

#### **IV. EXCERPTS FROM THE DRILL REGULATIONS, GRAND ENCAMPMENT**

Tactics and Manual of Asylum Ceremonies, Grand Commandery of Missouri

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##### **Position of Knight, or Attention**

48. Heels on the same line and as near each other as the conformation of the Knight permits.

Feet turned out equally and forming an angle of about 45 degrees.

Knees straight without stiffness.

Hips level and drawn back slightly; body erect and resting equally on hips; chest lifted and arched; shoulders square and falling equally.

Arms hanging naturally; thumb along the seam of the trousers.

Head erect and square to the front, chin slightly drawn in; eyes straight to the front. Weight of the body resting equally upon the heels and balls of the feet.

##### **The Rests**

49. Being at a halt, the commands are: FALL OUT; REST; AT EASE; 1. Stand at, 2. EASE; and 1. Parade, 2. REST.

At the command FALL OUT, the Knights may leave the ranks but are required to remain in the immediate vicinity. They resume their former places, at attention, at the command FALL IN.

At the command REST, the knight keeps one foot in place but is not required to preserve silence or immobility.

At the command AT EASE, the knight keeps one foot in place and is required to preserve silence but not immobility.

1. Stand at, 2. EASE. Being at order swords, at the command "EASE" carry the left foot twelve inches straight to the left, keeping legs straight without stiffness, so that the weight of the body rests equally on both feet. At the same time incline the blade to the front by extending the right arm, without moving the point or changing the grasp on the hilt. Place the left hand behind the body, resting in the small of the back, palm to the rear, the attitude erect but not constrained. This secures uniformity while resting.

1. Parade, 2. REST. Carry the right foot 6 inches to the rear, feet at an angle of 45 degrees, left knee slightly bent; clasp the hands without constraint, in front of the center of the body, fingers joined, left hand uppermost, left thumb clasped by the thumb and forefinger of the right hand; preserve front, silence, and steadiness of position.

50. To resume the attention: 1. Squad, 2. Atten-TION.

(Give with accent on the last syllable, -TION.)

##### **Eyes Right or Left**

51. 1. Eyes, 2. RIGHT (LEFT), 3. FRONT.

At the command RIGHT, turn the head to the right oblique (45 degrees), eyes fixed on the line of eyes of the knights, in, or supposed to be in, the same rank. At the command FRONT, turn the head and eyes smartly to the front.

## **Facings**

52. To the flank: 1. Right (left), 2. FACE.

Raise slightly the left heel and right toe; face to the right (a one-fourth turn), turning on the right heel, assisted by a slight pressure on the ball of the left foot; (TWO), place the left foot by the side of the right. Left, FACE, is executed on the left heel in corresponding manner.

The right (left) half face is executed similarly, facing 45 degrees, by the command, 1. Half Right (left), 2. FACE.

To face in marching and advance, turn on the ball of either foot and step off with the other foot in the new direction; to face in marching without gaining ground in new direction, turn on the ball of either foot and mark time.

53. To the rear: 1. About, 2. FACE.

Carry the toe of the right foot about a half foot-length to the rear and slightly to the left of the left heel without changing the position of the left foot; (TWO), face to the rear (a one-half turn), turning to the right on the left heel and right toe, and place the right heel by the side of the left.

## **Salute With the Hand**

54. 1. Hand, 2. SALUTE.

Raise the right hand smartly till the tip of the forefinger touches the lower part of the headdress (if uncovered, the forehead) above the right eye, thumb and fingers extended and joined, palm to the left, forearm inclined at about 45 degrees, hand and wrist straight; (TWO), drop the arm smartly to the side.

## **Steps and Marchings**

55. All steps and marchings executed from a halt, except right step, begin with the left foot.

56. The length of the full step in quick time is 30 inches, measured from heel to heel, and the cadence is at the rate of 120 steps per minute.

The length of the step in common time, is the same as in quick time; the cadence 90 steps per minute. Used in certain ceremonies, funerals, prelate's escort, etc., and for instruction.

The length of the full step in double time is 36 inches; the cadence is at the rate of 180 steps per minute.

The instructor, when necessary, indicates the cadence of the step by calling, one, two, three, four, or, left, right, the instant the left and right foot, respectively, should be planted.

57. All steps and marchings and movements involving march are executed in quick time, unless knights are marching in double time, or double time be added to the command; in the latter case double time is added to the preparatory command. Example: 1. Squad right, 2. Double time, 3. MARCH. (Similarly for common time) .Quick time may be resumed from double time or common time. Example: 1. Quick Time, 2. MARCH.

58. The command of execution for all movements while marching is given as either foot strikes the ground, except as otherwise prescribed; the movement commences when the following foot is planted.

## **Quick Time**

59. Being at a halt, to march forward in quick time: 1. Forward, 2. MARCH.

At the command forward, shift the weight of the body to the right leg, left knee straight.

At the command march, move the left foot smartly straight forward 30 inches, sole near the ground, and plant it without shock; next, in like manner advance and plant the right foot, continue the march. The arms swing naturally.

60. Being at a halt, or in march in quick time, to march in double time: 1. Double time, 2. MARCH.

If at a halt, at the first command shift the weight of the body to the right leg. At the command march, raise the forearms, fingers closed, back of hands out, to a horizontal position along the waist line; take up an easy run with the step and cadence of double time, allowing a natural swinging motion to the arms.

If marching in quick time, at the command march, given as either foot strikes the ground, take one step in quick time, and then step off in double time.

61. To resume the quick time: 1. Quick Time, 2. MARCH.

At the command march, given as either foot strikes the ground, advance and plant the other foot in double time; resume quick time, dropping hands by the side.

### **To Mark Time**

62. Being in march: 1. Mark Time, 2. MARCH.

At the command march, given as either foot strikes the ground; advance and plant the other foot; bring up the foot in rear and continue the cadence by alternately raising each foot about two inches and planting it on line with the other foot.

Being at halt, at command march, raise and plant first the left and then the right, as described above.

Any movement may be executed from mark time.

### **The Half Step**

63. 1. Half Step, 2. MARCH.

Take steps of 15 inches in quick time, 18 inches in double time.

64. Forward, half step, halt and mark time, may be executed one from the other in quick or double time.

### **Side Step**

65. Being at a halt or mark time: 1. Right (left) step, 2. MARCH.

Carry and plant the right foot 10 inches to the right; bring the left foot beside it and continue the movement in the cadence of quick time.

The side step is used for short distances only and is not executed in double time.

NOTE: The command halt is given when the feet are together; take another step, then halt.

### **Back Step**

66. Being at a halt or mark time: 1. Backward, 2. MARCH.

Take steps of 15 inches straight to the rear.

The back step is used for short distances only and is not executed in double time.

### **To Halt**

67. To arrest the march in quick time or double time: 1. Squad, 2. HALT.

At the command halt, given as either foot strikes the ground, plant the other foot as in marching; raise and place the first foot beside the other. In double time, drop the hands by the side.

### **To March by the Flank**

68. Being in march: 1. By the right (left) Flank, 2. MARCH.

At the command march given as the right foot strikes the ground, advance and plant the left foot, then face to the right in marching and step off in the new direction with the right foot. Execute by the left flank by inverse commands and means ( the right and left face in marching).

### **To March to the Rear**

69. Being in march: 1. To the rear, 2. MARCH.

At the command march; given as the right foot strikes the ground, advance and plant the left foot; turn to the right about on balls of both feet and immediately step off with the left foot.

If marching in double time, turn to the right about, taking four steps in place, keeping cadence, and then step off with the left foot.

### **Change Step**

70. Being in march: 1. Change step, 2. MARCH.

At the command march, given as the right (left) foot strikes the ground, advance the left foot; plant the toe of the right foot near the heel of the left and step off with the left foot, both movements being executed in one count.

### **The Oblique March**

71. The instructor causes the squad to face half right or half left, points out to the Knights their relative positions and explains that these are to be maintained in the oblique.

1. Right Oblique (left), 2. MARCH.

Each Knight steps off in a direction 45 degrees to the right of his original front. He preserves his relative position, keeping his shoulders parallel to those of the guide (the Knight on the right (or left) front of the line or column), and so regulates his steps that the ranks remain parallel to their original front.

At the command halt, the Knights halt, faced to the front.

The command should be given on the left foot when halting from a right oblique, and on the right foot when halting from a left oblique.

To resume the original direction: 1. Forward, 2. MARCH.

They half face to the left (right) in marching and move straight to the front.

If at a half step or mark time while obliquing the oblique march is resumed by the commands: 1. Oblique, 2. MARCH.

## **The Route Step**

72. 1. Route Step, 2. MARCH.

At the command march, the Knights lengthen or shorten the step at will, so it will break the cadence, and are not required to preserve silence nor keep step. The ranks cover and preserve distance. The swords, if not in scabbards, carried at will. (To be given in crossing bridges or at funerals where the distance to the cemetery is great.) To resume the cadence, step and silence: 1. Squad, 2. ATTENTION.

## **To Align the Squad**

73. 1. Squad, 2. FALL IN.

At the command Fall In, the tallest Knight takes position where the right is to rest, facing to the right. The Knights fall in quickly in rear, at a distance of ten inches, according to height. At the command, 1. Left, 2. FACE, they face to the left into line.

## **Alignments**

74. The instructor first teaches the Knights to align themselves man by man; to this end he advances the two Knights on the right, three or more paces, and having aligned them, commands:

1. By file, right (left), 2. DRESS, 3. FRONT.

At the command dress, the Knights move up successively in quick time, shortening the last step, so as to be about six inches behind the alignment which must never be passed; each Knight then executes Eyes Right, and moves on the line taking steps of two or three inches, places his right arm lightly against the left arm of the Knight on his right, so that his eyes and shoulders are in line with those of the Knights on his right, shoulders square to the front.

At the command FRONT, given when the ranks are aligned, the Knights turn their heads and eyes smartly to the front.

75. The Knights having learned to align themselves man by man, the instructor next aligns them by the command:

1. Right (left), 2. DRESS, 3. FRONT.

The base having been established, at the command dress, the entire rank moves forward and dresses up to the line as previously explained.

The instructor verifies the alignment from the right (left) flank and orders up or back such men as may be in rear, or in advance of the line; only men designated move.

At the command front, given when the rank is aligned, each man turns his head and eyes smartly to the front.

Whenever the position of the base file or files necessitates a considerable movement by the squad, such movement will be executed by marching to the front or oblique, to the flank or backwards, as the case may be, without other command.

Alignments to the rear are executed on the same principles, the Knights stepping back a little beyond the line, and then dressing up, by steps of two or three inches. The commands are:

1. By file, right (left), backward, 2. DRESS, 3. FRONT; or

1. Right backward, 2. DRESS, 3. FRONT.

## **To March in Line**

76. The Knights being correctly aligned, the instructor places a well instructed Knight on the side on which the guide is to be, and commands:

1. Forward, 2. MARCH.

At the command march, the Knights step off smartly with the left foot, Par. 59, the Knight acting as guide marching straight to the front.

The instructor observes, in marching in line, that the Knights touch lightly the elbow toward the side of the guide; that they open neither arm; that they yield pressure coming from the side of the guide, and resist pressure coming from the opposite direction; that shortening or lengthening the step, they gradually recover the alignment and touch of the elbow, if lost, and that they keep the head direct to the front, no matter on which side the guide may be.

The instructor impresses upon the Knights that the alignment can only be preserved in marching, by uniformity of step, both in length and swiftness, by the touch of elbow, and maintenance of the shoulders square with the line of direction.

### **To March by the Flank**

77. Being at a halt, the instructor commands: 1. Right (left), 2. FACE. 1. Forward, 2. MARCH.

If in march, the instructor commands: 1. By the right (left) Flank, 2. MARCH.

At the command march, given as the right foot strikes the ground, advance the left foot, then turn to the right in marching and step off in the new direction with the right foot. Par. 52.

In the march by the flank the Knights cover each other, and keep to facing distance, that is, to such distance that in forming line the elbows will touch.

A rank faced to the right or left is called a column of files. To halt the column of files, the instructor commands: 1. Squad, 2. HALT, and, to face it to the front, 1. Left (right), 2. FACE.

Marching in column of files, to march in line, the instructor commands: 1. By the right (left) flank, 2. MARCH.

### **To Change Direction in Column of Files**

78. Being in march, the instructor commands: 1. Column Right (left), or, 1. Column half right (left), 2. MARCH.

At the command march, the leading file turns to the right, or half right, on a moving pivot (with radius reduced), followed by the other files, who turn on the same ground.

### **To Oblique**

79. Being well drilled in the principles of the direct march, the squad is taught to march obliquely. Marching in line, the instructor commands: 1. Right (left) oblique, 2. MARCH. At the command march, each Knight makes a half face to the right, and then marches straight in the new direction. See par. 52-71. The Knights no longer touch elbows, but preserve the line of the rank parallel to its former position by the eye only, glancing along the shoulders of the nearest files, toward the side to which they are obliquing, and regulating their steps so that the shoulders are about six inches behind the shoulders of the Knight on that side, and the heads conceal the heads of the other Knights in the rank. The Knights all preserve the same length of step, and the same degree of obliquity.

To resume the original direction, the instructor commands: 1. Forward, 2. MARCH.

At the command march, each Knight makes a half face to the left in marching, and then moves straight to the front. If the squad be at a halt, the Knights half face to the right, at the command right oblique, and step off at the command march.

## **Wheelings**

80. Wheelings are of two kinds; on either fixed or moving pivot.

### **To Wheel on a Fixed Pivot**

81. 1. In circle, 2. Left (right) wheel, 3. MARCH.

The Knight on the extreme right takes the full step and looks toward the pivot. All keep touch of elbows toward the pivot, head and eyes turned (eyes right) toward the marching flank, regulating the length of step accordingly. Thus continue until halted.

The fixed pivot is used in wheeling from line into column, or from column into line, the pivot Knight marking time in his place and turning to conform to the marching flank.

### **Wheeling on a Moving Pivot**

82. A wheel on a moving pivot, used in changing direction in marching, is made in the same manner, except that the pivot Knight takes a short step thus gaining ground forward, describing the circle with radius of 30 inches, regulating the length of his step to correspond with the marching flank.

The moving pivot is used in changing the direction of column, and in some successive formations, the pivot Knight describing a circle the radius of which is always 30 inches.

NOTE: To wheel the commandery or platoon, see par. 193. When platoons or larger subdivisions wheel in circle the guide will be the pivot.

## **Manual of the Sword**

83. Newly created Knights should at once be taught marching, drill, and sword manual. Ease and grace can only be acquired by frequent exercise. Attention to minor details is essential in order to avoid the forming of awkward habits or taking incorrect positions. Carry the sword with a flexible wrist and without grasping the gripe tightly. The gripe should be held, at position of carry, by the thumb and forefinger, as if holding a pen, and covering about two-thirds of the gripe below the guard. Each command is divided into motions of one-half second, which should, at first, be explained and executed separately without reference to cadence. On the march the cadence corresponds with the step. The manual may first be taught by calling the numbers of motions, the command being prefaced by the command "By the numbers," No. ONE being executed at the command SWORDS, or other command of execution, then TWO, THREE, etc., until the command "without the numbers," or until a command is given not in the sword manual. When on the march if swords are drawn and not at a carry, the Knights will, at the command HALT, come to Carry Swords, without command. If in scabbard the left hand steadies the same. While marching the hands may be allowed to swing forward and back three or four inches for the sake of ease and grace of carriage.

NOTE: With swords drawn or in scabbard, if desired, scabbards may be hooked up, uniformity being maintained. "Hooked up" means hanging by the front upper ring. If hooked up the scabbard must be unhooked before executing draw or return swords.

84. The sword consists of the hilt and the blade.

The hilt is divided into the gripe and the guard.

The gripe is the handle grasped by the hand.

The guard is the cross piece between the gripe and the blade.

The blade is divided into the edge, back, sides and point.

The edge and back are determined by the hilt.

The right and left sides of the blade and gripe are the right and left sides in the position of carry swords.

The scabbard is the receptacle of the sword; the opening of same, its mouth.

The hand is in tierce, when it holds the gripe, with back of hand up, and in quarte, when it holds the gripe with the back of hand down.

Unless the formation is open ranks, the Knights under instruction should take intervals.

85. Being in line at a halt with swords in scabbards: 1. Sir Knights, 2. Draw, 3. SWORDS.

1. At the command draw, grasp the scabbard with the left hand, near its mouth, incline the hilt a little forward, seize the gripe with the right hand, and draw the blade until the right forearm is horizontal, back of hand against the breast. SWORDS, draw the sword quickly, raising the arm to its full length, at an angle of about 45 degrees, the sword in a straight line with the arm, edge down, extending in the same direction as the right foot. (TWO) Bring the back of the blade against the shoulder, the blade vertical, back of the gripe to the rear, the arm nearly straight down, the thumb against the thigh, the other fingers extended and joined in the rear, the thumb and forefinger embracing the gripe. This is the position of Carry Swords. From this position all movements of sword manual begin, unless otherwise provided.

In all marching movements, except route step or march, at the command halt, unless otherwise provided, the sword, if drawn will be brought to the carry without command.

88. 1. Present, 2. SWORDS.

Raise and carry the sword to the front, cross hilt as high as the chin and six inches in front of the neck, edge to the left, point six inches farther to the front than the cross hilt, thumb extending on the back of the gripe, wrist straight, all fingers grasping the gripe.

89. 1. Carry, 2. SWORDS.

Resume the carry in one motion, without throwing the right hand to the front, or the point to the rear.

90. 1. Salute, 2. SWORDS.

Execute present swords. (TWO) Drop the point of the sword, edge to the left, to about fifteen inches in prolongation of the right foot, arms hanging naturally, the elbow close to the body, the back of hand down.

91. 1. Carry, 2. SWORDS.

Resume the position of carry swords.

The salute swords is the present swords, used by officers. If not in ranks they will at the command present, execute present swords, and at the command swords, execute the second motion of salute swords. Junior Officers execute the present unless otherwise prescribed.

92. 1. Order, 2. SWORDS.

Drop the sword point to the ground, blade inclined to the rear, back of the blade to the front. (TWO) Bring the blade to a vertical position against the right toe, and place the hand on top of the hilt, three fingers in front of the gripe, thumb and little finger in the rear, elbow close to the body.

93. 1. Carry, 2. SWORDS.

Resume the position of carry in one motion.

96. 1. Swords, 2. PORT.

Seize the blade in front of the right shoulder with fingers and thumb of the left hand, the thumb to the rear, the left elbow close to the body. (TWO) With the left hand bring the sword diagonally across and about one inch in front of the body, edge down, the left hand on a height with the left shoulder, the thumb extended along the blade, the fingers closed, back of hand down, the right hand grasping the hilt and nearly in front of the right hip.

97. 1, Carry, 2. SWORDS.

Bring the sword to the carry with both hands, the left hand as high as the right shoulder, pressing the blade to its place, the finger and thumb extending and joined in front of the blade, the elbow near the body. (TWO) Drop the left hand to the side.

102. 1. Reverse, 2. SWORDS.

Drop the blade forward and down until it is directed towards a point about one pace in front of the right foot, at the same time allow the fingers to grasp the lower part of the gripe and move hand forward about twelve inches. (TWO) Carry the sword by a wrist movement so that the blade will swing to the rear, the point downward at an angle of about 45 degrees, the edge up. As the sword swings into position under the right armpit, bring the hand in front of the right armpit and grasp the gripe with the thumb and forefinger of the right hand, the other fingers successively curved, resting the blade between the right arm and the right side. The end of the hilt remains about nine inches in front of the right shoulder.

103. To resume the carry: 1. Carry, 2. SWORDS.

Bring the sword to the first position of reverse. (TWO) Resume the position of carry.

106. 1. Parade, 2. REST. Being at a carry or order swords.

Drop (carry) the sword point to the ground in front of the center of the body on a line with the left toe, edge to the right, the palm of the right hand resting on the end of the hilt; the thumb and fingers extended and joined against the gripe, the left hand clasped over the right; at the same time carry the right foot six inches straight to the rear, the left knee slightly bent, the body erect, Par. 49.

107. 1. Squad ATTENTION, 2. Carry (Order), 3. SWORDS.

At the command attention, bring the right foot to the side of the left foot; drop the left hand to the side, and carry the hilt to the right side, leaving the point undisturbed. At the command SWORDS, resume the position of carry ( order) swords in one motion.

108. 1. Inspection, 2. SWORDS.

Execute present swords, and turn the wrist to show both sides of the blade, resuming the carry when the inspector has passed.

109. 1. Invert, 2. SWORDS.

Drop the point of the sword directly forward about fifteen inches, grasping the blade (about nine inches from the guard) with left hand palm to the front. (TWO) Release the gripe with the right hand and invert sword with the left hand to a position about four inches in front of the center of the body, blade vertical, edge to the right, guard at a height of the chin, grasp the blade with the right hand at the height of the belt.

110. 1. Carry, 2. SWORDS.

Release the right hand and swing the point of the sword forward and upward, at the same time lower the hilt to the right side and grasp it with the right hand (first position of invert) .(TWO) Place the sword in position of carry, the left hand at the right shoulder, turning the hand, see par. 97. (THREE) Drop the left hand to the side.

NOTE: Invert swords is used for ceremonial purposes, for devotions, as in church service during prayer in lieu of present swords.

112. 1. Sir Knights, 2. Return, 3. SWORDS.

At the command return, seize the scabbard near the mouth with the left hand, inclining it a little forward, and keeping the right hand near the body, drop the sword blade forward and to the left so that the point is six inches from the floor and pointing to a line which is in prolongation of the left foot. Move the sword hand to the left, then raise the hand, drawing the sword blade between the first two fingers of the left hand. Insert the point of the blade in the mouth of the scabbard, edge to the front, assisted by the thumb and forefingers of the left hand, eyes to the front, thrust

the blade into the scabbard until the right forearm is horizontal (first motion of draw). (par. 85) (SWORDS) Return the blade smartly and drop the hands to the sides.

NOTE: In inserting the point avoid turning the scabbard to meet the sword.

113. 1. Secure, 2. SWORDS.

Seize the scabbard with the left hand, palm to the front, the thumb to the left, the arm extended. (TWO) Raise the scabbard, bring the left hand in front, nearly as high as the belt and a little to the left of the belt clasp, the scabbard resting along the left forearm, the back of the hand down, the guard at the hollow of the elbow. (Executed only when swords are in scabbards.)

114. 1. Drop, 2. SWORDS.

Lower the scabbard to its place, and detach the hand.

NOTE: Only to be used by officers, on ceremonies, and in double time.

Position of the Swords at double time in ranks.

115. 1. Double time, 2. MARCH.

At the first command take the position of Shoulder Swords, left hand steadying the scabbard, thumb in front. (If swords are in scabbards take the position of Secure Swords.) At the command MARCH take the double time.

This rule is general in all commands for Double time.

119. 1. On, 2. GUARD.

Turn the left foot square to the left, turning on the left heel, and plant the right foot firmly about eighteen inches to the front, feet at right angles, the weight resting principally on the right foot, the shoulders oblique to the front, head and eyes square to the front. At the same time raise the sword hand on a line with the lower part of the belt and about two inches from it, the guard three or four inches to the right of the belt clasp. Drop the sword diagonally to the left, the blade about 18 inches in front of the left shoulder, edge to the front, thumb on back of gripe. The sword held without constraint.

120. 1. Carry, 2. SWORDS.

Resume the position of attention at carry swords.

### **Cuts or Parries**

121. In giving the parries, first take the position On Guard. keep the feet at right angles and look into the eyes of the Knight opposite. The flats of the blades should be crossed about ten inches from the points, the sword arm straight: parties should be given with spirit but the swords touching lightly.

1. Parry. 2. ONE. Raise and extend the arm, back of hand to the left and up, without changing the grasp, wrist as high as the head, the edge of the sword up, the blade in prolongation of the forearm and engage the sword of the Knight opposite.

1. Parry. 2. TWO. Disengage the sword and describe a circular movement toward the rear and right, back of hand down. edge of sword down, the hand on a line with the head. and engage the opposite sword on the right side. crossing blades as before.

1. Parry 2. THREE. Disengage the sword and describe a circular movement toward the left and downward, engage the opposite sword on the left side, the point of the sword near the ground, the edge upward, the back of the hand to the left, and cross blades.

1. Parry 2. FOUR. Come directly to the position of Parry One.

122. The parries may be taught by numbers, but when a commandery is well instructed, they may be given, one division to another, by calling the numbers of the parry required, as follows: First Division ... to the Second Division ... 1. On, 2. GUARD, when parries, 1, 2, 3, and 4, or parts of the same as required, will be executed by the proper commands. After each word the position of on guard will be resumed at the command: 1. On, 2. GUARD.

After the last word:

123. 1. Carry, 2. SWORDS.

At the first command come to the position of on guard, SWORDS, bring the right foot back to the original line and resume the carry.

124. 1. Wield, 2. SWORDS.

Raise the sword to the second position of draw swords. Wield the sword four times in circular motion to the left, stopping at the first position of wield swords.

125. 1. Carry, 2. SWORDS.

Resume position of carry swords.

### **To Form Arch of Steel**

126. The commandery being formed in two lines, facing inward, and about three paces apart, at carry swords, the command will be given: Form Arch of Steel 1. Cross, 2. SWORDS. (ONE) Execute present swords. (TWO) Advance the right foot and take position of parry One. See Par. 119-121-165.

1. Carry, 2. SWORDS.

Bring the sword to the position of present and replace the feet. (TWO) Resume the position of carry swords.

127. 1. Rest on, 2. SWORDS. (From Kneel, at Parade Rest Par. 132.) Incline the head forward, the eyes fixed on the point of the sword.

To resume attention, 1. Sir Knights, 2. ATTENTION. At Sir Knights, raise the head.

The Rest on Swords can also be executed from the parade rest without kneeling.

128. 1. Charge, 2. SWORDS.

Turn on the left heel, placing the toe square to the left; at the same time plant the right foot forward with a slight shock about eighteen inches, the feet being at right angles, the weight of the body resting on the right foot. At the time of planting the feet extend the arm to its full length, at the height of the shoulder, back of hand down, the blade in prolongation of the arm, and pointed at the opponent's breast.

129. 1. Carry, 2. SWORDS.

Resume the position of attention at carry swords.

130. 1. Un-, 2. COVER.

At the command COVER, take the chapeau by the front piece with the left hand. (TWO) Raise the chapeau from the head and place it on the right shoulder, slightly to the front, holding it in that position with the left hand.

131. 1. Re-, 2. COVER.

Replace the chapeau on the head. (TWO) Drop the hand to the side.

NOTE: Uncover is never executed unless the swords are sheathed, at an order, or (with the right hand) when at secure.

132. 1. Sir Knights, 2. KNEEL. (Swords sheathed.) Carry left foot about twenty-four inches to the rear. (TWO) Kneel on the left knee, the body and left thigh erect, the right leg below the knee nearly vertical, the right hand hanging at the side.

NOTE: May also be executed from Parade Rest, without moving the hands, see par. 106.

The Triangle Guard kneel, from order swords, same as above, except as to the right hand, which rests on the top of the sword hilt.

133. 1. Deposit, 2. CHAPEAUX. (From Uncover, Kneeling.)

At the second command, place the chapeau on the ground to the left of the right foot, feathers to the left, peak pointing toward the body. The cap is placed with the crown down. (TWO) Resume position of kneel.

134. (After communication) 1. Secure, 2. Chapeaux, 3. Re-, 4. COVER, 5. Sir Knights 6. RISE.

At the second command grasp the visor of the chapeau with the left hand, place it on the right shoulder. (THREE) Replace the chapeau on the head and drop the ~and. (SIX) All rise bring the left foot forward into line.

NOTE: The uncover should be made after kneeling and before rising.

135. (After devotion) 1. Re-cover, 2. Sir Knights, 3. RISE. (ONE) Replace the chapeau on the head and drop the hand to the side. (THREE) All rise bringing the left foot forward into line.

187. In computing distances the breadth of a Knight is taken at twenty-two inches, and his depth at twelve inches; this gives ten inches from breast to back (facing distance) between ranks in column of files, between ranks in column of two, thirty-two inches, between ranks in column of threes, fifty-four inches, and between ranks in column of sections one hundred twenty inches.

The distance of the leading guide from the leading file, and the rear guide from the rear file, in column of files, is ten inches, in column of twos, thirty-two inches, in column of threes, fifty-four inches, and in column of sections, fifty-four inches.

### **To Change Direction in Column of Threes or Sections**

200. Being in march: 1. Column left (right), 2. MARCH.

The leading rank wheels on a moving pivot, the wheel being completed, the guide takes his position. The other ranks move forward and wheel on the same ground.

Column half right (left) is similarly executed.

201. To put the column in march and change direction at the same time: 1. Column right (left), 2. MARCH.