

SQUAD DRILL COMPETITION 2018/2019

PROGRAMME

Starting position to be determined by the Squad Commander.

("FALL-IN" – NOT PART OF THE PROGRAMME)

Unless stated otherwise, movements are in quick time.

Squad Commander should: command the Squad to "Stand at Ease" at the end of each movement and when instructed by Judges, command the Squad to "Atten-shun" and proceed with next movement.

make use of the available hall space.

1. ADVANCE IN SLOW TIME, MOVE TO THE RIGHT, CHANGE DIRECTION RIGHT, FORM SQUAD ON THE RIGHT, MOVE TO THE RIGHT, CHANGE DIRECTION RIGHT, MOVE TO THE RIGHT, INCLINE TO THE RIGHT, HALT. INCLINE TO THE LEFT.
2. MOVE TO THE LEFT, CHANGE DIRECTION LEFT, MOVE TO THE LEFT, CHANGE DIRECTION RIGHT, RETIRE, RETIRE, MOVE TO THE RIGHT, CHANGE DIRECTION RIGHT, FORM SQUAD AT THE HALT ON THE RIGHT. TURN ABOUT.
3. ADVANCE, RETIRE, CHANGE DIRECTION RIGHT, MOVE TO THE RIGHT, CHANGE DIRECTION RIGHT, MOVE TO THE RIGHT, CHANGE DIRECTION RIGHT, HALT.
4. MOVE TO THE RIGHT, FORM SQUAD ON THE RIGHT, RETIRE, MOVE TO THE LEFT, MOVE TO THE LEFT, RETIRE, CHANGE DIRECTION RIGHT, RETIRE, MOVE TO THE LEFT, CHANGE DIRECTION LEFT, CHANGE DIRECTION LEFT, CHANGE DIRECTION LEFT, HALT. TURN TO THE RIGHT.
5. MOVE TO THE LEFT, CHANGE DIRECTION LEFT, INCLINE TO THE LEFT, INCLINE TO THE RIGHT, MOVE TO THE RIGHT, MOVE TO THE RIGHT, CHANGE DIRECTION RIGHT, RETIRE, MOVE TO THE RIGHT, MOVE TO THE RIGHT, FORM SQUAD AT THE HALT ON THE RIGHT. TURN ABOUT.