



## Ontario Division Controlled Document Cover Page

The attached ODI has been reviewed and the following information has been verified.

Document Title	Drill Competition
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Description	Rules for Drill Competition without Arms
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Reviewed by	Cdr (NL) J, Demary-Elliott
Approver (s)	Navy League Committee (Ontario Division)

## 1.0 PURPOSE

- 1.1. The purpose of this competition is to test for:
  - 1.2. Dress
  - 1.3. Correct drill movements
  - 1.4. Adherence to the prescribed routine
  - 1.5. Correct delivery of commands.
- 1.2. **DRESS** - All competitors, including spares, will be inspected prior to performing the routine. Dress will be marked as it conforms to the Navy League of Canada regulations in effect at the time of competition. If the Squad Commander has attained the rank of Petty Officer 2<sup>nd</sup> Class or higher, he/she may wear webbing (gaiters) but the Squad Commander may only wear a chain if he/she is also the Corp Coxswain.
- 1.3. **DRILL MOVEMENTS** - All drill movements must conform to that as prescribed by the Navy League of Canada in their drill manual in effect at the time of competition. All Drill movements shall be executed as per the CFP-201 dated 2011-05-15.
- 1.4. **ROUTINE** - The sequence of the routine to be followed by each competing squad is listed in Annex 'A'.
- 1.5. **DELIVERY** - The specific orders to be delivered by each competing Team captain (Drill Commander) are listed in Annex 'B'.

## 2.0 DRILL TEAM

- 2.1. The drill team will consist of a **maximum** of fifteen (15) cadets as follows:
  - 2.1.1. One (1) Team Captain (Drill Commander);
  - 2.1.2. Twelve (12) team members as follows:
    - 2.1.2.1. Up to a **MAXIMUM** of four (4) cadets of Petty Officer 2<sup>nd</sup> Class or higher rank
    - 2.1.2.2. Up to a **MAXIMUM** of four (4) cadets of Leading Cadet rank
    - 2.1.2.3. A minimum of four (4) cadets of any combination of Able, Ordinary or New Entry rank.
  - 2.1.3. Two (2) Spares. The rank of the Spares will not be included in the maximum allotment for the team unless a spare is required to substitute for a regular member and the rank of the spare then puts the team in excess of the maximum allowed.
  - 2.1.4. The team captain can be of any rank. If the team captain has attained the rank of Petty Officer 2<sup>nd</sup> Class or higher, the total number of cadets permitted with a rank of Petty Officer 2<sup>nd</sup> Class or higher is five (5).
- 2.2. The **minimum** number of cadets required to compete is eleven (11) – 10 team members plus one team captain. In cases where the maximum of 15 cadets is not achieved, a set point deduction will be levied for each member missing. This penalty will be applied at the time of uniform inspection.
- 2.3. **Substitution of team members will be allowed for medical reasons only.** Cadets designated as spares for squadron competitions will remain spares for Provincial competitions. Only one team captain is allowed however another member of the team can be designated as backup team captain to avoid forfeiture by the team in the event a medical situation prevents the team captain from delivering the routine.

## 3.0 OFFICIALS

- 3.1. There will be five (5) judges required for this competition as follows:

- 3.1.1. Chief Judge
- 3.1.2. Inspection Judge
- 3.1.3. Three (3) Rank Judges

**3.2. CHIEF JUDGE** – Must be Navy League or Military officer familiar with CFP 201. The Chief Judge is the final authority of the competition. They are responsible for:

- 3.2.1. Conducting the competition
- 3.2.2. Judging and marking the team captain (drill commander).
- 3.2.3. Evaluating the overall performance of the Drill team
- 3.2.4. Compiling the final scores

The Chief Judge has the responsibility to ensure that the team as a whole squad is not employing tactics meant to provide an advantage in the competition; for example, all members of the squad 'stomp' their left foot while marching. In cases such as these, the Chief Judge will interrupt the routine to correct the squad and a penalty of 50 points deduction will be applied to the squad's overall score.

**3.3. INSPECTION JUDGE** – Must have precise knowledge of all dress regulations. The Inspection Judge is responsible for the inspection of each team and scoring of that inspection. They will record any quota insufficiencies and any non-adherence to the rank requirements described in this document in section *2.0 – Drill Squad*.

**3.4. RANK JUDGES** – Must be Navy League or Military personnel experienced in drill instruction. Each Rank Judge is assigned by the Chief Judge to the Front, Middle or Rear rank of the competing squad. The Rank Judge is responsible solely for determining the correctness of the movements of those squad members in the rank assigned. In cases where the routine requires formation of a single file, only the Front Rank judge will score. In cases where the routine requires formation of two ranks, the Front Rank and Centre Rank judges will score.

**3.5.** The Rank Judges are not to interfere with or obstruct the competing squad.

**3.6.** All judges will be recruited and assigned by the Area Officer responsible for the Squadron. Every attempt will be made to recruit judges who are familiar with the drill movements prescribed by the Navy League of Canada in their drill manual in effect at the time of competition.

**3.7.** The Chief Judge may also be the Inspection Judge.

#### **4.0 FORMAT**

**4.1.** The competition will consist of the following:

- 4.1.1. Inspection
- 4.1.2. Compulsory Drill Routine
- 4.1.3. Team Captain (Drill Commander)

**4.2. INSPECTION** - Each team member, including spares, will be inspected prior to performing the first round of the drill routine. The Area Officer responsible for the competition will determine the time, place and format of the inspection. 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.

**4.3. COMPULSORY DRILL ROUTINE** – When called to compete, the team (accompanied and directed by the team captain) shall be marched in threes to a designated position opposite to the judges table, dressed and the close order. These movements shall not be judged. The team captain shall approach

the Chief Judge, report to him/her 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 in Annex 'A'. At Squadron level each team will perform the routine twice however at Provincial Competition each team will perform the routine only once. These movements shall be performed in the sequence in which they are listed. Points will be deducted for those movements performed incorrectly or not performed as ordered. Points will not be deducted from the team for movements not performed because the Drill Commander did not adhere to the prescribed routine nor will the team be penalized for performing a movement as ordered when the movement has been given incorrectly by the Team Captain..

- 4.4. **Team Captain** – The orders to be given are described in Annex 'B'. Each Team Captain must adhere exactly to the orders as written. **The use of drill prompters, cue cards or other aids will not be permitted.** The Drill Commander will be assessed by the Chief Judge on their delivery of the orders; factors to be considered will include confidence, clarity of orders and power of command. That assessment combined with the Team Captain's accuracy in delivering the compulsory routine and the Team Captain's personal score on the Uniform Inspection, will determine which Team Captain is selected as Best Drill Team Captain for the competition.

## 5.0 EQUIPMENT

- 5.1. The following equipment is required:
- 5.1.1. Parade square twenty five (25) metres by twelve (12) metres; subject to available space
  - 5.1.2. Six (6) parade markers
  - 5.1.3. One table with chairs
  - 5.1.4. Five (5) clipboards with pencils
  - 5.1.5. Masking tape
- 5.2. The parade square is to be set up as per the diagram in Annex C. Stage marks can be indicated on the parade square for squad marker and Drill Commander but these are **only guidelines**. Points will not be deducted for not hitting these marks during the routine.

## 6.0 SCORING

- 6.1. Each competing team will begin the competition with 350 points. Points will be deducted as follows:
- 6.1.1. 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 75 points. The scores shall be averaged and uniform penalties be deducted to arrive at the inspection score. All drill teams may be asked to remove headdress for inspection of haircuts; to a maximum of 100 marks for the following infractions:
    - 6.1.1.1. Uniform 1 mark per infraction
    - 6.1.1.2. Insufficient Members 2 marks per member missing
    - 6.1.1.3. Rate representation 5 marks per each member over quota
  - 6.1.2. COMPULSORY ROUTINE – to a maximum of 125 marks for the following infractions:
    - 6.1.2.1. Incorrect performance of movement 0.5 mark per infraction
    - 6.1.2.2. Failure to perform movement as ordered 0.5 mark per infraction
    - 6.1.2.3. Performance of movement out of bounds 1 mark per infraction
  - 6.1.3. CHIEF JUDGE – to a maximum of 100 marks

- 6.1.3.1. Interruption of routine to correct the squad as a whole 50 marks
- 6.1.3.2. Overall evaluation of squad performance; e.g. cadence, sharpness of movements, confidence of squad members up to 50 marks
- 6.1.4. DRILL COMMANDER – to a maximum of 50 marks for the following infractions:
  - 6.1.4.1. Improper commands 3 marks per infraction
  - 6.1.4.2. Non-adherence to routine 2 marks per infraction
- 6.1.5. Scores cannot drop below zero (0) in any of the four (4) categories noted above.
- 6.1.6. At the conclusion of the allotted Compulsory Routine(s), the deductions will be accumulated and the starting score will be reduced by the total accumulated deductions. The squad with the highest score remaining will be declared the winner.
- 6.1.7. In the event of a tie, a winner will be determined by the following hierarchy:
  - 6.1.7.1. Least number of deductions for uniform inspection
  - 6.1.7.2. Least number of deductions for Drill Commander
  - 6.1.7.3. Drill off. In the event a Drill off becomes necessary, the Compulsory Drill routine will be used. The Drill Commander's performance will not be considered in the Drill off; scoring will be based solely on the performance of the squad itself.
- 6.1.8. Line Judge score sheet, Inspection Judge score sheet, Chief Judge score sheet, Drill Commander and Master Score Sheet evaluation can be found as Annexes D, E, F, G and H respectively.

## **7.0 GENERAL**

- 7.1. At all times, Officers and cadets will exhibit respect and good sportsmanship with competing teams.
- 7.2. Abuse of judges will not be tolerated.
- 7.3. Abusive behaviour, disrespect and/or poor sportsmanship will automatically disqualify a team from competition.
- 7.4. No video cameras or other equipment will be used by anyone to log a complaint to the judges about any drill team.

## **Annex A**

### **Compulsory Routine**

*Squad will move to the centre rear of the competition area out of bounds and marking commences.*

1. Right Dress
2. Eyes Front
3. Stand at Ease
4. Attention

*The Drill Commander reports to the Chief Judge.*

*The Drill Commander will take a position three (3) paces to the left of the judge's table and three (3) paces from where the marker will fall in.*

5. Stand at Ease
6. Marker
7. Fall In
8. Right Dress
9. Eyes Front

*The Drill Commander will then move to take his/her place next to the left of the judges table just inside the parade deck and continue the routine.*

8. Stand at Ease
9. Stand Easy
10. Attention
11. To the Front Salute
12. To the Right Salute
13. To the Left Salute
14. Remove Headdress
15. Stand at Ease
16. Stand Easy
17. Attention
18. Replace Headdress
19. Three paces step back
20. Three paces step forward
21. Numbering
22. Form two ranks
23. Elbow dressing
24. Reform three ranks
25. Right Dress
26. Size in three ranks
27. Right Turn
28. About Turn
29. Right Incline
30. Left Turn
31. Left Incline
32. About Turn
33. Close Order March
34. Right Turn
35. Quick March
36. Right Wheel
37. Left Wheel
38. Left Wheel
39. Left Turn
40. Eyes Right
41. Eyes Front
42. Left Turn
43. Left Wheel
44. Mark Time
45. Change Step
46. Forward
47. About Turn
48. Right Wheel
49. Single File on the March
50. Right Wheel
51. Right Wheel
52. Reform Squad
53. Right Wheel
54. Right Wheel
55. Reform Squad (on the march)
56. Right Dress
57. Eyes Front

*The Drill Commander moves to the front of the Squad*

58. To the General Salute

*The Drill Commander reports for permission to carry on*

59. Right Turn
60. Quick March

*The Drill Commander will march the unit off until the last cadet is off deck, halt and then dismiss the unit. The scoring will stop when the last cadet is out of bounds.*

**ANNEX B**  
**DRILL COMPETITION ORDERS TO BE GIVEN – Page 1**

*Unit will move to the centre rear of the competition area out of bounds*

Squad Right Dress  
    Eyes Front  
Squad Stand at Ease  
Squad Attention

*The Drill Commander reports to the Chief Judge.  
The Drill Commander will take a position three (3) paces to the left of the judge's table and three (3) paces from where the marker will fall in.*

Squad Stand at Ease  
    Marker  
Squad Fall In  
Squad Right Dress  
    Eyes Front

*The Drill Commander will then move to take his/her place to the left of the judges table just inside the parade deck and continue the routine.*

Squad Stand at Ease  
    Stand Easy  
Squad Attention  
Squad To the Front Salute  
Squad To the Right Salute  
Squad To the Left Salute  
Squad Remove Headdress  
Squad Stand at Ease  
    Stand Easy  
Squad Attention  
Squad Replace Headdress  
    Stand at Ease  
    Stand Easy  
Squad Attention  
Squad Three paces step back March  
Squad Three paces step forward March  
Squad Number  
Squad Form two ranks  
Squad Elbow dressing Right Dress  
    Eyes Front  
Squad Reform three ranks  
Squad Right Dress  
    Eyes Front  
Squad Tallest on the right, shortest on the left, in three ranks Size  
Squad Open Order March

## DRILL COMPETITION ORDERS TO BE GIVEN – Page 2

### Squad Numbers

Even numbers one pace step back March

Number ones stand fast, odd numbers right, even numbers left Turn Squad

Reform threes Quick March

Squad Move to the right in threes Right Turn

Squad Move to the left in threes About Turn

Squad Right Incline

Squad Left Turn

Squad Retire Left Incline

Squad Advance About Turn

Squad Close Order March

Squad Move to the right in threes Right Turn

Squad By the right, right wheel Quick March

Left Wheel

Left Wheel

Squad Advance in line Left Turn by the Right

Squad Eyes Right (*for the Chief Judge*)

Squad Eyes Front

Squad Move to the left in threes Left Turn

Left Wheel

Squad Mark Time

Squad Change Step

Squad Forward

Squad About Turn

Right Wheel

Squad Single File from the left, remainder Mark Time

Right Wheel

Right Wheel

Squad On the right, reform threes, front rank Mark Time

Squad Forward

Right Wheel

Right Wheel

Squad At the halt, on the left Form Squad

Squad Right Dress

Eyes Front

*The Drill Commander will then move to a position in front and center of the Drill Squad*

Squad General Salute, Salute

*The Drill Commander reports for permission to carry on*

*The Drill Commander then proceeds to the front of the Drill Squad*

Squad Move to the right in Threes Right Turn

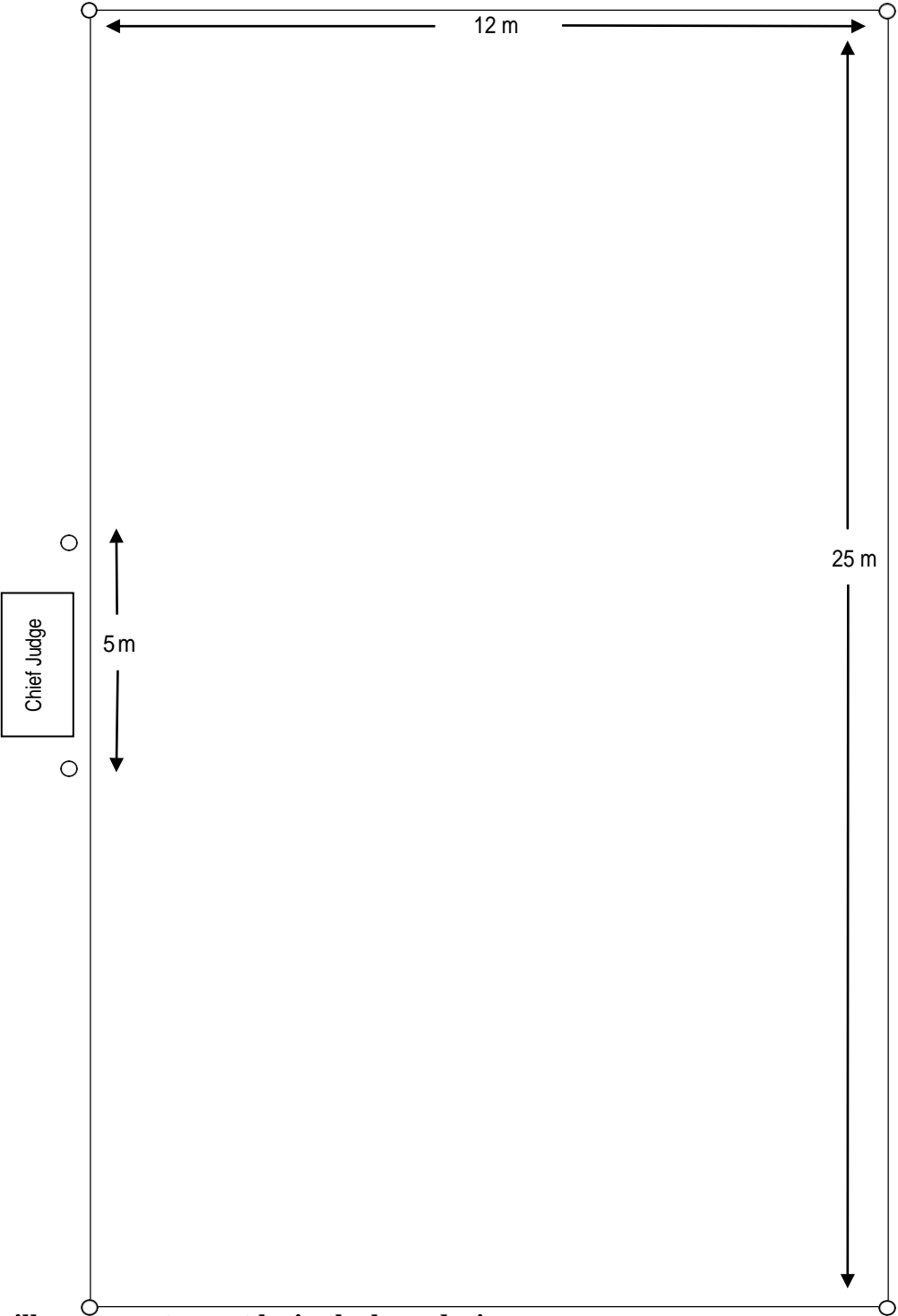
Squad By the Left Quick March

*The Drill Commander will march the squad off until the last cadet is off deck, halt and then dismiss the squad. The scoring will stop when the last cadet is out of bounds.*



**Annex C**

**DRILL COMPETITION PARADE SQUARE**



**All drill movements must be in the boundaries**





**DRILL COMPETITION LINE JUDGE SCORE SHEET – Page 3**

**Scoring:**
















	Total infractions	Deduction per infraction	Deduction
Not performed when ordered		0.5	
Performed incorrectly		0.5	
Out of bounds		1.0	
Total Deduction (maximum <b>21 per rank</b> ) – transfer to Master Score Sheet			

# Annex E

## DRILL COMPETITION INSPECTION JUDGE SCORE SHEET – Page 1

CORPS NAME: \_\_\_\_\_

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

Rear Rank							
							
Rank		Rank		Rank		Rank	
<b>Total</b>		<b>Total</b>		<b>Total</b>		<b>Total</b>	
Centre Rank							
							
Rank		Rank		Rank		Rank	
<b>Total</b>		<b>Total</b>		<b>Total</b>		<b>Total</b>	
Front Rank							
							
Rank		Rank		Rank		Rank	
<b>Total</b>		<b>Total</b>		<b>Total</b>		<b>Total</b>	
Drill Commander		Spares					
							
Rank		Rank		Rank			
<b>Total</b>		<b>Total</b>		<b>Total</b>			

**DRILL COMPETITION INSPECTION JUDGE SCORE SHEET – Page 2**

**CORPS NAME:** \_\_\_\_\_

**DATE:** \_\_\_\_\_ **JUDGE:** \_\_\_\_\_

**Scoring:**

	Actual	Maximum Allowed	Total Infractions	Deduction per infraction	Deduction
Total Cadets in unit		15		2	
Petty Officer 2 <sup>nd</sup> Class or higher (excl. Spares)		4		5	
Leading Cadet (excl. Spares)		4		5	
Uniforms and equipment				1.0	
Total Deduction (maximum 75) – transfer to Master Score Sheet					

# Annex F

## DRILL COMPETITION CHIEF JUDGE SCORE SHEET

CORPS NAME: \_\_\_\_\_

DATE: \_\_\_\_\_ CHIEF JUDGE: \_\_\_\_\_

### Scoring:

		Deduction
Interruption of routine to correct mass infraction	Flat deduction of 25 points	
Overall assessment of unit; incorrect cadence, shuffling, lack of snap, poor deportment, etc	Maximum deduction of 25 points	
Total Deduction (maximum 50 per round) – transfer to Master Score Sheet		

Uniform Inspection Score (from Annex E) Maximum 10

### 1<sup>ST</sup> COMPULSORY DRILL ROUTINE

Reporting	Maximum 5	<input style="width: 50px; height: 20px;" type="text"/>
Power of command	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>
Confidence	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>
Adherence to prescribed routine	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>
Control of division (giving orders on proper foot, calling cadence)	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>

### 2<sup>ND</sup> COMPULSORY DRILL ROUTINE

Reporting	Maximum 5	<input style="width: 50px; height: 20px;" type="text"/>
Power of command	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>
Confidence	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>
Adherence to prescribed routine	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>
Control of division (giving orders on proper foot, calling cadence)	Maximum 10	<input style="width: 50px; height: 20px;" type="text"/>

**TOTAL SCORE** Maximum 100

## Annex G

### DRILL COMPETITION DRILL COMMANDER SCORE SHEET – Page 1

**CORPS NAME:** \_\_\_\_\_

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

**JUDGE:** \_\_\_\_\_

Compulsory Routine

Squad Right Dress  
Eyes Front

Squad Stand at Ease

Squad Attention

Squad Stand at Ease  
Marker

Squad Fall In

Squad Right Dress  
Eyes Front

Squad Stand at Ease  
Stand Easy

Squad Attention

Squad To the Front Salute

Squad To the Right Salute

Squad To the Left Salute

Squad Remove Headdress

Squad Stand at Ease  
Stand Easy

Squad Attention

Squad Replace headdress

Squad Stand at ease  
Stand easy

Squad Attention

Squad Three paces step back March

Squad Three paces step forward March

Squad Numbers

Squad Form two ranks

Squad Elbow dressing Right Dress  
Eyes front

Squad Reform three ranks

Squad Right Dress  
Eyes Front

Squad Tallest on the right, shortest on the left, in three ranks Size

Squad Open Order March



**DRILL COMPETITION DRILL COMMANDER SCORE SHEET – Page 2**

Squad Number

Even number one pace step back March

Number ones stand fast, odd numbers right, even numbers left Turn Squad

Reform threes Quick March

Squad Move to the right in threes Right Turn

Squad Move to the left in three's about Turn

Squad Right Incline

Squad Left Turn

Squad Retire Left Incline

Squad Advance About Turn

Squad Close Order March

Squad Move to the right in threes Right Turn

Squad By the right, right wheel Quick March

Left Wheel

Left Wheel

Squad Advance in line Left Turn

Squad Eyes Right (*for the Chief Judge*)

Squad Eyes Front

Squad Move to the left in threes Left Turn

Left Wheel

Squad Mark Time

Squad Change Step

Squad Forward

Squad About Turn

Right Wheel

Squad Single File from the left, remainder Mark Time

Right Wheel

Right Wheel

Squad On the right, reform threes, front rank Mark Time

Squad Forward

Right Wheel

Right Wheel

Squad At the halt, on the left Form Squad

Squad Right Dress

Eyes Front

Squad General Salute, Salute

Squad Move to the right in Threes Right Turn

Squad By the Left Quick March

**DRILL COMPETITION DRILL  
COMMANDER SCORE SHEET**

**Scoring:**

	Total infractions	Deduction per infraction	Deduction
1. Non-adherence to routine		2	
2. Improper command		3	
Total Deduction (maximum 25 per round) – transfer to Master Score Sheet			

# Annex H

## DRILL COMPETITION MASTER SCORE SHEET

CORPS NAME: \_\_\_\_\_

DATE: \_\_\_\_\_ CHIEF JUDGE: \_\_\_\_\_

Component	Deduction
Inspection (Annex E)	
Front Rank, First Attempt (Annex D)	
Front Rank, Second Attempt (Annex D)	
Centre Rank, First Attempt (Annex D)	
Centre Rank, Second Attempt (Annex D)	
Rear Rank, First Attempt (Annex D)	
Rear Rank, Second Attempt (Annex D)	
Chief Judge (Annex F)	
Commander (Annex G)	
<b>Total Deductions</b>	

**Starting points** ..... 350

**Total deductions** ..... \_\_\_\_\_

**Final Total** ..... \_\_\_\_\_

**Place Awarded:** ..... \_\_\_\_\_