

NOVA SCOTIA



DRILL COMPETITIONS

Table Of Contents

Conduct of Competition.....	3
Rules and Regulations	4
Composition.....	4
Teams.....	4
Dress	4
Scoring	5
Timing.....	5
Sequence of Events	6
Judges' Score Sheet	8
Time Sheet.....	10
Squadron Final Score Sheet	11
Time Penalties Breakdown.....	12

Conduct of Competition

All Competitions shall be conducted in accordance with the following:

1. The Judges decisions will be final. This includes movements that are done in the wrong sequence but missed on a score sheet by a Judge; the score sheet will NOT be changed.
2. Each participating Squadron will designate an Officer/CI to review the team results of the competitions and confirm the mathematical accuracy of the scores.
3. A squadron score may only be challenged on the basis of a mathematical error and MUST be presented to the Competition Co-ordinator before signing off that the final aggregate score is correct.
4. The appropriate trophy shall be awarded to the Squadron with the highest aggregate score.
5. If there are any other disputes, the Competition Co-ordinator and the Air Cadet League Provincial Chairman or his/hers designated representative will render a decision before the trophy is awarded.
6. Once the trophy is awarded, no further disputes will be permitted and the trophy will NOT be taken back from the squadron that it was presented to.
7. If the squadron representative will not sign the Conduct of Competition, the Time Sheet, or the Squadron Final Score Sheet, the squadron will be disqualified from the competition.

I have read the above conditions and the attached Rules and Regulations and will accept the results as determined by the judges.

Squadron

Representative Signature
(Above Printed Name)

Date

Rules and Regulations

Composition

1. The competition will consist of the following:
 - i. an inspection;
 - ii. a mandatory sequence of drill at the halt and on the march; and
 - iii. an optional precision drill sequence (for some regional competitions)
2. Drill movements will be in accordance with the CFP 201, with the exception of the precision drill sequence where squadrons may make minor deviations from the CFP 201 to allow flexibility in creating formations and patterns.
3. Participation in at least the compulsory section of the drill competition (Inspection, Drill at the Halt, Drill on the March) is required in order to qualify squadrons for individual or overall awards for some Regional Competitions (Central region for example).
4. The precision drill sequence will have a duration of **four minutes** plus or minus 10 seconds. Teams outside of the time limitations will have penalties deducted from their scores after all other scoring has been completed as per paragraph 8. Only the team performs the precision movements; the team commander remains off to the side. The precision drill sequence must contain a minimum of six different stationary drill movements (drill at the halt) and six different non-stationary patterns or formations (on the march). The very final movement **MUST** be a **STAND AT EASE** to signal the completion of the precision drill sequence. The use of signals is not permitted. A signal is any transitional movement by 2 or less cadets that uses a distinctive audio or visual cue to signify the end of one formation or non-stationary pattern and the beginning of another.

Teams

5. Drill teams are to consist of 15-21 cadets **plus** a team commander. A team with less than 15 cadets **plus** a team commander, may still compete but will be disqualified from placing. Squadrons will **NOT** change Drill Team Commanders during any part of the drill competition.

Dress

6. All cadets are to wear the C-2 dress as described in CATO 55-04 Annex A. Lanyards, white belts, gloves etc. **WILL NOT** be worn. If there are any valid reasons why a cadet will NOT be in full uniform then a squadron representative **MUST** contact the Competition Co-ordinator before the day of the event. The Competition Co-ordinator can then explain it to the judges so that points will not be deducted for this reason. A valid reason would be if the supply system has not been able to completely outfit a cadet.

Scoring

7. Scoring for the competition will be done by a minimum of 2 judges as per the attached score sheet.
8. Penalties will be deducted as follows:
 - a. 5 points **(per judge)** for **each change of sequence** from the prescribed sequence of mandatory movements. This will be done by the judge giving a score of 0 (zero) on the score sheet for each change of sequence.
 - b. a 15 point penalty against any squadron on the sidelines which is noticeable noisy or distracting the progress of the event (by the Chief Judge). The Chief Judge can give as many noise penalties as required.
 - c. 3 points **(per judge)** for every five seconds the team is outside the twenty second window of the four minute precision drill routine to a maximum of 30 points **per judge**.
 - d. 3 points **(per judge)** for every signal used during the precision drill.
 - e. No points will be deducted if a wedge falls off during the stationary drill, the drill on the march or the precision drill. For the marking of salutes, if a wedge falls off then the cadet will still continue to SALUTE.
9. The final score for each team will be the aggregate of all the judges scores.
10. At the completion of the competition the Competition Coordinator and one member from each squadron will verify the mathematical accuracy on each of their own score sheets and on their final (summary) sheet. The squadron representative will sign their final score sheet signifying that the overall score has been verified and accepted for their squadron.
11. In the case of a tie, a march off will take place between the two first place teams in which the teams will perform once again the drill at the halt and on the march. Scoring as per the above will again apply. The team with the highest aggregate score will win.

Timing

12. Time keeping for the precision drill sequence will be done by a representative of the performing squadron and the Competition Time Keeper. The official time will be calculated by averaging the time from both time keepers. The squadron representative **MUST** inform the other time keeper that the squadron is just about to perform the final **STAND AT EASE** to indicate the completion of the precision routine. The squadron time keeper will sign agreeing on the time and the penalty (if any) that will be applied to each of the judges score sheets.

Sequence of Events

13. All teams should assemble at the competition venue 45 minutes prior to the start of the competition.
14. A briefing by the Competition Co-ordinator will take place 20 minutes prior to the competition start time with a staff representative of each squadron and each team commander. There will also be a briefing by the Chief Judge and the order of performance will be picked at this time.
15. The team commanders will form up their respective teams in the designated area 5 minutes prior to the start of the competition in the order of performance (as picked earlier).
16. Each team will be called forth to perform by the Competition Co-ordinator.
17. When the team is announced, the team commander will march the team into position, centred on the dais or Chief Judge (as briefed). The team commander will advance the team and give an Open Order March, Right Dress, and Eyes Front. The team commander will then report to the Chief Judge that their team is ready for inspection. *It should be noted that none of the pre-inspection movements are marked.*
18. The Judges will inspect the team. How the Inspection is conducted will be at the discretion of the Chief Judge. Some may wish each judge to inspect each of the ranks, others may only want one judge to inspect each rank. Which ever way the judges inspect the first team they must inspect the rest the same way.
19. Following the inspection, the team commander will return to his or her position in front of the dais (approximately 3 paces) and stand the team "At Ease" and "Easy" to allow the team a few moments to relax.
20. When ready (or signalled by the Chief Judge to continue) the following drill movements will be executed at the halt and proper commands given by the team commander:

Movement	Notes
ATTENTION	
RIGHT TURN	
LEFT TURN	
RIGHT INCLINE	
SALUTE TO THE FRONT	
SALUTE TO THE RIGHT	
LEFT INCLINE	
ABOUT TURN	
ABOUT TURN	
3 PACES TO THE LEFT	It should be noted that the standard 2-3 pause is to be observed between paces
3 PACES TO THE RIGHT	
CLOSE ORDER MARCH	

The above sequence must be adhered to in the order listed or penalty points will be assigned as per paragraph 8.

21. After completing the stationary drill, the team commander will position him/herself, for the drill on the march, centered one to three paces away from the Dias (Due to space constraints for some Drill Squares). The following drill movements will be executed on the March and proper commands given by the team commander.

Movement	Notes
RIGHT TURN	In Column Of Threes
QUICK MARCH	In Column Of Threes
LEFT WHEEL	
LEFT TURN	into Line on the Move
EYES RIGHT	
EYES FRONT	
RIGHT TURN	on the Move into Column of threes
ABOUT TURN	on the Move remain in Column of threes
MARK TIME	on the Move
FORWARD	at the Mark Time
LEFT WHEEL	march past dias along back of parade square
ABOUT TURN	
RIGHT WHEEL	
AT THE HALT ON THE LEFT FORM SQUAD	halt in front of the Team Commander
STAND AT EASE	
STAND EASY	

The above sequence must be adhered to in the order listed or penalty points will be assigned as per paragraph 8.

22. It is to be noted the team commander will give all commands from their position at the Halt. During the compulsory drill they can use either turns or inclines to keep their team in view as dictated by the individual Drill Movement. **The Team Commander will not march with the team during the Drill on the March and the drill team must respond to verbal commands only.**

23. After the mandatory sequence has been completed, the team commander will give the team a moment to relax, adjust uniforms and get ready for the precision drill. The team commander is to position him/herself off the parade square on the left side of the Dais (or as briefed by the Competition Co-ordinator), and prepare for the precision drill sequence. If a team is not performing a precision drill sequence (during some regional competitions only), the team commander will report to the Chief Judge and ask permission to dismiss his/her team. The team commander will then march his/her team off the parade square and dismiss his/her team in the designated area.

24. When ready (or signalled by the chief judge to continue) the team commander will give the command for the team to perform the precision drill routine. The team commander may position his/her team on the floor as necessary, prior to the start of the precision routine. The team commander may stand at ease during the precision drill performance.

25. At the completion of the precision drill routine, the team commander will call the team back to attention and report to the Chief Judge for dismissal. Once permission for dismissal has been given the team will be marched off to the designated formation area.

Judges' Score Sheet

Squadron _____

Judge _____

1. Inspection

Item	Value	Score	Notes
Uniform Appearance	20		
Correct Uniform	5		
Hair	5		
Boots	5		
Steadiness/Discipline	5		
Posture	5		
Position of Attention	5		
TOTAL	50		

2. Drill at the HALT

Item	Value	Score
Attention	5	
Right Turn	5	
Left Turn	5	
Right Incline	5	
Salute to Front	5	
Salute to Right	5	
Left Incline	5	
About Turn	5	
About Turn	5	
3 Paces Left	5	
3 Paces Right	5	
Close Order March	5	
Correct Execution of Movements	5	
Response to Command	5	
Unison of Movements	5	
Subtotal	75	

3. Drill on the March

Item	Value	Score
Move to the Right	5	
Quick March	5	
Left Wheel	5	
Left Turn	10	
Eyes Right	5	
Eyes Front	5	
Right Turn	10	
About Turn	5	
Mark Time	5	
Forward	5	
Left Wheel	5	
About Turn	5	
Right Wheel	5	
On the Left Form Squad	10	
Stand at Ease / Stand Easy	5	
Response to Command	5	
Unison of Movements	5	
Subtotal	100	

4. Precision Drill

Item	Value	Score
<i>Timing</i>	<i>20</i>	
<i>Steadiness</i>	<i>20</i>	
<i>Marching</i>	<i>20</i>	
<i>Smartness of Movements</i>	<i>25</i>	
<i>Degree of Difficulty</i>	<i>30</i>	
Subtotal	115	

5. Team Commander

Item	Value	Score
<i>Appearance and Bearing</i>	<i>10</i>	
<i>Personal Drill</i>	<i>10</i>	
<i>Control and Execution</i>	<i>10</i>	
<i>Commands</i>	<i>10</i>	
Subtotal	40	

6. Teamwork

<i>Teamwork</i>	<i>20</i>	
-----------------	-----------	--

Precision Drill Penalties

Item	Penalty	Penalty Points
Official Time	See Att.	-
Number of Signals Used: _____	3 points Per	-
Subtotal Penalties		-

Totals

1. Inspection	50	
2. Drill at the Halt	75	
3. Drill on the March	100	
4. Precision Drill	115	
5. Team Commander	40	
6. Teamwork	20	
SubTotal	400	
Precision Drill Penalties		-
Noise Penalty (Chief Judge Only)		-
Final Total		

Time Sheet

Squadron :

Time Keeper	Time
Squadron Representative	
Competition Time Keeper	
Average Time	

Penalty amount (if any)	-
-------------------------	---

“I agree to the mathematical accuracy of the above time and to the penalty, if any, that will be applied on each of the Judges score sheets. I understand that by signing this sheet no protests may be submitted to the contrary.”

Squadron Representative’s Signature
(Above printed name)

Date

Competition Time Keeper’s Signature
(Above printed name)

Date

Squadron Final Score Sheet

Squadron :

Judge	Score
1	
2	
3	
Total	

“I agree to the mathematical accuracy of the above scores from the Judges sheets and confirm the final score on this sheet as being correct. I understand that by signing this sheet no protests may be submitted to the contrary.”

Squadron Representative's Signature
(Above printed name)

Date

Competition Co-ordinator Signature
(Above printed name)

Date

Time Penalties Breakdown

TIME	Penalty
4:56 - 5:00	- 30
4:51 - 4:55	- 27
4:46 - 4:50	- 24
4:41 - 4:45	- 21
4:36 - 4:40	- 18
4:31 - 4:35	- 15
4:26 - 4:30	- 12
4:21 - 4:25	- 9
4:16 - 4:20	- 6
4:11 - 4:15	- 3
3:50 - 4:10	NONE
3:45 - 3:49	- 3
3:40 - 3:44	- 6
3:35 - 3:39	- 9
3:30 - 3:34	- 12
3:25 - 3:29	- 15
3:20 - 3:24	- 18
3:15 - 3:19	- 21
3:10 - 3:14	- 24
3:05 - 3:09	- 27
3:00 - 3:04	- 30

Note : Only minutes and seconds will be counted no matter the type of stop watch.

For example :

Time of 4:15:50 would be counted as 4:15

Time of 4:15:20 would be counted as 4:15

Time of 3:49:34 would be counted as 3:49

The penalty will be applied on each of the Judges score sheets