

RULES FOR DRILL COMPETITIONS

SQUAD DRILL

1. There shall be two competitions, for squads in either 2 or 3 ranks. The same movements and rules shall be used for both competitions, which shall run concurrently.
2. Squads may be Company, Joint Company or Battalion. A three rank squad shall comprise 12 Boys, and a two rank squad 8 Boys, under the command of an Officer, N.C.O., Senior or Staff Sergeant.
3. A squad may enter ONE competition only, though it will not be necessary to indicate which one they will take part in until arrival at the venue.
4. The competition will consist of four sets of movements from the current Edition of the BB Drill Book and inspection.
5. Marks will be awarded as follows: -

Four Drill movements - 25 marks each	100
Inspection and General Turnout	<u>25</u>
Maximum marks	125

SINGLE RANK SQUAD DRILL

1. Companies [or joint Companies/Battalions] may enter one Squad of **four** Company Section age Boys. (NCO's included but not Staff Sergeants). The maximum total ages of the four Boys in each squad **must not exceed 60 years**. No Boy may participate in more than one Squad, though a Boy acting as commander for one squad may compete as a member of another.
2. The Squad Commander can be a Boy, N.C.O., Staff Sergeant or Officer. (Not helper or instructor.)
3. Each Squad will be inspected. Squad Commanders will not be marked but deduction may be made from the overall inspection marks if improperly dressed.
4. Marks will awarded on the same basis as the Squad Drill Competition as follows:

Inspection	25
Four Drill movements - 25 marks each	<u>100</u>
Total	125

COLOUR PARTY DRILL

1. There shall be two competitions:
 - a) "Two Colour" – comprising a unit and Queen's (or second) Colour, with 2 Colour Bearers and 3 Escorts; and
 - b) "Single Colour" – comprising a single Colour, with 1 Colour Bearer and 2 Escorts.
2. Company and Senior Boys of any Rank up to, and including S/Sergeants in their first year of appointment, may make up a Colour Party.
3. Marks will be awarded as follows:

Inspection	25
Colour Party Drill & Bearing	<u>75</u>
Maximum Marks	100

Any movement in the paper not fully described in the BB Drill Book shall be marked at the discretion of the Judge.

GENERAL RULES

1. There is a trophy for the Best Squad Commander which MAY be awarded at the Judges' discretion.
2. Pause between movements until a Judge indicates that you should proceed.
3. If it is considered necessary to re-position the Squad between movements (or during a movement as a result of a mistake) such movements will not be marked providing the Judges are informed of your intention first.
4. Whilst it is in no way intended that the person giving the orders is "marked", please remember that if movements are omitted or the squad fails to execute the movement set because the incorrect command *is* given, marks may be lost.

SQUAD DRILL COMPETITIONS

[If drilling in 2 ranks, the centre rank is omitted]

The squad will march into the arena in column of threes/twos, take up a position at the rear of the hall on the right side, turn into line facing the front, and stand easy. Whilst the “fall in” procedure is not part of the competition this year, squads must be correctly sized.

1. Move to the right in column of threes/twos
Change direction left TWICE
Move to the left in line
Retire
Change direction right, at the halt
Turn about
Stand at Ease
2. Change direction right, at the halt
Move to the right in column of threes/twos
Change direction right
Form squad on the right, at the halt
Turn About
Step to the right, three paces
Stand at ease
3. *[Use full width of the hall in this movement]*
Incline to the left
Slow march
Retire
Incline to the right
Halt
Turn about
4. Five paces forward
Five paces to the rear
Move to the left in column of threes/twos
Change direction right (THREE times)
Form squad on the right (immediately after last wheel; mark time to last for at least 6 paces)
Forward
Halt

SINGLE RANK DRILL COMPETITION

These movements are based on Elementary Drill in the Drill Book, Chapter 4
The squad will march into the arena in file, take up a position at the rear of the hall on the right side and turn into line facing the front.
The squad will be formed conventionally, i.e. tallest on the right.

1. Advance in line in Quick Time to the front of the hall
Turn about
[Part way back] Mark time for at least 10 paces
Forward [to rear of Hall]
Halt, and turn about.
2. Advance in slow time
[after a few paces] Incline to the left.
[On nearing the other side of the hall] Incline to the right
Halt.
3. Move to the right in quick time.
Right wheel.
Turn to the right and cross the hall,
Turn to the left, left turn,
Left wheel.
Halt. [approximately in start position for movement 1]
Turn left into line.
4. SIX (6) paces left close
SIX (6) paces step forward
SIX (6) paces step back
Advance in quick time
Move to left, left turn (at front of hall)
Left Wheel
Left Wheel again at rear of hall
Move to left, Left Turn.
Halt (in centre)
Incline to the right
Salute to the front.

SINGLE COLOUR PARTY DRILL COMPETITION

Fall in at the rear of the hall on the right side facing the front, standing EASY with the Colour at the Order.

1. Attention
Carry Colour
Slow March
Lower Colour for a minimum of Six Paces
Carry Colour
Left Form from the Move to the Move
Forward
Right Form from the Move to the Halt
Present the Colours [As if to a Minister in Church] Wait Five Seconds
Receive the Colours
Judge will ask Ensign to demonstrate the Order, Slope and Carry.

2. [Whole movement in quick time]
Right Form from the Halt to the Halt
Five Paces step back
Right Form from the Halt to the Move
Forward
Halt. [at end of hall]

3. Left Form from the Halt to the Move
Forward
Left Form from the Move to the Move
Halt
Three Paces to the right
Lower Colours
Wait Five Seconds
Carry Colours
Order Colours.

N.B. If the Ensign is giving commands, there is no need to give colour movement commands aloud.

TWO COLOUR PARTY DRILL COMPETITION

Fall in, at the back **right** hand corner of the hall, facing across the hall,

standing EASY with the Colours at the Order.

1. Attention - Carry Colours
Quick March
Right Form from the Move to the move.
Forward
Halt (almost at front of hall)
Present the Colours (As if to a Minister in Church) Wait - five seconds
Receive the Colours
Judge will ask the Ensigns to demonstrate the Order, Slope and Carry together.

2. Right Form from the Halt to the Halt.
Five Paces Step Back
Right Form from the Halt to the Halt.
Slow March
Lower BOTH Colours for a minimum of six paces then Carry Colours
Halt.

3. Five Paces Left Close
Left Form from the Halt to the Move
Forward
Left Form from the Move to the Move
Forward
Halt
Lower BOTH Colours for a minimum of five seconds
Carry Colours
Order Colours.

N.B. If an Ensign is giving commands, there is no need for colour movement commands to be audible – the important point is that the movement of the colours should be simultaneous.

ENTRY FORM

Name

Address

Company

e-mail Telephone

Competition	Enter a squad Y/N	Total Age of Team	Possible time of arrival
Squad Drill		N/A	
Single Rank Drill			
Single Colour Party Drill		N/A	
Two Colour Party Drill		N/A	

Return above form by March 1, 2010 to:

Mr J. H. Goodbody
21 Ashford Close
Mannamead
Plymouth
PL3 5AG

e-mail: jandjgoodbody@tesco.net

Entry cheques made payable to "The West of England and Channel Islands District" must accompany this form