



Ontario Division Controlled Document Cover Page

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

Document Title	Drill With Arms Competition
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Reviewed by	Cdr (NL) Jean-Marc Leblond
Approver (s)	Navy League Committee (Ontario Division)

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 with approved white drill-purpose rifles 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; lanyards will not be worn and chin stays will be worn. Webbing (gaiters) must be worn by **all** members of the unit, however if gaiters are not available, there will be no points deducted if **no** member of the team is wearing webbing. If the team captain (Squad Commander) has attained the rank of Petty Officer 2nd Class or higher, he/she may wear webbing even if the unit members do not.
- 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 movement shall be executed as per the Royal Canadian Sea Cadet Manual of Drill and Ceremonial and as per the CFP-201 dated 2011-05-15.
- 1.4. **ROUTINE** - The sequence of the routine to be followed by each competing unit is listed in Annex 'A'.
- 1.5. **DELIVERY** - The specific orders to be delivered by each competing Team Captain (Guard Commander) are listed in Annex 'B'.

2.0 GUARD TEAM

- 2.1. The drill team will consist of a **maximum** of fifteen (15) cadets as follows:
 - 2.1.1 One (1) Team Captain (Guard 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 2nd 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 2nd Class or higher, the total number of cadets permitted with a rank of Petty Officer 2nd Class or higher is five (5).
- 2.2 The **minimum** number of cadets required to compete is eleven (11) – 10 team members in the team plus the 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 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 the CFP 201 and the Royal Canadian Sea Cadet Manual of Drill and Ceremonial. 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 (guard 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 unit is not employing tactics meant to provide an advantage in the competition; for example, all members of the unit 'stomp' their left foot while marching. In cases such as these, the Chief Judge will interrupt the routine to correct the unit and a penalty of 50 points deduction will be applied to the unit'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 unit 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 – *Guard Unit*.

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 unit. The Rank Judge is responsible solely for determining the correctness of the movements of those unit 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 unit.

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 FORMAT

4.1 The competition will consist of the following:

4.1.1 Inspection

4.1.2 Compulsory Drill Routine

4.1.3 Guard 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 at 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. The team must stay in bounds at all times or will be penalized.

4.4 TEAM CAPTAIN (Guard Commander) – 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. EQUIPMENT

5.1 The following equipment is required:

- 5.1.1. Parade square maximum of thirty (30) metres by fifteen (15) 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
- 5.1.6. Drill purpose rifles (each team shall provide its own drill purpose rifles).

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 unit marker and Guard 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:

6.2. 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 may be asked to remove headdress for inspection of haircuts; to a maximum of 75 marks for the following infractions:

6.2..1.	Uniform	1 mark per infraction
6.2..2.	Equipment	1 mark per infraction
6.2..3.	Insufficient Members	2 marks per member missing
6.2..4.	Rate representation	5 marks per each member over quota

6.3. COMPULSORY ROUTINE – to a maximum of 125 marks for the following infractions:

6.3..1.	Incorrect performance of movement	0.5 mark per infraction
6.3..2.	Failure to perform movement as ordered	0.5 mark per infraction
6.3..3.	Performance of movement out of bounds	1 mark per infraction

6.4. CHIEF JUDGE – to a maximum of 100 marks

6.4.1.1	Interruption of routine to correct the unit as a whole	50 marks
6.4.1.2	Overall evaluation of unit performance; e.g. cadence, sharpness of movements, confidence of unit members	up to 50 marks

6.5. TEAM CAPTAIN (GUARD COMMANDER) – to a maximum of 50 marks for the following infractions:

6.5.1.1	Improper commands	3 marks per infraction
6.5.1.2	Non-adherence to routine	2 marks per infraction

6.6. Scores cannot drop below zero (0) in any of the four (4) categories noted above.

6.7. At the conclusion of the allotted Compulsory Routines, the deductions will be accumulated and the starting score will be reduced by the total accumulated deductions. The unit with the highest score remaining will be declared the winner.

6.8. In the event of a tie, a winner will be determined by the following hierarchy:

6.8.1.1	Least number of deductions for uniform/equipment inspection
6.8.1.2	Least number of deductions for Drill Commander
6.8.1.3	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 unit itself.

6.9. Line Judge score sheet, Inspection Judge score sheet, Chief Judge score sheet, Drill Commander and Master Score Sheet evaluation can be found as Annex 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

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

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

*The Guard Commander will turn to face the Judge's table and put him/herself at ease. When the Chief Judge is ready he/she will order the Guard Commander to carry on and **marking commences**.*

5. Attention
6. Slope arms

The Guard Commander reports to the Chief Judge.

The Guard Commander will take a position five (5) paces ahead of the judge's table and three (3) paces from where the marker will fall in. The Guard unit will fall in at the Slope Arms.

7. Marker

The Guard Commander is then to move to the centre three (3) paces in front of where the unit will fall in.

8. Fall In (At the Slope)
9. Right Dress (At the Slope)
10. Eyes Front (At the Slope)
11. Shoulder Arms

The Guard Commander will do an About Turn facing the Chief Judge.

12. To the Front Salute

The Guard 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.

- | | | |
|-------------------------------|-------------------------|-----------------------|
| 13. Order Arms | 25. Shoulder Arms | 37. Right Incline |
| 14. Open Order March | 26. Order Arms | 38. Left Turn |
| 15. Ground Arms | 27. Size in Three Ranks | 39. Left Incline |
| 16. Take up Arms | 28. Port Arms | 40. About Turn |
| 17. Slope Arms | 29. Order Arms | 41. Close Order March |
| 18. Order Arms | 30. Slope Arms | 42. Right Dress |
| 19. Slope Arms | 31. Change Arms | 43. Eyes Front |
| 20. Shoulder Arms | 32. Change Arms | 44. Right Turn |
| 21. Slope Arms | 33. Shoulder Arms | 45. Slope Arms |
| 22. Present Arms | 34. Order Arms | 46. Quick March |
| 23. Rest on your Arms Reverse | 35. Right Turn | 47. Left Wheel |
| 24. Present Arms | 36. About Turn | 48. Left Wheel |

ANNEX A

- | | | |
|--|-----------------------|-----------------|
| 49. To the Right Salute | 58. Change Arms | 69. Left Wheel |
| 50. About Turn | 59. Left Wheel | 70. Left Wheel |
| 51. Right Wheel | 60. Change Arms | 71. About Turn |
| 52. Leading Off Single File
from the Left | 61. Mark Time | 72. Right Wheel |
| 53. Right Wheel | 62. Change step | 73. Right Wheel |
| 54. Reform Three's on the
Right | 63. Forward | 74. Mark Time |
| 55. Forward | 64. Left Wheel | 75. Halt |
| 56. Right Wheel | 65. Advance Left Turn | 76. Form Squad |
| 57. About Turn | 66. Eyes Right | 77. Quick March |
| | 67. Eyes Front | 78. Right Dress |
| | 68. Left Turn | 79. Eyes Front |

*The Guard Commander reports for permission to carry on
The Guard Commander then proceeds to the "front" of the Guard Unit*

- 80. Right Turn
- 81. Quick March

*The Guard 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 WITH ARMS COMPETITION ORDERS TO BE GIVEN – Page 1

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

Guard Order Arms
Guard Right Dress
Eyes Front
Guard Stand at Ease

*The Guard Commander will turn to face the Judge's table and put him/herself At Ease. When the Chief Judge is ready he/she will order the Guard Commander to carry on and **marking commences**.*

Guard Attention
Guard Slope Arms

The Guard Commander reports to the Chief Judge.

*The Guard Commander will take a position five (5) paces ahead of the judge's table and three (3) paces from where the marker will fall in. **The Guard unit will fall in at the Slope Arms.***

Marker

The Guard Commander is then to move to the centre three (3) paces in front of where the unit will fall in.

Guard Fall In (At the Slope)
Guard Right Dress (At the Slope)
Eyes Front (At the Slope)
Guard Shoulder Arms

The Guard Commander will do an About Turn facing the Chief Judge.

Guard To the Front Salute

The Guard 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.

Guard Order Arms
Guard Open Order March
Guard Ground Arms
Guard Take up Arms
Guard Slope Arms
Guard Order Arms
Guard Slope Arms
Guard Shoulder Arms

ANNEX B

DRILL WITH ARMS COMPETITION ORDERS TO BE GIVEN – Page 2

Guard Slope Arms
Guard Present Arms
Guard Rest on your Arms Reverse
Guard Present Arms
Guard Shoulder Arms
Guard Order Arms
Tallest on the right, shortest on the left in three ranks Size
Numbers
Even Numbers one Pace Step Back March
Number Ones Stand Fast, Odd Numbers Right, Even Numbers Left Turn
Guard Reform Threes, Quick March
Guard For Inspection Port Arms
Guard Order Arms
Guard Slope Arms
Guard Change Arms
Guard Change Arms
Guard Shoulder Arms
Guard Order Arms
Guard Move to the Right in Threes Right Turn
Guard Move to the Left in Threes About Turn
Guard Right Incline
Guard Left Turn
Guard Left Incline
Guard Advance, About Turn
Guard Close Order March
Guard Right Dress
Eyes Front
Guard Move to the Right in Threes Right Turn
Guard Slope Arms
Guard By the Left, Quick March
Left Wheel
Left Wheel
By the Right
Guard To the Right Salute (For the Chief Judge)
Guard Move to the Left in Threes, About Turn
Right Wheel
Guard Leading Off Single File from the Left Remainder Mark Time
Right Wheel
Guard Reform Three's on the Right Front Rank Mark Time
Guard Forward
Right Wheel

ANNEX B

ODI-2308 DRILL WITH ARMS COMPETITION ORDERS TO BE GIVEN – Page 3

Guard Move to the Right in Threes About Turn
By the Left

Guard Change Arms
Left Wheel

Guard Change Arms

Guard Mark Time

Guard Change step

Guard Forward
Left Wheel

Guard Advance Left Turn
By the Right

Guard Eyes Right

Guard Eyes Front

Guard Move to the Left in Threes Left Turn
By the Left
Left Wheel
Left Wheel

Guard Move to the Right in Threes About Turn
By the Right
Right Wheel
Right Wheel

Guard Mark Time

Guard Halt

Guard At the Halt On the Left Form Squad
Quick March

Guard Right Dress
Eyes Front

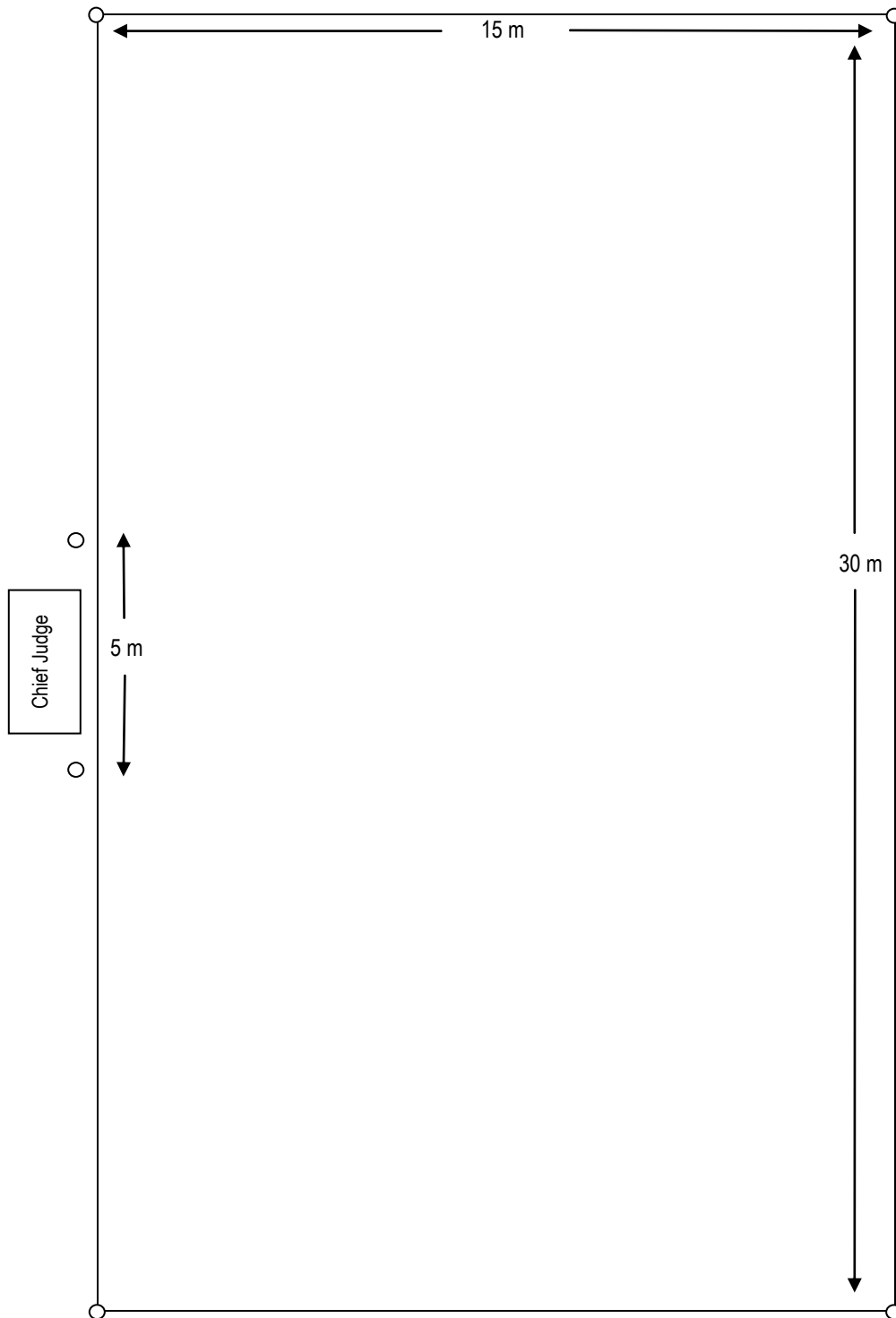
*The Guard Commander reports for permission to carry on
The Guard Commander then proceeds to the front of the Guard Unit*

Guard Move to the right in Threes Right Turn
Guard By the Left Quick March

*The Guard 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 C

ODI-2308 DRILL WITH ARMS COMPETITION PARADE SQUARE



All movements must be completed within these boundaries.

ANNEX D

DRILL WITH ARMS COMPETITION LINE JUDGE SCORE SHEET – Page 1

CORPS NAME: _____

COMPULSORY DRILL MOVEMENTS - _____ ATTEMPT

DATE: _____ JUDGE: _____

MOVEMENT	Not performed as ordered			Performed Incorrectly			Out of Bounds		
Attention									
Shoulder Arms									
Marker (At the slope)									
Fall In (At the slope)									
Right Dress									
Eyes Front									
Shoulder Arms									
To the Front Salute									
Order Arms									
Open Order March									
Ground Arms									
Take up Arms									
Slope Arms									
Order Arms									
Slope Arms									
Shoulder Arms									
Slope Arms									
Present Arms									
Rest on your Arms Reverse									
Present Arms									
Shoulder Arms									
Order Arms									
Tallest on the right, shortest on the left in three ranks size									
Numbers									
Even numbers one pace step back march									
Number ones stand fast odd numbers right even numbers left turn									
Reform threes quick march									
Port Arms									
Order Arms									
Slope Arms									
Change Arms									
Change Arms									

ANNEX D

DRILL WITH ARMS COMPETITION LINE JUDGE SCORE SHEET – Page 2

MOVEMENT	Not performed as ordered			Performed Incorrectly			Out of Bounds		
Shoulder Arms									
Order Arms									
Right Turn									
About Turn									
Right Incline									
Left Turn									
Left Incline									
About Turn									
Close Order March									
Right Dress									
Eyes Front									
Right Turn									
Slope Arms									
Quick March									
Left Wheel									
Left Wheel									
To the Right Salute									
About Turn									
Right Wheel									
Leading Off Single File from the Left									
Right Wheel									
Reform Threes on the Right									
Forward									
Right Wheel									
About Turn									
Change Arms									
Left Wheel									
Change Arms									
Mark Time									
Change step									
Forward									
Left Wheel									
Advance Left Turn									
Eyes Right									
Eyes Front									
Left Turn									
Left Wheel									
Left Wheel									

ANNEX D

DRILL WITH ARMS COMPETITION LINE JUDGE SCORE SHEET – Page 3

MOVEMENT	Not performed as ordered				Performed Incorrectly				Out of Bounds				
About Turn													
Right Wheel													
Right Wheel													
Mark Time													
Halt													
Form Squad													
Quick March													
Right Dress													
Eyes Front													
Right Turn													
Quick March													
Total Infractions													

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 21 per rank) – transfer to Master Score Sheet			

Comments:
















Signature of Line Judge: _____

ANNEX E

DRILL WITH ARMS COMPETITION INSPECTION JUDGE SCORE SHEET – Page 1

CORPS NAME: _____

DATE: _____ JUDGE: _____

Rear Rank							
							
Rank		Rank		Rank		Rank	
Total		Total		Total		Total	
Centre Rank							
							
Rank		Rank		Rank		Rank	
Total		Total		Total		Total	
Front Rank							
							
Rank		Rank		Rank		Rank	
Total		Total		Total		Total	
Guard Commander				Spares			
							
Rank				Rank		Rank	
Total				Total		Total	

ANNEX E

DRILL WITH ARMS 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 nd 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					

Comments:

Signature of Inspection Judge: _____

ANNEX F

DRILL WITH ARMS 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		

Comments:

Signature of Chief Judge: _____

ANNEX G

DRILL WITH ARMS COMPETITION GUARD COMMANDER SCORE SHEET – Page 1

CORPS NAME: _____

DATE: _____ JUDGE: _____

Compulsory Routine

- Guard Attention
- Guard Shoulder Arms
Marker
- Guard Fall In
- Guard Right Dress
Eyes Front
- Guard Shoulder Arms
- Guard To the Front Salute
- Guard Order Arms
- Guard Open Order March
- Guard Ground Arms
- Guard Take up Arms
- Guard Slope Arms
- Guard Order Arms
- Guard Slope Arms
- Guard Shoulder Arms
- Guard Slope Arms
- Guard Present Arms
- Guard Rest on your Arms Reverse
- Guard Present Arms
- Guard Shoulder Arms
- Guard Order Arms
Tallest on the right, shortest on the left in three ranks Size
- Guard Numbers
Even Numbers one Pace Step Back March
Number Ones Stand Fast, Odd Numbers Right, Even Numbers Left Turn
- Guard Reform Threes, Quick March
- Guard For Inspection Port Arms
- Guard Order Arms
- Guard Slope Arms
- Guard Change Arms

ANNEX G

DRILL WITH ARMS COMPETITION GUARD COMMANDER SCORE SHEET – Page 2

Guard Change Arms
Guard Shoulder Arms
Guard Order Arms
Guard Move to the Right in Threes Right Turn
Guard Move to the Left in Threes About Turn
Guard Right Incline
Guard Left Turn
Guard Left Incline
Guard Advance, About Turn
Guard Close Order March
Guard Right Dress
Eyes Front
Guard Move to the Right in Threes Right Turn
Guard Slope Arms
Guard By the Left, Quick March
Left Wheel
Left Wheel
By the Right
Guard To the Right Salute (For the Chief Judge)
Guard Move to the Left in Threes, About Turn
Right Wheel
Guard Leading Off Single File from the Left Remainder Mark Time
Right Wheel
Guard Reform Three's on the Right Front Rank Mark Time
Guard Forward
Right Wheel
Guard Move to the Right in Threes About Turn
By the Left
Guard Change Arms
Left Wheel
Guard Change Arms
Guard Mark Time
Guard Change step
Guard Forward
Left Wheel
Guard Advance Left Turn
By the Right
Guard Eyes Right (For the Chief Judge)
Guard Eyes Front
Guard Move to the Left in Threes Left Turn
By the Left
Left Wheel
Left Wheel

ANNEX G

DRILL WITH ARMS COMPETITION GUARD COMMANDER SCORE SHEET – Page 3

- Left Wheel
- Left Wheel
- Guard Move to the Right in Threes About Turn
- By the Right
- Right Wheel
- Right Wheel
- Guard Mark Time
- Guard Halt
- Guard At the Halt On the Left Form Squad
- Quick March
- Guard Right Dress
- Eyes Front
- Guard Move to the right in Threes Right Turn
- Guard By the Left Quick March

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			

Comments:

Signature of Chief Judge: _____

ANNEX H

DRILL WITH ARMS 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)	
Guard Commander (Annex H)	
Total Deductions	

Starting points 350

Total deductions _____

Final Total _____

Place Awarded: _____

Signature of Chief Judge: _____

ANNEX J

DRILL WITH ARMS COMPETITION GUARD COMMANDER EVALUATION

CORPS NAME: _____

DATE: _____ CHIEF JUDGE: _____

Uniform Inspection Score (from Annex E) Maximum 10

1ST COMPULSORY DRILL ROUTINE

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

2ND COMPULSORY DRILL ROUTINE

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

TOTAL SCORE Maximum 100

COMMENTS:

Signature of Chief Judge: _____