

**DRILL TEAM
COMPETITIONS**

MILITARY

EXHIBITION

NOVELTY-FLAG

NOVELTY-OTHER

REVISED 2004

INSTRUCTIONS FOR DRILL TEAM COMMITTEE

1. There shall be Drill Team competition at each Annual Session of the Grand Bethel.
2. Rules, entry forms, scoring sheets, and a manual on drill details are on file in and available from the Grand Secretary's office.
3. The committee shall send a letter to all Bethels, announcing the particulars of Drill Team competition for the Annual Session of the Grand Bethel. The letter and entry forms shall be included in the #5 mailing of the Grand Bethel Board of Directors.
4. The committee shall furnish information relative to the location, size, and kind of drill floor, and location of entrance and exit doors to competing Bethels upon receipt of their entries.
5. A member of the competition committee shall be in attendance at all times and at all sessions of the competition to assure compliance with all rules. If rules are not followed, the committee member[s] shall be empowered to deduct points as stipulated in the competition rules.
6. Obtain a variety of competent volunteer or paid professional judges in parade, military, and dance categories. If available, the judges shall be properly qualified military personnel or members of a judging association. Three judges must be used for judging competition. Four or more may be used if the number of teams entering the competition warrants it.
7. Amenities such as meals, parking permits, and honoraria shall be extended to all judges as appropriate.
8. Proposed costs for said amenities shall be submitted to the Grand Bethel Board of Directors by September 15 for approval and inclusion in the budget of the Grand Bethel.
9. The due date for submitting the number of trophies/and or medallions, ribbons, and certificates required shall be no later than May 15.

AWARDS

1. Awards will be presented during the Annual Session at a time designated by the Grand Bethel Board of Directors.
2. Certificates shall be given to all participants.
3. First, second and third place trophies or plaques shall be awarded assuming that there are at least three [3] entries. One Honorable Mention ribbon may be awarded. Appropriate ribbons will be awarded to each member of a first, second, third, or Honorable Mention team.
4. In the event of a tie, duplicate awards shall be given.
5. Perpetual trophies shall be presented to the first place team in each style of drill and to the highest scoring first-time competition team.
6. The Colonel Ralph H. Selby Memorial Trophy [perpetual] shall be presented to the drill team with the highest score regardless of competition class.
7. It shall be the responsibility of each Bethel to have the Bethel number engraved on the trophy and/or plaque.
8. Trophies shall be purchased by the Special Contest chairman and paid for by the Grand Bethel Board of Directors.

RULES FOR DRILL TEAM COMPETITION

1. All Entry Forms are requested by April 15 and shall be postmarked or received no later than May 1. Any exceptions to the May 1 deadline shall be approved by the Chairman and the Grand Guardian.
2. Contestants shall be active members in good standing. AN ACTIVE MEMBER IS DEFINED IN SUPREME, SUPPLEMENTAL INSTRUCTIONS 9 [SI - 9].
3. All members of a drill team shall be pre-registered for the Annual Session of the Grand Bethel and attend the meetings.
4. No Bethel shall enter more than one [1] team.
5. The 'Special Combined Bethel' category shall consist of two [2] Bethels entering a combined team. All rules shall apply to this combined class.
6. Bethels shall enter one of the following classes:
 - a. Military Class
 - b. Exhibition Class
 - c. Novelty Class, Flag
 - d. Novelty Class, Dance
7. All classes require a minimum of eight [8] members which may include the officers.
8. Military and Exhibition classes shall perform for at least five [5] minutes and no more than eight [8] minutes. Novelty drill classes shall perform for at least four [4] minutes and no more than six [6] minutes.
9. A meeting of Drill Team captains, adult representatives from the Bethel, and members of the Drill Team Committee shall be held during the Annual Session of the Grand Bethel for the purpose of:
 - a. Drawing for drill positions
 - b. Checking team classifications
 - c. Clarification of rules
 - d. Determining team's choice of timing
 - e. Determining team's choice of leaving the floor.
10. If time permits and the necessary practices for the variety show are completed, each team may be allowed to practice [under the competition of at least one [1] Bethel Guardian Council member] on the competition floor for a maximum of five [5] minutes. Permission must be requested from the Chairman of the Drill Team Committee. Practice may be allowed after dismissal from the 'inspection' segment of the competition.

ENTRY FORM DRILL COMPETITIONS

Please submit your entry no later than April 15.
All entries shall be postmarked or received by May 1.

Bethel No. _____
Class Entered [Check all that apply] Military _____ Exhibition _____
Novelty, Flag _____ Novelty, Dance _____ First Timer _____
Number of Daughters on the Team _____ Year Team Organized _____
Has the Bethel Entered a Drill Team Before? NO _____ YES _____
When (Year) _____ Class _____
* * * * *

CAPTAIN'S NAME _____

CO-CAPTAIN'S NAME _____

THE UNDERSIGNED VOUCH FOR THE VALIDITY OF THIS ENTRY AND AGREE THAT THE TEAM WILL ABIDE BY THE RULES AND REGULATIONS ESTABLISHED BY THE GRAND GUARDIAN COUNCIL FOR DRILL TEAM COMPETITION. [Complete rules, scoring sheets, and drill descriptions are available from the office of the Grand Secretary.]

* * * * *

Does the Bethel have daughters in music contests? YES _____ NO _____

Does the Bethel have daughters in ritual contests? YES _____ NO _____

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BETHEL GUARDIAN _____ PHONE _____

STREET, CITY & ZIP _____

ASSOCIATE GUARDIAN _____ PHONE _____

STREET, CITY & ZIP _____

DRILL MASTER _____ PHONE _____

STREET, CITY & ZIP _____

E-mail address _____

ATTACH PAGE WITH DESCRIPTION OF ROUTINE AND LIST TEAM MEMBERS

RECAPITULATION SCORE SHEET MILITARY AND EXHIBITION

BETHEL NO. _____ CITY _____ DATE _____

MILITARY _____ EXHIBITION _____ FIRST TIMER _____

CATEGORY	Points Possible	Judge #1	Judge #2	Judge #3	Judge #4	Judge #5	Average Points Earned
MARCHING AND MANEUVERING	600						
GENERAL EFFECT (SHOWMANSHIP)	400						
TOTAL POINTS	1000						

TIMING OPTIONS	Starting Time	Ending Time	Actual Time	Penalty Points
SALUTE TO EXIT _____				[2 points penalty for each minute, or fraction, over or under]
SALUTE TO SALUTE _____				

OTHER PENALTY CATEGORIES	Penalty Points	OTHER PENALTY CATEGORIES	Penalty Points	Total Penalty Points
INSPECTION		REQUIRED MOVEMENTS		
SALUTES				
BOUNDARIES		OTHER [SPECIFY]		

POINTS EARNED	PENALTY POINTS	FINAL SCORE

TIMING JUDGE: _____ SCORING JUDGE _____

TABULATOR: _____

COMMENTS :

Drill Team Score Sheet

Bethel No. _____

Style: Military _____

Exhibition _____

First Timers _____

PERSONNEL AND EQUIPMENT INSPECTION SCORES:

Penalties		Penalties	
A. Personnel	B. Accessories	C. Uniforms	D. Equipment & Metal Parts
Talking _____	Ties _____	Uniforms _____	Colors: _____
Hairdress _____	Dress cords _____	Press _____	Press _____
Chewing gum, etc. _____	Belts _____	Clean _____	Clean _____
Head turning _____	Sashes _____	Fit _____	Ornament _____
Posture _____	Gloves _____	Head dress _____	Rifles _____
Fingernails _____	Other _____	Collars _____	Side Arms _____
Other _____		Capes _____	Straps _____
		Shoes _____	Metals _____
		Other _____	Insignia _____
Column Total: _____	Column Total: _____	Column Total: _____	Column Total: _____
			Penalty Totals: _____

GENERAL EFFECT SCORES:

Performance: Dignity and Military Bearing	Points Possible: 100
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Poise	Dignity	Style	
Precision of Execution	Posture	Esprit	
	Carriage	Training	

Showmanship:	Points Possible: 150
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Effective Use of the Area	Size and Solidity	Climax	
Uniforms and Appearance	Overall Show	Versatility	
Dexterity in use of arm, rifles, etc.	Spectacular Effects	Coordination	
	Theme	Flash	
		Audience	

Repertoire:	Points Possible: 150
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Worthwhile Patterns	Originality	Variety	
Utilization of Time and Space	Theme	Intricacy	
Difficulty	Unwarranted Repetition	Continuity	
		Staging	
			Possible: 400
			Total Points Scored: _____

MARCHING AND MANEUVERING SCORES:

Category	Evaluation	Errors	Points Possible: 200
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Alignment and Dress	Intervals	Distance	
	Files	Rank	

Precision and Execution	Out of Step	Obliques	Points Possible: 200
	Pivots (fixed)	Pivots (moving)	
	Anticipation	Hesitation	
	Sagging	Fanning	
	False Starts	False Stops	
		Excessive Use of Half Step	

Turning and Miscellaneous	Turning of Heads	Talking	Points Possible: 200
	Posture	Eyes on Ground	
	Moving at Halt		
	Captain's Control		
	Other (specify)		
			Points Possible: 600

TOTAL POINTS SCORED:	
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PENALTIES

PENALTY FOR VIOLATION	RULES
DISQUALIFICATION	<p>MEMBERSHIP AND AGE: Contestants shall be active members in good standing of the participating Bethel AN ACTIVE MEMBER IS DEFINES AS AN UNMARRIED DAUGHTER WHO, PRIOR TO THE CLOSING DAY OF THE ANNUAL SESSION OF THE GRAND BETHEL HAS NOT REACHED THE AGE OF TWENTY [20] YEARS UNLESS SHE HAS BEEN ELECTED OR APPOINTED TO SERVE AS AN OFFICER FOR THE CURRENT TERM. All members of a drill team shall be registered and attend the Grand Bethel meetings.</p>
DISQUALIFICATION	<p>DRILL MASTER: Bethels shall not employ a paid Drill Master to form or instruct the team.</p>
DISQUALIFICATION	<p>ADULT PARTICIPATION: Adults shall not participate in the performance of the team during competition or in any way direct the drill on or off the floor during competition.</p>
25 POINT DEDUCTION	<p>TEAMS: Military - minimum of eight members including officers Exhibition - minimum of eight members including officers Novelty classes - minimum of eight members with officers</p>
1/10TH POINT OFF EACH DEFICIENCY	<p>INSPECTION: Personnel and equipment</p>
1 POINT OFF EACH OBSERVANCE	<p>MARCHING AND MANEUVERING: Lack of uniformity or precision, lines not straight</p>
5 POINTS	STALLING
5 POINTS	HOLDING HANDS - [except in Novelty classes]
5 POINTS	OUT OF BOUNDS
2 POINTS	UNDERTIME OR OVERTIME [2 points for each minute or portion thereof]
1 POINT EACH OMISSION	OMISSION OF REQUIRED MANEUVER [Military only]
2 POINTS EACH OMISSION	REQUIRED SALUTES

SCORE SHEET AND RECAPITULATION NOVELTY TEAMS

BETHEL NO. _____

CITY _____

DATE _____

NOVELTY _____

FIRST TIMER _____

CATEGORIES	Points Possible	Judge #1	Judge #2	Judge #3	Judge #4	Judge #5	Average Points Earned
ORIGINALITY OF THEME AUDIENCE APPEAL	200						
RHYTHM AND PRECISION	300						
MOVEMENTS: VARIETY & DIFFICULTY	200						
POISE, GRACE, BALANCE, ETC.	300						
TOTAL POINTS	1000						

TIMING OPTION	STARTING TIME	ENDING TIME	ACTUAL TIME	PENALTY POINTS
SALUTE TO EXIT _____				[2 POINTS PENALTY FOR EACH MINUTE, OR FRACTION, OVER OR UNDER]
SALUTE TO SALUTE _____				
MUSIC START TO MUSIC END _____				

PENALTY CATEGORIES	PENALTY POINTS	TOTAL PENALTY
TIMING (ABOVE) INSPECTION		
TOTALS:		

POINTS EARNED	PENALTY POINTS	FINAL SCORE

TIMING JUDGE: _____ SCORING JUDGE _____

TABULATOR: _____

COMMENTS:

**PERSONNEL AND EQUIPMENT INSPECTION SCORES
NOVELTY TEAMS**

PENALTIES	PENALTIES	PENALTIES	PENALTIES
PERSONNEL Talking _____ Hairdress _____ Chewing Gum, etc. _____ Head turning _____ Posture _____ Fingernails _____ Other _____	ACCESSORIES Ties _____ Dress cords _____ Belts _____ Sashes _____ Gloves _____ Other _____	UNIFORMS Uniforms _____ Press _____ Clean _____ Fit _____ Head dress _____ Collars _____ Capes _____ Shoes _____ Other _____	EQUIPMENT & METAL PARTS Colors _____ Press _____ Clean _____ Ornament _____ Rifles _____ Side arms _____ Straps _____ Metals _____ Insignia _____
COLUMN TOTAL	COLUMN TOTAL	COLUMN TOTAL	COLUMN TOTAL

COPY SCORE TO FRONT PAGE

MANUAL OF DRILL DETAILS

A. DESCRIPTION OF DRILLS

1. **Military**

A military drill shall consist of military type movements without music; arms, or simulated arms conforming in outward appearance to real arms [rifles, swords, swagger sticks, or pistols] may be carried.

The interval between members of a drill team SHALL be either 'extended' [arms length] or 'closed' [elbow length]. Each team must execute the required movements listed below. The sequence and formations utilizing the requirements shall be at the discretion of each team. **Fancy formations such as crosses, triangles, circles, stars, and crisscrosses are not permitted.**

The following maneuvers are required:

- A. Left and right obliques of at least five [5] steps each
- B. Flank movements to the left and right with a minimum of ten [10] steps each
- C. Column right and column left
- D. Facings [left, right, and about]; twice each
- E. Forward march in a Company Front of at least ten [10] steps
- F. Side steps - left and right for a minimum of five [5] steps each: feet must be lifted from the floor
- G. Squad movements - as desired
- H. Form Column of Squads. Squad movements to left and right with a minimum of ten [10] steps each

Each team shall enter the drill area through the designated entrance and proceed by the shortest route to, and halt before, the Chief Judge or Chairman in a COMPANY FRONT formation. The team shall be caused to execute a hand salute or present arms and hold same until called back to order by the captain. The captain salutes and reports to the Chief Judge or Chairman; her salute is held until it is returned by a hand salute by the Chief Judge or Chairman. The team will then start its competition. At the completion of the competition, the team will again be halted before the Chief Judge or Chairman in the same manner as on entrance; the Captain shall direct the team to the designated exit door.

If rifles or pistols are employed in competition, there shall be no restrictions as to their use except that THEY SHALL NOT BE LOADED OR FIRED. If swords or swagger sticks are worn or carried, they may be maneuvered only during the salute.

2. **EXHIBITION**

Exhibition drill shall consist of a marching drill without music employing military and/or fancy steps or formations, or both. Choice, order, and variety shall be optional with each team. Arms, or simulated arms conforming in outward appearance to real arms [rifles, swords, swagger sticks, or pistols] may be carried.

Each team shall enter the drill area through the designated entrance and proceed by the shortest route to, and halt before, the Chief Judge or Chairman in an OPTIONAL formation. The team shall be caused to execute a hand salute and hold same until called back to order by the captain. The captain salutes and reports to the Chief Judge or Chairman; her salute is held until it is returned by a hand salute by the Chief Judge or Chairman. The team will then starts its competition. At the completion of the competition, the team will again be halted before the Chief Judge or Chairman in the same manner as on entrance; the Captain shall direct the team to the designated exit door.

Rifles, pistols, swagger sticks, or pikes may be used without restrictions as part of the routine except that rifles or pistols SHALL NOT BE LOADED OR FIRED.

3. **NOVELTY**

Novelty drill shall consist of any specialty presentation which is not a Military or Exhibition drill as defined under Section A, 1 and 2. Examples are tumblers, dancers, clowns, ballet, etc. Props and/or music may be used.

A marching drill to music or a marching drill employing pom poms and any other form of paraphernalia excepting items permitted in Military and Exhibition drills, shall be classified as Novelty Drill.

Novelty teams shall report to the Chief Judge or Chairman at the beginning and ending of their routine. The captain of the team may use the following to address the Chief Judge or Chairman on reporting: "Honorable Judge [or Honorable Chairman] the drill team of Bethel No. _____ of _____[city]_____ reports for drill competition.

B. SCORING DETAIL

1. **TIME**

A. Maximum/minimum [warning will be given at minimum time].

	MINIMUM	MAXIMUM
Military	5 minutes	8 minutes
Exhibition	5 minutes	8 minutes
Novelty	4 minutes	6 minutes

B. DRILL CLASS AND TIME

[1] Military and Exhibition teams: **SALUTE TO SALUTE**

Time shall begin with the first movement after the Chief Judge or Chairman returns the captain's salute and conclude when the captain again salutes the Chief Judge or Chairman and announces the completion of drill competition.

[2] Novelty teams: **Three Options**

[a] **Salute to Salute:** as described above

[b] **Music to Music:** Time shall begin when the music starts and conclude when the music stops. The team will then leave the floor in an orderly manner.

[c] **Music to Exit:** Time shall begin when the music starts and concludes when the last member of the team leaves the competition floor.

1. **COMMANDS**

May be voice, whistle, silent, visual or any combination of these.

2. **CAPTAIN** [Military and Exhibition drill only]

The captain need not assume any particular position with relation to her team. She must march or mark time in cadence with the team, or stand at attention.

3. **CADENCE** [Military only]

Military teams shall maintain uniform cadence. The judge shall take note of marked variation.

4. **INSPECTION**

All teams shall be inspected in an area designated by the Drill Committee. All teams shall be inspected prior to competition in order of their appearance. Inspection shall be for the purpose of checking uniformity and cleanliness of uniforms and equipment, and uniformity and quality of posture. Only an engagement ring, or a ring that cannot be physically removed, may be worn. The judge shall allow for damage due to inclement weather.

Skirt length shall be measured at the same location on the body of each Daughter; pants shall be a uniform distance from the floor. Headgear shall be at an uniform angle. All defects in uniforms, shoes, hats, etc., shall be declared to the Judge prior to the inspection. Teams shall come to attention for inspection and shall not permit members in rank to answer any comment of the inspecting officer.

5. **EXCESSIVE NOISE**

Excessive applause or noise sufficient to prevent the hearing of commands shall justify a complete halt to wait for quiet. The timekeeper shall compensate for time out. No penalty.

6. **ENTRANCE AND EXIT**

The method of entering and leaving the drill floor shall be at the option of each team. The Drill Committee will designate the entrance and exit doors or

locations. Teams shall be allowed one minute to leave the floor after saluting the Chief Judge or Chairman at the close of their drill or routine.

B. FLAG ETIQUETTE

The flag of the United States, when carried in a procession with another flag or flags, shall be on the marching right of a line of flags, or in front of the center of such a line.

No other flag should be placed above or to the right of the flag of the United States.

The Flag of the United States should be at the center and at the highest point of the group when a number of flags of states or societies are grouped and displayed from staffs.

The Flag of the United States should not be dipped to any person or thing. Regimental colors, state flags, and organization flags are to be dipped as a mark of honor.

The Flag should never touch anything below it such as the ground, the floor, water or merchandise.

At no time should any other flag or banner pass in front of the Flag of the United States [front means nearest or next to the audience].

A basic color guard is composed of four Daughters carrying and guarding one Flag of the United States and an organization flag. They are always lined up facing the marching front, from left to right as follows: Guard, organization flag, United States Flag, Guard.

It is not proper for a color guard to execute a 'To the Rear, March' or an 'About Face' maneuver as it would be impossible to keep the United States Flag on the right during such maneuvers.