



THE IMPERIAL ARMY DRILL MANUAL
MANUAL DO EXERCÍCIO CERIMONIAL
THIRD EDITION

VISUAL AID AND GUIDE



DRILL MANUAL

MANUAL DO EXERCÍCIO CERIMONIAL

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INTRODUCTION TO DRILL AND DISCIPLINE

I. Formation

A. When first forming a formation, an instructor will call their subordinates to go into x number of ranks or files. They are the same thing, which are lines, but with different orientations.

II. Command Calling

A. There are two parts to the calling of command. There is a precautionary and the command itself. Precautionary will be highlighted in blue throughout the entire Manual and Command will be highlighted in red. Commands are given in two separate text orders - the precautionary is said first, and the speaker will wait 1-2 seconds before beginning to type the Command. The purpose of the precautionary is to warn the soldiers of what order is coming so they may better embrace and synchronize. See below for examples.

1. SECTION, DISS - MISSED.
2. GUARDS WILL ADVANCE IN REVIEW ORDER, BY THE CENTER, QUICK - MARCH
3. REGIMENT LEFT - TURN
4. PARADE, TO YOUR CROWN - SALUTE



INTRODUCTION TO DRILL AND DISCIPLINE

III. One of the biggest honours of a unit is being able to be on the Right of the Line during parade and ceremony. Each Regiment/Battalion will be ranked for points. The leading Regiment or Battalion in points will form up on the Right of the Battle Line. This does not mean the opposite formation is the lowest score, just that the Right of the Line is the highest.

IV. Some terminology is:

- a) IC - In Command
- b) 2IC - 2nd in Command
- c) Rank - A row horizontally
- d) File - A row vertically
- e) Precautionary - The warning command
- f) Command - The actual command



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INDIVIDUAL DRILL

I. Attention and Stand Easy

A. When forming up into a formation, all soldiers will form up at ATTENTION. This means soldiers will not talk, and will stand still - no moving. When told to STAND EASY, soldiers will be allowed to gently (no more than an inch or so) move and talk amongst themselves.

1. The command to go from Attention to Stand Easy is: SECTION, STAND - EASY.
2. The command to go from Stand Easy to Attention is: SECTION, ATTEN - TION.

II. Saluting

A. When in the presence of an officer, all lower ranks will salute. People will also salute all Colours, in the hands of people or in a mess. They will do this by one or two options;

1. Typing “hi5” on Ol’West or using the salute gani on Classic,
2. Grabbing the GLOVE button, and saying “Sir/Ma’am”

B. On big parades, the hi5 and the gani will be necessary.



INDIVIDUAL DRILL

III. Turning in all Directions

- A) When instructed by a superior to complete a Left, Right, Front, Rear or About Turn, the soldier will do the following:
1. If the soldier is instructed to turn to the left, the command will be **SECTION, LEFT - TURN**
 2. If the soldier is instructed to turn to the right, the command will be **SECTION, RIGHT - TURN**
 3. If the soldier is instructed to turn to the front, the command will be **SECTION, FRONT - TURN**
 4. If the soldier is instructed to turn to the rear, the command will be **SECTION, REAR - TURN**
 5. If the soldier is instructed to turn around, the command will be **SECTION, ABOUT - TURN**

IV. Paces Front and Back

- A) When a soldier is instructed to complete paces forward and backward, they will simply take a small step forward, however many times the command is called. Likewise, if it is a backward step, it is the same just backwards. The command is: **SECTION, # PACE FORWARD/BACKWARD - MARCH.**



DRILL INVOLVING A RESPONSE

I. Roll Call

- A. When instructed to complete a Roll Call, the soldiers must already be in a formation of some description. If the formation is a single file rank, when instructed to roll call, the most left person in the formation will start by saying 1. Once completed, the next person will say 2, then 3, so on and so forth until the right. The last person to call a number will say their number, followed by the rank of the person calling the command (example, 15, Sergeant!). The command to initiate this is: “**SECTION** **ROLL** - **CALL**”.

II. Proving

- A. When instructed to complete a Proving, the instructor will call out the name of a soldier in their unit. The soldier will then quickly go onto their mount, say the rank of the person calling them, then go off their mount. Example: (Sergeant: John Smith?, John Smith: *mount* Sergeant! *unmount.*)



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GROUP DRILL

I. Open and Close Order

- A. When instructed to Open/Close Order March, they must be in a formation at least 2 ranks deep. When issued with the command “SECTION OPEN ORDER - MARCH”, the ranks will separate by marching 3 steps away from one another. If there is a middle rank it will stay there. When issued with the command SECTION CLOSE ORDER - MARCH”, they will march 3 steps towards enough.

II. Right and Shoulder Dress

- A. When instructed to Dress, the soldiers must be in a formation. When issued with the command “SECTION RIGHT/SHOULDER - DRESS”, all soldiers expect for the leftmost file will take a full step forward. After all soldiers step forward they will have roughly ten seconds to take a step back and make their line perfectly straight. This should be used with drums. When it is an inward dress, the line will have gaps between soldier. When it is a shoulder dress, they will touch shoulder to shoulder.



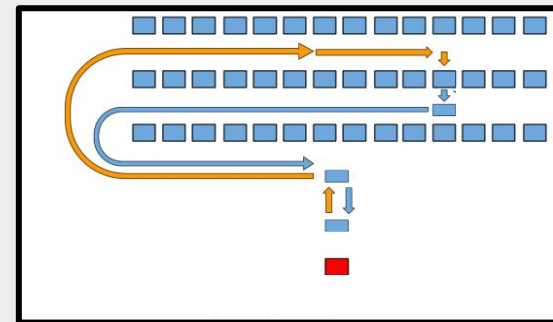
GROUP DRILL

III. Dismissing

- A. When instructed to dismiss, the soldiers will be told the command “SECTION, DIS - MISSED”. When receiving that command, all troops will turn to the left. Once all troops are facing to the left, they will all in unison take 3 steps. Once their steps are done, they are dismissed for good.

IV. Falling in and out of Ranks

- A) When a soldier is instructed to leave formation and come up to the front of the parade, the Officer will call their name. The soldier will then Prove themselves, take one step forward. They will then turn to the left, march past the formation, loop back in front of the officer. They will salute and take another step forward. When they are to fall back in, they will repeat the process back to the formation but enter the formation from the rear. See the figure.





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BATTALION, REGIMENT AND CORPS DRILL

I. Corps

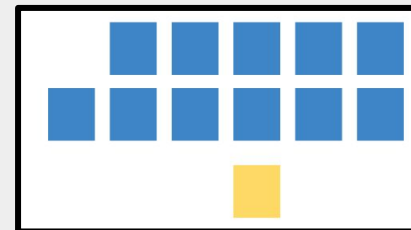
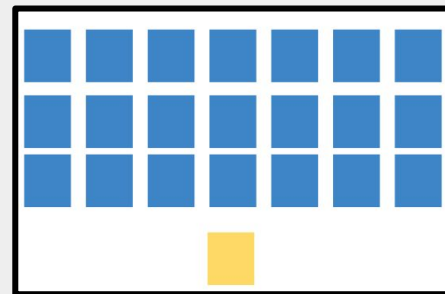
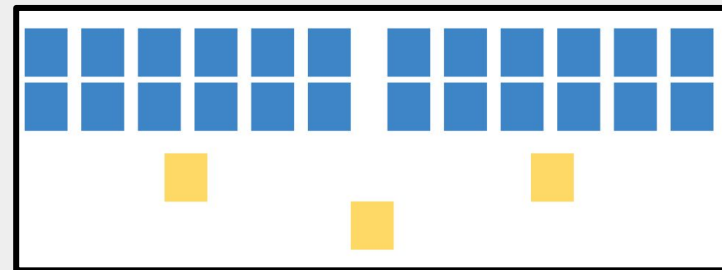
- A. When commanding a Corps on parade you will break the units down by Regiment and put them in two ranks - three if absolutely necessary. The officer will be out in front of their units, with parade commander in centre.

II. Regiment

- A. When commanding a Regiment on parade you will put all of them together in three ranks - two if understaffed. The officer will be out in front.

III. Battalion

- A. When commanding a Battalion on parade you will put all of the troops together in two ranks, with the second in command of the unit on the left side. The officer is out in front.





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DRILL ON THE MARCH

I. Quick March

- A. Quick March is the standard speed in which the player moves when holding down the move key. There is no stopping for Quick March, or stuttering movements - it should be normal looking and fluid. Quick march will be commenced when the command “**BY THE LEFT QUICK** - **MARCH**” is issued.
1. By the left means that the leftmost person in the formation is the person to dress themselves off of.

II. Slow March

- A. Slow march is a slower speed for the player to move. It is conducted one step at a time and should always be done with a drum. The drum should be doing 60 bpm (beats per minute) and use the metronome. All movements in slow march should be slow.

III. Band Marching

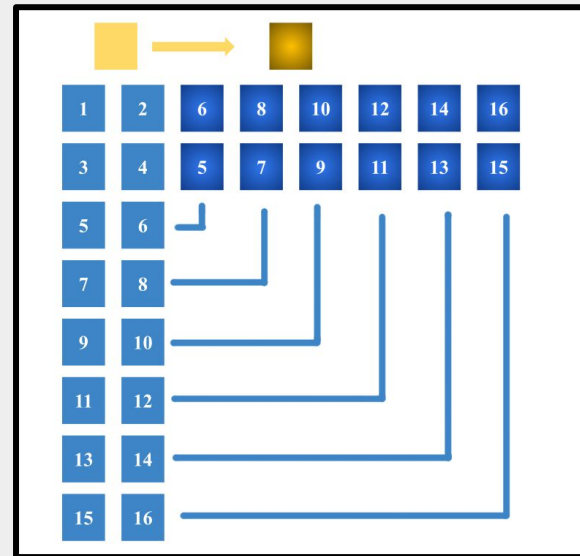
- A. Since bands cannot move and play at the same time, any movement of bands on parade will be twofold. Half the band will move to the other location in slow time while the other half plays the music. When the first half gets there, they will begin playing, and the second half will move.



DRILL ON THE MARCH

IV. Formation Turning in Quick and Slow Time

- A) When a formation is required to change direction, the following process will occur:
- The first four individuals in the formation will stay where they are, forming the anchor of the two ranks (if it is a 3 rank formation, then the first 6 will stay). The entire formation will shift in beside them actually as it was. When 5 and 6 move to their spots, then 7 and 8 will go. It will go in order, and 15-16 will not go until 13 and 14 have gone.
 - The formation and the people and their places should look identical, just rotated 90 degrees.
 - This command is called the same way any other turn is called, but while marching.

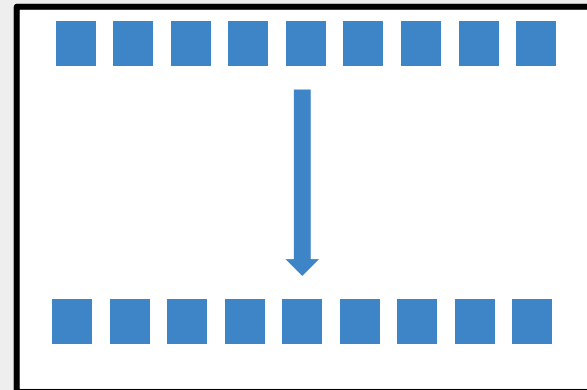




DRILL ON THE MARCH

V. Advance in Review Order

- A) Advance in review order is a command to make a line march the way it is facing in one long line. An advance in review order will always march 8 carpets/tiles, no more, no less. The Andrey Parade Square has two white lines - in between these is the width of 8 carpets, which makes this command perfect to go from white line to white line.
- B) Once stopping, soldiers are forbidden from moving after. A shoulder dress is common after.
- C) The command is “**PARADE WILL ADVANCE IN REVIEW ORDER BY THE CENTER QUICK - MARCH**”





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WEAPONS AND ITEM DRILL (1/2)

I. Sword Drill

A. Salute With The Sword

1. When instructed to salute from the front, they will equip their lamp and immediately un-equip it, leaving their sword shield code in front of their face. It will be there for 3 seconds before the officer presses glove to restore it to the side. The command is “SECTION TO YOUR CROWN - SALUTE”
2. If a salute/present arms is ordered, the officer will only restore it when ordered to attention.
3. When doing volley fire, the officer will swing their sword. This orders soldiers to fire.

II. Rifle Drill

A. Present Arms / Shoulder Arms

1. When instructed to present arms, all non-officers will mount up. They will **not** place a bomb unless a feu de joie is announced earlier. If a feu de joie is announced earlier, they will place a bomb, then mount and eat it. The command is “SECTION PRESENT - ARMS”. The reverse, to dismount, is “SECTION SHOULDER - ARMS”.

B. Fix Bayonets

1. When instructed to fix bayonets, all personnel thus instructed will swing their sword. The command is “SECTION FIX - BAYONETS”.



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WEAPONS AND ITEM DRILL (2/2)

III. Colour Drill

- A. When parading with the colour, unless held by an Officer in a Trooping the Colour, will always be guarded by two armed individuals on its flank, preferably Guards, though this is not required.
- B. Colours are considered sacred and must be treated as such. In practice sessions for a parade such as Trooping the Colour, the black Practice Colours must be used.



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MUSIC DRILL AND COMMANDS

I. Trumpets

A. Fall In

- This tune will be played on trumpet to order troops to fall into two ranks in front of the officer.

B. Dismissed

- This tune will be played to dismiss troops from the parade.

C. Stand To

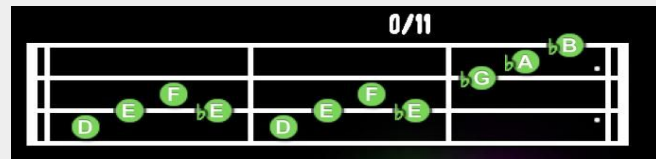
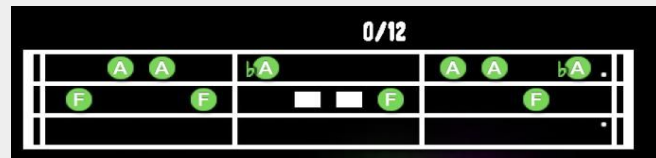
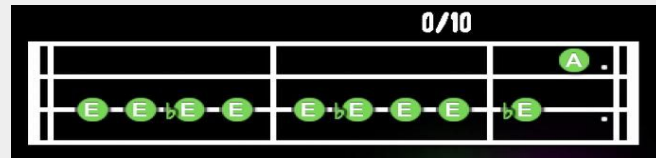
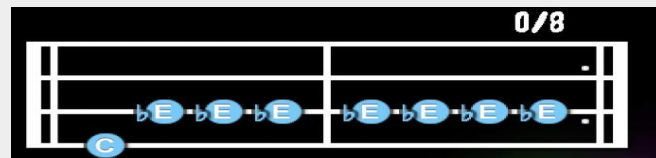
- This tune will be played to tell soldiers to prepare for combat, and get ready to charge.

D. Charge

- This tune will be played to tell soldiers to attack.

E. Form Square

- This tune will be played to tell soldiers to form a hollow square around their officer.





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A

MUSIC DRILL AND COMMANDS

II. Drums (Press the letters to hear.)

A) Introduction Roll

- a) When the band will play one of the military marches, the drummers will play this tune right before.

B) Fall In

- a) This tune will be played to order troops to fall into two ranks in front of the officer.

C) Dressing

- a) When a dressing is called, the drum will hit once. This tells the soldiers to step forward. When he starts going very fast, that tells the soldiers to fix their dressing. He will slow the pace down until he stops, which is when eyes front is called.

D) Slow March

- a) When slow march is called, the Introduction Roll will be played, and then the Slow March tune will kick in.

E) Drummer's Call

- a) In Trooping the Colour, the best drummer will play the Drummer's Call.

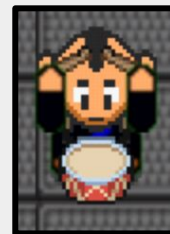
F) Poses

- a) After playing a tune, the drummer should use the sticks up pose.

B

C

D



E