

NDC/ FIFTH EDITION
2011

NATIONAL COMPETITIVE EVENTS

NATIONAL DRILL & CEREMONIAL

CONDITIONS OF ENTRY AND RULES OF THE COMPETITION

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GENERAL RULES COVERING ALL EVENTS

1. RULE ONE

All cadets taking part in any of the competitions, which require any form of qualification or charge certificate, will need to show the appropriate documentation to a member of Area Staff (ARO for example or the nominated representative). This is to be carried out before submitting the required Entry Form to the SRO and therefore in advance of being allowed to participate in the competition.

The Commanding/Divisional/Officer or the Detachment Commander upon signing the CADETS'S HEALTH CERTIFICATE AND PARENTS CONSENT FORM SCC T1 & T1 Medical, also certifies that the Cadet has obtained the required qualification.

The ARO upon signing the required Entry Form certifies that the Cadet has the appropriate qualification.

The principle being applied is that the cadet must be qualified and he/she must prove to Area Staff that they are.

2. RULE TWO

The cadets are required to bring a FORM SCC T1 & T1 (MED) (If Required) - CADET'S HEALTH CERTIFICATE AND PARENT'S CONSENT FORM, duly completed.

FAILURE TO BRING AND SHOW THE CORRECT SCC T1 & T1 (MED), DULY COMPLETED AND SIGNED BY THE UNIT AND A PARENT/GUARDIAN, FOR WHATEVER REASON, WILL RESULT IN THE CADET NOT BEING ALLOWED TO PARTICIPATE IN THE COMPETITION.

The principle being applied is that the cadet must obtain their parent/guardian and unit consent and approval before leaving home to participate in the competition.

3. RULE THREE

When official accommodation (i.e. camp, school or unit) is being supplied, it is for the benefit of ALL competitors. ALL competitors are therefore required to live-in the official accommodation for the duration of the event.

FAILURE TO LIVE-IN THE ACCOMMODATION, FOR WHATEVER REASON, WILL RESULT IN THE CADET NOT BEING ALLOWED TO PARTICIPATE IN THE COMPETITION.

In the case of split accommodation (i.e. a number of SCC units) this rule will also apply.

The principle being applied, is that all cadets must experience the same standard of comfort (good or not so good) as everyone else, to ensure that no one cadet has an advantage over the rest.

GENERAL RULES COVERING ALL EVENTS

4. RULE FOUR

When Cadet/s are sent home/withdrawn from the event for disciplinary reasons, no substitute/s will be permitted (if it is impossible, for any reason, to send the Cadet/s home the Cadet/s is/are then withdrawn).

The principle being applied is that the local Area is most likely to be able to provide substitutes and the other Areas would be disadvantaged. Also, a sense of team spirit should be engendered and those who misbehave must understand that they are liable to let the whole team down.

5. Team managers will also be expected to live in the accommodation and be available to attend to the needs of their cadets, if required to do so by the accommodation staff.

The principle being applied is that you may be required to attend to the needs of one of your cadets on an urgent basis.

6. When the Area Team (or part thereof) is transported by road transport (private, unit or hired vehicle) a team manager or other member of the team will be required to be available, at any time throughout the event weekend, to act as a duty area driver in the case of an emergency.

The principle being applied is that you may be required to take a cadet to hospital.

7. All adult staff are reminded that when they are self-driving cadets by any form of road transport, care must be taken to ensure that they take the required rest periods throughout the journey and at the event.

The routine which has been applied over the past few years is that you will not be given an on-watch accommodation duty if you attend the event as a member of the Area team.

The principle being applied is that you are required to take the necessary rest periods, before or during driving, to ensure that the cadets are not at risk.

WE ARE ON TRUST BY THE CADETS PARENTS AND THEREFORE HAVE A RESPONSIBILITY TO ENSURE THEIR SAFETY

8. Other general rules which apply to any event, will be promulgated within the appropriate memorandum, which will be issued before the event. This would normally be not less than six weeks before the event.

PART ONE

GENERAL RULES FOR DRILL AND PIPING COMPETITIONS

1. ENTRY OF TEAM/S

Each area may enter Team/s (for the purpose of these Rules the term *Team* will also apply to an individual cadet piper) as laid down in the current Drill & Piping Event Memo. All team/s and team management will be deemed to have read and fully accepted the current Conditions of Entry, Rules of the Competition and the Event Memorandum.

2. INTRODUCTION

These Conditions of Entry, Rules of the Competition are intended to govern the conduct of District, Area and National Drill & Piping Competitions. Area Recreation Officers (ARO), District Officers (DO), Troop Commanders, Commanding Officers (CO), Officers in Charge (OIC) and Team Trainers (TT) should ensure that they have an up-to-date copy of these Rules and that they are fully conversant with them before entering any SCC Drill & Piping Competition.

3. AGE QUALIFICATIONS

All members of a competing team must be fully enrolled Sea Cadets between the ages of 12 and 18 years and in the case of the Royal Marine Cadets between the ages of 13 to 18, in accordance with Sea Cadet Regulations (SCRs).

4. COMPOSITION

- a. No reserves will be allowed to attend the event weekend and take part in the Competitions.
- b. No other person is allowed to parade with, assist, signal, or in any way influence, or interfere with their team whilst they are on parade or performing.

5. DRILL

All drill is to be in accordance with the current BR1834, BR2118 & SCC Annex to BR1834 & Drill Handbook.

6. DRESS

All cadets are to be correctly dressed in accordance with the current Sea Cadet Uniform Regulations (ASCR 2). (This includes hair, chin stays, badges, badge positions and lanyard).

7. ORDER OF APPEARANCE

A draw took place at the ARO's meeting in 2009 to determine the running order (By Area) for each individual discipline. This order will continuously rotate ensuring that all Area's will be able to judge each Class over a period of time.

8. PROTESTS

- a. The decision of the adjudicators/Judges are final and protests either during or after the competitions cannot be entertained.
- b. Protests may be lodged before the competition if any team feels it may have a justifiable complaint. They should only be lodged, with Staff Recreation Officer (SRO), by the Team Manager.

9. ADJUDICATORS AND OFFICIALS

The adjudication of the National Drill & Piping Competitions will be undertaken by the Sea Cadet Corps. Other professional judges may be requested and appointed by SRO / HQSO (Cer) & HQSO (Royal Marines Cadets).

10. MARKING SYSTEM AND COMPETITION RULES

The system of marking is standard to District, Area and National Competitions. Marking Sheets will be issued by the DO for District Competitions, ARO for Area Competitions and SRO for the National Competitions.

11. MISCONDUCT

Misconduct, at any time during the event weekend, will not be tolerated.

Any person committing any sort of misconduct may not be allowed to take part or further part in the competitions. Also see GENERAL RULE FOUR on page three.

12. PERSONAL AWARDS

Each member of the Drill and Piping & Colour Party winning team, Best Squad/Guard Commander and Best Dressed Cadet in the Drill Competitions will receive GOLD MEDALS, the Team RUNNER-UP will receive SILVER MEDALS and the Teams placed third will receive BRONZE MEDALS.

13. CLASS WINNERS

The winners of each of the Seven classes will be awarded a Class Trophy, together with the Best Squad/Guard Commander and Best Dressed Teams in each of the Drill Competitions:

a. SEA CADET UNARMED SQUAD

- (1) Best Squad - Class Trophy
- (2) Best Arena Display
- (3) Best Squad Commander
- (4) Best Dressed Squad

b. SEA CADET ARMED GUARD

- (1) Best Guard - Class Trophy
- (2) Best Arena Display
- (3) Best Guard Commander
- (4) Best Dressed Guard

c. ROYAL MARINES CADETS ARMED GUARD

- (1) Best Guard - Class Trophy
- (2) Best Arena Display
- (3) Best Guard Commander
- (4) Best Dressed Guard

d. INDIVIDUAL PIPING

Winning Individual Piper - Class Trophy

e. TEAM PIPING

Winning Team Pipers - Class Trophy

f. BEST DRESSED PIPING TEAM

Best Dressed Piping Team

g. COLOUR PARTY TEAM

- (1) Best Colour Party
- (2) Best Dressed Colour Party

14. THE OVERALL DRILL & CEREMONIAL CUP (EXCLUDING THE PIPING)

4 classes – Bluejacket guard, Royal Marines Cadets Guard, Unarmed Squad, Colour Party. Each class is marked according to a judging schedule – equal positions are possible. Points 7 down to 1 in each class as position points (equals given average of place points concerned). Position Points summed to provide overall mark (and position)

15. THE PETER RILEY TROPHY (PRT) POINTS

DRILL & CEREMONIAL COMPETITION

4 classes – Bluejacket guard, Marine Cadet Guard, Unarmed Squad, Colour Party. Each class is marked according to a judging schedule – equal positions are possible. Points 6 down to 1 in each class as position points (equals given average of place points concerned). Position Points summed to provide overall mark (and position) (Northern Ireland are excluded from the Peter Riley Trophy and Northern's position within the Competition will go forward to the Riley trophy and not the higher of the 2 positions occurred through the old N/NI Extant Ruling)

Tie – Break for position

1. Total number of assessment points awarded if still equal Peter Riley points shared.

PIPING COMPETITION

2 Classes – Individual and Team, 2 Individuals per Area.

Each Class is marked according to a judging schedule – equal positions are possible.

Points 6 down to 1 in individual and 6 down to 1 for the team as position points (equals given an average of place points concerned)

Position Points summed to provide overall mark (and Position) (Northern Ireland are excluded from the Peter Riley Trophy and Northern's position within the Competition will go forward to the Riley trophy and not the higher of the 2 positions occurred through the old N/NI Extant Ruling)

Tie – Break for position

1. Total number of assessment points awarded if still equal Peter Riley points shared.

**PART TWO FOR
SEA CADET UNARMED DRILL - RULES OF THE COMPETITION**

1. TEAMS (Mixed or of one gender)

- a. Teams are to consist of one (1) Squad Commander (male or female) and twelve (12) Sea Cadets (male or female) as the marching Squad. All squad members, including the Squad Commander, are to consist of cadets from the same Unit and/or District.
- b. Should an Area arrive at the Competition with numbers less than specified above they will still be allowed to take part. The Minimum number is 8 +1. The Marking will be affected by decreasing the total marks by 3% for each missing cadet. eg. 3% for one, 6% for two, 9% for three and 12% for four missing cadets. As the rules allow the teams to consist of cadets from the same Unit and/or District, it is considered that 12 + 1 should be possible for all Area's.

No members of the Unarmed Drill Team are allowed to take part in the Armed Drill, RMC Drill, Piping or the Colour Party Competitions

2. DRILL

Only drill movements from the current BR1834 and SCC Annex to BR1834 and Drill Handbook may be used. Continuity Drill is not to be included as part of the Free Drill Section.

3. DRESS

- a. **If an all Male, all Female or Mixed gender squad:**

All Cadets - Number 1s, WITHOUT webbing (Belt and Anklets)

4. ADULTS

Officers, Warrant Officers and/or Senior Ratings and/or Instructors are not to have any contact with their Squad once under control of the Adjudicators for the Dress Inspection and the Competition. They are not allowed to approach the adjudicators or any of the competition officials during the course of the competition. Adults will not be allowed to be presented with any of the Trophies.

5. TIMINGS

Timings for the competition are as follows:

- a. STAGE ONE - The Inspection:13 minutes
- b. STAGE TWO - March On and Reception of VIP
- c. STAGE THREE - Free Drill Display
- d. STAGE FOUR - March Past in Line and March Off

(Stages b – d will be timed continuously)

STAGE'S TWO – FOUR: Timings are not assessed on individual sections but as a whole therefore, the total timing's for sections 'b' to 'd' inclusive is not to exceed 12 minutes 30 Seconds. Penalty points will be deducted at a rate of one (1) point per 30 seconds (or part thereof) when under 10 minutes 30 seconds or in excess of 12 minutes 30 seconds. Should a team exceed the 12 minutes 30 seconds time limit, they will complete their planned programme and will be marked upon the whole performance including the excess time part.

6. MARKING

Marking for the competition will be as follows:

THE SQUAD

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	20
March On and Reception of VIP	15
Free Drill Display	40
March Past In Line and March Off	10
Overall Effort and Effect	15
TOTAL POINTS FOR COMPETITION	100

THE SQUAD COMMANDER

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	10
Drill / Power of Command	40
TOTAL POINTS FOR COMPETITION	50

The Adjudicators decisions are final and not negotiable.

7. INSPECTION LINE

This must be clearly marked and be at least 15 paces in front of the Dais.

SEA CADET SECTION - UNARMED DRILL FORMAT

STAGE ONE - THE INSPECTION

SERIAL	ORDER	GIVEN BY	REMARKS
1		Squad Commander	The Squad will be fallen in, in three ranks, at Open Order, 15 minutes prior to their march on time.
2	<i>Squad Ready for Inspection Sir/Ma'am 12 in the Squad, POC.....Reporting</i>	Squad Commander	The Squad Commander should report to the Dress Adjudicator.
3		Dress Adjudicator	Any further orders required during the Inspection will be carried out at the request of the Dress Adjudicator.
4	<i>Permission to Carry On, Sir/Ma'am</i>	Squad Commander	On completion of the Inspection, the Squad Commander is to report to the Dress Adjudicator.
5	<i>Squad Dismiss</i>	Squad Commander	On receipt of permission to 'Carry On' the Squad Commander will dismiss the Squad.
6			The Squad will then be re-formed in the entrance for Drill Teams, dressed by the right and stood easy, ready to march on to Stage Two. Squad Commander in position. Front and Centre of Squad - 2 Paces Clear

STAGE TWO - MARCH ON AND RECEPTION OF THE VIP

SERIAL	ORDER	GIVEN BY	REMARKS
7	<i>March on the Squad</i>	Drill Adjudicator	Squad Commander will come to attention and turn toward the Drill Adjudicator.
8	<i>Aye, Aye Sir/Ma'am</i>	Squad Commander	Squad Commander will salute (if adjudicator is an officer) prior to making the verbal report.
9	<i>Squad Attention</i>	Squad Commander	
10	<i>Squad Move to the Left / Right in Threes, Left / Right Turn</i>	Squad Commander	
11	<i>Squad By the Left / Right Quick March</i>	Squad Commander	The Squad will march onto the Parade Ground wheeling onto the Inspection Line.
12	<i>Squad Halt</i>	Squad Commander (Timekeeper)	The Squad Commander is to ensure that the Squad halts on the markers provided. Timekeeper will commence timing
13	<i>Squad Into Line Left/Right Turn</i>	Squad Commander	Squad Commander turns to face squad. Squad Commander should adjust position of squad to place them on the inspection line if not halted accurately.
14	<i>Squad by the Right Dress</i>	Squad Commander	
15	<i>Squad Number</i>	Squad Commander	
16	<i>Squad Open Order March</i>	Squad Commander	Front and Rear Rank take two (2) paces forward and back respectively

SERIAL	ORDER	GIVEN BY	REMARKS
17	<i>Squad Right Dress</i>	Squad Commander	There is NO ceremonial dressing
18	<i>Squad Eyes Front</i>	Squad Commander	
19	<i>Squad Stand at Ease</i>	Squad Commander	On completion of the Order, the Squad Commander will turn about, stand at ease and await the arrival of the VIP.
20	<i>VIP Approaching</i>	Drill Adjudicator	Squad Commander maintains position in front of the Squad.
21	<i>Squad Attention</i>	Squad Commander	The Squad Commander will march forward to report, Saluting if VIP is an Officer. "Squad Ready for inspection Sir/Ma'am, 12 in the Squad, POC.... Reporting.
22		Squad Commander	On completion of the inspection the Squad Commander will make his/her report (saluting as appropriate) and request permission to 'Carry On'. On receipt of permission the Squad Commander will return to the front and centre of the Squad facing forwards
23	<i>Squad Close Order March</i>	Squad Commander	
24	<i>Squad By the Right Dress</i>	Squad Commander	Upon completion of the Order the Squad Commander will march to a position left of the Dais, halt and turn to face the Squad.
25	<i>Permission to carry on with the Drill Display Sir/Ma'am</i>	Squad Commander	Squad Commander salutes (if adjudicator is an Officer) and requests to carry on with the Free Drill Display
26	<i>Carry on Squad Commander</i>	Drill Adjudicator	
27		Squad Commander	The Squad will now carry out a free drill display under orders of the Squad Commander using drill and orders in accordance with BR1834. The Squad will gain points for the variety and difficulty of movements incorporated into the display. Full use is to be made of the Parade Ground without undue repetition of orders.

STAGE THREE - FREE DRILL DISPLAY

SERIAL	ORDER	GIVEN BY	REMARKS
28		Timekeeper	A whistle will be sounded at Nine minutes and 30 Seconds from the start. This indicates to the Squad Commander that he/she has one (1) minute to manoeuvre the Squad back onto the Inspection Line.
29		Squad Commander	The Squad is to end its display on the start position of the Inspection Line and at the position of attention to commence Stage Four.
30	<i>Drill Display Completed Sir/Ma'am</i>	Squad Commander	Squad commander salutes (if adjudicator is an Officer) and reports drill display completed.
31	<i>Carry On Squad Commander</i>	Drill Adjudicator	On receiving the order, the Squad Commander is to step off and rejoin the Squad in front and centre then retire the squad to a position ready to carry on the march past.

STAGE FOUR - THE MARCH PAST IN LINE AND MARCH OFF

SERIAL	ORDER	GIVEN BY	REMARKS
32	<i>Squad Move to the Right in Threes, Right Turn</i>	Squad Commander	Squad Commander will turn in time with the Squad.
33	<i>Squad By the Left Quick March</i>	Squad Commander	The Squad will march off in column of threes.
34	<i>Squad into Line Left Turn</i>	Squad Commander	
35	<i>Squad Change Direction Left, Left Form</i>	Squad Commander	
36	<i>Squad by the Right, For - ward</i>	Squad Commander	
37	<i>Squad Eyes Right</i>	Squad Commander	Squad Commander will give the order as he/she comes into line with marker flag Alpha.
38	<i>Squad Eyes Front</i>	Squad Commander	Squad Commander will give the order when the rear rank is clear of the marker flag Bravo.
39		Squad Commander	From this point the Squad Commander is to give orders using his/her initiative to march off the Squad through the designated exit.
40		Timekeeper	Timing finishes as the last file marches through the exit.

PART TWO FOR SEA CADET ARMED DRILL - RULES OF THE COMPETITION

1. TEAMS (Mixed or one gender only)

- a. Teams are to consist of one (1) Guard Commander (male or female) and twelve (12) Sea Cadets (male or female) as the marching Guard. All Guard members, including the Guard Commander, are to consist of Cadets from the same Unit and/or District.
- b. Should an Area arrive at the Competition with numbers less than specified above they will still be allowed to take part. The Minimum number is 8 +1. The Marking will be affected by decreasing the total marks by 3% for each missing cadet. e.g. 3% for one, 6% for two, 9% for three and 12% for four missing cadets. As the rules allow the teams to consist of cadets from the same Unit and/or District, it is considered that 12 + 1 should be possible for all Area's.

No members of the Armed Drill Team are allowed to take part in the Unarmed Drill, RMC Drill, Piping or the Colour Party Competition.

2. DRILL

Only drill movements from the BR1834 may be used. Guard Commanders are to parade with rifle. Cutlasses are not permitted. Continuity Drill is not to be included as part of the Free Drill Section.

3. DRESS

- a. All Cadets - Number 1s, WITH webbing (Belt and Anklets).

Webbing (plastic), white belt slides are to be worn on belts, provided the team are all wearing the same. Belts are to be of the same material. Rifles will be supplied by the Area in which the Competition is being held.

4. ADULTS

Officers, Warrant Officers and/or Senior Ratings and/or Instructors are not to have any contact with their Guard once under control of the Adjudicators for the Dress Inspection and the Competition. They are not allowed to approach the adjudicators or any of the competition officials during the course of the competition. Adults will not be allowed to be presented with any of the Trophies.

5. TIMINGS

Timings for the competition are as follows:

- a. STAGE ONE - The Inspection:.....13 minutes
- b. STAGE TWO - March On and Guard Routine
- c. STAGE THREE - Free Drill Display
- d. STAGE FOUR - Advance in Review Order and March Off
(Stages b – d will be timed continuously)

Total timing for sections 'b' to 'd' inclusive is not to exceed 12 minutes 30 seconds. Penalty points will be deducted at a rate of one (1) point per 30 seconds (or part thereof) when under 10 minutes 30 seconds or in excess of 12 minutes 30 seconds.

Should a team exceed the 12 minutes 30 seconds time limit, they will complete their planned programme and will be marked upon the whole performance including the excess time part.

6. MARKING

Marking for the competition will be as follows:

THE GUARD

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	20
March On and Guard Routine	15
Free Drill Display	40
Advance in Review Order	10
Overall Effort and Effect	15
TOTAL POINTS FOR COMPETITION	100

THE GUARD COMMANDER

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	10
Drill / Power of Command	40
TOTAL POINTS FOR COMPETITION	50

The Adjudicators decisions are final and not negotiable.

7. INSPECTION LINE

This must be clearly marked and be at least 15 paces in front of the Dais.

SEA CADET SECTION - ARMED DRILL FORMAT

STAGE ONE - THE INSPECTION

NOTES:

1. To allow Inspecting Officers complete freedom of movement, Guards are to be fallen in for the Inspection, with the following distances being used:

- a. Between ranks: 4 paces
- b. Between files: 2 paces

2. During the Inspection all orders will be given by the Dress Adjudicators.

STAGE ONE - THE INSPECTION

SERIAL	ORDER	GIVEN BY	REMARKS
1		Guard Commander	The Guard will be fallen in, in three ranks, at Open Order, 15 minutes prior to their march on time.
2	<i>Guard Ready for Inspection Sir/Ma'am 12 in the Squad, POC.....Reporting</i>	Guard Commander	The Guard Commander should report to the Dress Adjudicator.
3		Dress Adjudicator	Any further orders required during the Inspection will be carried out at the request of the Dress Adjudicator.
4	<i>Permission to Carry On, Sir/Ma'am</i>	Guard Commander	On completion of the Inspection, the Guard Commander is to report to the Dress Adjudicator.
5	<i>Guard Dismiss</i>	Guard Commander	On receipt of permission to 'Carry On' the Guard Commander will dismiss the Guard. The Guard Commander is to then reform the Guard, dressed by the right and stand at ease ready to march onto Stage Two. The Guard Commander is to take his/her position alongside the right hand person of the front rank. The Guard should be sized and numbered prior to moving to Stage 2
6			The Guard will then be re-formed in the entrance for Drill Teams, dressed by the right and stood easy, ready to march on to Stage Two. Guard Commander in position.

STAGE TWO - MARCH ON AND GUARD ROUTINE

SERIAL	ORDER	GIVEN BY	REMARKS
7	<i>March on the Guard</i>	Drill Adjudicator	
8	<i>Aye, Aye Sir/Ma'am</i>	Guard Commander	Guard Commander to salute prior to making the verbal report (if the adjudicator is an Officer)
9	<i>Guard Attention</i>	Guard Commander	The Guard Commander should follow his / her own orders
10	<i>Guard Slope Arms</i>	Guard Commander	
11	<i>Guard Move to the Left/Right in Threes, Left/Right Turn</i>	Guard Commander	
12	<i>Guard by the Left/Right Quick March</i>	Guard Commander	On hearing this command the Guard steps off. The Guard marches onto the Parade Ground wheeling on to the Inspection Line.
13	<i>Guard Halt</i>	Guard Commander Time Keeper	The Guard Commander is to ensure that the Guard halts on the markers provided. Time keeper will commence timing
14	<i>Guard Into Line Left/Right Turn</i>	Guard Commander	Guard Commander should adjust position of the Guard to place them on the inspection line if not halted accurately.
15	<i>Guard Shoulder Arms</i>	Guard Commander	
16	<i>Guard with Half Arm Intervals by the Right Dress</i>	Guard Commander	
17	<i>Guard Form Two Ranks</i>	Guard Commander	
18	<i>Guard Open Order March</i>	Guard Commander	
19	<i>Guard Without Intervals Right Dress</i>	Guard Commander	Ceremonial Dressing. The Guard Commander comes to the slope moves to the right, marches off for four (4) paces, halts, turn's about and dresses the front rank.
20	<i>Guard Front Rank Steady</i>	Guard Commander	On giving the order, the Guard Commander will then turn left take four (4) paces forward, halt, turn right and dress the rear rank.
21	<i>Guard Rear Rank Steady</i>	Guard Commander	On giving the order, the Guard Commander will then turn right take four (4) paces forward, halt, turn left. During serial 19, 20, 21 and 22 the left arm is not swung.
22	<i>Guard Eyes Front</i>	Guard Commander	On giving the order, the Guard Commander steps off four (4) paces, halts, turns into line Shoulder arms and then dresses on the right hand person of the front rank.

SERIAL	ORDER	GIVEN BY	REMARKS
23	<i>Guard Stand at Ease</i>	Guard Commander	On completion of the shoulder, the Guard Commander will stand at ease then wait until the arrival of the VIP.
24	<i>VIP Approaching</i>	Drill Adjudicator	Guard Commander maintains position to the right of the Guard and follows his/her own orders.
25	<i>Guard Attention</i>	Guard Commander	
26	<i>Guard Slope Arms</i>	Guard Commander	
27			A representative will take position in front and centre of the guard. The Guard Commander is to wait for a period of five (5) seconds before giving the next order.
28	<i>Guard General Salute Present Arms</i>	Guard Commander	This position to be held for approximately ten (10) seconds.
29	<i>Guard Slope Arms</i>	Guard Commander	
30	<i>Guard Shoulder Arms</i>	Guard Commander	
31	<i>Carry on Guard Commander</i>	Drill Adjudicator	
32	<i>Aye, Aye Sir/Ma'am</i>	Guard Commander	Guard Commander Salutes (if Adjudicator is an Officer) dwells a pause, slopes Arms and marches to a spot on the left of the Dais, halts and turns about to face the Guard, Shoulder's arms in order to reform the Guard for Stage Three.
33	<i>Guard Close Order March</i>	Guard Commander	
34	<i>Guard Form Three Ranks</i>	Guard Commander	
35	<i>Guard by the Right Dress</i>	Guard Commander	
36	<i>Permission to Carry on with the Drill Display Sir/Ma'am</i>	Guard Commander	Guard Commander Salutes (If Adjudicator is an Officer) requests to carry on with the Drill Display
37	<i>Carry on Guard Commander</i>	Drill Adjudicator	
38	Intentionally Blank		

STAGE THREE - FREE DRILL DISPLAY

The Guard will now carry out a 6- 8 minute Free Drill Display with arms. The whole free drill section of the competition must not be shorter than six (6) minutes or exceed eight (8) minutes.

ONLY ARMED DRILL IS PERMITTED (EG. ONCE THE GUARD HAS GROUND ARMS, THE ONLY DRILL THEN ALLOWED IS TO TAKE UP ARMS).

SERIAL	ORDER	GIVEN BY	REMARKS
39	Intentionally Blank		
40		Guard Commander	The Guard will now carry out a free drill display under orders of the Guard Commander using drill and orders in accordance with BR1834. The Guard will gain points for the variety and difficulty of movements incorporated into the display. Full use is to be made of the Parade Ground without undue repetition of orders.
41		Timekeeper	A Whistle will be sounded at Nine (9) minutes and Thirty Seconds (30) from the start. This indicates to the Guard Commander that he/she has one (1) minute to manoeuvre the Guard back to the Inspection Line
42		Guard Commander	The guard is to end its display on the Inspection line at the position of attention formed up in three (3) ranks.
43	<i>Drill Display Completed Sir/Ma'am</i>	Guard Commander	Guard Commander to Salute (if the adjudicator is an Officer)
44	<i>Carry On Guard Commander</i>	Drill Adjudicator	On receiving the order, the Guard Commander is to step off (Weapon at the Slope) and rejoin the Guard, Shoulder Arms, dressing on the right flank.
45		Guard Commander	Guard Commander is to retire the guard to a position ready to carry out the advance in review order.

STAGE FOUR - THE ADVANCE IN REVIEW ORDER AND MARCH OFF

SERIAL	ORDER	GIVEN BY	REMARKS
46	Intentionally Blank		
47	<i>Guard Slope Arms</i>	Guard Commander	
48	<i>The Guard will Advance in Review Order</i>	Guard Commander	
49	<i>Guard by the Right Quick March</i>	Guard Commander	The Guard marches forward fifteen (15) paces and halts, dwells a pause of two (2) marching paces and carries out a General Salute, this position is held for approximately ten (10) seconds.
50	<i>Guard Slope Arms</i>	Guard Commander	
51	<i>Guard Commander March Off the Guard</i>	Drill Adjudicator	
52	<i>Aye, Aye Sir/Ma'am</i>	Guard Commander	Guard Commander to acknowledge this order with a butt salute (If the Adjudicator is an Officer)
53	<i>Guard move to the Left/Right in Threes, Left/Right Turn</i>	Guard Commander	
54	<i>Guard by the Left / Right Quick March</i>	Guard Commander	
55		Timekeeper	Timing finishes as the last file marches through the exit.

**PART TWO FOR
ROYAL MARINES CADETS ARMED DRILL - RULES OF THE COMPETITION**

1. TEAMS

- a. Teams are to consist of one (1) Guard Commander and twelve (12) Royal Marines Cadets as the marching Guard/Troop. All Guard/Troop members, including the Guard/Troop Commander, are to consist of Cadets from the same Unit and/or Troop.
- b. Should an Area arrive at the Competition with numbers less than specified above they will still be allowed to take part. The Minimum number is 8 +1. The Marking will be affected by decreasing the total marks by 3% for each missing cadet. e.g. 3% for one, 6% for two, 9% for three and 12% for four missing cadets. As the rules allow the teams to consist of cadets from the same Unit and/or District, it is considered that 12 + 1 should be possible for all Area's.

No members of the Royal Marines Cadets Drill Team are allowed to take part in the Unarmed SCC Drill, Armed SCC Drill, Piping Competition or the Colour Party Competition.

2. DRILL

Only drill movements from the current BR2118 may be used. Guard Commanders are to parade with rifle. Continuity Drill is not to be included as part of the Free Drill Section.

3. DRESS

Number 1s, Full Blues Uniform.

Webbing (plastic), white belt slides are to be worn on belts, provided the team are all wearing the same. Belts are to be of the same material. Rifles will be supplied by the Area in which the Competition is being held.

4. ADULTS

Officers, Warrant Officers and/or SNCO's/Senior Ratings and/or Instructors are not to have any contact with their Guard/Troop once under control of the Adjudicators for the Dress Inspection and the Competition. They are not allowed to approach the adjudicators or any of the competition officials during the course of the competition. Adults will not be allowed to be presented with any of the Trophies.

5. TIMINGS

Timings for the competition are as follows:

Timings for the competition are as follows:

- a. STAGE ONE - The Inspection:.....13 minutes
- b. STAGE TWO - March On and Guard Routine:.....2 minutes 30 seconds
- c. STAGE THREE - Free Drill Display:.....8 to 10 minutes
- d. STAGE FOUR - Advance in Review Order and March Off2 minutes

Total timing for sections 'b' to 'd' inclusive is not to exceed 14 minutes 30 seconds. Penalty points will be deducted at a rate of one (1) point per 30 seconds (or part thereof) when under 12 minutes 30 seconds or in excess of 14 minutes 30 seconds.

Should a team exceed the 14 minutes 30 seconds time limit, they will complete their planned programme and will be marked upon the whole performance including the excess time part.

6. MARKING

Marking for the competition will be as follows:

THE GUARD

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	20
March On and Guard Routine	15
Free Drill Display	40
March Past In Review Order and March Off	10
Overall Effort and Effect	15
TOTAL POINTS FOR COMPETITION	100

THE GUARD COMMANDER

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	10
Drill / Power of Command	40
TOTAL POINTS FOR COMPETITION	50

The Adjudicators decisions are final and not negotiable.

7. INSPECTION LINE

This must be clearly marked and be at least 15 paces in front of the Dais.

ROYAL MARINES CADETS SECTION - DRILL FORMAT

STAGE ONE - THE INSPECTION

NOTES:

1. To allow Inspecting Officers complete freedom of movement, Guards are to be fallen in for the Inspection, with the following distances being used:
 - a. Between ranks: 4 paces
 - b. Between files: 2 paces
2. During the Inspection all orders will be given by the Dress Adjudicators.

SERIAL	ORDER	GIVEN BY	REMARKS
1			The Guard is to be fallen in two (2) ranks at open order (see note 1 above) 15 minutes prior to its march on time
2			On completion of the Inspection the Guard Commander is to reform the Guard, dressed by the right and stand at ease ready to march onto Stage Two. The Guard Commander is to take his position alongside the right hand person of the front rank.

STAGE TWO - MARCH ON AND GUARD ROUTINE

SERIAL	ORDER	GIVEN BY	REMARKS
3	<i>March on the Guard</i>	Drill Adjudicator	
4	<i>Very Good Sir</i>	Guard Commander	
5	<i>Guard Attention</i>	Guard Commander	
6	<i>Guard Slope Arms</i>	Guard Commander	
7	<i>Guard Move to the Left/Right – Left/Right Turn</i>	Guard Commander	
8	<i>Guard by the Left / Right - Quick March</i>	Guard Commander Time Keeper	Guard Commander leading. It depends on what side of the parade ground the Guard March on. If the Guard march on from the left of the Dais the Guard Commander leads and if the Guard March on from the right of the Dais the Guard Commander follows. The Guard Commander is always on the right of the Guard when halted and turned into line. Timekeeper will Commence Timing
9	<i>Guard Halt</i>	Guard Commander	The Guard Commander is to ensure that the Guard halts on the markers provided.
10	<i>Guard will Advance Left / Right - Turn</i>	Guard Commander	
11	<i>Guard Shoulder Arms</i>	Guard Commander	

SERIAL	ORDER	GIVEN BY	REMARKS
12	<i>Guard Open Order March</i>	Guard Commander	
13	<i>Guard Right Dress</i>	Guard Commander	On giving the order, the Guard Commander will turn right march forward five (5) paces, halt and turn about. He/She will then dress the front rank.
14	<i>Guard Front Rank Steady</i>	Guard Commander	On giving the order, the Guard Commander will then turn left take four (4) paces forward, halt, turn right and dress the rear rank.
15	<i>Guard Rear Rank Steady</i>	Guard Commander	On giving the order, the Guard Commander will then turn right take four (4) paces forward, halt, turn left. During serial 13, 14, 15 and 16 the left arm is not swung.
16	<i>Guard Eyes Front</i>	Guard Commander	On giving the order, the Guard Commander steps forward five (5) paces, halts, turns right and dresses on the right hand person of the front rank.
17	<i>Guard Stand at Ease</i>	Guard Commander	Guard Commander will comply with their own Order and await the arrival of the VIP.
18	<i>VIP Approaching</i>	Drill Adjudicator	Guard Commander maintains position to the right of the Guard and follows their own order.
19	<i>Guard Attention</i>	Guard Commander	
20	<i>Guard Slope Arms</i>	Guard Commander	
21			A representative will step onto the Dais. The Guard Commander is to wait for a period of five (5) seconds before giving the next order.
22	<i>Guard General Salute Present Arms</i>	Guard Commander	This position to be held for approximately ten (10) seconds.
23	<i>Guard Slope Arms</i>	Guard Commander	
24	<i>Guard Shoulder Arms</i>	Guard Commander	
25	<i>Carry on Guard Commander</i>	Drill Adjudicator	
26	<i>Very Good Sir</i>	Guard Commander	Guard Commander dwells a pause and slopes arms and marches to a spot on the Right of the Dais, halts and turns about to face the Guard for Stage Three.
27	<i>Permission to Carry on with the Drill Display Sir</i>	Guard Commander	
28	<i>Carry on Guard Commander</i>	Drill Adjudicator	
29		Timekeeper	Stop the Watch and write down the time of Stage Two.

STAGE THREE - FREE DRILL DISPLAY

The Guard will now be addressed as '**TROOP**'

The Troop will now carry out a 4 - 5 minute Free Drill Display with arms followed by a 4 – 5 minute Free Drill Display without Arms. The whole free drill section of the competition must not be shorter than Eight (8) minutes or exceed Ten (10) minutes.

Whistle to be Blown after 4 and 9 Minutes.

SERIAL	ORDER	GIVEN BY	REMARKS
30		Timekeeper	Re-start stopwatch at the start of the first Order from the Troop Commander.
31		Troop Commander	The Troop will now carry out a free drill display under orders of the Troop Commander using drill and orders in accordance with BR2118. The Troop will gain points for the variety and difficulty of movements incorporated into the display. Full use is to be made of the Parade Ground without undue repetition of orders.
32		Timekeeper	A whistle will be sounded at Four (4) minutes. This indicates to the troop Commander that he/she has one (1) minute to manoeuvre the Troop back to the Inspection Line to ground arms he/she will commence the next stage of Free Drill (Without Arms). A Whistle will be sounded at Nine (9) minutes. This indicates to the Troop Commander that he/she has one (1) minute to manoeuvre the Guard onto its weapons to take up arms.
33		Troop Commander	
34	<i>Drill Display Completed Sir</i>	Troop Commander	
35	<i>Carry On</i>	Drill Adjudicator	On receiving the order, the Guard Commander is to step off (Weapon at the Slope) and rejoin the Guard, shoulder Arms, dressing on the right flank.
36		Time Keeper	Stop the Watch and write down the time of Stage Three

STAGE FOUR – THE ADVANCE IN REVIEW ORDER AND MARCH OFF

The Troop will now be addressed as GUARD

SERIAL	ORDER	GIVEN BY	REMARKS
37		Timekeeper	Re-start stopwatch when Guard Commander has taken position on the right flank of the Guard Ready to commence Stage Four.
38	<i>Guard slope Arms</i>	Guard Commander	
39	<i>The Guard will Advance in Review Order.</i>	Guard Commander	
40	<i>Guard by the Right Quick - March</i>	Guard Commander	The Guard marches forward fifteen (15) paces and halts
41	<i>Guard General Salute Present Arms</i>	Guard Commander	The Guard comes to the position of the present, this position is held for approximately ten (10) seconds.
42	<i>Guard Slope Arms</i>	Guard Commander	
43	<i>Guard Commander March off the Guard</i>	Drill Adjudicator	
44	<i>Very Good Sir</i>	Guard Commander	Guard Commander to acknowledge this order with a butt salute
45	<i>Guard move to the Left / Right – Left/Right Turn</i>	Guard Commander	
46	<i>Guard Quick March</i>	Guard Commander	
47		Timekeeper	Timing finishes as the last file marches through the exit

**PART THREE
COLOUR PARTY - RULES OF THE COMPETITION**

1. TEAMS (Mixed or of one gender)

- a. Teams are to consist of five (5) Sea Cadets (Male / Female); Blue Jackets OR Royal Marines Cadets (Male / Female). No mixed RMC / SCC teams will be allowed. Participants must be all from the same Unit / District / Troop. The Composition of the team may not exceed a maximum of Two (2) Cadet Petty Officers or Sergeants.
- b. The routine should be in the format below with the drill taken from the BR1834 / BR2118

No members of the Colour Party Team are allowed to take part in the Unarmed / Armed / RMC or Piping Competitions

2. DRILL

Only drill movements from BR1834 and BR2118, available on the SCC Admin web site may be used.

3. DRESS

- a. All Cadets - Number 1s, Full Blues Uniform.

Webbing (plastic), white belt slides are to be worn on belts provided the team are all wearing the same. Belts are to be of the same material. Rifles will be supplied by the Area in which the Competition is being held.

All Colour Parties will be permitted to use their own Colour Belt but will be required to use the Standard Provided.

4. ADULTS

Officers, Warrant Officers and/or SNCO's/Senior Ratings and/or Instructors are not to have any contact with their Squad once under control of the Adjudicators for the Dress Inspection and the Competition. They are not allowed to approach the adjudicators or any of the competition officials during the course of the competition. Adults will not be allowed to be presented with any of the Trophies.

5. TIMINGS

Timings for the competition are as follows:

- a. STAGE ONE - The Inspection:5 minutes
- b. STAGE TWO – March On and Uncase
- c. STAGE THREE – VIP Approaching
- d. STAGE FOUR – Drill Routine
- e. STAGE FIVE – Case and March Off

STAGE'S TWO – FIVE: Timings are not assessed on individual sections but as a whole therefore, the total timing's for sections 'b' to 'e' inclusive is not to exceed 10 minutes. Penalty points will be deducted at a rate of one (1) point per 30 seconds (or part thereof) when under 8 minutes or in excess of 10 minutes.

Should a team exceed the 10 minutes time limit, they will complete their planned programme and will be marked upon the whole performance including the excess time part.

6. MARKING

Marking for the competition will be as follows:

THE TEAM

DESCRIPTION	MAXIMUM POINTS AVAILABLE
The Inspection	20
March On and Uncase	15
Drill Routine	40
Case and March Off	15
Overall Effort and Effect	10
TOTAL POINTS FOR COMPETITION	100

The Adjudicators decisions are final and not negotiable.

7. INSPECTION LINE

This must be clearly marked and be at least 15 paces in front of the Dais.

STAGE ONE – THE INSPECTION

NOTE:

1. The Colour Party will be Fallen In for the Inspection as in ANNEX A.
2. During the Inspection all orders will be given by the Dress Adjudicators.

SERIAL	ORDER	GIVEN BY	REMARKS
1			The Colour Party is to be fallen in as in Annex A Inspection time 5 minutes.
2			On completion of the Inspection the Colour Party I/C will take charge.

STAGE TWO – MARCH ON ROUTINE AND UNCASE

SERIAL	ORDER	GIVEN BY	REMARKS
3	March on the Colour Party	Drill Adjudicator	Timekeeper will commence timing, when the order Quick – March is given.
4	Aye, Aye Sir/Ma'am	Colour Party I/C	Colour Party I/C Salutes (If Adjudicator is an Officer)
5	Colour Party – 'Attention'	Colour Party I/C	Colour stays at the Order
6	Colour Party – 'Slope Arms'	Colour Party I/C	Colour goes to the Slope
7	Colour Party by the Centre Quick – March	Colour Party I/C	Colour Party marches onto the Parade Ground wheeling on the Inspection Line. Colour Marches On at the Slope (Colour Cased)
8	Colour Party - 'Halt'	Colour Party I/C	Centre of the Dais. The Colour Party 2I/C dwells a pause of 2 marching paces then takes post to the left of the Dais
9	Colour Party 'Shoulder - Arms'	Colour Party I/C	Colour goes to the order
10	Colour Party 'Centre - Dress'	Colour Party I/C	
11	Colour Party 'Eyes – Front'	Colour Party I/C	
12	Colour Party 'Stand at Ease'		
13	Colour Party – 'Attention'		The Colour Party 2I/C who is to uncase the Colour approaches, the Colour Party. iaw BR1834 Chapter 7 para 0712a. 1,2,3 & b 1,2
14	Colour Party 'Slope - Arms'	Colour Party I/C	Colour to remain at the Order. 2I/C uncasing the Colour halts 3 paces clear of and facing the Colour Party, mid-way between the right hand escort and the Colour Bearer

SERIAL	ORDER	GIVEN BY	REMARKS
15	Colour Party 'General Salute Present Arms'	Colour Party I/C	<p>Colour Escort and Colour Party I/C salute as in Rifle Drill, the 2I/C salutes as in squad drill. Working in time with the 3 movements of the rifle, the Colour Bearer presents the Colour for uncasing.</p> <p>When fully uncased the Colour is gathered by the 2I/C and the bottom corner of the Colour is passed into the Colour Bearer's right hand who retains it in this position. The 2I/C returns to the position of the salute.</p>
16	Colour Party 'Slope – Arms'	Colour Party I/C	<p>Colour Escorts and I/C act as in arms drill and the Colour Bearer brings the Colour back to the 'Order' in the same 2 movements. The 2I/C returning from the salute on the second movement and marches back to the left of the Dais.</p>
16a	Colour Party 'Shoulder – Arms'	Colour Party I/C	
17	Colour Party 'Open Order – March'	Colour Party I/C	<p>Colour I/C & bearer take two paces forward.</p>
18	Colour Party 'Stand at Ease'	Colour Party I/C	

STAGE THREE – VIP APPROACHING

SERIAL	ORDER	GIVEN BY	REMARKS
19	Show the Colour	Colour Party I/C	Colour bearer comes to Attention, slopes the colour, takes 1 pace forward and turns left. He then takes 5 paces to the left at the slow march halts and turns about and then takes 10 paces in the opposite direction, halts turns about, colour party I/C orders 'Take Post' on taking post colour bearer stands at ease. iaw BR1834 Chapter 7 para 0713 (note 2) paying attention to the position of the Colour Officer
20	VIP Approaching	Drill Adjudicator	
21	Colour Party 'Attention'	Colour Party I/C	
22	Colour Party 'Slope – Arms'	Colour Party I/C	Colour goes to the Carry.
23	Colour Party 'Royal Salute Present – Arms'	Colour Party I/C	Lower the Colour at the Halt - (Dipped) 2ic is also to salute with the hand.
24	Colour Party 'Slope – Arms'	Colour Party I/C	Colour goes to the Carry
25	Colour Party 'Shoulder – Arms'	Colour Party I/C	Colour goes to the Order
26	Permission to carry on with drill routine, Sir, Ma'am	Colour Party I/C	I/C to Salute (If the Adjudicator is an Officer)
27	Carry On	Drill Adjudicator	
28	Aye, Aye Sir/Ma'am	Colour Party I/C	Colour Party I/C Salutes (if the Adjudicator is an Officer)

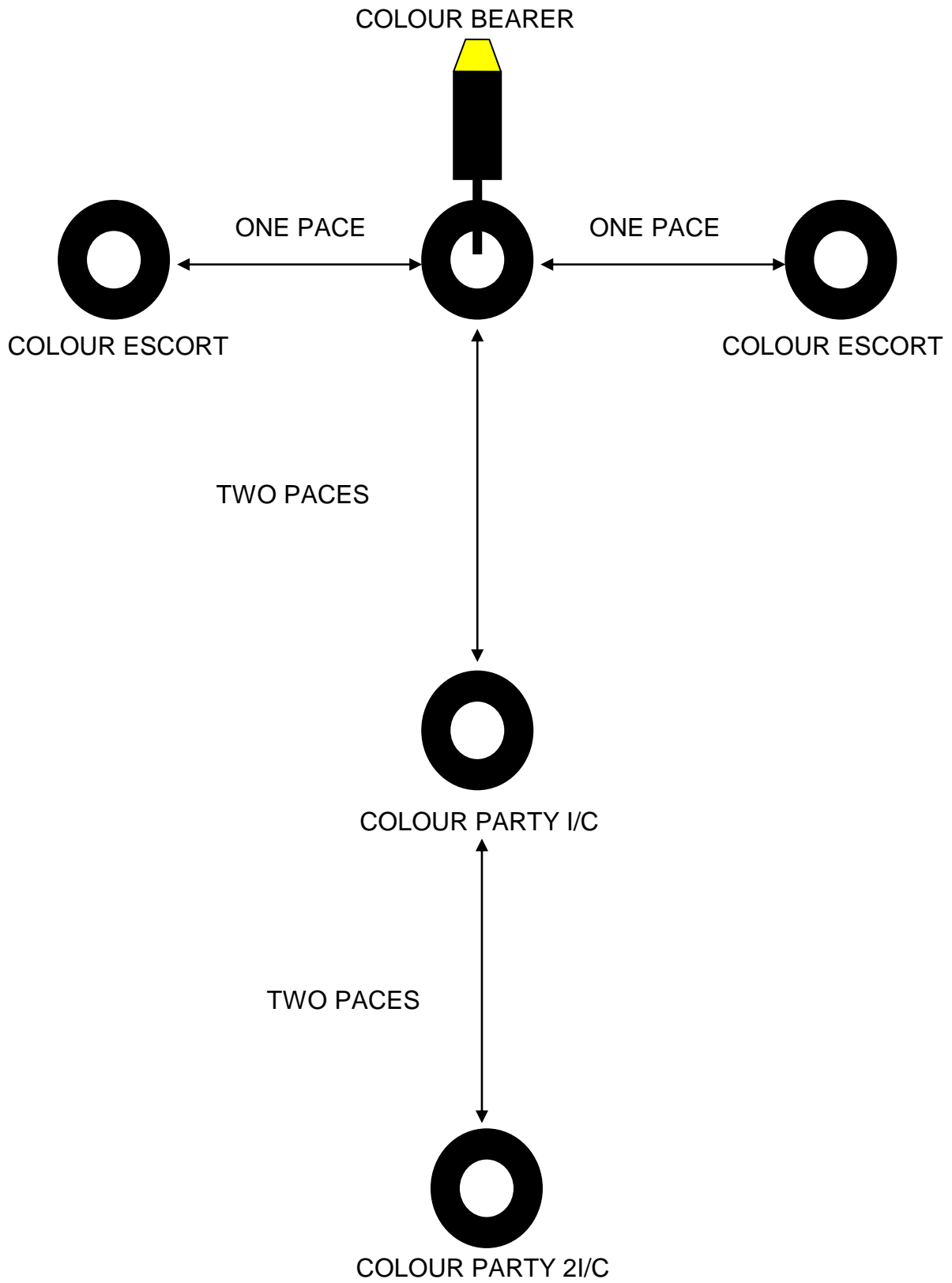
STAGE FOUR – DRILL ROUTINE

SERIAL	ORDER	GIVEN BY	REMARKS
29		Colour Party I/C	<p>The following is the composure Drill Routine, which is to be conducted in this order:</p> <p>Close Order March</p> <p>Centre Dress</p> <p>Slope Arms</p> <p>Colour to the Slope</p> <p>Right Turn (8 pace auto wheel)</p> <p>Quick March (Colour stay's at the slope for 10 paces, after which colour bearer brings colour to the carry)</p> <p>Eye's Right, Colour lowered to the dip (the drill is carried out over 4 marching paces).</p> <p>Eye's Front</p> <p>Colour back to the carry</p> <p>Eyes Left, Colour let fly</p> <p>Colour party to complete the routine by turning into line at A position central to the dais and sufficiently clear to carry out the Advance in Review Order, centre dress and return to the slope</p>
30	Colour Party 'Will Advance in Review Order, By the Centre Quick – March'	Colour Party I/C	Colour Party advance 15 paces and halt, after dwelling a pause of 2 marching paces automatically come to the Present Arms, on completion of the Salute I/C gives the order to slope Arms.
31	Colour Party 'Shoulder – Arms'	Colour Party I/C	
32	Colour Party 'Centre – Dress'	Colour Party I/C	
33	Colour Party 'Eyes Front'	Colour Party I/C	
34	Colour Party 'Stand at Ease'	Colour party I/C	

STAGE FIVE – CASE & MARCH OFF ROUTINE

SERIAL	ORDER	GIVEN BY	REMARKS
34	Colour Party 'Attention'	Colour Party I/C	2 I/C Approaches Colour Party. iaw BR1834 Chapter 7 0712 paragraphed (Casing)
35	Colour Party 'Slope – Arms'	Colour Party I/C	Colour to remain at the Order. The 2I/C casing the Colour halts 3 paces clear of and facing the Colour Party, mid-way between the right hand escort and the Colour Bearer.
36	Colour Party 'Royal Salute Present – Arms'	Colour Party I/C	The Colour Escort and Colour Bearer salute as in Rifle drill. Working in time with the 3 movements of the rifle the Colour Bearer presents the Colour for casing. The 2I/C salutes and then cases the Colour, by rolling up
37	Colour Party 'Slope – Arms'	Colour Party I/C	Colour Escorts act as in rifle drill and the Colour is brought to the 'Order'. After dwelling a suitable pause to allow the casing 2I/C to clear the frontage of the Colour Party, the Colour Bearer without further orders brings the Colour to the 'Slope' and the Colour Party are then ready to March Off. The Colour Party 2I/C returns to his/her original position at the rear of the Colour Party.
38	Permission to March Off the Colour Party, Sir / Ma'am	Colour Party I/C	Saluting (if the Adjudicator is an Officer)
39	Carry On	Drill Adjudicator	
40	Aye, Aye Sir/Ma'am	Colour Party I/C	Colour Party I/C Salutes (if the Adjudicator is an Officer)
41	Colour Party 'By the Centre Quick – March'	Colour Party I/C	
42	Colour Party 'Left / Right Wheel'	Colour Party I/C	
43		Timekeeper	Timing finishes as the Colour Party 2I/C marches through the exit.

COMPOSITION



**PART FOUR
PIPING COMPETITION - RULES OF THE COMPETITION**

1. TEAMS

The Competition consists of two classes:

- a. Individual Class – Sea Cadets (male / female) and/or Royal Marines Cadets (male / female). Two (2) Cadets may enter, both of whom may pipe in the Team Class.
- b. Team Class – Sea Cadets (male / female) and / or Royal Marines Cadets (male / female). The team consists of three (3) Cadets. Two of the team may pipe in the Individual Class

No members of the Piping Individuals / Team are allowed to take part in the Unarmed / Armed / MC or the Colour Party Competitions

2. PIPING DRILL

Only drill movements from the current TIs may be used.

3. DRESS

- a. All Cadets - Number 1s, WITHOUT webbing (belt and anklets)

Chin stays will be worn for the inspection only (Royal Marines Cadets will not wear Chin stays but must wear gloves for the inspection).

4. ADULTS

Officers and/or Warrant Officers/ SNCO's /Senior Ratings and/or Instructors are not to have any contact with their Team once under control of the Adjudicators for the Dress Inspection and the Competition. They are not allowed to approach the adjudicators or any of the competition officials during the course of the competition. Adults will not be allowed to be presented with any of the Trophies.

5. TIMINGS

The following points will be deducted if over or under the times specified in the current Boatswains Call Handbook:

- a. From 0.5 to 1.0 Seconds:.....1 Points
- b. From 1.0 to 1.5 Seconds:.....2 Points
- c. From 1.5 to 2.0 Seconds.....3 Points
- d. From 2.0 to 2.5 Seconds:.....4 Points
- e. From 2.5 to 3.0 Seconds:.....5 Points
- f. From 3.0 to 3.5 Seconds:.....6 Points
- g. From 3.5 to 4.0 Seconds:.....7 Points
- h. From 4.0 to 4.5 Seconds:.....8 Points
- i. From 4.5 to 5.0 Seconds:.....9 Points
- j. Above 5.0 Seconds:.....10 Points

4 Points for failing to make a verbal statement after the Lash up and Stow.

6. PIPES

Pipes will be made in the following order, for both the TEAM and the INDIVIDUAL

- (1) PIPEDOWN
- (2) LASH UP AND STOW / SPECIAL CALL, followed by the verbal order.
"Heave Ho, Heave Ho, Lash up and stow, All Hands turn out"
- (3) DINNER
- (4) PIPE THE SIDE
- (5) VEER/WALK BACK

Cadets are not to rehearse within earshot of the Piping Competition.

7. MARKING

Marking for the competition will be as follows:

DESCRIPTION	MAXIMUM POINTS AVAILABLE
Dress (30 Points per member) Divide by 3	30
Personal Drill and Bearing (10 points per member) Divide by 3	10
Pipes (50 points per pipe)	250
TOTAL MARKS FOR COMPETITION	290

PIPING COMPETITIONS - DRILLS AND ROUTINE

The following Drills and Routines are to be adhered to by Team and Individual pipers.

The team and individuals of each area will march on together as directed by the judges, with the Cadet in Charge leading. The Boatswains Call, properly fitted with a chain, it is to be held in the left hand. The left arm is NOT to be swung. They will then be dress inspected. Time will then be given to allow cadets to remove their chin stays following inspection.

1. TEAM PIPERS

The Cadet in Charge (CiC) is to give all the verbal orders. The Team is to take approximately two paces forward, upon the order given by the CiC, dress the team at half arm intervals, the CiC ONLY is then to salute the Judge. On the return of the salute, and upon the order given by the CiC the Team will transfer the call to the right hand using a simple drill movement, as per the boatswains call handbook, (bugle drill is not to be used) and the CiC will then make the following report:

"SIR/MA'AM, WE ARE THE AREA TEAM (i.e. Midland Area Team)"

- a. The Judge will give the first order:

"CARRY ON WITH THE FIRST PIPE"

- b. The Team will carry out the first pipe. On completion of the Pipe the Call will be brought down to the right side.

- c. The Judge will give the next order:

"CARRY ON WITH THE SECOND PIPE"

- d. The Team will carry out the second pipe. On completion of the Pipe the Call will be brought down to the right side.

e. The Judge will give the next order:

“CARRY ON WITH THE THIRD PIPE”

f. The Team will carry out the third pipe. On completion of the Pipe the Call will be brought down to the right side.

g. The Judge will give the next order:

“CARRY ON WITH THE FOURTH PIPE”

h. The Team will carry out the fourth pipe. On completion of the Pipe the Call will be brought down to the right side.

i. The Judge will give the next order:

“CARRY ON WITH THE FIFTH CHOICE PIPE”

j. On completion of the final Pipe, the Team will be given the order ‘CARRY ON’ by the Judge.

k. Upon receiving this order the CiC will respond with:

- (1) For Sea Cadets - *“AYE, AYE SIR/MA’AM”*
- (2) For Royal Marines Cadets - *“VERY GOOD SIR/MA’AM”*

l. Upon the order given by the CiC, the Team will transfer the Boatswains Call to the left hand, using a simple drill movement, and then the CiC ONLY will salute.

m. On the Salute being returned, and upon the order given by the CiC, the Team will take two paces to the rear and stand at ease.

2. INDIVIDUAL PIPERS

The Cadet is to take two paces forward in front of the Judges, the Piper will salute. On the return of the salute, the cadet will transfer the call to the right hand using a simple drill movement, as per the Boatswains call handbook, (bugle drill is not to be used) and make the following report:

“SIR/MA’AM, I AM... RATE,... NAME,... AREA (i.e. Able Cadet Smith Midland Area)”

a. The Judge will give the first order:

“CARRY ON WITH THE FIRST PIPE”

b. The Team will carry out the first pipe. On completion of the Pipe the Call will be brought down to the right side.

c. The Judge will give the next order:

“CARRY ON WITH THE SECOND PIPE”

d. The Team will carry out the second pipe. On completion of the Pipe the Call will be brought down to the right side.

e. The Judge will give the next order:

“CARRY ON WITH THE THIRD PIPE”

f. The Team will carry out the third pipe. On completion of the Pipe the Call will be brought down to the right side.

g. The Judge will give the next order:

“CARRY ON WITH THE FOURTH PIPE”

h. The Team will carry out the fourth pipe. On completion of the Pipe the Call will be brought down to the right side.

i. The Judge will give the next order:

“CARRY ON WITH THE FIFTH PIPE”

j. On completion of the final Pipe, the contestant will be given the order ‘CARRY ON’ by the Judge.

k. Upon receiving this order the Cadet will respond with:

(1) For Sea Cadets - *“AYE, AYE SIR/MA’AM”*

(2) For Royal Marines Cadets - *“VERY GOOD SIR/MA’AM”*

l. Transfer the Boatswains Call to the left hand, using a simple drill movement, and then salute

m. On the Salute being returned, the Piper will take two paces to the rear and stand at ease.

On completion of the team and both individual pipers the CiC will bring the whole area entry to attention, salute and ask for permission to march off.

On the Salute being returned and permission given to ‘Carry on’ by the lead Judge, the order will then be given by the CiC to turn the Area to a flank and march off; halting and dismissing when well clear of the competition area.

NOTES

All pipes must be played in the order stated in the rules. Pipes played outside this order will not be marked.

Once they have marched on dressed and reported there should be no more verbal orders unless the Pipe that they are making requires one. There is no requirement for each pipe to be announced before it is played; however cadets will not be penalised if they do so. All timings can easily be taken from a simple nod of the head or hand movement by the lead cadet to ensure unison when making the Pipe.

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