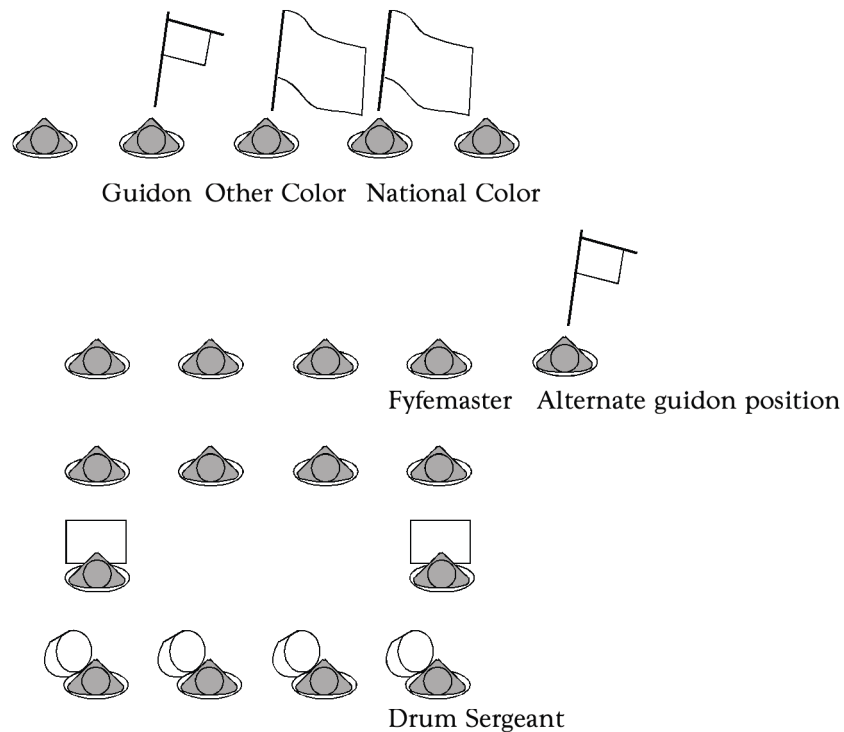


Marching Guide

Companie Formation

The Companie generally forms on a frontage of three to five files, with two or more ranks of fifes, a rank of bass drums, and one or more ranks of snares. The fyfemaster is on the right end of the first rank, and the drum sergeant at the right of the first rank of snares. The color guard, if present, marches at a double interval to the front of the first rank of fifes, with the National Color to the right of any other color. The guidon is to the left of the colors or to the right of the fyfemaster. To assemble the Companie, the fyfemaster stands in his marching position at the head of the right file, but facing where the Companie is to fall in, and holds his fife horizontally above his head. The drum sergeant may commence "Drummer's Call" to be joined in by the other drums as they assemble.



Commands

To commence marching, the fyfemaster bellows "Troop!" This is meant to recall to their duty those musicians who may have let their attention wander. This is followed by the command "Troop(pregnant pause goes here)... out." The command of execution ("out") is given as if on the left foot, there is a "dead step" and the drums commence the street beat. The first seven-stroke roll ends on the first step as each marcher steps out with his left foot on the first beat of the measure. Alternatively, the fyfemaster may command "At a stick tap... troop... out," in which case the lead snare will provide a stick tap as the company steps out.

If the Company is to step out to a tune, the fyfemaster calls the tune, saying "Step out to *That Catchy tune*." The the lead snare will play a tap to bring fifes up and sticks out, then four taps to begin the tune. The fyfemaster may instead command the Company to play "Eight in place," indicating that after the taps eight measures are to be played before stepping off. Variations are limited only by the imagination of the fyfemaster and the attentiveness and comprehension of the musicians. ("Seventeen in place" is not recommended.)

Once underway, the fyfemaster controls the direction of march by voice commands of "To the right wheel... wheel," "To the left wheel... wheel," or "Countermarch... march" as appropriate. It is important

that the fife master turn her head to speak, so that those in the front ranks may hear more clearly, and those in the rear ranks have a visual cue to the time of execution even if they cannot hear the command.

Note that all except those in the first rank immediately begin a half step at the command of execution, so they will have at least four steps to observe the direction of the maneuver before having to conform, should they have failed to clearly hear the command itself.

When the fife master has called a tune, he waits until he hears it repeated correctly by the drum sergeant, so as to be sure that the whole Company knows what he intends to play. He then holds his fife vertically over his head to prepare the drummers for the rolloff, and brings it down in the last measure of an eight bar section of the street beat. The drummers beat the rolloff and the music follows. Fifes are raised on the second of the three rolls of the roll off.

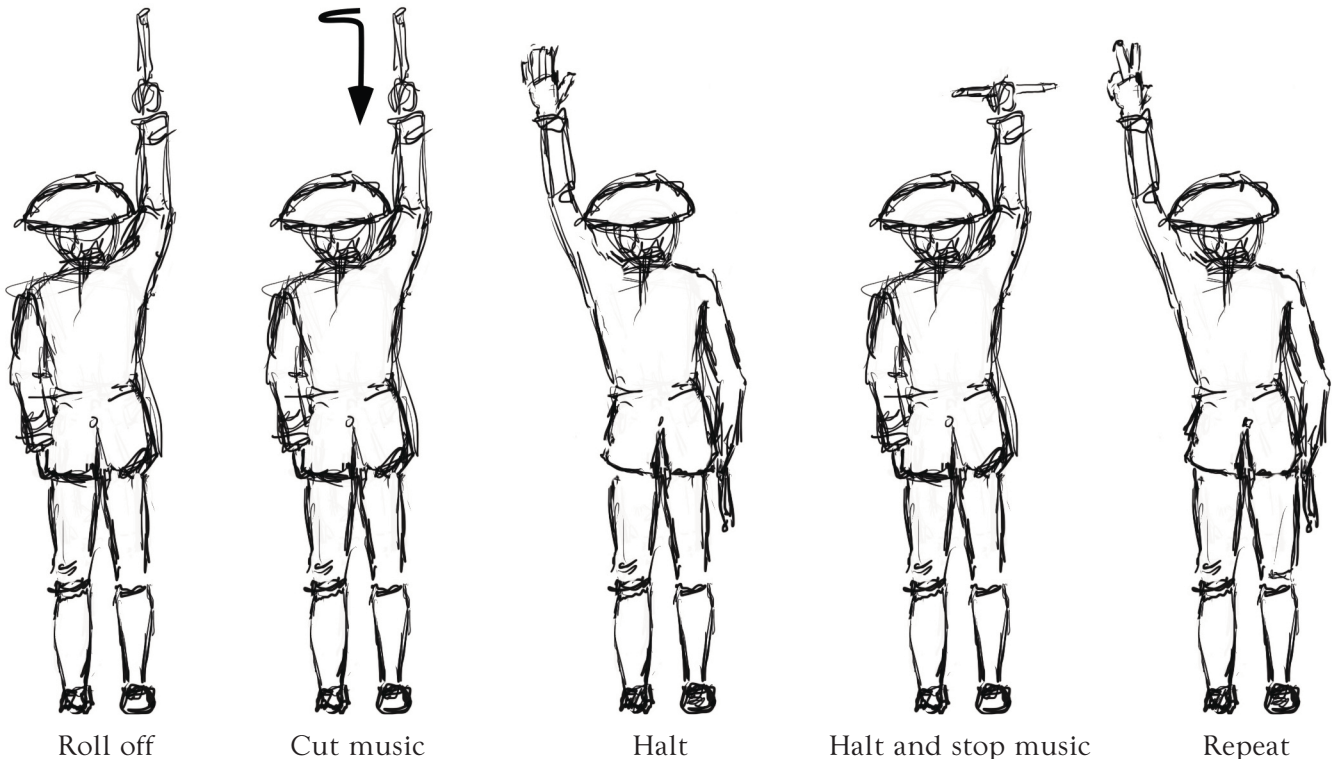
To call for the repetition of a tune (or of the entirety of a two-tune medley) the fife master holds up two fingers at some point during the last eight measures. The repeat may be called several times in succession if desired. This is important when the approach to a reviewing stand takes longer than anticipated.

To stop the music but not the marching, the fife is held up as for the roll-off, then moved to left, back to the right, and brought down on the right foot in the last measure to be played. Doing this at the end of an eight-bar section presents the musicians with the least challenge, making it more likely that they cut cleanly and the drummers recommence the street beat correctly.

To stop the marching but not the music, the fife master holds up his left hand with fingers extended, no fife. The hand is brought down on the second beat of a measure (right foot) after which one more step is taken with the left foot, and the right is brought to rest on the second beat of the following measure.

To stop both the music and the marching, the fife master holds up his hand with the fife horizontal and brings it down on the second beat of a measure as before.

These commands are illustrated below.



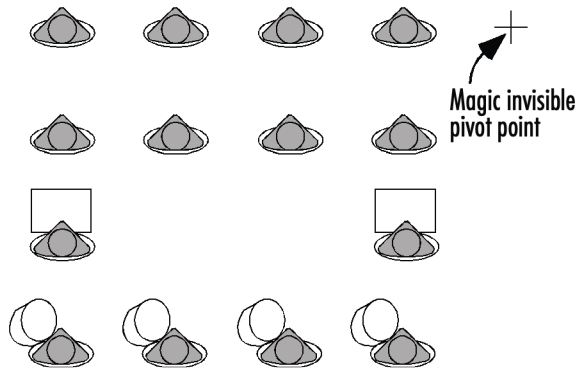
Some uncalled-for commentary:

The Company has, in practice, stepped off to the command "Troop... troop out." This is based on someone, in 1964 or so, reading in some uncited source about someone, somewhere, giving this command to some unit, and deciding that it sounded niftier than "To the front... march." There are two salient objections to this practice. First, we are a company, and in no other context refer to ourselves as a troop. Second, this confounds the warning command "Troop" with a preparatory command of "Troop" issued before the command of execution, "out." It would be better practice to use "Company" as a warning command as necessary, followed by "To the front... march." This may be replaced with "Right wheel...march," or similar should we wish to step off into an immediate maneuver.

The Company has traditionally not marked time, in accordance with the idea that we either march or we do not march: we do not stand in place doing unproductive things with our feet. In practice this has worked poorly for half a century. Rather than marking time on those occasions where it might be convenient, we have substituted inching forward until shuffling to a halt by ones and twos. This presents an infelicitous appearance and offers opportunities for the members of the Company to become confused about whether we are at a halt, requiring a command to move out, or still marching with tiny steps and should watch for the fyfemaster's lengthened step. Confusion, one might note, has seldom been our friend. This issue should probably be addressed explicitly.

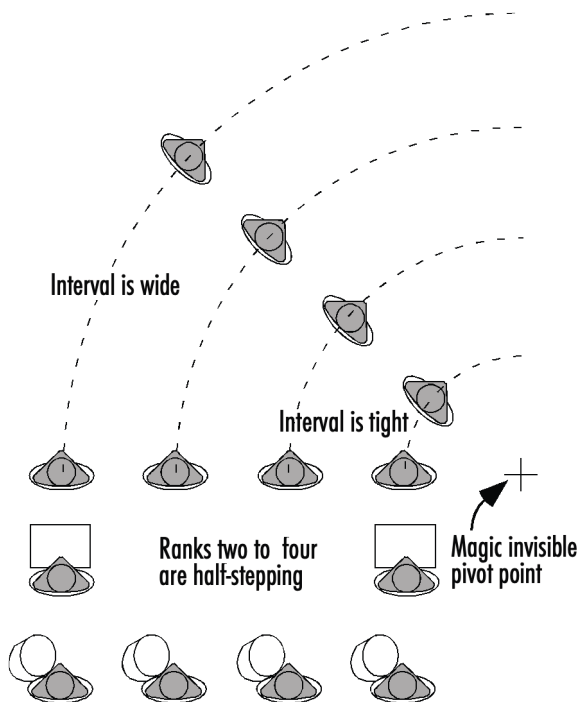
Turning a corner: the wheel

1. The command "to the right wheel... march" is given.

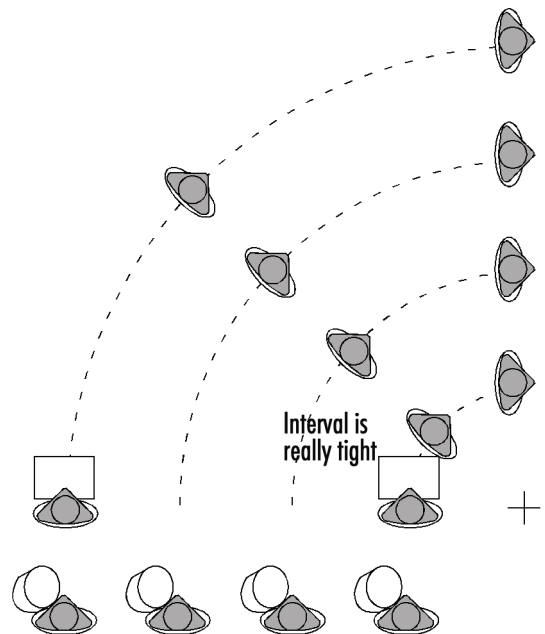


2. The first rank wheels, pivoting on a point one interval (two paces) to the flank of the first rank. **All other ranks begin half-stepping immediately.**

The second rank should reach the pivot point when the first rank is halfway around the wheel. The outside file takes slightly extended steps, while the inside file takes very short steps.



3. The second rank begins its wheel when the first rank is halfway around. **When the first rank completes its wheel it begins half-stepping.** It will continue half-stepping until the entire company has completed the wheel.

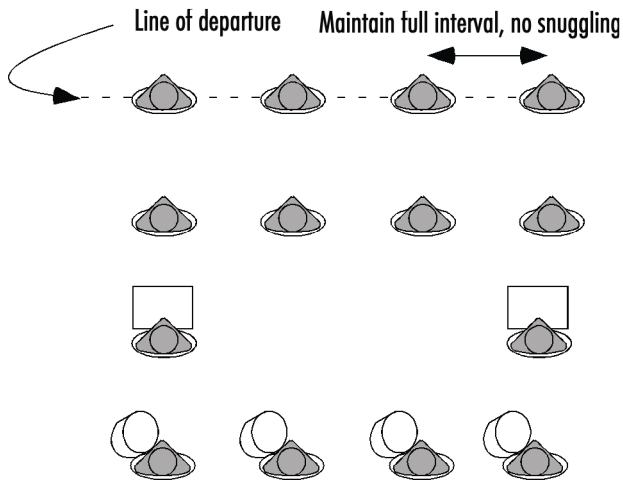


4. When the last rank of drummers has completed the wheel, the company resumes a full step.

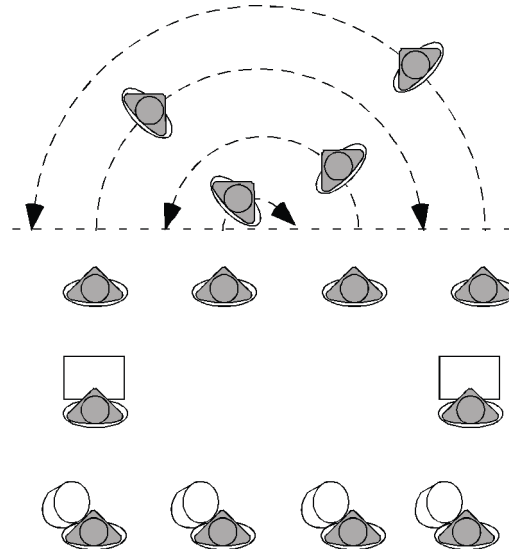
Most common failure mode: outside files do not let interval open, inside files do not close the interval, each rank skids further to the outside.

Turning around: the countermarch

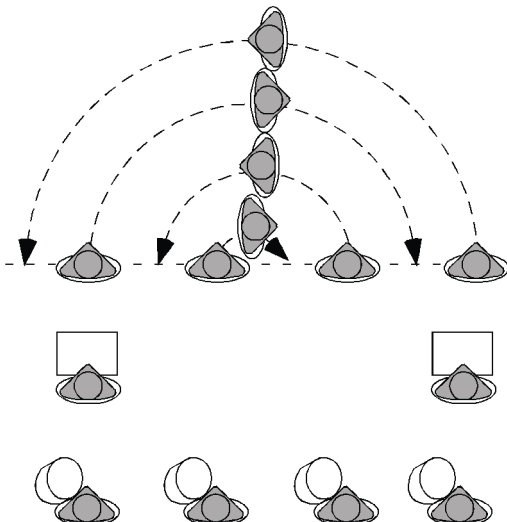
1. The Command "Countermarch... march" is given. The position of the front rank is the defining line for the maneuver. It is very important that the intervals between files are not too tight.



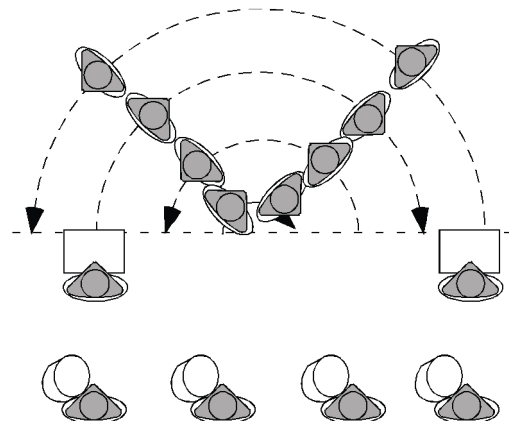
2. The first ranks wheel in two parts around the center. The fyfemaster, in the right front, will pass outside the fifer in the front left. All other ranks begin half-stepping immediately. The second rank does not move beyond the line of departure until the first rank has turned through 90 degrees.



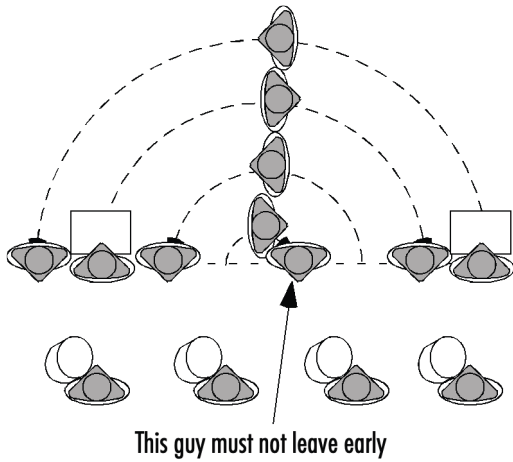
3. At this point each rank can check its alignment. The first rank should be shoulder-to-shoulder alternating facings. The second rank should be dressed at the line of departure. Note that the intervals are very tight, and that the first and second ranks have virtually no interval at the pivot.



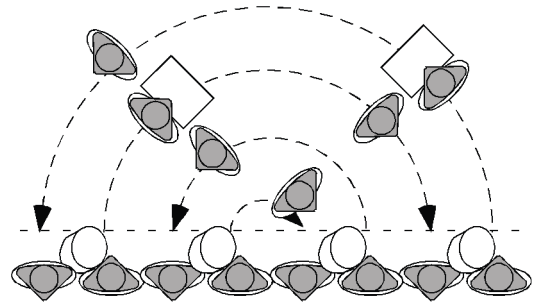
4. Again, alignment can be checked half-way through the turn.



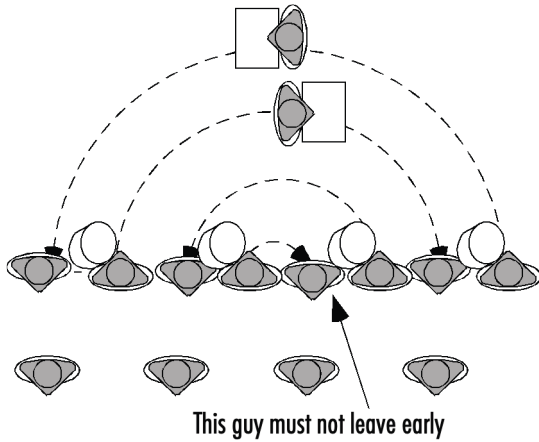
5. The first rank has completed its turn and is aligned with the third rank, while the second rank has reached the half-way point. Check alignment at this point. It is critical that **the center file of the first rank does not step past the line of departure until the entire rank has completed its turn** and dressed. Notice that if the interval between files is too narrow the drums will not fit.



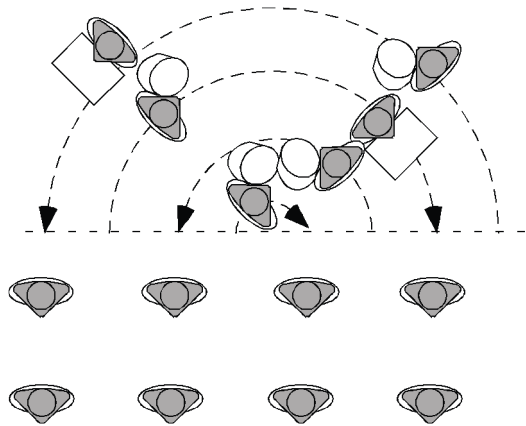
6. The first rank continues at a half step until the entire Company has completed its maneuver. Each rank checks its alignment at the 90 degree points.



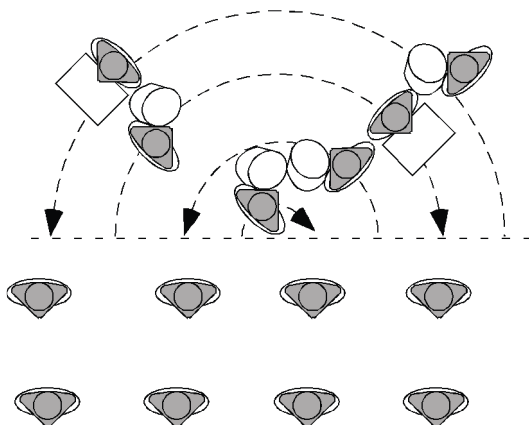
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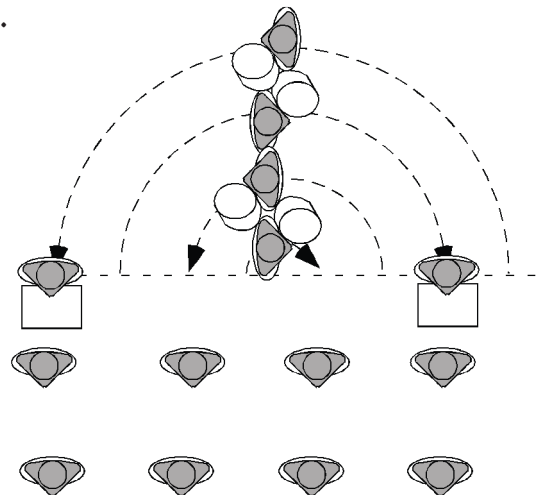
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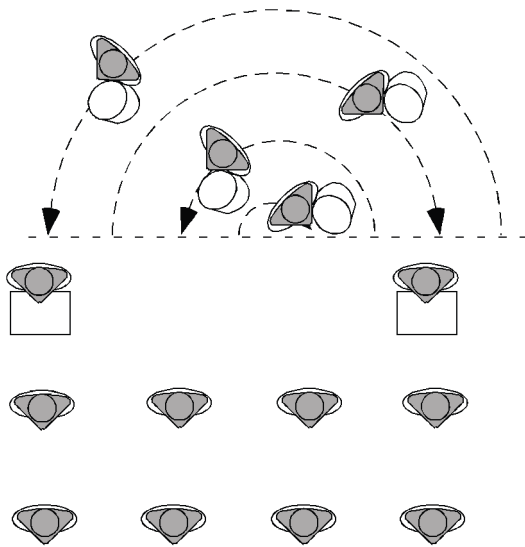
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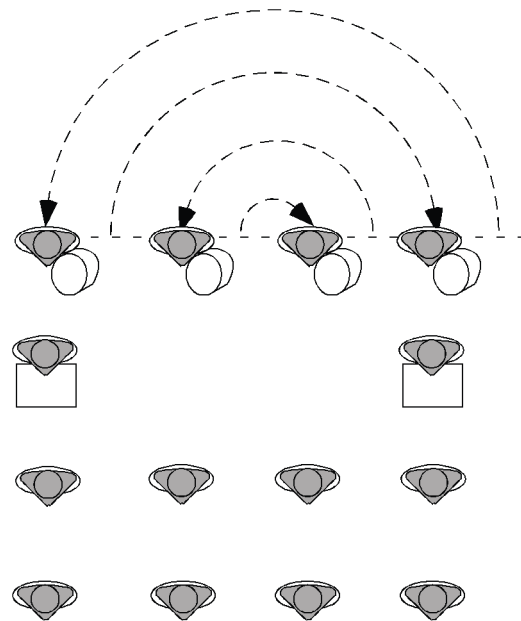
10.



11.



12. With the maneuver complete, the Company can now step out.



Common failure modes:

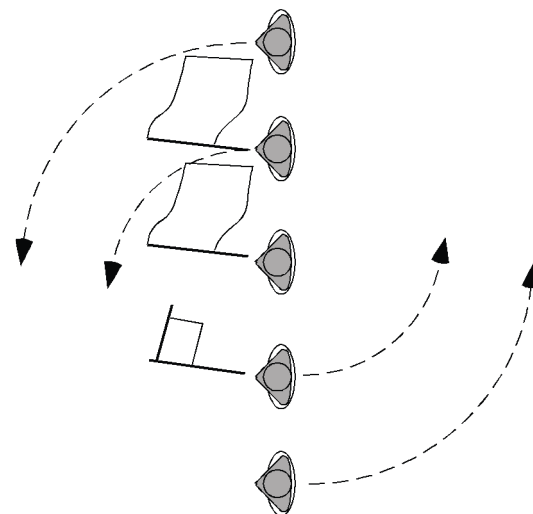
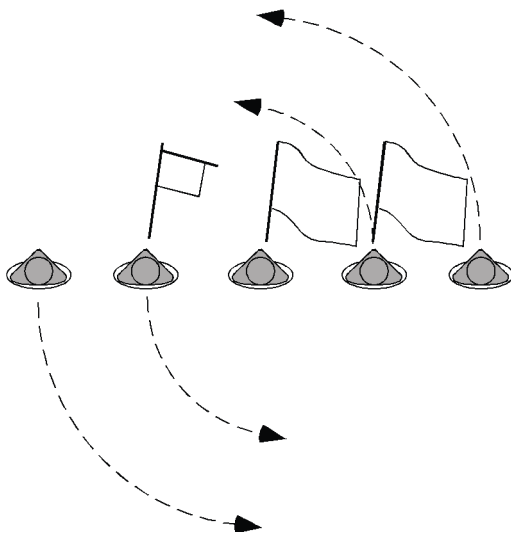
Outside files don't wait for the preceding rank to turn through 90° before stepping out into their own turn.

Center pivot turns in place rather than turning into the adjacent space.

Center pivot steps out too early after turning.

Ranks which have completed their maneuver do not wait for the whole Company before marching away.

If there is a color guard (typically this occurs once a year at the eastern part of the North Sudbury Cemetery on Memorial Day) the color guard must turn counter-clockwise on its center and pass through the intervals in the body of the Company before the musicians can commence the countermarch. The color guard will often keep a tighter interval than the musicians (nearly shoulder-to-shoulder), so they will have to open those intervals to pass through the musicians and close them again after doing so.



Facing movements

To the right... face



Attention



Bring hollow of
right foot to left
heel



Pivot on heels



Shift right foot
to close

To the left... face



Attention



Bring right heel
to hollow of left
foot



Pivot on heels



Shift right foot
to close

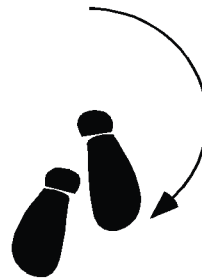
To the right about... face



Attention



Bring right foot
to left heel -
rotate more than
for right face



Pivot on heels



Shift right foot
to close

From the British 1764 Manual:

#25- To the Right Face! (3 Motions)

1st. Bring up the Firelock, with a quick Motion high before you, till your left Hand come even with your Eyes, with the Fingers of that Hand extended along the Stock, just above the Feather Spring. The right Foot to be brought close up to the left Heel in this Motion.

2nd. Face to the Right, taking care in Facing to hold the Firelock right up and down, and steady in your Hands.

3rd. Step back with your right Foot, and come down to your Present.

#27- To the Right about Face! (3 Motions)

As in the foregoing Explanation, coming to the Right About, instead of to the Right.

#28- To the Left Face ! (3 Motions)

1st. Bring the right Foot briskly to the Hollow of your Left, with the Firelock in same Position as in the first Motion of facing to the Right.

2nd. Face to the Left.

3rd. Come down to your Present.