



REGIONAL CADET SUPPORT UNIT (CENTRAL)

CENTRAL REGION – CADET BAND AND DRILL COMPETITION MANUAL

2014-10-20

FOREWORD

1. The Central Region Cadet Band and Drill Competition Manual details rules and regulations governing the conduct of Cadet Band, Drill without Arms and Drill with Arms Competitions within Central Region.
2. This publication shall be used to conduct the Area (Detachment), and Regional competitions for sea, army and air cadets in Central Region.
3. Suggested changes to this document shall be forwarded in writing, to:

RC Music Trg O
Region Cadet Support Unit (Central)
Canadian Forces Base Borden
PO Box 1000 Stn Main
Borden ON L0M1C0
Email: ryan.lawrence@forces.gc.ca
4. Region Cadet Support Unit (Central) is the sole authority for issuing amendments to this publication.

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CHAPTER 1

DRILL WITHOUT ARMS COMPETITION

DRILL TEAM SIZE

1. A cadet drill without arms team shall consist of either ten (10), thirteen (13) or sixteen (16) cadets. One team member shall be designated the team captain, who may be of any rank. Any team not participating with ten (10), thirteen (13) or sixteen (16) cadets shall be assessed penalty points as detailed in the "Penalties" section below.

OFFICIALS

2. **Chief of competition.** The RC Music Trg O is appointed as the chief of competition and is the authority on all matters related to the competition.

3. Responsibilities include, but are not limited to:

- a. ensuring that the competition is conducted in a fair and correct manner;
- b. interpreting these rules;
- c. assessing penalties; and
- d. ruling on situations not stipulated in these rules.

4. **Chief judge.** One member will be employed as the chief judge for both the drill with and without arms competitions. The member must be a military officer familiar with Chapters 2 and 3 of A-PD-201-000-PT-000, *The Canadian Forces Manual of Drill and Ceremonial*; Chapter 2 of A-CR-CCP-053/PT-001, *Royal Canadian Sea Cadets Manual of Drill and Ceremonial*; and Central Region, *Lee Enfield Rifle Drill – Royal Canadian Sea, Army, and Air Cadets*.

5. The chief judge is responsible for:

- a. judging and marking the team captains;
- b. imposing penalties; and
- c. coordinating drill and inspection judges.

6. **Drill judges.** Two members will be employed as drill judges. They must be military personnel experienced in drill instruction. Responsible for judging and marking the performance of the drill sequence for each team.

7. **Inspection judges.** Two members will be employed as dress inspection judges. They must have knowledge of all cadet dress regulations. Responsible for inspecting and marking the dress and appearance of each team.

8. **Timekeeper.** One member will be employed as a timekeeper and is responsible for timing and determining the cadence of the drill sequence for each team.

9. **Statisticians.** Two members will be employed as statisticians responsible for tabulating and tracking the score for each team.

EQUIPMENT

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

- a. two stop watches,
- b. masking tape,
- c. flags / pylons for marking the drill area,
- d. tables and chairs for the judges, and
- e. parade square.

DRESS AND APPEARANCE

11. Dress for drill teams competing in the drill without arms competition shall be the cadets' training / duty dress as applicable to the following elemental orders of dress:

- a. Sea Cadets: C2;
- b. Army Cadets: C2 or H2; and
- c. Air cadets: C2.

12. In accordance with applicable elemental dress regulation CATOs (CATO 35-01 – Sea Cadet Dress Regulations, CATO 46-01 – Army Cadet Dress Regulations, CATO 55-04 – Air Cadet Dress Instructions), authorized optional items of dress may be worn at the corps / squadron's discretion. Any optional items of dress worn shall be inspected and marked as part of the team's dress inspection.

DRILL AREA

13. The drill area shall be marked off to accommodate the following:

- a. **Restricted-access area.** Area containing the judges' table at approximately the mid-point of one of the sides of the drill area.
- b. **Drill area.** Drill area is to be marked off to show outward limits of the drill area as well as spot marks for the right marker and the team captain.

DRESS INSPECTION

14. Each team shall be assigned a time for their dress inspection. It is recommended that the teams be formed up and ready for inspection at least five minutes prior to their assigned timing.
15. The team shall form up in the designated area at the open order march, ready for inspection. Teams standing by, not being inspected, shall be stood at ease by the team captain.
16. Upon arrival of the judges, the team captain shall bring the team to attention, approach the inspection judge, identify the team, and report that the team is ready for inspection.
17. Upon completion of the inspection, the team shall stand by, awaiting its instruction to march on for the drill sequence.
18. Drill teams must compete in exactly the same uniform in which they were inspected. No uniform item is to be added or removed after the dress inspection. Dress infractions can be added to a team's dress inspection score at any time during the competition.

COMPULSORY DRILL SEQUENCE

19. When called to compete, the team (including the team captain) shall march in threes to a position where they are standing in line with the right marker at the designated point opposite the judges table. The team is then dressed at the close order. These movements shall not be judged.
20. The team captain shall approach the chief judge, report the name of the drill team and request permission to proceed.
21. On receiving permission from the chief judge, the team captain shall then direct the team through the compulsory drill movements listed at Chapter 1, Annex A. These movements shall be performed in the sequence in which they are listed. The team is returned to its original position following completion of the movements.

SUPPLEMENTARY FREESTYLE DRILL ROUTINE

22. Each drill team shall perform a supplementary freestyle drill sequence for a minimum of four to a maximum of five minutes in duration. Teams should be able to provide a drill manoeuvring display as well as an entertaining show using various marching and drill sequences.

23. During the freestyle routine, the team captain may take part in all, a portion of, or not participate in any part of the demonstration.
24. Each team shall start its demonstration in the "line formation", facing the judges' table, in the centre of the competition area. After receiving permission to carry-on with the supplementary freestyle drill routine, the team captain will move their team in position, if required. They will also be permitted to place the team in the, "STAND AT EASE", "STAND EASY", position and ask the cadets to adjust their headdress and equipment, if required.
25. The command "RIGHT DRESS" will be given to start the supplementary freestyle drill routine. The team captain will be permitted to move position before this command is given, if so desired.
26. The Team Captain shall give the command "SQUAD RIGHT DRESS" again to end the sequence. The team captain will then request permission to depart the competition area.
27. The actual performance of the supplementary freestyle drill sequence shall be executed in silence and with no guidance from the team captain or from the team members. Only the normal noise from the contact of boots with the ground during drill movements shall be tolerated. The CALLING THE ROLL and NUMBERING movements are not permitted. Furthermore, members of the team are not permitted to CALL OUT THE TIME aloud when executing drill movements.

DRILL AUTHORITY

28. All drill movements of the supplementary freestyle drill routine shall be executed as per Chapters 2 and 3 of A-PD-201-000-PT-000, *The Canadian Forces Manual of Drill and Ceremonial* dated May, 2001.
29. No other forms of drill movements are permitted.

SCORING

30. The following will be scored:
 - a. **Dress.** Each inspection judge shall inspect independently. Each cadet shall be inspected visually, with each variance from correct dress or appearance scored as an infraction. The score sheet and scoring guide, located at Chapter 1, Annexes G and H, shall be used.
 - b. **Drill sequence.** Drill Judges shall evaluate independently. One point shall be deducted for each fault or infraction. Each drill judge shall score

using the score-sheets located at Chapter 1, Annex D and E. These scores shall be averaged and drill penalties will be deducted to arrive at the Drill Score.

- c. **Team captain.** The team captain shall be evaluated by the Chief Judge to include all reporting procedures. Evaluation shall include those characteristics listed in the score-sheet and scoring guide located at Chapter 1, Annex C. The score shall be out of 100 points and shall constitute the team captain Score.
- d. **Final score.** The Final Score shall be calculated using the following method:
 - (1) Dress inspection: 10% of final score
 - (2) Compulsory sequence: 60% of final score
 - (3) Freestyle routine: 25% of final score
 - (4) Time keeper: 5% of final score
 - (5) Team captain: scored (independently) out of 100

ADJUSTMENTS TO DRESS INSPECTION SCORE

31. To ensure that the dress inspection scores are equitable for drill teams of different sizes, the score will be calculated based on the number of infractions and the number of cadets inspected, as follows:

- a. multiply the number of infractions by the maximum permitted size of a drill team (16);
- b. divide by the actual size of the team being inspected;
- c. subtracted the resulting value from 100 to obtain the inspection score for each judge;
- d. The average of the two judges' inspection scores is the final inspection score for the team in question.

32. The minimum inspection score (from each dress judge) will not be less than zero. Should an inspection score, based on the number of infractions and the adjustment for team size result in a final score that is less than zero, the final inspection score for that judge will be rounded up to zero.

PENALTIES

33. Penalties are for specific infractions. Additional points shall not be deducted for an infraction for which penalty points have already been assigned.

	DESCRIPTION	PENALTY
a.	Late for scheduled inspection or competition timing	- 2 points per infraction
b.	Incorrect number of team members	- 1 point (per additional or missing member)
c.	Exceeding maximum time or falling short of minimum time allowance for freestyle routine	- 2 points
d.	Conduct contrary to good order and discipline (minor), including para 37, 38 e.g. inappropriate behaviour, lack of respect for other competitors, etc.	- 5 points for 1 st infraction, disqualification for 2 nd .
e.	Conduct contrary to good order and discipline (major), including para 36 e.g. disputing a judges decision, deliberately interfering with another team	Disqualification
<i>Note: Penalties may be awarded at any time during the drill competition (day / weekend) whether the team is currently competing or not.</i>		

34. In assessing penalties, the chief of competition or chief Judge may exercise discretion in exceptional cases.

RULES

35. No officer or other staff member shall accompany a drill team at any point once the team has marched on to compete.

36. The use of cue-cards or any similar visual aid by the team captain or any other team member is prohibited.

37. No verbal cue, visual prompt or gesture of any kind, intended to assist or prompt, is to be given to the team captain or drill team from any spectator once the team has marched on and until the freestyle routine is complete.

INTERPRETATION OF RULES

38. In any situation where no equitable solution can be found in the rules, the chief of competition (or, in his absence the chief judge) shall be empowered to make an ad hoc ruling which shall be binding.

CHALLENGES AND PROTESTS

39. All decisions made by the judges are final.
40. No form of appeal, challenge or protest is allowed. If questions arise concerning the application of the rules, they must be direct to the RC Music Trg O, in writing by the corps / squadron Commanding Officer within a week following the competition.
41. The judges' impartiality must not be questioned at any time. Any such allegations made by cadets or adult staff members will constitute a major infraction and may result in the team being disqualified from the competition.

AWARDS

42. Following the completion of each competition, all scores will be tabulated and teams / team captains will be ranked from the highest scoring to lowest scoring.
43. The top three drill teams and the top team captain, from each discipline (drill without and with arms) shall be identified and presented with a token of their achievement.
44. The team that has the highest dress score amongst all drill teams (drill without and with arms) shall also be identified and presented with a token of their achievement.

AWARD MARTIX			
DRILL TEAMS			
DRILL WITHOUT ARMS		DRILL WITH ARMS	
Podium Awards	Team Captain	Podium Awards	Team Captain
1 st Place	Top overall drill without arms team captain	1 st Place	Top overall drill with arms team captain
2 nd Place		2 nd Place	
3 rd Place		3 rd Place	
Best Dressed			
Best dressed drill team			

ADVANCEMENT

45. The top (1st place) drill without arms team and the top drill with arms team from each of the four area cadet detachments, shall be invited to compete in the central region band and drill competition.
46. Drill teams require a minimum overall score of 60% to advance to the regional competition regardless of their ranking against other drill teams in their area.

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COMPULSORY DRILL SEQUENCE – COMPLETE LIST OF ORDERS DRILL WITHOUT ARMS

Ref: A. A-PD-201-000/PT-000 Director History and Heritage 3-2. (2005). *The Canadian Forces Manual of Drill and Ceremonial*. Ottawa, ON: Department of National Defence.

Note: Reference number listed conform to the following:

A	-	1	-	29	-	a
Reference		Chapter		Para		Sub para

Note: Regardless of size, drill teams will form up in 3 ranks.

MARCH ON (NOT JUDGED)	
Ref	Order
A-3-15	“(CORPS / SQN NAME) DRILL WITHOUT ARMS TEAM, BY THE CENTRE, QUICK – MARCH”
A-3-52	“SQUAD – HALT” <i>Note: The halt shall be given approximately 10 paces before coming to the marking spot</i>
A-2-83	“RIGHT – DRESS”
A-2-84	“EYES – FRONT”

COMPULSORY DRILL SEQUENCE		
Squad Drill at the Halt		
Seq#	Ref	Exact Order
1.	A-2-97	“MARKER”
2.	A-2-99	“FALL - IN”
3.	A-2-108	“TALLEST ON THE RIGHT, SHORTEST ON THE LEFT, IN THREE RANKS – SIZE”
4.	A-2-109	“OPEN ORDER – MARCH”
5.	A-2-109	“SQUAD – NUMBER”
6.	A-2-110	“EVEN NUMBERS ONE PACE STEP BACK – MARCH”
7.	A-2-111	“NUMBER ONE STAND FAST; ODD NUMBERS RIGHT, EVEN NUMBERS LEFT – TURN”
8.	A-2-112	“REFORM THREES, QUICK – MARCH”
9.	A-2-83	“RIGHT – DRESS”
10.	A-2-84	“EYES – FRONT”
11.	A-2-39	“TO THE FRONT – SALUTE”
12.	A-2-26	“REMOVE – HEADDRESS”
13.	A-2-29	“STAND AT – EASE”
14.	A-2-30	“STAND – EASY”
15.	A-2-15	“SQUAD”
16.	A-2-18	“ATTEN – TION”
17.	A-2-33	“REPLACE – HEADDRESS”
18.	A-2-11	“STAND AT – EASE”
19.	A-2-13	“STAND – EASY”
20.	A-2-15	“SQUAD”
21.	A-2-18	“ATTEN – TION”
Squad Drill – Movements at the Halt		
Note: A-1-42 provides guidance on orders requiring a directing flank (cautionary) command.		
22.	A-2-47	“MOVE TO THE RIGHT IN THREES, RIGHT – TURN”
23.	A-2-47	“RETIRE, RIGHT – TURN”
24.	A-2-51	“ADVANCE, ABOUT – TURN”

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25.	A-2-49	"MOVE TO THE LEFT IN THREES, LEFT – TURN"
26.	A-2-51	"MOVE TO THE RIGHT IN THREES, ABOUT – TURN"
27.	A-2-49	"ADVANCE, LEFT – TURN"
28.	A-2-48	"RIGHT IN – CLINE"
29.	A-2-50	"LEFT IN – CLINE"
30.	A-2-56	"FOUR PACES LEFT CLOSE – MARCH"
31.	A-2-56	"FOUR PACES RIGHT CLOSE – MARCH"
32.	A-2-95	"CLOSE ORDER – MARCH"
33.	A-2-83	"RIGHT – DRESS"
34.	A-2-84	"EYES – FRONT"
35.	A-2-124	"FORM TWO – RANKS"
36.	A-2-86	"ELBOW DRESSING, RIGHT – DRESS"
37.	A-2-84	"EYES – FRONT"
38.	A-2-130	"REFORM THREE – RANKS"
39.	A-2-83	"RIGHT – DRESS"
40.	A-2-84	"EYES – FRONT"
41.	A-2-47	"MOVE TO THE RIGHT IN THREES, RIGHT – TURN"
Squad Drill – Movements on the March		
42.	A-3-15	"BY THE LEFT, QUICK – MARCH"
43.	A-3-55	"RIGHT – WHEEL"
44.	A-3-58	"BY THE LEFT"
45.	A-3-127	"MOVE TO THE LEFT IN THREES, ABOUT – TURN"
46.	A-3-108	"RETIRE, LEFT – TURN"
47.	A-3-89	"EYES – RIGHT"
48.	A-3-90	"EYES – FRONT"
49.	A-3-108	"MOVE TO THE RIGHT IN THREES, LEFT – TURN"
50.	A-3-55	"LEFT – WHEEL"
51.	A-3-58	"BY THE LEFT"
52.	A-3-69	"CHANGE – STEP"
53.	A-3-55	"LEFT – WHEEL"
54.	A-3-58	"BY THE LEFT"
55.	A-3-110	"LEFT IN – CLINE"
56.	A-3-116	"RIGHT IN – CLINE"
57.	A-3-55	"LEFT – WHEEL"
58.	A-3-58	"BY THE LEFT"
59.	A-3-86	"TO THE RIGHT – SALUTE"
60.	A-3-55	"LEFT – WHEEL"
61.	A-3-58	"BY THE LEFT"
62.	A-3-131	"CHANGE TO DOUBLE TIME, DOUBLE – MARCH"
63.	A-3-55	"LEFT – WHEEL"
64.	A-3-58	"BY THE LEFT"
65.	A-3-132	"CHANGE TO QUICK TIME, QUICK – MARCH"
66.	A-3-55	"LEFT – WHEEL"
67.	A-3-58	"BY THE LEFT"
68.	A-3-55	"LEFT – WHEEL"
69.	A-3-58	"BY THE LEFT"
70.	A-3-136	"CHANGE TO SLOW TIME, SLOW – MARCH"
71.	A-3-95	"ADVANCE, LEFT – TURN"
72.	A-3-97	"LEFT IN – CLINE"
73.	A-3-103	"RIGHT IN – CLINE"
74.	A-3-40	"MARK – TIME"
75.	A-3-43	"SQUAD – HALT"
76.	A-3-45	"SLOW MARK – TIME"

77.	A-3-42	"FOR – WARD"
78.	A-3-30	"SQUAD – HALT"
79.	A-3-26	"BY THE RIGHT, SLOW – MARCH"
80.	A-3-121	"RETIRE ABOUT – TURN"
81.	A-3-130	"CHANGE TO QUICK TIME, QUICK – MARCH"
82.	A-3-114	"MOVE TO THE LEFT IN THREES, RIGHT – TURN"
83.	A-3-55	"RIGHT – WHEEL"
84.	A-3-58	"BY THE RIGHT"
85.	A-3-127	"MOVE TO THE RIGHT IN THREES, ABOUT – TURN"
86.	A-3-49	"MARK – TIME"
87.	A-3-52	"SQUAD – HALT"
88.	A-3-150	"AT THE HALT, ON THE LEFT, FORM – SQUAD"
89.	A-3-151	"QUICK – MARCH"
90.	A-2-83	"RIGHT – DRESS"
91.	A-2-84	"EYES – FRONT"

Note: Drill team captain shall wait for a visual cue from the chief judge before carrying on with their supplementary freestyle drill routine.

SUPPLEMENTARY FREESTYLE DRILL SEQUENCE		
92.	A-2-83	"RIGHT – DRESS" (Starts supplementary freestyle drill routine)
93.	A-2-84	"EYES – FRONT"
Supplementary freestyle drill routine of not less than 4 minutes and not more than 5 minutes in duration.		
94.	A-2-83	"RIGHT – DRESS"
95.	A-2-84	"EYES – FRONT" (Ends supplementary freestyle drill routine)

MARCH OFF (NOT JUDGED)	
Ref	Exact Order
A-2-47	"(CORPS / SQN NAME) DRILL WITHOUT ARMS TEAM, MOVE TO THE RIGHT IN THREES, RIGHT – TURN"
A-3-15	"BY THE LEFT, QUICK – MARCH"

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DIAGRAM OF COMPULSORY DRILL SEQUENCE DRILL WITHOUT ARMS

The following diagrams are only provided to illustrate the sequence of the drill movements for the compulsory drill sequence. Please note: diagrams are not to scale.

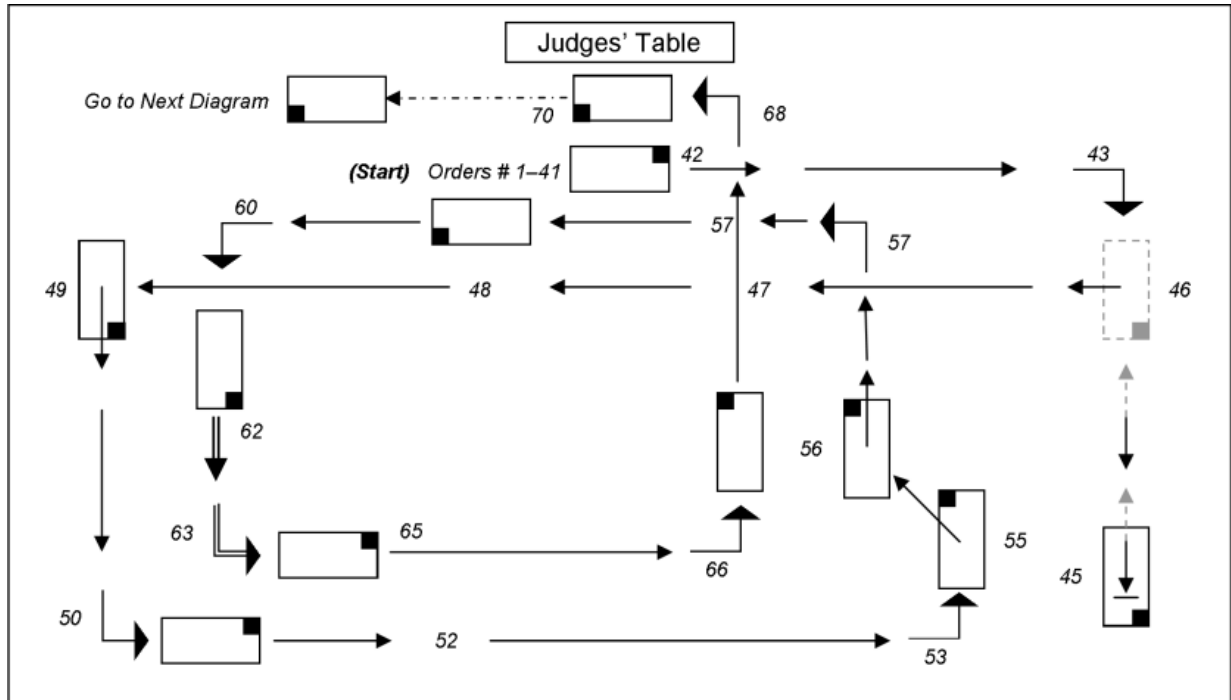


Figure 1B-1 Diagram of compulsory drill sequence (drill without arms) 1

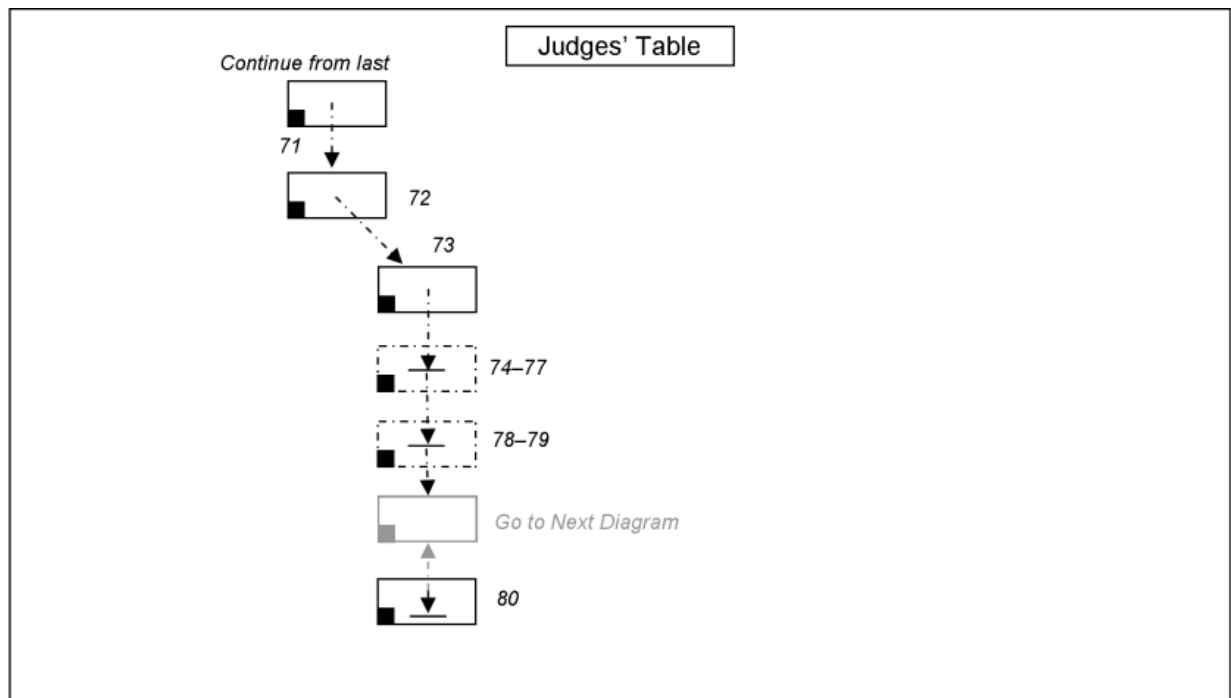


Figure 1B-2 Diagram of compulsory drill sequence (drill without arms) 2

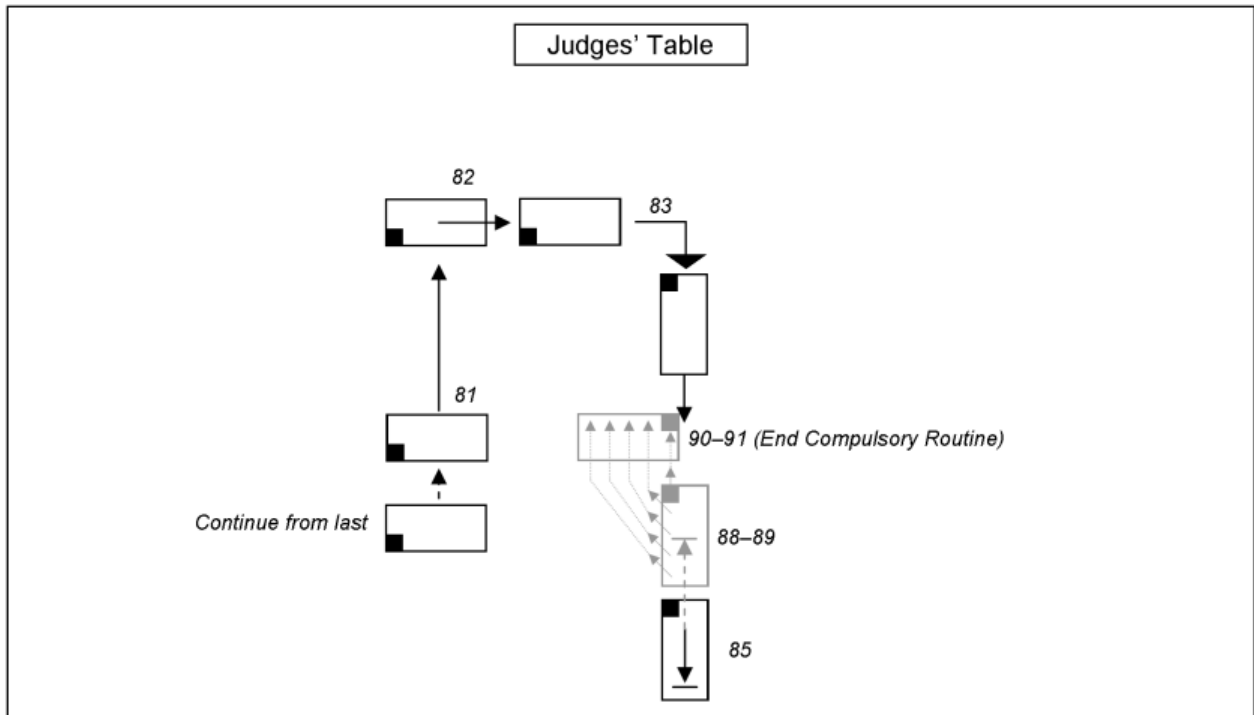


Figure 1B-3 Diagram of compulsory drill sequence (drill without arms) 3

CHIEF JUDGE SCORE SHEET- DRILL TEAM CAPTAIN EVALUATION

Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

TEAM CAPTAIN EVALUATION

Items for Evaluation	Penalty	# of Infractions	Score
Word of command (delivery) -Clear & distinct -Correctness	- 1 pt / error		/ 24
Ability to control team -Deduct for orders omitted or out of sequence. -Deduct for extra movements (non-correcting)	- 1 pt / omission - 1 pt / error seq /ex		/ 36
Appearance and Bearing -Observe deportment of team captain	- 1 pt / infraction		/ 15
Confidence -Leadership qualities -Ability to observe and correct errors of command or movements	Comments:		/ 15
Reporting -Manner when reporting to chief judge.	Comments:		/ 10
		Total Score:	/ 100

Comments:

 (Signature)

Notes:

- Review evaluation with drill judges prior to finalizing.

PENALTY RECORD

Use the table below to document penalties that will be deducted from the band's overall score.

Penalty	Details	Penalty Points
<i>Example only:</i> Incorrect # of team members	Team of 15 (including team Capt) vice required 16	-1

Refer to Chapter 1 para 34 for penalty details.

DRILL SCORE SHEET – COMPULSORY SEQUENCE DRILL WITHOUT ARMS TEAMS

Corps / Sqn: _____ Date: _____

Judge: _____ Team size: _____
(Including team captain)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

MARCH ON (NOT JUDGED)	
Ref	Order
A-3-15	"(CORPS / SQN NAME) DRILL TEAM WITHOUT ARMS, BY THE CENTRE, QUICK – MARCH"
A-3-52	"SQUAD – HALT" <i>Note: The halt shall be given approx 10 paces before coming to the marking spot</i>
A-2-83	"RIGHT – DRESS"
A-2-84	"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 sequence". **(START TIMING)**

COMPULSORY DRILL SEQUENCE							
Squad Drill at the Halt							
Seq #:	Reference:	Exact order:	Score				
			0	2	3	4	5
1.	A-2-97	"MARKER"	0	1	2	3	4
2.	A-2-99	"FALL - IN"	0	1	2	3	4
3.	A-2-108	"TALLEST ON THE RIGHT, SHORTEST ON THE LEFT, IN THREE RANKS – SIZE"	0	1	2	3	4
4.	A-2-109	"OPEN ORDER – MARCH"	0	1	2	3	4
5.	A-2-109	"SQUAD – NUMBER"	0	1	2	3	4
6.	A-2-110	"EVEN NUMBERS ONE PACE STEP BACK – MARCH"	0	1	2	3	4
7.	A-2-111	"NUMBER ONE STAND FAST; ODD NUMBERS RIGHT, EVEN NUMBERS LEFT – TURN"	0	1	2	3	4
8.	A-2-112	"REFORM THREES, QUICK – MARCH "	0	1	2	3	4
9.	A-2-83	"RIGHT – DRESS"	0	1	2	3	4
10.	A-2-84	"EYES – FRONT"	0	1	2	3	4
11.	A-2-39	"TO THE FRONT – SALUTE"	0	1	2	3	4

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Seq #:	Reference:	Exact order:	Score					
			0	2	3	4	5	5
12.	A-2-26	“REMOVE – HEADDRESS”	0	1	2	3	4	5
13.	A-2-29	“STAND AT – EASE”	0	1	2	3	4	5
14.	A-2-30	“STAND – EASY”	0	1	2	3	4	5
15.	A-2-15	“SQUAD”	0	1	2	3	4	
16.	A-2-18	“ATTEN – TION”	0	1	2	3	4	5
17.	A-2-33	“REPLACE – HEADDRESS”	0	1	2	3	4	5
18.	A-2-11	“STAND AT – EASE”	0	1	2	3	4	5
19.	A-2-13	“STAND – EASY”	0	1	2	3	4	5
20.	A-2-15	“SQUAD”	0	1	2	3	4	
21.	A-2-18	“ATTEN – TION”	0	1	2	3	4	5
Score:						/ 100		
Squad Drill – Movements at the Halt								
22.	A-2-47	“MOVE TO THE RIGHT IN THREES, RIGHT – TURN”	0	1	2	3	4	5
23.	A-2-47	“RETIRE, RIGHT – TURN”	0	1	2	3	4	5
24.	A-2-51	“ADVANCE, ABOUT – TURN”	0	1	2	3	4	5
25.	A-2-49	“MOVE TO THE LEFT IN THREES, LEFT – TURN”	0	1	2	3	4	5
26.	A-2-51	“MOVE TO THE RIGHT IN THREES, ABOUT – TURN”	0	1	2	3	4	5
27.	A-2-49	“ADVANCE, LEFT – TURN”	0	1	2	3	4	5
28.	A-2-48	“RIGHT IN – CLINE”	0	1	2	3	4	5
29.	A-2-50	“LEFT IN – CLINE”	0	1	2	3	4	5
30.	A-2-56	“FOUR PACES LEFT CLOSE – MARCH”	0	1	2	3	4	5
31.	A-2-56	“FOUR PACES RIGHT CLOSE – MARCH”	0	1	2	3	4	5
32.	A-2-95	“CLOSE ORDER – MARCH”	0	1	2	3	4	5
33.	A-2-83	“RIGHT – DRESS”	0	1	2	3	4	5
34.	A-2-84	“EYES – FRONT”	0	1	2	3	4	5
35.	A-2-124	“FORM TWO – RANKS”	0	1	2	3	4	5
36.	A-2-86	“ELBOW DRESSING, RIGHT – DRESS”	0	1	2	3	4	5

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Seq #:	Reference:	Exact order:	Score					
			0	2	3	4	5	5
37.	A-2-84	“EYES – FRONT”	0	1	2	3	4	5
38.	A-2-130	“REFORM THREE – RANKS”	0	1	2	3	4	5
39.	A-2-83	“RIGHT – DRESS”	0	1	2	3	4	5
40.	A-2-84	“EYES – FRONT”	0	1	2	3	4	5
41.	A-2-47	“MOVE TO THE RIGHT IN THREES, RIGHT – TURN”	0	1	2	3	4	5
Score:							/ 100	
Squad Drill – Movements on the March								
42.	A-3-15	“BY THE LEFT, QUICK – MARCH”	0	1	2	3	4	5
43.	A-3-55	“RIGHT – WHEEL”	0	1	2	3	4	5
44.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
45.	A-3-127	“MOVE TO THE LEFT IN THREES, ABOUT – TURN”	0	1	2	3	4	5
46.	A-3-108	“RETIRE, LEFT – TURN”	0	1	2	3	4	5
47.	A-3-89	“EYES – RIGHT”	0	1	2	3	4	5
48.	A-3-90	“EYES – FRONT”	0	1	2	3	4	5
49.	A-3-108	“MOVE TO THE RIGHT IN THREES, LEFT – TURN”	0	1	2	3	4	5
50.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
51.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
52.	A-3-69	“CHANGE – STEP”	0	1	2	3	4	5
53.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
54.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
55.	A-3-110	“LEFT IN – CLINE”	0	1	2	3	4	5
56.	A-3-116	“RIGHT IN – CLINE”	0	1	2	3	4	5
57.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
58.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
59.	A-3-86	“TO THE RIGHT – SALUTE”	0	1	2	3	4	5
60.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
61.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5

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Seq #:	Reference:	Exact order:	Score					
			0	2	3	4	5	5
62.	A-3-131	“CHANGE TO DOUBLE TIME, DOUBLE – MARCH”	0	1	2	3	4	5
63.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
64.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
65.	A-3-132	“CHANGE TO QUICK TIME, QUICK – MARCH”	0	1	2	3	4	5
66.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
67.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
68.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
69.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
70.	A-3-136	“CHANGE TO SLOW TIME, SLOW – MARCH”	0	1	2	3	4	5
71.	A-3-95	“ADVANCE, LEFT – TURN”	0	1	2	3	4	5
72.	A-3-97	“LEFT IN – CLINE”	0	1	2	3	4	5
73.	A-3-103	“RIGHT IN – CLINE”	0	1	2	3	4	5
74.	A-3-40	“MARK – TIME”	0	1	2	3	4	5
75.	A-3-43	“SQUAD – HALT”	0	1	2	3	4	5
76.	A-3-45	“SLOW MARK – TIME”	0	1	2	3	4	5
77.	A-3-42	“FOR – WARD”	0	1	2	3	4	5
78.	A-3-30	“SQUAD – HALT”	0	1	2	3	4	5
79.	A-3-26	“BY THE RIGHT, SLOW – MARCH”	0	1	2	3	4	5
80.	A-3-121	“RETIRE ABOUT – TURN”	0	1	2	3	4	5
81.	A-3-130	“CHANGE TO QUICK TIME, QUICK – MARCH”	0	1	2	3	4	5
82.	A-3-114	“MOVE TO THE LEFT IN THREES, RIGHT – TURN”	0	1	2	3	4	5
83.	A-3-55	“RIGHT – WHEEL”	0	1	2	3	4	5
84.	A-3-58	“BY THE RIGHT”	0	1	2	3	4	5
85.	A-3-127	“MOVE TO THE RIGHT IN THREES, ABOUT – TURN”	0	1	2	3	4	5
86.	A-3-49	“MARK – TIME”	0	1	2	3	4	5
87.	A-3-52	“SQUAD – HALT”	0	1	2	3	4	5
88.	A-3-150	“AT THE HALT, ON THE LEFT, FORM – SQUAD”	0	1	2	3	4	5

Seq #:	Reference:	Exact order:	Score					
			0	2	3	4	5	5
89.	A-3-151	“QUICK – MARCH”	0	1	2	3	4	5
90.	A-2-83	“RIGHT – DRESS”	0	1	2	3	4	5
91.	A-2-84	“EYES – FRONT” (<i>STOP TIMING</i>)	0	1	2	3	4	5
Score:							/ 250	

Total Score:	/ 450
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Note: Drill team captain shall wait for a visual cue from the chief judge before carrying on with their Supplementary freestyle drill sequence, there is no need to report to the chief judge to request permission.

SUPPLEMENTARY FREESTYLE DRILL SEQUENCE (4 - 5 min)		
92.	A-2-83	“RIGHT – DRESS” (<i>START TIMING</i>)
93.	A-2-84	“EYES – FRONT”
Supplementary freestyle drill routine		
94.	A-2-83	“SQUAD RIGHT – DRESS”
95.	A-2-84	“EYES – FRONT” (<i>STOP TIMING</i>)

Report
“(rank) (Surname) reporting compulsory and supplementary freestyle drill sequences complete. Permission to carry on, Sir / Ma’am?”.

MARCH OFF (NOT JUDGED)	
Ref	Exact Order
A-2-47	“(CORPS / SQN NAME) DRILL WITHOUT ARMS TEAM, MOVE TO THE RIGHT IN THREES, RIGHT – TURN”
A-3-15	“BY THE LEFT, QUICK – MARCH”

Comments: <div style="text-align: right; margin-top: 50px;"> _____ (Signature) </div>
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DRILL SCORE SHEET – SUPPLEMENTARY FREESTYLE DRILL ROUTINE

Corps / Sqn: _____ Date: _____

Judge: _____

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

Items for Evaluation	Score										Totals
	1	2	3	4	5	6	7	8	9	10	
DEMONSTRATION											
Quality	1	2	3	4	5	6	7	8	9	10	
Continuity	1	2	3	4	5	6	7	8	9	10	
Precision	1	2	3	4	5	6	7	8	9	10	
Simultaneous / uniform movements	1	2	3	4	5	6	7	8	9	10	
Dressing	1	2	3	4	5	6	7	8	9	10	
Score:										/ 50	
Comments:											
CHOREOGRAPHY											
Quality	1	2	3	4	5	6	7	8	9	10	
Originality	1	2	3	4	5	6	7	8	9	10	
Variety	1	2	3	4	5	6	7	8	9	10	
Complexity	1	2	3	4	5	6	7	8	9	10	
Degree of exposure to error	1	2	3	4	5	6	7	8	9	10	
Use of competition area	1	2	3	4	5	6	7	8	9	10	
Capacity of creating an emotion	1	2	3	4	5	6	7	8	9	10	
Score:										/ 70	
Comments:											

TIME KEEPER SCORE SHEET – DRILL TEAMS

Corps / Sqn: _____ Date: _____

Judge: _____

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

OVERALL PERFORMANCE	Score (subtract)										Total	Notes
	10	9	8	7	6	5	4	3	2	1		
Timings: (-2 pt for each 10 sec over / under time to a max of 10 pt)												
a. Compulsory drill sequence: ___min___sec	10	9	8	7	6	5	4	3	2	1		Compulsory drill sequence (Max : 20 min)
b. Supplementary freestyle drill routine: ___min___sec	10	9	8	7	6	5	4	3	2	1		Supplementary freestyle drill routine (Min: 4 min – Max: 5 min)
Score: / 20												
FOOT DRILL FUNDAMENTALS	Score					Total	Notes					
	1	2	3	4	5							
Cadence:												
a. Quick march: ___PPM	1	2	3	4	5		See end note for scoring matrix.					
b. Slow march: ___PPM	1	2	3	4	5							
c. Double Time march: ___PPM	1	2	3	4	5							
Pace (Length):												
d. Quick / slow / double march, stepping out / short, side pace.	1	2	3	4	5		See end note for reference.					
Score: / 20												

Total Score: / 40

Comments:

 (Signature)

TIMEKEEPER / SCOREKEEPER						
Timings: Compulsory drill sequence (Max: 20 min):		Start timing:	On final salute on the first report.			
		End timing:	Eyes front (Seq # 91).			
Supplementary freestyle drill routine (Min: 4 min, max: 5 min):		Start timing:	Right dress command (Seq # 92).			
		End timing:	Eyes front (Seq # 95).			
SCORING MATRIX FOR CADENCE (Paces Per Minute (PPM))						
Quick March		Slow March		Double Time March		Mark
120		60		180		5
115 - 119	121 - 125	55 - 59	61 - 65	175 - 179	181 - 185	4
105 - 114	126 - 135	50 - 54	66 - 70	165 - 174	186 - 190	3
100 - 104	136 - 140	45 - 49	71 - 75	160 - 164	191 - 195	2
95 - 99	141 - 145	40 - 44	76 - 80	155 - 159	196 - 200	1
< 95	> 145	< 40	> 80	< 155	> 200	0
<i>*Note: Take each cadence once. To determine cadence: # of paces in 15 sec X 4 = PPM</i>						
LENGTH OF PACE						
Quick / Slow March	Double Time March	Step Short	Stepping Out	Side Pace		
30 in (75 cm)	40 in (100 cm)	21 in (55 cm)	33 in (85 cm)	10 in (25 cm)		
<i>Note: As it is not possible to accurately measure the length of pace the drill team takes while competing, use best judgment based on visual observations and the cadets' stride relative to each type of pace.</i>						

DRESS INSPECTION SCORE SHEET – DRILL TEAMS

Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

Judging

1. Cross out unused ranks / files.
2. Indicate each infraction by entering the code next to the corresponding cadet in the table below.



DRESS INFRACTION CODES		SCORE
Code	Description	
1	Lint / dirt / threads	<p>Total number of infractions: _____</p> <p>1. Multiply by 16 2. Divide by team size 3. Subtract from 100</p> <p>FINAL DRESS INSPECTION SCORE:</p> <p style="text-align: center;">_____</p> <p style="text-align: center;">100</p>
2	Un-pressed uniform	
3	Fit of uniform: pants / jacket too long, short, etc.	
4	Headdress: worn incorrectly, un-pressed, tattered, chin-stay, cap badge, tally missing, askew, dirty, etc.	
5	Improper position of badges	
6	Boots: dirty, not shined, laced improperly, etc.	
7	Grooming: haircut / facial hair / makeup / earrings	
8	Mandatory uniform parts missing: tie, headdress, belt, etc.	
9	Unauthorized items worn: pins, badges, accoutrements, etc.	
10	Uniformity: missing or additional uniform items, individual cadet(s) not in correct order of dress (C2).	
11	Gators: dirty, worn incorrectly, etc.	
12	Unsatisfactory deportment / bearing	
<i>Note:</i> See reverse for notes to dress judges		
<i>Comments:</i>		
		_____ (Signature)

Notes to Dress Judges

1. Judges are to inspect cadets' dress visually. No measuring device (e.g. ruler, finger, etc.) will be used to verify the position or spacing of badges or other uniform items.
2. Cadets will not be asked to move or remove any uniform item so that a different item may be inspected. For example, a cadet haircut will be inspected with their headdress on.
3. Infractions will only be assessed for dress variations that are specified in the "dress infraction codes" table. If a dress infraction is not listed in the table, it will not be scored.
4. Each dress infraction code will only be assessed once per cadet.
5. Code 10: With the exception of signs of rank / position (e.g. sashes) if optional items of dress are worn, such as name tags, all band / team members must wear them to remain in uniformity. Points are to be deducted from the minority (e.g. if ten members are wearing name tags and five are not, only the five are to be penalized).

DRESS INSPECTION SCORE SHEET – DRILL TEAMS (HIGHLAND DRESS)

Date: _____
Corps / Sqn: _____

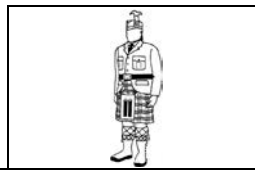
Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of Drill: Without Arms With Arms Team Size: _____
(Circle one) (Including team captain)

Judging

1. Cross out unused ranks / files.
2. Indicate each infraction by entering the code next to the corresponding cadet in the table below.



DRESS INFRACTION CODES		SCORE
Code	Description	
1	Lint / dirt / threads	Total number of infractions: _____ 1. Multiply by 16 2. Divide by team size 3. Subtract from 100 FINAL DRESS INSPECTION SCORE _____ 100
2	Un-pressed uniform	
3	Fit of uniform: kilt / jacket too long, short, etc.	
4	Headdress: worn incorrectly, un-pressed, tattered tails, cap badge missing, askew, dirty, etc.	
5	Improper position of badges	
6	Boots / shoes: dirty, not shined, laced improperly, etc.	
7	Grooming: haircut / facial hair / makeup / earrings	
8	Mandatory uniform parts missing: tie, headdress, belt, etc.	
9	Unauthorized items worn: pins, badges, accoutrements, etc.	
10	Uniformity: missing or additional uniform items, individual cadet(s) not in correct order of dress (H2).	
11	Hoes, Spats, Flashes: dirty, worn incorrectly, un-pressed, etc.	
12	Unsatisfactory deportment / bearing	
Note: See reverse for notes to dress judges		
Comments:		_____ (Signature)

Notes to Dress Judges

1. Judges are to inspect cadets' dress visually. No measuring device (ruler, finger, etc.) will be used to verify the position or spacing of badges or other uniform items.
2. Cadets will not be asked to move or remove any uniform item so that a different item may be inspected. For example, a cadet haircut will be inspected with their headdress on.
3. Infractions will only be assessed for dress variations that are specified in the "dress infraction codes" table. If a dress infraction is not listed in the table, it will not be scored.
4. Each dress infraction code will only be assessed once per cadet.
5. Code 10: With the exception of signs of rank / position (e.g. sashes) if optional items of dress are worn, such as name tags, all band / team members must wear them to remain in uniformity. Points are to be deducted from the minority (e.g. if ten members are wearing name tags and five are not, only the five are to be penalized).

CHAPTER 2

DRILL WITH ARMS COMPETITION

DRILL TEAM SIZE

1. A cadet drill without arms team shall consist of either ten (10), thirteen (13) or sixteen (16) cadets. One team member shall be designated the team captain, who may be of any rank. Any team not participating with ten (10), thirteen (13) or sixteen (16) cadets shall be assessed penalty points as detailed in the "Penalties" section below.

OFFICIALS

2. **Chief of competition.** The RC Music Trg O is appointed as the chief of competition and is the authority on all matters related to the competition.

3. Responsibilities include, but are not limited to:

- a. ensuring that the competition is conducted in a fair and correct manner;
- b. interpreting these rules;
- c. assessing penalties; and
- d. ruling on situations not stipulated in these rules.

4. **Chief Judge.** One member will be employed as the Chief Judge for both the drill with and without arms competitions. The member must be a military officer familiar with Chapters 2 and 3 of A-PD-201-000-PT-000, *The Canadian Forces Manual of Drill and Ceremonial*; Chapter 2 of A-CR-CCP-053/PT-001, *Royal Canadian Sea Cadets Manual of Drill and Ceremonial*; and Central Region, *Lee Enfield Rifle Drill – Royal Canadian Sea, Army, and Air Cadets*.

5. The chief judge is responsible for:

- a. judging and marking the team captains;
- b. imposing penalties; and
- c. coordinating drill and inspection judges.

6. **Drill judges.** Two members will be employed as drill judges. They must be military personnel experienced in drill instruction. Responsible for judging and marking the performance of the drill sequence for each team.

7. **Inspection judges.** Two members will be employed as dress inspection judges. They must have knowledge of all cadet dress regulations. Responsible for inspecting and marking the dress and appearance of each team.

8. **Timekeeper.** One member will be employed as a timekeeper and is responsible for timing and determining the cadence of the drill sequence for each team.

9. **Statisticians.** Two members will be employed as statisticians responsible for tabulating and tracking the score for each team.

EQUIPMENT

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

- a. two stop watches,
- b. masking tape,
- c. flags / pylons for marking the drill area,
- d. tables and chairs for the judges, and
- e. parade square.

DRESS AND APPEARANCE

11. Dress for drill teams competing in the drill without arms competition shall be the cadets' training / duty dress as applicable to the following elemental orders of dress:

- a. Sea Cadets: C2 with Webbing (Ref CATO 35-01 Annex E Para 22);
- b. Army Cadets: C2 or H2; and
- c. Air cadets: C2.

12. In accordance with applicable elemental dress regulation CATOs (CATO 35-01 – Sea Cadet Dress Regulations, CATO 46-01 – Army Cadet Dress Regulations, CATO 55-04 – Air Cadet Dress Instructions), authorized optional items of dress may be worn at the corps / squadron's discretion. Any optional items of dress worn shall be inspected and marked as part of the team's dress inspection.

DRILL AREA

13. The drill area shall be marked off to accommodate the following:

- a. **Restricted-access area.** Area containing the judges' table at approximately the mid-point of one of the sides of the drill area.
- b. **Drill area.** Drill area is to be marked off to show outward limits of the drill area as well as spot marks for the right marker and the team captain.

DRESS INSPECTION

14. Each team shall be assigned a time for their dress inspection. It is recommended that the teams be formed up and ready for inspection at least five minutes prior to their assigned timing.
15. The team shall form up in the designated area at the open order march, ready for inspection. Teams standing by, not being inspected, shall be stood at ease by the team captain.
16. Upon arrival of the judges, the team captain shall bring the team to attention, approach the inspection judge, identify the team, and report that the team is ready for inspection.
17. Upon completion of the inspection, the team shall stand by, awaiting its instruction to march on for the drill sequence.
18. Drill teams must compete in exactly the same uniform in which they were inspected. No uniform item is to be added or removed after the dress inspection. Dress infractions can be added to a team's dress inspection score at any time during the competition.
19. Note: Teams are not required to be under arms during the dress inspection.

COMPULSORY DRILL SEQUENCE

20. When called to compete, the team (including the team captain) shall march in threes to a position where they are standing in line with the right marker at the designated point opposite the judges table. The team is then dressed at the close order. These movements shall not be judged.
21. The team captain shall approach the chief judge, report the name of the drill team and request permission to proceed.
22. On receiving permission from the chief judge, the team captain shall then direct the team through the compulsory drill movements listed at Chapter 2, Annex A. These movements shall be performed in the sequence in which they are listed. The team is returned to its original position following completion of the movements.

SUPPLEMENTARY FREESTYLE DRILL ROUTINE

23. Each drill team shall perform a supplementary freestyle drill sequence for a minimum of four to a maximum of five minutes in duration. Teams should be able to provide a drill manoeuvring display as well as an entertaining show using various marching and drill sequences.
24. During the freestyle routine, the team captain may take part in all, a portion of, or not participate in any part of the demonstration.
25. Each team shall start its demonstration in the "line formation", facing the judges' table, in the centre of the competition area. After receiving permission to carry-on with the supplementary freestyle drill routine, the team captain will move their team in position, if required. They will also be permitted to place the team in the, "STAND AT EASE", "STAND EASY", position and ask the cadets to adjust their headdress and equipment, if required.
26. The command "RIGHT DRESS" will be given to start the supplementary freestyle drill routine. The team captain will be permitted to move position before this command is given, if so desired.
27. The Team Captain shall give the command "SQUAD RIGHT DRESS" again to end the sequence. The team captain will then request permission to depart the competition area.
28. The actual performance of the supplementary freestyle drill sequence shall be executed in silence and with no guidance from the team captain or from the team members. Only the normal noise from the contact of boots with the ground during drill movements shall be tolerated. The CALLING THE ROLL and NUMBERING movements are not permitted. Furthermore, members of the team are not permitted to CALL OUT THE TIME aloud when executing drill movements.

REPORTING PROCEDURES

29. For the dress inspection, drill teams shall report without arms.
30. For the compulsory sequence and supplementary freestyle routine, drill teams shall report (with arms) at the "order arms" as indicated in Chapter 2, Annex A.

DRILL AUTHORITY

31. All drill movements of the supplementary freestyle drill routine shall be executed as per:
- a. Chapters 2 and 3 of A-PD-201-000-PT-000, *The Canadian Forces Manual of Drill and Ceremonial* dated May, 2001;
 - b. Chapter 2 of A-CR-CCP-053/PT-001, *Royal Canadian Sea Cadets Manual of Drill and Ceremonial*; and
 - c. Central Region, *Lee Enfield Rifle Drill – Royal Canadian Sea, Army, and Air Cadets*.
32. No other forms of drill movements are permitted.

USE OF BAYONETS

33. For the purpose of the Central Region Drill with Arms Competitions, bayonets will not be used during either the compulsory sequences or supplementary freestyle routine.

RIFLES

34. Only deactivated “drill purpose” (DP) rifles are to be used.
35. Detachments will indicate if individual corps / squadrons will have to provide their own DP rifles for area competitions.
36. A set of DP rifles will be supplied by RCSU Central for the Central Region Band and Drill Competition (Regional Level).
37. With the exception of a dress white, webbing or plastic sling NO modification are to be made to DP Rifles used in the competitions.
38. All members of the team shall carry a DP rifle with the exception of the Team Captain.
39. Only issued, DP Lee-Enfield rifles (.303 or .22) are to be used during the competitions.

SCORING

40. The following will be scored:
- a. **Dress.** Each inspection judge shall inspect independently. Each cadet shall be inspected visually, with each variance from correct dress or appearance scored as an infraction. The score sheet and scoring guide, located at Chapter 1, Annexes G and H, shall be used.
 - b. **Drill sequence.** Drill Judges shall evaluate independently. One point shall be deducted for each fault or infraction. Each drill judge shall score using the score-sheets located at Chapter 2, Annex D and E. These scores shall be averaged and drill penalties will be deducted to arrive at the Drill Score.
 - c. **Team captain.** The team captain shall be evaluated by the Chief Judge to include all reporting procedures. Evaluation shall include those characteristics listed in the score-sheet and scoring guide located at Chapter 2, Annex C. The score shall be out of 100 points and shall constitute the team captain Score.
 - d. **Final score.** The Final Score shall be calculated using the following method:
 - (1) Dress inspection: 10% of final score
 - (2) Compulsory sequence: 60% of final score
 - (3) Freestyle routine: 25% of final score
 - (4) Time keeper: 5% of final score
 - (5) Team captain: scored (independently) out of 100

ADJUSTMENTS TO DRESS INSPECTION SCORE

41. To ensure that the dress inspection scores are equitable for drill teams of different sizes, the score will be calculated based on the number of infractions and the number of cadets inspected, as follows:
- a. multiply the number of infractions by the maximum permitted size of a drill team (16);
 - b. divide by the actual size of the team being inspected;

- c. subtracted the resulting value from 100 to obtain the inspection score for each judge;
- d. The average of the two judges inspection scores is the final inspection score for the team in question.

42. The minimum inspection score (from each dress judge) will not be less than zero. Should an inspection score, based on the number of infractions and the adjustment for team size result in a final score that is less than zero, the final inspection score for that judge will be rounded up to zero.

PENALTIES

43. Penalties are for specific infractions. Additional points shall not be deducted for an infraction for which penalty points have already been assigned.

	Description	Penalties
a.	Late for scheduled inspection or competition timing	- 2 points per infraction
b.	Incorrect number of team members	- 1 point (per additional or missing member)
c.	Exceeding maximum time or falling short of minimum time allowance for freestyle routine	- 2 points
d.	Conduct contrary to good order and discipline (minor), including paras 46, 47 e.g. inappropriate behaviour, lack of respect for other competitors.	- 5 points for 1 st infraction, disqualification for 2 nd .
e.	Conduct contrary to good order and discipline (major), including para 45 e.g. disputing a judges decision, deliberately interfering with another team	Disqualification
<i>Note: Penalties may be awarded at any time during the drill competition (day / weekend) whether the team is currently competing or not.</i>		

44. Note: In assessing penalties, the chief of competition or chief Judge may exercise discretion in exceptional cases.

RULES

45. No officer or other staff member shall accompany a drill team at any point once the team has marched on to compete.

46. The use of cue-cards or any similar visual aid by the team captain or any other team member is prohibited.

47. No verbal cue, visual prompt or gesture of any kind, intended to assist or prompt, is to be given to the team captain or drill team from any spectator once the team has marched on and until the freestyle routine is complete.

INTERPRETATION OF RULES

48. In any situation where no equitable solution can be found in the rules, the chief of competition (or, in his absence the chief judge) shall be empowered to make an ad hoc ruling which shall be binding.

CHALLENGES AND PROTESTS

49. All decisions made by the judges are final.

50. No form of appeal, challenge or protest is allowed. If questions arise concerning the application of the rules, they must be direct to the RC Music Trg O, in writing by the corps / squadron commanding officer within a week following the competition.

51. The judges' impartiality must not be questioned at any time. Any such allegations made by cadets or adult staff members will constitute a major infraction and may result in the team being disqualified from the competition.

AWARDS

52. Following the completion of each competition, all scores will be tabulated and teams / team captains will be ranked from the highest scoring to lowest scoring.

53. The top three drill teams and the top team captain, from each discipline (drill without and with arms) shall be identified and presented with a token of their achievement.

54. In the event of tie between two or more cadets for the Top Drill Team Captain Award, the Award will be presented to the Captain from the Team with the highest overall score.

55. The team that has the highest dress score amongst all drill teams (drill without and with arms) shall also be identified and presented with a token of their achievement.

AWARD MARTIX			
DRILL TEAMS			
DRILL WITH ARMS		DRILL WITH ARMS	
Podium Awards	Team Captain	Podium Awards	Team Captain
1 st Place	Top overall drill with arms team captain	1 st Place	Top overall drill with arms team captain
2 nd Place		2 nd Place	
3 rd Place		3 rd Place	
Best Dressed			
Best dressed drill team			

ADVANCEMENT

56. The top (1st place) drill without arms team and the top drill with arms team from each of the four area cadet detachments, shall be invited to compete in the central region band and drill competition.

57. Drill teams require a minimum overall score of 60% to advance to the regional competition regardless of their ranking against other drill teams in their area.

COMPULSORY DRILL SEQUENCE – COMPLETE LIST OF ORDERS DRILL WITH ARMS

Ref: A. A-PD-201-000/PT-000 Director History and Heritage 3-2. (2005). *The Canadian Forces Manual of Drill and Ceremonial*. Ottawa, ON: Department of National Defence.

B. A-CR-CCP-053/PT-001 Director of Cadet 3. (2000). *Royal Canadian Sea Cadets Manual of Drill and Ceremonial*. Ottawa, ON: Department of National Defence.

C. Central Region (1996). *Lee Enfield Rifle Drill – Royal Canadian Sea, Army, and Air Cadets*. Borden, ON: Regional Cadet Support Corps / squadron Central.

Reference numbers listed conform to the following:

A	-	1	-	29	-	a
Reference		Chapter		Para		Sub para

MARCH ON (NOT JUDGED)	
Ref	Order
A-3-15	“(CORPS / SQN NAME) DRILL WITH ARMS TEAM, BY THE RIGHT, QUICK – MARCH”
A-3-52	“SQUAD – HALT” <i>Note: the halt shall be given approximately 10 paces before coming to the marking spot</i>
B-2-211-4	“SQUAD, ORDER – ARMS”
A-2-83	“RIGHT – DRESS”
A-2-84	“EYES – FRONT”

COMPULSORILY SEQUENCE		
Squad Drill at the Halt		
Seq#	Ref	Exact Order
1.	A-2-97	“MARKER” <i>(at the short trail ref: B-2-207-1)</i>
2.	A-2-99	“FALL - IN” <i>(at the short trail ref: B-2-207-1)</i>
3.	A-2-108	“TALLEST ON THE RIGHT, SHORTEST ON THE LEFT, IN THREE RANKS – SIZE”
4.	A-2-109	“OPEN ORDER – MARCH”
5.	A-2-109	“SQUAD – NUMBER”
6.	A-2-110	“EVEN NUMBERS ONE PACE STEP BACK – MARCH”
7.	A-2-111	“NUMBER ONE STAND FAST; ODD NUMBERS RIGHT, EVEN NUMBERS LEFT – TURN”
8.	A-2-112	“REFORM THREES, QUICK – MARCH “
9.	A-2-83	“RIGHT – DRESS”
10.	A-2-84	“EYES – FRONT”
11.	B-2-210-5	“SLOPE – ARMS”
12.	B-3-229-1	“TO THE FRONT – SALUTE”
13.	B-2-214-4	“PRESENT – ARMS”
14.	B-4-231-4	“REST ON YOUR ARMS – REVERSED”
15.	C-11-87-1	“ATTEN – TION”
16.	B-4-232-4	“PRESENT – ARMS”
17.	B-2-215-3	“SLOPE – ARMS”
18.	C-9-74-1	“RECOVER – ARMS”

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19.	B-2-215-3	"SLOPE – ARMS"
20.	C-9-59-1	"PORT – ARMS"
21.	C-9-59-3	"SLOPE – ARMS"
22.	B-2-220-6	"CHANGE – ARMS"
23.	B-2-220-6	"CHANGE – ARMS"
24.	B-2-211-4	"ORDER – ARMS"
25.	B-2-203-1	"STAND AT – EASE"
26.	B-2-204-1	"STAND – EASY"
27.	B-2-205-1	"SQUAD"
28.	B-2-206-1	"ATTEN – TION"
29.	B-2-208-4	"GROUND – ARMS"
30.	B-2-209-3	"TAKE UP – ARMS"
31.	C-9-59-1	"PORT – ARMS"
32.	B-2-219-4	"ORDER – ARMS"
33.	C-9-62-1	"TRAIL – ARMS"
34.	C-9-62-2	"ORDER – ARMS"
35.	B-2-210-5	"SLOPE – ARMS"
36.	C-9-63-1	"TRAIL – ARMS"
37.	C-9-63-3	"SLOPE – ARMS"
38.	A-2-95	"CLOSE ORDER – MARCH"
Squad Drill – Movements on the March		
39.	A-2-47	"MOVE TO THE RIGHT IN THREES, RIGHT – TURN"
40.	A-3-15	"BY THE LEFT, QUICK – MARCH"
41.	A-3-55	"RIGHT – WHEEL"
42.	A-3-58	"BY THE LEFT"
43.	A-3-127	"MOVE TO THE LEFT IN THREES, ABOUT – TURN"
44.	A-3-108	"RETIRE, LEFT – TURN"
45.	A-3-89	"TO THE RIGHT – SALUTE"
46.	A-3-108	"MOVE TO THE RIGHT IN THREES, LEFT – TURN"
47.	A-3-52	"SQUAD – HALT"
48.	B-4-232-4	"PRESENT – ARMS"
49.	C-11-81-1	"REVERSE – ARMS"
50.	A-3-26	"BY THE LEFT, SLOW – MARCH"
51.	A-3-55	"LEFT – WHEEL"
52.	A-3-58	"BY THE LEFT"
53.	A-3-95	"ADVANCE, LEFT – TURN"
54.	C-11-82-1	"CHANGE – ARMS"
55.	C-11-82-1	"CHANGE – ARMS"
56.	A-3-40	"MARK – TIME"
57.	A-3-43	"SQUAD – HALT"
58.	C-11-81-1	"PRESENT – ARMS" (NOTE: to be done in reverse order, sec 81: 4, 3, 2, 1)
59.	B-2-215-3	"SLOPE – ARMS"
60.	B-2-211	"ORDER – ARMS"
61.	A-2-83	"RIGHT – DRESS"
62.	A-2-84	"EYES – FRONT"

Note: Drill team captain shall wait for a visual cue from the chief judge before carrying on with their supplementary freestyle drill routine.

SUPPLEMENTARY FREESTYLE DRILL ROUTINE		
63.	A-2-83	"RIGHT – DRESS" (Starts Supplementary freestyle drill routine)
64.	A-2-84	"EYES – FRONT"
All drill with arms teams are to prepare and perform a Supplementary freestyle drill routine of not less than 4 minutes and not more than 5 minutes in duration.		
65.	A-2-83	"RIGHT – DRESS"
66.	A-2-84	"EYES – FRONT" (Ends supplementary freestyle drill routine)

MARCH OFF (NOT JUDGED)	
Ref	Exact Order
B-2-210-5	"SLOPE – ARMS"
A-2-47	"(CORPS / SQN NAME) DRILL WITH ARMS TEAM, MOVE TO THE RIGHT IN THREES, RIGHT – TURN"
A-3-15	"BY THE LEFT, QUICK – MARCH"

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DIAGRAM OF COMPULSORY DRILL SEQUENCE DRILL WITH ARMS

The following diagrams are only provided to illustrate the sequence of the drill movements for the compulsory drill Sequence. Please note that diagrams are not to scale.

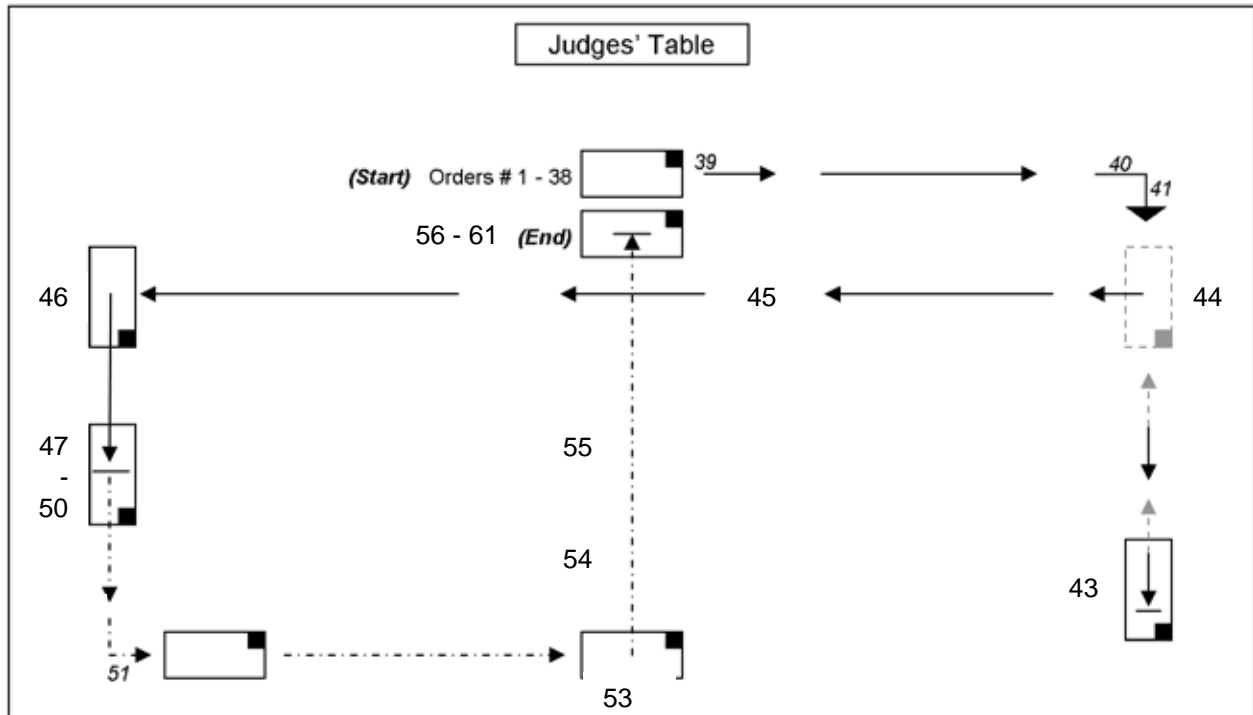


Figure 2B-1 Diagram of Compulsory Drill Sequence (Drill with Arms)

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CHIEF JUDGE SCORE SHEET– DRILL TEAM CAPTAIN EVALUATION

Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) | (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

TEAM CAPTAIN EVALUATION

Items for Evaluation	Penalty	# of Infractions	Score
Word of command (delivery) -Clear & distinct -Correctness	- 1pt / error		/ 24
Ability to control team -Deduct for orders omitted or out of sequence. -Deduct for extra movements (non-correcting)	- 1 pt / omission - 1 pt / error seq /ex		/ 36
Appearance and Bearing -Observe deportment of team captain	- 1 pt / infraction		/ 15
Confidence -Leadership qualities -Ability to observe and correct errors of command or movements	Comments:		/ 15
Reporting -Manner when reporting to chief judge.	Comments:		/ 10
		Total Score:	/ 100

Comments:

(Signature)

Notes:

- Review evaluation with drill judges prior to finalizing.

PENALTY RECORD

Use the table below to document penalties that will be deducted from the band's overall score.

Penalty	Details	Penalty Points
<i>Example only: Incorrect # of team members</i>	<i>Team of 15 (including team Capt) vice required 16</i>	<i>-1</i>

Refer to Chapter 2 para 44 for penalty details.

DRILL SCORE SHEET – COMPULSARY SEQUENCE DRILL WITH ARMS

Corps / Sqn: _____ Date: _____

Judge: _____ Team size: _____
(Including team captain)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

MARCH ON (NOT JUDGED)	
Ref	Order
A-3-15	"(CORPS / SQN NAME) DRILL WITH ARMS TEAM, BY THE RIGHT, QUICK – MARCH"
A-3-52	"SQUAD – HALT" <i>Note: The halt shall be given approx 10 paces before coming to the marking spot</i>
B-2-211-4	"SQUAD, ORDER – ARMS"
A-2-83	"RIGHT – DRESS"
A-2-84	"EYES – FRONT"

Report
"(rank) (Surname) reporting (Corps / Sqn # and name) drill with arms team (# of cadets) on parade permission to carry on with compulsory drill sequence". (START TIMING)

COMPULSORILY SEQUENCE								
Squad Drill at the Halt								
Seq #:	Reference:	Exact Order:	SCORE					
			0	1	2	3	4	5
1.	A-2-97	"MARKER" (at the short trail ref: B-2-207-1)	0	1	2	3	4	5
2.	A-2-99	"FALL - IN" (at the short trail ref: B-2-207-1)	0	1	2	3	4	5
3.	A-2-108	"TALLEST ON THE RIGHT, SHORTEST ON THE LEFT, IN THREE RANKS – SIZE"	0	1	2	3	4	5
4.	A-2-109	"OPEN ORDER – MARCH"	0	1	2	3	4	5
5.	A-2-109	"SQUAD – NUMBER"	0	1	2	3	4	5
6.	A-2-110	"EVEN NUMBERS ONE PACE STEP BACK – MARCH"	0	1	2	3	4	5
7.	A-2-111	"NUMBER ONE STAND FAST; ODD NUMBERS RIGHT, EVEN NUMBERS LEFT – TURN"	0	1	2	3	4	5
8.	A-2-112	"REFORM THREES, QUICK – MARCH "	0	1	2	3	4	5
9.	A-2-83	"RIGHT – DRESS"	0	1	2	3	4	5
10.	A-2-84	"EYES – FRONT"	0	1	2	3	4	5
11.	B-2-210-5	"SLOPE – ARMS"	0	1	2	3	4	5

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Seq #:	Reference:	Exact Order:	SCORE					
			0	1	2	3	4	5
12.	B-3-229-1	"TO THE FRONT – SALUTE"	0	1	2	3	4	5
13.	B-2-214-4	"PRESENT – ARMS"	0	1	2	3	4	5
14.	B-4-231-4	"REST ON YOUR ARMS – REVERSED"	0	1	2	3	4	5
15.	C-11-87-1	"ATTEN –TION"	0	1	2	3	4	5
16.	B-4-232-4	"PRESENT – ARMS"	0	1	2	3	4	5
17.	B-2-215-3	"SLOPE – ARMS"	0	1	2	3	4	5
18.	A-4(2)-3	"RECOVER – ARMS"	0	1	2	3	4	5
19.	B-2-215-3	"SLOPE – ARMS"	0	1	2	3	4	5
20.	C-9-59-1	"PORT – ARMS"	0	1	2	3	4	5
21.	C-9-59-3	"SLOPE – ARMS"	0	1	2	3	4	5
22.	B-2-220-6	"CHANGE – ARMS"	0	1	2	3	4	5
23.	B-2-220-6	"CHANGE – ARMS"	0	1	2	3	4	5
24.	B-2-211-4	"ORDER – ARMS"	0	1	2	3	4	5
25.	B-2-203-1	"STAND AT – EASE"	0	1	2	3	4	5
26.	B-2-204-1	"STAND – EASY"	0	1	2	3	4	5
27.	B-2-205-1	"SQUAD"	0	1	2	3	4	5
28.	B-2-206-1	"ATTEN –TION"	0	1	2	3	4	5
29.	B-2-208-4	"GROUND – ARMS"	0	1	2	3	4	5
30.	B-2-209-3	"TAKE UP – ARMS"	0	1	2	3	4	5
31.	C-9-59-1	"PORT – ARMS"	0	1	2	3	4	5
32.	B-2-219-4	"ORDER – ARMS"	0	1	2	3	4	5
33.	C-9-62-1	"TRAIL – ARMS"	0	1	2	3	4	5
34.	C-9-62-2	"ORDER – ARMS"	0	1	2	3	4	5
35.	B-2-210-5	"SLOPE – ARMS"	0	1	2	3	4	5
36.	C-9-63-1	"TRAIL – ARMS"	0	1	2	3	4	5
37.	C-9-63-3	"SLOPE – ARMS"	0	1	2	3	4	5
38.	A-2-95	"CLOSE ORDER – MARCH"	0	1	2	3	4	5
			Score:			/ 190		

Squad Drill – Movements on the March								
Seq #:	Reference:	Exact Order:	SCORE					
			0	1	2	3	4	5
39.	A-2-47	“MOVE TO THE RIGHT IN THREES, RIGHT – TURN”	0	1	2	3	4	5
40.	A-3-15	“BY THE LEFT, QUICK – MARCH”	0	1	2	3	4	5
41.	A-3-55	“RIGHT – WHEEL”	0	1	2	3	4	5
42.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
43.	A-3-127	“MOVE TO THE LEFT IN THREES, ABOUT – TURN”	0	1	2	3	4	5
44.	A-3-108	“RETIRE, LEFT – TURN”	0	1	2	3	4	5
45.	A-3-89	“TO THE RIGHT – SALUTE”	0	1	2	3	4	5
46.	A-3-108	“MOVE TO THE RIGHT IN THREES, LEFT – TURN”	0	1	2	3	4	5
47.	A-3-52	“SQUAD – HALT”	0	1	2	3	4	5
48.	B-4-232-4	“PRESENT – ARMS”	0	1	2	3	4	5
49.	C-11-81-1	“REVERSE – ARMS”	0	1	2	3	4	5
50.	A-3-26	“BY THE LEFT, SLOW – MARCH”	0	1	2	3	4	5
51.	A-3-55	“LEFT – WHEEL”	0	1	2	3	4	5
52.	A-3-58	“BY THE LEFT”	0	1	2	3	4	5
53.	A-3-95	“ADVANCE, LEFT – TURN”	0	1	2	3	4	5
54.	B-2-220-6	“CHANGE – ARMS”	0	1	2	3	4	5
55.	B-2-220-6	“CHANGE – ARMS”	0	1	2	3	4	5
56.	A-3-40	“MARK – TIME”	0	1	2	3	4	5
57.	A-3-43	“SQUAD – HALT”	0	1	2	3	4	5
58.	B-4-232-4	“PRESENT – ARMS”	0	1	2	3	4	5
59.	B-2-215-3	“SLOPE – ARMS”	0	1	2	3	4	5
60.	B-2-211	“ORDER – ARMS”	0	1	2	3	4	5
61.	A-2-83	“RIGHT – DRESS”	0	1	2	3	4	5
62.	A-2-84	“EYES – FRONT”	0	1	2	3	4	5
Score:							/ 120	
Total Score:							/ 310	

Note: Drill team captain shall wait for a visual cue from the chief judge before carrying on with the supplementary freestyle drill routine, there is no need to report to the chief judge to request permission.

SUPPLEMENTARY FREESTYLE DRILL ROUTINE				
63.	A-2-83	"RIGHT – DRESS" (<i>START TIMING</i>)		
64.	A-2-84	"EYES – FRONT"		
Supplementary freestyle drill routine (Chapter 2, Annex E).			Score:	/ 150
65.	A-2-83	"RIGHT – DRESS"		
66.	A-2-84	"EYES – FRONT" (<i>STOP TIMING</i>)		

Report
"(Rank) (Surname) reporting compulsory sequence and supplementary freestyle drill routine complete. permission to carry on, Sir / Ma'am?".

MARCH OFF (NOT JUDGED)	
Ref	Exact Order
A-2-47	"(CORPS / SQN NAME) DRILL WITH ARMS TEAM, MOVE TO THE RIGHT IN THREES, RIGHT – TURN"
A-3-15	"BY THE LEFT, QUICK – MARCH"

<p>Comments:</p> <div style="text-align: right; margin-top: 20px;"> _____ (Signature) </div>
--

DRILL SCORE SHEET – SUPPLEMENTARY FREESTYLE DRILL ROUTINE

Corps / Sqn: _____ Date: _____

Judge: _____

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

Items for Evaluation	Score										Totals
	1	2	3	4	5	6	7	8	9	10	
DEMONSTRATION											
Quality	1	2	3	4	5	6	7	8	9	10	
Continuity	1	2	3	4	5	6	7	8	9	10	
Precision	1	2	3	4	5	6	7	8	9	10	
Simultaneous / uniform movements	1	2	3	4	5	6	7	8	9	10	
Dressing	1	2	3	4	5	6	7	8	9	10	
Score:											/ 50
Comments:											
CHOREOGRAPHY											
Quality	1	2	3	4	5	6	7	8	9	10	
Originality	1	2	3	4	5	6	7	8	9	10	
Variety	1	2	3	4	5	6	7	8	9	10	
Complexity	1	2	3	4	5	6	7	8	9	10	
Degree of exposure to error	1	2	3	4	5	6	7	8	9	10	
Use of competition area	1	2	3	4	5	6	7	8	9	10	
Capacity of creating an emotion	1	2	3	4	5	6	7	8	9	10	
Score:											/ 70
Comments:											

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Items for Evaluation	Score										Totals
	1	2	3	4	5	6	7	8	9	10	
MOVEMENTS											
- Standard pause	1	2	3	4	5	6	7	8	9	10	
- Cadence	1	2	3	4	5	6	7	8	9	10	
- Length of paces	1	2	3	4	5	6	7	8	9	10	
Score:											/ 30
Comments:											
Total Score:											/ 150

Overall comments:

 (Signature)

TIME KEEPER SCORE SHEET – DRILL WITH ARMS

Corps / Sqn: _____ Date: _____

Judge: _____

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

OVERALL PERFORMANCE	Score (subtract)										Total	Notes
	10	9	8	7	6	5	4	3	2	1		
Timings: (-2 pt for each 10 sec over / under time to a max of 10 pt)												
a. Compulsory drill sequence: ___min___sec	10	9	8	7	6	5	4	3	2	1		Compulsory drill sequence (Max : 20 min)
b. Supplementary freestyle drill routine: ___min___sec	10	9	8	7	6	5	4	3	2	1		Supplementary freestyle drill routine (Min: 4 min – Max: 5 min)
Score: / 20												
FOOT DRILL FUNDAMENTALS	Score										Total	Notes
	1	2	3	4	5							
Cadence:												
a. Quick march: ___PPM	1	2	3	4	5						See end note for scoring matrix.	
b. Slow march: ___PPM	1	2	3	4	5							
Pace (Length):												
d. Quick / slow, stepping out / short, side pace.	1	2	3	4	5						See end note for reference.	
Score: / 15												

Total Score:	/ 35
---------------------	-------------

Comments:

 (Signature)

TIMEKEEPER / SCOREKEEPER						
Timings: Compulsory drill sequence (Max: 20 min):		Start timing:	On final salute on the first report.			
		End timing:	Eyes front (Seq # 91).			
Supplementary freestyle drill routine (Min: 4 min, max: 5 min):		Start timing:	Right dress command (Seq # 92).			
		End timing:	Eyes front (Seq # 95).			
SCORING MATRIX FOR CADENCE (Paces Per Minute (PPM))						
Quick March		Slow March		Double Time March		Mark
120		60		180		5
115 - 119	121 - 125	55 - 59	61 - 65	175 - 179	181 - 185	4
105 - 114	126 - 135	50 - 54	66 - 70	165 - 174	186 - 190	3
100 - 104	136 - 140	45 - 49	71 - 75	160 - 164	191 - 195	2
95 - 99	141 - 145	40 - 44	76 - 80	155 - 159	196 - 200	1
< 95	> 145	< 40	> 80	< 155	> 200	0
<i>*Note: Take each cadence once. To determine cadence: # of paces in 15 sec X 4 = PPM</i>						
LENGTH OF PACE						
Quick / Slow March	Double Time March	Step Short	Stepping Out	Side Pace		
30 in (75 cm)	40 in (100 cm)	21 in (55 cm)	33 in (85 cm)	10 in (25 cm)		
<i>Note: As it is not possible to accurately measure the length of pace the drill team takes while competing, use best judgment based on visual observations and the cadets' stride relative to each type of pace.</i>						

DRESS INSPECTION SCORE SHEET – DRILL TEAMS

Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of drill: Without Arms With Arms Team size: _____
(Circle one) (Including team captain)

Judging

1. Cross out unused ranks / files.
2. Indicate each infraction by entering the code next to the corresponding cadet in the table below.



DRESS INFRACTION CODES		SCORE
Code	Description	
1	Lint / dirt / threads	Total number of infractions: _____ 1. Multiply by 16 2. Divide by team size 3. Subtract from 100 FINAL DRESS INSPECTION SCORE: _____ 100
2	Un-pressed uniform	
3	Fit of uniform: pants / jacket too long, short, etc.	
4	Headdress: worn incorrectly, un-pressed, tattered, chin-stay, cap badge, tally missing, askew, dirty, etc.	
5	Improper position of badges	
6	Boots: dirty, not shined, laced improperly, etc.	
7	Grooming: haircut / facial hair / makeup / earrings	
8	Mandatory uniform parts missing: tie, headdress, belt, etc.	
9	Unauthorized items worn: pins, badges, accoutrements, etc.	
10	Uniformity: missing or additional uniform items, individual cadet(s) not in correct order of dress (C2).	
11	Gators: dirty, worn incorrectly, etc.	
12	Unsatisfactory deportment / bearing	
<i>Note:</i> See reverse for notes to dress judges		
Comments: _____ <div style="text-align: right;">_____ (Signature)</div>		

Notes to Dress Judges

1. Judges are to inspect cadets' dress visually. No measuring device (e.g. ruler, finger, etc.) will be used to verify the position or spacing of badges or other uniform items.
2. Cadets will not be asked to move or remove any uniform item so that a different item may be inspected. For example, a cadet haircut will be inspected with their headdress on.
3. Infractions will only be assessed for dress variations that are specified in the "dress infraction codes" table. If a dress infraction is not listed in the table, it will not be scored.
4. Each dress infraction code will only be assessed once per cadet.
5. Code 10: With the exception of signs of rank / position (e.g. sashes) if optional items of dress are worn, such as name tags, all band / team members must wear them to remain in uniformity. Points are to be deducted from the minority (e.g. if ten members are wearing name tags and five are not, only the five are to be penalized).

DRESS INSPECTION SCORE SHEET – DRILL TEAMS (HIGHLAND DRESS)

Date: _____
Corps / Sqn: _____

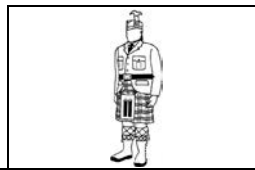
Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of Drill: Without Arms With Arms Team Size: _____
(Circle one) (Including team captain)

Judging

1. Cross out unused ranks / files.
2. Indicate each infraction by entering the code next to the corresponding cadet in the table below.



DRESS INFRACTION CODES		
Code	Description	
1	Lint / dirt / threads	<p>SCORE</p> <p>Total number of</p> <p>infractions: _____</p> <p>1. Multiply by 16 2. Divide by team size 3. Subtract from 100</p> <p>FINAL DRESS INSPECTION SCORE</p> <p style="text-align: center;">_____</p> <p style="text-align: center;">100</p>
2	Un-pressed uniform	
3	Fit of uniform: kilt / jacket too long, short, etc.	
4	Headdress: worn incorrectly, un-pressed, tattered tails, cap badge missing, askew, dirty, etc.	
5	Improper position of badges	
6	Boots / shoes: dirty, not shined, laced improperly, etc.	
7	Grooming: haircut / facial hair / makeup / earrings	
8	Mandatory uniform parts missing: tie, headdress, belt, etc.	
9	Unauthorized items worn: pins, badges, accoutrements, etc.	
10	Uniformity: missing or additional uniform items, individual cadet(s) not in correct order of dress (H2).	
11	Hoes, Spats, Flashes: dirty, worn incorrectly, un-pressed, etc.	
12	Unsatisfactory deportment / bearing	
<i>Note:</i> See reverse for notes to dress judges		
<i>Comments:</i>		_____
		(Signature)

Notes to Dress Judges

1. Judges are to inspect cadets' dress visually. No measuring device (ruler, finger, etc.) will be used to verify the position or spacing of badges or other uniform items.
2. Cadets will not be asked to move or remove any uniform item so that a different item may be inspected. For example, a cadet haircut will be inspected with their headdress on.
3. Infractions will only be assessed for dress variations that are specified in the "dress infraction codes" table. If a dress infraction is not listed in the table, it will not be scored.
4. Each dress infraction code will only be assessed once per cadet.
5. Code 10: With the exception of signs of rank / position (e.g. sashes) if optional items of dress are worn, such as name tags, all band / team members must wear them to remain in uniformity. Points are to be deducted from the minority (e.g. if ten members are wearing name tags and five are not, only the five are to be penalized).

CHAPTER 3

BAND COMPETITION

CATEGORIES AND COMPOSITION

1. **Military Band Category.** Bands will consist of not more than 31 and not less than 13 musicians, including the drum major, with the following instrumentation:
 - a. **Brass & Reed.** Brass instruments with a minimum of three (3) valves, trombones (optional), pitched in B^b, woodwind reed instruments and percussion.
 - b. **Drum & Bugle.** Instruments with one (1) or maximum of three (3) rotor/valves, pitched in any key with percussion, may include bell lyra, no reed instruments.
 - c. **Other.** A band, other than a pipe band, made up of instruments not listed above will compete in the military band category. For example, a fife and drum band will compete in the military band category.
2. **Pipe Band Category.** Pipe bands will consist of not more than 31 and not less than 6 musicians (bagpipers, snare drummers, bass / tenor drummers), including the drum major.
3. Additionally, corps / squadrons may choose to incorporate highland dancers in their freestyle routine; however, the combined number of musicians and dancers shall not exceed 31. Highland dancers may not be used to achieve the minimum number of musicians required.

JUNIOR BAND OPTION

4. A military band or pipe band may choose to be designated as a junior band in order to introduce their cadets to the band competition. The following lists the details of sounding junior bands:
 - a. A junior band will not exceed 31 musicians but is not restricted by the minimum numbers defined above in para 1 or 2.
 - b. A junior band will participate in the compulsory sequence and / or freestyle routines at their own discretion.
 - c. The drill and music judges will provide feedback; however, a numerical score will not be given and the junior bands shall not be ranked against each other or against the non-junior bands.

- d. Score penalties will not be applied.
- e. All other rules and procedures will apply to junior bands.
- f. Junior bands, regardless of their level of performance, will not advance to phase 2 (regional level) of the competition.

DRESS AND APPEARANCE

5. Dress for bands competing in the Military Band category shall be the cadets' routine training / duty dress in accordance with the following elemental orders of dress:
- a. Sea cadets: C2;
 - b. Army cadets: C2 or H2; and
 - c. Air cadets: C2.
6. Dress for bands competing in the Pipe Band category shall be the cadets' routine training / duty dress in accordance with the following elemental orders of dress:
- a. Sea Cadets: C2 or H1 (with ribbons),
 - b. Army Cadets: C2 or H2; and
 - c. Air Cadets: C2 or H2.
7. For corps / squadrons choosing to wear highland dress when competing, H1 (with half-hose, spats, and hair sporran) may be worn, but cadets are to wear ribbons instead of medals.
8. Cadets band members are only permitted to wear cadet issued tunics. Cadet issued tunics may be pinned or cut away when worn with highland dress.
9. Order of dress and uniform items including the addition of accoutrements not specifically authorized in CATO will not be worn by cadet band members.

COMBINED BANDS

10. Two or more cadet corps / squadrons may enter the competition as a single combined band.
11. If a single corps / squadron registers a band in the competition, only cadets from that corps / squadron shall participate.
12. The decision to enter as a combined band is at the discretion of the corps / squadrons involved; however, it should be noted that the intent of allowing combined bands is to permit smaller corps / squadrons to compete by bolstering their numbers.

13. The decision to enter as a combined band should not be to the exclusion of junior musicians from either of the corps / squadrons and not to create an “all star” band for the sole purpose of ensuring success in the competition.

14. In a combined band, each member will wear the uniform of their respective corps / squadron without penalty for uniformity.

COMPETITION FORMAT

15. The competition will be divided into five (5) sections:

- a. Inspection of personnel, uniforms and equipment.
- b. Compulsory sequence of music and drill.
- c. Freestyle routine of music and drill.
- d. Drum major competition.
- e. Band Debriefing.

OFFICIALS

16. **Chief of competition.** The RC Music Trg O is appointed as the chief of competition and is the authority on all matters related to the competition.

17. Responsibilities include, but are not limited to:

- a. ensuring that the competition is conducted in a fair and correct manner;
- b. Interpreting these rules;
- c. Assessing penalties; and
- d. Ruling on situations not stipulated in these rules.

18. **Chief judge.** One member will be employed as the chief judge for the band competition. The member should be a military officer familiar with military and / or pipe bands and all aspects of the competition.

19. The chief judge is responsible for:

- a. judging and marking the drum majors;
- b. imposing penalties; and
- c. coordinating drill, music and inspection judges.

20. **Senior music judge.** One member will be employed as the senior music judge. The member must have military experience and be knowledgeable in musicianship, showmanship, military band instruments and be responsible for:

- a. application of all music and showmanship judging standards;
- b. judging all music and showmanship; and
- c. assessing musical penalties.

21. **Music judges.** Two members will be employed as music judges. They must have broad knowledge and experience in all areas of music and band performance. They are responsible for assisting the senior music judge in judging of all musicianship and showmanship.

22. **Pipe band music judges.** Three members will be employed as pipe band music judges. They must have broad knowledge and experience in all areas of pipe band performance. They are responsible for judging the musicality and showmanship of pipe bands. The pipe band music judges will be employed as follows:

- a. 1 bagpipe judge;
- b. 1 Snare drum judge; and
- c. 1 bass / tenor drum judge.

23. **Drill judges.** Two members will be employed as drill judges. They must have precise knowledge of band drill and drum major standards. Drill judges are responsible for:

- a. judging drill during each section of the competition;
- b. judging the drum major;
- c. recording the timing of the compulsory and freestyle routines; and
- d. noting penalties for chief judge.

24. **Inspection judges.** Two members will be employed as dress inspection judges. They must have knowledge of all cadet dress regulations. The inspection judges are responsible for judging the dress and appearance of uniforms, personnel and equipment.

25. **Statisticians.** Two members will be employed as statisticians responsible for tabulating and tracking the score for each team.

JUDGING PERIOD

26. **Judging of the drum major.** At the start of the compulsory routine, 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 performance.

27. Judging ceases with the Drum Major's final salute to the Chief Judge at the conclusion of the freestyle routine.

28. **Judging of band drill.** Judging will begin with the first drill movement of the compulsory routine and will continue through all sections of the performance.

29. Judging ceases with the drum major's final salute to the chief judge at the conclusion of the freestyle performance.
30. **Judging of music / showmanship.** Judging and timing of the band begins 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 sequence and freestyle routines.
31. The music / showmanship judging of the compulsory sequence stops with the conclusion of the second general salute.
32. The music / showmanship judging and timing of the freestyle routine ceases with the drum major's final salute to the chief judge at the conclusion of the freestyle routine.
33. Any inappropriate conduct during the march-on or march-off may result in penalties being assessed.

COMPETITION PROCEDURES

Administration Prior to Competition

34. Each band shall be assigned a specific time and location for a warm-up, inspection and band performance.
35. Each band will be required to submit the entry form (Annex A to CRCI 4505) and 3 (three) copies of the music for their Freestyle Routine. This includes drum scores and tenor drum flourishing sequences for pipe bands.

Warm-ups

36. Warm-ups will be allowed only at the times and locations established. Under no circumstances will bands warming-up interfere with the movement or performance of any a band competing.
37. A penalty will be assessed to bands interrupting or interfering with the performance of other competitors.

Inspection

38. The band shall form up in the designated area in band formation with their instruments in the carrying position. It is recommended that each band be ready for inspection at least five minutes prior to their assigned time.
39. Bands standing by, not being inspected, shall be stood at ease by the drum major.

40. The Drum Major shall approach the inspection judge, identify the band, and report that the band is ready for inspection. Upon completion of the inspection, the band shall stand by, awaiting its instruction to warm-up / perform.

41. Each cadet, including Drum Major, shall be inspected.

42. Each individual variance from correct dress or appearance will be noted as an infraction. Score sheets are located at Chapter 3, Annex J or K.

Compulsory Sequence

43. The compulsory sequence will mimic the format of a typical cadet corps / squadron annual ceremonial review parade. The band's performance of the compulsory sequence shall not exceed twenty (20) minutes in duration.

44. The compulsory sequence will consist of the following:

- a. entering the competition area to "single drum cadence" (any one drum);
- b. playing of the GENERAL SALUTE;
- c. playing the CARRY ON bugle call (sea cadet bands only);
- d. drum major reporting;
- e. playing inspection music at the HALT (Corps / squadrons own choice);
- f. playing and marching of the MARCH PAST (compulsory quick march);
- g. playing of the ADVANCE IN REVIEW ORDER at the HALT;
- h. playing of the GENERAL SALUTE;
- i. playing the CARRY ON bugle call (sea cadet bands only); and
- j. the drum major reports that the compulsory sequence is complete.

45. The detailed execution of the Compulsory sequence is defined at Chapter 3, Annex A.

Freestyle Routine

46. The freestyle routine will be not more than ten (10) minutes and not less than six (6) minutes in duration.

47. Bands will provide a drill manoeuvring display, as well as an entertaining show. Use should be made of marching formations as well as concert formations.

48. Once the band has been positioned in the performance area, the drum major may stand the band 'AT EASE' to await the cue from the chief judge.

49. Music and drill manoeuvres will be of an appropriate nature that reflects credit on the Canadian Cadet Organizations.

50. Upon the conclusion of the freestyle performance, the drum major will report to the chief judge to request permission to carry on. The band will exit the competition area to a "single drum cadence".

SELECTION OF MUSIC

51. **Compulsory music.** Music will be provided by the RC Music Trg O. More than one compulsory quick march will be provided each year. Corps / Squadron bands will be required to pick (from the music provided) one quick march and one slow march for the Compulsory Routine of the band competition.

52. Bands must play the exact arrangement of the compulsory music that is provided.

53. **Cadences.** For the compulsory sequence, cadences are provided in the table below. Cadences may be relaxed during the Freestyle Routine.

Quick March (MB)	Quick March (P&D)	General Salute / Advance (MB)	General Salute (P&D)	Advance (P&D)
120 BPM	108 BPM	120 BPM	96 BPM	108 BPM

54. **Freestyle Music.** Music for the freestyle routine is at the discretion of the corps / squadron. Bands may play any combination of military / classical / popular music, etc.

55. National anthems and salutes should not be played during the freestyle routine.

SCORING

56. The following will be scored:

- a. **Dress.** Each inspection judge shall inspect independently. Each cadet shall be inspected visually, with each variance from correct dress or appearance scored as an infraction. The score sheet and scoring guide, located at Chapter 3, Annexes C or D, shall be used.
- b. **Drill.** Drill Judges shall evaluate independently. Each drill judge shall score using the score-sheets located at Chapter 3, Annex E and F. These scores shall be averaged and drill penalties will be deducted to arrive at the Drill Score.
- c. **Drum major.** The drum major shall be evaluated by the Chief Judge to include all reporting procedures. Evaluation shall include those characteristics listed in the score-sheet and scoring guide located at Chapter 3, Annex G. The score shall be out of 100 points.
- d. **Final score.** The Final Score shall be calculated using the following method:

- (1) Dress inspection: 10% of final score
- (2) Drill score: 20% of final score
- (3) Music score: 65% of final score
- (4) Drum major: 5% of final score

ADJUSTMENTS TO DRESS INSPECTION SCORE

57. To ensure that the dress inspection scores are equitable for bands of different sizes, the score will be calculated based on the number of infractions and the number of cadets inspected, as follows:

- a. multiply the number of infractions by the maximum permitted size of a band (31);
- b. divide by the actual size of the band being inspected;
- c. subtracted the resulting value from 100 to obtain the inspection score for each judge;
- d. The average of the two judges' inspection scores is the final inspection score for the team in question.

58. The minimum inspection score (from each dress judge) will not be less than zero. Should an inspection score, based on the number of infractions and the adjustment for band size result in a final score that is less than zero, the final inspection score for that judge will be rounded up to zero.

PENALTIES

59. Penalties are for specific infractions. Additional points shall not be deducted for an infraction for which penalty points have already been assigned.

60. In assessing penalties, the chief of competition and/or chief judge may exercise discretion in exceptional circumstances.

DESCRIPTION		PENALTIES
PENALTIES DEDUCTED FROM DRILL SCORE		
a.	Drill movement performed out of sequence	- 1 point per movement
b.	Extra drill movement (not for correction)	- 1 point per movement
c.	Incorrect word of command or mace signal	- 1 point per infraction
d.	Dropped equipment (including mace)	- 2 points per infraction
e.	Improper band formation	- 4 points (once per band)
PENALTIES DEDUCTED FROM MUSIC SCORE		
a.	Incorrect arrangement (compulsory quick march, advance, general salute)	- 2 points per incorrect arrangement
PENALTIES DEDUCTED FROM OVERALL SCORE		
a.	Administrative penalty per infraction (e.g. failing to submit freestyle music)	- 1 point per infraction
b.	Incorrect number of band members	- 1 point (per additional or missing member)
c.	Late for scheduled inspection or competition timing	- 2 point per infraction
d.	Exceeding maximum time or falling short of minimum time allowance for the freestyle routine	- 2 points
e.	Conduct contrary to good order and discipline (minor), including para 62, 63. e.g. inappropriate behaviour, lack of respect for other competitors, etc.	- 5 points for 1 st infraction, disqualification for 2 nd .
f.	Conduct contrary to good order and discipline (major), including para 61. e.g. disputing a judges decision, deliberately interfering with another team	Disqualification
g.	Ineligible personnel (over/under-age or not-enrolled)	Disqualification
<i>Note: Penalties may be assessed at any time during the competition day / weekend, prior to, during or following the bands performance.</i>		

RULES

61. No officer or other staff member shall play in or accompany a band at any point once the band has marched on to compete.

62. The use of cue-cards or any similar visual aid by the drum major is prohibited.

63. No verbal cue, visual cue or gesture of any kind, intended to assist or prompt, is to be given to the drum major or band from any spectator once the band has marched on and until they have marched off after the freestyle routine.

64. Only cadets playing musical instruments, excluding the drum major and pipe band highland dancers, shall parade with a band during its entire performance.

INTERPRETATION OF RULES

65. In any situation where no equitable solution can be found in the rules, the chief of competition (or, in his absence the chief judge) shall be empowered to make an ad hoc ruling which shall be binding.

CHALLENGES AND PROTESTS

66. All decisions made by the judges are final.

67. No form of appeal, challenge or protest is allowed. If questions arise concerning the application of the rules, they must be direct to the RC Music Trg O, in writing by the corps / squadron Commanding Officer within a week following the competition.

68. The judges' impartiality must not be questioned at any time. Any such allegations made by cadets or adult staff members will constitute a major infraction and may result in the band being disqualified from the competition.

AWARDS

69. Following the completion of each competition, all scores will be tabulated and bands / drum majors will be ranked from the highest scoring to lowest scoring.

70. The top three bands and the top drum major, from each discipline (drill without and with arms) shall be identified and presented with a token of their achievement.

71. The band that has the highest dress score amongst all bands (military and pipe bands) shall also be identified and presented with a token of their achievement.

AWARD MARTIX			
BANDS			
MIL BANDS		PIPE BANDS	
Podium Awards	Drum Major	Podium Awards	Drum Major
1 st Place	Top overall military band drum major	1 st Place	top overall pipe band drum major
2 nd Place		2 nd Place	
3 rd Place		3 rd Place	
Best Dressed			
Best dressed band			

ADVANCEMENT

72. The following bands will be invited to advance from the area competitions to the regional level competition:

- a. the top two (2) military bands from each area; and
- b. the top pipe band from each area.

73. Bands require a minimum score of 60% overall to advance to the regional level competition regardless of their ranking against other bands in their area.

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COMPULSORY SEQUENCE – COMPLETE LIST OF ORDERS / MACE SIGNALS BANDS

Ref: A. A-PD-201-000/PT-000 Director History and Heritage 3-2. (2012). *The Canadian Forces Manual of Drill and Ceremonial*. Ottawa, ON: Department of National Defence.

Note: Reference number listed conform to the following:

A	-	1	-	29	-	a
Reference		Chapter		Para/ Sec		Sub para

COMPULSORY SEQUENCE			
Seq#	Ref	Command / Mace Signal	Tune
MARCH ON			
1.	A-14-5-45	“(CORPS / SQN BAND NAME), BY THE CENTRE (or BY THE RIGHT), QUICK – MARCH”	Drum beats
	A-14-5-36	OR mace signal: STEP OFF	
2.	A-14-5-61	Mace signal: LEFT WHEEL	
3.	A-14-5-39	Mace signal: MARK TIME	
4.	A-14-5-41	Mace signal: HALT	
5.	A-2-83	“RIGHT(or INWARDS) – DRESS”	
6.	A-2-84	“EYES – FRONT”	
<i>Wait for cue from judges before proceeding – Marking Begins</i>			
GENERAL SALUTE			
7.	A-9-2-21	“GENERAL SALUTE – SALUTE”	MB: “CF General Salute” P&D: “The Maple Leaf Forever”
8.	A-9-2-21	<i>(optional)</i> “ATTEN-TION” (Sea Cadets bugle call)	
DRUM MAJOR REPORTS			
<i>Drum major reports to chief judge and requests permission to carry on with compulsory sequence</i>			
INSPECTION			
9.	A-14-5-45	“BAND, AT THE HALT, ROLLS, SLOW – MARCH” OR mace signal: COMMENCE PLAYING OR drum major conducts	Corps / squadron choice
10.	A-14-5-52	Mace signal: CEASE-PLAYING	
MARCH PAST (QUICK TIME)			
11.	A-14-5-45	“BAND, BY THE CENTRE (or BY THE RIGHT), QUICK – MARCH” OR	Quick march past (choice from provided list)
	A-14-5-46	Mace signal: combination of STEP OFF and COMMENCE PLAYING	
12.	A-14-5-60	Mace signal: RIGHT WHEEL	
13.	A-14-5-64	Mace signal: SPIRAL COUNTERMARCH	
14.	A-14-3-15	Drum major: salute to the right (while passing the dias)	
15.	A-14-5-61	Mace signal: LEFT WHEEL	
16.	A-14-5-61	Mace signal: LEFT WHEEL	
17.	A-14-5-61	Mace signal: LEFT WHEEL	
18.	A-14-5-61	Mace signal: LEFT WHEEL	
19.	A-14-5-63	Mace signal: STANDARD COUNTERMARCH	
20.	A-14-5-52	Mace signal: CEASE-PLAYING	
21.	A-14-5-60	Mace signal: RIGHT WHEEL	
22.	A-14-5-63	Mace signal: STANDARD COUNTERMARCH	

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23.	A-14-5-39	Mace signal: MARK TIME	
24.	A-14-5-41	“BAND – HALT” OR mace signal: HALT	
25.	A-2-83	“RIGHT(or INWARDS) – DRESS”	
26.	A-2-84	“EYES – FRONT”	
ADVANCE			
27.	A-9-2-38	“BAND WILL ADVANCE IN REVIEW ORDER, BY THE CENTRE, QUICK – MARCH” (band to stay at the HALT)	MB: Sea- “Nancy Lee / Heart of Oak” Army- “British Grenadiers” Air: “RAF March Past (Coda)” P&D: “Scotland the Brave”
GENERAL SALUTE			
28.	A-9-2-21	“GENERAL SALUTE – SALUTE”	MB: “CF General Salute” P&D: “The Maple Leaf Forever”
29.	A-9-2-21	<i>(optional)</i> “ATTEN-TION” (Sea Cadets bugle call)	
DRUM MAJOR REPORTS			
<i>Completion of the compulsory sequence and request permission to carry one with the freestyle routine.</i>			

Note: The drum major & band shall wait for a cue from the chief judge before carrying on with their freestyle routine.

FREESTYLE ROUTINE			
Band performs a freestyle routine of not less than six (6) minutes and not more than ten (10) minutes in duration.			
DRUM MAJOR REPORTS			
<i>Completion of the freestyle routine and request to permission to march off the band.</i>			

DIAGRAM OF COMPULSORY SEQUENCE – BANDS

The following diagrams are only provided to illustrate the sequence of the drill movements for the compulsory sequence. Please note that diagrams are not to scale.

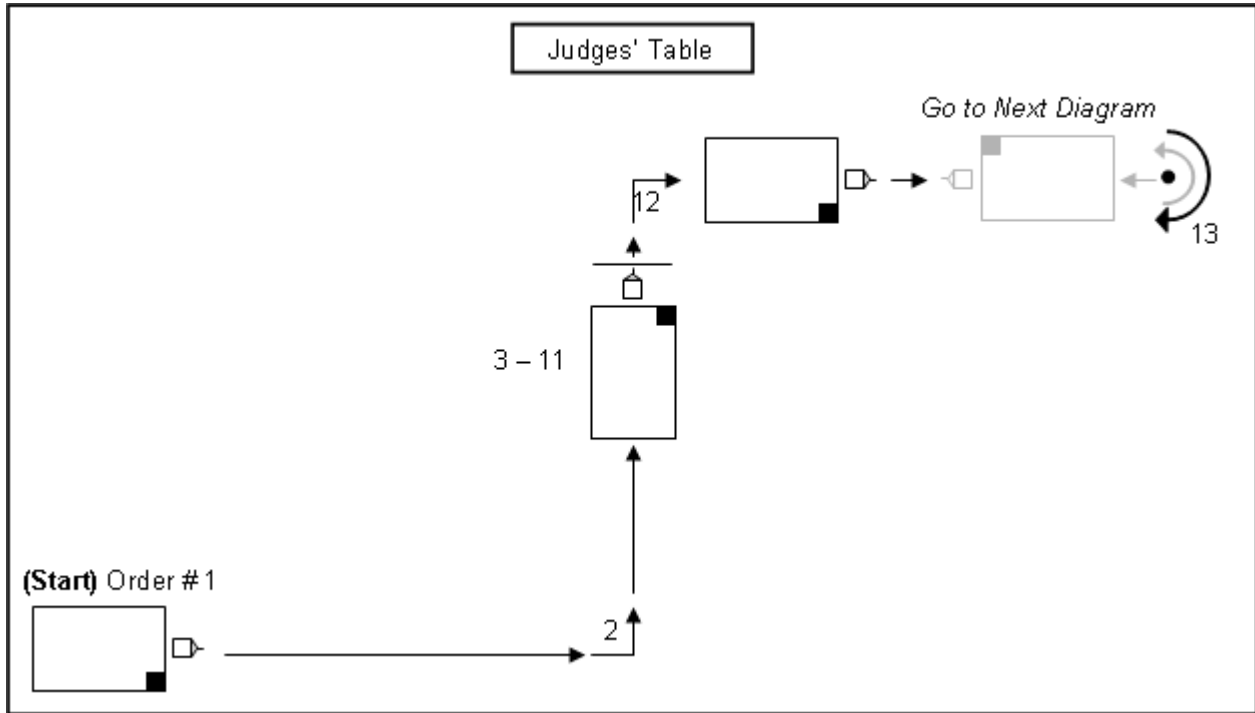


Figure 3B-1 Diagram of compulsory sequence (bands) 1

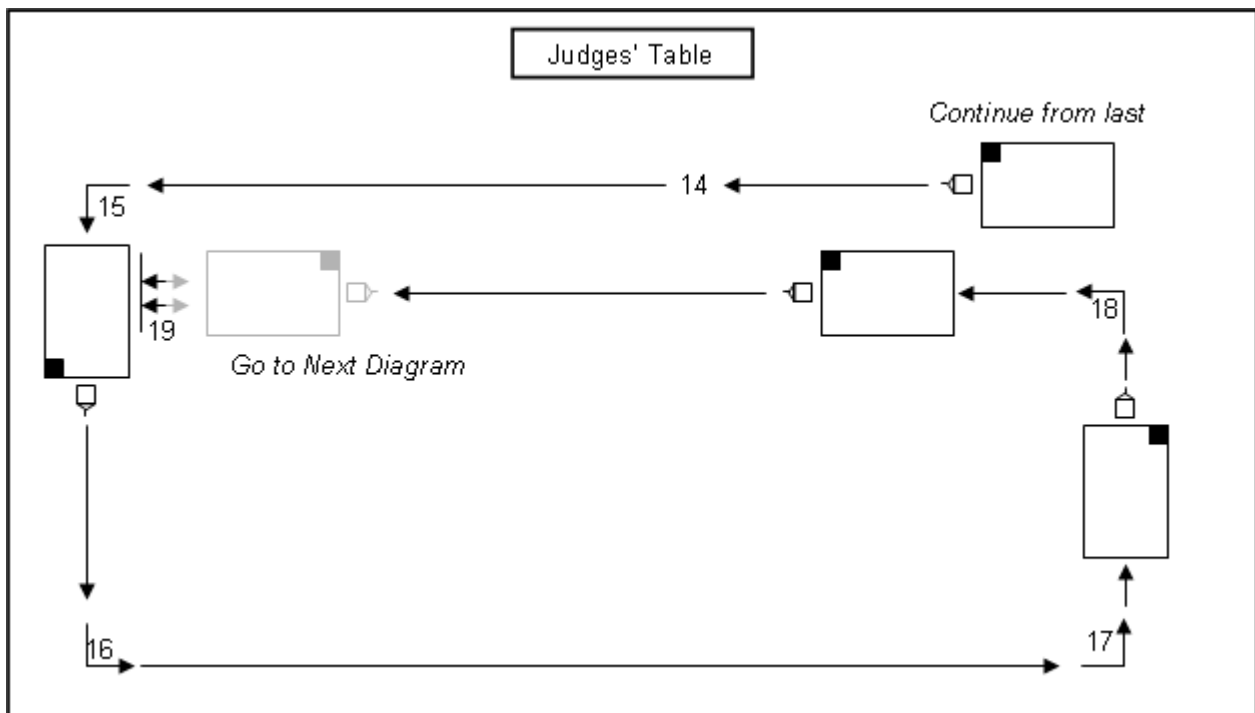


Figure 3B-2 Diagram of compulsory sequence (bands) 2

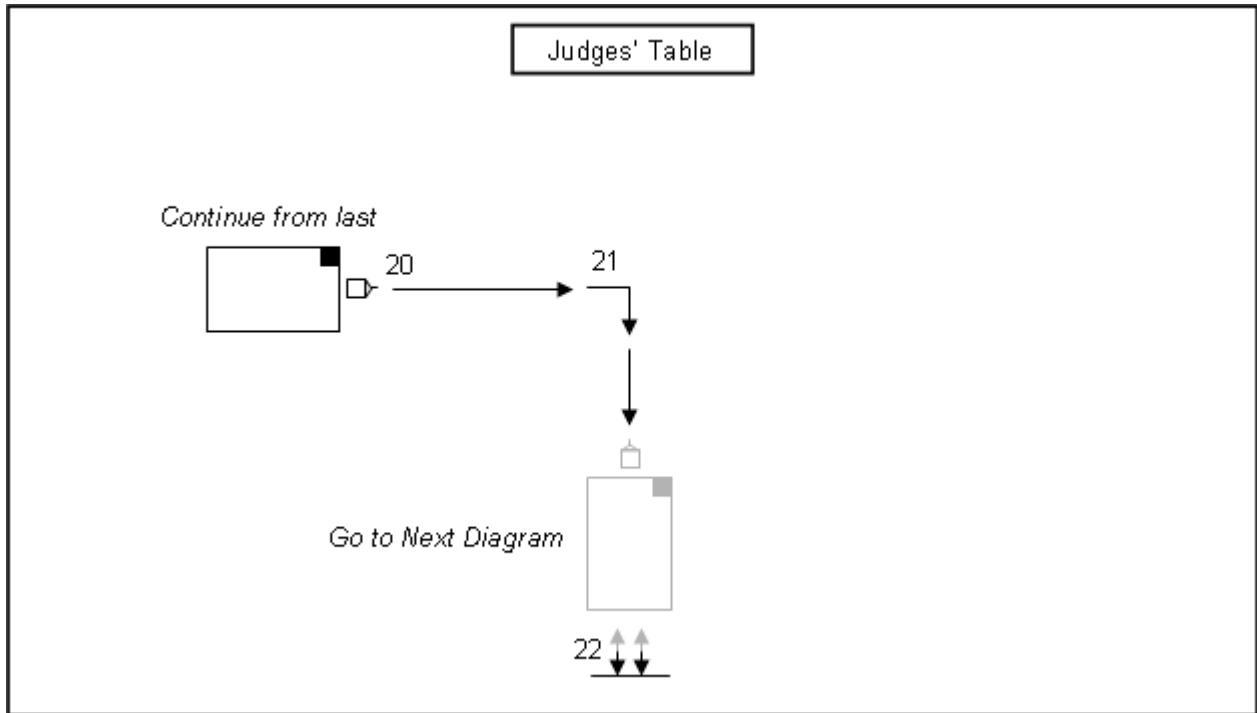


Figure 3B-3 Diagram of compulsory sequence (bands) 3

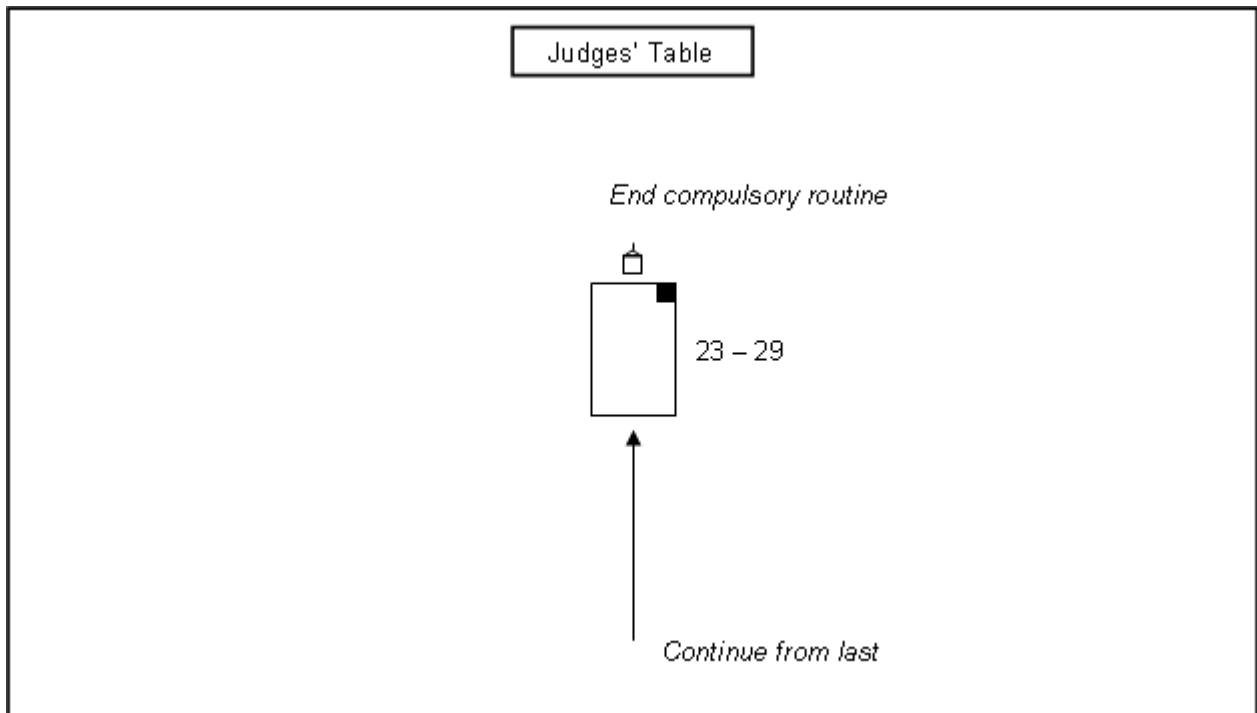


Figure 3B-3 Diagram of compulsory sequence (bands) 4

DRESS INSPECTION SCORE SHEET – BANDS

Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Type of band: MB P&D Band size: _____
(Circle one) (Including drum major)

Judging

1. Cross out unused ranks / files.
2. Indicate each infraction by entering the code next to the corresponding cadet in the table below.



DRESS INFRACTION CODES	
Code	Description
1	Lint / dirt / threads
2	Un-pressed uniform
3	Fit of uniform: pants / jacket to long, short etc.
4	Headdress: worn incorrectly, un-pressed / tattered chin-stay / tails, cap badge / tally missing, askew, dirty, etc.
5	Improper position of badges
6	Boots: dirty, not shined, laced improperly, etc.
7	Grooming: haircut / facial hair / makeup / earrings
8	Mandatory uniform parts missing: tie, headdress, belt, etc.
9	Unauthorized items worn: pins, badges, accoutrements, etc.
10	Uniformity: missing or additional uniform items, individual cadet(s) not in correct order of dress (C2)
11	Gators: dirty, worn incorrectly, etc.
12	Instrument: dirty, tattered cover, cords, etc.
13	Unsatisfactory deportment / bearing
<i>Note: See reverse for notes to dress judges</i>	

SCORE

Total number of infractions: _____

1. Multiply by 31
2. Divide by team size
3. Subtract from 100

FINAL DRESS INSPECTION SCORE:

_____ / 100

Notes to Dress Judges

1. Judges are to inspect cadets' dress visually. No measuring device (e.g. ruler, finger, etc.) will be used to verify the position or spacing of badges or other uniform items.
2. Cadets will not be asked to move or remove any uniform item so that a different item may be inspected. For example, a cadet haircut will be inspected with their headdress on.
3. Infractions will only be assessed for dress variations that are specified in the "dress infraction codes" table. If a dress infraction is not listed in the table, it will not be scored.
4. Each dress infraction code will only be assessed once per cadet.
5. Code 10: With the exception of signs of rank / position (e.g. sashes) if optional items of dress are worn, such as name tags, all band / team members must wear them to remain in uniformity. Points are to be deducted from the minority (e.g. if ten members are wearing name tags and five are not, only the five are to be penalized).

DRESS INSPECTION SCORE SHEET – BANDS (HIGHLAND DRESS)
















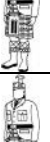










Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Type of band: MB P&D Band size: _____
(Circle one) (Including drum major)

Judging

1. Cross out unused ranks / files.
2. Indicate each infraction by entering the code next to the corresponding cadet in the table below.

DRESS INFRACTION CODES		
Code	Description	
1	Lint / dirt / threads	<p>SCORE</p> <p>Total number of</p> <p>infractions: _____</p> <p>1. Multiply by 31 2. Divide by team size 3. Subtract from 100</p> <p>FINAL DRESS INSPECTION</p> <p>SCORE:</p> <p style="text-align: center;">_____</p> <p style="text-align: center;">100</p>
2	Un-pressed uniform	
3	Fit of uniform: kilt / jacket too long, short etc.	
4	Headdress: worn incorrectly, un-pressed / tattered chin-stay / tails, cap badge / tally missing, askew, dirty, etc.	
5	Improper position of badges	
6	Boots: dirty, not shined, laced improperly, etc.	
7	Grooming: haircut / facial hair / makeup / earrings	
8	Mandatory uniform parts missing: tie, headdress, belt, etc.	
9	Unauthorized items worn: pins, badges, accoutrements, etc.	
10	Uniformity: missing or additional uniform items, individual cadet(s) not in correct order of dress (C2)	
11	Hoes, spats, flashes: dirty, worn incorrectly, un-pressed, etc.	
12	Instrument: dirty, tattered cover, cords, etc.	
13	Unsatisfactory deportment / bearing	
<i>Note: See reverse for notes to dress judges</i>		

Notes to Dress Judges:

- Judges are to inspect dress visually. No measuring device, ruler, finger, etc. will be used to verify the position or spacing for badges or other uniform items.
- Cadets will not be asked to move or remove any uniform item so that a different item may be inspected. For example, a cadet haircut will be inspected with their headdress on.
- Infractions will only be assessed for dress variations that are specified in the “dress infraction codes” table. If a dress infraction is not listed in the table, it will not be scored.
- Each dress infraction code will only be assessed once per cadet.
- Code 10: With the exception of signs of rank / position (eg. Sashes) if optional items of dress are worn, such as name tags, all band / team members must wear them to remain in uniformity. Points are to be deducted from the minority (eg. if ten members are wearing name tags and five are not, only the five are to be penalized).

DRILL SCORE SHEET – COMPULSORY SEQUENCE – BANDS

Corps / Sqn: _____ Date: _____

Judge: _____ Appropriate Band Formation: ___Yes ___No (-4 points)

SEQ #	EXACT ORDER	Drum Major				band				PC
		0	1	2	3	0	1	2	3	
Seq #'s 1 – 6 Not Marked										
GENERAL SALUTE										
7.	“GENERAL SALUTE – SALUTE”									
8.	(optional) “ATTEN-TION” (Sea Cadets bugle call)									
INSPECTION										
9.	“BAND, AT THE HALT, ROLLS, SLOW – MARCH” OR Mace Signal: COMMENCE PLAYING OR Drum major conducts									
10.	Mace signal: CEASE-PLAYING									
MARCH PAST (QUICK TIME)										
11.	“BAND, BY THE CENTRE (or BY THE RIGHT), QUICK – MARCH” OR Mace Signal: combination of STEP OFF and COMMENCE PLAYING									
12.	Mace signal: RIGHT WHEEL									
13.	Mace signal: SPIRAL COUNTERMARCH									
14.	Drum major: salute to the right (while passing the dais)									
15.	Mace signal: LEFT WHEEL									
16.	Mace signal: LEFT WHEEL									
17.	Mace signal: LEFT WHEEL									
18.	Mace signal: LEFT WHEEL									
19.	Mace signal: STANDARD COUNTERMARCH									
20.	Mace signal: CEASE-PLAYING									
21.	Mace signal: RIGHT WHEEL									
22.	Mace signal: STANDARD COUNTERMARCH									
23.	Mace Signal: MARK TIME									
24.	“BAND – HALT” OR mace signal: HALT									
25.	“RIGHT(or INWARDS) – DRESS”									
26.	“EYES – FRONT”									
ADVANCE – BAND REMAINS AT THE HALT										
27.	“BAND WILL ADVANCE IN REVIEW ORDER, BY THE CENTRE, QUICK – MARCH”									
GENERAL SALUTE										
28.	“GENERAL SALUTE – SALUTE”									
29.	(optional) “ATTEN-TION” (Sea Cadets bugle call)									
Totals (count of each column):										

Central Region Cadet Band & Drill Competition Manual
Chapter 3, Annex E

Quick March Cadence, BPM: _____		Drum Major	Band
	Total:	/ 63	/ 60
		Quick March Cadence Score	/ 5
		Penalties	
		Final total: (Minus Penalties)	/ 65

Comments:

(Signature)

SCORING MATRIX		PENALTY CODES (PC)	PENALTY
Mark	Assessment		
3	Correct, sharply performed	io – incorrect word of command or mace signal	- 1 point per error
2	Correct, performed well	os – drill movement out of Sequence	- 1 point per error
1	Correct but with difficulty	ex – extra drill movement (not for correction)	- 1 point per error
0	Omitted or incorrect	de – dropped equipment	- 2 point per item

SCORING MATRIX FOR CADENCE (BPM)				
QUICK MARCH (MB)		QUICK MARCH (P&D)		MARK
118 – 122		106 – 110		5
115 – 117	123 – 125	103 – 105	111 – 114	4
105 – 114	126 – 135	93 – 102	115 – 124	3
100 – 104	136 – 140	88 – 93	125 – 129	2
95 – 99	141 – 145	83 – 87	130 – 134	1
< 95	> 145	< 83	> 134	0

**Note: Take each once. # of paces in 15 sec X 4 = PPM*

DRILL SCORE SHEET – FREESTYLE ROUTINE – BANDS

Corps / Sqn: _____ Judge: _____

FREESTYLE ROUTINE												
ITEMS FOR EVALUATION	SCORE										Totals	
	1	2	3	4	5	6	7	8	9	10		
DEMONSTRATION												
Quality	1	2	3	4	5	6	7	8	9	10		
Continuity	1	2	3	4	5	6	7	8	9	10		
Precision	1	2	3	4	5	6	7	8	9	10		
Simultaneous / uniform movements	1	2	3	4	5	6	7	8	9	10		
Dressing	1	2	3	4	5	6	7	8	9	10		
Dropped equipment penalties (-2 pt per item) _____ Total: _____								Score:		/ 50		
CHOREOGRAPHY												
Quality	1	2	3	4	5	6	7	8	9	10		
Originality / Variety	1	2	3	4	5	6	7	8	9	10		
Complexity	1	2	3	4	5	6	7	8	9	10		
Use of competition area	1	2	3	4	5	6	7	8	9	10		
Crowd appeal of manoeuvres	1	2	3	4	5	6	7	8	9	10		
								Score:		/ 50		
Time:		_____min _____sec		Time Penalty: _____				Score:		/ 100		
<i>Time penalty = -2pt for every 30 sec under 6 min or over 10 min.</i>								Final Score:		/ 100		
Total Penalties: _____								<i>(With Penalties)</i>				
DRUM MAJOR												
Personal / mace Drill	1	2	3	4	5	6	7	8	9	10		
Use of drum major in routine	1	2	3	4	5	6	7	8	9	10		
Appearance / bearing	1	2	3	4	5	6	7	8	9	10		
								Score:		/ 30		

Comments:

(Signature)

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CHIEF JUDGE SCORE SHEET – DRUM MAJOR EVALUATION

Corps / Sqn: _____ Date: _____

Judge: _____ Report time: _____ | _____
(Scheduled) (Actual)

Area: COA EOA NOA WOA Level: Area Regional
(Circle one) (Circle one)

Type of band: MIL BAND PIPE BAND Band Size: _____
(Circle one) (Including drum major)

DRUM MAJOR EVALUATION

ITEMS FOR EVALUATION	COMMENTS	SCORE
Overall Performance <i>mace signals, correctness, lack of use, mace/brass coordinator, band response.</i>		/ 20
Military Bearing Personal drill Manner in which the drum major carries them self.		/ 10
Reporting Manner when reporting to chief judge. including verbal orders.		/ 10
Control Over Band <i>Band's response to direction. Orders omitted or out of routine. Extra movements (non-correcting).</i>		/ 20
Confidence <i>Leadership qualities. Ability to observe and correct errors of command or movements.</i>		/ 10
Showmanship Crowd appeal of performance. Use of drum major in Freestyle Routine.		/ 20
Appearance <i>Deportment of drum major.</i>		/ 10
Total Score:		/ 100

Overall Comments:

 (Signature)

PENALTY RECORD

Use the table below to document penalties that will be deducted from the band's overall score.

Penalty	Details	Penalty Points
<i>Example only: Administrative</i>	<i>3 copies of the music for the bands freestyle pieces were not submitted</i>	<i>-1</i>

Refer to Chapter 3 para 60 for penalty details.

Note: Music and drill penalties are recorded on the music and drill judge score sheets and are not to be duplicated here.

**MUSIC SCORE SHEET – COMPULSORY SEQUENCE
 MILITARY BAND**

Corps / Sqn: _____ Date: _____

Judge: _____ Band size: _____
 (Including drum major)

SEQUENCE	MARK	COMMENTS
GENERAL SALUTE		
Adherence to score:	/ 5	
Performance quality:	/ 5	
Expression:	<u>/ 5</u>	
() Incorrect arrangement	/ 15	
INSPECTION PIECE		
Adherence to score:	/ 5	
Performance quality:	/ 10	
Expression:	<u>/ 10</u>	
	/ 25	
QUICK MARCH		
Adherence to score:	/ 10	
Performance quality:	/ 10	
Expression:	<u>/ 10</u>	
() Incorrect arrangement	/ 30	
ADVANCE IN REVIEW ORDER		
Adherence to score:	/ 5	
Performance quality:	/ 5	
Expression:	<u>/ 5</u>	
() Incorrect arrangement	/ 15	
GENERAL SALUTE		
Adherence to score:	/ 5	
Performance quality:	/ 5	
Expression:	<u>/ 5</u>	
() Incorrect arrangement	/ 15	
Total Score:		/ 100
Overall comments:		
_____ (Signature)		

See over for marking criteria details

Marking Criteria

1. Adherence to score:
 - a. Played at correct tempo;
 - b. Following dynamic markings; and
 - c. Following other written directions

2. Performance quality:
 - a. Attack and cut off;
 - b. Correct notes and rhythms;
 - c. Intonation and production; and
 - d. Blend and balance;

3. Expression:
 - a. Articulations
 - b. Phrasing; and
 - c. Handling of different musical styles

Incorrect Arrangement

If a band plays an arrangement of a compulsory piece (General Salute, Quick March or Advance) that was different than the arrangement provided, the piece is still scored as if they did play the correct arrangement; however, a penalty of -2 (per incorrect arrangement) will be deducted from the total music score (total score at the bottom of Annex H).

Failing to play a compulsory piece

If a band fails to play one or more of the compulsory pieces, a score of zero will be given for that piece. No additional penalty will be assessed.

**MUSIC SCORE SHEET – FREESTYLE ROUTINE
 MILITARY BAND**

Corps / Sqn: _____ Judge: _____ Date: _____

SEQUENCE	COMMENTS
ADHERENCE TO SCORE <ul style="list-style-type: none"> • Played at correct tempo • Following dynamic markings • Following all written directions 	/10
PERFORMANCE QUALITY <ul style="list-style-type: none"> • Correct notes and rhythms • Intonation and pitch production • Blend and balance 	/40
EXPRESSION <ul style="list-style-type: none"> • Articulations • Phrasing 	/20
MUSICAL STYLE <ul style="list-style-type: none"> • Style variety • Effective Arrangements (Featured soloists, sections, etc) 	/ 10
PERCUSSION <ul style="list-style-type: none"> • Dynamics with ensemble • Rudiment routines (Street beats) • Tempo (steadiness) • Style Interpretation 	/ 10
MUSIC EFFECTIVENESS WITH DRILL <ul style="list-style-type: none"> • Smoothness of transitional passages (timings) • Choice of music selections with drill manoeuvres (effectiveness) 	/ 10
Overall Comments: <div style="text-align: right; margin-top: 20px;">_____</div>	Total: / 100
	_____ (Signature)

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MUSIC SCORE SHEET – COMPULSORY SEQUENCE – PIPE BAND

Corps / Sqn: _____ Date: _____

Judge Name: _____ Bagpipe Snare B&T
 (Circle one)

SEQUENCE	GEN SALUTE	INSPECTION	QUICK MARCH	ADVANCE	GEN SALUTE
ATTACK • Together (3) • Average (2) • Not Together (1)	/ 3	/ 4	/ 3	/ 3	/ 3
TONE / TUNING Chanters Snare • In tune/ together (3) • Average (2) • Flat/Sharp/not together (1) Drones Mid Sec • In tune (2) • Not in tune (1)	/ 2	/ 5	/ 5	/ 2	/ 2
EXECUTION • Excellent (7) • Good (5) • Average (3) • Fair (2) • Poor (1)	/ 5	/ 7	/ 7	/ 5	/ 5
EXPRESSION • Excellent (7) • Good (5) • Average (3) • Fair (2) • Poor (1)	/ 2	/ 7	/ 7	/ 2	/ 2
TEMPO • Appropriate (3) • Slow (2) • Fast (1)	/ 2	/ 3	/ 3	/ 2	/ 2
CUT-OFF • Clean (2) • Not together (1)	/ 1	/ 2	/ 2	/ 1	/ 1
Totals: / 100	/ 15	/ 28	/ 27	/ 15	/ 15

Overall Comments:

 (Signature)

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MUSIC SCORE SHEET – FREE STYLE ROUTINE – PIPE BAND

Corps / Sqn: _____ Date: _____

Judge Name: _____ Bagpipe Snare B&T
 (Circle one)

SEQUENCE	1 ST SET/TUNE:	2 ND SET/TUNE:
ATTACK • Together (3) • Average (2) • Not Together (1)	/ 5	/ 5
TONE / TUNING Chanters Snare • In tune/ together (3) • Average (2) • Flat/Sharp/not together (1) Drones Mid Sec • In tune (2) • Not in tune (1)	/ 5	/ 5
BREAK(S) • Clean (5) • Average (3) • Poor (0)	/ 5	/ 5
EXECUTION • Excellent (5) • Good (4) • Average (3) • Fair (2) • Poor (1)	/ 15	/ 15
EXPRESSION • Excellent (5) • Good (4) • Average (3) • Fair (2) • Poor (1)	/ 15	/ 15
TEMPO • Appropriate (3) • Slow (2) • Fast (1)	/ 3	/ 3
CUT-OFF • Clean (2) • Not Together (1)	/ 2	/ 2
Total:	/ 100	/ 50

Overall Comments:

 (Signature)

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