

Washington State Dance/Drill Coaches Association

Drill Down

General Guidelines for Coaches and Participants

1. Only students from registered teams may participate in a competitive drill down
2. Competition drill downs will be called only by certified callers
3. Students participating in drill down must follow all NFHS Spirit Rules in regards to apparel and accessories (e.g. no jewelry or pins).
4. Participants are encouraged to wear team uniform/warm-ups.
5. Participants must be silent during drill downs (including practice)
6. Coaches and students should educate their family and friends about the importance of being silent during drill downs (turn off those cell phones!)

General Drill Down Information

1. Posture

When standing, heels must be touching; toes do not have to touch, but should be close together; arms should stay at sides except for hand salute, dress right dress, and marching (arm movement optional); hands must be in blades at all times

2. Tempo

All movements must be executed at the speed of the caller's voice

3. By the numbers

Commands are performed only when numbers are called that correspond with stationary commands; a caller may call several commands in a row—commands are not executed until the numbers are called; caller will initiate this format by saying "by the numbers"; the caller must cancel this format by saying "cancel by the numbers" **and/or** "cancel all previous commands"; if marching commands are given and by the numbers is not cancelled, by the numbers is still in effect after marching has stopped

4. As you were

Participants are required to say "as you were" when the caller calls a command that cannot rightfully be executed; the caller may say "as you were" back to the participants; if participants are at parade rest and caller calls commands that cannot be executed, these commands are automatically cancelled when participants are called to attention

5. Tricks

Callers should not attempt to eliminate participants with tricks that are out of the ordinary while a majority of the participants are still on the floor, but should allow participants to demonstrate their expertise in executing standardized drill down commands

Stationary Commands

1. A-ten-hut—1 count command

Feet side by side and heels together; arms at sides; chin up; there must be some arm movement; participants must remain at attention at ALL times during the drill down, including when the floor is cleared. Head movement is determined by team style.

2. Parade rest—1 count command

Step out with left foot; feet shoulder width apart; the only command that can be executed from a parade rest is a-ten-hut; if another command is called, participants must say “as you were” after the caller says “1”; hand position and/or head drop is determined by team style

3. Hand salute—2 count command

Bring right hand in blade position to right brow on 1; drop arm quietly to side on 2; participants may bring left hand to waist as a style variation

4. Dress right dress—2 count command

Right hand to left shoulder on 1; extend right arm out to right and look right on 2; the only command that can be executed from a dress right dress is ready front; this command can be used to make lines; team style may vary slightly

5. Ready front—2 count command

Both arms extend straight out in front, palms facing each other on 1; arms drop to sides quietly on 2; ready front can only be executed after dress right dress

6. Faces—2 count commands

- a. **Right face:** Right heel, left toe pivot turn to the right; 90 degrees on 1, bring in left foot to right on 2 to close
- b. **Half right face:** Same as above, but a 45 degree turn
- c. **Left face:** Left heel, right toe pivot turn to the left; 90 degrees on 1, bring in right foot to left on 2 to close
- d. **Half left face:** Same as above, but a 45 degree turn
- e. **About face:** Place right toe approximately one inch behind left heel on 1; rock weight back on left heel on pivot 180 degrees on 2

NOTE: 1 and 2 are provided to show the order of movements; movements should be executed according to the speed of the caller’s voice if not by the numbers

NOTE: Head delays are optional as they tend to be dictated by team styles

Marching Commands

1. Mark time march

Begin marching in place with left foot first; this is used to start marching and set the marching pace; feet must clear the ground when marching; hands positions determined by individual/team styles; caller will say “mark time march” not “mark time *harch*”; saying “up left” after “mark time march” is optional

2. Squad halt

Used to stop marching; this command may be called on either foot; once the command is called, the participant halts two beats (marches) later (i.e. halt 1, 2)

3. Flanks

Marching commands should not be executed until the command “march” is given; several commands can be given in succession before the command “march” is given; participants must wait until the command “march” is given, then execute the commands in the order they were stated; delayed heads are optional

- a. **Right flank march:** This command is signaled when “march” is called on the right foot; to execute a right flank, step forward with the left foot, pivot 90 degrees to the right, and continue marching; right flank must be called on the right foot

- b. **Double to the right flank march:** Same as above, but two right flanks are executed, the second immediately following the first
 - c. **Left flank march:** This command is signaled when “march” is called on the left foot; to execute a left flank, step forward with the right foot, pivot 90 degrees to the left, and continue marching; left flank must be called on the left foot
 - d. **Double to the left flank march:** Same as above, but two left flanks are executed, the second immediately following the first
 - e. **To the rear march:** This command is signaled when “march” is called on the right foot; to execute a to the rear, step forward with the left foot, pivot 180 degrees to the right, and continue marching; to the rear must be called on the right foot
- NOTE:** If caller calls command on incorrect foot, caller will acknowledge error immediately and students will **not** be called out for that command

Obliques are for teams who want more of a challenge; currently they are not used in competitions in Washington

4. Obliques

Obliques can be called to increase the level of difficulty while calling marching commands. An oblique is a 45 degree pivot, rather than a 90 degree pivot while marching; however, when “halt” is called, the participant must return to the last axis (see below).

- a. **Right oblique march:** This command is signaled when “march” is called on the right foot; to execute a right oblique, step forward with the left foot, pivot 45 degrees to the right, and continue marching; right oblique must be called on the right foot
- b. **Left oblique march:** This command is signaled when “march” is called on the left foot; to execute a left oblique, step forward with the right foot, pivot 45 degrees to the left, and continue marching; left flank must be called on the left foot
- c. **Axis:** Participants have two axis (you could think of them as north/south and east/west). When marching, participants must remember the last axis they faced. If halt is called while the participant is not on an axis, the participant must return to the last axis when they come to a halt. This requires a three count halt, as the participant must turn to the correct axis and then execute a two count halt.