

# **CENTRAL REGION**



## **CADET BAND AND DRILL**

## **COMPETITIONS**

## FOREWORD

1 February 1999

1. Central Region Cadet Band and Drill Competition publication details rules and regulations governing the running of Cadet Band, Drill Without Arms and Drill With Arms Competitions within Central Region.
2. This publication shall be utilized in the operation of Detachment, and Central Region competitions for sea, army and air cadets.
3. Addressees may seek amendments to this publication by submitting suggestions, in writing, to:  
  
SO Cadet Training Co-ordinator  
Region Cadet Headquarters (Central)  
Canadian Forces Base Trenton  
PO Box 1000 Stn Forces  
Astra ON K0K 3W0
4. Region Cadet Headquarters (Central) is the sole authority for issuing amendments to this publication.

G.W. Roberts  
Lieutenant-Colonel  
Region Cadet Officer

Distribution List (page ii)

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Spares	20

**RECORD OF AMENDMENTS**

<b>AL NO.</b>	<b>DATE</b>	<b>DATE ENTERED</b>	<b>ENTERED BY: (Signature, Rank)</b>
01/03	28 Jan 03	10 Feb 03	D.W. Embree, Maj/RCMA

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**SECTION I**

**DRILL**

**WITHOUT**

**ARMS**

**COMPETITION**

## DRILL WITHOUT ARMS

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## **DRILL COMPETITION - WITHOUT ARMS**

**DRILL TEAM SIZE** A cadet drill team shall consist of sixteen (16) cadets, of which no more than eight (8) team members may be senior cadets. A senior cadet is one deemed to have completed four years of training at the unit. Team members may be male, female or a combination thereof. One team member shall be designated the team captain, who may be of any rank. Any team participating with less than 16 cadets shall be awarded penalty points as detailed under "Penalties" below.

### **OFFICIALS**

- (1) **Chief Judge** - Must be a military officer familiar with CFP 201. Responsible for (a) judging and marking the team captains; (b) awarding penalties; and (c) interpretation of rules. (Flotilla competitions only).
- (2) **Two drill Judges\*** - Must be military personnel experienced in drill instruction. Responsible for judging and marking the performance of the teams during the drill sequence.
- (3) **Two Inspection Judges\*** - Must have precise knowledge of all dress regulations. Responsible for inspecting and marking the teams for dress and appearance.
- (4) **Area/League Adjudicator** - responsible for interpretation of rules and adjudication of disputes and appeals
- (5) **Two Timekeepers** - responsible for timing the compulsory drill sequence; checking off the compulsory movements as they are performed.
- (6) **Two Statisticians** - responsible for keeping the official score.

\* (In local competitions, they may be combined)

### **EQUIPMENT**

Equipment required for the conduct of this competition is as follows:

- (a) Two stop watches; (b) Masking tape; (c) Flags for marking the drill area; (d) Tables and chairs for the judges; and (e) parade square.

### **DRESS AND APPEARANCE**

Dress and appearance shall conform to regulations which will be promulgated to all corps prior to the competition. Such regulations may prescribe penalties additional to the ones in these rule.

### **DRILL AREA**

The drill area shall be marked off as follows:

- (a) a restricted-access area containing the judges' table at approximately the mid-point of one of the sides of the drill area;
- (b) a spectators' area, policed to ensure that only spectators use the area and that they remain quiet;
- (c) a spot-mark for the right marker of the squad; and
- (d) a spot-mark for the team captain, from which he shall give his commands.



## **INSPECTION AND SEQUENCE OF PERFORMANCE**

Whenever possible prior to the start of competition, team captains shall draw for position in the sequence of performance inspected. At or before the time specified, the team shall form up in the designated area at the open order march, ready for inspection. Upon arrival of the judges, the team captain shall approach the senior judge, identify the team, and report that the team is ready for inspection. Teams standing by, not being inspected, shall be stood at ease by the team captain. Upon completion of the inspection, the team shall stand by, awaiting its instruction to march on for the drill sequence.

### **COMPULSORY DRILL SEQUENCE**

When called to compete, the team (accompanied and directed by the team captain) shall be marched in threes to a position where they are standing in line, with the right marker at the designated point opposite the judges table, dressed at the close order. These movements shall not be judged. The team captain shall approach the Chief Judge, report to him the name of the corps and request permission to proceed.

On receiving permission from the Chief Judge, the team captain shall then direct the team through the compulsory drill movements listed at Annex 'A'. These movements shall be performed in the sequence in which they are listed. The squad is returned to its original position following completion of the movements.

### **SUPPLEMENTARY FREESTYLE DRILL SEQUENCE**

Each drill team will perform the freestyle drill sequence for a minimum of four minutes to a maximum of five minutes. Teams should be able to provide a drill manoeuvring display as well as an entertaining show using various marching drill sequences. The command "RIGHT DRESS" will be given to start the freestyle sequence **without other indication from the judges**. The team captain shall give the command "SQUAD RIGHT DRESS" once again to end the sequence. The team captain will then request permission to depart the competition area.

### **DRILL AUTHORITY**

All drill movements of the freestyle sequence shall be executed as per Chap 2,3 and 4 A-PD-201 dated June, 1992. **No other form of drill movements will be allowed.**

### **CUE CARDS**

The use of cue-cards (or equivalent) by team captains is prohibited.

### **SCORING**

- (a) Dress Inspection: The judges shall inspect independently. Each cadet shall be inspected in detail, with each individual variance from correct dress or appearance scored as an infraction, using the score-sheet and scoring guide at Annex F. Each judge shall score out of 100 points. The scores shall be averaged and uniform penalties be deducted to arrive at the Inspection score. All drill teams will report with chin stays down and drill teams may be asked to remove headdress for inspection of haircuts;
- (b) Drill Sequence: Judges shall evaluate independently. One point shall be deducted for each individual fault or infraction. Each judge shall score out of 100 points, using the score-sheet at Annex E. These scores shall be averaged and penalties (other than uniform penalties) will be deducted to arrive at the Drill Score;

(2003)

(c) Team Captain. The team captain shall be evaluated by the Chief Judge, such evaluation to include all reporting procedures. Evaluation shall include those characteristics listed in the score-sheet and scoring guide at Annex C. The score shall be out of 100 points and shall constitute the Team Captain Score, or a score out of 20 will be given by each of 5 judges ie: inspection, drill, chief judge;

(d) Final Score: The Final Score shall be calculated using the following method:

Inspection - score awarded x 25/100 = ( ) /25  
Drill - score awarded x 75/100 = ( ) /75  
Supplementary Routine - score awarded x /30 = ( ) /30  
Final Score = ( ) /130

Team Captain: -judged independently ( ) /20

All scores shall be summarized and tabulated in the Master Score Sheet at Annex H.

### **PENALTIES**

Penalties are for specific infractions. Additional points shall not be deducted for an infraction for which a penalty is awarded.

- (a) Uniform Penalties: as prescribed in Uniform Regulations. (Deducted from the Inspection Score - all other penalties to be deducted from the Drill Score). Each cadet one point per infraction.
- (b) Less than required number on team - per missing cadet or extra cadet - 1 point
- (c) Omission of a compulsory drill movement (Team - 5 points  
Capt Only)
- (d) Drill movement performed out of required sequence (Team Capt only) - 1 point
- (e) Incorrect marching cadence (assessed once only) for each cadet - 5 points
- (f) Late when called to complete - 2 points
- (g) Exceeding maximum time allowance for drill movements - 2 points
- \* (h) Conduct contrary to good order and discipline, per fraction (minor) (major)  
- 5 points Disqualification
- (i) Goose and high stepping, stamping of feet or heels, assessed only once - 5 points
- (j) Extra movement not in compulsory sequence (Not assessed if correcting an error) (Team Capt only) - 1 point

(2003)

- \* Penalty (h) may be awarded at any time during the drill competition whether the team is currently competing or not.

### **NOTE**

In awarding penalties, the Chief Judge may exercise discretion in exceptional cases.

### **INTERPRETATION OF RULES**

In any situation where not equitable solution can be found in the rules, the Adjudicator (or, in the case of an Area/Flotilla competition, the Chief Judge) shall be empowered to make an ad hoc ruling which shall be binding on all participants for that competition.

**COMPLETE LISTING OF ORDERS TO BE GIVEN**  
**FOR THE COMPULSORY DRILL SEQUENCE**  
**DRILL WITHOUT ARMS**

March on when Called - "(corps/sqn name) drill team without arms, by the centre, quick - MARCH."

Halt - "Squad - HALT" (the halt shall be given approx 10 paces before coming to the marking spot).

Dress - a) "Squad, Right - DRESS."  
 b) "Eyes - FRONT".

NOTE 1 - The above orders are not judged.

NOTE 2 - Although the precursor "Squad" may be used before each movement, it is not necessarily required for every order in this routine.

NOTE 3 - The marking starts for the Team Captain as soon as they halt in front of the Chief Judge.

NOTE 4 - The A-PD-201 dated June 15, 1992 with MOD 1, 1993 is the only ref for this competition. If conflict arises this publication will be the only one considered.

Squad Drill at the Halt

<u>ITEM #</u>	<u>EXACT ORDER</u>
1.	223.2 "MARKER"
2.	223.4 "FALL - IN" (NOTE: do not open order march and dress. Go directly to item 227)
3.	227.2 "Tallest on the right, shortest on the left, in three ranks - SIZE" 227.3 "Open Order MARCH, Squadron - NUMBER" 227.4 "Even numbers one pace step back - MARCH" 227.5 "Number ones stand fast, odd numbers right, even numbers left - TURN" 227.6 "Reform threes, quick - MARCH"
4.	220.5 "Right - DRESS" 220.6 "Eyes - FRONT"
5.	213 "To the front - SALUTE"
6.	209.5 "Remove - HEADDRESS"
7.	210 "Stand at - EASE"
8.	211 "Stand - EASY"
9.	206 "SQUAD"
10.	207 "ATTENTION"
11.	212.3 "Replace - HEADDRESS"
12.	210 "Stand at - EASE"
13.	211 "Stand - EASY"
14.	206 "SQUAD"
15.	207 "ATTENTION"

SQUAD DRILL - MOVEMENTS AT THE HALT

NOTE: Samples of the correct words of command may be found in fig 3-1. When moving to a flank at the halt a directing flank is not necessary.

16.	214.4	“Move to the right in threes right - TURN”
17.	214.4	“Retire, right - TURN”
18.	214.8	“Advance, about - TURN”
19.	214.6	“Move to the left in threes, left - TURN”
20.	214.8	“Move to the right in threes, about - TURN”
21.	214.6	“Advance, left - TURN”
22.	214.4	“Right, in - CLINE”
23.	214.4	“Left, in - CLINE”
24.	215.5	“Four paces, left close - MARCH”
25.	215.5	“Four paces, right close - MARCH”
26.	222	“Close order - MARCH”
27.	220.5	“Right - DRESS”
28.	220.6	“Eyes - FRONT”
29.	230.4	“Form two - RANKS”
30.	220.5	“Elbow dressing, right - DRESS”
31.	220.6	“Eyes - FRONT”
32.	231.4	“Reform three - RANKS”
33.	220.5	“Right - DRESS”
34.	220.6	“Eyes - FRONT”
35.	214.4	“Move to the right in threes, right - TURN”

SQUAD DRILL - MOVEMENTS ON THE MARCH

NOTE 1 - The correct words of command may be found in fig 3-1.

NOTE 2 - After each order is given judges will mark:

- a) correct foot movement
- b) correct arm swinging
- c) body drive
- d) correct dressing
- e) correct response to the order

36.	304	“By the left, quick - MARCH”
37.	310.1	“Right - WHEEL”
38.	310.4	“By the left”
39.	319.5	“Move to the left in threes about - TURN”
40.	317.5	“Retire, left - TURN”
41.	315.1	“Eyes - RIGHT”
42.	315.2	“Eyes - FRONT”
43.	317.5	“Move to the right in threes left - TURN”
44.	310.1	“Left - WHEEL”
45.	310.4	“By the left”
46.	311.8	“Change - STEP”
47.	310.1	“Left - WHEEL”
48.	310.4	“By the left”
49.	317.7	“Left in - CLINE”
50.	317.13	“Right in - CLINE”

NOTE - No preceding directing flank or direction is used when inclining

51.	310.1	“Left - WHEEL”
52.	310.4	“By the left”
53.	314.8	“To the right - SALUTE”
54.	310.1	“Left - WHEEL”
55.	310.4	“By the left”
56.	321	“Change to double time, double - MARCH”
57.	310.1	“Left - WHEEL”
58.	310.4	“By the left”
59.	322	“Change to quick time, quick - MARCH”
60.	310.1	“Left - WHEEL”
61.	310.4	“By the left”
62.	310.1	“Left - WHEEL”
63.	310.4	“By the left”
64.	323.4	“Change to slow time, slow - MARCH”
65.	316.11	“Advance, left - TURN”
66.	316.7	“Left in - CLINE”
67.	316.13	“Right in - CLINE”
68.	308.4	“Mark - TIME”
69.	308.7	“Squad - HALT”
70.	308.9	“Squad slow mark - TIME”
71.	308.6	“For - WARD”
72.	308.7	“Squad - HALT”
73.	306.2	“By the right, slow - MARCH”
74.	318.5	“Retire about - TURN”
75.	320	“Change to quick time, quick - MARCH”
76.	317.8	“Move to the left in threes, right - TURN”
77.	310.1	“Right - WHEEL”
78.	310.4	“By the right”
79.	319.5	“Move to the right in threes about - TURN”
80.	309.4	“Mark - TIME”
81.	309.7	“Squad - HALT”
82.	326.2	“At the halt, on the left, form - SQUAD”
83.	326.3	“Quick - MARCH”
84.	220.5	“Right - DRESS”
85.	220.6	“Eyes - FRONT”

(After supplementary sequence is complete, Team Captain reports) “(rank, surname) reporting supplementary sequence completed. Permission to carry on, Sir?” (Marking for team captain stops when last salute is given)

- March off -
- a) “(corps/sqn # and name) move to the right in threes, right - TURN”
  - b) “By the left quick - MARCH”

**DIAGRAM COMPULSORY DRILL**  
**WITHOUT ARMS ROUTINE**

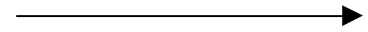
JUDGES TABLE

STANDING DRILL  
WHEEL  
GIVEN HERE

ORDER NOS  
1            35

36

37 RIGHT

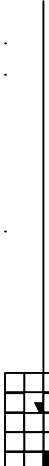
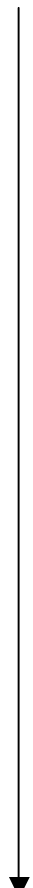
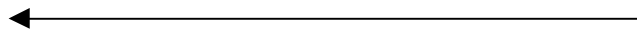
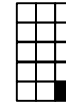
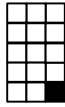


43 LEFT TURN

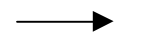
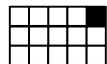
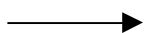
42 EYES FRONT

41 EYES RIGHT

40 LEFT TURN



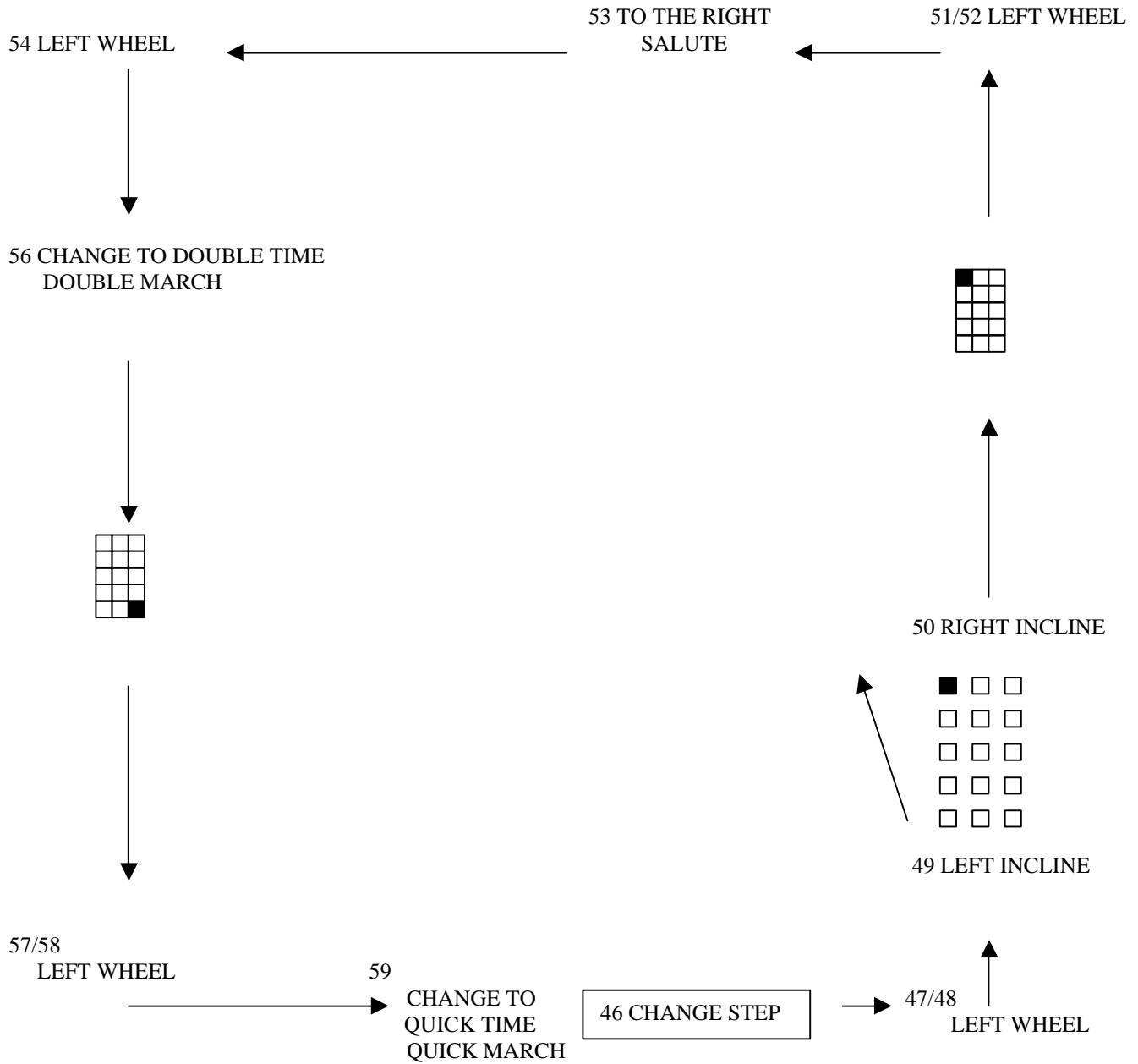
44/45 LEFT WHEEL



46 CHANGE  
STEP

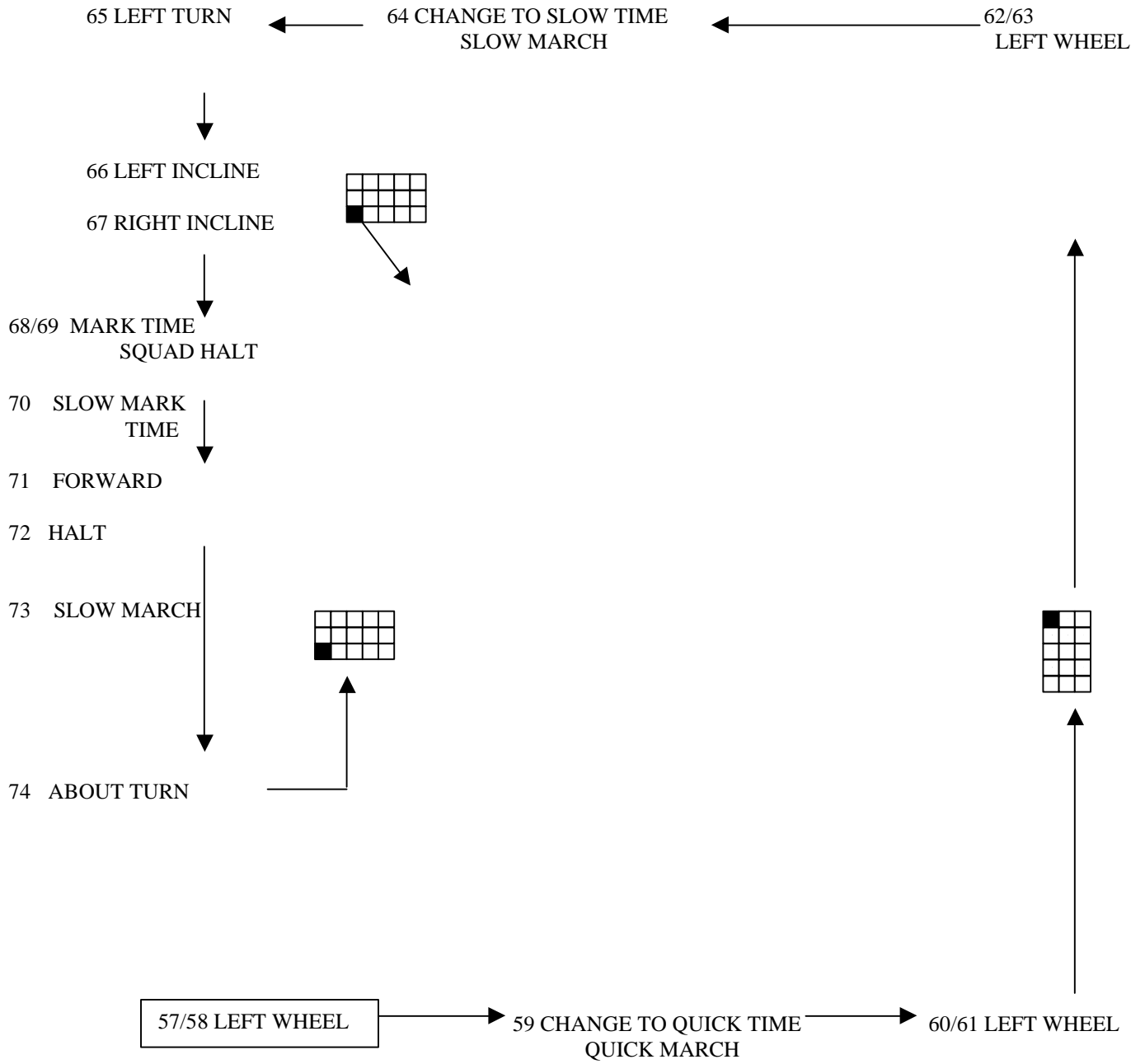
39 ABOUT TURN

JUDGES TABLE

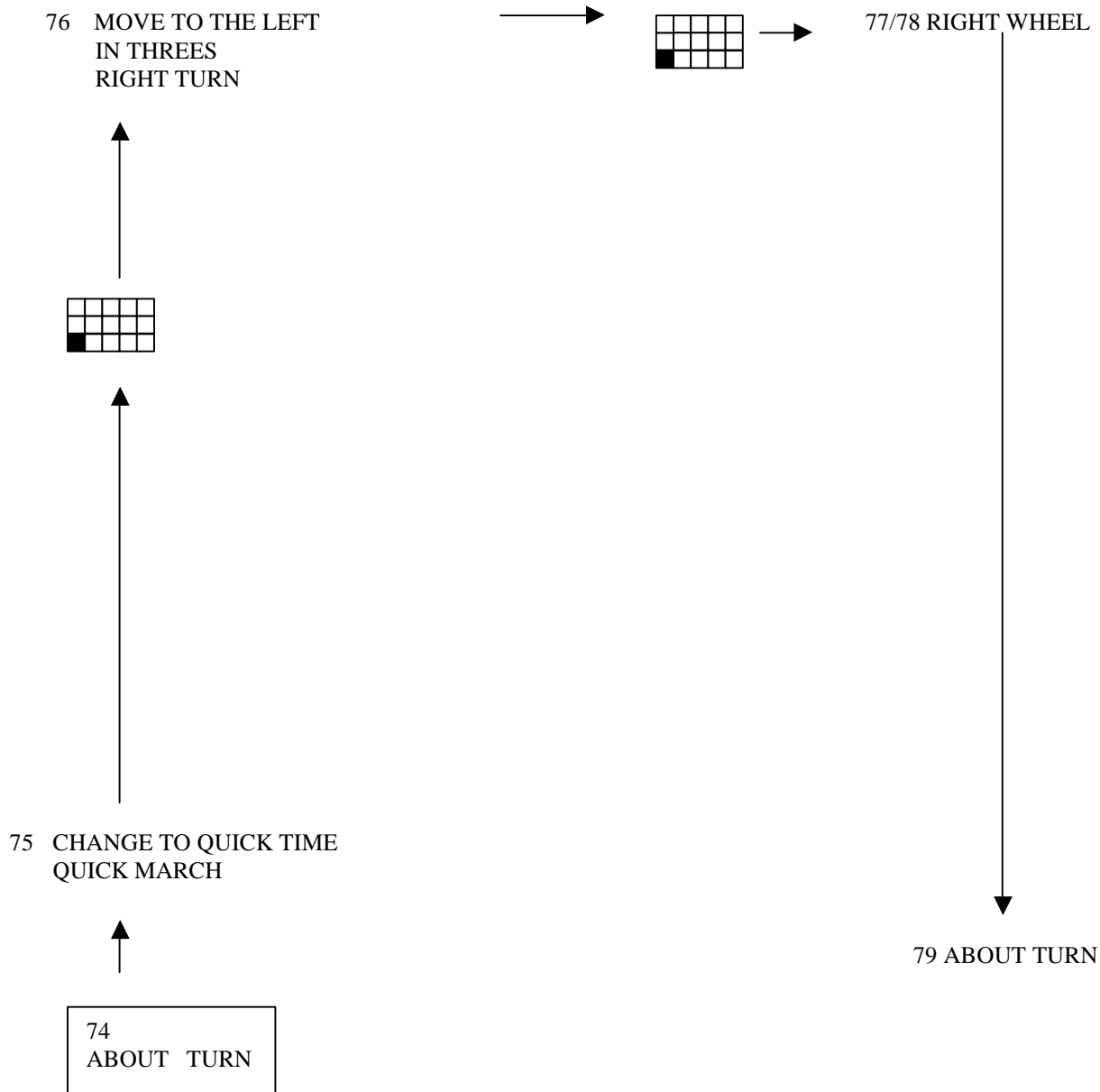




JUDGES TABLE



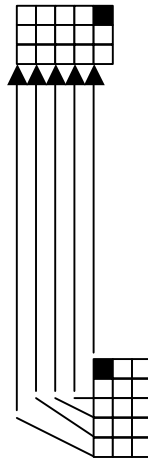
JUDGES TABLE



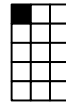
JUDGES TABLE

REPORT  
85 EYES FRONT

84 RIGHT DRESS



82&83 AT HALT, ON THE LEFT  
FORM SQUAD - QUICK MARCH



81 HALT

80 MARK TIME



79 ABOUT TURN

**CADET DRILL COMPETITION**

**TEAM CAPTAIN EVALUATION**

CORPS/SQN: \_\_\_\_\_ DATE: \_\_\_\_\_

AREA/FLOTILLA: \_\_\_\_\_ JUDGE: \_\_\_\_\_

TYPE OF DRILL:

<b><u>TEAM CAPTAIN EVALUATION</u></b>	
Word of Command(Delivery) 3 6 9 12 15 18 21 24. (Deduct for incorrect wording. See Note 1.)	
Ability to Control Team 3 6 9 12 15 18 21 24 27 30 33 36. (Deduct for orders omitted or out of sequence. See Note 1)	
Appearance and Bearing 2 4 6 8 10 12 14 15. (Uniform inspection & Deportment. See Note 2)	
Confidence - Leadership Qualities 2 4 6 8 10 12 14 15.  (Ability to observe and correct errors of command or movements)	
Manner of Reporting to Chief Judge 2 4 6 8 10.	
<b>1.TOTAL ( HPS 100 )</b>	
Note. 1. Score to be obtained from ANNEX D. 2. Refer to Uniform Inspection Sheet ANNEX F.	

Team Capt Penalties (from Annex E):

Omission of compulsory drill movement	-5
Drill movement out of sequence	-1
Extra Movement	-1 Incorrect order (worded wrong) -1
<b>2. Total Penalties</b>	

**COMMENTS:**

(Review evaluation with Drill Judges prior to finalizing.)	
<b><u>OPTIONAL</u></b>	Final Score (1-2)
<b><u>DRILL TEAM CAPTAIN:</u></b> total mark from 5 judges determines final score. Mark based upon correct commands, mace drill, mace response, bearing, uniform, accoutrements, etc.	
<b>Mark out of 20</b>	

**COMPLETE LISTING OF ORDERS TO BE GIVEN  
FOR THE COMPULSORY DRILL SEQUENCE  
DRILL WITHOUT ARMS**

x March on when called - “(Corps/sqn name) drill team without arms, by the right quick - MARCH”.

X Halt - “Squad - HALT”.

X Dress - a) “Squad, Right - DRESS”.  
b) “Eyes - FRONT”

Report -“(rank) (surname) reporting (corps/Sqn # and name) drill without arms team (# of cadets) on parade. Permission to carry on with compulsory drill routine. (START TIMING)

“X” not judged.

The A-PD-201 dated June 15, 1992 with MOD 1, 1993 is the only ref for this competition. If conflict arises this publication will be the only one considered.

CODE

(NOTE - Although the precursor “squad” may be used before each movement, it is not required for every order in this routine.)

io - incorrect order (wrong worded)	om - omitted
os - out of sequence	
x - extra	
de - dropped equipment	

<u>SQUAD DRILL AT THE HALT</u>	
no. 1. 223.2	“MARKER”
2. 223.4	“FALL - IN”
3. 227.2	“Tallest on the right, shortest on the left, in three ranks - SIZE”
227.3	“Open Order MARCH, Squad - NUMBER”
227.4	“Even numbers one pace step back - MARCH”
227.5	“Number ones stand fast, odd numbers right, even numbers left - TURN”
227.6	“Reform threes, quick - MARCH”
4. 220.5	“Right - DRESS”
220.6	“Eyes - FRONT”
5. 213	“To the front - SALUTE”
6. 209.5	“Remove - HEADDRESS”
7. 210	“Stand at - EASE”
8. 211	“Stand - EASY”
9. 206	“Squad”
10. 207	“ATTENTION”
11. 212.3	“Replace - HEADDRESS”
12. 210	“Stand at - EASE”
13. 211	“Stand - EASY”

## Annex D (99)

14. 206	“SQUAD”	
15. 207	“ATTENTION”	
16. 214.4	“Move to the right in threes - right - TURN”	
17. 214.4	“Retire, right - TURN”	
18. 214.8	“Advance, about - TURN”	
19. 214.6	“Move to the left in threes, left - TURN”	
20. 214.8	“Move to the right in threes about - TURN”	
21. 214.6	“Advance, left - TURN”	
22. 214.4	“Right, in - CLINE”	
23. 214.4	“Left, in - CLINE”	
24. 215.5	“Four paces, left close - MARCH”	
25. 215.5	“Four paces, right close - MARCH”	
26. 222	“Close order - MARCH”	
27. 220.5	“Right - DRESS”	
28. 220.6	“Eyes - FRONT”	
29. 230.4	“Form two - RANKS”	
30. 220.5	“Elbow dressing, right - DRESS”	
31. 220.6	“Eyes - FRONT”	
32. 231.4	“Reform three - RANKS”	
33. 220.5	“Right - DRESS”	
34. 220.6	“Eyes - FRONT”	
35. 214.4	“Move to the right in threes, right - TURN”	
<u>SQUAD DRILL ON THE MARCH</u>		
36. 304	“By the left, quick - MARCH”	
37. 310.1	“Right - WHEEL”	
38. 310.4	“By the left”	
39. 319.5	“Move to the left in threes about - TURN”	
40. 317.5	“Retire, left - TURN”	
41. 315.1	“Eyes - RIGHT”	
42. 315.2	“Eyes - FRONT”	
43. 317.5	“Move to the left in threes left - TURN”	
44. 310.1	“Left - WHEEL”	
45. 310.4	“By the left”	
46. 311.8	“Change - STEP”	
47. 310.1	“Left - WHEEL”	
48. 310.4	“By the left”	
49. 317.7	“Left in - CLINE”	
50. 317.13	“Right in - CLINE”	
51. 310.1	“Left - WHEEL”	
52. 310.4	“By the left”	
53. 314.8	“To the right - SALUTE”	
54. 310.1	“Left - WHEEL”	
55. 310.4	“By the left”	
56. 321	“Change to double time, double - MARCH”	TAKE DM CADENCE

Annex D (99)

57. 310.1	“Left - WHEEL”		
58. 310.4	“By the left”		
59. 322	“Change to Quick time, quick - MARCH”		
60. 310.1	“Left - WHEEL”		
61. 310.4	“By the left”		
62. 310.1	“Left - WHEEL”		
63. 310.4	“By the left”		
64. 323.4	“Change to slow time, slow - MARCH”	TAKE SM CADENCE	
65. 316.11	“Advance, left - TURN”		
66. 316.7	“Left in - CLINE”		
67. 316.13	“Right in - CLINE”		
68. 308.4	“Mark - TIME”		
69. 308.7	“Squad - HALT”		
70. 308.9	“Squad slow mark - TIME”		
71. 308.6	“For - WARD”		
72. 308.7	“Squad - HALT”		
73. 30.62	“By the right, slow - MARCH”		
74. 318.5	“Retire about - TURN”		
75. 320	“Change to quick time, quick - MARCH		
76. 317.8	“Move to the left in threes, right - TURN”	TAKE QM CADENCE	
77. 310.1	“Right - WHEEL”		
78. 310.4	“By the right”		
79. 319.5	“Move to the right in threes about - TURN”		
80. 309.4	“Mark - TIME”		
81. 309.7	“Squad - HALT”		
82. 326.2	“At the HALT, on the left, form - SQUAD		
83. 326.3	“Quick - MARCH”		
84. 220.5	“Right - DRESS”		
85. 220.6	“Eyes - FRONT”	STOP TIMING	

X Report - “(rank) (surname) reporting compulsory drill sequence completed. Permission to carry on with supplementary sequence, Sir?”

(After supplementary sequence is complete)

X Report - “(rank) (surname) reporting, supplementary sequence completed. Permission to carry on, SIR?”

X March off - a) “(corps/sqn # and name) move to the right in threes, right - TURN”  
 b) “By the left quick - MARCH”

Annex D (99)

**TIMEKEEPER/SCOREKEEPER**

**TIMINGS:** (On hand salute) (Min., Sec.) (Maximum 20 min).  
Start when team captain reports to Chief Judge.  
Stops when team captain reports at end of compulsory sequence.

Transfer to Annex G.

**CADENCE** Take each once. Pace per 15 sec. X 4 - PPM

Transfer to Annex E      Slow March 60 paces per min  
Quick March 120 paces per min  
Double March 180 paces per min

Mark off each movement using code “io, om, x, os” to Drill Capt.  
Annex C “om, os, de” to Annex E”.



**JUDGES SCORESHEET**

**WITH OR WITHOUT ARMS COMPETITION**

FLOTILLA: \_\_\_\_\_ CORPS. NAME & NO. \_\_\_\_\_

<b>JUDGES LOOKING AT</b>	<b>HPS / SCORE</b>	<b>JUDGES COMMENTS</b>
<p><b>Team Captain</b>                      Words of Command, Cautionary, Executive - Clear, Distinct                      Ability to Control team                      Appearance, military bearing, confidence                      Report to Chief Judge</p>	20	
<p><b>Overall Performance</b>                      Minus 2 points for each 10 seconds over time limit  <b>TIME: (timing from Annex D) to a maximum of 10 pts. (10 min)</b>  <b>Incidentals</b> Dropped equipment, extra movements, out of sequence,  <b>score taken from Annex D</b> movement omitted. (2 pts. each to a maximum of 10 pts.)</p>	10	
<p><b>Foot Drill Fundamentals</b>                      Quick reflexes, steadiness, physical control of body, mental alertness. Cadence-120=Quick, 60=Slow, 180=Double                      Length of Pace -Quick/Slow=30 inches                      -Stepping Out=33 inches                      -Step Short=21 inches                      -Double=40 inches                      -Side Pace=10 inches</p>	20	
<p><b>Team Overall Discipline</b>                      Drive, effort, cohesiveness, teamwork, timing, dressing.</p>		
<p><b>Weapons Handling when used</b>                      Crack, noise, speed with weapons.</p>	20	
<p><b>Marching</b>                      Bends out of elbows, eyes and head up, arms breast pocket high, digging in heels, marching one behind other, around in threes on wheels, etc</p>	20	
<p><b>Supplementary Orders</b>                      Overall Correctness of movements                      Time limit = -2 for each 10 sec. over the limit</p>		

**INSPECTION JUDGING - CADET DRILL COMPETITION**  
**DRILL WITHOUT ARMS**

CORPS/SQN: \_\_\_\_\_ JUDGE: \_\_\_\_\_  
 TIME TO REPORT(SCHEDULED) \_\_\_\_\_ (ACTUAL) \_\_\_\_\_ LATE yes/no

			TEAM SIZE--- Drill(16)  <u>JUDGING</u>  Cross out non-applicable or unused ranks/files.  Use code for every individual variance/infraction.  Code should be located on each figure to represent each infraction.  Total number of infractions  Team Captain Score /20
			<u>COMMENTS:</u>   
			Signature OIC (indicates OIC has reviewed inspection sheet)

JUDGES USE ONLY	SCORE KEEPERS USE ONLY
Dress Infraction Code: 1. Lint/dirt/threads 2. Un-pressed uniform/chin-stay 3. Improper position of badges/tally/webbing 4. Boots/Brass(not shined/dirty) 5. Instruments/Weapons dirty 6. Grooming: Haircut/Facial hair/ Makeup/Earrings. 7. Parts missing(Lanyard/webbing/brass) 8. Incorrect uniform (MUST be C1's) 9. Incorrect logo---Bass drum/sash. 10. Bearing/Deportment.	Scorekeeper: Recount Number of Infractions (Initials) Total Infractions:  Multiply by 16 Divide by Team Size Subtract from           100 ADJUSTED INSPECTION SCORE

NOTE:(To Annex G)

1. All drill teams will report with chin stays down.
2. Drill teams may be asked to remove headdress for inspection of haircut.

**DRILL SCORE SHEET -- CADET DRILL COMPETITIONS**  
**To be transferred to Master Score Sheet ANNEX H.**

TYPE OF DRILL: \_\_\_\_\_ DATE: \_\_\_\_\_

CORPS/SQN: \_\_\_\_\_ STATISTICIAN: \_\_\_\_\_

AREA/FLOTILLA:

<b><u>INSPECTION:</u></b> (From Annex F.)	
Judge #1 (HPS 100)	
Judge #2 (HPS 100)	
Total _____	Average:
	(To Annex H) x 10%
<b><u>DRILL:</u></b> (From Annex E.)	
Judge #1 (HPS 450) _____	(Ave) ____ X 100 = ____ (Total)
Judge #2 (HPS 450) _____	450
H)	(Total) __ X 75% = ____ (To Annex
Total	
Average	
<b><u>SUPPLEMENTARY SILENT DRILL:</u></b>	
Judge #1 (HPS 120)	
Judge #2 (HPS 120)	
TOTAL: _____	Average:
	Total _____ x 15% (To Annex H)
<b><u>TEAM CAPTAIN:</u></b> (From Annex E and F)	
Inspection Judge #1 (HPS 20)	
Inspection Judge #2 (HPS 20)	
Drill Judge #1 (HPS 20)	
Drill Judge #2 (HPS 20) _____	Average:
Chief Judge (HPS 20)	
TOTAL: _____ /100	(To Annex H)



**PHASE I DRILL COMPETITION**

FLOTILLA: \_\_\_\_\_ DRILL WITHOUT: \_\_\_\_\_

CORPS/SQN NAME & NO: \_\_\_\_\_ DRILL WITH: \_\_\_\_\_

WEAPONS REQUIRED:

.303 with magazine:

.303 modified:

Pistol Grips:

CADET NAME      RANK/DOB      CADET NAME      RANK/DOB

TEAM

CAPTAIN \_\_\_\_\_ 9.

2. \_\_\_\_\_ 10.

3. \_\_\_\_\_ 11.

4. \_\_\_\_\_ 12.

5. \_\_\_\_\_ 13.

6. \_\_\_\_\_ 14.

7. \_\_\_\_\_ 15.

8. \_\_\_\_\_ 16.

OFFICERS: 1. \_\_\_\_\_(M) (F)

2. \_\_\_\_\_(M) (F)

OIC: \_\_\_\_\_(M) (F)

PLEASE INDICATE MALE/FEMALE FOR ALL CADETS LISTED ABOVE.

SIGNATURE FLOTILLA CO-ORDINATOR:(Sea Only)

SIGNATURE CHAIRPERSON FLOTILLA COMPETITIONS:  
(Sea Only)

COMMANDING OFFICER

**SECTION II**

**DRILL**

**WITH**

**ARMS**

**COMPETITION**

**DRILL WITH ARMS**

		<u>Page(s)</u>
1.	Promulgation of Present Arms Drill with weapons	
2.	Drill with Arms-General	1-4
3.	Penalties	3-4
4.	Complete listing of orders for compulsory sequence (Annex A)	A-1-2
5.	Diagram Compulsory Drill With Arms Routine (Annex B)	B-1-2
6.	Cadet drill competition - Team Captain Evaluation (Annex C)	C-1
7.	Complete listing of orders to be given for compulsory sequence (Annex D)	D-1-2
8.	Judges Score Sheet (Annex E)	E-1
9.	Dress inspection sheet (Annex F)	F-1
10.	Drill score sheet (Annex G)	G-1
11.	Master score sheet (Annex H)	H-1
12.	Drill registration form (Annex I).	I-1

## **DRILL COMPETITION - WITH ARMS**

**DRILL TEAM SIZE** A cadet drill team shall consist of sixteen (16) cadets, of which no more than eight (8) team members may be senior cadets. A senior cadet is one deemed to have completed four years of training at the unit. Team members may be male, female or a combination thereof. One team member shall be designated the team captain, who may be of any rank. Any team participating with less than 16 cadets shall be awarded penalty points as detailed under "Penalties" below.

### **OFFICIALS**

- (1) **Chief Judge** - must be a military officer familiar with CFP 201. Responsible for (a) judging and marking the team captains; (b) awarding penalties; and (c) interpretation of rules. (Area/Flotilla competitions only).
- (2) **Two Drill Judges\*** - must be military personnel experienced in drill instruction. Responsible for judging and marking the performance of the teams during the drill sequence.
- (3) **Two Inspection Judges\*** - must have precise knowledge of all dress regulations. Responsible for inspecting and marking the teams for dress and appearance.
- (4) **Area/ League Adjudicator** - responsible for interpretation of rules and adjudication of disputes and appeals.
- (5) **Two Timekeepers** - responsible for timing the compulsory drill sequence; checking off the compulsory movements as they are performed.
- (6) **Two Statisticians** - responsible for keeping the official score.

\* (In local competitions, they may be combined.)

### **EQUIPMENT**

Equipment required for the conduct of this competition is as follows:

- (a) Two stop watches;
- (b) Masking tape;
- (c) Flags for marking the drill area;
- (d) Tables and chairs for the judges; and
- (e) parade square.

### **DRESS AND APPEARANCE**

Dress and appearance shall conform to regulations, which will be promulgated to all corps prior to the competition. Such regulations may prescribe penalties additional to the ones in these rules.

### **DRILL AREA**

The drill area shall be marked off as follows:

- (a) a restricted-access area containing the judges' table at approximately the mid-point of one of the sides of the drill area;
- (b) a spectators' area, policed to ensure that only spectators use the area and that they remain quiet;
- (c) a spot-mark for the right marker of the squad; and
- (d) a spot-mark for the team captain, from which he shall give his commands.



## INSPECTION AND SEQUENCE OF PERFORMANCE

Whenever possible prior to the start of competition, team captains shall draw for position in the sequence of performance inspected. At or before the time specified, the team shall form up in the designated area at the open order march, ready for inspection. Upon arrival of the judges, the team captain shall approach the senior judge, identify the team, and report that the team is ready for inspection. Teams standing by, not being inspected, shall be stood at ease by the team captain. Upon completion of the inspection, the team shall stand by, awaiting its instruction to march on for the drill sequence.

NOTE: Drill weapons will not be inspected.

## COMPULSORY DRILL SEQUENCE

When called to compete, the team (accompanied and directed by the team captain) shall be marched in threes to a position where they are standing in line, with the right marker at the designated point opposite the judges table, dressed at the close order. These movements shall not be judged. The team captain shall approach the Chief Judge, report to him the name of the corps and request permission to proceed.

On receiving permission from the Chief Judge, the team captain shall then direct the team through the compulsory drill movements listed at Annex 'A'. These movements shall be performed in the sequence in which they are listed. The squad is returned to its original position following completion of the movements.

## SUPPLEMENTARY FREESTYLE DRILL SEQUENCE

Each drill team will perform the freestyle drill sequence for a minimum of four minutes to a maximum of five minutes. Teams should be able to provide a drill manoeuvring display as well as an entertaining show using various marching drill sequences. **BAYONNETTES ARE STRICTLY FORBIDDEN AND WILL NOT BE USED FOR THIS COMPETITION.** The command "RIGHT DRESS" will be given to start the freestyle sequence **without other indication from the judges.** The team captain shall give the command "SQUAD RIGHT DRESS" once again to end the sequence. The team captain will then request permission to depart the competition area.

## DRILL AUTHORITY

All foot-drill movements shall be carried out in accordance with the currently issued Manual of Drill and Ceremonial. All rifle movements shall be carried out as nearly as possible in accordance with the same manual. Where it is not possible to duplicate a movement or part of a movement exactly, because of differences in the rifle used, a reasonable approximation will be accepted, provided that it is performed smartly and uniformly.

## WEAPONS

- (a) each team shall provide its own weapons at Area/Flotilla Competitions;
- (b) the team captain shall not carry a rifle;
- (c) CF issued drill purpose weapons will be used, i.e. 303's for Sea Cadets;
- (e) at Provincial Championships drill purpose weapons **NOTE** will be issued for use and used with **ABSOLUTELY NO MODIFICATIONS.**

## REPORTING PROCEDURES

- (a) for inspection, drill teams shall be reported at the order arms; and
- (b) on all other occasions, drill teams shall be reported at the Shoulder Arms.

## SCORING

- (a) Dress Inspection: The judges shall inspect independently. Each cadet shall be inspected in detail, with each individual variance from correct dress or appearance scored as an infraction, using the score-sheet and scoring guide at Annex F. Each judge shall score out of 100 points. The scores shall be averaged and uniform penalties be deducted to arrive at the Inspection score. All drill teams will report with chin stays down and drill teams may be requested to remove headdress for inspection of haircuts.
- (b) Drill Sequence: Judges shall evaluate independently. One point shall be deducted for each individual fault or infraction. Each judge shall score out of 100 points, using the score-sheet at Annex E. These scores shall be averaged and penalties (other than uniform penalties) will be deducted to arrive at the Drill Score.
- (c) Team Captain: The team captain shall be evaluated by the Chief Judge. Such evaluation to include all reporting procedures. Evaluation shall include those characteristics listed in the score-sheet and scoring guide at Annex C. The score shall be out of 100 points, and shall constitute the Team Captain Score, or a score out of 20 will be given by each of 5 judges ie; inspection, drill, chief judge;
- (d) Final Score: The Final Score shall be calculated using the following method:

<u>Inspection</u>	score awarded x 10/100 = (    ) /25
<u>Drill</u>	score awarded x 75/100 = (    ) /75
<u>Silent drill</u>	score awarded x    /15 = (    ) /30
<u>Team Captain</u>	judged independently = (    ) /20

$$\text{Final Score} = (    ) /130$$

All scores shall be summarized and tabulated in the Master Score Sheet at Annex H.

## PENALTIES

Penalties are for specific infractions. Additional points shall not be deducted for an infraction for which a penalty is awarded.

- (a) Uniform Penalties: as prescribed in Uniform Regulations. (Deducted from the Inspection Score - all other penalties to be deducted from the Drill Score). Each cadet one point per infraction.
- (b) Less than required number on team - per missing cadet or extra cadet - 1 point
- (c) Omission of a compulsory drill movement (Team Capt only) - 5 points
- (d) Drill movement performed out of required sequence (Team Capt only) - 1 point
- (e) Incorrect marching cadence (assessed once only) for each cadet - 5 points

(2003)

- |       |   |  |
|-------|---|--|
| (f)   | Late when called to compete   | - 2 points                                       |
| (g)   | Exceeding maximum time allowance for drill movement   | - 2 points                                       |
| * (h) | Conduct contrary to good order and discipline, per infraction                                   | (minor) - 5 points      (major) Disqualification |
| (i)   | Goose and high stepping, stamping of feet or heels, assessed only once                          | - 5 points                                       |
| (j)   | Extra movement not in compulsory sequence (Not assessed if correcting an error)(Team Capt only) | - 1 point  |

\* Penalty (h) may be awarded at any time during the drill competition whether the team is currently competing or not.

### **NOTE**

In awarding penalties the Chief Judge may exercise discretion in exceptional cases.

### **INTERPRETATION OF RULES**

In any situation where no equitable solution can be found in the rules, the Adjudicator (or, in the case of an Area/Flotilla competition, the Chief Judge) shall be empowered to make an ad hoc ruling which shall be binding on all participants for that competition.

**COMPLETE LISTING OF ORDERS TO BE GIVEN**  
**FOR THE COMPULSORY DRILL SEQUENCE**  
**DRILL WITH ARMS**

- March on when called - "(corps/sqn name) drill team with arms, by the RIGHT, quick - MARCH"
- Halt - "Squad - HALT" (the halt shall be given approx 10 paces before coming to the marking spot).
- Dress - a) "Squad Order - ARMS."  
b) "Right - DRESS"  
c) "Eyes - FRONT"
- Report - (at the Order Arms)
- NOTE 1 - The above orders are not judged.
- NOTE 2 - Although the precursor "Squad" may be used before each movement, it is not necessarily required for every order in this routine.
- NOTE 3 - The marking starts for the Team Captain as soon as they halt in front of the Chief Judge.
- NOTE 4 - If conflict arises between any publication the A-PD-201-000/PT000 and Central Region Lee-Enfield rifle drill, Royal Canadian Sea, Army and Air Cadets **WILL** take precedence.

Squad Drill at the Halt

<u>ITEM #</u>	<u>EXACT ORDER</u>
1. 413.2	"MARKER" (at the short trail 413.6)
2. 413.4	"FALL - IN" (at the short trail 413.6)
3. 227.4	"Tallest on the right, shortest on the left, in three ranks - SIZE."
227.3	"Open Order MARCH, Squad - NUMBER."
227.4	"Even numbers one pace step back - MARCH".
227.5	"Number ones stand fast, odd numbers right, even numbers left - TURN"
227.6	"Reform threes, quick - MARCH".
4. 412.2	"Right - DRESS" (Note 220.5)
5. 412.2	"Eyes - FRONT" (Note 220.6)
6. 410.4	"Slope - ARMS"
7. 422.4	"To the front - SALUTE"
8. 414.4	"Present - ARMS".

Annex A, Chapter 4, Rifle Drill for the FN(C1) Rifle, Section 2, Ceremonial Rifle Drill

9.	Sec 2.6	"Rest on your arms - REVERSED"
9.A		"-Atten-TION"
10.	Sec 2.10	"Present - ARMS"
11.	415.3	"Slope - ARMS"
12.	440.3	"Recover - ARMS"
13.	441.4	"Shoulder - ARMS"
14.	425.3	"Port - ARMS"
15.	426.3	"Slope - ARMS"
16.	430.5	"Change - ARMS"

17.	430.6	“Change - ARMS”
18.	411.4	“Order - ARMS”
19.	403.1	“Stand at - EASE”
20.	404.1	“Stand - EASY”
21.	405	“SQUAD”
22.	406.1	“Atten - TION”
23.	408.4	“Ground - ARMS”
24.	409.3	“Take up - ARMS”
25.	Sec 58	“Port - ARMS”
26.	Sec 58	“Order - ARMS”
27.	Sec 62	“Trail - ARMS”
27A.	Sec 62	“Order – ARMS”
27B.	Sec 63	“Slope – ARMS”
28.	Sec 63	“Trail - ARMS”
29.	Sec 63	“Slope - ARMS”
30.	222	“Close order - MARCH”
31.	214.4	“Move to the right in threes, right - TURN”
32.	304	“By the left quick - MARCH”
33.	310.1	“Right - WHEEL”
34.	310.4	“By the left”
35.	319.5	“Move to the left in threes, about - TURN”
36.	317.5	“Retire, left - TURN”
37.	422.5	“To the right - SALUTE”
38.	317.5	“Move to the right in threes, left - TURN”
39.	304.8	“Squad - HALT”
39A.	Sec 55, 1, 2, 3	“Present – ARMS”
40.	446.10	“Reverse - ARMS”
41.	306.2	“By the left, slow - MARCH”
42.	310	“Left - WHEEL”
43.	316.5	“Advance, left - TURN”
44.	448.6	“Change - ARMS”
45.	448.7	“Change - ARMS”
46.	308.4	“Mark - TIME”
47.	308.7	“Squad - HALT”
48.	Sec 81	“Present - ARMS” (Sec 81A To be done in Reverse Order Sec 81, 4, 3, 2, 1)
49.	Sec 49	“Slope - ARMS”
49A.	Sec 53	“Order – ARMS”
50.	412.2	“Right - DRESS” (Note 220.5)
51.	412.2	“Eyes - FRONT” (Note 220.6)

March off - a)“(corps/sqn # and name) move to the right in threes, right - TURN”  
b)“By the left quick - MARCH”

**DIAGRAM OF**  
**COMPULSORY DRILL WITH ARMS**  
**ROUTINE**

JUDGES TABLE

STANDING DRILL  
GIVEN HERE

ORDER NOS  
1            31

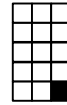
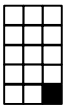
32 →

33 RIGHT WHEEL →

38 LEFT TURN

37 RIGHT SALUTE

36 LEFT TURN



39 HALT  
40 REVERSE ARMS  
41 SLOW MARCH

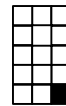
42 LEFT WHEEL



43 LEFT TURN

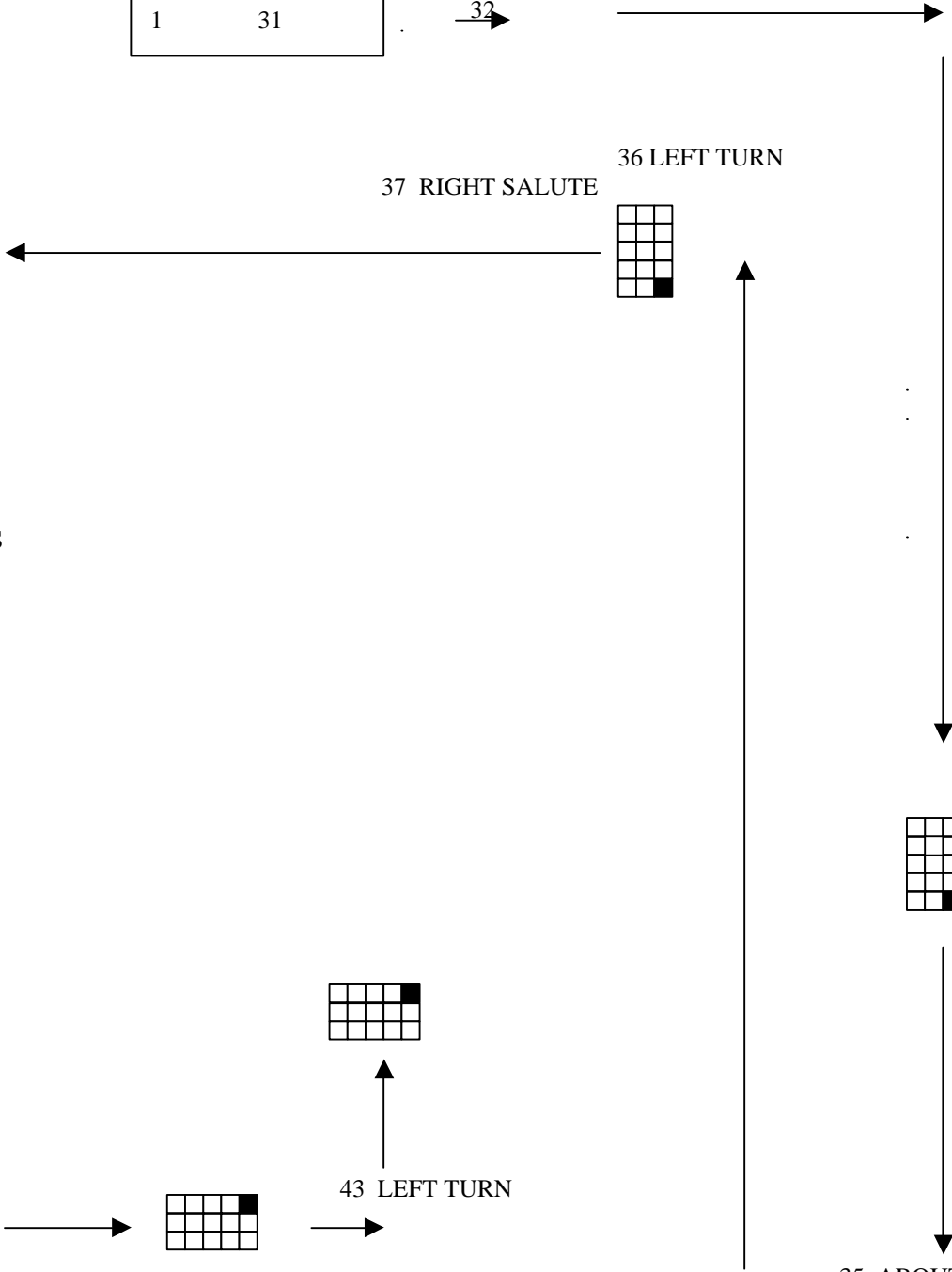


B-1/2



35 ABOUT TURN

35 ABOUT TURN)



JUDGES TABLE

48-51 AT THE HALT



46/47 MARK TIME/HALT



45 CHANGE ARMS

44 CHANGE ARMS



**CADET DRILL COMPETITION****TEAM CAPTAIN EVALUATION**

CORPS/SQN: \_\_\_\_\_ DATE: \_\_\_\_\_  
 AREA/FLOTILLA: \_\_\_\_\_ JUDGE: \_\_\_\_\_  
 TYPE OF DRILL: \_\_\_\_\_

<b><u>TEAM CAPTAIN EVALUATION</u></b>	
Word of Command(Delivery) (Deduct for incorrect wording. See Note 1.)	3 6 9 12 15 18 21 24.
Ability to Control Team (Deduct for orders omitted or out of sequence. See Note 1)	3 6 9 12 15 18 21 24 27 30 33 36.
Appearance and Bearing (Uniform inspection & Department. See Note 2)	2 4 6 8 10 12 14 15.
Confidence - Leadership Qualities (Ability to observe and correct errors of command or movements)	2 4 6 8 10 12 14 15.
Manner of Reporting to Chief Judge	2 4 6 8 10.
	1. TOTAL ( HPS 100 )
Note. 1. Score to be obtained from Annex D. 2. Refer to Uniform Inspection Sheet Annex F.	

## Team Capt Penalties (from Annex E):

Omission of compulsory drill movement	-5	
Drill movement out of sequence	-1	
Extra Movement	-1	
Incorrect order (worded wrong)	-1	
		2. Total Penalties
		Final Score (1-2)

**COMMENTS:**

(Review evaluation with Drill Judges prior to finalizing.)
<b><u>OPTIONAL</u></b>
<b><u>DRILL TEAM CAPTAIN:</u></b> total mark from 5 judges determines final score. Mark based upon correct commands, mace drill, mace response, bearing, uniform, accoutrements, etc.
Mark out of 20



**COMPLETE ORDERS TO BE GIVEN**  
**FOR THE COMPULSORY DRILL SEQUENCE**  
**DRILL WITH ARMS**

March on when called - "(Corps/sqn name) drill team without arms, by the RIGHT quick - MARCH".

Halt - "Squad - HALT" (the halt shall be given approx 10 paces before coming to the marking spot)

Dress a) "Squad Order - ARMS"  
b) "Squad, Right - DRESS".  
c) "Eyes - FRONT"

Report

NOTE 1 - the above orders are not

NOTE 2 - Although the precursor "Squad" may be used before each movement, it is not necessarily required for every order in this routine.

NOTE 3 - The marking starts for the Tam Captain as soon as they halt in front of the Chief Judge.

NOTE 4 - If conflict arises between any publication the A-PD-201-000/PT000 and Central Region Lee-Enfield rifle drill, Royal Canadian Sea, Army and Air Cadets **WILL** take precedence

io - incorrect order (worded wrong) om - omitted os - out of sequence x - extra de - dropped equipment
--

X Report (at the shoulder) - "(rank) (surname) reporting compulsory sequence completed. Permission to carry on with supplementary sequence, Sir?"  
**(STOP TIMING)**

(After supplementary sequence is completed)

X Report -(at the shoulder) "(rank) (surname) reporting, supplementary sequence completed. Permission to carry on, SIR?"

X March off - a) "(corps/sqn # and name) move to the right in threes, right - TURN"  
b) "By the left quick - MARCH"

(120) (60)  
CADENCE: QM = \_\_\_\_\_ SM = \_\_\_\_\_

<u>SQUAD DRILL AT THE HALT</u>		
	<u>ITEM #</u>	<u>EXACT ORDER</u>
1.	413.2/Sec 50	“MARKER”(at the short trail Sec 51)
2.	413.4/Sec 51	“FALL - IN”(at the short trail Sec 51)
3.	227.2	“Tallest on the right, shortest on the left, in three ranks - SIZE”
	227.3	“Open Order MARCH, Squad - NUMBER”
	227.4	“Even numbers one pace step back - MARCH”
	227.5	“Number ones stand fast, odd numbers right, even numbers left - TURN”
	227.6	“Reform threes, quick - MARCH”
4.	412.2	“Right - DRESS”(note 220.5)
5.	412.2	“Eyes - FRONT” (Note 220.6)
6.	Sec 53	“Shoulder - ARMS”
7.	Sec 145	“To the front - SALUTE” (see Note 1)
8.	Sec 55	“Present - ARMS” Annex A, Chapter 4, Rifle Drill for the FN (C1) Rifle, Section 2, Ceremonial Rifle Drill.
9.	Sec 90	“Rest on your arms - REVERSED”
9.A	87	“Atten-TION”
10.	Sec 89	“Present - ARMS” (Sec 89, 1, 2, 3)
11.	Sec 55.4	“Slope - ARMS”
12.	Sec 74	“Recover - ARMS”
13.	Sec 74	“Slope - ARMS”
14.	Sec 59	“Port - ARMS”
15.	Sec 59	“Slope - ARMS”
16.	Sec 66	“Change - ARMS”
17.	Sec 66	“Change - ARMS”
18.	Sec 53.4	“Order - ARMS”
19.	Sec 52	“Stand at - EASE”
20.	Sec 52	“Stand - EASY”
21.		“SQUAD”
22.	Sec 50	“Atten - TION”
23.	408.4 CFM 201	“Ground - ARMS”
24.	409.3 CFM 201	“Takeup - ARMS”
25.	Sec 58	“Port - ARMS”
26.	Sec 58	“Order - ARMS”
27.	Sec 62	“Trail - ARMS”
27A.	Sect 62	“Order - ARMS”
27B.	Sec 53	“Slope - ARMS”
28.	Sec 63	“Trail - ARMS”
29.	Sec 63	“Slope - ARMS”
30.	222	“Close order - MARCH”

31.	214.4	“Move to the right in threes, right - TURN”	
32.	304	“By the left quick - MARCH”	
33.	310.1	“Right - WHEEL”	
34.	310.4	“By the left”	
35.	319.5	“Move to the left in threes, about - TURN”	
36.	317.5	“Retire, left - TURN”	
37.	422.5	“To the right - SALUTE”	
38.	317.5	“Move to the right in threes - Left - TURN”	
39.	304.8	“Squad - HALT”	
39A.	Sec 55, 1, 2, 3	“Present – ARMS”	
40.	Sec 81	“Reverse - ARMS”	
41.	306.2	“By the left, slow - MARCH”	
42.	310	“Left - WHEEL”	
43.	316.5	“Advance, left - TURN”	
44.	Sec 82	“Change - ARMS”	
45.	Sec 82	“Change - ARMS”	
46.	308.4	“Mark - TIME”	
47.	308.7	“Squad - HALT”	
48.	Sec 81	“Present - ARMS” (to be done in reverse order, Sec 81, 4, 3, 2, 1)	
49.	Sec 55	“Slope - ARMS”	
49A.	Sec 53	“Order – ARMS”	
50.	Sec 50	“Right - DRESS” (Note 220.5)	
51.	412.2	“Eyes - FRONT” (Note 220.6)	

**JUDGES SCORESHEET**

**WITH OR WITHOUT ARMS COMPETITION**

FLOTILLA: \_\_\_\_\_ CORPS. NAME & NO. \_\_\_\_\_

<b>JUDGES LOOKING AT</b>	<b>HPS / SCORE</b>	<b>JUDGES COMMENTS</b>
<b>Team Captain</b> Words of Command, Cautionary, Executive - Clear, Distinct Ability to Control team Appearance, military bearing, confidence Report to Chief Judge	20	
<b>Overall Performance</b> Minus 2 points for each 10 seconds over time limit <b>TIME: (timing from Annex D) to a maximum of 10 pts.</b> <b>(10 min)</b> <b>Incidentals</b> Dropped equipment, extra movements, out of sequence, <b>score taken from Annex D</b> movement omitted. (2 pts. each to a maximum of 10 pts.)	10       10	
<b>Foot Drill Fundamentals</b> Quick reflexes, steadiness, physical control of body, mental alertness. Cadence-120=Quick, 60=Slow, 180=Double Length of Pace -Quick/Slow=30 inches -Stepping Out=33 inches -Step Short=21 inches -Double=40 inches -Side Pace=10 inches	20	
<b>Team Overall Discipline</b> Drive, effort, cohesiveness, teamwork, timing, dressing.		
<b>Weapons Handling when used</b> Crack, noise, speed with weapons.	20	
<b>Marching</b> Bends out of elbows, eyes and head up, arms breast pocket high, digging in heels, marching one behind other, around in threes on wheels, etc	20	
<b>Supplementary Orders</b> Overall Correctness of movements Time limit = -2 for each 10 sec. over the limit		

**INSPECTION JUDGING - CADET DRILL COMPETITION**  
**DRILL WITH ARMS**

CORPS/SQN: \_\_\_\_\_ JUDGE: \_\_\_\_\_  
 TIME TO REPORT(SCHEDULED) \_\_\_\_\_ (ACTUAL) \_\_\_\_\_ LATE yes/no

			TEAM SIZE--- Drill(16)
			<b><u>JUDGING</u></b>  Cross out non-applicable or unused ranks/files. Use code for every individual variance/infraction. Code should be located on each figure to represent each infraction.
			Total number of infractions
			Team Captain Score /20
			<b><u>COMMENTS:</u></b>
			Signature OIC ____(indicates OIC has reviewed inspection sheet)

JUDGES USE ONLY	SCORE KEEPERS USE ONLY
<u>Dress Infraction Code:</u> 1. Lint/dirt/threads 2. Unpressed uniform/Chinstay 3. Improper position of Badges/Talley/Webbing 4. Boots/Brass(not shined/dirty) 5. Instruments/Weapons dirty 6. Grooming: Haircut/Facial hair/Makeup/Earrings. 7. Parts missing(Lanyard/webbing/brass) 8. Incorrect uniform (MUST be C1's) 9. Bearing/Department.	Scorekeeper: Recount Number of Infractions (Initials) Total Infractions:  Multiply by 16 Divide by Team Size Subtract from <span style="float: right;">100</span> <b>ADJUSTED INSPECTION SCORE</b>

**NOTE:**

1. All drill teams will report with chin stays down.
2. Drill teams may be requested to remove headdress for inspection of haircuts.

Annex G (99)

**DRILL SCORE SHEET -- CADET DRILL COMPETITIONS**  
**To be transferred to Master Score Sheet Annex H.**

TYPE OF DRILL: \_\_\_\_\_

DATE: \_\_\_\_\_

CORPS/SQN: \_\_\_\_\_

STATISTICIAN: \_\_\_\_\_

AREA/FLOTILLA: \_\_\_\_\_

**INSPECTION:** (From Annex F.)

Judge #1 (HPS 100) \_\_\_\_\_

Judge #2 (HPS 100) \_\_\_\_\_

Total \_\_\_\_\_

Average:  
(To Annex H) x 10%

**DRILL:** (From Annex E.)

Judge #1 (HPS 300) \_\_\_\_\_

(Ave) \_\_\_\_ X 100 = \_\_\_\_ (Total)  
300

Judge #2 (HPS 300) \_\_\_\_\_

(Total) \_\_ X 75% = \_\_\_\_ (To Annex H)

Total \_\_\_\_\_

Average \_\_\_\_\_

**SUPPLEMENTARY SILENT DRILL:**

Judge #1 (HPS 120) \_\_\_\_\_

Judge #2 (HPS 120) \_\_\_\_\_

Total: \_\_\_\_\_ Average: \_\_\_\_\_

(Total) \_\_\_\_\_ X 15% \_\_\_\_\_ (To Annex H)

**TEAM CAPTAIN:** (From Annex E and F)

Inspection Judge #1 (HPS 20)

Inspection Judge #2 (HPS 20)

Drill Judge #1 (HPS 20)

Drill Judge #2 (HPS 20) \_\_\_\_\_

Average: \_\_\_\_\_

Chief Judge (HPS 20)

TOTAL: \_\_\_\_\_

(To Annex H) \_\_\_\_\_



**PHASE I DRILL COMPETITION**

FLOTILLA: \_\_\_\_\_

DRILL WITHOUT: \_\_\_\_\_

CORPS/SQN NAME & NO: \_\_\_\_\_

DRILL WITH: \_\_\_\_\_

WEAPONS REQUIRED:

.303 with magazine:

<u>CADET NAME</u>	<u>RANK/DOB</u>	<u>CADET NAME</u>	<u>RANK/DOB</u>
<u>TEAM CAPTAIN</u>		9	
2.		10.	
3.		11.	
4.		12.	
5.		13.	
6.		14.	
7.		15.	
8.		16.	

OFFICERS: 1. \_\_\_\_\_(M) (F)

2. \_\_\_\_\_(M) (F)

OIC: \_\_\_\_\_(M) (F)

PLEASE INDICATE MALE/FEMALE FOR ALL CADETS LISTED ABOVE.

SIGNATURE FLOTILLA CO-ORDINATOR:(Sea Only)

SIGNATURE CHAIRPERSON FLOTILLA COMPETITIONS:  
(Sea Only)

COMMANDING OFFICER



**SECTION III**

**CLASSES "A", "B" AND "C"**

**BAND COMPETITIONS**

**BAND**

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## **BAND COMPETITION**

### **BAND CLASSIFICATION:**

For purposes of the **COMPULSORY** and **FREESTYLE** sequences, bands will be classified into two (2) categories. All bands will, prior to competition, choose one of the following band classifications and will inform the Chief Judge of the musical repertoire to be performed. Only wind instruments are used for purposes of classification.

<u><b>CLASS</b></u>	<u><b>NAME</b></u>	<u><b>INSTRUMENTATION</b></u>
A	Brass/Reed Band	Brass instruments with a minimum of three (3) valves, optional trombones, pitched in Bb and one or more reed instruments.
B	Drum/Bugle Band	Instruments with one (1), or maximum of three (3) rotor/valves, pitched in G no reed instruments.
C	Pipe/Drum Band	Bagpipe instruments with snare, tenor and bass drums.

### **COMPETITION FORMAT:**

The competition will be divided into four (4) sections:

1. Inspection of personnel, uniform and equipment.
2. **COMPULSORY** sequence of music and drill.
3. **FREESTYLE** performance of music and drill.
4. Drum Major competition.

The band with the highest mark, in each class, will be declared the winner of that class.

### **BAND SIZE AND ELIGIBILITY:**

Bands will consist of not less than thirteen (13) cadets or more than thirty-one (31) cadets, including the Drum Major. Pipe bands not less than six(6) or no more than thirty-one (31) cadets, including the Drum Major.

Cadets may be male or female and must be bona-fide, enrolled cadets in that unit that meet the age regulations. All cadets must be less than 19 years of age as of the final day of competition.

### **OFFICIALS:**

1. **CHIEF JUDGE:** (one) - Must be a military officer or Senior NCO and should have experience in all areas of the competition. Responsible for:
  - (a) briefing other judges with regard to competition rules;
  - (b) receiving military compliments and all reports from Drum Majors; and
  - (c) providing support to the Adjudicator in disputes/penalties.

2. SENIOR MUSIC JUDGE: (one) - Must have military experience and be knowledgeable in music, showmanship, percussion, brass/reed bands, piston bugle bands, fifes, etc., as applicable to the classes of bands in the competition and be responsible for:
  - (a) application of all music and showmanship judging standards;
  - (b) judging all music and showmanship in the Compulsory and Freestyle sections; and
  - (c) imposing musical penalties.
3. MUSIC JUDGES (two) - where possible will have strong knowledge in speciality areas: brass, reeds, percussion, piston and rotary, band experience as well as military band knowledge, and be responsible for:  
- assisting the Senior Music Judge in judging of all music and showmanship in the **COMPULSORY** and **FREESTYLE** sections.
4. DRILL JUDGES (two) - must have precise knowledge of all drill standards as well as knowledge of band formation drill. At least one of the drill judges must be experienced in band drill specifically, and both be responsible for:
  - (a) judging drill during the **COMPULSORY** and **FREESTYLE** sections of the competition; and
  - (b) noting penalties for Chief Judge.
5. DRUM MAJOR JUDGE (one) - will have had experience with bands as well as with Drum Major. Knowledge of Drum Major drill is necessary (this position may be carried out by the Chief judge, or Senior Drill Judge, if qualified Drum Major Judge is unattainable), and will be responsible for: judging the drill, conduct and performance of the Drum Major throughout the entire competition, or a score out of 20 by each of 5 judges ie: Music, Drill and Chief Judges.
6. INSPECTION JUDGES (two) - must have precise knowledge of all dress regulations and be knowledgeable in band equipment. Judges must have had experience with the cadet uniform. One judge will be designated as "Senior Inspection Judge", and both be responsible for: - judging the dress and appearance of uniforms, personnel and equipment.
7. AREA /LEAGUE ADJUDICATOR (one) - responsible for:
  - (a) interpretation of rules and adjudication of disputes and appeals;
  - (b) the application of all standards for judges and execution of their duties; and
  - (c) consulting with the Chief Judge and any other judges, as required, before imposing penalties.
8. TIMEKEEPERS (two) - responsible for:
  - (a) timing the lengths of the **COMPULSORY** and **FREESTYLE** sections;
  - (b) recording the detailed execution of the **COMPULSORY** sequence as defined in Annex "B"; and
  - (c) testing cadences in the **COMPULSORY** section.

9. STATISTICIANS (two) - responsible for:

- (a) tabulating all marks on a Master Score Sheet and keeping the Official score.

### JUDGING PERIOD

Judging of Drum Major - At the start of the **COMPULSORY** sequence the Drum Major will leave the band to report to the Chief Judge. Judging of the Drum Major will begin with the approach to the Chief Judge. Judging will continue through all sections of the entire performance. Judging ceases with the Drum Major's final hand salute to the Chief Judge at the conclusion of **FREESTYLE** performance.

Judging of Band Drill - Judging will begin with the first drill movement of the **COMPULSORY** sequence and will continue through all sections of the entire performance. Judging stops with the Drum Major's final hand salute to the Chief Judge at the conclusion of the **FREESTYLE** performance.

Judging of Music/Showmanship - Judging and timing of the band commences with the first musical note, beat, or drill movement of any member of the band, excluding the Drum Major. This applies to both the **COMPULSORY** and **FREESTYLE** sections.

Music/Showmanship judging of the **COMPULSORY** sequence stops with the last movement of the **COMPULSORY** sequence.

Music/Showmanship judging and timing of the **FREESTYLE** performance ceases with the Drum Major's final hand salute to the Chief Judge at the conclusion of the **FREESTYLE** performance.

Any inappropriate conduct during the march-on or march-off of any unit will result in penalties.

### COMPETITION PROCEDURES

#### ADMINISTRATION PRIOR TO COMPETITION:

Prior to the start of competition all bands will submit a "**BAND COMPETITION ENTRY FORM**" (three [3] copies) to the Chief Judge, who will approve the classification of each band according to their instrumentation. Annex "F".

Drum Majors (or band representative) will draw for sequence of performance, where practical. Each band will be given specific times and locations to appear for inspection and band performance. Time and location for warm-ups will be defined and allowed as possible under local circumstances. In the event a draw cannot be held, the Area/**ADJUDICATOR** will assign the sequence.

#### WARM-UPS

Warm-ups will be allowed only at the times and locations established by local situations. Under no circumstances will bands warming-up interfere with the movement or performance of any other competing band. Penalties will be assessed.

#### INSPECTION

On arrival of the band at the designated time and place for inspection, each Drum Major will report to the Senior Inspection Judge.

Bands will be inspected in sequence previously established for band performance.

Each cadet, including Drum Major, will be inspected in detail.

Each individual variance from correct dress or appearance will be noted as an infraction. The following checks are made:

- (a) regulation uniform and accoutrements, including badges and positioning; as per Cadet Dress Regulations;
- (b) cleanliness and neatness of uniform, boots and hair;
- (c) cleanliness and neatness of the individual;
- (d) condition and cleanliness of instruments and associated equipment; and
- (e) neatness of music (if used).

### **COMPULSORY SEQUENCE OF MUSIC AND DRILL**

The **COMPULSORY** sequence will consist of the following sections:

- (a) entering the competition area to "**Single** Drum Cadence"; (any one drum)
- (b) Drum Major reporting;
- (c) playing inspection music at the HALT (Corps own choice);
- (d) playing and marching of the **COMPULSORY QUICK MARCH**;
- (e) playing and marching of the **COMPULSORY SLOW MARCH**;
- (f) playing of drum patterns as chosen by band (optional);
- (g) playing and marching of the **ADVANCE IN REVIEW ORDER**;
- (h) playing of the **GENERAL SALUTE**;
- (i) (for Sea Cds only) - Playing the **CARRY ON** bugle call; and
- (j) the **ALERT** will not be played.

Musical scores will be provided by the RCMA(C) or through the appropriate Detachment office. Where musical scores have been provided they are to be played to the specific arrangement.

The Detailed execution of the **COMPULSORY** sequence is defined in Annex "B".

Annex "A" defines all compulsory music by Band Class, and may be amended periodically.

## **FREESTYLE PERFORMANCE OF MUSIC AND DRILL**

The **FREESTYLE** performance will be a field show of not more than ten (10) or less than six (6) minutes duration. Bands may play any combination of Military/Classical/Popular music, etc. Bands should be able to provide a Drill Manoeuvring display, as well as an entertaining show using various sections of the band. Use should be made of marching formations as well as concert presentations. Once the band has been positioned on the parade square ready for the beginning of the **FREESTYLE** performance, the Drum Major may stand the band '**AT EASE**' to await the verbal order from the Chief Judge - '**DRUM MAJOR CARRY ON**'. On receipt of that order the Drum Major will acknowledge the order with a hand salute and will commence the **FREESTYLE** performance. The field show will consist of drill manoeuvres that will be of an appropriate nature that reflects credit on the Canadian Cadet Organization.

Having completed the **FREESTYLE** performance, the Drum Major will report appropriately to the Chief Judge to request permission to **CARRY ON**. Upon being so instructed the band will exit the competition area to "Single Drum Cadence".

**COMPULSORY SEQUENCE** - The **COMPULSORY** sequence will be assessed for drill and music.

1. Drill
  - (a) Steps-off
  - (b) Halts
  - (c) Compliments
  - (d) Instrument Drill
  - (e) Marching (Quick and Slow)
  - (f) Wheels
  - (g) Counter-marches (Standard and Spiral)
  - (h) Dressing
  - (i) Cadence
2. Music
  - (a) Attack
  - (b) Execution
  - (c) Timing/Phrasing
  - (d) Expression
  - (e) Intonation
  - (f) Adherence to score



**FREESTYLE PERFORMANCE** - The **FREESTYLE** performance will be judged on drill, music and showmanship.

- (a) Musical quality
- (b) Variety and precision of movements
- (c) Crowd appeal
- (d) General performance and showmanship

**DRUM MAJOR** - The Drum Major performance will be judged as follows:

1. **Overall Performance**

- (a) Mace signals (correctness, lack of use, band response);
- (b) Appropriateness of mace work; and
- (c) Military bearing.

2. **COMPULSORY Sequence**

- (a) Drill - mace movements as laid out in band drill manual A-PD-202-001/FP-000 CF "Manual of Drill and Ceremonial", "Band Drill" dated 1992-01-20 shall be the most direct route from one position another; and
- (b) Reporting - including verbal orders.

3. **FREESTYLE Performance**

- (a) control over band;
- (b) showmanship; and
- (c) degree of difficulty of mace work.

**DRILL STANDARDS**

All band and instrument drill will conform to A-PD-202-001/FP-000.

**DRESS REGULATIONS**

Dress regulations will conform with current CATO's for Sea 35.01, Army 46.01 and Air 55.05.

## INSTRUMENT TYPE

## Reference/Notes

All brass, reed and percussion	A-PD-202-001/FP-000 01/20/92
Valveless bugles, fifes	A-PD-202-001
All trumpets (3-valve)	A-PD-202-001 (one handed carry)
Piston bugles (1/3-valve)	A-PD-202-001 (two handed carry)
-- Soprano/Alto	Carry position and Play position
-- Baritone/Bass	same as bugle (two handed carry)
All bagpipes and drums	A-PD-202-001/FP-000 01/20/92

In the interest of using common drill per rank, piston bugles (soprano, alto, French horn) may use the baritone/bass bugle carrying position (with two hands), where band formation has large and small bugles in the same ranks.

The accepted Drum Major signal for '**CHANGE TO SLOW/QUICK TIME**' is "a horizontal mace held above the right shoulder, tip ahead" will be used as per page 3-4-13 A-PD-202-001/FP-000

When a band uses instruments whose handling is not covered in the Drill Manual, nor in these rules, these instruments may be carried or played in any appropriate manner, provided that the drill for all instruments of the same type is consistent throughout the band.

EQUIPMENT - Equipment required for the conducting of this competition is as follows:

- (a) stop-watches - for Drill/Music Judge and Timers;
- (b) metronome;
- (c) masking tape;
- (d) flags for marking parade areas; and
- (e) tables and chairs.

## RULES

1. No officer or non-cadet shall play in accompany, or conduct a band during the band's entire performance.
2. Only cadets playing musical instruments, excluding the Drum Major, shall parade with a band during its entire programme.
3. Dress and appearance shall conform to regulations promulgated to all corps prior to the competition.
4. No Central Region Officer or cadet shall dispute a Judge's decision.
5. Cadence - shall be: - **QUICK TIME:** 120 PPM(Military Band) and 108 PPM(Pipe Band) - **SLOW TIME:** 60 PPM  
- **GENERAL SALUTE:** 120 PPM(Military Band) and 108 PPM(Pipe Band)
6. Strict rules of cadence may be relaxed during the **FREESTYLE** section.

SCORING SYSTEM - Marks shall be awarded in the following categories:

- (a) inspection;
- (b) drill (**COMPULSORY** and **FREESTYLE** sequence);
- (c) music (**COMPULSORY** and **FREESTYLE** sequence);
- (d) showmanship (**FREESTYLE** sequence); and
- (e) Drum Major (**COMPULSORY** and **FREESTYLE** sequence).

Each of the above sections will be marked out of 100, with the marks being prorated as follows:

<u>Inspection</u>	10%
<u>Drill</u>	25%
<u>Music</u>	65% (Drum Major included)
<u>Showmanship</u>	included in drill/music__100%

**ADJUSTMENTS TO INSPECTION MARKS**

To ensure that the inspection marks are equitable for bands of different sizes, the marks given shall be adjusted according to the number of cadets inspected, as follows: multiply the number of infractions by the maximum permitted size of the band (31) and divide by the actual size of the band being inspected. The resultant infraction figure should be subtracted from 100 to obtain the inspection score for each judge; the judge's score being averaged to obtain the final inspection score for the band in question.

**PENALTIES**

Penalties shall be imposed for specific infractions as listed below. They shall be reported by various judges, as appropriate, for the attention of the Chief Judge who shall assess and record all penalties against the applicable section of the competition. Penalties shall be subtracted from the averaged scale for the section before pro-ration.

<u>PENALTIES DEDUCTED FROM DRILL SCORE</u>	<u>Minor Infraction</u>	<u>Major Infraction</u>
Dropped equipment(including mace)	2	
Improper band formation		4
Missing a counter march		5
Missing a drill movement (per movement)	2	
Out of sequence (per movement)	1	

### PENALTIES DEDUCTED FROM MUSIC SCORE

Failure to play -		
<b>COMPULSORY</b> Inspection piece		15
<b>COMPULSORY</b> Quick March		15
<b>COMPULSORY</b> Slow March		15
<b>COMPULSORY</b> Advance		5
<b>COMPULSORY</b> General Salute		5
Incorrect arrangement (any of four (4) compulsory pieces)	2	
Other deviations from regulations (warm-ups, etc.)	2	

### PENALTIES DEDUCTED FROM SHOWMANSHIP SCORE

Under <b>FREESTYLE</b> regulation time (per 30 second period or portion thereof)(6 min)	1	
Over <b>FREESTYLE</b> regulation time (per 30 second period or portion thereof)(10 min)	1	

### PENALTIES DEDUCTED FROM OVERALL SCORE

Band Class - per ineligible instrument*	1	
Ineligible personnel (over-age or non-enrolled) per individual		Disqualification
Lateness for inspection or performance –		
2-5 minutes	1	
5 minutes or more		2
Conduct contrary to good order and discipline		Disqualification
Disputing a Judge's decision (first offence)		5
Disputing a Judge's decision (subsequent offence)		Disqualification
Administrative Penalty (per Infraction)	1	

\* An instrument shall be deemed ineligible if it is not of the appropriate classification as previously detailed.

Penalties may be assessed at any time during the competition period, from the time of arrival at the site of competition, until departure.

In the assessing of penalties, the Chief Judge may exercise discretion in exceptional circumstances.

### PROBLEMS OF INTERPRETATION

From time to time situations may arise for which no solution can be found in the rules. In such a case, the Adjudicator shall be empowered to make an ad-hoc ruling, which shall be binding upon all participants.

### COMPULSORY BAND MUSIC

Annex A (99)

1. RCMA to promulgate annually and publish in separate CRCSO for the compulsory band music.
2. Copies of music scores will be sent to each annually registered unit with a band, with additional copies obtainable through applicable Area Detachments.
3. OPI is RCMA at 613-392-2811 ext 2639.

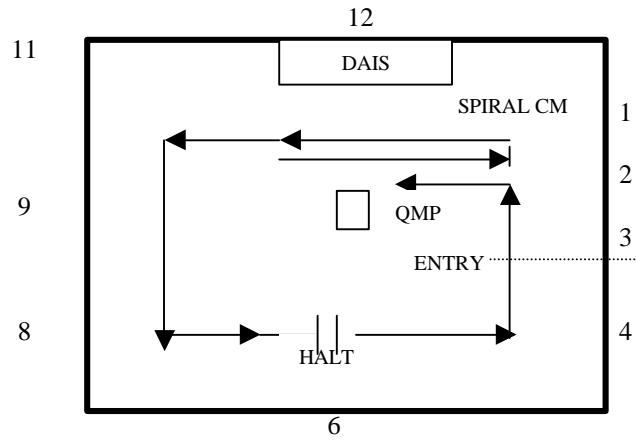
**COMPULSORY SEQUENCE DETAILS**

1. Upon instruction to enter the parade square or competition area, the band will proceed to the **QUICK MARCH POSITION (QMP)** using **SDC** and halt. The D.M. may dress the band.
  2. The D.M. will report appropriately to the Chief Judge and request permission to carry on. Having received his instructions the D.M. will return to the band to begin the **COMPULSORY SEQUENCE**.
  3. Band performs **COMPULSORY INSPECTION MUSIC** here, then;
  4. On receipt of the D.M.'s signal to **STEP-OFF**, the Bass Drummer will beat the appropriate **STEP-OFF** signal, the band will step off as the percussion section beats the **ROLL-OFF** and the band will then begin to play the **COMPULSORY QUICK MARCH**.
  5. The D.M. will signal a **RIGHT WHEEL** and march toward Zone 1 where the D.M. will signal a **SPIRAL COUNTERMARCH**.
  6. The band will then **MARCH PAST** the Dais and the D.M. will **SALUTE** the Judge.
  7. The D.M. will signal the **LEFT WHEEL** in Zone 11.
  8. The D.M. will signal a **LEFT WHEEL** in Zone 8.
  9. When the band is approximately in Zone 6 the D.M. will signal **MARK TIME**, followed by the signal for **HALT**. NOTE: The band will continue playing. At the next appropriate phrase of music, the D.M. will signal the **STEP-OFF** and the Bass Drummer will beat the **STEP-OFF**. The band will then move off marching and playing.
  10. The D.M. will signal a **LEFT WHEEL** in Zone 4.
  11. The D.M. will signal a **LEFT WHEEL** In Zone 2.
  12. When the band is approximately centred between Zone 2 and 10, the D.M. will signal a **STANDARD COUNTERMARCH**.
  13. The D.M. will signal a **RIGHT WHEEL** in Zone 2.
  14. The following timing will depend on the length of the **COMPULSORY QUICK MARCH** as well as the size of parade square/competition area. The band must complete another **STANDARD COUNTERMARCH** before arriving at the **SLOW MARCH POSITION(SMP)**.
- The band will normally complete the **STD. COUNTERMARCH** between Zones 4 and 8, and proceed to the SMP using two(2) **LEFT WHEELS**.
15. Where the parade square/competition area is restricted and/or the length of the **COMPULSORY QUICK MARCH** requires it, the band MAY proceed through Zone 8 to 11, complete the **STD. COUNTERMARCH** and then proceed to the **SMP** using three (3) **LEFT WHEELS**.

Annex B (99)

16. If the **COMPULSORY QUICK MARCH** is completed before arriving at the **SMP**, **SDC** may be used until the band reaches the **SMP**.
17. When the band reaches the **SMP** in Zone 3, the D.M. will signal for the **CHANGE FROM QUICK TO SLOW TIME**, and the band will commence **MARCHING AT THE SLOW**, while playing the **COMPULSORY SLOW MARCH**.
18. The D.M. will signal a **LEFT WHEEL** in Zone 9.
19. The D.M. will signal for the **CHANGE FROM SLOW TO QUICK TIME** at the end of the **COMPULSORY SLOW MARCH** so that the band will change into **QUICK TIME** once the music is completed. The **CHANGE FROM SLOW TO QUICK TIME** may be completed between Zones 9 and 6.
20. The D.M. will then manoeuvre the band in order to arrive in Zone 6 by the shortest route. If the band changes into **QUICK TIME** before arriving in Zone 6 then the D.M. will simply signal a **LEFT WHEEL**.
21. If the band has passed Zone 6, the D.M. will signal a **SPIRAL COUNTERMARCH** and then a series of **RIGHT WHEELS** as needed to proceed to Zone 6.
22. When the band changes into **QUICK TIME** the drummers may play drum patterns.
23. When the band reaches the **ADVANCE IN REVIEW POSITION (ARP)** in Zone 6 the D.M. will signal **MARK TIME**, then **HALT - CEASE PLAYING**.
24. The D.M. will give the verbal order "**BAND WILL ADVANCE IN REVIEW ORDER, BY THE CENTER, QUICK - MARCH**". The band will bring their instruments to the **PLAYING POSITION** at the appropriate time during the verbal order. The band will advance marching and playing the **COMPULSORY ADVANCE IN REVIEW ORDER**. The advance will be 15 paces. The band will halt on the 15th pace, and bring the right foot down beside the left foot on the 16th pace. The instruments will remain in the **PLAYING POSITION** for the playing of the **GENERAL SALUTE**.
25. The D.M. will give the order "**BAND, GENERAL - SALUTE**". The band will play the **COMPULSORY GENERAL SALUTE**, and the D.M. will salute. At the end of the salute, a Trumpeter/Bugler will sound the **CARRY ON (Sea only)**, the instruments will be brought to the **CARRYING POSITION**, and the D.M. will end the salute. NOTE: **ALERT** shall not be sounded.
26. End of the **COMPULSORY SEQUENCE**. Musical judging of the band stops. Judging of band drill and the D.M. continues.
27. The D.M. may re-position the band anywhere on the parade square prior to the **FREESTYLE** performance. Only **SDC** may be used for band movements.

**DIAGRAM OF COMPULSORY SEQUENCE**



Figures not shown to scale.

Figure 1  
Movements 1 through 10.

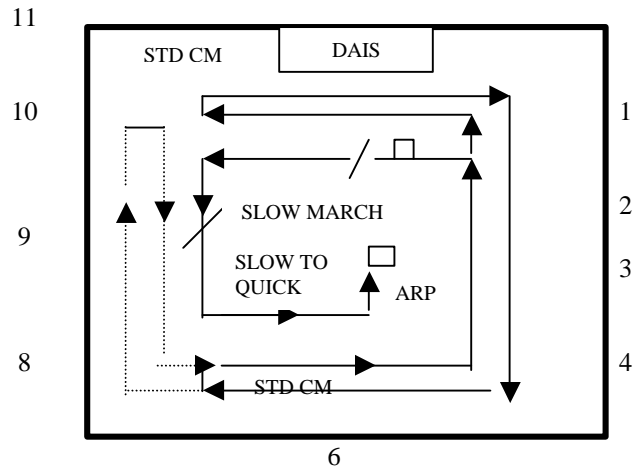


Figure 2  
Movements 10 through 12.

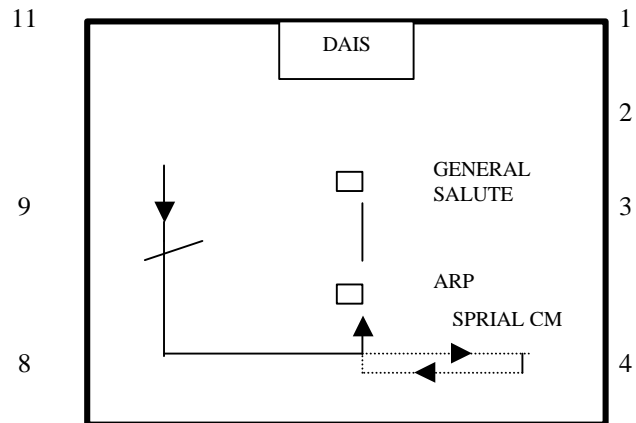


Figure 3  
Movements 18 through 27.



## ADJUDICATION PROCEDURES

The following notes are provided to assist the officials.

All Judges:

- Note penalties to Chief Judge for ruling.

Music and Drill Judges:

- may move about the competition area, through the band as necessary without obstructing band movement.

Timekeepers:

- Note starting and finishing times in the **COMPULSORY** and **FREESTYLE** sequences to assist in judging program completeness.
- Take **CADENCE** for **QUICK & SLOW MARCHES** in **COMPULSORY** sequence for Drill Judges.

Judging Standards:

- Applying all marking standards as detailed on the Score Sheets.
- Judges' scores will be averaged as required.

Announcements to the Audience:

- Announcement of each Band and Drum Major, prior to competition, should be done by Chief Judge or appointee.

**DEFINITIONS**

- ARP - ADVANCE IN REVIEW POSITION** - designated spot on the parade square/ competition area where the **ADVANCE IN REVIEW ORDER** will start.
- D.M. - DRUM MAJOR** - The cadet in charge of the performing band who completes all required reports and verbal/hand salutes. The D.M. will normally carry a mace and perform mace signals/ drills.
- HPS - HIGHEST POSSIBLE SCORE** - Base of scoring system.
- PPM - PACES PER MINUTE** - the number of foot paces taken per minute. It is used as a measure of musical and drill cadence.
- QMP - QUICK MARCH POSITION** - designated spot on the parade square/ competition area where the **COMPULSORY QUICK MARCH** sequence will start.
- SDC - SINGLE DRUM CADENCE** - the beat of a **SINGLE** drum (snare, tenor, bass, etc) is used to move the band on or off the parade square/competition area. Any one drum may be used. The **SDC** will be performed as written:
- A - STEPPING OFF**
- As detailed in A-PD-202-001 figure 3-5-4 on page 3-5-6.
- B - HALTING**
- As detailed in A-PD-202-001 figure 3-5-4 on page 3-5-6.
- SMP - SLOW MARCH POSITION** - Designated spot on the competition area where the **COMPULSORY SLOW MARCH** sequence will start.

**ENTRY FORM - CADET BAND COMPETITION**

This form is to be submitted prior to registration, in triplicate (3 copies) to the Chief Judge prior to the start of the competition. Failure to do so will result in a penalty assessment of one mark per missing item off **final score**

DATE:

CORPS/SQN: \_\_\_\_\_ LOCATION: \_\_\_\_\_

NAME OF BANDMASTER: \_\_\_\_\_

NAME OF DRUM MAJOR: \_\_\_\_\_

BAND SIZE FOR COMPETITION: \_\_\_\_\_

BAND CLASSIFICATION: (mark one)

( ) "A" Class - Brass/Reed Band ( ) "B" Class - Drum/Bugle Band

( ) "C" Class - Pipe/Drum Band

**LIST OF COMPULSORY MUSIC SELECTIONS**

Compulsory Inspection Music: (unit's own choice) \_\_\_\_\_

Compulsory Quick March: \_\_\_\_\_

Compulsory Slow March: \_\_\_\_\_

Advance in Review Order: \_\_\_\_\_

General Salute: \_\_\_\_\_

(If compulsory score is adapted to suit instrumentation, then this score must be supplied to the Music Judges.)

**LIST OF FREESTYLE MUSIC SELECTIONS**

<u>Common Name</u> (Name; Medley; Percussion Solo; etc)	<u>Composer &amp;/or Arranger</u> (Name; Unknown; Folk Song; etc)	<u>Type</u> (March; Waltz; Novelty; Latin; etc)
---	--	---

- 1.
- 2.
- 3.
4. (Continue on back of form if necessary)

**CERTIFICATION**

I certify that all members of this band are bona-fide enrolled cadets of this cadet corps and meet all age requirements.

BANDMASTER/PIPE MAJOR'S SIGNATURE:

**INSPECTION JUDGING - CADET BAND COMPETITION**

CORPS/SQN: \_\_\_\_\_ JUDGE: \_\_\_\_\_

TIME TO REPORT(SCHEDULED) \_\_\_\_\_ (ACTUAL) \_\_\_\_\_ LATE yes/no

					TEAM SIZE--- Band (13-31) P&D (6-31) <u>JUDGING</u>
					Cross out non-applicable or unused ranks/files.  Use code for every individual variance/infraction.
					Code should be located on each figure to represent each infraction.
					Total number of infractions _____
					<u>DRUM MAJOR</u> - total mark from five judges determines final score. Mark based upon correct command, mace drill, mace response, bearing, uniform, accoutrements, etc.
					Mark out of 20

Initials OIC \_\_\_\_\_

(Indicates OIC/Band-master has reviewed inspection sheet)

<p><b><u>JUDGES USE ONLY</u></b>                  Dress Infraction Code:                  1. Lint/dirt/threads                  2. Unpressed uniform/                  3. Improper position of Badges/Talley/ Webbing                  4. Boots/Brass(not shined/dirty)                  5. Instruments/Weapons dirty                  6. Grooming: Haircut/Facial hair/Makeup/Earrings.                  7. Parts missing(Lanyard/webbing/brass)                  8. Incorrect uniform (MUST be C1's)                  9. Incorrect logo---Bass drum/sash.                  10. Bearing/Department.</p>	<p><b><u>SCORE KEEPERS USE ONLY</u></b>                  Scorekeeper: Recount Number of Infractions (Initials)                  Total Infractions:                  Multiply by 31                  Divide by Team Size                  Subtract from 100 <span style="float: right;"><u>-100</u></span>                  ADJUSTED INSPECTION SCORE                   Enter at (ANNEX M)</p>
--	---

**DRILL JUDGING --- CADET BAND COMPETITION**

CORPS/SQN: \_\_\_\_\_ DATE: \_\_\_\_\_

AREA/FLOTILLA \_\_\_\_\_ JUDGE: \_\_\_\_\_

<b><u>COMPULSORY ROUTINE:</u></b> Marks to be allocated to Drill Section, ANNEX M.											
Marks Awarded											
<u>Instrument Drill</u>	1	2	3	4	5	6	7	8	9	10	____(1)
<u>Cadence</u> (1 test)	1	2	3	4	5	6	7	8	9	10	____(2)
Quick:											
Slow :											
(Refer to ANNEX J)											
<b>CADENCE MARKING</b>											
<u>General Band Drill Infractions:</u>											
Step-offs	1	2	3	4	5	<u>Quick</u>	<u>Slow</u>	<u>Mark(ea)</u>			
Changing Time	1	2	3	4	5	MB//PD					
(Quick to Slow/Slow to Quick)						120//108	60	5			
Halts	1	2	3	4	5	118//106	58	5			
Marking Time	1	2	3	4	5	116//104	56	4			
						114//102	54	3			
						<u>112//100</u>	52	2			
						122//110	62	4			
						124//112	64	3			
						126//114	68	2			
						128//116	66	1			
Marching (Quick)	1	2	3	4	5	6	7	8	9	10	
Marching (Slow)	1	2	3	4	5	6	7	8	9	10	
Wheels	1	2	3	4	5	6	7	8	9	10	
Countermarch Standard	1	2	3	4	5	6	7	8	9	10	
Countermarch Spiral	1	2	3	4	5	6	7	8	9	10	
Dressing	1	2	3	4	5	6	7	8	9	10	____(3)
<b>TOTAL DRILL SCORE (HPS 100) --Add (1), (2), (3) (4)</b>											
<u>PENALTIES:</u> Drill Judge Check off. (Points assessed by Drill Judge)											
Dropped equipment	1	2	3	4	5	-2 each	Improper band formation	Yes/No.	-4	____(5)	

COMMENTS:

**COMPLETE LISTING OF ORDERS, MOVEMENTS,  
MACE SIGNALS, BASS DRUM SIGNALS, FOR  
THE COMPULSORY SEQUENCE OF THE  
CADET BAND COMPETITIONS**

CLASS A/B/C

**TIMEKEEPER/SCOREKEEPER:** should be person with knowledge of band drill, mace signals, bass drum signals.

<ol style="list-style-type: none"> <li>1. <u>Time Comp. Seq.:</u> #6-#40, in minutes. Write in on Page 2</li> <li>2. <u>Comp. Seq.:</u> Take <u>Cadence</u> for each, Quick March &amp; Slow March only once.(Count no. of paces for 15 sec.x 4) Write in at bottom Page 2</li> <li>3. <u>Comp. Seq.:</u> Check off each movement/order/signal/ bass drum signal as it occurs, using CODE, top right page 1. #1 - #41.</li> <li>4. <u>Time Freestyle Seq.:</u> Start first beat/note/drill movement, end final hand salute to Chief Judge. Write in min., sec. bottom Page 2. Transfer to ANNEX N.</li> </ol>	<p align="center"><b>CODE</b></p> <p>io -incorrect order (wording) / -completed om -omitted os -out of sequence x -extra de -dropped equipment</p>
---	--

	CORPS NUMBER									
<ol style="list-style-type: none"> <li>1. Enter SDC.</li> <li>2. Halt at QMP.</li> <li>3. Dress band. (Optional).</li> <li>4. DM reports to Chief Judge.</li> <li>5. DM returns to band.</li> </ol> <p><b>COMPULSORY SEQUENCE <u>STARTING TIME</u></b></p>										
<ol style="list-style-type: none"> <li>6. DM signals to begin playing of Inspection Piece and then,</li> <li>7. DM signals STEP-OFF.</li> <li>8. BD beats STEP-OFF. Band STEPS OFF.</li> <li>9. Percussion ROLL OFF(Comp QM) Instruments up at correct time.</li> <li>10. DM signals RT. WHEEL. Band WHEELS RT.</li> <li>11. DM signals SPIRAL C. Band CM.</li> </ol>										
<ol style="list-style-type: none"> <li>12. March past dais, DM SALUTES.</li> <li>13. DM signals LT WHEEL. Band WHEELS LT.</li> <li>14. DM signals LT. WHEEL. <u>CADENCE</u> Band WHEELS LT.</li> <li>15. DM signals MARK TIME. Band MARKS TIME.</li> <li>16. DM signals HALT.</li> </ol>										
<ol style="list-style-type: none"> <li>17. BD beats HALT. Band HALTS, still playing.</li> <li>18. DM signals STEP-OFF.</li> <li>19. BD beats STEP-OFF, band STEPS OFF still playing.</li> <li>20. DM signals LT WHEEL. Band WHEELS LT.</li> <li>21. DM signals LT WHEEL. Band WHEELS LT.</li> </ol>										
<ol style="list-style-type: none"> <li>22. DM Signals STD CM. Band CM.</li> <li>23. DM signals RT. WHEEL. Band WHEELS RT. (Opt if CQM is long). DM signals RT. WHEEL. Band WHEELS RT.</li> <li>24. DM signals STD. CM. Band CM. (Opt if CQM is</li> </ol>										

	CORPS NUMBER									
long) DM signals LT WHEEL. Band WHEELS LT. (Opt DM signals LT WHEEL. Band WHEELS LT. 25. DM signals LT. WHEEL to SMP. Band WHEELS LT. 26. SDC if CQM is completed.										
27. DM signals CHANGE FROM QK. TO SLOW TIME 28. BD beats CHANGE FROM QK TO SLOW, band changes from QK TO SLOW. 29. Percussion ROLL-OFF(CSM). Instruments up correct time. 30. DM signals LT WHEEL <u>TAKE SM</u> Band WHEELS LT <u>CADENCE</u> 31. (If CSM Short) DM signals LT WHEEL. Band WHEELS LT. When CSM completed, DM signals CHANGE FROM SLOW TO QUICK. BD beats CHANGE FROM SLOW TO QK. Band changes from SLOW TO QK. Optional drum patterns. DM signals LT WHEEL TO ARP. Band WHEELS LT.										
OR 31. (Alternate if CSM longer) DM signals LT WHEEL. Band WHEELS LT. DM signals LT WHEEL. Band WHEELS LT. DM signals SPIRAL CM. Band CM. DM signals RT. WHEEL. Band WHEELS RT. When CSM completed, DM signals CHANGE FROM SLOW TO QUICK. BD beats CHANGE FROM SLOW TO QK. Optional drum patterns. DM signals RT WHEEL TO ARP. Band WHEELS RT.										
32. DM signals MARK TIME. Band MARKS TIME. 33. DM signals HALT. BD beats Halt. Band HALTS. 34. DM verbal "BAND WILL ADVANCE IN REVIEW ORDER, BY THE CENTRE, QUICK--MARCH." 35. Instruments to PLAYING POSITION on word "QUICK". 36. Band advances 15 paces, playing COMP. ADV. Music.										

<p>37. Instruments remain in <b>PLAYING POSITION</b>.          38. DM VERBAL “<b>BAND GENERAL--SALUTE</b>”.          39. Band plays <b>COMP. GEN. SALUTE</b> music DM SALUTES.          40. BUGLER sounds <b>CARRY ON</b>.(Sea only)          41. Instruments to <b>CARRY POSITION</b>. DM ends salute. <b><u>STOP TIMING</u></b></p>										
<p><u>End of Compulsory Sequence</u>          Musical judging stops.          Judging Drill &amp; DM continues.          42. DM <u>MAY</u> reposition band ready for Freestyle using SDC only.</p>										
<p><u>COMPULSORY SEQUENCE TIMING</u>          (Minutes, seconds)          - to assist judging completeness of program.  <u>CADENCE</u>          QM          SM</p>										
<p><u>FREESTYLE TIMING</u> (Transfer to N)          -START first note/beat/drill          -STOP final hand salute to Judge (minutes, seconds)</p>										



### **HOW TO USE ANNEX I**

**Purpose:** To confirm that each drum Major/Band is adhering to all aspects of the Compulsory Sequence i.e. drill routine, mace signals, verbal orders, bass drum signals, etc.

**Scorekeeper/Timekeeper:** should be a person with knowledge of band drill, mace signals, and bass drum signals.  
Two watches are necessary, one to time the length of the two sequences (Comp. & Freestyle), one to take Cadences (Quick & Slow) in the Comp. routine.

### **HOW TO USE ANNEX J**

1. Enter competing corps numbers in order of competing at top of each column, pages 1 & 2.
2. Using CODE in box, mark off each movement as completed by each band.

/ - completed

io - incorrect order - some wrong words or signal were used, but movement was completed correctly.

om - omitted - movement, signal, order left out.

os - out of sequence - movement completed but in incorrect place in sequence.

X - extra - more movements than required were inserted. Points not deducted when extra movement needed to correct position on parade square.

de - dropped equipment -

3. **Compulsory Routine** -

**Timing** - to determine completeness of program.

- Start at #6, first movement(music or drill) after DM reports initially.

- Stop at #40, DM ends salute to Chief Judge, (General Salute).

- Enter time (minutes, seconds) in correct column bottom Page 2.

**Cadence** - May have a second person to time cadence if available.

- Take a QM and SM cadence where marked on sheet. Take each only once.

- Enter in correct column bottom Page 2. Transfer to Comp. Drill ANNEX H.

**QM** - 120/108     **SM** - 60

- Count no. of paces for 15 seconds X 4 = PPM

10 seconds X 6 = PPM.

4. **Freestyle Routine** -

**Timing** -

- Start first note/beat/drill movement.

- Stop final hand salute to Chief Judge. Enter time (min, sec.) in correct column bottom Page 2. Transfer to ANNEX M

**DRILL JUDGING--CADET BAND COMPETITIONS**

CORPS/SQN: \_\_\_\_\_ JUDGE: \_\_\_\_\_

DATE: \_\_\_\_\_

<u>FREESTYLE ROUTINE:</u> Marks to be allotted to the Showmanship Section, ANNEX M.											
										Mark Awarded	
Intricacy of Movements	1	2	3	4	5	6	7	8	9	10	
Precision of Movements	1	2	3	4	5	6	7	8	9	10	
Precision of Dressing	1	2	3	4	5	6	7	8	9	10	
Innovation	1	2	3	4	5	6	7	8	9	10	
Crowd Appeal of Manoeuvres	1	2	3	4	5	6	7	8	9	10	
TOTAL (HPS 50) _____										(1)	
<u>Penalties:</u> Check off. (Points to be assessed by Adjudicator.)											
Dropped equipment	1	2	3	4	5						_____ (2)
<u>COMMENTS:</u>											

**MUSIC SCORE SHEET - COMPULSORY ROUTINE**

CORPS/SQN:

JUDGE:

<b><u>ROUTINE</u></b>	<b><u>MARK</u></b>	<b><u>COMMENTS</u></b>
<u>INSPECTION PIECE</u> Adherence To Score /5 Dynamic Contrasts (Intonation) /5 Interpretation(musicality, style, expression) /10  /20 ( ) Failure to play ( ) Incorrect arrangement		
<u>QUICK MARCH</u> Adherence To Score /10 Dynamic Contrasts (Intonation) /10 Interpretation(musicality, style, expression) /10  /30 ( ) Failure to play ( ) Incorrect arrangement		
<u>SLOW MARCH</u> Adherence To Score /10 Dynamic Contrasts (Intonation) /10 Interpretation(musicality, style, expression) /10  /30 ( ) Failure to play ( ) Incorrect arrangement		
<u>ADVANCE IN REVIEW ORDER</u> Attack, dynamics, tempo, release, adherence to score /10  ( ) Failure to play ( ) Incorrect arrangement		
<u>GENERAL SALUTE &amp; CARRY ON</u> Attack, dynamics, tempo, release, adherence to Score /10  ( ) Failure to play ( ) Incorrect arrangement		
To be transferred to ANNEX M: <b>TOTAL</b>	<b>/100</b>	

**CENTRAL REGION PIPE AND DRUM COMPETITION SCORE SHEET**  
**COMPULSORY ROUTINE**

CORPS/SQN:

JUDGE:

<b><u>ROUTINE</u></b>	<b>MARK</b>	<b>COMMENTS</b>
<b>INSPECTION PIECE</b>		
Attack/Cut-off	/5	
Intonation(chanters/drones)	/5	
Interpretation(execution/expression)	<u>/10</u>	
( ) Failure to play	/20	
( ) Incorrect arrangement		
<b><u>QUICK MARCH</u></b>		
Attack/Cut-off	/10	
Intonation(chanters/drones)	/10	
Interpretation(execution/expression)	<u>/10</u>	
( ) Failure to play		
( ) Incorrect arrangement	/30	
<b><u>SLOW MARCH</u></b>		
Attack/Cut-off		
Intonation(chanter/drones)	/10	
Interpretation(execution/expression)	/10	
( ) Failure to play	<u>/10</u>	
( ) Incorrect arrangement	/30	
<b><u>ADVANCE IN REVIEW ORDER</u></b>		
Attack/cut-off, intonation, tempo		
( ) Failure to play	/10	
( ) Incorrect arrangement		
<b><u>GENERAL SALUTE</u></b>		
Attack/cut-off, intonation ,tempo		
( ) Failure to play		
( ) Incorrect arrangement	/10	
To be transferred to ANNEX M:		
TOTAL	/100	

**SHOWMANSHIP**  
**MUSIC SCORE SHEET - FREESTYLE ROUTINE**

CORPS/SQN: \_\_\_\_\_ JUDGE: \_\_\_\_\_

ROUTINE	MARK	COMMENTS
<b>MUSICALITY</b> (Overall music quality)		
Dynamics	/10	
Intonation	/10	
Tempo (Steadiness)	<u>/10</u> /30	
<b>STYLE MUSIC</b> (Variety: Jazz, waltz, rock, etc.)		
Interpretation	/10	
Effective Arrangements (Featured soloists, sections, etc.)	<u>/10</u> /20	
<b>PERCUSSION</b>		
Dynamics with ensemble	/10	
Rudiment sequences (street beats)	/10	
Tempo (steadiness)	/ 5	
Style Interpretation	<u>/ 5</u> /30	
<b>MUSIC EFFECTIVENESS WITH DRILL</b>		
Smoothness of transitional passages (timings)	/10	
Choice of music selections with drill manoeuvres (effectiveness)	<u>/10</u> /20	
TO ANNEX M: TOTAL	/100 ÷2	

**CENTRAL REGION PIPE AND DRUM COMPETITION SCORE SHEET**

**FREESTYLE ROUTINE**

JUDGE: \_\_\_\_\_ CORPS/SQN: \_\_\_\_\_ :

ROUTINE	MARK	COMMENTS
MUSICALITY(overall music quality)		
Intonation	/10	
Blend/Balance	/10	
Tempo(steadiness/breaks)	/10	
Expression/Execution	<u>    /10</u> /40	
PERCUSSION		
Dynamics with ensemble	/10	
Rudiment sequences(street beats)	/10	
Tempo(steadiness/breaks)	/10	
Execution/Expression(tone/tuning, attack, interpretation)	<u>    /10</u> /40	
MUSIC EFFECTIVENESS WITH DRILL		
Smoothness of transitional passages(timings)	/10	
Choice of music selections with drill manoeuvres (effectiveness)	<u>    /10</u> /20	
TO ANNEX M:	/100 _ 2	

**STATISTICIANS MUSIC SCORE SHEET**

**INSPECTION:**

Judge #1 (HPS 100) \_\_\_\_\_  
 Judge #2 (HPS 100) \_\_\_\_\_  
 Total \_\_\_\_\_ Average \_\_\_\_\_ x 10% = \_\_\_\_\_ (TO ANNEX N)

**MUSIC: COMPULSORY/FREESTYLE:**

Judge #1(compulsory) (HPS 100) \_\_\_\_\_  
 Judge #1(freestyle) (HPS 50) \_\_\_\_\_ TOTAL \_\_\_\_\_ x 100 ÷150 \_\_\_\_\_ (TO ANNEX N)  
  
 Judge #2(compulsory) (HPS 100) \_\_\_\_\_  
 Judge #2(freestyle) (HPS 50) \_\_\_\_\_ TOTAL \_\_\_\_\_ x 100 ÷ 150 \_\_\_\_\_ (TO ANNEX N)  
  
 Judge #3(compulsory) (HPS 100) \_\_\_\_\_  
 Judge #3(freestyle) (HPS 50) \_\_\_\_\_ TOTAL \_\_\_\_\_ x 100 ÷150 \_\_\_\_\_ (TO ANNEX N)  
 Total \_\_\_\_\_ (1)  
 Average \_\_\_\_\_ (2) (TO ANNEX N)

**Penalties Assessed:**

Failure to play Comp. IM -15  
 Failure to play Comp. QM -15  
 Failure to play Comp. SM -15  
 Failure to play Comp. Adv. -05  
 Failure to play Comp. GSa1 -05  
 Incorrect arrangement of four pieces -2/minor  
 Other deviations from regulations -5/major each  
 Length of Freestyle sequence (ANNEX I)  
 -1/ 1/2 . or portion thereof over/under 6-10 min \_\_\_\_\_ (3)  
**ADJUSTED SCORE** \_\_\_\_\_ (4)  
**(subt., 3 from 2)**

**Penalties Assessed to Overall Score:**

Late for Inspection or performance 2-5 min -1 pt.  
 5+ min -2 pt.  
 Band Class-per ineligible instrument - 1 pt.  
 Ineligible individual - Disqualification of team  
 Conduct Prejudicial -2 pt. minor/-5 pt. major  
 Dispute of judges decision -5 first  
 Disqualification of team second \_\_\_\_\_ (5)  
 Total Penalties (4 + 5) \_\_\_\_\_ (6)(TO ANNEX N)  
**FINAL MUSIC SCORE**(subt. 5-4) \_\_\_\_\_ x 65% = \_\_\_\_\_  
**(TO ANNEX N)**

**DRILL:**

Judge #1 (comp) (HPS 100) \_\_\_\_\_  
 Judge #1 (freestyle) (HPS 50) \_\_\_\_\_  
 TOTAL: \_\_\_\_\_ x 100 ÷150 = \_\_\_\_\_ (TO ANNEX N)  
  
 Judge #2 (comp) (HPS 100) \_\_\_\_\_  
 Judge #2 (freestyle) HPS 50) \_\_\_\_\_  
 TOTAL: \_\_\_\_\_ x 100 ÷ 150 = \_\_\_\_\_ (TO ANNEX N)  
 (to ANNEX N) AVERAGE: \_\_\_\_\_ x 25% \_\_\_\_\_ (TO ANNEX N)

**DRUM MAJOR:**

Inspection - Judge #1 } \_\_\_\_\_ TOTAL HPS (100) \_\_\_\_\_ ÷ \_\_\_\_\_  
 Judge #2 }  
 Music - Judge #1 \_\_\_\_\_ FINAL SCORE /100 (TO ANNEX N)  
 - Judge #2 \_\_\_\_\_  
 - Judge #3 \_\_\_\_\_  
 Drill - Judge #1 }  
 Judge #2 } \_\_\_\_\_

**MASTER SCORE SHEET -- CADET BAND COMPETITION**

CLASS A/B/C \_\_\_\_\_

DATE: \_\_\_\_\_

CORPS/SQN	INSPECTION				DRILL						MUSIC						DRUM MAJOR		TEAM OVERALL SCORE				TEAM FINAL POS.			
	JUDGE #1	JUDGE #2	AVRAGE	X 10%	JUDGE #1	JUDGE #2	AVRAGE	PENALTY	SCORE	X 25%	JUDGE #1	JUDGE #2	JUDGE #3	AVRAGE	PENALTY	SCORE	X 65%	SCORE	/ 100	TOTAL	PENALTY	FINAL	SCORE	OVERALL		

CHIEF JUDGE: \_\_\_\_\_ ADJUDICATOR: \_\_\_\_\_ STATISTICIAN: \_\_\_\_\_



**CENTRAL REGION CADET BAND COMPETITION**  
**REGISTRATION FORM**

CORPS NO.: \_\_\_\_\_

TYPE OF BAND: \_\_\_\_\_

AREA: \_\_\_\_\_

NO. OF CADETS: \_\_\_\_\_

MALE \_\_\_\_\_ FEMALE \_\_\_\_\_

**CADET NOMINAL ROLL - LIST DRUM MAJOR FIRST**

<b>NAME/INITIAL</b>	<b>RANK/DOB</b>	<b>NAME/INITIAL</b>	<b>RANK/DOB</b>
<u>DRUM MAJOR</u>			
1.		17.	
2.		18.	
3.		19.	
4.		20.	
5.		21.	
6.		22.	
7.		23.	
8.		24.	
9.		25.	
10.		26.	
11.		27.	
12.		28.	
13.		29.	
14.		30.	
15.		31.	
16.			

The above cadets are all bona fide members of this corps. The band shall abide by the Central Region Competition Rules.

\_\_\_\_\_  
BAND OFFICER

\_\_\_\_\_  
COMMANDING OFFICER

Deadline date to enter: \_\_\_\_\_  
DATE

Submit to: (Name & Address)

Signature 1: \_\_\_\_\_  
Area Co-ordinator

Signature 2: \_\_\_\_\_  
Region Co-ordinator

## **SECTION IV**



## **SEA CADET DRESS REGULATIONS**

**SEA CADET DRESS REGULATIONS**  
**GUIDE FOR UNIFORM JUDGES**

ORDER OF DRESS : C-1

REFERENCE: CATO VOL. III - 35.01 APR 93  
REVISION - DCDTS SEA 926 0718512Z OCT 93

ANNEX B - **APPEARANCE**

**MALES**

B.4A.,B. **HAIR** -  
Neatly groomed, tapered at the back, sides and above the ears to blend with the hair style. Not more than 6" in length so that when head-dress is removed no hair shall touch the ears or fall below the top of the eyebrows. Not greater than 4 cm(1 & 1/2') in bulk at the top of the head with the bulk decreasing gradually from the top and blending with the taper trimmed sides and back. Styled to not present a bizarre or exaggerated appearance (in style or colour). Sideburns will not extend below a horizontal line bisecting the ear (mid ear) and will be square tapered to conform to the overall hair style.

**INDIVIDUAL CLEANLINESS**

Properly shaved and washed.

B.4.c. **MOUSTACHES**  
Neatly trimmed and not extending below corners of mouth. Unshaven portion of face can not extend outwards beyond corners of mouth. Not greater than 3/4" in bulk.

B.4.d. **BEARDS**  
Full with moustache. Neatly trimmed and not greater than 1" in bulk. Lower neck and cheekbones cleanly trimmed/shaved.

B.4.e. **JEWELLERY**  
Only a wrist-watch, Med Alert bracelet and a maximum of 2 rings may be worn. Necklaces, chains and earrings shall NOT be worn while in uniform.

**FEMALES**

B.5.a. **HAIR**  
Shall be neatly groomed and not extend below the lower edge of the jacket collar. No bizarre or unusual hair colours (such as green, bright red, orange, purple, etc.) Or exaggerated or bizarre hair styles. Hair ornaments shall not be worn. Hair holders (bobby pins, hairpins and similar items used to secure hair) are to be as unobtrusive as possible. Hair styles must be secured or styled back from the face.

B.5.b. **MAKEUP**  
Makeup shall **NOT** be worn in uniform. No coloured nail polish. Annex P (96)

B.5.c. **JEWELLERY**

Only a wrist-watched or Med Alert bracelet and a maximum of 2 rings (not of costume nature) may be worn. Necklaces or chains about the neck shall **NOT** be worn in uniform. A single pair (one in each ear) of plain gold or silver stud earrings may be worn in pierced ears. They shall not exceed 1/4" (0.6 cm) in diameter. Sleepers can be worn in newly pierced ears but only one in the centre of each earlobe.

**MALE & FEMALE**

B.6.,8. **EYEGASSES / SUNGLASSES**

They shall be conservative in design and colour. Mirrored lenses are **NOT** allowed.

ANNEX C - **WEAR OF UNIFORM**

C.1.a.(1) **CAP**

Clean, white, no marks, stains, dirt. Worn with rim one finger above eyebrow. Front seam centred over nose. In good condition (e., shape).

C.1.b. **CAP TALLEY**

Centred between "T" and "A" on front seam. Clean, no wrinkles and tied with a neat flat bow 2-3" (5-7.5 cm) in length and centred on the left ear vents. The ends of the bow are to be equal in length and the talley ends are to be tucked under. It is worn above the cap's bottom ridge. If the corps talley is used, it will be centred on the front seam and all team/band members must wear it.

C.1.a.(i) **CHINSTAY**

C.1.a.(ii) Neat, clean, pressed. Sewn in at correct length to permit stay to fit under chin. Must be worn with webbing.

C.1.i. **GUN SHIRT**

Clean, blue dark, no threads. Sharply pressed crease in centre front and upper edge of each sleeve.

C.1.g. **JACKET**

Neatly pressed, clean, no threads at seams, buttons, etc. Sleeves shall be roll-pressed with **NO CREASES**. Fully buttoned except for the first button from the top. The jacket belt will be pressed, passed through the loops and buckled.

C.1.d. **LANYARD**

Clean, white no stains and not unravelling. Passed under the collar and over the shoulder straps and tucked into the inner corner of the left breast pocket. The bight will be 3 & 1/3" below a line level with the top of the pocket. The lanyard knot will be on the second jacket button. It must be worn whenever the jacket is worn - **NO EXCEPTIONS**.

E.24,25 Gunner's and Bos'n's chains are **NOT** allowed in Band and Drill Competitions. CENTREGHQ 1995 promulgation: lanyards **will be removed** by Drill With Arms Teams after the uniform inspection.

C.1.q.(2) **TROUSERS**

Clean and neatly pressed with sharp fore and aft creases.

C.1.q.(1) **BELT**

Black is issued. Shall be worn with trousers.

C.1.k. **SOCKS**

Grey wool as issued.

C.1.j. **BOOTS**  
B.3 Cleaned, shone (spit-shined all over) and in good repair. Shall be laced across horizontally from side to side. Shall NOT be modified with any type of metal cleats, hobnails or other metal attachments. The boots SHALL NOT BE ALTERED in any manner.

C.3.b. **NAME TAGS**  
F-1/0 If the Order of Dress for the competition is C-1, name tags will not be worn (Name Tags are only worn with C-2). If worn it will be centred above the right pocket touching the top of the pocket. If used, ALL must wear.

ANNEX D **BANDS**

All instruments and associated equipment including music (if used) and any accoutrements must be clean and in good repair and where applicable polished. The Drum Major's Mace and Sash are to be in good condition. White gloves and white gauntlets are optional for Band members only.

D.2. **BASS DRUM**  
The legend to be inscribed / painted on the bass drum is to be that of the authorized corps shoulder title plus the Navy Crease (i.e., the anchor) or the Corps Crest.  
The Navy League - Ontario Division & RCO have promulgated that only the Corps Crest is to be used by Central Region Sea Cadet Corps.

D.1.b. **SASH**  
The inscription thereon shall either be that of the authorized corps shoulder title plus the Navy Crest (i.e., the anchor) or the Corps Crest. The Navy League - Ontario Division & RCO have promulgated that only the Corps Crest is to be used by Central Region Sea Cadet Corps and that the Sash must be in the environmental colour of the Navy (i.e., Navy Blue).

ANNEX E **BADGES AND ACCESSORIES**

E.21 **WEBBING**  
E.22.c.(1) Webbing will be worn by Bands and all Drill Teams (both Armed and Unarmed). All webbing will be clean, white, and in good repair with all brass polished. Belts will be white web or plastic and their brass keepers must be tight to the buckle. Gaiters will be white web and are worn with the scalloped edges down, buckles to outside, tab ends to back and tucked into the retaining loops. Buckles must be the same for the whole unit.

C.4,5 **MEDALS**  
E.14 If awarded, the authorized medals will be worn with Order of F-1/10 Dress C-1 (ribbons are worn with Order of Dress C-2) and will be centred above the left breast pocket of the jacket, touching the top of the pocket.

E.20. **BADGES**  
Badges must be neatly sewn on using inconspicuous coloured thread (no loose ends or corners sticking out). Badges on the sleeves are to be lined up from top to bottom in as straight a line as possible.

E.7.(vi) **CORPS CREST BADGE**  
E.26. If worn, all must wear. Worn centred above the right breast E.13.1. pocket of the jacket, touching the top of the pocket. (If the F-1/10 cadet is wearing a Name Tag, the Corps Crest shall be 6 mm above it). If the Order of Dress is C-1, no name tag will be worn.

E.10.b. **DUKE OF EDINBURGH AWARD BADGES**  
Worn centred on the left breast pocket of the jacket. Only the most senior award is worn.

E.13.b. **SHOULDER FLASH & CORPS NAME**

These badges are to be sewn to the top of each sleeve. The Shoulder Flash is to touch the shoulder seam as much as possible. Occasionally, due to the poor construction of the jacket, a sleeve is not sewn in properly and it is not possible to have the Shoulder Flash make full contact with the seam, in such case it must at least touch in one place. The printing is to be parallel to the deck. The Corps Name is to be immediately below and touching the flash without any space between.

**THE FOLLOWING BADGES ARE WORN ON THE LEFT SLEEVE:**

E.8.a. **RANK BADGE**

E.8.b. AC to PO1 Qualified. Worn on upper arm, midway between shoulder seam and point of elbow.

PO1 Rated to CPO1. Worn on lower arm, midway between elbow and bottom edge of cuff.

E.6. **SERVICE YEAR BADGE**

E.12. Badge centred on lower sleeve, directly above and touching upper seam of cuff.

**THE FOLLOWING BADGES ARE WORN ON THE RIGHT SLEEVE:**

E.9. **QUALIFICATION (COURSE) & CORPS APPOINTMENT BADGES**

E.6.c. Worn midway between shoulder and elbow. Year bars denoting Band, Communications, or Sailing Levels are worn immediately below and touching (they MUST be worn).

E.11. **COMBINATION AND STAFF CADET BADGES**

They are worn on the upper arm, 6 mm (1/4") below the Qualification (Course) or Appointment Badge and both are centred. Only the most senior earned badge is worn (1. Leadership Star; 2. Staff Laurel; 3. Laurel around Star). If no course or Appointment Badge - it is worn midway between the shoulder and point of the elbow. Staff Badge - after 2 or more summers of staff service, year bars may be added below and touching.

E.10.a. **PROFICIENCY BADGES**

If only First Aid **OR** only one other - the badge is centred and in contact with the upper edge of the cuff. If First Aid **AND** one other - the First Aid badge is worn 6 mm (1/4") above and centred on the other badge. These badges are earned at the corps and other than the Sailing Badge they MUST NOT have levels.

**NOTE:**

The Dress Inspection Judge will request that Bands and Drill Teams remove head-dress to ensure that the Dress Regulations pertaining to hair cuts are being followed.

## **SECTION V**



## **ARMY CADET DRESS REGULATIONS**

**ARMY CADET DRESS REGULATION**

**HAIR**

**M** - Neat, tapered at sides, back. Can be square cut at back if tapered. **Sideburns** to where lobes join the face, square tapered.

**F** - Neat, not below LOWER edge of collar. No visible hair holders, ornaments.

**MOUSTACHES** - Neat, not below corner of mouth.

**BEARDS** - Full, with moustache, neat.

A cadet who is an adherent of the Sikh religion shall be permitted to wear hair and beard uncut provided that the cadet's safety is not put in jeopardy.

**MAKE-UP** - Conservative, no coloured nail polish.

**JEWELLERY** - Only wrist-watches, ID or MEDIC ALERT, rings not of costume nature, round gold studs up to 1/4 inch. Sleepers when newly pierced. Only one set at a time. Only female can wear earrings.

**ANY ACCOUTREMENTS MUST BE CLEAN AND IN GOOD REPAIR**

**MACE** - Clean and in good condition.

**SASH** - Drum major, the inscriptions there-on shall be that of the authorized corps title plus the crest of the applicable environment. The colour shall be that of the applicable cadet environment (CF Green-Army).

**BASS DRUM** - The legend to be inscribed/ painted on the drums to that of the authorized corps shoulder title plus the crest of the applicable cadet environment or Corps Crest.

**BERET** - Worn evenly on the head with leather sweatband 2cm above the eyebrow, badge centred over the left eye - crown pulled down to the right, draw string tucked inside gap of sweatband. Gap of the band to be worn centered at back of the head.

**UNIFORM JACKET**

Jacket, w/cloth belt worn fully buttoned with exception of top button - Neat, clean, pressed, no threads at seams.

**PANTS** - Neat, clean and pressed, crease front and rear.

**BELT** - Black as issued, male only.

**SOCKS** - grey as issued.

**BOOTS** - clean, spit-shined all over, laced across (horizontally) from side to side.

**CLEATS** - Prohibited.

**NAME TAGS** - If used, all must have them, flap of right crest pocket midway between button and top of flap.



**SHIRT, CADET SHORT SLEEVE (ARMY).** Worn with tie, clean and pressed.

**NECKTIE** (Army) knotted neatly and the knot tight.

**INSIGNIA CAP ARMY CADET OR INSIGNIA CAP AFFILIATED UNIT (ARMY CADETS)** - To be worn on the beret on the left side - centered on the built-in back plate with the base of the badge 1cm above the leather band.

### **Badges -**

**Sewing of Badges** - Badges shall be sewn on the uniform neatly using a thread which blends with the badge and uniform. No loose ends, no corners sticking out. They should be lined up from top to bottom in as straight a line as possible. Sometimes, due to poor construction of the jacket, a sleeve is not sewn in properly, and it is not possible to have the shoulder flash do more than just touch the shoulder seam. It must at least touch in one place, with the printing parallel to the ground.

### **Both sleeves**

**Shoulder flash and corps name** - Royal Canadian Army Cadet shoulder badges or affiliated unit shoulder badges. To be centered flush with the shoulder seam of the jacket. (see above). Worn on both sleeves.

**Cadet Maple leaf** (RCAC) worn on both sleeves 12 cm from the shoulder seam to the bottom of the badge.

### **Right Sleeve**

Warrant Officers (WO, MWO, CWO) is to be worn with the lower edge of the badge 16 cm above the bottom of the cuff on the right sleeve only.

**Musicians** will wear the Warrant Officer badges (CWO, MWO, WO) 1 cm above their instrument badge or music instructor.

**Cadet M/Cpl, Sgt** - to be worn on the right sleeve only, the top of the maple leaf 14 cm below the shoulder seam.

**Cadet L/Cpl, Cpl** - the chevrons are to be worn on the right sleeve only, the leading edge of the badge 14 cm below the shoulder seam.

**Proficiency Badges** - (Green, Red, Silver or Gold Star; or Silver Star within a maple leaf wreath or Gold Star within a maple leaf wreath) to be worn on the right sleeve only with the lower extremity of the badge 8 cm above the bottom of the cuff.

**Master Cadet** - (TBA), to be worn on the right sleeve only, bottom of the badge 8 cm from the bottom of the cuff.

### **BANDSMEN BADGING**

For personnel in a corps band:

- a. **Band Major** - A red embroidered lyre on four inverted chevrons - to be worn on the right sleeve only with the "V" on the bottom chevron 2 cm above the music level or music instructor badge.
- b. **Drum Major** - A red embroidered drum on four inverted chevrons to be worn on the right sleeve only with the "V" on the bottom chevron 2 cm above the music level or music instructor badge.

- c. Lyrist (gold) for military band: to be worn on the right sleeve only with the bottom edge of the badge 1 cm above the music level.

Music Level I to IV: Gold roman numerals to be worn on the right sleeve only with the bottom of the badge 16 cm from the bottom of the cuff.

Music Instructor Badge: A gold lyre within a Maple Leaf wreath with a crown to be worn on the right sleeve only with the bottom of the badge 16 cm from the bottom of the cuff.

## **LEFT SLEEVE**

### **Qualification Badges**

All qualification badges earned by a successful completion of a St John Ambulance First Aid Course or a summer camp course are to be worn on the left sleeve only.

The St John Ambulance First Aid Crse, being the first, 8 cm from the bottom of the badge to the cuff.

Canada Fitness being the second 1 cm above the St John Ambulance badge.

With all other subsequent badges being placed 1 cm above the preceding badge in the order they are earned.

### **NOTE**

- (1) If the cadet is not qualified in First Aid the Canada Fitness badge will be worn first.
- (2) If the cadet is not qualified First Aid or Canada Fitness then the appropriate camp badge will be worn first on the sleeve.
- (3) Army Cadets who successfully complete an approved crse conducted by either the Sea or Air cadets may wear the appropriate badge as earned.

Seniority of Badges - Wear the most senior badge only.

Duke of Edinburgh Award (Bronze, Silver, Gold) worn with the badge centered on right breast pocket of the jacket. The most senior worn only.

Parachute Wings - Worn centered above the left breast pocket of the jacket.

- a. DCRA or Bisley - worn centered immediately above the top seam of the left breast pocket of the jacket.
- b. if qual both DCRA or Bisley and as earned his para wings the para wings will be worn above the DCRA or Bisley badge.

### **Rifle Classification Badges (Cross rifle)**

- a. to be worn on the left sleeve only with the leading edge of the rifles 2 cm from the bottom of the RCAC badge.
- b. (Cross-rifle w/crown)  
To be worn on the left sleeve only with the crown 2 cm from the bottom of the RCAC badge.

## **SECTION VI**



## **AIR CADET DRESS REGULATIONS**

## **AIR CADET DRESS REGULATIONS**

### **GUIDE FOR UNIFORM JUDGES**

#### **HAIR**

M - neat, tapered at sides, back. Can be square cut at back if tapered.  
Sideburns to where lobes join the face, square tapered.

F - Neat, not below lower edge of collar. No visible hair holders (pins etc) or ornaments.

**MOUSTACHES** - Neat, not below corners of mouth.

**BEARDS** - Full, with moustache, neat.

A cadet who is an adherent of the Sikh religion shall be permitted to wear hair and beard uncut provided that the cadet's safety is not put in jeopardy.

**MAKE-UP** - Conservative, no coloured nail polish.

**JEWELLERY** - Only wrist watches, ID or MEDIC ALERT, rings not of costume nature, round gold studs up to 1/4 inch. Sleepers when newly pierced. Only one set at a time. Only females can wear earrings.

### **ANY ACCOUTREMENTS MUST BE CLEAN AND IN GOOD REPAIR**

**MACE** - Clean and in good condition.

**SASH** - Drum major, the inscriptions there-on shall be that of the authorized squadron title plus the crest of the applicable environment. The colour shall be that of the applicable cadet environment.

**BASS DRUM** - The legend to be inscribed/painted on the drums to that of the authorized squadron shoulder title plus the crest of the applicable cadet environment or squadron crest.

**WEDGE CAP** - shall be worn on the right side of the head, lower point of the front crease in the centre of the forehead and with the front edge of the cap one inch above the right eyebrow.

**UNIFORM JACKET** - with cloth belt worn fully buttoned with the exception of the top button - neat, clean and pressed, no threads at seams.

**PANTS** - neat, clean and pressed, crease front and rear.

**SHIRT** - cadet short sleeve air. Worn with tie, clean and pressed.

**BOOTS** - clean, spit-shined all over. Shall be laced across (horizontally) from side to side. Boots shall not be modified with any type of metal cleats, hobnails or other metal attachments to heel or sole.

**SOCKS** - grey wool as issued.

**BELT** - black as issued. Male only.

**NECKTIE** (Air) - knotted neatly with the knot tight.

**INSIGNIA CAP AIR CADET.** To be worn on left side of wedge cap; centre of badge to be positioned mid-way between front and mid-point of cap, equidistant from top and bottom edge of cap. Badge shall be affixed to cap utilizing retainer clip, hat badge. Clip shall be sewn in such a manner as to permit proper positioning of badge.

**NAME TAGS** - if used, all must have them, worn on the flap of right breast pocket midway between button and top of flap.

Air Cadets may wear the National Cadet Biathlon participative pin (rifle). The rifle is worn on the pleat of the left breast pocket half-way between the bottom of the pocket flap and the bottom of the pocket.

**BADGES-** shall be sewn on the uniform using a thread which blends with the badge and the uniform. No loose ends; no corners sticking out. They should be lined up from top to bottom in as straight a line as possible. Sometimes, due to poor construction of the jacket, a sleeve is not sewn in properly, and it is not possible to have the shoulder flash do more than just touch the shoulder seam. It must touch in one place, with the printing parallel to the ground.

**PROFICIENCY BADGES** - centred on the left sleeve of jacket, with the bottom of the badge 7.5 cm above the bottom of the cuff. NOTE: WO 1 & WO 2 shall not wear Proficiency Badges.

**RANK BADGES** - WO 1 & WO 2 - worn on both sleeves with the centre of the badge 6 1/2 inches above the bottom of the cuff. All others worn on both sleeves centred between the elbow and the shoulder seam.

**QUALIFICATION BADGES** - PILOT/GLIDER PILOT worn centrally over and immediately above the top line of the left breast jacket pocket.

**TECHNICAL TRAINING/ATHLETIC LEADERSHIP/SENIOR LEADER/ EXCHANGE VISIT/GROUND SEARCH AND SURVIVAL/GLIDING BADGE/ AIR CADET FITNESS AWARDS** - To be centered on the right sleeve. The bottom of the badge to be 3 inches from the lower edge of the sleeve. Where multiple badges are to be worn, they will be mounted on a twin row, horizontally, with 1/4 inch separation, maximum three to a row.

**ST JOHN AMBULANCE BADGE** - to be centred on the left sleeve 7.5 cm from the lower edge of the cuff or 6mm above the proficiency badge. If WO 1 or WO 2 rank badge is worn, the St John badge will be worn on left sleeve midway between the elbow and the shoulder.

**DUKE OF EDINBURGH AWARD** - may be worn with the badge centered on the right breast pocket of the jacket. Only the most senior award shall be worn.

**BANDSMAN BADGING** - all musician badges are to be centred on the right sleeve 7.5 cm from the lower edge of the cuff or 6mm above other qualification badges. If WO 1 or WO 2 rank badges are worn the appropriate musician badge will be worn on the right sleeve midway between the elbow and the shoulder.