

QUICK-MARCH. On the word **MARCH**, step off together with the left foot, keeping the time given on the drum as nearly as possible.

While marching, retain the position already taught, the body inclining well forward; let the arms and hands hang easily, neither clinging to the thighs nor partaking of their movements.

HALT. On the word **HALT**, complete the pace you are in the act of making, bring the heels together, and then stand still.

The volunteers should not be halted if they lose step, but be allowed to move on some distance.

RIGHT ABOUT-FACE, BY THE RIGHT (OR LEFT) QUICK-MARCH, HALT-FRONT.

When at the extremity of the ground the squad will be faced about, and will then be marched back again.

As already taught.

RIGHT ABOUT-TURN. The volunteers should also be taught to turn to the right about while marching. The turn should be completed in three short steps. The fourth must be a full pace in the new direction.

Section 4. Stepping Out and Stepping Short and Marking Time.

Although 30 inches is the regular pace in quick time, a volunteer may occasionally find it necessary to lengthen or shorten his pace in order to conform with the movements of the rest of the squad; he may also mark the time by raising the feet alternately, without gaining ground. When necessary, the whole squad may be ordered to **MARK TIME**. If required to mark time for purposes of drill, from the halt the command will be **MARK TIME, QUICK**, on which the squad will mark time, commencing with the left foot.

Section 5. Wheeling.

RIGHT-WHEEL. On the word **WHEEL**, the right-hand man will face to the right.

QUICK-MARCH. On the word **MARCH**, the right-hand man will stand fast; the remainder of the volunteers will wheel round the right or pivot man, touching towards him and looking outwards for the dressing. The left-hand or outward man will move at a full pace of 30 inches and look inwards.

HALT. On the word **HALT**, the squad will halt, and every man will look to his front, unless ordered to dress.

Wheeling to the left will be practised in like manner.

A squad may also wheel in any direction while on the march, by the words **RIGHT (OR LEFT) WHEEL**, on which the pivot man will mark time, moving his shoulders round as the squad wheels round him; in other respects the wheel will be performed as already explained. On the word **FORWARD**, by the **RIGHT (OR LEFT)** the squad will move on in the direction it happens to be facing when the word is given.

A squad may be wheeled from the halt on a moveable pivot; the pivot man marking time, as he does when changing direction on the march. In this case the command will be on **THE MOVE, RIGHT (OR LEFT) WHEEL, QUICK-MARCH** - this would be done if the squad were intended to move forward in any direction after wheeling.

Section 6. The Diagonal March

RIGHT (OR LEFT) HALF-PACE. As already taught.

QUICK-MARCH. On the word **MARCH**, step off, each man moving straight to his front and retaining during the march, his relative position with the rest of the squad.

HALT-FRONT. As already described.

If the march has been properly performed when the squad is halted and fronted, it will be found in a line parallel to its original position.

Volunteers while marching to the front in line will also be taught to incline to either flank by a half turn in the direction required, as follows:—

BY THE RIGHT (OR LEFT) QUICK-MARCH.

RIGHT (OR LEFT) HALF-TURN.

FRONT-TURN BY THE RIGHT (OR LEFT).

If the man wheel move step REAR TURN.

When right file file will that was

Sec. 7.

TO THE RIGHT FACE, FOR A FEW MOMENTS ONLY, BREAK OFF.

FALL IN.

This is important

Section

The (BY THE RIGHT (OR LEFT)). DOUBLE-MARCH.

HALT. Volunteer the double at