

**Rules, Regulations, and Procedures
Governing Competitive Drills
Grand Encampment Knights Templar
ALEXANDRIA, VIRGINIA
August 2012**

The following Rules, Regulations, and Procedures approved by the Grand Master; governing Competitive Drills are hereby published for the information and guidance of all concerned.

Dated: June, 2011

Place:	Hilton Alexandria Mark Center Hotel Alexandria, Virginia
Date:	Friday & Saturday, August 10-11, 2012
Drill Area:	75' x 100' Classes "A", "B", "C", "D"

Objective:	To create enthusiasm in Templary and perfect Templar Drills. To increase interest and esprit de corps in local Commanderies and Grand Commanderies. To determine the degree of proficiency of the Drill Teams participating in accordance with the highest standard of knightly courtesy and true sportsmanship.
Participation:	Each Grand Commandery, Subdivision of a Grand Commandery, Subordinate Commandery, and Constituent Commandery should encourage Drill Teams to participate in this national competition, and to publicly promote those teams who enter.
Attendance:	Drills will be open to the public, and limited seating is available.
Prizes:	Each participant of the Drill Competition will receive a Drill Bar and Header (if necessary). Individual prizes will be awarded to the teams placing first, second, and third in each class of competition.
Awards Ceremony:	Each participant of the Drill Competition is encouraged to be present for the Pass-in-Review and Awards Ceremony which will be held in the "The Hilton Alexandria Mark Center Hotel". Each Team will be acknowledged, and awards presented by the Chairman of the Competitive Drill Committee.
Drill Schedules:	Both the Drill Schedules, the current Drill Detailed Instructions and Entry Forms will be published on the Grand Encampment web site for anyone to download. If you have questions call the Chairman of the Committee on Drill Regulations at 419-722-5849.

Rule One

Class "A"	Each Drill Team shall consist of 24 Knights, 4 Guides, 2 Platoon Leaders, and 1 Commander, total of 31 Knights; formed in 2 Platoons, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case shall the team number be less than thirty-one (31).
Class "B"	Each Drill Team shall consist of 18 Knights, 2 Guides, and 1 Commander, total of 21 Knights; formed in 2 Platoons of 10 Knights, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case shall the team number be less than twenty-one (21).
Class "C"	Each Drill Team shall consist of 12 Knights, 2 Guides, and 1 Commander total of 15 Knights; formed in 2 Platoons of 7 Knights, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case shall the team number be less than fifteen (15).
Class "D"	Each Drill Team shall consist of 6 Knights and 1 Commander total of 7 Knights; formed in 2 Sets of 3 Knights, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case shall the team number be less than seven (7).
Optional Supernumerary Knights	Should the number of Knights fall below the minimum for any reason, with no Supernumerary Knights to replace them, the team will be disqualified. Only Supernumerary Knights who stand Personal Inspection with their Team are eligible to replace a Knight on their Team. If a Drill Team stands Personal Inspection without Supernumeraries, and subsequently falls below the minimum for any reason, the Team will be disqualified for a violation of Rule #1. Supernumeraries will be Inspected, but not scored.

Rule Two

Members of Drill Team	For the purpose of this competition, any Grand Commandery, Subdivision of a Grand Commandery, Subordinate Commandery, or Constituent Commandery may enter a Drill Team. Only Sir Knights in good standing of the aforementioned groups shall participate in the Grand Encampment Drill competition.
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Rule Three

Drill Schedules	Drill Schedules prepared by this Committee will contain specifically numbered movements described in the Drill Regulations of the Grand Encampment of the USA. Commanding Officers will give the appropriate tactical commands. Movements must be executed as described in the paragraph referenced except for those movements that have been supplemented by Detailed Instructions. The Detailed Instructions will then be followed. Each marching movement must be continued for a sufficient distance to complete the demonstration, and allow proper scoring by the Judges. Unnecessary commands will be penalized. All Drills will be performed without music accompaniment.
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Rule Seven

Cadence, Step	<p>The standard cadence shall be quick time (120 steps per minute), and shall be established by the leading guide. Cadence shall be taken four (4) different times by the judge assigned, over a period of not less than twenty (20) steps. A deduction of one (1) point is assessed for each step over or under the specified cadence. Cadence for the Sword Manual shall be common time (Ninety (90) per minute). Captains shall allow at least two (2) seconds between the completion of any sword movement and the preparatory command for the next movement to permit proper scoring.</p> <p>The length of the "Full Step" is 30 inches, the "Short Step" is 22 inches, and the "Half Step" is 15 inches. It will be established by the leading guide during the formation, display and termination of all Display Movements, and will be scored by the assigned Judge. A deduction of one (1) error against the leading guide for each deviation from the prescribed length shall be assessed.</p>
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Rule Eight

Divine Service	A Divine Service is scheduled and participation by the Competing Teams is required. Since the Divine Service follows the Competition, attendance by the Drill Teams is a matter of Knightly Honor.
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Rule Nine

Order of Drill	The sequence or order in which teams drill shall be determined by lot, under the direction of the Committee on Drill Regulations. The order cannot be changed except as hereinafter provided in Rule Ten.
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Rule Ten

Exceptions to Rules and Regulations	All Rules and Regulations governing the Drills must be strictly adhered to and no variation will be permitted except in case of some unforeseen emergency, and then only by unanimous consent of the Captains of the Teams in the same Class of Drill entered in the competition combined with the agreement of the Committee on Drill Regulations.
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Rule Eleven

Supersedes	These Rules, Regulations and Procedures, supersede any and all previously issued for the Governing of Competitive Drills for the Grand Encampment of Knights Templar of the USA.
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Duties of the Judges

First Judge	Will inspect and score the following: Swords, Baldrics (if worn), gloves, chapeau, faces, neck hair, shirts, ties, and general appearance of the Knight.
Second Judge	Will inspect and score the following: Coats, belts (if worn), trousers, shoes, and position of the Knight.

Third Judge	Will observe and score the following: 1. All Classes: The Commander, his position and his teams position, wrong or unnecessary commands, omissions, and alignments when the Commandery is in line and halted.
Fourth Judge	Will observe and score the following: 1. Class "A": The Platoon Leaders, and Interior Guides, their positions, wrong or unnecessary commands and omissions. 2. Class "B": The Right Guide, the First Section and First Platoon in Platoon movements. 3. Class "C": The Right Guide and the First Section. 4. Class "D": The Knights.
Fifth Judge	Will observe and score the following: 1. Class "A": Knights and Right Guide of the First Platoon, and the Sword Manual of the First Platoon. 2. Class "B": The Second Section. 3. Class "C": The Left Guide and the Second Section. 4. Class "D": Same as Seventh Judge below.
Sixth Judge	Will observe and score the following: 1. Class "A": Knights and Left Guide of the Second Platoon and the Sword Manual of the Second Platoon. 2. Class "B": Left Guide, the Third Section and Second Platoon in Platoon Movements. 3. Class "C": Same as Seventh Judge below.
Seventh Judge	Will observe and score the following: 1. Cadence - 120 steps per minutes (Quick time) over minimum of 20 steps taken four times during the Drill. 2. Time- Total minutes from "Carry Swords": after presentation of the team to "Present Swords" at the conclusion of the Drill.
Scoring	1. Scoring will be based on a total of 1000 point for a perfect drill. 2. Score Cards will be signed by each Judge and handed to the Accountants at the Judges' table. 3. The Accountants will turn over all scorecards to the Auditors who will compute and verify the score for each team after completion of the Drill. 4. Each Captain will be furnished a summary of the score of each of the competing teams.

Personal Inspection

Hair	Hair neatly trimmed, and does not extend over the collar.
Beards & Moustaches	Beards & Moustaches neatly trimmed will not be scored.
Personal Jewelry	Personal Jewelry above the neck will be scored.
Shoulder Straps	Shoulder Straps will be worn squarely on the shoulder, and within 1/4" of the sleeve seam, unless otherwise specified in your jurisdiction.
Belts	If a belt is part of the uniform in your jurisdiction, it will be scored.
Baldrics	If a Baldric is part of the uniform in your jurisdiction, it will be scored.
Shoes	Shoes must be black, polished and plain toed. Low heel boots with plain toes will not be scored. Patent Leather shoes will be scored. Corfam shoes will not be scored if each member of the team uniformly wears them. If there is a mixture of shoe types worn by a single team, the type in the minority will be scored. Cowboy (high heel) boots are not allowed.
Shirts	Shirts must be plain white with plain collar. No textured stripes. No button down collars.
Trousers	Black uniform trousers are to hang straight – no break. Socks must not be visible.

Issued by the Committee on Drill Regulations

Chairman Bruce "D" Basil
 Steven J. Barton
 Thomas N. Turner