on drill instructor. The marker immediately raises their left arm laterally at shoulder level, fingers extended and joined, palm down, with head and eyes to the front. The 2<sup>nd</sup> Pathfinder takes his position immediately to the left of the marker and on line, their right shoulder touching the marker’s fingertips; they turn their head and eyes to the right for alignment and raise their left arm laterally. As soon as the proper interval has been obtained, the marker drops his left arm quietly to his side assuming attention. The 2<sup>nd</sup> Pathfinder turns their head and eyes to the front when they are aligned, dropping their arm as soon as proper interval has been obtained and assumes attention. Other Pathfinders of the detail form in a similar manner. The left flank Pathfinder does not raise their arm. (At Close Interval “Fall In” may also be commanded see Close Interval Dress Right Dress below)
- Fall Out:** Pathfinders execute an about face, take one step in the new direction and leave their position in formation but remain in the immediate area.
- Dismissed:** To formally dismiss the detail, with the Pathfinders at Attention the command is **Dismissed**, the Pathfinders execute **Present Arms, Orders Arms** after the drill instructor returns the salute, then execute an **About Face**, take one step in the new direction and then leave the area. The above commands may be combined and understood to be executed automatically by the Pathfinders when the command **Dismissed** is given.
- By the Numbers:** After initiating this command all subsequent commands are **By the Numbers** until the command **Without Numbers** is given. The first count of the movement is executed on the command of execution. The second count is executed on the command, **Two of Ready Two**.
- As you Were:** 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. (For a “drill down” only an improperly given stationary command by the drill instructor, **Should Not** be executed and the detail should **Stand Fast** responding with “**As you Were, Sir or Command Sir,**” i.e. if the detail is at **Present Arms** and the drill instructor commands **Ready Front** the detail should remain at **Present Arms** and state “**As you Were, Sir.**” Movement commands should be executed in the best means possible.)
- Dress right Dress:** To align the unit at normal interval, the commands are **Dress right Dress; Ready Front**, each Pathfinder except the right flank Pathfinder turns their head and eyes to the right and aligns himself on the right flank Pathfinder, simultaneously, except the left flank Pathfinder extends their left arm, and each Pathfinder positions themselves by short right or left steps until their right shoulder touches the fingertips of the Pathfinder on their right. On the command **Front of Ready Front**, the Pathfinders lower their arms smartly & quietly to their side and turns their heads and eyes to the front resuming the position of attention. (**Close interval Dress right Dress** may also be given where the Pathfinder on the right places the heel of their left hand on their left hip even with the top of the belt line, finger and thumb joined and extended downward, and their elbow in line with their body and touched by the arm of the Pathfinder on their left)
- Cover:** To align the unit in column the command is **Cover**. On this command, each Pathfinder, except the leading Pathfinder, raises their left arm horizontally to the front, fingers extended and joined, palms down, and obtains an arm’s length plus approximately 6 inches from the finger tips to the back of the Pathfinder to their front. At the same time, each Pathfinder aligns directly behind the Pathfinder to their front. To resume the position of attention, the command **Recover** is given, On this command each Pathfinder lowers their arm smartly & quietly to their side.
- Attention:** Standing, with the right foot in place, bring the left heel smartly to the right heel so that the heels are on the same line with the toes pointing out equally, forming an angle of 45 degrees. Keep legs straight without locking knees. Hold body erect, with hips level, chest lifted and arched, and shoulders square and even. The arms should hang straight, without stiffness, along sides with the back of the hands outward; curl your fingers so that the tips of the thumbs are alongside and touching the first joint of forefingers. Keep thumbs straight and along the seams of trousers or skirt, with all fingertips touching the legs. Keep head erect and hold squarely to the front, with chin drawn in so that the axis of head and neck is vertical. Look straight to the front. Rest the weight of body equally on the heels and balls of feet. Remain silent except when replying to a question or when directed otherwise. (Note when the command **Fall In** is given each Pathfinder assumes the position of attention, and when at **Stand At Ease, At Ease, or Rest**, Pathfinders assume **Parade Rest** when the preparatory command for **Attention** is given.
- Parade Rest:** On the command **Rest of Parade Rest**, (given at attention only) Pathfinders move their left foot smartly 8 inches to the left of their right foot. They keep their legs straight without locking the knees so that the weight rests equally on the heels and the balls of their feet. Simultaneously, place their hands at the small of the back, centered on the belt. Keep the fingers of both hands extended and joined, interlocking the thumbs so that the palm of the right hand is outward. Hold the head and eyes as at attention. Remain silent and do not move. The commands for **Attention, Stand at Ease, At Ease or Rest** and the directive for **Prayer Attention** may be given from this position.
- Prayer Attention:** Executed only from **Parade Rest**, the Pathfinder bows their head for prayer. (Male members remove their cover with their right hand and place it behind their back and otherwise assume the position of **Parade Rest**, on conclusion of prayer, without command, replace their cover with both hands and otherwise assume the position of **Parade Rest**, Female members are not required to remove their cover.
- Stand at Ease:** On the command **Ease of Stand at Ease** execute **Parade Rest** but turn the head and eyes directly toward the commander. The commands for **Attention, At Ease or Rest** may be given from this position. If given from **Parade Rest** smartly turn the head and eyes toward the commander. While at **Stand at Ease** maintain eye contact with the commander until given another command.
- At Ease:** On the command **At Ease** Pathfinders may move, but remain silent and standing keeping the right foot in place keeping detail alignment. The commands **Attention or Rest** may be given from this position.
- Rest:** On the command **Rest**, Pathfinders may talk and move, but remain standing keeping the right foot in place keeping detail alignment. The commands **Attention** and **At Ease** may be given from this position.
- Present Arms:** **Present Arms** is a one-count movement given only at the position of attention. On the command of execution, **Arms**, raise the right hand until the tip of the forefinger touches the forehead just above the right corner of the right eye. (When wearing head dress having a brim, bill, or visor, touch protruding edge of headdress above right eye.) The outer edge of the hand is barely canted downward so that neither the palm nor the back of the hand is visible from the front. The upper arm is horizontal with the elbow inclined slightly forward and the hand and wrist straight.

<b>Order Arms:</b>	<b>Order Arms</b> from <b>Present Arms</b> is a one-count movement. On the command of execution, <b>Arms</b> , return hand smartly & quietly to side, resuming the position of attention.
<b>Hand Salute:</b>	The hand salute is executed like <b>Present Arms</b> and <b>Order Arms</b> as a two count movement. This movement is used when reporting or when rendering courtesy, turn the head and eyes toward the person addressed when saluting and <b>Present Arms</b> , upon acknowledgment by a salute by commander, terminate the salute with <b>Order Arms</b> without command.
<b>Right -Left Face:</b>	To face to the flank the command is <b>Right or Left Face</b> . This is a two count movement. On the command <b>Face</b> , slightly raise left heel and right toe for <b>Right Face</b> or right heel and left toe for <b>Left Face</b> , and turn 90 degrees to the direction commanded assisted by a slight pressure on the ball of the trailing foot. Keep legs straight without stiffness. On the second count, place trailing foot smartly beside your leading foot, resuming the position of attention. Hold arms at attention when executing this movement.
<b>About Face:</b>	To face to the rear the command is <b>About Face</b> . This is a two count movement. On the command <b>Face</b> , move the toe of right foot to a position touching the ground approximately one-half the length of foot to the rear and slightly to the left of left heel. Rest most of weight on the heel of the left foot and allow right knee to bend naturally. On the second count, turn to the right 180 degrees on left heel and then ball of right foot, bringing feet back to the position of attention. Hold arms at attention when executing this movement.
<b>Open Ranks March:</b>	When in line at any of the prescribed intervals the club opens ranks for personal inspection or other purposes on the command <b>Open Ranks March</b> . On the command <b>March</b> , the front rank takes two steps forward, the second rank takes one step, and the third rank stands fast. If there are more than three ranks, the fourth rank takes two steps backward, the fifth rank takes four steps backward, the sixth rank takes six steps backward, continue similarly for additional ranks.
<b>Close Ranks March:</b>	To close ranks march (only after the detail has opened ranks) the command is <b>Close Ranks March</b> . On the command <b>March</b> , the front rank takes four steps backward, the second rank takes two steps backward, the third rank stands fast, and the fourth rank takes one step forward, the fifth rank takes two steps forward, and the sixth rank takes three steps forward, continue similarly for additional ranks.
<b># Step to the ( ) March:</b>	For short distances only the commander may designate the number of steps (forward, backward, or sideward by giving the appropriate commands, i.e. <b>1,2,3, etc steps to the (right, left, forward, backward) March</b> . On the command of execution, <b>March</b> , step off with the left foot except for right step march, and execute <b>halt</b> automatically after completing the number of steps designated.
<b>Right - Left Step March:</b>	To march with a 12-inch step to the left or right, the command is <b>Right or Left Step March</b> . The command is given only at the halt. On the preparatory command <b>Right Step</b> shift the weight of the body without noticeable movement onto the Left foot. On the command of execution <b>March</b> , bend the right knee slightly and raise the right foot only high enough to allow freedom of movement. Place the right foot 12 inches to the right of the left foot, and then move the left foot (keeping the left leg straight) alongside the right foot as in the position of attention (use opposite feet for <b>Left Step March</b> .) Continue this movement, keeping the arms at the sides as in the position of attention. To halt, the command is <b>Ready Halt</b> . This movement is executed in two counts. The preparatory command <b>Ready</b> is given when the heels are together; the command of execution <b>Halt</b> is given the next time the heels are together. On the command of execution <b>Halt</b> , take one more step with the lead foot and then place the trailing foot alongside the lead foot, resuming the position of attention.
<b>Forward March:</b>	Being at the halt and <b>Attention</b> , to march forward with a 24-inch step in the cadence of quick time, the command is <b>Forward March</b> . On the preparatory command <b>Forward</b> , shift the weight of body to right leg without noticeable movement. On the command <b>March</b> , step off smartly with left foot and march straight forward with 24-inch steps, keeping head and eyes fixed to the front. Swing arms easily in their natural arcs with the right arm 9 inches straight to the front and left 6 inches to the rear of the seams of trousers or skirt. Do not allow arms to bend at the elbow; keep fingers curled as in the position of attention, and just clearing trousers or skirt when swinging.
<b>Backward March:</b>	Being at the halt and <b>Attention</b> , to march backward with a 12-inch step in the cadence of quick time only, the command is <b>Backward March</b> for short distances only. On the preparatory command <b>Backward</b> shift the weight of the body to the right leg without noticeable movement. On the command <b>March</b> , with the left foot take 12-inch steps backward allowing the arms to swing easily in their natural arcs with the right arm 6 inches straight to the rear of the seams of the trousers or skirt and the left 9 inches to the front. Do not allow arms to bend at the elbow; keep fingers curled as in the position of attention, and just clearing trousers or skirt when swinging.
<b>Halt:</b>	To halt from forward march, the command is <b>Pathfinders Halt</b> , <b>Pathfinders</b> being the preparatory command. Please note there may be several suitable preparatory commands i.e. Ready, Unit, Detail, Color Guard, etc. The command is given as either foot strikes the ground. This movement is executed in two counts. On the command of execution, <b>Halt</b> , take one more step and then bring trailing foot alongside leading foot, resuming the position of attention.
<b>Half step March:</b>	To march forward with a 12-inch step from the halt, the command is <b>Half step March</b> . On the preparatory command <b>Half step</b> shift weight to the right leg without noticeable movement. On the command of execution, <b>March</b> , step forward 12 inches with left foot and continue marching with 12-inch steps. Allow arms to swing as with a 24-inch step. To alter the march to a 12-inch step while marching with a 24-inch step in quick time, the command is <b>Half step March</b> . This command may be given as either foot strikes the ground. On the command of execution <b>March</b> , take one more 24-inch step and then begin marching with a 12-inch step. Allow arms to swing as with a 24-inch step. To resume marching with a 24-inch step, the command is <b>Forward March</b> , given as either foot strikes the ground. On the command of execution <b>March</b> , take one more 12-inch step and then begin marching with 24-inch step. The halt is the same as with quick time. The unit may be marched for short distances from a close interval line formation while marching at half step, <b>Mark Time March, Forward March, Extend March, and Halt</b> are the only commands that may be given.
<b>Extend March:</b>	To obtain correct distance while marching with less than correct distance, the command is <b>Extend March</b> . The leading Pathfinder takes one more 12-inch step then 24-inch steps. Others begin 24-inch steps when at the correct distance.
<b>Mark time March:</b>	To march in place at quick time, the command <b>Mark time March</b> is given as either foot strikes the ground while marching at quick time or at half step. ( <b>Not given when at halt nor at double time</b> ) When marching at quick time or half step and the command <b>Mark time March</b> is given, take one more step after the command of execution, plant the trailing foot alongside your stationary foot and march in place. Raise each foot alternately, approximately two inches off the ground, executing the movement in quick time. Allow arms to swing naturally. Adjust alinement while marching. The command <b>Forward March</b> is given to resume marching with the 24-inch step. Take one more step in place and then step off with a full step. The command is given as either foot strikes the ground. The halt is the same as with quick time.

<b>Close Interval March:</b>	When in a column at normal interval, at a halt or while marching at quick time, to obtain close interval between files the command is <b>Close Interval March</b> . At the halt, on the command <b>March</b> , the right flank unit stands fast. The other units obtain close interval by taking 1,2,3, etc right steps respectively, and <b>Cover</b> with their unit captains. To change interval in column when marching, the preparatory command, <b>Close Interval</b> , is given as the right foot strikes the ground and the command of execution, <b>March</b> , is given the next time the right foot strikes the ground. On the command of execution, the base unit (right file) takes one more 24-inch step, then assumes the half step. All other units take one more step, simultaneously, execute a column half right, and march until close interval is obtained. Then execute a column half left and assume the half step when abreast of the corresponding unit's base unit. On the command <b>Forward March</b> all pathfinders resume marching with a 24-inch step. To resume normal interval while marching the command is <b>Normal Interval March</b> given on the left foot, executed like close interval, but in the opposite direction.
<b>Change step March:</b>	The command <b>Change step March</b> is given as the right foot strikes the ground while marching at quick time. At the command of execution take one more step with left foot, then in one count place right toe near the heel of left foot and step off again with left foot. This movement is executed automatically when a Pathfinder finds themselves out of step with other members of the formation or "Marker Position"
<b>At ease March:</b>	The command <b>At ease March</b> is given as either foot strikes the ground. On the command of execution, <b>March</b> the Pathfinders are no longer required to maintain cadence; however, silence and the approximate interval and distance are retained. <b>Quick time March/ Forward March, or Route step March</b> are the only commands that can be given while marching <b>at ease</b> .
<b>Route step March:</b>	<b>Route Step March</b> is executed exactly the same as <b>At Ease March</b> except that Pathfinders may talk. Note: to change the direction of march while marching at <b>Route Step</b> or <b>At ease March</b> , the commander informally directs the lead element to turn in the desired direction. Before precision movements may be executed, the Pathfinders must resume marching in cadence. The Pathfinders automatically resume marching at attention on the command <b>Quick time March/Forward March</b> , as the commander reestablishes the cadence by counting off for eight steps.
<b>Double time March:</b>	The command <b>Double time March</b> is given from a halt, or as either foot strikes the ground while marching at <b>Quick Time</b> . When the preparatory command for <b>Double time</b> is given from a halt, shift the weight of the body to the right leg without noticeable movement. On the command <b>March</b> raise forearms to a horizontal position, with fingers and thumbs closed, knuckles out and simultaneously step off with left foot. Continue to march with 24-inch steps at the cadence of double time. Let arms swing naturally, straight to the front and rear, but keep forearms horizontal. When marching at quick time, and the command <b>Double time March</b> is given take one more quick time step and step off with y trailing foot in double time as above. To resume <b>Quick time</b> from double time, the command is <b>Quick time March</b> given as either foot strikes the ground. On the command of execution take two more double time steps, then resume quick time, lowering arms to sides. To halt from marching at <b>Double time</b> , at the command of execution, <b>Halt</b> take two more double time steps, (lower hands to the side) and one 24-inch step at quick time, bring trailing foot alongside leading foot, resuming the position of attention. Note: <b>Halt, quick time, column half right (left) and column right (left)</b> are the only movements which can be executed while double timing.
<b>Rear March:</b>	To march in the opposite direction, the command is <b>Rear March</b> (not given from the halt, and it is frequently smoother to use the preparatory command " <b>To the Rear</b> ") The preparatory command <b>Rear</b> is given as the right foot strikes the ground. On the command of execution <b>March</b> given when the right foot strikes the ground next, all Pathfinders take one more step with the left foot, pivot on the balls of both feet, turning 180 degrees to the right, and steps off in the new direction. Do not allow the arms to swing outward while turning.
<b>Incline R - L:</b>	To avoid an obstacle in the path of march the commander commands <b>Incline "Around" or "to the Left or Right."</b> The lead Pathfinders incline around the obstacle and reestablishes the original direction. All other Pathfinders follow the lead Pathfinders in formation.
<b>R - L Flank March:</b>	When it is desired to move to the flank for a short distance when marching at <b>Quick time</b> , the command is <b>Right or Left flank March</b> . The preparatory command and the command of execution end when the foot in the indicated direction of march strikes the ground. The interval between the preparatory command and the command of execution is one step. On the command <b>March</b> , each Pathfinder takes one more step, turns in the indicated direction of march on the ball of their leading foot, and steps off in the new direction with that foot creating a "sharp" turn. When marching in the new direction, the Pathfinders glance out the corner of their eyes and dress to the right.. Command is not given from a halt.
<b>Column R-L March:</b>	See pages 19, 25 through 27 of the Pathfinder Drill Manual or pages 5-7, 6-9,7-10 of the 1986 FM 22-5
<b>Count Off</b>	Counting off is executed from right to left in line or rank and from front to rear in file or column. The command is <b>Count Off</b> , when in line at the command of execution, all Pathfinders except the one on the right flank turn their heads and eyes to the right, and the right flank Pathfinder counts off <b>One</b> . After the Pathfinder on the right counts off his number, the Pathfinder to his left counts off the next highest number, at the same time turning his head and eyes to the front. The numbers are counted in the cadence of quick time from Pathfinder to Pathfinder. All movements are made in a precise manner. When in column, at the command of execution, each Pathfinder in succession (starting with the leading Pathfinder) turns his head to the right and counts off his number sharply over his right shoulder. They then turn their head back to the front. The last Pathfinder in column keeps his head and eyes to the front.
<b>Eyes Right:</b>	At the halt, all Pathfinders, on the command <b>Eyes Right</b> , turn head and eyes to the right 45 degrees. Their head and eyes follow the reviewing official until they are looking directly to the front. Only the club director renders the hand salute. When marching, the club commander, without turning their body, commands <b>Eyes Right; Ready Front</b> . They give the command <b>Right</b> when they are six steps from the reviewing official or reviewing stand, and <b>Front</b> when the last rank of the club has cleared the reviewing official or reviewing stand by six steps. When the command <b>Right</b> is given, each Pathfinder except the right file, turns head and eyes to the right at an angle of 45 degrees while marching until the command <b>Front</b> is given. On the command <b>Front</b> , heads and eyes again face front. The commands " <b>Eyes</b> " and " <b>Right</b> " are given on the right foot. " <b>Ready</b> " and " <b>Front</b> " are given on the left foot. On the command <b>Eyes Right</b> the club commander turns their head and eyes right and renders <b>Present Arms</b> . The club commander ends the salute on the command <b>Front</b> .
<b>Drill Down Notes:</b>	For a " <b>Drill Down</b> " only an improperly given stationary command by the drill instructor, <b>Should Not</b> be executed and the detail should <b>Stand Fast</b> responding with, " <b>As you Were, Sir,</b> " or " <b>Command Sir,</b> " i.e. if the detail is at <b>Present Arms</b> and the drill instructor commands <b>Ready Front</b> the detail should remain at <b>Present Arms</b> and state <b>As you Were, Sir</b> . Movement commands should be executed in the best means possible
<b>Please Note:</b>	This command reference is excerpted from the Pathfinder Drill Manual and the FM 22-5 United States Army drill manual (from which the Pathfinder drill manual was based) with wording modifications permitting ease of use, understanding and organization. These informational sheets should be used only as a quick reference and only base all technical questions related to drilling etiquette strictly on the Pathfinder drill manual or the FM 22-5, further visual reference is available via video from Advent Source, "Pathfinder Club Drill: The Basics" If there are any further questions or if errors are found please contact <b>Joel Hutchins at <a href="mailto:THSLDU@comcast.net">THSLDU@comcast.net</a></b> or through the Potomac Conference, Columbia Union, NAD.

**Oblique:** The oblique command is a 45 degree flanking movement and its primary purpose is to change the line of march for a short distance but not the direction. The command is given **Right/Left Oblique, MARCH** where **Right** or **Left** is the preparatory command and **MARCH** is the command of execution. The command is given while marching at attention in **Any Formation; Close or Normal Interval; only in the Cadence of Quick Time.**



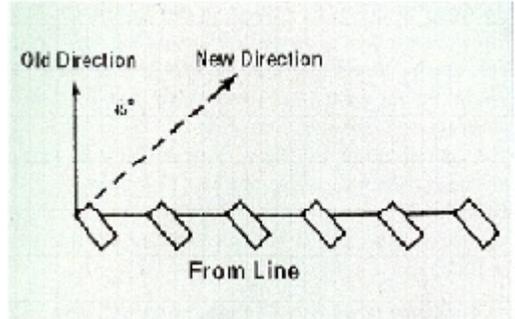
**Right Oblique:** The command **Right Oblique, MARCH** is given while marching at quick time. The preparatory command and command of execution will be given as the right foot strikes the ground, as this involves a movement to the right. On the command of execution take an additional step with the left foot and then face 45 degrees to the right by pivoting on the ball of the left foot and taking a normal step with the right foot in the direction of the oblique in a similar fashion as a flanking movement.

**Left Oblique:** This movement is executed in the same manner to the left by switching the foot assignments above.

**Variation:** Drill Teams may choose to execute the oblique movement and forward march (see below) in a sharper manner by pivoting on the balls of both feet and stepping off in the oblique with the leading foot instead of the trailing foot. Uniformity between flanking movements and the oblique should be maintained, i.e. if a drill team steps off with the leading foot for a flanking movement to maintain sharpness they must also do the same with the oblique movement.

**Alignment:** To maintain alignment while in the Oblique, the base is the extreme right or left file designated by the command. Members of the formation will keep their shoulders parallel to the base and regulate their steps so that the ranks remain parallel to the original front.

**Other Commands:** Five movements may be executed while in the Oblique and are as follows:



**Half Step:** The purpose of this command is to slow the forward movement but not the cadence. The command is given **Half Step, MARCH** as either foot strikes the ground. Execute the command as if you were marching forward at attention. The only command that may be given while in **Half Step March**, is **Resume, MARCH**. This command may be given as either foot strikes the ground. On the command of execution, **MARCH**, take one additional half step then continue in the oblique direction with a full step.

**Mark Time:** The purpose of this command is to stop the forward movement but not the cadence. The command is given **Mark Time, MARCH** as either foot strikes the ground. On the command of execution, **MARCH**, take one more step in the direction of the oblique and then bring the trailing foot along side the leading foot marching in place in the direction of the oblique. The only command that may be given while in **Mark Time**, is **Resume, MARCH**. Execute the command as if you were resuming **Forward March**, from **Mark Time**.

**In Place Halt:** The purpose of this command is to halt in the direction of the oblique and is given **In Place, HALT**, where "**In Place**" is the preparatory command and "**HALT**" is the command of execution. This command may be given as either foot strikes the ground. Execute this command as you would if marching forward except continue facing in the direction of the oblique. The only command that may be given from **In Place HALT** is **Resume MARCH**. On the command **MARCH**, step off with your left foot in the direction of the oblique.

**Halt:** The purpose of this command is to halt the unit facing forward. The command is given **HALT** as either the left foot or right foot strikes the ground depending on the direction of the oblique and is preceded by a preparatory command fitting the group that is being commanded such as "**Drill Team**," or "**Pathfinders**." If in the **Right Oblique** the preparatory and command of execution will be given as the **Left** foot strikes the ground and if in the **Left Oblique** both commands will be given as the **Right** foot strikes the ground. When the command of execution is given take one additional step and pivot on the ball of the leading foot turning in the original forward direction and bring the trailing foot along side smartly assuming the position of attention.

**Forward March:** The purpose of this command given while in the oblique is to return the units direction of march to the original front. The command is given **Forward MARCH**, as either the left foot or the right foot strikes the ground depending on the direction of the oblique. If in the **Right Oblique** the preparatory and command of execution will be given as the **Left** foot strikes the ground and if in the **Left Oblique** both commands will be given as the **Right** foot strikes the ground. On the command of execution take one additional step in the oblique and then pivot on the ball of the leading foot turning 45 degrees toward the original forward direction allowing arms to swing naturally close to the body.

**Command Voice:** Drill commands are best given when the person has an excellent command voice. A command voice is characterized by DLIPS: **D**istinctness, **L**oudness, **I**nflection, **P**rojection, and **S**nap.

**Distinctness** - This depends on the correct use of the tongue, lips, and teeth to form the separate sounds of a word and to group those sounds to force words. Distinct commands are effective; indistinct commands cause confusion. Emphasize clear enunciation.

**Loudness** - This is the volume used in giving a command. It should be adjusted to the distance and number of individuals in the formation. The commander takes a position in front of, and centered on, the unit and facing the unit so his or her voice reaches all individuals. Speak loudly enough for all to hear, but do not strain the vocal cords.

**Inflection** - This is the change in pitch of the voice. Pronounce the preparatory command with a rising inflection near or at the end of its completion, usually the last syllable. When beginning a preparatory command, the most desirable pitch of voice is near the level of the natural speaking voice. A common fault is to start the preparatory command so high that, after employing a rising inflection, the passage to a higher pitch for the command of execution is impossible without undue strain. A properly delivered command of execution has no inflection. However, it should be given at a higher pitch than the preparatory command.

**Projection** - This is the ability of your voice to reach whatever distance is desired without undue strain. To project the command, focus your voice on the person farthest away. Counting in a full, firm voice and giving commands at a uniform cadence while prolonging the syllables are good exercises. Erect posture, proper breathing, a relaxed throat, and an open mouth help project the voice.

**Snap** - This is the conciseness of the command.