Airdrie, Coatbridge and District Boys' Brigade

Elementary Drill Competition 2025/26.

The William Hunter Memorial trophy

- A serving boy (P7 to S6 or equivalent) from the Company or Senior Section will act as instructor.
- Commands and linked diagrams are attached. The programme will be a basic squad drill programme of a less difficult nature to the normal Squad Drill Competition programme.
- Programme will have format of: Inspection; Fall-in; Part 1 (slow time); Part 2 (quick time) and Fall-out.
- Instructor will be allowed to refer to notes/commands. He will be judged on bearing and ability to deliver commands (tone, volume and timing).
- Judging drill movements will commence after inspection.
- Each squad will consist of six boys formed up in two's; i.e. 'Frontage' of 3 boys and 'Depth' of 2 boys. In terms of movements it will be without a rear rank were the squad marching in 3's. This is important in terms of, say a change of direction movement, where the second rank will incline.
- Age range of the team of six participants will be: MAXIMUM of 4 boys in squad in Senior Section (S3-6 or equivalent).
- Squads with fewer than 6 boys will have points deducted in proportion.
- Age of Instructor P7-S6 (or equivalent) and serving in the Company.
- Points for Inspection=10
- Points for Instructor=10
- Points for Fall-in=20
- Points for Part 1 (slow time)=30
- Points for Part 2 and Fall-out (quick time)=30

- Penalties for parts missing from programme will be determined by the Judging Team.
- 5 points will be deducted for any part performed in the wrong time (i.e. doing part 1 in quick time instead of slow time or doing part 2 in slow time instead of quick time).
- The instructor will report and salute to the main Judge prior to starting the programme then take a step back and salute again. At the end of Part 1 await his instruction to carry on. The instructor will report to the main Judge and salute again at the end of Part 2 then take a step back and salute again. The judge will give permission for the Fall out. The instructor will then return to his squad and then Fall out his squad.
- The decision of the Judging Team will be final.
- The Battalion will nominate the Judging Team.
- The programme provided will show Part 1 (slow time) start and finish in middle of the hall. Part 2 (quick time) should therefore start in middle of hall and be finished in middle of hall. Therefore the squad should fall-in to be positioned in middle of hall. The instructor will be allowed to re-position his squad in the middle without penalty.

Commands for falling-in:

Squad.

Marker take post.

Tallest on the right, shortest on the left, in single rank-size.

Squad-number.

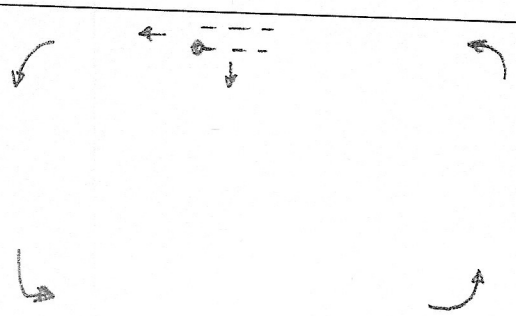
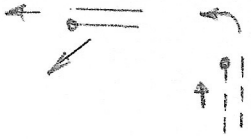
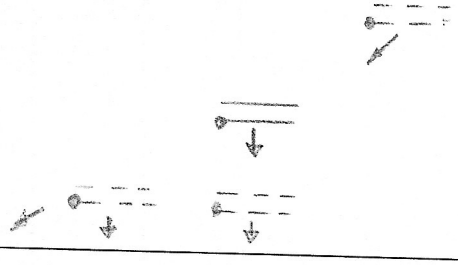
Odd numbers two paces step forward-march.

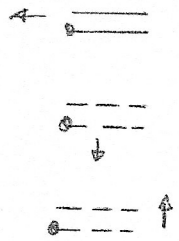
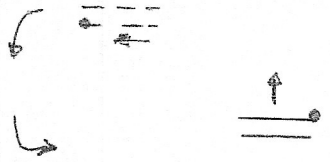
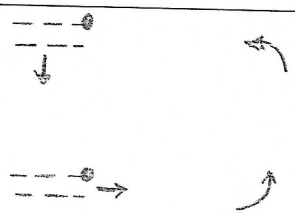
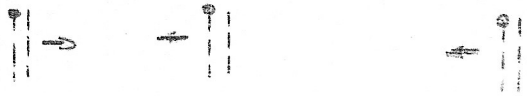
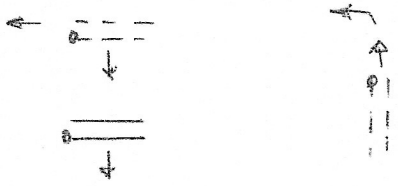
Number one stand fast, ranks right and left-turn.

Form squad in two's, quick -march.

Dressing, right-dress.

Stand-at-ease.

Part 1	Slow Time
	Atten-shun Turn to the right, right-turn Incline to the left, left-incline Salute to the front, Sal-ute Incline to the left, left-incline
	Five paces step back-march* Move to the right, right-turn. By the left, SLOW-march. Change direction left, left-wheel Change direction left, left-wheel Change direction left, left-wheel Change direction left, left wheel.
	Move to the left, left-turn (by the right) Squad will retire, about-turn(by the left) Squad-halt Turn about, about-turn
	By the right,Change direction right, at the halt, right-form. Slow-march*
	Squad will advance, by the right, slow-march. Squad will retire, about-turn (by the left) Squad-halt.
	Move to the left, left-turn. By the left, slow-march. Change direction left, left-wheel Squad-halt. Incline to the left, left-incline
	By the right, slow-march Squad-halt. Incline to the left, left-incline Six paces left close-march Four paces step back-march* Stand-at-ease.

Part 2	Quick Time
	Atten-shun Squad will advance, by the right, QUICK-march. Squad will retire, about-turn(by the left) Move to the left, left-turn
	Change direction left, left-wheel Change direction left, left-wheel Move to the left, left-turn(by the right)
	Squad will retire, about-turn(by the left). Move to the left, left-turn Change direction left, left-wheel Change direction left, left-wheel
	Squad-halt Turn to the left, left-turn. By the right, change direction right, at the halt, right-form. Quick-march.*
	Squad will advance, by the right, quick-march. Squad will retire, about-turn.(near end of hall) Squad will retire, about-turn.(near end of hall)
	Mark-Time,(approx.. 12 steps). For-ward. Squad will retire, about-turn. (By the left.)
	Move to the left, left-turn Change direction left, left-wheel Squad-halt (half way along side of hall). Turn to the left, left-turn. Four paces step forward-march* Stand-at-ease.