# LEARN TO LEAD

# **DRILL & CEREMONIES TESTS**

**CAP TEST 78-2 JULY 2010** 



### NOTE:

This test booklet applies only to those cadets who are studying the Learn to Lead textbook.

CAP Test 78-2 July 2010 February 2011 Corrected Copy

Special thanks to Lt Col William Bahn, Cadet Jared Mohler, and Capt Jacob Uriel for catching some minor errors on the original (July 2010) edition.

Units may use this corrected copy or continue to use the original version.

#### **LEARN TO LEAD DRILL & CEREMONY PRACTICAL TESTS**

#### **TESTING OFFICER'S INSTRUCTIONS**

Upon passing the online written test for a *Learn to Lead* chapter, each cadet must successfully complete a practical test of their proficiency in drill and ceremonies, as described in this test booklet, for each Achievement through the Mitchell Award.

**Test Security.** There is no need for this test booklet to be secured. Because these are performance tests and the subject matter is known to the cadets, there is essentially no advantage to cadets who happen to see the test booklet in advance.

**Scoring Philosophy.** Each drill maneuver usually involves several task steps. For example, the command, "Column Right, MARCH" involves ten or more task steps. To make it easy for testing officers to evaluate the cadets' performance on the drill field, this test booklet identifies two or three standards for each drill maneuver. Cadets who meet those standards earn credit for that drill maneuver. In other words, testing officers evaluate cadets only on the standards listed, even though those standards cannot possibly encompass every last facet of a drill maneuver.

Scoring Terms. For the purposes of this test, "satisfactory" and "unsatisfactory" performance is defined as:

SATISFACTORY: Performance meets the basic requirements for participating unaided in cadet drill and ceremonies. Most of the task steps that comprise the drill maneuver are carried out in an effective and proficient manner. The cadet meets all of the acceptable standards for the maneuver, as shown on the scorecard. Minor deficiencies exist, but they would not preclude the cadet from successfully participating on the drill field with other proficient cadets.

UNSATISFACTORY: Performance does not meet the basic requirements. The cadet requires coaching in order to perform many of the maneuver's task steps in an effective and proficient manner. The cadet does not meet the maneuver's acceptable standards, as listed on the scorecard. Significant deficiencies exist that would preclude the cadet from successfully participating on the drill field with other proficient cadets.

**Scorecards.** Testing officers may want to make photocopies of the drill scorecards found in this booklet. Evaluate the commands as they are performed, marking an "X" in the "S" column if it was performed satisfactorily, or the "U" column if it was performed unsatisfactorily. Tests 7 and 8 use special scorecards that are included in this booklet but are unlike those used for tests 1-6.

**Passing Score.** The number of evaluation items varies from test to test. The test scorecards specify how many items the cadets must successfully complete to pass that test. Generally, passing scores are roughly 75%.

**Expert Help.** Testing officers may use drill and ceremonies "experts" to help administer the test, call commands, etc. Cadet "experts" should be higher ranking than the cadet being tested. However, it is the senior member testing officer who scores the test - the cadet "experts" are merely helpers.

# **ACHIEVEMENT 1** Drill & Ceremonies Practical Test

Topic: Basic Drill as an Element Member

**Conditions**: Form cadets as a single element. Test no more than 5 cadets at a time.

**Instructions:** See page 1

Passing Score: 73%. Must perform at least 11 out of 15 commands satisfactorily

#	Command	Acceptable Standards	SATISFACTORY	UNSATISFACTORY
		1. Automatically executes Dress Right, DRESS.		
_		2. Adjusts position to achieve proper dress and cover.		
1.	FALL IN	3. Automatically executes Ready, FRONT.		
		4. Stands at position of attention.		
		1. Moves left foot such that heels are about 12-inches apart.		
2.	Parade, REST	2. Extends arms behind body $\&$ places right hand in palm of the left.		
		3. Keeps head and eyes straight ahead; is immobile and silent.		
2	Eliaht ATTENITION	1. Stands and shows good posture.		
3.	Flight, ATTENTION	2. Remains immobile and silent.		
4.	Present, ARMS	1. Smartly raises right hand to head or headdress.		
<b>4.</b>	Fresent, ARMS	2. Right hand is flat, with fingers fully extended.		
5.	Order ADMS	1. Smoothly and smartly retraces path of arm.		
	Order, ARMS	2. Ends at the position of attention.		
6	About, FACE	1. Pivots 180-degress clockwise on ball and heel.		
6.	Adout, FACE	2. Maintains upper body in position of attention.		
	About, FACE	Used to return to line formation; not graded, or use as second chance to perform #6 correctly	na	na
		1. All except the last airman in each element raises and extends the left arm laterally from the shoulder with snap so the arm is parallel with the ground, palm down.		
7.	Dress Right, DRESS	2. At the same time as the left arm is raised, each individual (except the guide and second, third, and fourth element leaders) executes Eyes RIGHT.		
		3. Establishes exact shoulder-to-fingertip contact with the individual to the immediate right.		

1. Arms are lowered with snap to their sides and recup their hands when their arm is at approximately waist level. 2. As the arm is lowered, airmen at Eyes RIGHT will return their heads to the front with snap.  1. Pivots 90-degrees to the right on ball and heel. 2. Maintains upper body in position of attention.  1. Left, FACE  1. Left, FACE  2. Maintains upper body in position of attention.  1. Relaxes in standing position.  2. Keep right foot in place. 3. Silent.  1. Stands and shows good posture. 2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 14. Ready, FRONT 15. FALL OUT 16. Simply breaks ranks but remains in vicinity.				SATISFACTORY	UNSATISFACTORY
2. As the arm is lowered, airmen at Eyes RIGHT will return their heads to the front with snap.  1. Pivots 90-degrees to the right on ball and heel. 2. Maintains upper body in position of attention.  1. Left, FACE  1. Relaxes in standing position. 1. Relaxes in standing position. 1. Relaxes in standing position. 1. Stands and shows good posture. 2. Remains immobile and silent.  1. Stands and shows good posture. 2. Remains immobile and silent.  1. Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention. 13. Eyes, RIGHT 14. Ready, FRONT 15. FALL OUT 1 Simply breaks ranks but remains in vicinity.	8.	Ready FRONT	·		
9. Right, FACE  2. Maintains upper body in position of attention.  1. Left, FACE  1. Relaxes in standing position.  2. Keep right foot in place. 3. Silent.  1. Stands and shows good posture. 2. Remains immobile and silent.  1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses).  5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  1. Simply breaks ranks but remains in vicinity.		Ready, FROIVE	· · · · · · · · · · · · · · · · · · ·		
2. Maintains upper body in position of attention.  Used to return to line formation; not graded, or use as second chance to perform the simple facing of #9 correctly  1. Relaxes in standing position.  2. Keep right foot in place. 3. Silent.  1. Stands and shows good posture. 2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 14. Ready, FRONT 15. FALL OUT 15. Simply breaks ranks but remains in vicinity.	0	D: 1. FACE	1. Pivots 90-degrees to the right on ball and heel.		
10. AT EASE  10. AT EASE  10. AT EASE  11. Flight, ATTENTION  12. Keep right foot in place. 13. Silent.  14. Ready, FRONT  15. FALL OUT  1 . Relaxes in standing position. 2 . Keep right foot in place. 3 . Silent.  1 . Stands and shows good posture. 2 . Remains immobile and silent.  Count One 1 . Arms raised smartly. 2 . Fingers, palm, and forearm form straight line. 3 . Upper arm parallel to ground. 4 . Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5 . Rest of body remains at attention.  Count Two 1 . Arm comes smoothly and smartly down. 2 . Retrace path used to raise the arm. 3 . Hand is cupped as it passes the waist. 4 . End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  15. FALL OUT  16. Simply breaks ranks but remains in vicinity.	9.	Right, FACE	2. Maintains upper body in position of attention.		
10. AT EASE  2. Keep right foot in place. 3. Silent.  1. Stands and shows good posture. 2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  15. In On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  18. Simply breaks ranks but remains in vicinity.		Left, FACE	•	na	na
3. Silent.  1. Stands and shows good posture. 2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT 1. On FRONT, heads and eyes are turned smartly to the front. 15. FALL OUT 1. Simply breaks ranks but remains in vicinity.			1. Relaxes in standing position.		
1. Stands and shows good posture. 2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT 1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT 1. Simply breaks ranks but remains in vicinity.	10.	AT EASE	2. Keep right foot in place.		
11. Flight, ATTENTION  2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  15. FALL OUT  1 Simply breaks ranks but remains in vicinity.			3. Silent.		
2. Remains immobile and silent.  Count One 1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 14. Ready, FRONT 15. FALL OUT 15. Simply breaks ranks but remains in vicinity.	11	Flight, ATTENTION	1. Stands and shows good posture.		
1. Arms raised smartly. 2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 14. Ready, FRONT 15. FALL OUT 15. In Simply breaks ranks but remains in vicinity.	11.		2. Remains immobile and silent.		
2. Fingers, palm, and forearm form straight line. 3. Upper arm parallel to ground. 4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses). 5. Rest of body remains at attention.  Count Two 1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT 14. Ready, FRONT 15. FALL OUT 15. Simply breaks ranks but remains in vicinity.			Count One		
3. Upper arm parallel to ground.  4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses).  5. Rest of body remains at attention.  Count Two  1. Arm comes smoothly and smartly down.  2. Retrace path used to raise the arm.  3. Hand is cupped as it passes the waist.  4. End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  15. FALL OUT  16. Simply breaks ranks but remains in vicinity.			1. Arms raised smartly.		
4. Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of glasses).  5. Rest of body remains at attention.  Count Two  1. Arm comes smoothly and smartly down.  2. Retrace path used to raise the arm.  3. Hand is cupped as it passes the waist.  4. End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  15. FALL OUT  1 Simply breaks ranks but remains in vicinity.			2. Fingers, palm, and forearm form straight line.		
headdress (If no headdress, outside corner of eyebrow or front right edge of glasses).  5. Rest of body remains at attention.  Count Two  1. Arm comes smoothly and smartly down.  2. Retrace path used to raise the arm.  3. Hand is cupped as it passes the waist.  4. End with entire body at attention.  13. Eyes, RIGHT  1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT  15. FALL OUT  16. Simply breaks ranks but remains in vicinity.			3. Upper arm parallel to ground.		
5. Rest of body remains at attention.  Count Two  1. Arm comes smoothly and smartly down.  2. Retrace path used to raise the arm.  3. Hand is cupped as it passes the waist.  4. End with entire body at attention.  13. Eyes, RIGHT  1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT  1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  1. Simply breaks ranks but remains in vicinity.	12.	Hand, SALUTE	headdress (If no headdress, outside corner of eyebrow or		
1. Arm comes smoothly and smartly down. 2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT  1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT  1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  1. Simply breaks ranks but remains in vicinity.			5. Rest of body remains at attention.		
2. Retrace path used to raise the arm. 3. Hand is cupped as it passes the waist. 4. End with entire body at attention.  13. Eyes, RIGHT  14. Ready, FRONT  15. FALL OUT  16. Simply breaks ranks but remains in vicinity.			Count Two		
3. Hand is cupped as it passes the waist.  4. End with entire body at attention.  1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT  1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  1. Simply breaks ranks but remains in vicinity.			1. Arm comes smoothly and smartly down.		
4. End with entire body at attention.  1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT  1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  1. Simply breaks ranks but remains in vicinity.			2. Retrace path used to raise the arm.		
13. Eyes, RIGHT  1. All persons, except those on the right flank, turn their heads and eyes smartly 45 degrees to the right.  14. Ready, FRONT  15. FALL OUT  16. Simply breaks ranks but remains in vicinity.			3. Hand is cupped as it passes the waist.		
and eyes smartly 45 degrees to the right.  14. Ready, FRONT  1. On FRONT, heads and eyes are turned smartly to the front.  15. FALL OUT  1. Simply breaks ranks but remains in vicinity.			4. End with entire body at attention.		
15. FALL OUT 1. Simply breaks ranks but remains in vicinity.	13.	Eyes, RIGHT			
	14.	Ready, FRONT	1. On FRONT, heads and eyes are turned smartly to the front.		
	15.	FALL OUT	Simply breaks ranks but remains in vicinity.		
ΙΠΙΔΙΧΙ			TOTALS		

# **ACHIEVEMENT 2** Drill & Ceremonies Practical Test

**Topic**: Basic Drill as a Flight Member

**Conditions**: Form at least 4 cadets into a flight of 2 elements

**Instructions:** See page 1

Passing Score: 73%. Must perform at least 11 out of 15 commands satisfactorily

#	Command	Acceptable Standards	SATISFACTORY	UNSATISFACTORY
	FALL IN	Not graded.	na	na
	Right, FACE	Not graded; used to put cadets into column formation.	na	na
1	Famurard MADCII	1. Steps off on left foot.		
1.	Forward, MARCH	2. Does not anticipate the command of execution.		
2.	Double Time, MARCH	1. Cadets take one more step in quick time and then steps off in double time.		
		1. Cadets advance two more steps in double time.		
3.	Quick Time, MARCH	2. Resumes quick time.		
		3. Lowers the arms to the sides, and resumes armswing.		
		1. After the command HALT, takes one more full 24-inch step.		
4.	Flight, HALT	2. Trailing foot is brought smartly alongside front foot.		
		3. Heels finish together, on line, with cadet at attention.		
	Left, FACE	Not graded; used to put cadets into column formation.	na	na
5.	Open Ranks, MARCH	1. Marches forward a number of steps equal to the number of ranks behind him or her.		
		2. Automatically executes dress right dress at the halt.		
	Ready, FRONT	1. Lowers arm with snap but without slapping.		
6.	Ready, FRONT	2. Turns head to front with snap.		
7.	Close Ranks, MARCH	1. Marches forward a number of steps equal to the number of ranks in front of him or her.		
	Right, FACE	Not graded; used to put cadets into column formation.	na	na
		1. Steps off on left foot.		
8.	Forward, MARCH	2. Does not anticipate the command of execution.		

			SATISFACTORY	UNSATISFACTORY
		1. In marching, turns 90-degress to the right.		
9.	Right Flank, MARCH	2. Maintains proper dress, cover, interval, and distance.		
		<ol><li>Maintains posture as if at attention; suspends armswing during pivot.</li></ol>		
10.	Count Cadence,	1. Give the count sharply and clearly, and separate each number distinctly.		
10.	COUNT	2. The count of ONE is given on the left foot.		
		1. Reverses direction smartly by pivoting clockwise		
11.	To the Rear, MARCH	<ol><li>Maintains posture as if at attention; suspends armswing during pivot</li></ol>		
		3. Maintains proper dress, cover, interval, and distance		
-		1. In marching, turns 90-degress to the left		
12.	Left Flank, MARCH	<ol><li>Maintains proper dress, cover, interval, and distance</li></ol>		
		3. Maintains posture as if at attention; suspends armswing during pivot.		
-		1. Alternately raises and lowers each foot.		
13.	Mark Time, MARCH	2. The balls of the feet are raised 4 inches above the ground.		
		3. Normal arm swing is maintained.		
	Flight, HALT	Not graded.	na	na
		1. The leg is kept straight, but not stiff.		
14.	Right Step, MARCH	2. The right foot moves 12 inches to the right of the left foot.		
1-7.	Night Step, Wirther	3. The left foot (without scraping the ground) brought smartly to a position alongside the right foot as in the position of attention.		
15.	Flight, HALT	1. On the command HALT, one more step is taken with the right foot and the left foot is placed smartly alongside the right foot as in the position of attention.		
	FALL OUT	Not graded.		
		TOTALS		

# **ACHIEVEMENT 3** Drill & Ceremonies Practical Test

**Topic**: Advanced Drill as a Flight Member

**Conditions**: Form at least 4 cadets into a flight of 2 elements

**Instructions:** See page 1

Passing Score: 73%. Must perform at least 8 out of 11 commands satisfactorily

#	Command(s)	Acceptable Standards	SATISFACTORY	UNSATISFACTORY
<del></del>	FALL IN	Not graded.	na	na
	Right, FACE	Not graded; used to put cadets in column formation.	na	na
1.	Close MARCH (while halted)	1. The third element takes two right steps, the second element takes four steps, and the first element takes six steps		
		1. On DRESS, left hand placed so the heel of the hand rests on the left hip, fingertips point toward the ground, and the elbow in line with the body.		na
2.	At Close Interval, Dress Right DRESS & Ready, FRONT	2. The same procedures for dress, cover, interval, and distance for normal interval is used for close interval.		
	Reddy, i NOIVI	3. Eyes turned 45 degrees to the right.		
		4. On FRONT, return to the position of attention.		
3.	Extend, MARCH (while halted)	1. Reverse the procedures used to obtain close interval to obtain normal interval.		
		1. The element leader of the right element commands, Column Right, and remaining element leaders command STAND FAST.		
		2. On the command MARCH, the element leader executes a face in marching to the right, then continues marching in the new direction.		
4.	Column of Files from the Right, Column Right, MARCH	3. The remaining individuals in the base file march forward on the command of execution, pivot in approximately the same location as their element leader, and maintain a 40-inch distance.		
		4. The element leaders of the remaining elements command Column Right, MARCH, at which time all cadets perform the movement in the same manner as the base element.		
		5. Element leaders follow in successive order.		
		CONTINUED ON		D 4 6 E

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			SATISFACTORY	UNSATISFACTORY
	Flight, HALT	Not graded.	na	na
	FALL OUT & FALL IN	Not graded; used to take the cadets out of a single file formation and return them to line formation.	na	na
	Right, FACE	Not graded; places the cadets in column formation.	na	na
	5	1. Steps off on left foot.		
5.	Forward, MARCH	2. Does not anticipate the command of execution.		
		1. MARCH is given on the right foot.		
		<b>2.</b> The fourth element takes up the half step (beginning with the left foot) following the command of execution.		
6.	Close, MARCH & 6. Forward, MARCH	<b>3.</b> The third element obtains close interval by pivoting 45 degrees to the right on the ball of the left foot, taking one 24-inch step (with coordinated armswing) toward the fourth element, and then pivoting 45 degrees back to the left on the ball of the right foot.		
	(while marching)	<b>4.</b> The second element takes three steps between pivots, and the first element takes five steps between pivots. The original direction of march is resumed; the half step is taken up once close interval is obtained; and dress, cover, interval, and distance are reestablished.		
		<b>5.</b> On the command Forward, MARCH, all elements resume a 24-inch step.		
7.	Extend, MARCH & Forward, MARCH (while marching)	1. The same procedures and steps used to obtain close interval are used except the command is given on the left foot and the pivots are made on the right foot.		
		1. Called on the right foot.		
		2. On MARCH, cadets take one more 24-inch step with left foot.		
8.	Change Step, MARCH	3. In one count, cadets place ball of right foot alongside the heel of the left foot, pin their arms, and shift the weight of the body to the right foot.		
		4. Cadets then step off with the left foot in a full, 24-inch step, resuming coordinated armswing.		
		5. Upper portion of body remains at attention throughout.		

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			SATISFACTORY	UNSATISFACTORY
		1. In marching, turns 90-degrees to the left via 1 or more pivots, depending on place in flight.		
9.	Column Left, MARCH & Forward MARCH	2. Takes up half-step at correct time and maintains until forward march is called.		
	a roiwara wixineri	3. Maintains proper dress, cover, interval, and distance.		
		4. Resumes full 24-inch steps after Forward, MARCH.		
		1. Called on the right foot.		
10.	Eyes, RIGHT (while marching)	2. On RIGHT, all cadets, except those on right flank, smartly turn heads 45-degrees right.		
		3. Called on the right foot.		
11.	Ready, FRONT (while marching)	4. On RIGHT, all cadets, except those on right flank, smartly return heads to forward position.		
	Flight, HALT	Not graded.	na	na
	FALL OUT	Not graded.	na	na
		TOTALS		

Must score at least 8 "Satisfactory" ratings to pass.

# **ACHIEVEMENT 4** Drill & Ceremonies Practical Test

**Topic**: Drill of the Element

**Conditions**: Form at least 2 cadets into a single element

**Instructions:** See page 1

Passing Score: 80%. Must fulfill at least 4 out of the 5 acceptable standards satisfactorily

**Conditions**: Conduct this test on an individual basis – test one cadet at a time. Provide the cadet with a list of the commands shown below, and allow the cadet to refer to them during the course of the test. Instruct the cadet to lead the element in drill, completing all commands in sequence. The element should consist of at least 2 cadets. Assign to the element cadets who are proficient in basic drill.

**Note:** The element's ability to perform the commands is NOT relevant to this test – only the cadet's ability to call commands properly is being evaluated.

_#	Category	Acceptable Standards	SATISFACTORY	UNSATISFACTORY
1.	Knowledge	<ol> <li>Calls commands on the correct foot (when the foot corresponding to the direction of movement strikes the ground)</li> </ol>		
2.	Interval	<ol> <li>Calls commands of execution two steps after calling the preparatory commands</li> </ol>		
3.	Voice	<ol> <li>Calls commands loud enough for the element to hear them</li> <li>Calls commands clear enough for the element to understand them</li> </ol>		
4.	Bearing	<ol> <li>Calls commands decisively, with snap and a sense of "Go!"</li> <li>Maintains good military bearing</li> </ol>		
5.	Overall Leadership	<ol> <li>Calls cadence or halts and restarts the element, if the cadets fall out of step or lose alignment</li> <li>Completes all assigned commands</li> </ol>		
		TOTALS		

Must score at least 4 "Satisfactory" ratings to pass.

#### **Command Sequence**

1.	FALL IN	7.	Forward, MARCH
2.	Dress Right, DRESS (check alignment)	8.	Left Flank, MARCH
3.	Ready, FRONT	9.	Right Flank, MARCH
4.	Right, FACE	10.	To the Rear, MARCH
5.	Left, FACE	11.	Element, HALT
6.	About, FACE	12.	FALL OUT

# **ACHIEVEMENT 5** Drill & Ceremonies Practical Test

Topic: Drill of the Flight

Conditions: Form at least 4 cadets into a flight of at least 2 elements

**Instructions:** See page 1

Passing Score: 76%. Must perform at least 16 out of the 21 commands satisfactorily

**Conditions:** Conduct this test on an individual basis – test one cadet at a time. Provide the cadet with a list of the commands shown below, and allow the cadet to refer to them during the course of the test. Instruct the cadet to lead the flight in drill, completing all commands in sequence. The flight should consist of at least 2 elements (therefore, at least 4 cadets). Assign to the flight cadets who are proficient in basic drill.

**Note:** The flight's ability to perform the commands is NOT relevant to this test – only the cadet's ability to call commands properly is being evaluated.

			SATISFACTORY	UNSATISFACTOF
			ATIS	ISAT
#	Category	Acceptable Standards	6	5
1.	FALL IN	Positions self 3 paces away and centered from where flight belongs		
2.	Dress Right, DRESS (check alignment)	Proceeds to right flank and directs individual cadets to check alignment as needed		
3.	Ready, FRONT	Command is clear and snaps		
4.	Right, FACE	Command is clear and snaps		
5.	Forward, MARCH	Command is clear and snaps		
6.	Column Right, MARCH	Preparatory: right foot Execution: right foot		
7.	Forward, MARCH	Command is clear and snaps		
8.	Close, MARCH & Forward, MARCH	Preparatory: right foot Execution: right foot		
9.	Extend, MARCH & Forward, MARCH	Preparatory: left foot Execution: left foot		
10.	Change Step, MARCH	Preparatory: right foot Execution: right foot		
.11.	Count Cadence, COUNT	Preparatory: left foot Execution: left foot		
12.	Flight, HALT	Command is clear and snaps		
13.	Left Step, MARCH	Command is clear and snaps	_	
14.	Flight, HALT	Preparatory: heels are together Execution: heels are together		
15.	Left, FACE	Command is clear and snaps		

**CONTINUED ON NEXT PAGE** 

			SATISFACTORY	UNSATISFACTORY
16.	Open Ranks, MARCH (check alignment)	Proceeds to right flank and directs individual cadets to check alignment as needed		
17.	Ready, FRONT	Command is clear and snaps		
18.	Close Ranks, MARCH	Command is clear and snaps		
19.	Column of Files from the Right, Forward, MARCH	After "Forward," waits for element leaders to issue supplemental command before commanding "MARCH"		
20.	Flight, HALT	Command is clear and snaps		
21.	FALL OUT	Command is clear and snaps		
		TOTALS		

Must score at least 16 "Satisfactory" ratings to pass.

# **ACHIEVEMENT 6** Drill & Ceremonies Practical Test

**Topic**: Squadron Formations

**Conditions**: At least 3 cadets are needed to role play for this formation

**Instructions:** See page 1

**Passing Score:** 80%. Must perform at least 4 out of the 5 commands/maneuvers satisfactorily

**Conditions:** Conduct this test on an individual basis – test one cadet at a time. At least three cadets are needed to role-play for this formation:

(1) Alpha Flight Sergeant (plus additional cadets to constitute the flight, if available)

(2) Bravo Flight Sergeant (plus additional cadets to constitute the flight, if available)

(3) Squadron Commander

Direct the cadet to assume the role of first sergeant and assemble the "squadron."

#	Category	Acceptable Standards	SATISFACTORY	UNSATISFACTOR
1.	FALL IN	<ol> <li>Positions self 9 paces away and centered from where flights are to be formed</li> </ol>		
2.	REPORT* For the purpose of this test, there's no need for the elements to report to the flight sergeants; the test evaluates the first sergeant only	<ol> <li>After the flights are assembled, commands REPORT</li> <li>Receives report from Alpha's flight sergeant</li> <li>Returns salute</li> <li>Receives report from Bravo's flight sergeant</li> <li>Returns salute</li> </ol>		
3.	POST	<ol> <li>Commands flight sergeants to post</li> <li>Faces about in anticipation of squadron commander's arrival</li> </ol>		
4.	(Reports)	<ol> <li>First Sergeant reports attendance to squadron commander</li> </ol>		
5.	Sq/CC: POST	1. First Sergeant assumes position behind Bravo		
		TOTALS		

Must score at least 4 "Satisfactory" ratings to pass.

### **ACHIEVEMENT 7** Drill & Ceremonies Practical Test

**Topic:** Group Formations

**Conditions:** Form at least 2 cadets into a single element

**Instructions:** See page 1

**Passing Score:** 80%. Must score at least 16 out of 20 possible points.

#### Problem #1

#### Diagram the Group in Line

You're the best Cadet First Sergeant on the encampment staff. The Cadet Commander comes seeking your expertise on how to handle Group formations. At this encampment, there are three squadrons, with two flights each. For the purpose of this test, your tasks are as follows:

- 1. Diagram how the Group should be formed in Line with Squadrons in Line and Flights in Line. (5 points)
- 2. Label the number of paces between each unit and their leaders. (3 points)
- 3. Use proper drill symbols in your diagram (2 points)

#### Problem #2

#### **Change of Command Ceremony**

Your Squadron Commander, Capt Curry, is relinquishing command to Capt Arnold. The Wing Commander, Col Mitchell, will preside over a formal Change of Command ceremony. As the squadron's Cadet First Sergeant, they've asked you to instruct them on how the ceremony should proceed. For the purposes of this test, you'll need your unit flag (or some kind of prop you can pretend is a flag), plus three people to assist you by playing the following roles:

- Capt Curry Outgoing Commander
- Capt Arnold Incoming Commander
- Col Mitchell Wing Commander
- Yourself Flag Bearer

For this exercise, your tasks are as follows:

- 1. Position the four participants listed above for the start of the Change of Command ceremony. (4 points)
- 2. Instruct the participants what maneuvers they'll execute. What does each say and when? How does the unit's flag come into play? When are salutes rendered and what drill movements are required? (6 points)

# **Chapter 7 ANSWER KEY**

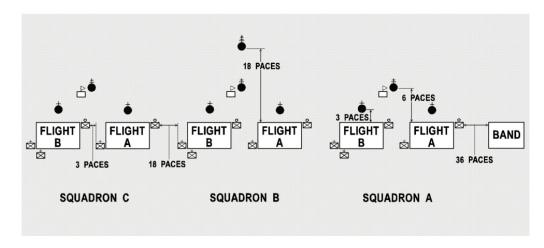
#### Problem #1

#### Diagram the Group in Line

You're the best Cadet First Sergeant on the encampment staff. The Cadet Commander comes seeking your expertise on how to handle Group formations. At this encampment, there are three squadrons, with two flights each. For the purpose of this test, your tasks are as follows:

**TESTING OFFICER:** Mark an "X" to left of each item below that the cadet completes properly. Then, total the number of "X's" to score this problem.

# The "perfect" solution looks like this:



I.	Diagram now the Group should be formed in Line with Squadrons in Line and					
<b>Flights</b>	in Line. (5 points)					
	correct locations for unit commanders					
	correct locations for flight sergeants and first sergeants					
	correct locations for flight guides and squadron guidon bearers					
	units arrayed in Line (next to one another, not behind one another as in Column					
	other item / testing officer's discretion					
	(do not penalize cadets if they don't include a band)					
2.	Label the number of paces between each unit and their leaders. (3 points)					
	three paces between flights					
	eighteen paces between squadrons					
	other item / testing officer's discretion					
3.	Use proper drill symbols in your diagram (2 points)					
	at least half of the symbols are correct					
	at least 80% of the symbols are correct					
	Group Formation					
	Subtotal Points					

# **Chapter 7 ANSWER KEY**

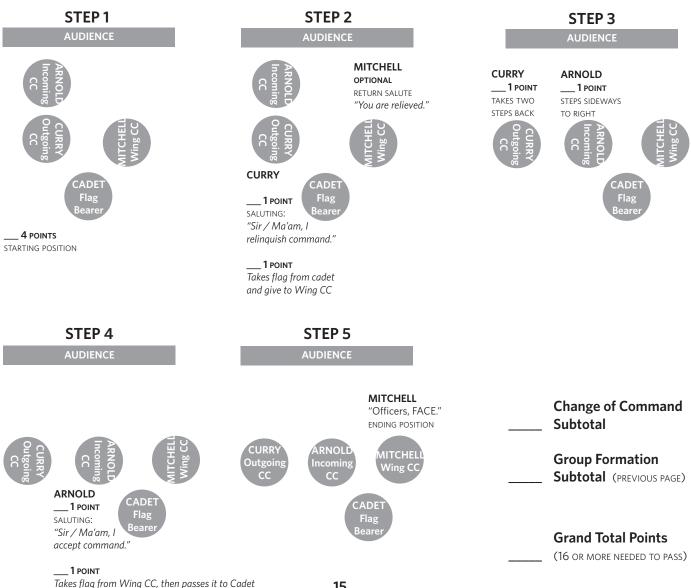
#### Problem #2

#### **Change of Command Ceremony**

Your Squadron Commander, Capt Curry, is relinquishing command to Capt Arnold. The Wing Commander, Col Mitchell, will preside over a formal Change of Command ceremony. As the squadron's Cadet First Sergeant, they've asked you to instruct them on how the ceremony should proceed. For the purposes of this test, you'll need your unit flag (or some kind of prop you can pretend is a flag), plus three people to assist you by playing the following roles:

- Capt Curry Outgoing Commander
- Capt Arnold Incoming Commander
- Col Mitchell Wing Commander
- Yourself Flag Bearer

**TESTING OFFICER:** Mark an "X" to left of each item below that the cadet completes properly. Then, total the number of "X's" to score this problem.



### **ACHIEVEMENT 8** Drill & Ceremonies Practical Test

**Topic:** Wing Formations

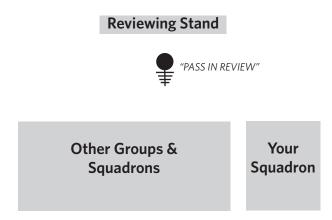
**Conditions:** Form at least 2 cadets into a single element

**Instructions:** See page 1

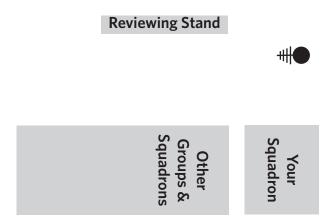
**Passing Score:** 70%. Must score at least 7 out of 10 possible points.

You're a squadron first sergeant at a huge encampment. A full cadet wing consisting of several groups and squadrons will march in review. The wing has completed the various cermonies that lead up to the climax of the review, when the Commander of Troops orders, "PASS IN REVIEW."

At this point, your squadron is facing the reviewing stand and the formation looks like this:



Upon the command "PASS IN REVIEW," your group commander orders, "Right Turn, MARCH." After executing the turn, your formation looks like this:



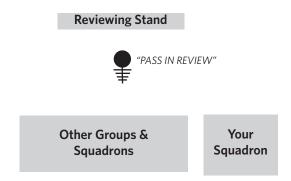
#### **Your Task:**

What happens next? Get a handful of cadets to play the part of airmen in your formation. Also place one cadet at the "reviewing stand" to act as the reviewing officer. March your "squadron" past the reviewing stand. Call the appropriate commands and render the appropriate honors to the reviewing officer.

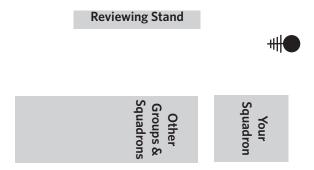
# **Chapter 8 ANSWER KEY**

You're a squadron first sergeant at a huge encampment. A full cadet wing consisting of several groups and squadrons will march in review. The wing has completed the various cermonies that lead up to the climax of the review, when the Commander of Troops orders, "PASS IN REVIEW."

At this point, your squadron is facing the reviewing stand and the formation looks like this:



Upon the command "PASS IN REVIEW," your group commander orders, "Right Turn, MARCH." After executing the turn, your formation looks like this:



#### Your Task:

What happens next? Get a handful of cadets to play the part of airmen in your formation. Also place one cadet at the "reviewing stand" to act as the reviewing officer. March your "squadron" past the reviewing stand. Call the appropriate commands and render the appropriate honors to the reviewing officer.

#### **Solution:**

March the "squadron" forward a ways (the distance doesn't matter)
Command, "Left Turn, MARCH" (count "Column Left, MARCH" as correct, too)
March the squadron forward (again, the

1 point each; 7 points needed to pass

distance doesn't matter)

\_\_\_ Command, "Left Turn, MARCH" (count "Column Left, MARCH" as correct, too)

March the squadron forward

the Rev	When the cadet is six paces away from iewing Officer, the cadet commands, RIGHT"
 cadet (ł	Upon the command "Eyes, RIGHT," the out not the formation) presents arms.
•	When the final rank of the formation is beyond the Reviewing Officer, the ommands, "Ready, FRONT"
 arms ar	Upon "Ready, FRONT," the cadet orders and the exercise is complete.
 loud, cle	Cadet earns one point for displaying a ear command voice