

LEARN TO LEAD
DRILL & CEREMONIES
PRACTICAL TESTS

CAPP 60-34
November 2019



WHY CADETS DRILL

Why has drill and ceremonies been a vital part of cadet life since 1942? Drill is more than an orderly way of moving a group of people from point A to point B, although it is that. CAP cadets learn drill for the same reasons that soldiers, sailors, airmen, and marines do. Drill is a time-tested laboratory for developing leadership skills.

CAPP 60-34, Learn to Lead Drill & Ceremonies Tests, November 2019

This publication replaces CAPT 78-2, *Learn to Lead Drill & Ceremonies Tests*, July 2010. Drill tests have been edited for clarity. Test topics and scored commands remain the same. Supplementary drill sequences have been added as an attachment for ease of test administration.

LEARN TO LEAD DRILL & CEREMONIES 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 Armstrong.

Test Security. There is no need for this test pamphlet 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 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 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%. Testing officers must input the scores into the Cadet Promotions module of eServices manually.

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. Supplemental drill sequences for the helpers are included as Attachment 1.

Elements. Elements consist of at least 3 cadets. For training purposes in Tests 2, 3, 4, & 5, if you don’t have enough cadets to make proper elements, you may use elements of 2 cadets each.

Wright Brothers Drill Test. The drill portion of the Wright Brothers milestone exam is not included in this pamphlet. It is included with the Wright Brothers Instructions for Test Administrators in the Learning Management System.

eServices > Online Learning > Learning Management System > Wright Brothers Milestone

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.	FALL IN	<ol style="list-style-type: none"> 1. Automatically executes Dress Right, DRESS. 2. Adjusts position to achieve proper dress and cover. 3. Automatically executes Ready, FRONT. 4. Stands at position of attention. 		
2.	Parade, REST	<ol style="list-style-type: none"> 1. Moves left foot such that heels are about 12-inches apart. 2. Extends arms behind body & places right hand in palm of the left. 3. Keeps head and eyes straight ahead; is immobile and silent. 		
--	Flight, ATTENTION	<i>Used to return to position of attention; not graded</i>	na	na
3.	Present, ARMS	<ol style="list-style-type: none"> 1. Smartly raises right hand to head or headdress. 2. Right hand is flat, with fingers fully extended. 		
4.	Order, ARMS	<ol style="list-style-type: none"> 1. Smoothly and smartly retraces path of arm. 2. Ends at the position of attention. 		
5.	About, FACE	<ol style="list-style-type: none"> 1. Pivots 180-degree clockwise on ball and heel. 2. Maintains upper body in position of attention. 		
--	About, FACE	<i>Used to return to line formation; not graded, or use as second chance to perform #5 correctly</i>	na	na
6.	Dress Right, DRESS	<ol style="list-style-type: none"> 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. 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. 		

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		SATISFACTORY	UNSATISFACTORY
7.	Ready, FRONT		
8.	Right, FACE		
9.	COVER		
--	Left, FACE	na	na
10.	AT EASE		
11.	Flight, ATTENTION		
12.	Hand, SALUTE		
13.	Eyes, RIGHT		
14.	Ready, FRONT		
15.	FALL OUT		
TOTALS			

Must score at least 11 "Satisfactory" ratings to pass.

ACHIEVEMENT 2 Drill & Ceremonies Practical Test

Topic: Basic Drill as a Flight Member

Conditions: Form at least 6 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	<i>Not graded.</i>	na	na
--	Right, FACE	<i>Not graded; used to put cadets into column formation.</i>	na	na
1.	Forward, MARCH	1. Steps off on left foot. 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.		
3.	Quick Time, MARCH	1. Cadets advance two more steps in double time. 2. Resumes quick time. 3. Lowers the arms to the sides, and resumes armswing.		
4.	Flight, HALT	1. After the command HALT, takes one more full 24-inch step. 2. Trailing foot is brought smartly alongside front foot. 3. Heels finish together, on line, with cadet at attention.		
--	Left, FACE	<i>Not graded; used to put cadets into line formation.</i>	na	na
5.	Open Ranks, MARCH	1. Marches forward the correct number of for the element. (1 st =3, 2 nd =2, 3 rd =1, 4 th =0) 2. Automatically executes dress right dress at the halt.		
6.	Ready, FRONT	1. Lowers arm with snap but without slapping. 2. Turns head to front with snap.		
7.	Close Ranks, MARCH	1. Marches forward a number of steps for the element. (1 st =0, 2 nd =1, 3 rd =2, 4 th =3)		

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		SATISFACTORY	UNSATISFACTORY
8.	Right Step, MARCH	<ol style="list-style-type: none"> 1. The leg is kept straight, but not stiff. 2. The right foot moves 12 inches to the right of the left foot. 3. The left foot (without scraping the ground) brought smartly to a position alongside the right foot as in the position of attention. 	
9.	Flight, HALT	<ol style="list-style-type: none"> 1. On the command HALT, one more step is taken and the trailing foot is placed smartly alongside the halted foot as in the position of attention. 	
--	Right, FACE	<i>Not graded; used to put cadets into column formation</i>	na
10.	Forward, MARCH	<ol style="list-style-type: none"> 1. Steps off on left foot 2. Does not anticipate the command of execution. 	
11.	Right Flank, MARCH	<ol style="list-style-type: none"> 3. In marching, turns 90-degrees to the right. 4. Maintains proper dress, cover, interval, and distance. 3. Maintains posture as if at attention; suspends armswing during pivot. 	
12.	Left Flank, MARCH	<ol style="list-style-type: none"> 1. In marching, turns 90-degrees to the left 2. Maintains proper dress, cover, interval, and distance 3. Maintains posture as if at attention; suspends armswing during pivot. 	
13.	Count Cadence, COUNT	<ol style="list-style-type: none"> 1. Gives the count sharply and clearly without shouting, and separate each number distinctly. 2. Each count is given on the left foot. 	
14.	To the Rear, MARCH	<ol style="list-style-type: none"> 1. Reverses direction smartly by pivoting clockwise. 2. Takes a half step, pivots, another half step, then steps off with a 24-inch step. 3. Maintains posture as if at attention; suspends armswing during pivot. 4. Maintains proper dress, cover, interval, and distance. 	
15.	Flight, HALT	<ol style="list-style-type: none"> 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	<i>Not graded.</i>	na
		TOTALS	

Must score at least 11 "Satisfactory" ratings to pass.

ACHIEVEMENT 3 Drill & Ceremonies Practical Test

Topic: Advanced Drill as a Flight Member

Conditions: Form at least 6 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
1.	At Close Interval, FALL IN	<ol style="list-style-type: none"> 1. Automatically executes At Close Interval Dress Right, DRESS 2. Adjusts position to achieve proper dress and cover. 3. Automatically executes Ready, FRONT. 4. Stands at the position of attention. 		
2.	At Close Interval, Dress Right, DRESS & Ready, FRONT	<ol style="list-style-type: none"> 1. On DRESS, the 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. 2. Head and eyes turned 45 degrees to the right. 3. On FRONT, return to the position of attention. 		
--	FALL OUT	<i>Not graded.</i>	na	na
--	FALL IN	<i>Not graded; cadets in line formation at normal interval.</i>	na	na
--	Right, FACE	<i>Not graded; used to put cadets in column formation.</i>	na	na
3.	Close MARCH (<i>while halted</i>)	1. The second element stands fast, the first element takes two 12-inch steps to the right		
4.	Extend, MARCH (<i>while halted</i>)	1. The second element stands fast, the first element takes two 12-inch steps to the left.		
5.	Column of Files from the Right, Column Right, MARCH	<ol style="list-style-type: none"> 1. On the preparatory command the element leaders turn their heads 45 degrees to the right. The 2nd element leader commands, Column Right, and remaining element leaders command STAND FAST. 2. On the command MARCH, the 2nd element leader executes a face in marching to the right, then continues marching in the new direction. 3. The remaining individuals in the 2nd element march forward on the command of execution, pivot in approximately the same location as their element leader, and maintain a 40-inch distance. 4. When the last man of the 2nd element passes the 1st element leader commands Column Right, MARCH, at which time all cadets perform the movement in the same manner as the base element. 		

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			SATISFACTORY	UNSATISFACTORY
--	Flight, HALT	<i>Not graded.</i>	na	na
--	FALL OUT & FALL IN	<i>Not graded; used to take the cadets out of a single file formation and return them to line formation.</i>	na	na
--	Right, FACE	<i>Not graded; places the cadets in column formation.</i>	na	na
6.	Forward, MARCH	<ol style="list-style-type: none"> Steps off on left foot. Does not anticipate the command of execution. 		
7.	Close, MARCH & Forward, MARCH (while marching)	<ol style="list-style-type: none"> MARCH is given on the right foot. The 2nd element takes up the half step (beginning with the left foot) following the command of execution. The 1st 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. 1st element takes up the half step. On the command Forward, MARCH, both elements resume a 24-inch step. 		
8.	Extend, MARCH & Forward, MARCH (while marching)	<ol style="list-style-type: none"> 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. 		
9.	Change Step, MARCH	<ol style="list-style-type: none"> Called on the right foot. On MARCH, cadets take one more 24-inch step with left foot. 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. Cadets then step off with the left foot in a full, 24-inch step, resuming coordinated armswing. 		
10.	Column Left, MARCH & Forward MARCH	<ol style="list-style-type: none"> In marching, turns 90-degrees to the left via 1 or more pivots, depending on place in flight. Takes up half step at correct time and maintains until Forward March is called. Maintains proper dress, cover, interval, and distance. Resumes full 24-inch steps after Forward, MARCH. 		

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		SATISFACTORY	UNSATISFACTORY	
11.	Eyes, RIGHT & Ready, FRONT (while marching)	1. Eyes, RIGHT called on the right foot. 2. On RIGHT, all cadets, except those on right flank, smartly turn heads 45-degrees right. 3. Ready, FRONT called on the left foot. 4. On FRONT, heads are turned smartly back to front.		
--	Flight, HALT	<i>Not graded.</i>	na	na
--	FALL OUT	<i>Not graded.</i>	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 3 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 3 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	1. Calls commands on the correct foot (when the foot corresponding to the direction of movement strikes the ground)		
2.	Interval	1. Calls commands of execution two steps after calling the preparatory commands		
3.	Voice	1. Calls commands loud enough for the element to hear them 2. Calls commands clear enough for the element to understand them 3. Proper inflection (raising) used.		
4.	Bearing	1. Calls commands decisively, with snap and a sense of “Go!” 2. Maintains good military bearing		
5.	Overall Leadership	1. Calls cadence or halts and restarts the element, if the cadets fall out of step or lose alignment 2. Completes all assigned commands		
TOTALS				

Must score at least 4 “Satisfactory” ratings to pass.

Command Sequence

- | | |
|---|------------------------|
| 1. FALL IN | 8. Forward, MARCH |
| 2. Dress Right, DRESS (check alignment) | 9. Left Flank, MARCH |
| 3. Ready, FRONT | 10. Right Flank, MARCH |
| 4. Right, FACE | 11. To the Rear, MARCH |
| 5. Left, FACE | 12. Element, HALT |
| 6. About, FACE | 13. FALL OUT |
| 7. Left, FACE | |

ACHIEVEMENT 5 Drill & Ceremonies Practical Test

Topic: Drill of the Flight

Conditions: Form at least 6 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. 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..

#	Category	Acceptable Standards	SATISFACTORY	UNSATISFACTORY
1.	FALL IN	<ol style="list-style-type: none"> Gives command from the position of attention. Combined command given in steady inflection without a pause between words. 		
2.	Dress Right, DRESS (check alignment)	<ol style="list-style-type: none"> Proceeds to the right flank and directs individual cadets to move as needed. Proceeds from element to element by facing in marching. After checking 2nd element, faces in marching to the right, moves 3 paces forward of the front rank, halts, faces left. 		
3.	Ready, FRONT	<ol style="list-style-type: none"> After giving command, resumes position 3 paces from and centered on the flight. Command is clear and snaps. 		
4.	Right, FACE	<ol style="list-style-type: none"> Command is clear and snaps. 		
5.	Forward, MARCH	<ol style="list-style-type: none"> Command is clear and snaps. 		
6.	Column Right, MARCH	<ol style="list-style-type: none"> Preparatory: right foot Execution: right foot 		
7.	Forward, MARCH	<ol style="list-style-type: none"> Command is clear and snaps. 		
8.	Close, MARCH & Forward, MARCH	<ol style="list-style-type: none"> Preparatory: right foot Execution: right foot Preparatory: left foot Execution: left foot 		
9.	Extend, MARCH & Forward, MARCH	<ol style="list-style-type: none"> Preparatory: left foot Execution: left foot Preparatory: left foot Execution: left foot 		

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			SATISFACTORY	UNSATISFACTORY
10.	Change Step, MARCH	1. Preparatory: right foot Execution: right foot		
11.	Count Cadence, COUNT	1. Preparatory: left foot Execution: left foot. 2. Preparatory command is given in one count, not spread out		
12.	Flight, HALT	1. Command is clear and snaps.		
13.	Left Step, MARCH	1. Command is clear and snaps.		
14.	Flight, HALT	1. Preparatory: when heels are together Execution: when heels are together		
15.	Left, FACE	1. Command is clear and snaps.		
16.	Open Ranks, MARCH (check alignment)	1. At command of execution, immediately faces in marching 45 degrees to the left, halts next to 1st element leader facing the rear of the flight, and faces right. 2. Takes short side steps to check alignment without bending body. 3. Directs individual cadets to move as needed. 4. Proceeds from element to element by facing in marching. 5. After checking 2nd element, faces in marching to the right, moves 3 paces forward of the front rank, halts, faces left.		
17.	Ready, FRONT	1. After giving command, resumes position 3 paces from and centered on the flight. 2. Command is clear and snaps.		
18.	Close Ranks, MARCH	1. Command is clear and snaps.		
--	Right, FACE	1. Not graded; used to position flight in column	na	na
19.	Column of Files from the Right, Forward, MARCH	1. Preparatory command is given without "singing", in one count. 2. Pauses between the preparatory command and command of execution to allow element leaders to give supplementary commands. 3. Command of execution is clear and snaps.		
20.	Flight, HALT	1. Command is clear and snaps.		
21.	FALL OUT	1. Combined command given in steady inflection without a pause between words.		
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.”

Note: The “squadron’s” ability to perform the commands is NOT relevant to this test – only the cadet’s ability to assemble the squadron is being evaluated.

#	Category	Acceptable Standards	SATISFACTORY	UNSATISFACTORY
1.	1SG: FALL IN	1. Positions self 9 paces away and centered from where flights are to be formed		
2.	1SG: REPORT* <i>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</i>	1. After the flights are assembled, commands REPORT 2. Receives report from Alpha’s flight sergeant 3. Returns salute 4. Receives report from Bravo’s flight sergeant 5. Returns salute		
3.	1SG: POST	1. Commands flight sergeants to post 2. Faces about in anticipation of Squadron Commander’s arrival		
4.	Sq/CC takes position. 1SG salutes and reports.	1. First Sergeant reports attendance to Squadron Commander: “Sir/Ma’am, All Present or Accounted For”		
5.	Sq/CC: returns salute	1. First Sergeant drops salute, faces about, marches without pivots to a position behind the last cadet (not flight sergeant) in Bravo Flight’s 2nd element		
TOTALS				

Must score at least 4 “Satisfactory” ratings to pass.

ACHIEVEMENT 7 Drill & Ceremonies Practical Test

Topic: Group Formations

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

Instructions: See page 1

Passing Score: 80%. Must perform at 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)

ACHIEVEMENT 7 ANSWER KEY

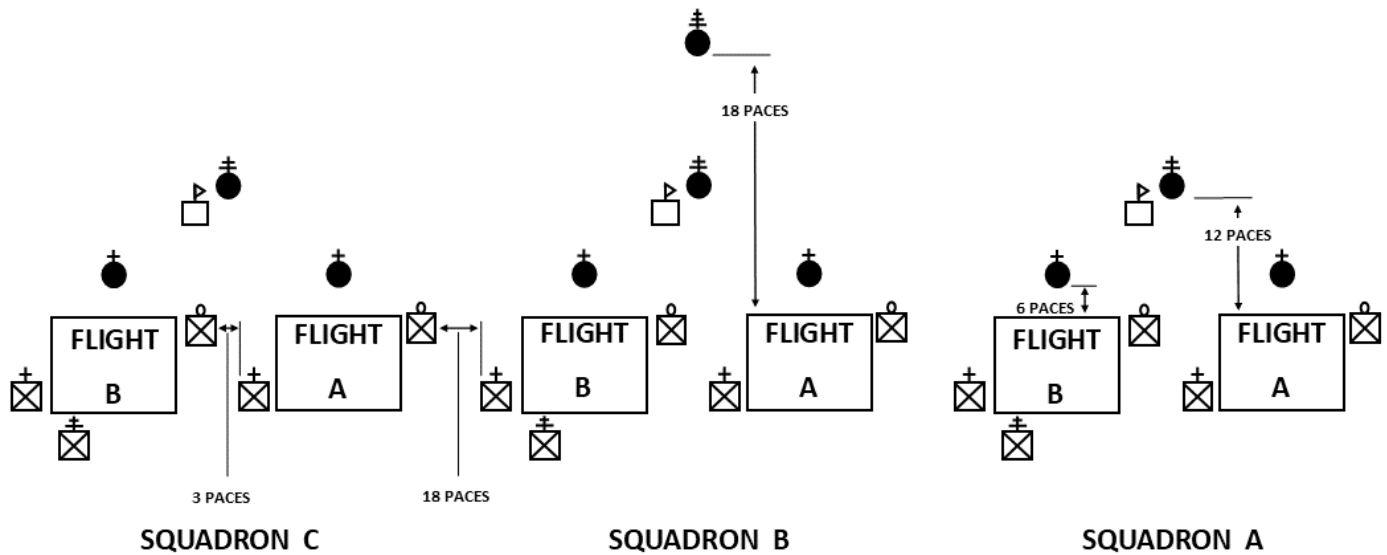
Problem #1

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 the 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:



1. Diagram how the Group should be formed in Line with Squadrons in Line and Flights 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

ACHIEVEMENT 7 ANSWER KEY

Problem #2

Change of Command Ceremony

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:

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 the 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:

AUDIENCE	AUDIENCE	AUDIENCE	AUDIENCE
<ul style="list-style-type: none"> . Participants form facing audience _____ 3 Points . Flag bearer commands "Officers, CENTER" . Arnold & Curry face right . Mitchell faces left _____ 1 Point 	<ul style="list-style-type: none"> . Curry salutes Mitchell . Curry states, "Sir/Ma'am, I relinquish command" . Mitchell returns salute _____ 1 Point . Curry takes flag from flag bearer and presents it to Mitchell _____ 1 Point . Curry takes 1 step to right, 2 steps back, and 1 step to left . Simultaneously, Arnold takes 2 steps forward _____ 1 Point 	<ul style="list-style-type: none"> . Mitchell presents flag to Arnold, who passes it to flag bearer _____ 1 Point . Arnold salutes Mitchell . Arnold states "Sir/Ma'am, I assume command" . Mitchell returns salute _____ 1 Point 	<ul style="list-style-type: none"> . Flag bearer commands "Officers, POST" . All 3 officers face forward _____ 1 Point

- _____ Change of Command Subtotal
- _____ Group Formation Subtotal (previous page)
- _____ Grand Total Points (16 or more needed to pass)

ACHIEVEMENT 8 Drill & Ceremonies Practical Test

Topic: Wing Formations

Conditions: At least two cadets who can competently command a flight in a squadron formation are needed to role play this scenario

Instructions: See page 1

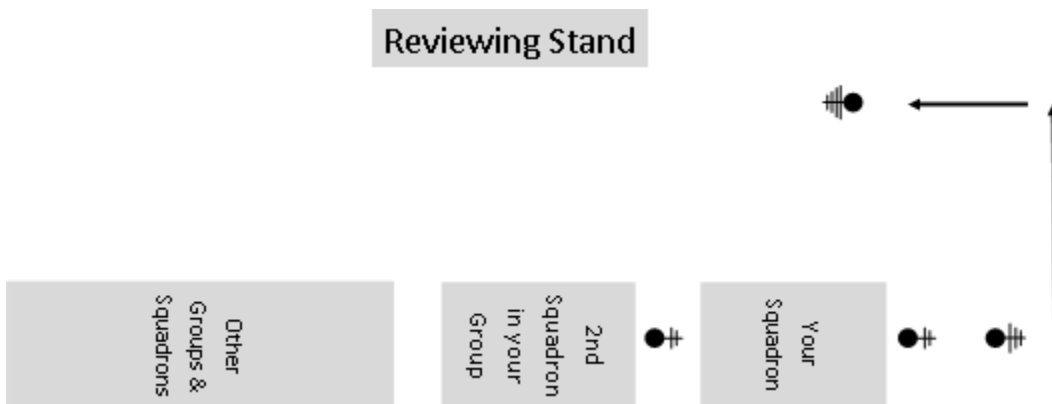
Passing Score: 70%. Must score at least 7 out of 10 possible points.

You're a squadron first sergeant at a huge encampment. A full cadet wing consisting of several groups and squadrons will march in review. Your squadron commander is ill, so you will take her place in the graduation ceremony. The wing has completed the various ceremonies 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," or "Right, FACE" if you're in line. After executing the turn, your formation looks like this:



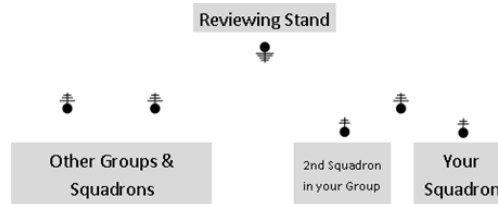
Your Task:

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.

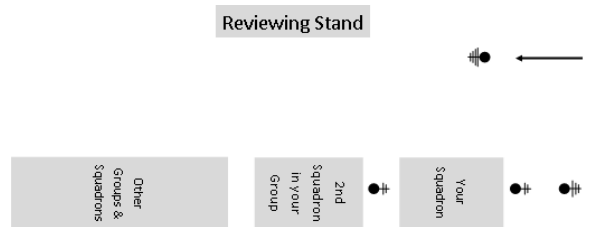
ACHIEVEMENT 8 ANSWER KEY

You're a squadron first sergeant at a huge encampment. A full cadet wing consisting of several groups and squadrons will march in review. Your squadron commander is ill, so you will take her place in the graduation ceremony. The wing has completed the various ceremonies 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," or "Right, FACE" if you're in line. 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:

1 point each; 7 points needed to pass

- ___ March the squadron forward some ways (the distance doesn't matter)
- ___ Command "Left Turn, MARCH" (count "Column Left, MARCH" as correct too), cadet faces the squadron and marches backwards until the change in direction is complete
- ___ March the squadron forward (again, the distance doesn't matter)
- ___ Command "Left Turn, MARCH" (count "Column Left, MARCH" as correct too), cadet faces the squadron and marches backwards until the change in direction is complete
- ___ March the squadron forward
- ___ When the cadet is six paces away from the Reviewing Officer, the cadet commands, "Eyes, RIGHT" as the right foot strikes the ground.
- ___ Upon the command "Eyes, RIGHT," the cadet (but not the formation) presents arms.
- ___ When the final rank of the formation is six paces beyond the Reviewing Officer, the cadet commands "Ready, FRONT" as the left foot strikes the ground.
- ___ Upon "Ready, FRONT," the cadet orders arms and the exercise is complete.
- ___ Cadet earns one point for displaying a loud, clear command voice.

Attachment 1

Supplemental Drill Sequences

These drill sequences may be printed to assist in test administration. For achievements 1-3 the cadet taking the test is a member of the flight and the sequence is given to the cadet expert. For achievements 4- 5 the sequence is given to the cadet taking the test.

Achievement 1 Drill Sequence

1. FALL IN
2. Parade, REST
3. Flight, ATTENTION
4. Present, ARMS
5. Order, ARMS
6. About, FACE
- About, FACE
7. Dress Right, DRESS
8. Ready, FRONT
9. Right, FACE
- Left, FACE
10. AT EASE
11. Flight, ATTENTION
12. Hand, SALUTE
13. Eyes, RIGHT
14. Ready, FRONT
15. FALL OUT

Achievement 2 Drill Sequence

- FALL IN
- Right, FACE
1. Forward, MARCH
2. Double Time, MARCH
3. Quick Time, MARCH
4. Flight, HALT
- Left, FACE
5. Open Ranks, MARCH
6. Ready, FRONT
7. Close Ranks, MARCH
8. Right Step, MARCH
9. Flight, HALT
- Right, FACE
10. Forward, MARCH
11. Right Flank, MARCH
12. Left Flank, MARCH
13. Count Cadence, COUNT
14. To the Rear, MARCH
15. Flight, HALT
- FALL OUT

Achievement 3 Drill Sequence

1. At Close Interval, FALL IN
2. At Close Interval, Dress Right, DRESS
- Ready, FRONT
- FALL OUT
- FALL IN
- Right, FACE
3. Close MARCH
4. Extend, MARCH
5. Column of Files from the Right, Column Right, MARCH
- Flight, HALT
- FALL OUT
- FALL IN
- Right, FACE
6. Forward, MARCH
7. Close, MARCH
- Forward, MARCH
8. Extend, MARCH
- Forward, MARCH
9. Change Step, MARCH
10. Column Left, MARCH
- Forward MARCH
11. Eyes, RIGHT
- Ready, FRONT
- Flight, HALT
- FALL OUT

Achievement 4 Drill Sequence

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

Achievement 5 Drill Sequence

**You may add commands as necessary to navigate around obstacles or keep flight in drill area.
You will not be graded on any supplemental commands.**

1. FALL IN
2. Dress Right, DRESS (check alignment)
3. Ready, FRONT
4. Right, FACE
5. Forward, MARCH
6. Column Right, MARCH
7. Forward, MARCH
8. Close, MARCH & Forward, MARCH
9. Extend, MARCH & Forward, MARCH
10. Change Step, MARCH
11. Count Cadence, COUNT
12. Flight, HALT
13. Left Step, MARCH
14. Flight, HALT
15. Left, FACE
16. Open Ranks, MARCH (check alignment)
17. Ready, FRONT
18. Close Ranks, MARCH
- Right, FACE
19. Column of Files from the Right, Forward, MARCH
20. Flight, HALT
21. FALL OUT