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**AIR CADET LEAGUE OF CANADA (MANITOBA)
INCORPORATED**

**CADET DRILL COMPETITIONS
RULES AND PROCEDURES**

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CADET DRILL COMPETITIONS RULES AND PROCEDURES

1. AIM

The aim of this directive is to outline the rules, which govern the Wing Commander T. Cooper and Glen Elwood Drill Competitions.

2. ELIGIBILITY

All Manitoba Air Cadet Squadrons and any others deemed acceptable, upon receipt of a written request to participate for example Northwestern Ontario squadrons.

3. COMPETITION FORMAT

The competition will be won by the team receiving the highest total score in the following categories:

- a. Fall in;
- b. Drill Team dress and deportment;
- c. Drill Team Commander's dress and deportment;
- d. Compulsory drill procedures at the halt;
- e. Compulsory drill procedures on the march;
- f. Drill performance in a precision routine (optional); and
- g. Notification of precision drill requirements will be provided at least two (2) months prior to competition.

4. COMPETITION RULES AND REGULATIONS

The following general rules apply throughout the competition:

- a. A cadet drill team shall consist of sixteen (16) cadets; one Drill Team Captain and fifteen cadets in ranks;
- b. Team members may be of any rank or training year;
- c. Team Captains may be any rank;
- d. Team members will wear the official cadet uniform that conforms to the existing dress regulations. Any accoutrements added must be an issue item and must be uniform throughout the team, if appropriate;
- e. The wearing of quarter-plates/blakeys/clickers on boots is prohibited; and
- f. All drill will be without arms and must conform to A-PD-201-000/PT-000 Canadian Forces Manual of Drill and Ceremonial.

5. TEAM DRESS

Team Members SHALL wear the official Cadet uniform that conforms to the regulations as outlined in CATO 55-04. Any non standard piece of equipment, uniform or badge may result in a penalty.

6. DRILL STANDARD

All drill will be without arms and conform to movements found in APD-201-000/PT-000.

7. COMPETITION PROCEDURES

- a. The order of performance shall be by a random draw, prior to the start of the competition.
- b. At the appointed time, the team, accompanied by the Team Captain, will be in position at the rear centre and outside of the Drill Demonstration Area, with the marker on the designated spot, dressed at the Close Order. The Team Captain will approach the Chief Judge, report to him/her the name of the cadet unit and request permission to fall-in the team and prepare for inspection. Upon receiving permission he/she will proceed with the fall-in.
 - i. The team shall be sized prior to the fall-in and shall be in three ranks;
 - ii. After the fall-in, ensure the team is in open order and dressed;
 - iii. Take up a position three paces in front of the right hand marker and wait for the Judges to approach the team for inspection; and
 - iv. Be inspected first and then accompany the Judges during the inspection.
- c. Team spares shall fall-in on the left flank boundary of the Drill Demonstration Area and will be inspected by one judge immediately following the inspection and preceding the commencement of the Compulsory Drill Sequence.
- d. Paying of compliments shall be accorded the Chief Judge as prescribed for his/her rank.
- e. Upon completion of the inspection, the Team Captain will close order the team and assume position in front of the team and await a signal from the Chief Judge. On receiving the signal, the Team Captain will approach the Chief Judge and request permission to carry on with the Compulsory Drill Movements. Once permission has been granted, the Team Captain will position him/herself on the designated spot and direct the team through the required movements ensuring that:
 - i. Each compulsory movement is performed in the EXACT order specified in this instruction;
 - ii. Direct the Team through the Drill Movements in the prescribed sequence both at the halt and on the march. Take the marked position (to the left of the Judges table) during all movements on the march. There shall be a brief pause between each "at the halt" movement to allow for marking;
 - iii. The Team Captain shall, using inclines, align him/herself with the drill team as it moves through the sequence;

- iv. The team is returned to its original position following completion of the compulsory movements; and
- v. Upon completion of the compulsory movements, the Team Captain shall report to the Chief Judge, requesting permission to carry on with the Precision Drill Sequence.
- f. The Team Captain, after receiving permission to carry on with the Precision Drill Sequence, will assume his/her designated spot, and give the initial command to start the sequence (this can be any command found in A-PD-201-000/PT-000). The movements of the individual cadets shall be in accordance with A-PD-201-000/PT-000 and may be performed in any order provided the team returns to its original position and original orientation upon completion of the drill sequence.
- g. Upon completion of the Precision Drill sequence, the Team Captain shall report to the Chief Judge requesting permission to dismiss. After receiving permission, pay the appropriate compliments to the Senior Judge and march the team off the parade square. The Team Captain shall dismiss the squad as if there were an officer on parade. This movement will be assessed as part of the Compulsory Movements. After the dismiss command no further commands shall be given.
- h. Non-regulation movements or cues such as goose stepping, or heavy cadence stamping are prohibited in all phases of the competition.

8. SCORING

a. FALL IN – 20 points

The Team will be assessed up to 10 points for the markers and fall in and an additional 10 points for dressing.

b. INSPECTION – 120 points

Each drill judge shall inspect independently, the scores to be averaged. The inspection will be scored out of a total of 120 points, with one point to be deducted for each individual fault or infraction, a maximum of 5 points being applied against any individual cadet.

The following items are inspected and marked:

Headdress worn in the proper manner

Haircut

Shoes polished

Uniforms

Badges, chevrons etc

Posture

c. DRILL MOVEMENTS – 500 points

— Each drill judge shall evaluate independently, the scores to be averaged.

— Drill movements shall be scored out of a total of 500 points, with one point to be deducted for each fault or infraction.

— The drill movements shall be performed in the following sequence or a penalty may be assessed:

AT THE HALT

1. Position of stand at ease
2. Position of stand easy
3. Position of attention
4. Open order march
5. Salute to the front
6. Salute to the left
7. Salute to the right

Turns and inclines

8. Right turn
9. Left incline
10. About turn
11. Right incline
12. Left turn
13. About turn
14. Close order march
15. Dressing the Team arms length interval
16. Sizing in single rank reform in three
17. Forming two ranks from three
18. Reforming three ranks from two
19. Changing direction by forming from the halt to the halt (fig 2- drill on the march)

ON THE MARCH:

20. Right Turn
21. Quick March
22. Left Wheel
23. Left Wheel
24. Left Turn
25. Eyes Right
26. Eyes Front
27. Right Turn
28. Left Wheel
29. Left Wheel
30. Left Wheel
31. Left Turn
32. About Turn
33. About Turn
34. Right Turn
35. Left Wheel
36. Left Wheel
37. Change Quick Time to Slow Time

38. About Turn
39. Mark Time
40. Change Step
41. Forward
42. Halt
43. Quick March
44. Right Wheel
45. Right Incline
46. Right Incline
47. Halt
48. Quick March
49. About Turn
50. Change Step
51. Mark Time
52. Forward
53. Right Turn
54. Right Wheel
55. Mark Time
56. Halt
57. Right Turn
58. Right Dress (right marker should be at start point – if not, he/she is to assume position at this time)

59. **PRECISION DRILL** (max 5 minutes) – 100 points

MARKED ON:

Complexity of movements

Correctness of movements as per A-PD-201-000/PT-000

Overall Showmanship

60. Dismiss (to be conducted at the completion of the Precision Drill Sequence after receiving permission)

61. Marching – all aspects of marching including cadence, the swinging of the arms, posture, dressing etc.

d. **TEAM CAPTAIN** - 60 points

The Team Captain shall be evaluated in all phases of the competition including:

Word of Command

Personal Drill

Ability to Control Team

Appearance and Bearing

Manner of Reporting to the Senior Judge

Confidence

9. TIMING

The timing for the competition will be as follows:

- a. Teams will be in position at the assembly point at the appointed time;
- b. There are no time constraints for the Compulsory Movements, but inordinate delays may be assessed penalty points; and
- c. The Precision Drill sequence time limit will be five (5) minutes, with the timing to commence when the Team Captain begins to issue the first command and terminating when he/she steps off to report to the Chief Judge at the completion of the sequence.

10. PENALTIES

The judges may award the following penalties:

- a. uniform penalties (as prescribed in CATOs) - maximum penalty per cadet; 5pts
 - b. less than the required number on team - per missing cadet; 5 pts
 - c. late when called to compete; for each minute or part thereof, after one minute of grace period (more than 10 minutes late - disqualification); 5 pts
 - d. completing the precision drill sequence in more/less than the 5 minutes allotted (for each full 30 seconds more/less); 5 pts
 - e. use of cue card or equipment by team captain; 10 pts
 - f. conduct contrary to good order and discipline (i.e. making excessive noise while another team is competing) - per infraction; 10 pts
 - g. goose or high stepping, stamping of feet or heels, other than is required by A-PD-201-000/PT-00 (assessed only once during competition) 10 pts
 - h. team (or part of team) goes out of bounds – per infraction (i.e. if a whole rank steps out of bounds it will be considered one out of bounds infraction, however if the same rank steps out of bounds on two separate movements - two penalties will be assessed); and 10 pts
 - i. use of non-standard drill movements 100 pts
- Penalties may be awarded at ANY TIME during the competition whether the team is currently competing or not. If a conduct penalty is awarded due to noise made by teams during a competitor's competition sequence, it will be applied to all teams not competing at the time of the penalty. Only one warning will be made by a judge (usually during the inspection) that there is excessive noise. This warning will be made only once through the duration of the competition. Spectators from your unit should be made aware of this fact.

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

11. DRILL AREA

The floor of the Drill Area shall be marked to show the following:

- a. The restricted area which will contain the Judges table at a mid point along one side of the parade square.
- b. Spectators area.
- c. The spot where the Team Right Marker will stand during the fall in and inspection.
- d. The spot where the Team Commander will stand while directing movements on the march.

12. OFFICIALS

The Officials party will include:

__ The Senior Judge who is responsible for:

- Confirming completion of all movements
- Interpreting the rules
- Awarding penalties
- Making all final decisions

__ At least two additional Judges

__ Time keeper and calculator

__ Ceremonial Reviewing Officer