

THE BOYS' BRIGADE VICTORIA

DRILL MANUAL SUPPLEMENT

2017

A PRODUCT OF THE DRILL SUB-COMMITTEE

The origin of this document has come from information covered within the BBVic Drill conference, entitled:

“Unravelling the mysteries of drill”

which was held on 20th April 2016.

Introduction;

Current drill manual can be sourced from BBA website. This document was revamped late 1990's whereby very little information was changed and no new content added. The format was updated to A4 size in PDF, units were converted from imperial to metric and old photos replaced with fresh ones.

Although we hold some degree of reverence of the document it is not a thorough teaching implement. It contains errors and flaws and ambiguities. It seems to be a document that gives some concepts and relies on examples throughout the whole manual to get the points across. It is not referenced well at all. This has driven our Drill sub-committee (DSC) to spend many hours in analysing the manual's content and preparing for this conference. The goal is to remove confusions and ambiguities from what is being used within companies.

Furthermore the conference notes, particularly the Vic Drill sub-committee (DSC) rulings, have been used to produce this manual supplement to be used by Victorian companies as to how we interpret aspects of the manual.

The layout of this document has tried as much as possible to follow the order of appearance page referencing in the Drill Manual.

Flow of commands

DM p3.5 #5 states..."A standard length pause should always be made between the end of the Caution and the start of the Executive."

Vic DSC ruling: The same is to be applied to the gap between the Preliminary Caution and the Caution.

So no longer should we hear, "Change-direction-right-right... (often long pause)... wheel".

Rather the flow of command will be, "Change-direction-right [which is the preliminary caution]... (pause)... right [which is the caution]... (pause)... wheel [which is the executive]."

Counted Timing (Ref. DM pages 4.2, No. 3 & 4.6, 12c)

- Traditionally for commands that require a pause (Saluting, Falling Out, Dismissing), we have counted 4 seconds.
- Regarding Dismissing, (DM p4.6 #12c), the sequence of this manoeuvre is: turn, salute, pause, break off. We note there is only one period of pause in dismissing. Furthermore this pause is to equal 4 paces in quick time.
- Regarding Falling Out, (DM p4.2 #3). The sequence of this manoeuvre is: turn, pause, break off. Pause is to equal 4 paces in quick time.
- Quick time is 120 paces per minute, so half a second per pace. Therefore the period of pause in these commands requires two seconds in total. Nowhere in the Drill Manual does it require a pause to be counted in slow time. Therefore to follow the DM directive counting will be done in quick time.
- This change for saluting, falling out and dismissing will be phased in over the next few years (2016-2018).

Stepping Back (Ref. DM page 4.5, 10b)

- We point out the correct wording of the command is "x paces, Step **back**, March", not step **backward**".
- Paces are 60cm long. This is longer than a normal human stride while walking backwards.
- Paces are progressive. The feet should not be brought together until the end; during the paces each foot should move straight to its position 60cm behind the other.
- Movements are to be made in quick time.

Stepping Sideways Closing (Ref. DM page 4.5, 10c)

- Traditionally, the steps taken have been the width of the boy's shoulder. We hereby point out the DM clearly states, each pace is 15cm, measured from the inside of each foot (foot is moved 15cm).

The Drama of DRESSING and COVERING

The definition of Dressing (DM p2.1) says “Taking up alignment correctly” whereby an alignment is “any straight line on which a body of Boys is formed, or is to form”.

The definition of Covering (DM p2.1) says “The act of one boy placing himself directly in rear of the boy in front”. Example given on p6.1 when falling into line, “Rear rank Boys check their covering”.

Dressing can be called whilst stationary or marching or when the squad is marking time. It can be orientated to the right or the left. It can only be done with the Squad in rank.

This topic is covered on p6.2 of the Drill manual. When referring to Dressing in Close Formation it directs the front rank to turn head and eyes and take short steps to make corrections in alignment. We have no issue with what the front rank boys are expected to do, whether that be dressing in close formation or dressing with intervals. In the description of both of these manoeuvres the rear rank boys are instructed to “act in the same in the manner as the front rank”. However these boys have an additional activity to perform in that they must cover directly behind the boy in front. We fail to understand how a boy can look both to his right and to the front at the same time. We determine the Drill manual should read “rear rank boys’ feet will act in the same manner as the front rank” and their head remains to the front so they can cover off the boy in front. So the catchcry would be ‘front rank dresses – rear rank covers’.

When using this order, by word of command, we understand because a command is given to Dress a further command is needed to bring the heads facing to the front. This command is EYES-FRONT. We determine the reverse of this when Dressing is taken up automatically. Namely, if the Squad is not instructed to Dress there should be no use of the order EYES FRONT. Such is the usual procedure at the end of movements like performing a Form and Form Squad whereby heads are turned to the front in succession from the directing flank. The Drill manual (p4.4 & 4.5) makes mention of this auto-dressing at the end of stepping forwards, back and to the sides. We have determined that if a Squad is commanded to halt this means remain stationary. Therefore, no auto-dressing is appropriate. We have further determined if this same Squad turns from file into line they are still stationary, and again no auto-dressing. (Practicality may override this directive if the Squad alignment is so askew further progression becomes impossible.) However in the situation where the Squad is moved, e.g. stepping, auto-dressing comes into play.

Commands

Regarding Dressing, the Preliminary Caution is Dressing (see DM p3.6), the Caution is Right/Left and the Executive is Dress.

Regarding Covering, the Caution is Squad and the Executive is Cover. We find in the Drill manual no examples of this order being given whilst on the move. Therefore, there seems to be no need for a Preliminary Caution. This command will be given when it is required to correct covering and distance. (DM p2.1) The space between the ranks of a unit, measured from the heels of one rank to the heels of the next.

Obstacles (Ref. DM p6.3)

- Commanders *should* give the command QUICK/SLOW MARK-TIME before the squad encounters an obstacle, but it is acceptable if they do not as the squad should be trained to automatically mark time.
- Squads will begin marking time when the front rank is two paces from an obstacle; that is, 1.2m.
- Upon the commencement of marking time, the manual at this point only gives future movement of about turns. In fact any turn can be employed. We interpret the text as: On the **next** order **e.g.** ABOUT-TURN...A main point here would be the continuing of the mark time after any turn is performed.
- The manual does not state what constitutes an obstacle. We have determined that “**Any impedance to any part of the squad is considered an obstacle.**”

Wheels (Ref. DM p6.6, 7b)

- The manual does not say anything about ceasing arm swinging during a wheel. Therefore we have determined that arm swinging must continue. However given that boys in the inner file will be taking smaller steps and, therefore, be closer together than those in the outer file, they may also swing their arms less (half swings).
- The manual states that the boys in the outer flank look inwards during the wheel but it does not state when head turning should occur.
We have determined that each boy in the outer file turn their head inward upon entering the arc, and return their head forward upon leaving the arc. This means that boys will not all turn their heads at the same time.
This serves the purpose of maintaining their pairing with the inner boy and is an essential part of the manoeuvre
- The radius of the arc is 60 cm for the inner file. We have calculated that if correct spacing between files and pace length is maintained, this allows for approximately 5 paces in the wheel, with the inner file taking approximately 20 cm paces. Boys in the out file turn their head inward on their first step in the arc and forward on their fifth step.
- We note that in the DM the (i) point under the NB section indicates the commander may give the command FOR-WARD at any point during the wheel. The front rank will then continue in the direction that they are currently facing, and the rest of the squad will exit the wheel in the same direction then faced. This manoeuvre will be included in the drill paper for 2017.
- The commander may also give the command SQUAD-HALT at any point during the wheel, after which the command SQUAD-COVER will be given. Boys will then move to correct alignment behind the boys in front via the shortest path.

Directing flanks (Ref. DM p2.1, 3.4, 3.5, 6.3, 6.4 & 6.7)

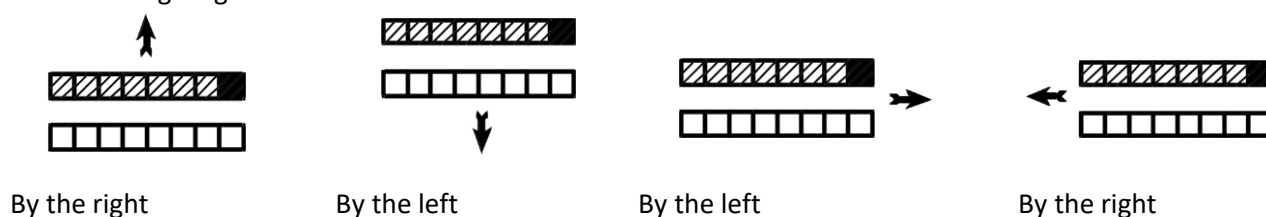
The drill manual states what it is, but gives little instructions. Rather information is gleaned from examples given throughout the rest of the notes. Some of those examples are not correct, as will be explained later.

By definition (DM p2.1) A Directing flank (DF) is the flank by which units march or dress.

Dressing by definition is to take up correct alignment. To notify the squad which side they should be taking their positioning from we use the order "BY THE LEFT" OR "BY THE RIGHT". (DM p3.4)

DM p3.4 tells us the DF is usually determined by the Marker (No 1 front rank boy)

The following diagrams illustrate the various alternatives:



It is good to know this particularly when marching off from these positions.

DM p3.5 alerts us to the fact that the DF may need to be temporarily assigned from the Marker reference.

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

- (i) "BY THE RIGHT, CHANGE DIRECTION RIGHT, RIGHT—WHEEL."
- (ii) "BY THE LEFT, CHANGE DIRECTION LEFT, LEFT—FORM."



The issues are; when to use it, when it's needed, when to leave it alone?

The Drill manual seems to indicate the following:

1. In viewing example of Retiring on p6.3, it gives the word of command to turn about, it describes the action the squad will take and then gives the directive to nominate the DF.

Retiring in Line

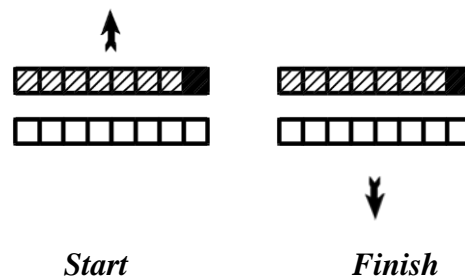
SQUAD WILL RETIRE, ABOUT—*TURN*

The Squad turns about.

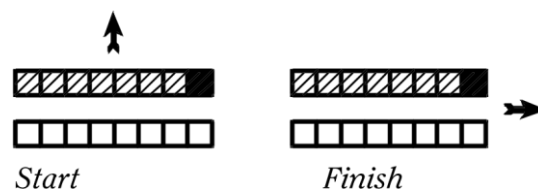
BY THE LEFT (or RIGHT) SLOW (or QUICK)—*MARCH*

NB If on the march, the command SLOW/QUICK- MARCH is omitted

On face value this seems to indicate after every About Turn the DF needs to be called, as heading into the About Turn the Marker is on e.g. the right but upon exiting the move the Marker would now be on the left.



To extend this thinking about half of the turns will likewise put the previously called DF on the other side. This would therefore then need the same order after each of these turns.



So on rough calculation for just over half of the manoeuvres we do, we should be calling the DF after each.

The question arises;

In the order “BY THE LEFT/RIGHT” does it nominate the person on the right or left or is the direction nominated i.e. right or left?

If you take the view it is the direction then after every About Turn you would need to switch the DF. If it's the person you don't need to switch because all know who the marker is and where he is so dressing is taken off him.

If you view it is the direction then after most moves you are simply nominating the flank on which the marker is. But everyone in the squad already knows this. It's redundant.

2. Temporary reassignment.

DM p3.4 says... “There may be frequent changes of the DF”.
Practically who knows what this is meant to mean?

DM p3.5 acknowledges the other flank should sometimes be the reference.

(i) “*BY THE RIGHT, CHANGE DIRECTION RIGHT, RIGHT—WHEEL.*”

(ii) “*BY THE LEFT, CHANGE DIRECTION LEFT, LEFT—FORM.*”

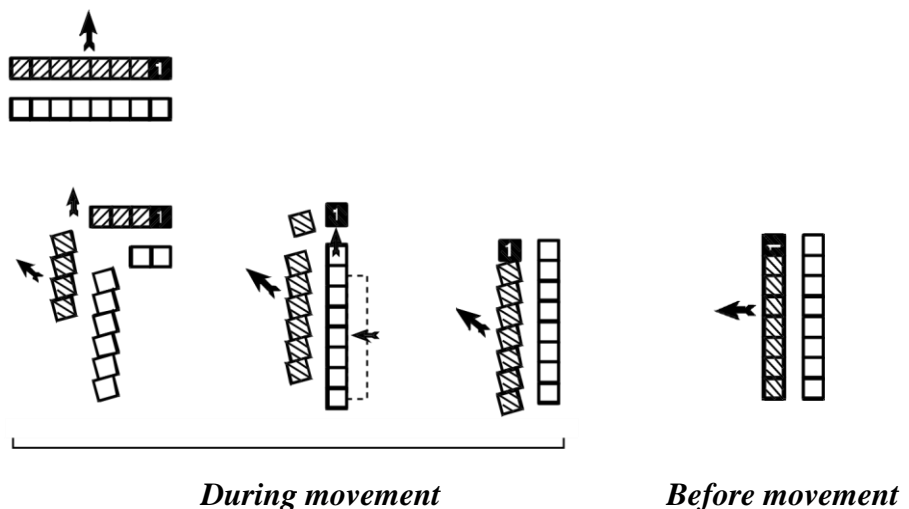


It further states... “NB in all these cases, as soon as the particular movement is completed, the normal DF is restored”.

Regarding frequent changes. The DSC felt this situation was overly wordy in that words “BY THE RIGHT/LEFT” are issued by the commander but the squad doesn’t do anything. Furthermore it didn’t want the flow of commands to be changing the DF before a manoeuvre, to then change it back after it, only to switch again before the next movement. This sounds bad when the squad is in a tight situation and the command “BY THE RIGHT” is issued and without pause the DF is changed again by the order “BY THE LEFT”.

Incorrect usage – by way of redundancy (See DM p6.4 (ii))

CHANGE DIRECTION RIGHT. RIGHT—*FORM*



SLOW (or QUICK)—*MARCH*

As in (i) on p6.4, except that, instead of halting when the movement is completed, Boys mark time, whilst taking up their dressing, all except the right hand file keeping their heads turned to the right.

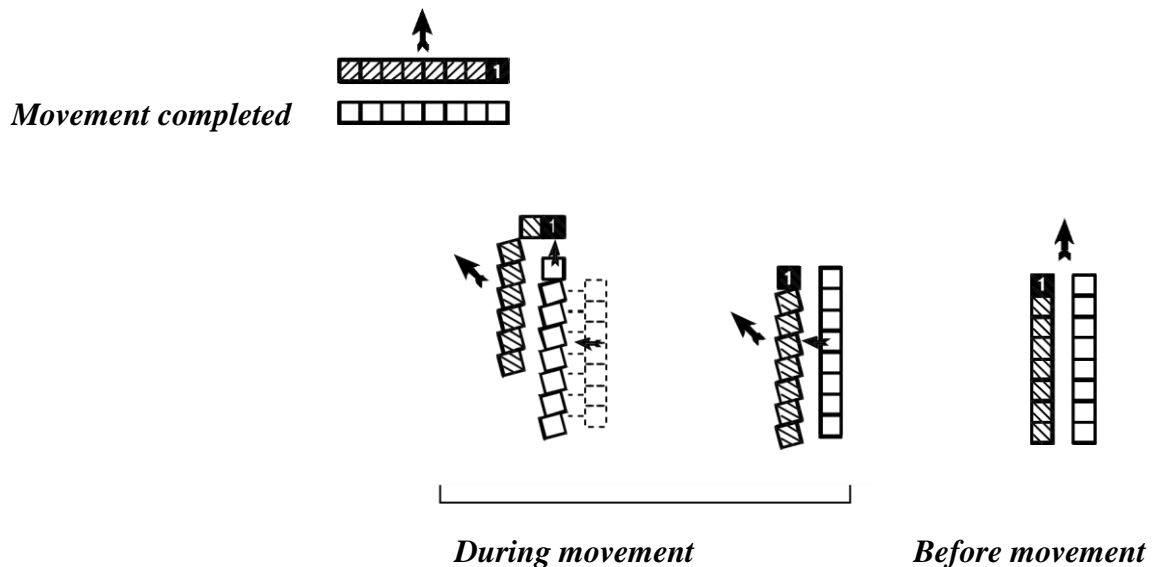
FOR—*WARD*, **BY THE RIGHT**

The manoeuvre is a right form. The DF on the right would either be assumed or nominated prior to the move. Once the movement is complete and the squad is to advance there is no further need to nominate the right flank as the DF.

The same unnecessary overuse is in example (iv) on p6.5 within the move-to-move option of the same manoeuvre.

A further example this redundancy is on DM p6.7, manoeuvre (iv)

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



(ii) Halt to Move

ON THE LEFT, FORM—*SQUAD*

As in (i) above.

SLOW (or QUICK)—*MARCH*

FOR—*WARD*, **BY THE RIGHT**

(iv) Move to Move

ON THE LEFT, FORM—*SQUAD*

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

FOR—*WARD*, **BY THE RIGHT**

In both of these cases the squad has at the end of their movement taken dressing from the marker on the right. So what purpose after the order “forward” does the order “By the right” give? None.

General comments.

In a practical sense when boys are learning drill it is highly important for them to know by whom they are to dress. Everyone needs to know who is the leader of the squad.

However with experience it becomes automatic to dress from the appropriate flank.

In Drill Competition it is part of the paper, so its proper use and control is expected and carries points in scoring.

Ruling of BBVic DSC regarding Directing Flanks.

The DF will be the file or rank in which the Marker is positioned.

On occasion, for some manoeuvres, the DF will need to be changed.

Restoration back to Marker reference is preferred as soon as possible after the manoeuvre unless the next movement requires the DF to be maintained.

The DSC currently prefers not to have the DF to be changed after the majority of orders given.

Preliminary Cautions (Ref DM p3.6)

Before Preliminary Cautions (PC) are examined a moment of review may be helpful.

There is a caution to each order. (DM p3.5)

This tells ...WHAT TO DO.

Then there is an executive part of the order. (DM p3.5)

Which tells WHEN TO DO IT.

Certain commands have the same word as their caution. (DM p3.6)

E.g. **RIGHT-TURN,**
RIGHT-WHEEL,
RIGHT-FORM AND
RIGHT-DRESS.

These situations, and others, give no time for the squad to hear the order and then respond in unison within the appropriate timing. To remedy this, a preliminary caution is employed.

The predictive value of the Preliminary Caution

The PC needs to be understood by commanders and needs to be taught to squad members.

Predominately when the squad's situation is taken into account, once the PC is given there is predominately only ever one option. (There are only two cases of exception; these will be dealt with later).

Examples with reference to the table:

<u>Situation</u>	<u>PC</u>	<u>Manoeuvre</u>
Squad at Halt, at attention	TTTR	Right turn
	SWR	About turn & will be moving off
Squad in line (Stationary or on march)	MTTR	Right turn & will be moving off
	CDR	Right form
Squad in file (Stationary or on march)	CDR	Right wheel
	OTL	Form Squad

Situation	Preliminary Caution	Caution	Executives
<i>Squad at halt, at ease</i>	Squad / Parade / Company	Atten-..... Stand-..... Marker take-..... Fall-.....	Shun Easy Post In
<i>Squad at halt, standing easy</i>			Squad
<i>Squad at halt, at attention</i>	Turn to the right. Move to the right. * Incline to the right. Squad will retire. * Turn about. Squad will advance, (by the right/left). Dressing. (Next order must be) With intervals. (Next order must be)	Stand at-..... Right-..... Right-..... Right in-..... About-..... About-..... Quick-..... Quick Mark (or slow mark)-. (1-6) Pace/s step forward (or step back, or right close, or left close)..... Salute to the front (or right, or left)-..... Fall-..... Dis-..... Caps-..... Right-..... Eyes-..... Right-..... Eyes-..... Squad-..... Number XX (rear rank)-.....	Ease Turn Turn Cline Turn Turn March Time March Salute Out Miss Off, or on Dress Front Dress Front Number, or cover Prove
<i>Squad at halt, at attention, in line</i>	Change direction right, (At the Halt).	Right-.....	Form
<i>As above but in file</i>	(At the Halt), on the right.	Form-.....	Squad
<i>Squad on march- In any formation</i>	Break into Quick time. Move to the right. Incline to the right. Squad will retire.	Squad-..... Quick-..... Right-..... Right in-..... About-..... Change-..... Mark-..... Eyes-.....	Halt March Turn Cline Turn Step Time Right, left or front
<i>Squad on march in line</i>	Change direction right, (at the Halt).	Right-.....	Form
<i>Squad on march in file</i>	Change direction right. (At the Halt), On the right. Move to the right.	Right-..... Form-..... Right-.....	Wheel Squad Turn
<i>Squad marking time</i>	Turn about. ** Turn to the right. **	Squad-..... For-..... About-..... Right-..... Quick mark-.....	Halt Ward Turn Turn Time

All commands with the word 'right' can obviously be replaced with 'left'; as can those with 'quick' can be replaced with 'slow'. Commands given in parentheses are additional options for the respective commands.

Some manoeuvres can be actioned by the commander, calling numbers 1 & 2. These split the executive command into parts.

* Use of these preliminaries indicates to the Squad they will, after the movement, march off.

** Squad is determined by Vic. D.S.C to be stationary i.e. not on the move, as any moving off would be conveyed by another order, "For-ward". Therefore preliminaries cautions are the same as those used for Squad at halt and turning.

In practical terms this gives many steps notice to the squad exactly what it is they are to do. Sometimes up to 8 steps.

The two exceptions,

There are 2 ambiguous cautionary commands;

Situation Squad at halt C is "Squad" Action could be either cover or number

Situation Squad on march C is "Eyes" Action is Right, Left or Front.

Both of these situations are rarely used and so in effect cause very little confusion.

Correct wording

The second benefit of this table is the fact that it provides the correct wording for all commands. This is helpful for new commanders, but also for seasoned commanders to check no bad habits/words/traditional ways have crept in.

Sub Notes, with reference to the table.

"Dressing" is the Preliminary Command for right/left dress. (See example DM p3.6)

In the situation Squad at March Time the Vic DSC have ruled.

** Squad is determined by BBVic. D.S.C to be stationary i.e. not on the move, as any moving off would be conveyed by another order, "For-ward". Therefore preliminaries cautions employed are the same as those used for Squad at halt and turning.

Conclusion

Quote by John Leddo, Psychologist.

”DISCIPLINE ITSELF FREQUENTLY BRINGS PAIN.

BUT THE PAIN IS TEMPORARY WHILE THE GROWTH IS PERMANENT”.

It is amazing to me that so many years after my BB experience as a young man I still appreciate what BB Drill did for me.

At my impromptu speech at the awarding of my Life Membership I made mention of our “habit” of discipline as my most thankful attribute from BB life. So many times I have called upon it, for example;

During tough times throughout a 5 year university degree,

During my 29 years of marriage,

During my years of raising children,

Even today it goes on in my professional life as a Doctor of Chiropractic.

I want that opportunity for training for my sons and all Boys that attend BB. I want them to have to learn to focus on the task at hand, stay the course no matter how hard; build teamwork, maybe even in an environment or culture that would have them prefer to be doing fun stuff elsewhere.

BB Drill offers all of that when it is handled correctly at Company level.

It continues to provide physical and mental stimulation for growing bodies and minds. And I believe the information given at this conference will fertilise the ground for that stimulation.

Paul Stuchbery
Chairman BBVictoria Drill sub-committee. 2014-2017

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