

NZCF 160

COMPETITIONS AND AWARDS

MANUAL



Amendment Certificate

Any proposals for amendment or additions to the text of this publication should be made to Headquarters New Zealand Cadet Forces through the Area Office.

The amendments in the under mentioned amendment list have been made in this publication.

AMENDMENT LIST			
No	Date Entered	Chapter & Section	Appoint
01	7 Oct 13	Chap 1, Sect 1, Paras 1001-1003	ASO(TD)
02	7 Oct 13	Chap 2, Sect 1	ASO(TD)
03	8 Oct 13	Chap 4, Sect 1, Photo added	ASO(TD)
04	8 Oct 13	Chap 4, Sect 2, Example Scoring System added	ASO(TD)
05	8 Oct 13	Chap 5, Sect 1 Complete	ASO(TD)
06	8 Oct 13	Chap 5, Sect 2 Added	ASO(TD)
07	20 Jul 15	Chap 3, Annexes B, C, G, H, I, Chap 5 Annex C plus doc reformat	SO(TD)
08	01 Sep 15	Chap 1, Sect 1, Para 1.6	ASO(TD)
09	28 Oct 15	Chap 3 – Multiple amendments throughout chapter	SO(TD)
10	09 Nov 15	Chap 4 – Multiple amendments throughout chapter	ASO(TD)
11	4 Apr 16	Chap 3 – Multiple amendments throughout chapter	SO(TD)
12	28 Jun 16	Chap 3 – Multiple amendments/ Chap 6 Sect 2,3 & 4	SO(TD)
13	06 Jul 16	Chap 6, Sections 4 & 5 added	ASO(TD)
14	12 Aug 16	Chapter 6 has been deleted	ASO(TD)
15	08 Nov 16	Annex C to Chapter 4, Part 2 (<i>Southern Area amendment</i>)	S73
16	31 Jul 17	Annex G to Chapter 3	S7
17	2 Mar 18	Part 1 Section 3 para 1.30	S7

Introduction

This publication has been developed to inform the Cadet Units of the Competitions and Awards available to the three corps of the New Zealand Cadet Forces.

It lists the Rules, Regulations and Criteria for the Competitions and Awards available to Units, Unit Officers and Cadets of the New Zealand Cadet Forces.

This is a living document. There will be regular amendments to ensure that the training is both safe and as up-to-date as possible. It is the responsibility of all users to note and advise any errors or inconsistencies that may be detected, or any changes that maybe required to the provisions of the manual because of changes in procedures. Generally, any recommendation for change should be advised to the respective Area Co-ordinator who will pass it on to the Staff Officer Training and Development, HQ NZCF.

PART 1 Shooting Competitions

SECTION 1 - New Zealand Cadet Forces Shooting Badges

Background

1.1 For a number of years the shooting skill of members of the NZCF has ranged from very poor to outstanding. The level of shooting has often been dictated by the skills (or lack of) of Cadet Unit Officers. This lack of a Shooting Coach qualification has been addressed and a Shooting Coaches Course package has been introduced. This course is designed to give NZCF Officers and SNCOs the skills required to coach Cadets in target shooting.

NZCF Cadet Rifle Competency Badge



SCC



NZCC



ATC

1.2 The criteria for the awarding of the NZCF Cadet Rifle Competency Badges are as follows:

- a. Completed the Firearms Training Syllabus;
- b. Attained a score of **60%** or more in two separate local shoots conducted as per the current Smit/Gunson/Wallingford rules, but without the need to have an independent RCO or Witness.

1.3 **Awarding of the Badge.** Prior to the awarding of the NZCF Cadet Rifle Competency Badge the two sets of targets for the firers involved are to be verified by the CUCDR before the badge can be awarded.

NZCF First Class Shot Badge



SCC



NZCC



ATC

1.4 The criteria for the awarding of the NZCF First Class Shot Badges are as follows:

- a. Completed the Firearms Training Syllabus;
- b. Attained a score of **70%** or more in two separate local shoots conducted as per the current Smit/Gunson/Wallingford rules, but without the need to have an independent RCO or Witness.

1.5 **Awarding of the Badge.** Prior to the awarding of the NZCF First Class Shot Badge the two sets of targets for the firers involved including a copy of the NZCF 201, Firing Point Register are to be sent to the units Area Co-ordinator for verification before the badge can be awarded.

NZCF Marksman Badge



SCC



NZCC



ATC

1.6 The criteria for the awarding of the NZCF Marksman Badges are as follows:

- a. Completed the Firearms Training Syllabus;
- b. Attained a score of **80%** or more during any of the following shoots:
 - (1) National Smit, Gunson and Wallingford competitions.
 - (2) Units practicing for the National Smit, Gunson and Wallingford competitions.
 - (3) Area and National SCC Regattas and NZCC Skills competitions.
 - (4) Competition shoots between Cadet Units.

Note: All shoots are to be conducted under the same rules as the National Shooting Competitions.

1.7 **Awarding of the Badge.** Prior to the awarding of the NZCF Marksman badge, the targets including all required documentation, as detailed in the Rules for the National Shooting Competitions are to be sent to Headquarters New Zealand Cadet Forces for scoring. Those cadets that qualify for the badge will receive their badges undercover of a minute from the COMDT NZCF.

Awarding Authorities

1.8 The following personnel are able to award the following badges:

- a. The NZCF Cadet Rifle Competency Badge – CUCDR;
- b. The NZCF First Class Shot – ACs; and
- c. The NZCF Marksman Badge – COMDT NZCF.

SECTION 2 - The Ffennell Competition

Introduction

1.9 The Ffennell competitions are a group of small-bore rifle matches for the youth of the Commonwealth. New Zealand Cadet Forces units will contest the Class B competitions (using issued rifles and sights).

1.10 The matches are held under the authority of the Commonwealth Postal Competitions Committee (CPCC). All international correspondence on behalf of the CPCC will be handled by the Council for Cadet Rifle Shooting.

Aim

1.11 The aim of these team matches is to encourage the Youth of the Commonwealth to participate in the sport of small-bore target rifle shooting.

Entry

1.12 Entry is open to any unit or sub-unit of the following:

- a. New Zealand Cadet Forces;
- b. Junior Servicemen of the New Zealand Defence Forces in one establishment; and
- c. Other youth groups approved by the CPCC.

Teams

1.13 Units may enter one or more teams. Each team shall consist of eight firers. A shooter **cannot** shoot on more than one team. The team captain may or may not be one of these eight. All members of the team must be under the age of 19 years on the day of firing the match, and be serving members of the same unit or sub-unit.

Under Officers

1.14 Under Officers cannot participate in the competition, even if they are under the age of 19 years. **Refer to NZCF PAM, Chapter 9, Section 2, paragraph 9.56.**

Date of Firing

1.15 A team must fire between **1 April and 30 November** in the same calendar year. The whole team need not fire on the same day.

Fees

1.16 There is no entry fee.

Application to Enter

1.17 Application for entry is to be made to the Assistant Staff Officer Training and Development (ASO (T&D)) Headquarters New Zealand Cadet Forces. Targets, registry cards and target stickers will be posted to the Cadet Unit Commander on receipt of the entry.

1.18 New Zealand Cadet Forces units will contest Class 'B' matches, with rifles and targets issued by the Ministry of Defence.

Package

1.19 The package sent out to all participating units will contain the following:

- a. 16 x N.S.R.A. "TIN HAT" Target Cards;
- b. 16 x Authentication Stickers;
- c. 1 x Witnessing Certificate;
- d. 1 x Cadet Unit Commanders Declaration; and
- e. 1 x Set of Rules.

Conditions

1.20 The conditions of the competition are as follows:

- a. **Ranges.** Ranges may be indoor or outdoor and are to be 25 metres, measured from the front edge of the firing point to the target;
- b. **Rifles.** The match will be fired with the Ministry of Defence issued .22 rifles;
- c. **Targets.** The N.S.R.A. "TIN HAT" Target Card 25 Yards. Sixteen targets per team will be issued by Headquarters New Zealand Cadet Forces on request. Sixteen target stickers per team will be supplied and must be affixed to the back of the targets before shooting;
- d. **Practices.** Each team member will fire two cards, 10 rounds to count being fired at each card, with two rounds fired at each aiming mark. Sighting shots will be completed before the practice begins. The whole team need not complete shooting in one day. Highest Possible Score (HPS) is 200. Team HPS is 1600;
- e. **Slings.** Slings may be used;
- f. **Coaching.** Coaching is only allowed by the captain and by team members;
- g. **Rests.** No rests may be used. The forearms, hands and sling must be clear of the ground and there must be a minimum of four inches clearance between the back of the forward hand and the ground;

- h. **Scoring.** Targets will be scored by inward gauging. The value of the shot will be determined by use of the .22 plug gauge. When the flange of the gauge touches the line, the higher value will be credited. In the event of a tie, the whole sets of tying targets will be re-scored using the .25 plug gauges. No gauging or interfering with the shot holes is permitted before the targets are sent for scoring;
- i. **Hits/Wrong Targets.** If a team member puts a shot on another team member's target, he/she will be given the score of the lowest shot on the diagram with the extra shot, less a penalty of one point for a cross-shot. This applies to each cross-shot fired. If a team member then completes his/her own target, thereby firing 11 (or more) shots, his/her score will be the value of the ten lowest scoring shots less one point for each cross-shot and one point for each excess shot. If a team member fires on the target of someone not in the team, no score will be given for the shot on the wrong target. If that team member then fires a total of ten shots on his/her own target, that target will be disqualified;
- j. **Range Officials.** Shooting must be witnessed by a commissioned officer. He/she must sign the Witnessing Officers Certificate and forward it to the Commandant New Zealand Cadet Forces with the targets and target stickers; and
- k. **Disqualifications.** No person may shoot more than once in the same year. Anyone doing so will disqualify the second or subsequent unit for which he/she shoots.

The Competition

1.21 The competition consists of the following serials:

First Target Card:

Ser	Practice	Rounds	Method	Time	Scoring	HPS
1	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
2	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
3	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
4	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
5	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20

Second Target Card:

Ser	Practice	Rounds	Method	Time	Scoring	HPS
1	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
2	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
3	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
4	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20
5	Application	2 rounds per aiming mark	Prone Unsupported	No time limit	5 –10 points	20

Results

1.22 Targets are to be returned to ASO(T&D) New Zealand Cadet Forces for scoring on or before 15 December. **Targets received after 15 December in the year of firing will be disqualified.**

Firing Point Register

1.23 The form NZCF 201, Firing Point Register is to be used to account for ammunition used and firers scores. The procedures to be followed are:

- a. **The NZCF 201 is to be raised in triplicate:**
 - (1) A Cadet Unit copy which you are to retain.
 - (2) An Area Office copy to be sent in shortly after the shoot.
 - (3) A Headquarters NZCF copy which is to accompany the targets.
- b. The **Rank, Initials** and **Surname** of each team member is to be entered on the NZCF 201, Firing Point Register before firing commences;
- c. The Range Conducting Officer is to **visually assess** (not gauge) and enter the scores on the NZCF 201, Firing Point Register at the conclusion of the shoot; and
- d. The Targets, Witnessing Officer Certificate and **CORRECTLY** filled out NZCF 201, Firing Point Register, certified by the Witnessing Officer are to reach Headquarters NZCF on or before **15 December**. Targets received after 15 December **will be disqualified**, so allocate your time accordingly.

1.24 The Commandant New Zealand Cadet Forces will send the results to the Secretary of the 'Council for Cadet Rifle Shooting' (CCRS) by surface mail to reach the UK by the last day of March. The names of all competitors making the highest possible score (200 points) and the targets of the New Zealand winning team are to be forwarded with the results, to permit marking of overall prizes.

1.25 A list of results will be published in August each year, covering the matches of the previous year.

Prizes

1.26 Trophies will be awarded as follows:

a. **United Kingdom Units:**

(1) Match B:

- (a) **Winner.** The Lord Milner Trophy and 8 Council for Cadet Rifle Shooting (CCRS) Gold Medals;
- (b) **Second.** A Challenge Shield and 8 CCRS Gold Medals; and
- (c) **Third.** 8 CCRS Gold Medals.

b. **Commonwealth Country Units (New Zealand etc):**

(2) Match B:

- (a) **Winner.** 8 CCRS Gold Medals for the winning New Zealand team in the competition provided that there are at least **eight** New Zealand team entries.



CCRS Gold Medal Class B
(Obverse)



CCRS Gold Medal Class B
(Reverse)

SECTION 3 - National Shooting Competition Rules

Introduction

1.27 The rifle competitions in this section are matches, which are open to all units of the New Zealand Cadet Forces.

1.28 All competitive shooting in the New Zealand Cadet Forces is to be conducted using the Service Issued .22 calibre rifle over 25 metres (27 yards).

1.29 Annual competitions are available between units and corps for the following trophies:

SEA CADET CORPS – Smit

Trophy. This trophy was presented to the New Zealand Navy Board by the directors of E.J. Smit and Zoom of Westbroek, Netherlands, builders of HMS PRIZE to perpetuate the deeds of the ship in her wartime role and of her commanding officer (Lieutenant Commander W.E. Sanders VC, DSO, RNR). The trophy is presented annually to the winner of the Sea Cadet Corps small-bore postal shoot.

- a.



NEW ZEALAND CADET CORPS – Gunson Cup.

This cup was originally awarded to the best first year cadet .22 rifle team in the School Cadet Corps and is now presented to the winning team of the New Zealand Cadet Corps small-bore postal shoot.

- b.

No Photo Available

AIR TRAINING CORPS –

Wallingford Cup. Air Commodore S. Wallingford CB, CBE, who was for many years President of the RNZAF Small Arms Association, donated this trophy for team postal competition to encourage rifle shooting in the Air Training Corps. This cup is awarded to the winning team of the Air Training Corps small-bore postal shoot.

- c.



- Lady Islington Challenge Cup.**
This cup is awarded to the NZCF team that attains the highest aggregate score in the annual .22 calibre shooting competition.
- d.



- Canterbury Defence Cadets Victory Trophy.** This trophy is awarded to the Southern Area team that attains the highest aggregate score in the annual .22 calibre shooting competition.
- e.



- The K. & P.L. Bolton Rifle Shooting Trophy.** This trophy is awarded to the Central Area team that attains the highest aggregate score in the annual .22 calibre shooting competition.
- f.



- Sir John Logan Campbell Vase.**
This trophy is awarded to the Northern Area team that attains the highest aggregate score in the annual .22 calibre shooting competition.
- g.



Conditions and Rules

1.30 All of the above shooting matches and trophies (including the NZCF Marksman Badge), are to be conducted under the following conditions and rules:

- a. teams are to consist of six currently serving cadets;

- b. units may enter one or more teams; however a shooter cannot shoot on more than one team;
- c. Under Officers are **not** permitted to be part of the unit shooting team;
- d. coaching is **not** permitted during the shoot;
- e. only service issued (NZDF) .22 calibre rifles may be used during the competition;
- f. only **service** issued ammunition may be used during the competition;
- g. accessories such as bipods, sandbags, scopes, telescopic sights, competition sights elbow pads or shooting jackets are **not** permitted. Competitors are permitted to lie on foam rubber matting, or similar material, provided that it does not support the rifle in any way. Slings may be used at the firers' discretion;
- h. team members are only permitted to view their targets once after Serial 1 of the competition, and are to remain on the firing point for Serials 2, 3, 4 and 5. On ranges where it is possible to only affix one Miniature 5A target at a time, the RCO is to give the command for all firers to unload, clear all firearms and direct all firers to stand clear behind the firing point before the Witnessing Officer is allowed to move forward to affix the targets. Once the target is affixed and the Witnessing Officer has returned back behind the firing line, the RCO is to resume the shoot. This procedure is to also be followed for any target failures during the shoot;
- i. team members are **NOT** permitted to adjust their rifle sights after Serial 1 and before Serial 2;
- j. the range measured from the forward edge of the firing point to the targets must not be less than 25 metres (27 yards);
- k. the competition is to be fired between 1 March and in time for the completed targets to reach HQ NZCF on or before **15 November** the same year;
- l. all team members must shoot their targets on the same day; and
- m. the targets to be used are the MD 954, forwarded to the unit by Headquarters NZCF in response to the units' application to enter the competition.

Application to Enter

1.31 Any unit wishing to enter the competition is to make an application to Headquarters NZCF. On receipt of the application, Headquarters NZCF will forward the official targets on which the competition is to be shot.

Package

1.32 The package sent out to all participants for the Smit Trophy, Gunson Cup and Wallingford Cup will contain the following:

- a. Target One (NZCF 954);
- b. Target Two (NZCF 954);
- c. Witnessing Officer Certificate; and
- d. 1 x Set of Rules.

Range Conducting Officer

1.33 The Range Conducting Officer is to be either a holder of a current NZCF 40 or be an appropriately qualified and current RNZN, NZ Army or RNZAF Range Conducting Officer.

Witnessing Officer

1.34 The shoot must be witnessed by an officer from another cadet unit, a member of the Regular Forces of the New Zealand Defence Force, or a person approved by Headquarters NZCF. The Witnessing Officer need not be a qualified Range Conducting Officer, but must be fully conversant with the rules and procedures of the competition and the method of scoring.

NZCF 201, Firing Point Register

1.35 The NZCF 201, Firing Point Register is to be used to account for ammunition and record firers' scores. The procedures to be used are as follows:

- a. the NZCF 201 is to be raised in **triplicate**:
 - (1) A Cadet Unit copy which you are to retain.
 - (2) A copy to reach the Area Office within 7 days after the shoot.
 - (3) A Headquarters NZCF copy which is to accompany the targets.
- b. the **Rank, Initials** and **Surname** of each team member is to be entered on the NZCF 201, Firing Point Register before firing commences;
- c. the Range Conducting Officer is to **visually assess** (not gauge) and enter the scores on the NZCF 201, Firing Point Register at the conclusion of the shoot; and
- d. the Targets, Witnessing Officer certificate and **CORRECTLY** filled out NZCF 201, Firing Point Register (see NZCF 151, Firearms Training Manual, Chap 3, Sect 4) certified by the Witnessing Officer are to reach Headquarters NZCF on or before **15 November**. Targets received **after** 15 November **will not be scored**.

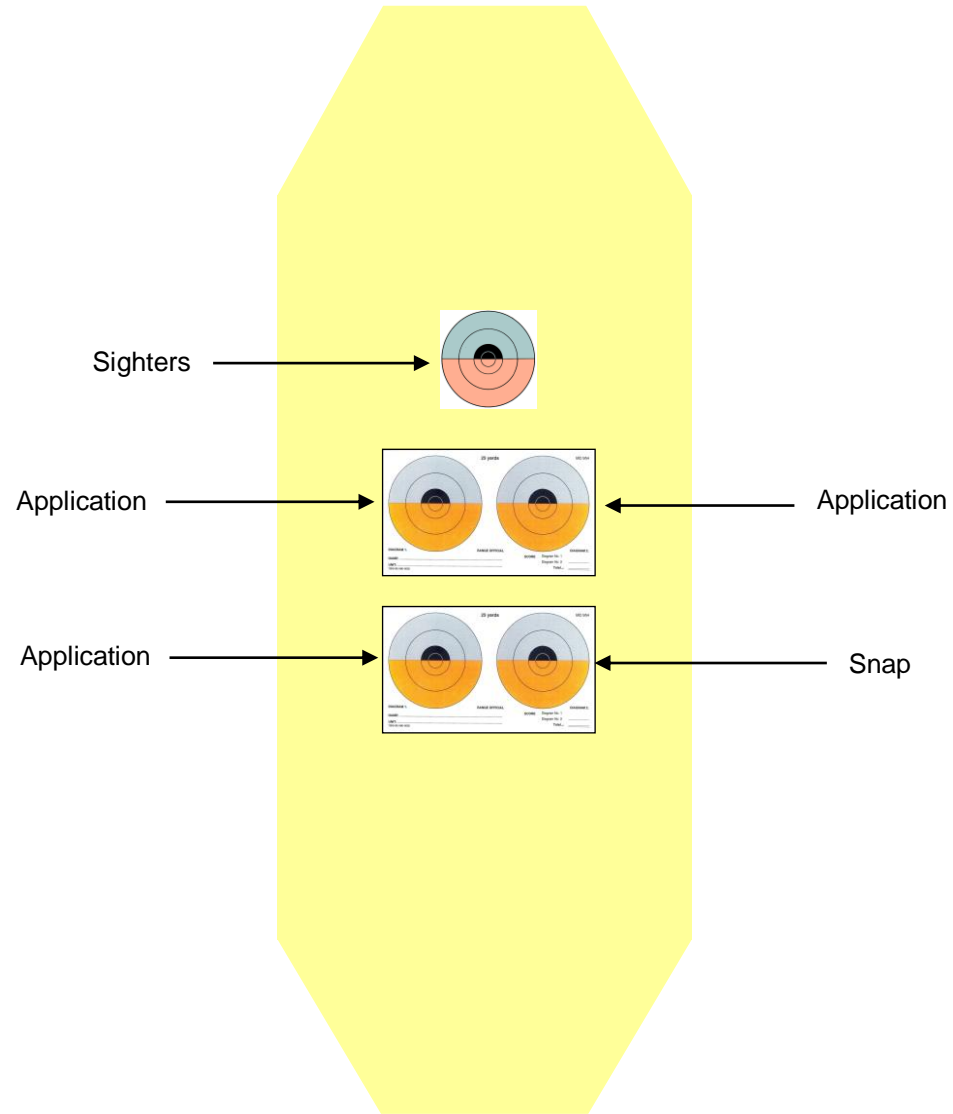
The Competition

1.36 The competition consists of the following serials:

Smit Trophy, Gunson Cup and Wallingford Cup Competitions

Range Practice

Ser	Range	Practice	Target	Position	Time	Rounds	Mags	Remarks
RCO: <i>Detail Down, adopt the Prone Unsupported position. LOAD, ACTION - 5 rounds Sighters at your Top aiming mark - INSTANT, at your target in front....."FIRE"</i>								
1	25 mtrs	Sighters	Grouping Target	Prone Unsupported	Nil	5	1	a. Sighters are not scored. b. Firers to inspect targets on completion of serial.
RCO: <i>Detail Down, adopt the Prone Unsupported position. LOAD, ACTION - 5 rounds Application at your Top Left aiming mark, followed by a further 5 rounds Application at your Top Right aiming mark, followed by a further 5 rounds Application at your Bottom Left aiming mark - INSTANT, at your targets in front....."FIRE"</i>								
2 - 4	25 mtrs	Application	NZCF 954 Targets One & Two	Prone Unsupported	Nil	15 total	3 total	a. Each firer to fire five rounds per aiming mark. b. Scoring: 5, 4, 3 & 2 c. HPS: 25 points per aiming mark
RCO: <i>Detail LOAD, ACTION - 5 x 5 sec exposures, fire 1 round per exposure at your Bottom Right aiming mark - INSTANT, Standby....."UP" 1-5 count "DOWN"</i>								
5	25 mtrs	Snap	NZCF 954 Target Two	Prone Unsupported	5 x 5 secs	5	1	a. Firers to fire 5 x 5 second exposures on command of RCO. b. Start and Finish position for each exposure is the rifle is in the rest, i.e. out of the shoulder. c. Scoring: 5, 4, 3 & 2 d. HPS: 25 points



Target layout for the Smit, Gunson & Wallingford Competition Shoots

Snap Serial

1.37 The following rules and timings are to be used when shooting Serial 5, Snap shoot:

- a. the timing for the snap commences from the command 'UP' and is to cease on the command 'DOWN', i.e. '**Detail watch your front – Up – 1 – 2 – 3 – 4 5 – Down**'. The one – five count is **not** to be made out aloud;
- b. the position of the rifle prior to the command 'Up' is; the rifle must be in the '**rest**' position, **with the butt out of the shoulder**; and
- c. a trial exposure is permitted to give the firers an indication of the time frame available to engage their target.

1.38 Those firers who do not expend all their ammunition within the allocated time will not be able to re-shoot that serial **unless** they experienced a mechanical failure with their rifle or magazine, in which case a re-shoot for the firer concerned can be conducted to expend the remainder of their ammunition in Serial 5.

Scoring

1.39 The targets will be scored at HQ NZCF by inwards gauging. For any shot holes that are difficult to score by eye, these will be scored by the use of the .22-inch plug gauge. In the event of there being more than five hits per aiming mark, the five highest scoring hits will count.

Tied Scores

1.40 In the event of a tie, the team with the highest score in Serial 5 will be declared the winner. Should the scores still be tied then the team with the highest score in Serial 4 will be declared the winner and so on.

Judging

1.41 The final scoring will be carried out at Headquarters NZCF. The scorer's decision will be final and no correspondence will be entered into.

Results

1.42 The winners will be announced by the Commandant NZCF by December.

Smit Trophy / Gunson Cup / Wallingford Cup Witnessing Officer's Certificate

Competing Unit's Name: _____

Name and rank of witness: _____

I certify that:

1. I was present on the range throughout and witnessed the above team shooting their targets.
2. I satisfied myself that the range was 25 metres (27 yards) from the front edge of the firing point to the targets, corresponding on the type of target used.
3. The rifle and sights used complied with the conditions of the competition. No artificial rest of any kind was used.
4. The whole team completed shooting on the same day.
5. I ensured that the rank, initials and surnames of the firers on the targets were correct and I sighted and dated the targets after the shoot.
6. The shot holes have not been gauged or otherwise interfered with.
7. To the best of my belief, the whole of the conditions of the competition were carried out in a sporting like manner.

Date: ____ / ____ / ____

Signature of Witness: _____

SECTION 4 - The David Culverwell Memorial Trophy for Top NZCF Shot



The David Culverwell Memorial Trophy

Introduction

1.43 The David Culverwell Memorial Trophy for Top NZCF Shot is a new shooting trophy which started life as a target rifle and was recently discovered under a home and has since been refurbished by Mr Denis Culverwell (NZ Police Armourer) who gifted it to New Zealand Cadet Forces. The trophy is to be dedicated to Denis Culverwell's son David, a keen target shooter, who was tragically killed in a car accident near Taupo on the 8th March 2002.

1.44 The COMDT has approved the trophy to be known as The David Culverwell Trophy for Top NZCF Shot and will be awarded annually to the Unit which has the highest scoring cadet, based on the results of the National Shooting Competitions i.e. Smit, Gunson and Wallingford Shoots. The Top Shot may or may not necessarily come from the Unit that wins any one of the National Trophies. If two or more cadets have the same final score (regardless of unit) the COMDT has agreed to fund a shoot off. Additionally, the top shot will receive a small-engraved cup, which will be theirs to keep.

Rules

1.45 The shoot off will be conducted under the same rules as the National Shooting Competitions, the Smit Trophy, the Gunson Cup and the Wallingford Cup.

PART 2 – Unit Efficiency

SECTION 1 - Unit Efficiency Competitions

Introduction

2.1 Annually, Cadet Force units of the three corps compete for the most efficient unit. One unit from each of the three areas is nominated by the Area Coordinator. A senior officer from each of the single services or the respective corps NZCF Liaison Officer inspects the finalists using the NZCF 27, Unit Efficiency Form to select the national winner. All aspects of the unit's operation are considered including administration, training, stores and equipment, the atmosphere the unit displays, unit support committee and community support. The inspecting officer also officiates at the unit training parade.

2.2 All units of the New Zealand Cadet Forces are to be assessed for efficiency each year by their respective Area Co-ordinators. There are awards for the best unit in each area and a national award for the most outstanding Unit of each Corps in the New Zealand Cadet Forces.

2.3 The National Awards for unit efficiency are as follows:

- a. **Sea Cadet Corps:** The Ex-Royal Navalmen's Trophy.
- b. **New Zealand Cadet Corps:** Te Rangatahi Trophy.
- c. **Air Training Corps:** The Air League Trophy.

2.4 The Area Awards for unit efficiency awarded by Area Coordinators are as follows:

a. **Northern Area:**

- (1) SCC: The Charles Palmer Cup.
- (2) NZCC: Imperial Daughters of the Empire.
- (3) ATC: The Web Shield.

b. **Central Area:**

- (1) SCC: The HMNZS Gambia Shield.
- (2) NZCC: The Riddiford Cup.
- (3) ATC: Central Area ATC Efficiency Trophy.

c. **Southern Area:**

- (1) SCC: South Island Annual Efficiency Shield.
- (2) NZCC: Galloway Cup.
- (3) ATC: SA ATC Squadron Efficiency Trophy.

SECTION 2 - The MacPherson Trophy for Endeavour



MacPherson Trophy

History

2.5 Mr S.D MacPherson of Dunedin, a member of the Air League of New Zealand donated a trophy to be presented annually to the air cadet squadron which by its endeavour makes the greatest improvement in its efficiency and performance despite minimal amenities.

2.6 Assessment for the MacPherson Trophy is to be made by the Area Co-ordinator during the annual squadron inspection.

Forms of the Inspection

2.7 Emphasis is to be placed upon the following:

- a. Parade attendance of cadets; and
- b. Squadron and Community Support in improving squadron premises, training aids and equipment.

Results

2.8 Area nominations are to be forwarded with Air League trophy nominations by the date listed on the NZCF RAS. The Commandant NZCF or the Assistant Commandant will assess the nominations and announce the result in time for the trophy to be presented at the squadron end of year parade.

PART 3 – Sea Cadet Corps Competitions

SECTION 1 - Sea Cadet Awards

The Elizabeth Smit Trophy



The Elizabeth Smit Trophy

Description

3.1 The 50 cm bronze statue of a sailor was made by Mr Shurrock of Christchurch and presented to the Sea Cadet Corps in 1973 by Mrs Smith, Mr F.A Shurrock and Mr F.C.W Staub.

3.2 The Elizabeth Smith Trophy is to be presented to the most outstanding cadet on both Sea Cadet Corps Promotion Courses.

Presentation

3.3 The trophy is to be retained in Auckland and displayed at each course. At the end of the course, the winner is to be presented with an inscribed photograph of the trophy provided by NZCF from Defence resources.

Inscription

3.4 The trophy will be suitably inscribed with the cadet's name, the month of the award and the cadet's unit. Cost of the inscription will be borne by Navy League Welfare Funds under arrangements by the Area Sea Cadet Adviser.

The Nelson Challenge Cup



The Nelson Challenge Cup

Introduction

3.5 Originally introduced to the Sea Cadet Corps in 1971, to encourage units to make a contribution to their community, the Nelson Cup was established as a nationally recognised nautical trophy in 1972.

Aims

- 3.6 The aims of the contest are to:
- Promote a sense of comradeship between Sea Cadets of different units through a spirit of friendly rivalry;
 - Improve and develop unit efficiency in seamanship skills by incorporating a practical challenge in the training programme; and
 - Stimulate enthusiasm and interest within the Sea Cadet Corps.

Range of Competition

- 3.7 Teams from each unit would contest the following events:
- Pulling, sailing, rigging; and
 - Seamanship skills, e.g. bends and hitches, sheers, gins, heaving line and boatswain's call.

Numbers and Selection of Teams

3.8 Each unit team is to be one officer and six cadets. Area eliminations will be held to select two teams for the final contest.

Venue

3.9 The contest is to be held in conjunction with a Sea Cadet Camp each year alternating with the North and South Islands.

Boats and Equipment

3.10 Boats required to hold the contest are to be provided by the Sea Cadet Units of the nearest main centre, but other equipment may be brought in from other parts of that island.

The Chief of Navy's Sea Cadet Scholarship

Scholarship Purpose

3.11 The Chief of Navy (CN) Scholarship was established in 2001 to support serving Sea Cadets in their first year of tertiary study. The Scholarship endorses the Navy's Core Values by demonstrating its **commitment** to the Sea Cadet Corps as an integral and valued part of the RNZN Family.

Scholarship Details

3.12 The Scholarship shall be known as the **Chief of Navy Scholarship** and shall be available to be awarded annually.

- a. the current value of the Chief of Navy Scholarship is \$6,000 per annum;
- b. the award may be paid in two separate amounts during the year of receipt, the first at the commencement of the course of study and the second halfway through the course of study;
- c. the Selection Panel may choose to award the Scholarship amount to more than one applicant; and
- d. the award shall not be granted if the applicants do not meet the required standards.

Eligibility for Scholarship

3.13 The award shall be made to the Sea Cadet(s) who:

- a. has been a member of the Sea Cadet Corps for at least 3 years;
- b. intends to undertake full time tertiary study at a Crown-registered tertiary institution or organisation in the following year;
- c. is formally recommended by their Unit Commander and the Chairperson of their (Unit Name) SCANZ Branch Committee. Note: Their written recommendations should detail how the nominee fully meets the scholarship criteria listed in Paragraph 4;
- d. submits a written proposal of no more than 500 words outlining why they should be selected;
- e. describes separately the fulltime course and the Institution they wish to attend; and
- f. is willing to engage in publicity activities as required by CN.

Scholarship Criteria

3.14 The award of the scholarship shall be based on these criteria:

- a. the Cadets demonstration of the Navy Core Values of Commitment, Courage and Comradeship within the Sea Cadet Corps and elsewhere in their life e.g. at school and in the community;
- b. the positive effect the opportunity for tertiary study would have on the Cadet's life;
- c. the positive effect receiving the Scholarship would have on the Cadet's life; and
- d. CN may terminate or revoke the award at any time on receipt of a report from the Selection Panel that the conduct or progress of the awardee has been unsatisfactory.

RNZN Sponsor

3.15 The RNZN Sponsor for the Chief of Navy Scholarship is the Director of Naval Personnel Policy (DNPP) at Naval Staff, Defence House, Wellington. DNPP will be responsible for all administration of the scholarship including bidding for funds for the Scholarship during the Naval Staff budgeting process.

Timetable for the Scholarship

3.16 The Secretary, Sea Cadet Association of New Zealand (SCANZ), will call for nominations from all Sea Cadet Units in late August each year.

3.17 Nominations will close 7 weeks later in mid-October each year.

3.18 The Scholarship Selection Panel will be convened in Wellington to interview and select a suitable candidate(s) before the end of the year if possible.

3.19 The Scholarship winner will be notified by letter from CN.

3.20 CN will personally present the winner with the Scholarship cheque and a framed citation.

Selection Panel

3.21 The Scholarship Selection Panel will comprise:

- a. CN;
- b. the President of SCANZ;
- c. the Commandant of the NZCF; and
- d. the Director of Naval Corporate Support.

Selection Process

3.22 Members of the Selection Panel will consider all applications individually before convening to make a recommendation for CN's final decision. They will take into account the Scholarship Criteria and the relative merit of each applicant.

3.23 A short list of applicants may be interviewed by the panel before a decision is made.

Cadet Report

3.24 The winner will be required to submit a report of no more than 500 words to the Secretary of SCANZ at the end of the year of receipt. The report should include the results they have achieved during the year. SCANZ will provide the report, the Scholarship results and comments to the RNZN Scholarship Sponsor each year.

3.25 The winner's report may be used for publicity purposes.

Sea Cadet Applicants Details

3.26 The applicant must provide the following contact details with the application:

- a. full name and rank;
- b. postal address;
- c. email address; and
- d. telephone number.

SECTION 2 - Area Regatta and SCC National Skills

Introduction

3.27 The Area Sea Cadet Regattas will be held annually between the units of the three Cadet Force Training and Support Units. The amount of units for each area is as follows:

- a. Northern Area up to 7 units;
- b. Central Area up to 5 units; and
- c. Southern Area up to 4 units.

3.28 The SCC National Skills Competition will be held annually on a rotational basis between the three Cadet Force Training and Support Units. The amount of units participating is to be:

- a. Northern Area 1 unit;
- b. Central Area 1 unit; and
- c. Southern Area 1 unit.

Aim

3.29 The aim of the regattas is to test the skills and knowledge learnt at unit level in a competitive environment.

Area Regatta and SCC National Skills Team Composition

3.30 The rules regarding team size, composition and participation for both the Area Regatta and SCC National Skills is as follows:

- a. Each Unit team is to consist of a total of ten (10) personnel. The breakdown of those personnel is as follows:
 - (1) One NZCF Officer or Under Officer with a full NZ Drivers license who is the Team Manager.
 - (2) Nine (9) Cadets as follows:
 - (a) Eight competitors; one of which is the Team Captain who is to be a Senior Rate and two personnel who are Cadet Coxswain course qualified.
 - (b) One reserve. The reserve cadet must be swapped for each stand (see paras 3.15 & 3.16 below).
- b. The Team Manager is to travel with the team to and from the competition for the Duty of Care in the case of an NZCF Officer. If the Team Manager is an Under Officer then the Duty of Care responsibilities for the team will be taken over by the other NZCF Officers at the competition venue. Individual Units

remain responsible for Duty of Care for their personnel travelling to and from competitions. Team Managers may also be utilised as Stand Controllers for the Area competitions.

- c. Only neutral personnel (NZCF Officers or Senior Ratings from units not involved in the competition) can be used as Stand Controllers for the National Regatta;
- d. There is no restriction on Male / Female composition of the teams;
- e. Each team member must have completed the first year syllabus of the Training Programme;
- f. The Team Captain is to nominate the remaining team members to participate in each stand prior to the stand brief being given;
- g. Each team member participating in the regattas must have passed the Swim Test;
- h. Team members must be medically fit and physically capable of completing the regatta; and
- i. For the Area Regattas units can request members from other units to fill a team shortage. Requests for personnel should be submitted at least one month prior to the event to allow cadets to be included in Own Unit Training.

Team Reserves

3.31 Team reserves must be rotated. No reserve may remain as reserve for more than three events in total except where they have been injured in the course of the competition. Team reserves are to report to the Stand Controller for additional tasking once the Team Captains have selected their participants for that stand. Once the team has started an activity the reserve can only be used under the following circumstances:

- a. The withdrawal of a cadet for medical reasons;
- b. The withdrawal of a cadet for compassionate reasons; and
- c. At any other time during the activity for safety reasons as directed by the Stand Controller, through the Competition Director or Manager.

3.32 Team Reserves can however participate in the following stands, although their scores will **not** be counted as part of the team score:

- a. Rifle Handling Drills Test;
- b. Range Shoot (***only if they have passed the Rifle Handling Drills Test***);
- c. Rope Work; and
- d. Mystery event (if conducted)

Area Regatta and SCC National Skills Competition Stands

3.33 The Area and National Regattas can consist of Water and Land Based activities comprising any combination of the following:

a. **Water Based Activities:**

- | | |
|----------------------------------|-----------------------------------|
| (1) Pulling | 1 x coxswain plus 4 crew |
| (2) Sailing | 1 x coxswain plus 3 crew (Crowns) |
| (3) Sailing | 1 x coxswain plus 1 crew (FEVA) |
| (4) Waterborne Seamanship Skills | 1 x coxswain plus 4 crew |

b. **Land Based Activities:**

- | | |
|----------------------------------|-------------------------------------------|
| (1) Rifle Handling Drills | 8 x competitors (reserve can participate) |
| (2) Range Shoot | 8 x competitors (reserve can participate) |
| (3) Rope Work | 8 x competitors (reserve can participate) |
| (4) First Aid | 8 x competitors |
| (5) Land-based Seamanship Skills | 8 x competitors |
| (6) Mast Construction | 8 x competitors |
| (7) Drill | 8 x competitors |

c. **Mystery Event:**

- (1) An event based on any element within the standard three year training program that includes as many competitors as possible (including reserves) that involves the fundamentals of teamwork, respect, integrity, loyalty and discipline.

Combined Activities

3.34 At the discretion of the Regatta Manager the following stands may be combined, but will be scored separately:

- a. Rifle Handling Drills Test, and
- b. Range Shoot.

Stand Rules

3.35 If there are any deviations from the rules for events listed in this publication then the stand rules (less Scoring Sheets) are to be sent out undercover of the Area Regatta

and SCC National Skills Competition Joining Instructions, to each participating unit in a timely manner to allow teams to prepare for the competitions.

Disputes and Protests

3.36 For all water-based activities, rule breaches and protests witnessed by an on-water umpire will result in the offending boat being penalised immediately. Penalties are to be completed prior to the end of that leg of the activity. The decision is final. On water umpires are to ensure that they are not involved with any protest and or assessments involving a boat from their own unit.

3.37 Any protest not witnessed by an on-water umpire may be lodged verbally to the Head Umpire by the Team coxswain within 10 minutes of the end of the race. The Head Umpire's decision is final and no appeal will be entered into.

3.38 For all other activities Team Managers must lodge all protests to the Area Regatta / SCC National Skills Competition Director through their Team Manager prior to the nightly 'O' Group.

3.39 The Area Regatta / SCC National Skills Competition Director will rule on the dispute, after holding a disputes hearing with the Manager and the Stand Controller involved prior to each evenings 'O' Group. The Area Regatta / SCC National Skills Competition Directors decision will be final.

Team Managers

3.40 Team Managers are permitted to accompany and observe the team's performance if able, however, they are not to assist, prompt or aid, either their own or another team at any stage of the competition. Any intervention with the team can and may result in that team forfeiting their points for that stand or depending on the severity of the intervention, even being disqualified from the competition.

Team Members

3.41 Any team member found cheating will be firstly removed from the stand, and if the matter is serious enough may be removed from the competition. In addition, any points accumulated by the individual will be deducted from the team score for that stand.

Area and National Skills Competition Scoring System

3.42 Each stand will be scored using the scoring sheet and points system developed for that stand so as to identify the stand winner. Those final scores will be entered into an Excel Spreadsheet that has been developed for the competitions.

Team Rankings

3.43 Each team will receive a ranking based on where they are placed for the stand, as an example, if 7 teams are competing in the stand, then the team that placed first for the stand will receive a ranking of **1**, the team that placed second in the stand will receive a ranking of **2** and so on.

3.44 In the event that two teams receive the same top score for the same stand, then both teams will receive a ranking of **1** and the team that placed second will receive a ranking of **3** the team that placed third will receive a ranking of **4** and so on.

The Selection of Overall Competition Winner

3.45 All 'Stand Ranks' will be added together for each team and the team that has the **lowest** 'Total Rank Score' will be the winner of the Area or National competition.

Tied Scores for Overall Winner of the Competition(s)

3.46 In the event of a **tied score** for first place for the overall winner of either the Area or National competitions, the following rules are to apply:

- a. In the first instance, a count back on all **first** 'Stand Ranks' will be conducted. The Stand Ranks do not include the individual races/events that were conducted to obtain the rankings. The team with the most **first** 'Stand Ranks' will win; and
- b. If teams are still tied, then a count back on all **second** 'Stand Ranks', then **third** 'Stand Ranks', and so on until the winner is identified.

3.47 An **example** of the 'Excel Spreadsheet' scoring system is shown below using drill data from seven units during an Area Skills competition. The spreadsheet will be made available to all Area Offices and provided to the Regatta Director.

Example of the Overall Scoring System

Area Skills and Regatta Competition Score Sheet																										
Unit Name	Pulling		Feva Sailing		Crown Sailing		Waterborne Seamanship		TOETS		Shooting		Ropework		First Aid		Mast Construction		Drill		Landbased Seamanship		Mystery Event / Tiebreak		Total Rank Score	Overall Placings for Competition Winner
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Cadets Passed	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		
TS Alpha	3	1	15	7	8	1	18	6	2	6	2	2	1	1	1	1	2	2	3	3	18	6		0	36	2
TS Bravo	7	2	12	4	9	2	15	2	2	6	1	1	3	3	3	3	4	4	1	1	15	2		0	30	1
TS Charlie	11	7	9	1	14	5	14	1	4	5	4	4	5	5	4	4	6	6	4	4	14	1		0	43	3
TS Delta	8	3	13	5	15	6	15	2	5	4	5	5	6	6	5	5	5	5	5	5	15	2		0	48	6
TS Echo	9	4	10	2	12	4	17	4	7	1	7	7	7	7	6	6	1	1	6	6	17	4		0	46	5
TS Foxtrot	9	4	14	6	15	6	17	4	7	1	3	3	4	4	2	2	7	7	2	2	17	4		0	43	3
TS Golf	9	4	11	3	11	3	18	6	7	1	6	6	2	2	7	7	3	3	7	7	18	6		0	48	6
Water Borne Stands																										
Land Based Stands																										

Area Skills and Regatta Competition Contributing events

Unit Name	Crown Race 1		Crown Race 2		Crown Race 3		Final Score	
	Placing	Stand Rank	Placing	Stand Rank	Placing	Stand Rank		Stand Rank
TS Alpha	3	3	1	1	4	4	8	1
TS Bravo	2	2	2	2	5	5	9	2
TS Charlie	5	5	3	3	6	6	14	5
TS Delta	4	4	4	4	7	7	15	6
TS Echo	6	6	5	5	1	1	12	4
TS Foxtrot	7	7	6	6	2	2	15	6
TS Golf	1	1	7	7	3	3	11	3

Unit Name	Feva Race 1		Feva Race 2		Feva Race 3		Final Score	
	placing	Stand Rank	placing	Stand Rank	placing	Stand Rank		Stand Rank
TS Alpha	7	7	5	5	3	3	15	7
TS Bravo	6	6	4	4	2	2	12	4
TS Charlie	5	5	3	3	1	1	9	1
TS Delta	4	4	2	2	7	7	13	5
TS Echo	3	3	1	1	6	6	10	2
TS Foxtrot	2	2	7	7	5	5	14	6
TS Golf	1	1	6	6	4	4	11	3

Unit Name	Pulling Race 1		Pulling Race 2		Fastest Time (tiebreak if reqd)		Final Score	
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		Stand Rank
TS Alpha	2	2	1	1		0	3	1
TS Bravo	4	4	3	3		0	7	2
TS Charlie	6	6	5	5		0	11	7
TS Delta	1	1	7	7		0	8	3
TS Echo	3	3	6	6		0	9	4
TS Foxtrot	5	5	4	4		0	9	4
TS Golf	7	7	2	2		0	9	4

Unit Name	Chartwork		Heaving Line		Crown Rigging		Feva Rigging		Final Score	
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		Stand Rank
TS Alpha	7	7	5	4	1	1	6	6	18	6
TS Bravo	6	6	3	3	2	3	3	3	15	2
TS Charlie	5	5	1	1	3	4	4	4	14	1
TS Delta	4	4	1	1	4	5	5	5	15	2
TS Echo	3	3	7	6	1	1	7	7	17	4
TS Foxtrot	2	2	6	5		9	1	1	17	4
TS Golf	1	1	7	6		9	2	2	18	6

National Skills and Regatta Competition Score Sheet

Unit Name	Pulling		Feva Sailing		Crown Sailing		Waterborne Seamanship		TOETS		Shooting		Ropework		First Aid		Mast Construction		Drill		Landbased Seamanship		Mystery Event / Tiebreaker		Total Rank Score	Overall Placings for Competition Winner
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Cadets Passed	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		
TS Alpha	9	3	3	1	7	2	2	2	7	1	1	1	2	2	3	3	3	3	3	3	7	2		0	23	3
TS Mike	4	1	6	2	15	3	1	1	7	1	3	3	1	1	2	2	1	1	2	2	7	2		0	19	1
TS Zulu	5	2	9	3	5	1	3	3	7	1	2	2	3	3	1	1	2	2	1	1	9	1		0	20	2
Water Borne Stands																										
Land Based Stands																										

National Skills and Regatta Competition contributing events

Unit Name	Crown Race 1		Crown Race 2		Crown Race 3		Final Score	
	Placing	Stand Rank	Placing	Stand Rank	Placing	Stand Rank		Stand Rank
TS Alpha	2	3	1	1	2	3	7	2
TS Mike	3	5	3	5	3	5	15	3
TS Zulu	1	1	2	3	1	1	5	1

Unit Name	Feva Race 1		Feva Race 2		Feva Race 3		Final Score	
	placing	Stand Rank	placing	Stand Rank	placing	Stand Rank		Stand Rank
TS Alpha	1	1	1	1	1	1	3	1
TS Mike	2	2	2	2	2	2	6	2
TS Zulu	3	3	3	3	3	3	9	3

Unit Name	Chartwork		Heaving Line		Crown Rigging		Feva Rigging		Final Score	
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		Stand Rank
TS Alpha	3	3	1	1	1	1	2	2	7	1
TS Mike	1	1	2	2	1	1	3	3	7	1
TS Zulu	2	2	3	3	3	3	1	1	9	3

Unit Name	Pulling Race 1		Pulling Race 2		Fastest Time (tiebreak if reqd)		Final Score	
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		Stand Rank
TS Alpha	3	3	3	3	3	3	9	3
TS Mike	2	2	1	1	1	1	4	1
TS Zulu	1	1	2	2	2	2	5	2

Area Regatta and SCC National Skills Programme

3.48 The programme may be altered by the Manager in consultation with HQ NZCF only. Stands may be left out of the regattas if necessary resulting from programme changes, unavailability of Regular Force staff, safety concerns, etc. Any additional stands will only be included after consultation with HQ NZCF.

Area Regatta and SCC National Skills Trophies

3.49 The winning team of the Area Regatta and SCC National Skills will be awarded the Area Regatta or SCC National Skills Trophy as appropriate in recognition of their achievement. The winning unit will be permitted to hold the trophy until the following regatta. Where upon it will be returned to the Area Office prior to the next Area Regatta and SCC National Skills.

Use of Cell Phones

3.50 Prior to the commencement of the competition, cell phones are to be secured and returned to competitors prior to departure for home locations. Access to phones for personal use is to be at the discretion of the Regatta Director. Joining Instructions are to have an emergency contact phone number for use by parents/caregivers.

3.51 The use of Cell Phones or other communication devices to relay competition information will be considered cheating. Team members found with a Cell Phone or other non authorised communication device during any of the stands whilst competing will firstly be removed from that stand and if the matter is serious enough may be removed from the competition. In addition any points accumulated for that stand by the individual involved will be deducted from the team score.

Stand Rules

3.52 The following Annexes contain the 'Rules and Regulations' for the stands used in both the Area Regatta and SCC National Skills.

ANNEX A - Pulling Race

Aim

1. The aim of this event is to test the crews pulling skills in a competitive environment.

General

2. This stand will consist of pulling races conducted in crowns between competing units.

Participants

3. The pulling team is to consist of a qualified coxswain and four crew members. As each team only has eight participants, Team Managers are to ensure all participants are involved as team members in either sailing or pulling. The Coxswain may remain (but not necessary) as the only constant member of either team. If it is possible to conduct the race with all crew in the boat participating then only one race need be conducted.

Conduct

4. The Pulling event will consist of two races and will be conducted as follows:
- a. The course will be laid from the beach out to a distance of 300 metres maximum around a buoy and back to the beach;
 - b. The crew will be formed up on the beach with lifejackets on at their designated start flag;
 - c. On the start signal the teams will run down the beach to their boat being held in the surf line by their team reserve;
 - d. Teams are to pull the boat out to the marker buoy, round it to starboard, then pull back to the beach; and
 - e. The team reserve will hold the boat in knee-deep water while one member of the pulling crew sprints up the beach to touch their start flag to finish.

Safety

5. A safety boat with throw ropes and qualified first aid person are to be on the water at all times during the activity. If possible a first aider is to be located on the beach also during all activities.

6. All boat crews are to be wearing correctly fitted life jackets whilst on the water.

Dress

7. Dress for all boat crews is to be Boating Rig which may include extra clothing for inclement weather if the need arises.

Time

8. Time to complete the activity will be detailed in the programme.

Stores

9. The following stores will be required:
 - a. Stop Watch;
 - b. Buoys; and
 - c. Flags.

Scoring

10. The Stand Manager is to ensure that times for each competing team are recorded for each race.
11. The scoring will be determined by the number of teams participating, i.e. 7 teams participating = 1st place 1 pts, 2nd place 2 pts etc. with the two races to determine final placings. If tied, fastest combined time will achieve the higher placing. If only one race is conducted then 1st place = 1 point etc.

ANNEX B - Sailing Races

Aim

1. The aim of this event is to test the crews sailing skills in a competitive environment.

General

2. This stand will consist of a series of sailing races conducted in the current NZCF sailing craft between the competing units.

Participation

3. Team Managers are to ensure maximum participation as team members in crewing either Crowns or Fevas.

4. When using Crowns, each crew is to consist of a qualified boat coxswain and 3 crew members. The Coxswain may remain (but not necessary) as the only constant member of either team.

5. When using FEVAs, each crew is to consist of a qualified boat coxswain and 1 crew member.

Conduct

6. The Sailing events will be conducted as follows:

- a. **Course.** Configuration of the sailing course should typically be triangles and sausages with marks being within 1000 m distances from each other and each race scheduled for 20-30 minutes duration. The Water Based Activities Committee will be responsible for the final layout of the course and time duration for each sailing race, taking into account environmental conditions;
- b. **Starts.** Starts will be IAW the latest version of The Racing Rules of Sailing. Crowns and Fevas points will remain separate. This will give a winning unit for Crowns and a winning unit for Fevas.

Area Regattas

7. The sailing race will ideally be run in two or three races for each class which can be run concurrently. Boat allocation will be determined for each race by a neutral draw at the previous evening 'O' group meeting.

SCC National Skills

8. The sailing race ideally will comprise of two or three races for each class which can be run concurrently. Boat allocation will be determined by a neutral draw at the previous evenings 'O' group or at the briefing prior to the race if an 'O' group is not held.

Safety

9. A safety boat with throw ropes and qualified first aid person are to be on the water at all times during all waterborne activities. If possible a first aider is to be located on the beach also during all activities.
10. All boat crews are to be wearing correctly fitted life jackets whilst on the water. Any crew with incorrectly fitted life jackets will automatically be disqualified from that race.

Dress

11. Dress for all boat crews is to be Boating Rig which is to include extra clothing for inclement weather.

Time

12. Time to complete the activity will be detailed in the programme.

Stores

13. The following stores will be required:
- | | |
|-------------------------------------------------------------------------------|----------|
| a. Buoys | x 4 |
| b. Start Flags, Charlie and Foxtrot as class flags, and remainder as per IRRS | x 1 each |
| c. Sound Signal Device | x 1 |

Area Regatta Scoring

14. Winning Crown and Feva teams each receive points (based on number of teams entered e.g. 7 teams = 1 pt for winner, 7 pts for seventh). Total Crown and Feva points will count towards their respective stands tally. The winning teams on the day will be the teams that has the least Crown points and least and Feva points. In the event of a tie the units will share first place for that event.

SCC National Skills Scoring

15. Winning Crown and Feva teams each receive placings (as above e.g. 3 teams = first, second and third). Total Crown points and Feva points will count towards the final sailing tally for each class.

ANNEX C - Waterborne Seamanship Skills

Aim

1. The aim of this activity is to test a variety of water borne skills contained in the Sea Cadet training program in a competitive environment.

General

2. The Waterborne Seamanship Skills activity will consist of the following disciplines:
 - a. Pulling;
 - b. Rigging;
 - c. Sailing;
 - d. Capsizing;
 - e. Anchoring;
 - f. Swimming; and
 - g. Running.

Participation

3. The team for this event will consist of a coxswain and four crew members. This team crew may be rotated throughout the competition but not necessarily so.

Conduct

4. The activity will be conducted as follows:
 - a. The crew will be formed up on the beach c/w lifejackets at the start line. Positions will be drawn at the previous evenings 'O' group;
 - b. On the start signal, teams will run 100m approx along the beach to a cone, rounding it before proceeding down the beach to their boat being held in the surf line by a non-competing member of the team;
 - c. Teams are to pull the boat out to the buoyed area marking the rigging zone;
 - d. Teams will then proceed to rig their boat for sailing on the pre-erected mast, whilst adrift (teams are to keep clear of each other and obstructions);
 - e. Teams will then sail a triangular course. Anywhere on the third leg teams are to capsize their boat, account for the crew, right the boat, bail and continue to mark number 3 where they are to complete a 360 degree turn taking the mark to port;
 - f. Boats will then sail inshore to the designated buoyed anchoring area, where they are to anchor and lower their rig;

- g. Crews will then enter the water, swim 50m approx, to the shore, run up the beach to their designated team finish zone; and
- h. Teams are to come to attention, dress and then stand at ease. At this time the crew will be finished.

5. The Water Based Activities Committee will be responsible for the layout of the course and time duration for each sailing race, taking into account of the environmental conditions.

Area Regatta

6. The seamanship race will be run in one race. All teams will line up, positions will be determined for each race by a neutral draw at the previous evenings 'O' group.

SCC National Skills

7. The seamanship race will be run in one race. Crews will line up in position determined by a neutral draw at the previous evenings 'O' group. If 'O' Groups are not being conducted then positions are to be determined by a neutral draw at the initial formal briefing of events.

Restrictions

8. Other than the rules described in Annex's A and B, the following restrictions will incur a time penalty or an on-water penalty:

- a. The impeding/tripping of an opponent during the run;
- b. Rigging the boat prior to entering the rigging box or not completing it prior to the designated completion mark;
- c. Not keeping clear of other boats or obstructions;
- d. Capsizing prior to mark 2 and after mark 3 unless as an involuntary act. Should an involuntary capsize occur, the capsize as planned must also be completed;
- e. After capsizing, cadets are to bail until the water is below the base of the stretcher holders;
- f. Not accounting for the crew during the capsize;
- g. Not anchoring in the designated area;
- h. The anchoring boat must be stationary. If Warp passes side stays then a 5 point penalty will be applied;
- i. Not completing the required drill movements; and
- j. Any team not completing the entire set course will be deemed to "Did Not Finish" (DNF), and be disqualified.

Safety

9. A safety boat with throw ropes and qualified first aid person are to be on the water at all times during all waterborne activities. If possible a first aider is to be located on the beach also during all activities.
10. All boat crews are to be wearing correctly fitted life jackets whilst on the water.

Dress

11. Dress for all boat crews is to be Boating Rig which is to include extra clothing for inclement weather.

Time

12. Time to complete the activity will be detailed in the programme.

Stores

13. The following stores will be required:
 - a. Buoys x 4
 - b. Flags x 2
 - c. Cones x 2

Area Regatta Scoring

14. Teams are to be recorded in the order in which they place.

SCC National Skills Scoring

15. Teams are to be recorded in the order in which they place.

Waterborne Seamanship Skills Scoring Sheet

TS _____							
Phase	DESCRIPTION	SCORE					
Start	Cadets formed up correctly with PFD's	0	1	2	3	4	5
	Team ran 100m to cone safely	0	1	2	3	4	5
Pulling	Team pulled Crown to rigging area safely	0	1	2	3	4	5
	Team in correct rigging area	0	1	2	3	4	5
Rigging	Crown rigged correctly (while Adrift)	0 1 2 3 4 5					
Sailing	Team sailed correct course fully	0 1 2 3 4 5					
Capsize	Crown capsized in correct area	0 1 2 3 4 5					
	Capsize safely	0 1 2 3 4 5					
	All crew accounted for (numbered)	0 1 2 3 4 5					
	Anchor deployed correctly	0 1 2 3 4 5					
	Crown righted correctly	0 1 2 3 4 5					
	Crown bailed so water is below stretcher moulds	0 1 2 3 4 5					
Anchoring	Crown in correct area	0 1 2 3 4 5					
	Crown anchored correctly	0 1 2 3 4 5					
	Was the anchor chain dragged over the gunnels	0 1 2 3 4 5					
	Has the Crown been secured for anchoring	0 1 2 3 4 5					
	Is the mainsail tied down	0 1 2 3 4 5					
	Is the foresail clipped down	0 1 2 3 4 5					
	Is the rudder inside the Crown	0 1 2 3 4 5					
	Did the Team swim to shore	0	1	2	3	4	5
Finish	Is the team in the correct area	0	1	2	3	4	5
	Is the team formed up correctly	0	1	2	3	4	5
TOTAL SCORE (HPS 70pts)							

ANNEX D - Dry Firing Training Tests (DFTTs)

Aim

1. The aim of this stand is to assess team members in the Rifle Handling Drills for the Marlin Model-XT .22 rifles. It is also to confirm that the cadet is capable to safely handle the rifle and engage targets during a live range practice.

General

2. Competitors will be tested on the current Drills for the Marlin Model-XT .22 rifle. The DFTT assessment sheet is attached.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes.

Team Reserve

4. The team reserve is also able to participate in this stand. However their scores will **NOT** count towards the overall team score for this stand.

Conduct

5. The stand is to be conducted by a qualified and current NZCF RCO, who is to be assessed by the Competition Manager to ensure the stand controller, is conversant with the current rifle handling drills. If a qualified NZCF RCO is not available then a qualified NZCF Regular Force RCO will conduct the activity.

6. The DFTTs stand is to be included as part of the stand rotation.

7. When carrying out the 'Safety Precautions' and 'Strip the Rifle' of the rifle handling drills, the Stand Controller is to ensure the rifle is in the same state for **ALL** competitors, as stated in the DFTTs assessment form.

8. For ease of conduct by the competitors, the following Rifle Handling Drills can be conducted in the kneeling position:

- a. safety precautions;
- b. hand over the rifle;
- c. strip the rifle; and
- d. assemble the rifle & functions test.

9. The remainder of the Rifle Handling Drills are to be carried out in the "Prone" position.

A Safe Direction

10. The Stand Controller is to indicate to the competitors, the 'Safe Direction' during the Stand Brief.
11. If a range is not being used for the DFTTs, then the area being used is to be set up to resemble a Range setting, i.e. targets should be affixed to a wall etc, if being conducted in an inside environment.

Safety

12. All rifles are to be inspected for **safety** and **serviceability**, as per the NZCF 151, Firearms Training Manual, Chapter 3, Section 1, paragraphs 3 - 4, prior to use. A check is also to be made to ensure there are no live rounds present. Any rifles that are found to be unserviceable are **not** to be used.

Dress

13. Dress for the stand is GWD's with sleeves rolled down.

Time

14. Time to complete the event will be detailed in the programme.

Stores

15. The following stores are required to run the stand:
 - a. Rifles x 2
 - b. Magazines x 2 per rifle
 - c. 5A Facings x 1
 - d. Score sheets x 1 per team

Scoring

16. Each competitor will start the stand with 75 points each (less the team reserve) totalling **600** points for the team. Each competitor will have a maximum of **three** attempts to pass the DFTTs. The scoring will be conducted as follows:
 - a. a competitor will loose **25** points each time they fail the DFTTs;
 - b. if any team member passes the DFTTs on their **first** attempt they will retain their **75** points;
 - c. if the team member passes the DFTTs on their **second** attempt they will receive **50** points;
 - d. if the team member passes the DFTTs on their **third** attempt they will receive **25** points;

- e. if the team member fails the DFTTs on their **third** attempt they will receive **0** points and will **NOT** take part in the Range Practice stand.

17. All individual scores will then be added together to form the total team score. Highest team score wins the Dry Firing Training Test stand.

Dry Firing Training Tests (DFTTs) Assessment Sheet

Name: _____

Score: _____

Notes:

1. After Serials 1 – 4 have been completed, the Assessor then has the choice to assess the cadet in **one** of the following positions; Prone, Sitting or Kneeling.
2. Serials 1 – 4 can be carried out with the Cadet kneeling down for ease and comfort. The remainder of the rifle handling drills are to be performed in the position as indicated by the Assessor.
3. All actions that are marked with an **astrix (*)** are deemed to affect safety and will constitute an automatic **“FAIL”**.
4. The **‘Safe Direction’** is to be indicated to all the Cadets during the assessment brief which is to be delivered by the Assessor prior to the start of the assessment.
5. Ensure each rifle has a Chamber Safety Device.

1 st Attempt	2 nd Attempt	3 rd Attempt
75 pts	50 pts	25 pts

ORDER “CARRY OUT SAFETY PRECAUTIONS” (RIFLE TO HAVE MAGAZINE FITTED & BOLT CLOSED)			
* Take up rifle and point the rifle in a Safe Direction			
* Remove the Magazine			
* Ensure the bolt is fully to the rear			
* check that the chamber, body and the face of the bolt are clear of rounds (three point check)			
ORDER “HAND OVER THE RIFLE”			
* Ensure the bolt is fully to the rear			
* Inspect the chamber, breech & body and ensure no magazine is fitted			
* Show the other person the chamber, body and the face of the bolt are clear of rounds (three point check)			
Hand over the rifle			
FOR THE REMAINDER OF THE RIFLE HANDLING DRILLS USE A DIFFERENT RIFLE			

ORDER “STRIP THE RIFLE” (RIFLE TO HAVE MAGAZINE FITTED AND BOLT OPEN)			
* Carry out Safety Precautions			
Whilst squeezing the trigger, pull the bolt fully to the rear and out of the rifle			
ORDER “ASSEMBLE THE RIFLE & CARRY OUT THE FUNCTIONS TEST”			
* Check serial numbers match on bolt and rifle			
Ensure the “W” cut aligns with the rear half of the bolt			
While squeezing the trigger, insert bolt and rotate to the right and down to lock the action			
Attempt to apply the safety catch, it should not engage			
Open and close the bolt to cock and lock the action			
Apply safety catch to safe, attempt to fire, it should not fire			
Apply the safety catch to fire, squeeze the trigger without touching the trigger release, rifle should not fire			
Open bolt and place rifle on the ground, bolt handle uppermost			
ORDER “ADOPT THE PRONE POSITION” OR “DETAIL DOWN”			
ORDER “LOAD”			
Ensure the bolt is fully to the rear			
Place the magazine into the magazine housing			
* Return the master hand to the small of the butt, finger well clear of the trigger			
ORDER “ACTION”			
Push the bolt handle firmly forward and down using the thumb and forefinger of the master hand to lock the action			
* Apply the safety catch to safe			
* Return the master hand to the small of the butt, keeping the finger out of the trigger guard			
ORDER “YOU ARE TO FIRE 5 ROUNDS AT YOUR LEFT AIMING MARK FOLLOWED BY A FURTHER 5 ROUNDS AT YOUR RIGHT AIMING MARK”			
ORDER “INSTANT”			
Raise the rifle into the shoulder, looking over the sights			
Apply the safety catch to fire			
* Return the master hand to the small of the butt, keeping the finger out of the trigger guard			
ORDER “AT YOUR TARGET IN FRONT, FIRE” (AFTER THE 5TH ROUND CARRY OUT THE BELOW)			

ORDER "RIFLE FAILS TO FIRE" (IA DRILL)			
Declare 'stoppage' and raise a leg			
Take the rifle out of the shoulder			
With the rifle pointed at the target open the bolt			
Inspect the chamber, breech and magazine			
ORDER "YOU HAVE AN EMPTY MAGAZINE" (REMEDY STOPPAGE – EMPTY MAGAZINE)			
Remove the empty magazine			
Place on a new magazine containing rounds			
Close the bolt and continue firing			
ORDER "RIFLE FAILS TO FIRE" (IA DRILL)			
Declare 'stoppage' and raise a leg			
Take the rifle out of the shoulder			
With the rifle pointed at the target open the bolt			
Inspect the chamber, breech and magazine			
ORDER "YOU HAVE AN OBSTRUCTION" (REMEDY STOPPAGE – OBSTRUCTION)			
Remove the magazine			
Clear the obstruction			
Replace the magazine into the rifle			
Close the bolt and continue firing			
ORDER "STOP" (ORDERED WHILST FIRING THE SECOND MAGAZINE)			
Attempt to apply the safety catch to safe			
* Lay the rifle on the ground with the bolt handle uppermost, keeping hands well clear of the rifle			
Await instructions from the RCO			
ORDER "TAKE UP THE RIFLE AND CARRY ON" (FIRER CONTINUES FIRING THEIR 5 ROUNDS)			
ORDER "UNLOAD"			
* Remove the magazine			
Open the action, by pulling the bolt fully to the rear			
* Check that the chamber and breech are clear of rounds			

* Return the master hand to the small of the butt			
ORDER "FOR INSPECTION PARALLEL ARMS"			
Tilt the rifle to the left slightly holding the bolt open with your finger so the bolt does not slide forward			
At the same time hold up the magazine(s) to be inspected			
ORDER "CLEAR"			
Insert the Chamber Safety Device			
Lay the rifle down with bolt handle upper most			

ANNEX E - Range Practice

Aim

1. The aim of this stand is to assess the marksmanship skills of team members in a competitive environment during a live range practice.

Participation

2. All team members that have **passed** the Dry Firing Training Test will participate in this stand.

3. Team members that have **not** passed the Dry Firing Training Test will **not** participate in this stand.

Conduct of the Stand

4. The stand is to be conducted by a **current** NZCF Range Conducting Officer. If these personnel are not available, then a Qualified Range Conducting Officer Advisor from the Area Office will conduct the activity. One of the reserves can be used to assist the RCO on the range in respect to loading and issuing magazines to competitors and the changing of targets etc.

Firing Details

5. Firing details are **not** to be of mixed teams. The size of the detail will be dependant on Range Standing Orders.

Safety

6. Once firing commences any firer deemed to be carrying out an **unsafe practice is to be removed from the firing point immediately**. If it is a team member, that person is not to be replaced and any rounds scored are **not** to be included in the overall team score.

7. All persons on or near the firing point **are to** wear hearing protection when firing is in progress.

Rifle Serviceability Check

8. A Serviceability Check of all rifles and magazines **is to be** carried out by the RCO prior to use as per the NZCF 151, Firearms Training Manual, Chapter 3, Section 1. Any unserviceable rifles or magazines are not to be used.

Rifle Sights

9. Rifle sights are to be checked and if needed, adjusted by the Competition Manager to ensure that the rifles will place all rounds on or very near the point of aim on a target prior to the competition taking place.

Dress

10. Dress for the range practice is GWDs with sleeves rolled down. Hats of any type are **not** to be worn by any person when on the firing point as this breaks the seal between the earmuff and the skin which, over a period of time will lead to hearing damage.

Timing

11. Time to complete the stand will be detailed in the competition programme. The time to complete each serial will be detailed by the RCO.

Stores

12. The stores required to run the range practice are detailed in the Rifle Match rules.

Scoring

13. The RCO and his/her assistant will go forward at the completion of each firing detail and collect and replace the targets. Those firers who do not expend all their ammunition within the allocated time will not be able to re-shoot that serial unless they experienced a mechanical failure with their rifle or magazine, in which case a re-shoot for the firer concerned can be conducted to expend the **remainder** of their ammunition.

14. Targets are to be scored by the RCO either between competing teams (if time permits) or later when back at the competition headquarters and the scores and targets handed to the competition adjutant for registering. The scorer's decision will be final and no correspondence will be entered into.

15. All individual team members scores will be added together to form the team score for the match. Highest team score wins the range practice.

Tied Scores

16. In the event of a **tie** for first place, the team with the highest score in Serial 2 will be declared the winner. Should the scores still be tied then the team with the highest score in Serial 3 will be declared the winner and so on.

Shoot-off for Tied Scores

17. If, in the unlikely event that the scores are still tied, a shoot-off will be conducted between the teams concerned. The shoot-off will consist of each firer firing 20 rounds at the N.S.R.A. "TIN HAT" Target Cards. All individual scores will be added together to make the overall team score. Highest team score wins the event.

Sighters

18. Firers will fire 5 sighting rounds at a single superimposed 5A facing. These rounds are **not** scored.

The Rifle Match

Aim

1. The aim of this match is to assess the marksmanship skills of team members in a competitive environment during a live range practice.

General

2. Teams will compete in a range practice which will be conducted using the serials at paragraph 16.

Targets

3. The following targets are to be used for the match:
 - a. Single Superimposed 5A Facing (A4);
 - b. Figure 7A Facing (A4);
 - c. Figure 8A Facing (A4); and
 - d. No 29 Target (A4).

Participation

4. Eight team members will participate in this rifle match.

Conduct of the Match

5. The procedure to be followed on the firing point is:
 - a. For Serial 1, each firer is to be issued with **one** magazine only containing **5** rounds. Firers will adopt the **Prone Unsupported** position and fire 5 sighting rounds at the **Top Left** target. On command of the RCO, firers will then unload and once cleared, place in the Chamber Safety Device and move forward to inspect their target and ascertain the new POA for remainder of the shoot; then
 - b. each firer is to be issued with **four** magazines containing **5** rounds each for Serials 2, 3 & 4. The firers will adopt the **Prone Unsupported** position and engage the **Bottom Left** target with their first magazine. On command of the RCO, firers will adopt the **Sitting Unsupported** position and engage the **Top Right** target with their second & third magazines. On command of the RCO, firers will adopt the **Kneeling Unsupported** position and engage the **Bottom Right** with their fourth magazine.

Safety

6. Once firing commences, any team member (firer) deemed to be carrying out an **unsafe practice is to be disqualified and removed from the firing point immediately**. The disqualified team member is **not** to be replaced by the team reserve. Any points

accumulated by the disqualified team member are **not** to be included in the teams overall score.

7. All persons on or near the firing point **are to** wear approved hearing protection when firing is in progress.

Dress

8. Dress for the range practice is GWDs with sleeves rolled down.

Timings

9. Overall time to complete the range practice will be detailed in the competition programme. The time to complete each match serial will be detailed by the RCO during the match.

Stores

10. The following stores required to run the match are as follows:

- | | | |
|----|-----------------------------------|----------------------------------------|
| a. | Rifles | x 10 (includes 2 x spares) |
| b. | Magazines | x 5 per firer (min 3 per firer) |
| c. | Single superimposed 5A facing | x 1 per firer |
| d. | Figures 7A & 8A | x 1 each per firer |
| e. | No 29 targets | x 1 each per firer |
| f. | Fig 11 backing boards | x 2 per firer (or equivalent) |
| g. | Hearing protection | x 1 per person on or near firing point |
| h. | .22 inch ammunition | x 25 rds per firer (200 rds per team) |
| i. | Stop watch or Cell phone | x 1 |
| j. | Staple gun or stapler | x 1 |
| k. | Staples for staple gun or stapler | x 1 box |
| l. | Patches (if required) | x Qty (black and white) |
| m. | Groundsheets or mats | x 1 per firer |
| n. | NZCF 201 Firing Point Registers | x 1 per team |

Scoring

11. The competition scorer and his/her assistant will go forward at the completion of the match and collect and replace all targets. Those firers who do not expend all their ammunition within the allocated time frame will **not** be able to re-shoot that serial unless

they experienced a mechanical failure with their rifle or magazine, in which case a re-shoot for the firer concerned can be conducted to expend the **remainder** of their ammunition for the serial concerned.

12. Targets are to be scored by the competition scorer and his/her assistant either between competing teams (time permitting) or later when back at the competition headquarters and the scores and targets are to be handed to the competition adjutant for registering. **The scorer's decision will be final and no correspondence will be entered into.**

13. All individual scores will be added together to form the overall team score. The highest team score wins the match.

Tied Scores

14. In the event of a **tie** for first place, the team with the highest score in Serial 2 **Prone Unsupported** will be declared the winner. Should the scores still be tied then the team with the highest score in Serial 3 **Sitting Unsupported** will be declared the winner and so on.

Shoot-off for Tied Scores

15. If, in the unlikely event that the scores are still tied, a shoot-off will be conducted between the teams concerned. The shoot-off will consist of each firer firing **Serial 2** for the appropriate match. Highest team score for Serial 2 wins the match.

Serials

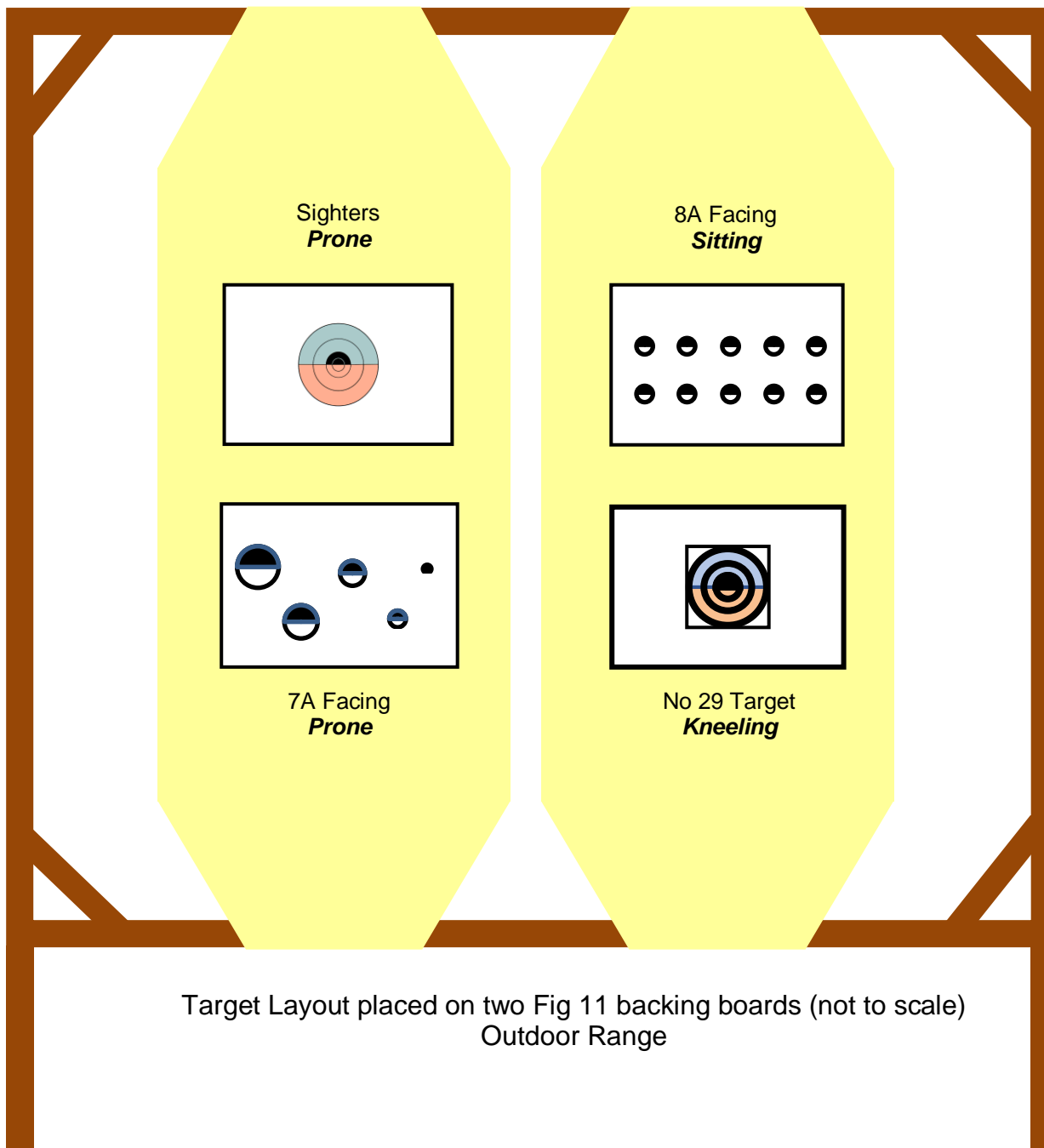
16. The match consists of the below serials:

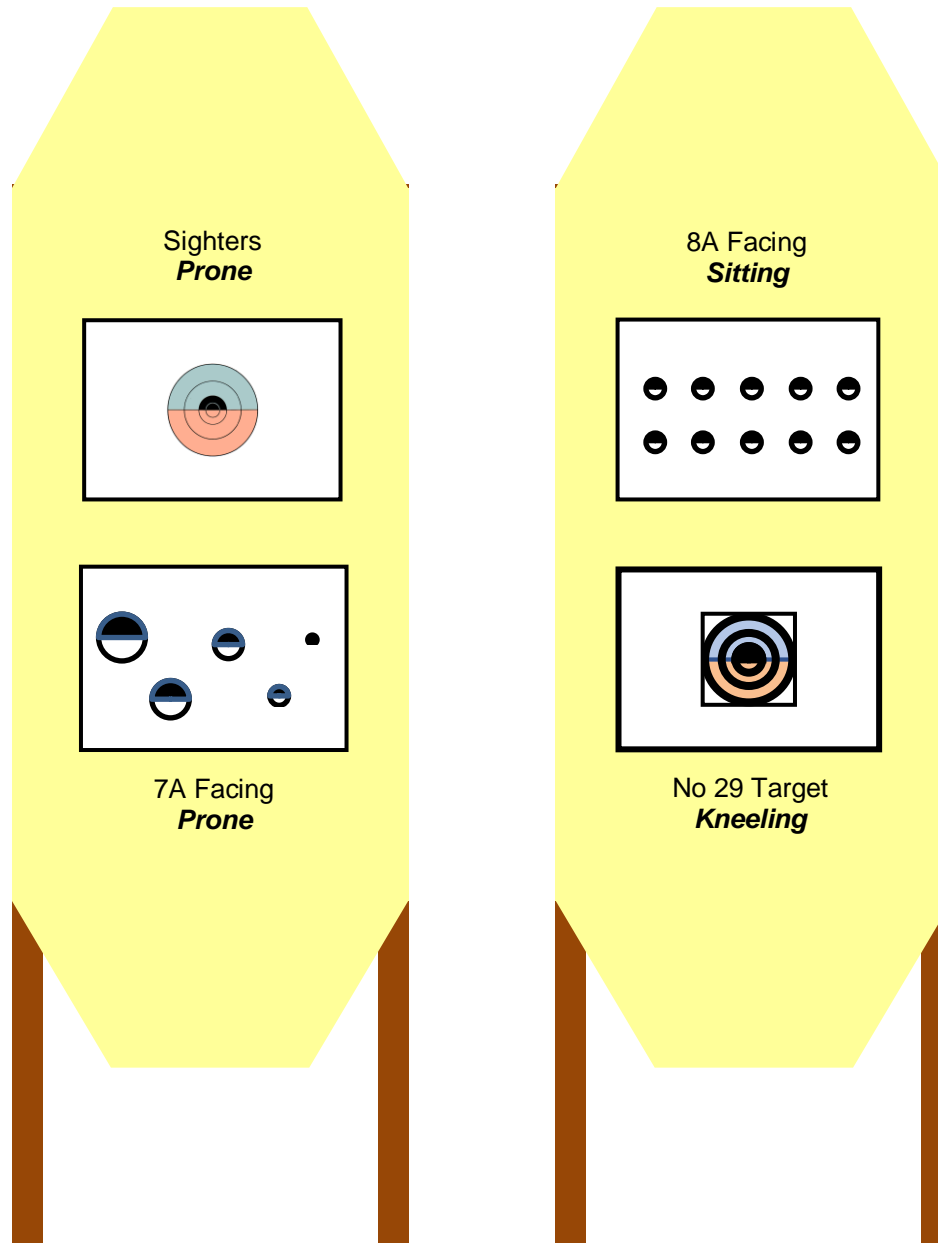
Area & National Skills Competition - Range Practice

Ser	Range	Practice	Target	Position	Time	Rounds	Mags	Remarks
RCO: <i>“Detail Down, adopt the Prone Unsupported. LOAD, ACTION - Five rounds Sighters at the Top Left target - INSTANT, at your target in front.....Fire”</i>								
1	25m	Sighters	5A Facing Superimposed	Prone Unsupported	Nil	5	1	a. Sighters not scored. b. Firers move forward to inspect their target on completion.
RCO: <i>“Detail Down, adopt the Prone Unsupported. LOAD, ACTION - Five rounds in 30 secs at your Bottom Left target, one round per aiming mark. Serial starts on the command ‘Up’ and ends on the command ‘Down’ - INSTANT, Standby.....”Up” after 30 secs “Down”.....”UNLOAD”</i>								
2	25m	Deliberate	7A Facing	Prone Unsupported	30 secs	5	1	a. Each firer to fire one round per aiming mark. b. Scoring: 5, 10, 20, 30 & 40. c. HPS: 105 points.
RCO: <i>“Detail, adopt the Sitting Unsupported. LOAD, ACTION - Ten rounds in 50 secs at your Top Right target, one round per aiming mark. Serial starts on the command ‘Up’ and ends on the command ‘Down’ - INSTANT, Standby.....”Up” after 50 secs “Down”.....”UNLOAD”</i>								
3	25m	Deliberate	8A Facing	Sitting Unsupported	50 secs	10	2	a. Each firer to fire one round per aiming mark. b. Scoring: 10 points per aiming mark. c. HPS: 100 points.
RCO: <i>“Detail, adopt the Kneeling Unsupported. LOAD, ACTION - Five rounds in 30 secs at your Bottom Right target, Serial starts on the command ‘Up’ and ends on the command ‘Down’ - INSTANT, Standby.....”Up” after 30 secs “Down”</i>								
4	25m	Deliberate	No 29 Target	Kneeling Unsupported	30 secs	5	1	a. Each firer to fire five rounds at the aiming mark. b. Scoring: 5.1, 5 & 3. c. HPS: 25.5 points.

Notes:

- Highest Possible Score:** 230.5 points
- Highest Possible Team Score:** 1844 points
- RCO does **NOT** give the command **“For Inspection – Parallel Arms”** after Serials 2 & 3. It is only conducted after Serials 1 & 4





Alternate Target Layout placed on two Fig 11 backing boards (not to scale)
Outdoor Range

The Rifle Match Unit Result Sheet

Unit Name: _____

Units Total Score: _____

Unit Members Name	Position	Score	Total Score
_____	Prone		_____
	Sitting		
	Kneeling		
_____	Prone		_____
	Sitting		
	Kneeling		
_____	Prone		_____
	Sitting		
	Kneeling		
_____	Prone		_____
	Sitting		
	Kneeling		
_____	Prone		_____
	Sitting		
	Kneeling		
_____	Prone		_____
	Sitting		
	Kneeling		
_____	Prone		_____
	Sitting		
	Kneeling		

ANNEX F - Rope Work

Aim

1. The aim of this activity is to test the cadet's knot tying ability in a competitive environment.

General

2. The stand will consist of the cadets tying a variety of knots, bends, hitches, whippings and splices. The reference publication for these is Admiralty Manual of Seamanship Vol 1.

Participation

3. A team of eight cadets will participate in the activity. The reserve may assist but will not be scored.

Conduct

4. The following knots, bends, hitches, whippings and splices will be used during the activity:

a. **Bends and Hitches:**

- (1) Reef Knot.
- (2) Clove Hitch.
- (3) Rolling Hitch.
- (4) Figure of Eight.
- (5) Round Turn and Two Half Hitches.
- (6) Bowline.
- (7) Double Sheet Bend.
- (8) Fisherman's Bend.

b. **Whippings:**

- (1) Common Whipping.
- (2) Sail Makers Whipping.

c. **Splices:**

- (1) Eye Splice.
- (2) Back Splice.

5. Each member of the eight-person team will be tested on all knots, bends and hitches and each 2-man team will be tested on their selected whipping or splice using the following points:

- a. Completion of each rope work;
- b. Standard of rope work;
- c. State the function of the knot; and
- d. Give an example of where each knot could be used.

Safety

6. All safety consideration concerning rope is to be taken into account when conducting the activity.

Dress

7. Dress for the event is GWDs.

Time

8. Time to complete the event is as per the programme.

Stores

9. The following stores are required to conduct the event:

- | | |
|---------------------------------|------------------------|
| a. Rope | Qty of Various lengths |
| b. Sail makers twine or similar | Qty for whipping |
| c. Tape | Qty |
| d. Spars | Qty |

Scoring

10. Points will be attributed against the following criteria:

a. **Bends and Hitches:**

- (1) **2 Points:** For correct bend or hitch made with explanation of use and example given.
- (2) **1 point:** correct bend or hitch made.

b. **Whipping and Splice:**

- (1) **4 Points:** For correct whipping or splice made with explanation of use or example given.

(2) **2 Points:** For correct whipping or splice made.

11. At the completion of the rope work, each team's score will be totalled and the highest total score will be deemed the winner of that stand.

12. There are no tie breakers for this event.

Rope Work Scoring Sheet

Team Name: Training Ship _____

Final Score: _____

Ser	Name	Bends & Hitches	Whippings	Splices	Total Score
1					
2					
3					
4					
5					
6					
7					
8					

Total Score:

ANNEX G - First Aid and Casualty Evacuation

Reference

- A. Mountain Safety Manual 33, Outdoor First Aid (Revised 2004).

Aim

1. The aim of this stand is to test the team's performance in the following skills:
 - a. administer first aid to a casualty;
 - b. move a casualty;
 - c. provide shelter and
 - d. set up and send a message including location, patient details and resources available.

General

2. The Casualty Evacuation will consist of the following disciplines:
 - a. **Administer First Aid to a Casualty.** Teams are to carry out First Aid on the casualty in accordance with assessment sheet;
 - b. **Patient Movement.** Teams are to move the patient to the designated drop-off point; by improvised stretcher, lift, drag or carry (ensure that the method used is suitable given the injuries sustained and causes no further harm)
 - c. The Navigation and Casualty Evacuation Stands can be combined at the discretion of the Competition Manager.

Participation

1. All eight team members are to compete in this event.

Conduct

3. The team is to locate and administer first aid to a casualty, move to a nominated area negotiating any obstacles encountered over a designated route where the patient can be made safe, provided with shelter and signals sent and location provided for pick up within a given time.
4. The following type of ground and distance covered are to be used:
 - a. not more than 50 meters (as per MSC manual chapter 17, para 1-2).
5. If the distances above are unable to be adhered to owing to a suitable location not being available, common sense is to be applied by the Competition Manager.

Safety

6. The following safety points are to be strictly adhered to:
 - a. the patient is to be substituted with a waited dummy prior to the lift if the method selected renders them restricted in their ability to protect themselves in the event of a fall or if they exhibit a lowered level of consciousness i.e., stretcher or one person rope carry.
 - b. at no stage is a stretcher to be raised above **waist** height;
 - c. the patient is to be secured (tied or strapped) to a stretcher if one is used. (ref, MSC manual 33 Chap. 17 stretchers para 1)
 - d. at all times the stretcher must be raised and lowered under control;
 - e. at no stage are the cadets to run with the patient; and
 - f. lift, drags and carry methods used must be deemed safe for both the patient (taking into account any injuries identified) and the team members, the fireman's lift is not to be used.
7. The stand is to be conducted by a Regular Force Medic. If this is not the case, a current first aid qualified person should be used.

Dress

8. Dress for the casualty evacuation is DPM.

Time

9. Time to complete the event will be detailed in the programme.

Stores

10. Stores required for the stand are as follows:
 - a. casualty evacuation assessment sheets x 1 per team
 - b. first aid kit (exercise type with bandages etc) x 1
 - c. rope 1.5 metre lengths x8
 - d. bed roll cover (improvised stretcher) x 1
 - e. poles 2.5 metre (improvised stretcher) x 2
 - f. poles 1 metre (improvised stretcher) x 2
 - g. 45 meters of 10mm rope (improvised stretcher) x1

- h. dummy mountain radio and aerial x1
- i. Topo50 Map of the area x1
- j. small tent, hutchie, or tarpaulin x1
- k. NATO stretcher (if required) x 1

Scoring

11. The activity is to be scored in accordance to the assessment sheet as follows:
- a. the scoring for the activity will be in five parts:
 - (1) Maximum of 35 points for Primary Survey; (DRSABC).
 - (2) Maximum of 35 points for Secondary Survey; (SAMPLE).
 - (3) Maximum of 25 points for WRAPT.
 - (4) Maximum of 60 points for correct management of the three injuries.
 - (5) Maximum of 25 points for selection of a movement technic and related communication/brief, practice/test to and with the team.
 - (6) Maximum of 25 points for Evacuation.
 - b. maximum of 60 points for erection of temporary shelter, mountain radio, and transmission of a help message.

Patient Presentation

12. The scenario patient will present with one injury/ailment from each of the three columns below. (serious, moderate, minor).

Serious / Life Threatening	Moderate	Minor
Large bone open fracture	Fracture to lower arm	Blisters
Arterial bleed	Hyperventilation	Laceration to a digit
Heart attack	Sprained ankle	Asthma
Anaphylaxis	Mild hypothermia	Anxiety attack
Chest injuries	Foreign body impalement	Open cut to the head
Burns to the hands	Concussion (mild)	Diarrhoea
Carbon monoxide poisoning	Wasp sting to the throat	Cramp

13. For the above conditions the patient will present with typical signs and symptoms as stated in the MSC Manual 33.

Casualty Brief

1. Patient is to present with the typical symptoms as stated in the mountain safety council manual 33 for the injuries assigned from the above table.
2. On the teams arrival at the Patient their level of consciousness shall be such that gathering of information will be difficult until such time as the situation has been stabilized.
3. The patient's level of consciousness will improve with effective treatment of the serious injury at which point the patient will become more concerned with their moderate injury. If no treatment is carried out on the serious injury the patient's level of consciousness will lower. If no treatment is given for the moderate injury the level of consciousness will lower gradually.
4. The minor injury will cause discomfort and irritation to the patient, this may not come to the fore immediately as masked by other events.

Scenario

1. The accident or events set up shall be such that the injuries sustained are a realistic result of the forces involved but not so dramatic so as to detract from the aim of testing the first aid and leadership of the competitors.

Team Brief

(The following is to be read to each team)

1. Your Unit is conducting navigational training in the area, when you come across an individual lying at the foot of a tree. You are to administer the necessary first aid and then transport the casualty and his/her equipment to a nearby safe location, provide them with shelter and ongoing first aid and ensure that higher medical aid is directed to your location in timely manner.
2. The following rules/regulations are to apply:
 - a. you may use the resources that have been supplied, as pointed out by me the Stand Controller;
 - b. you are to follow the route marked/shown and negotiate any obstacles designated, ensuring the patients condition and safety is the extreme priority. Teams will incur penalties for breaching any of the above mentioned;
 - c. the Stand Controller will accompany you over the course. Once the brief has finished and there are no further questions there will be no further conversing with the Stand Controller unless he/she speaks to you; and
 - d. points will be deducted and given according to the assessment sheet.

Casualty Evacuation Score Sheet

Team: _____

Score: _____

SECTION:	A	B	C	D	E	F	G	H	I	HPS
POINTS:	35	35	25	25	25	30	30	30	60	145 pts
SCORE:										

SECTION A: Primary Survey (HPS 35 pts)	
TL assumes control	1 2 3 4 5
D anger	1 2 3 4 5
R esponse	1 2 3 4 5
A irway	1 2 3 4 5
B reathing	1 2 3 4 5
C irculation	1 2 3 4 5
S evere bleeding	1 2 3 4 5
SCORE:	

SECTION B: Secondary Survey (HPS 35 pts)	
Signs & symptoms	1 2 3 4 5
Allergies	1 2 3 4 5
Medications	1 2 3 4 5
Past Medical History	1 2 3 4 5
Last oral intake	1 2 3 4 5
Events Prior	1 2 3 4 5
L evel of C onsciousness	1 2 3 4 5
SCORE:	

SECTION C: WRAPT (HPS 25 pts)	
W armth	1 2 3 4 5
R eassurance	1 2 3 4 5
A ssess again	1 2 3 4 5
P ositioning	1 2 3 4 5
T reatment	1 2 3 4 5
SCORE:	

SECTION D: Stretcher Building (HPS 25 pts)	
Plan initiated	1 2 3 4 5
Appropriate Method Selected	1 2 3 4 5
Team briefed/trained	1 2 3 4 5
Effective and safe design/technic	1 2 3 4 5
Casualty briefed / reassured	1 2 3 4 5
SCORE:	

SECTION E: Patient Movement (HPS 25 pts)	
Patient monitored	1 2 3 4 5
TL remains in control	1 2 3 4 5
Dressings checked	1 2 3 4 5

SECTION E: Continued	
Any obstacles crossed safely	1 2 3 4 5
Casualty continually reassured	1 2 3 4 5
SCORE:	

SECTION F: Management Serious Injury (HPS 30 pts)		
Identifies injury location	1	5
Exposes and examines	1	5
Circulation checked below the injury site	1	2 3 4 5
Identifies the complainant as	1	2 3 4 5
Acute treatment	1	2 3 4 5
After care management	1	2 3 4 5
SCORE:		

SECTION G: Management Moderate Injury (HPS 30 pts)		
Identifies injury location	1	5
Exposes and examines	1	5
Circulation checked below the injury site	1	2 3 4 5
Identifies the complainant as	1	2 3 4 5
Acute treatment	1	2 3 4 5
After care management	1	2 3 4 5
SCORE:		

SECTION H: Management Minor Injury (HPS 30 pts)		
Identifies injury location	1	5
Exposes and examines	1	5
Circulation checked below the injury site	1	2 3 4 5
Identifies the complainant as	1	2 3 4 5
Acute treatment	1	2 3 4 5
After care management	1	2 3 4 5
SCORE:		

SECTION I: Evacuation (HPS 60 pts)		
Shelter provided	1	2 3 4 5
Patient insulated from ground	1	2 3 4 5
Mountain radio set up & facing base station	1	2 3 4 5
Location confirmed	1	2 3 4 5
Message pre prepared	1	2 3 4 5
Radio procedures	1	2 3 4 5
Loc sent with sheet number	1	2 3 4 5
Patient's Details sent (age, sex, name, address)	1	2 3 4 5
Patients condition	1	2 3 4 5
Number in group	1	2 3 4 5
Resources avail (clothing, shelter, food, equip, etc)	1	2 3 4 5
What has happened	1	2 3 4 5
SCORE:		

ANNEX H – Land-based Seamanship Skills

Aim

1. The aim of this activity is to test the team members' seamanship skills in a variety of activities in a competitive environment.

General

2. The Land-based Seamanship Skills consists of a series of evolutions to be completed by team members.

Participation

3. All eight team members are to compete in this event.

Conduct

4. Teams are to complete the following seamanship activities:
 - a. Chart Work (Navigation);
 - b. Heaving Line Transfer; and
 - c. Rigging.
5. The Seamanship Evolution will be run as follows:
 - a. **Chart Work.** The crew will form four 2-person teams to complete this section of the stand. Each two person team is required to complete the following:
 - (1) Take a bearing on three visible points and plot on the chart provided to indicate their position.
 - (2) Plot a three point fix from bearings provided to find a mystery location.
 - (3) Name a list of ten common chart symbols and indicate an example of their position using latitude and longitude.
 - b. **Heaving Line Transfer.** The crew will form two 4-person teams, one on the supplying ship and one on the receiving ship. The crews will then use the heaving lines and equipment provided on each ship, to transfer an object from the supplying to receiving ship and return to the supplying ship. Once each team is on their respective ship **no one** is to leave the area designated as the ship; and
 - c. **Rigging.** Each member of the eight-person team is to be involved in this event. The crown is to be correctly rigged for sailing complete with mainsail and foresail rigged and hoisted, and two oars lashed into the boat. The feva is to be correctly rigged for sailing complete with main and foresail rigged and hoisted. Rigging will take place while the boats are on the trailer, and on completion, teams are to fall in wearing lifejackets.

Safety

6. Safety is paramount and all efforts are to be taken to ensure the safety of the participants.

Dress

7. Dress for the event will be GWDs.

Time

8. Time to complete the event will be detailed in the programme.

Stores

9. The following stores will be provided to conduct the activity:
 - a. **Chart Work – Four sets consisting of:**
 - (1) Hand held compass;
 - (2) Parallel ruler;
 - (3) Dividers;
 - (4) Chart c/w key of symbols;
 - (5) Pens/pencils; and
 - (6) Answer sheets.
 - b. **Heaving line transfer:**
 - (1) 2 x Heaving Lines;
 - (2) Mail Bag; and
 - (3) Object.
 - c. **Rigging:**
 - (1) 17' crown on trailer;
 - (2) Feva on trailer; and
 - (3) All equipment required to fully rig both craft for sailing.

Scoring

10. Scoring will be as follows:
 - a. Chart work:

- (1) Five points per team for indicating own location in the correct position on the chart within 2/100th of a degree;
 - (2) Five points per team for indicating the mystery location in the correct position on the chart within 2/100th of a degree;
 - (3) Five points per team for correctly identifying what is visible at the location of the mystery location and the time it would take to travel there; and
 - (4) One point per 2 person team for correctly indicating the symbols in use on the chart.
- b. Heaving Line Transfer: (Maximum 25 points per team):
- (1) Maximum points for completing the exercise without safety issues and completing the first throw successfully. The object must not touch the 'water' between the ships.
 - (2) One point deduction for each safety mistake
 - (3) One point deduction for each time a member leaves the designated "ship area";
 - (4) One point deduction for each failed heaving line throw.
 - (5) One point deduction for each occasion the object touches the 'water'
- c. Rigging: (Maximum 60 points per team rigging the Crown and 50 points for the team rigging the Feva):
- (1) Each team is to allocate 5 cadets to rig the Crown and two to rig the Feva. The team leader is not to get involved in rigging but is to take charge of both teams.
 - (2) Maximum points for completing the rigging of the boats with main and fore sails rigged and hoisted, oars lashed to the boat, and team fallen in wearing lifejackets correctly, all within 8 minutes.
 - (3) One point deduction for each safety mistake
 - (4) Two point deduction for each and any mistake on the mast rigging
 - (5) Two point deduction if oars not correctly lashed
 - (6) Two point deduction for incorrect wearing (or not wearing) of lifejacket – per person.
 - (7) Five point deduction for not completing within time given for exercise with a subsequent deduction of 1 additional point per minute taken to complete.

Navigation Exercise Scoring Sheet

TS _____						
SERIAL	DESCRIPTION	SCORE				
1	Position One correctly triangulated and plotted (-1 for every 2/100 th they are out)	1	2	3	4	5
2	Position Two correctly triangulated and plotted (-1 for every 2/100 th they are out)	1	2	3	4	5
3	Common chart symbols correctly named	1	2	3	4	5
		6	7	8	9	10
4	Named symbols correctly identified on chart	1	2	3	4	5
		6	7	8	9	10
TOTAL SCORE (HPS 30pts)						

Heaving Line Scoring Sheet

TS _____						
SERIAL	DESCRIPTION	SCORE				
1	Evolution completed correctly Minus 1 point per attempt	1	2	3	4	5
2	No safety breaches Minus 1 point per error	1	2	3	4	5
3	Team Remain in Correct Areas Minus 1 point each time someone leaves area	1	2	3	4	5
4	Successful throw Minus 1 point per additional throw	1	2	3	4	5
5	Weighted object remains clear of ground Minus 1 point each time object touches ground	1	2	3	4	5
TOTAL SCORE (HPS 25pts)						

Crown Rigging Scoring Sheet

TS _____						
SERIAL	DESCRIPTION	SCORE				
1	Team Leader takes charge	0	1	2		
2	Both oars/paddles lashed securely	0	1	2		
3	Both oar /paddle blades facing aft	0	1	2		
4	Venturis closed	0	1	2		
5	Rudder secured correctly	0	1	2		
6	Safety pin in tiller	0	1	2		
7	Anchor secured in boat and correctly stowed	0	1	2		
8	Painter correctly secured to ring & stowed neatly	0	1	2		
9	Boats bag containing spare equipment secured correctly	0	1	2		
10	Bailers lashed to boat	0	1	2		
11	Mast stepped correctly and in line	0	1	2		
12	Shrouds and forestay properly secured	0	1	2		
13	Main fully hoisted	0	1	2		
14	Main sheets fitted correctly	0	1	2		
15	Battens fitted	0	1	2		
16	Foresail fitted correctly and fully hoisted	0	1	2		
17	Foresail sheets fitted correctly	0	1	2		
18	Main Halyard secured correctly and neatly coiled	0	1	2		
19	Fore Halyard secured correctly and neatly coiled	0	1	2		
20	Lifejackets correctly worn on completion of rigging – including Team Leader	0	2	4	6	8 10 12
21	Was evolution completed within the allocated time?	0				5
22	Was the boat fit to sail?	0				5
TOTAL SCORE (HPS 60pts)						

Feva Rigging Scoring Sheet

TS _____				
SERIAL	DESCRIPTION	SCORE		
1	Team Leader takes charge	0		1
2	Rudder secured correctly	0	1	2
3	Mast stepped correctly and safely	0	1	2
4	Shrouds properly secured	0	1	2
5	Main fully hoisted	0	1	2
6	Main sheets fitted correctly	0	1	2
7	Battens fitted	0	1	2
8	Foresail fitted correctly and fully hoisted	0	1	2
9	Foresail sheets fitted correctly	0	1	2
10	Fore Halyard secured correctly and neatly coiled	0	1	2
11	Main Halyard secured correctly and neatly coiled	0	1	2
12	Lifejackets correctly worn on completion of rigging	0	2	4
13	Was evolution completed within the allocated time?	0		5
14	No one stood in or on the Feva	0		10
15	Was the boat fit to sail?	0		10
TOTAL SCORE (HPS 50pts)				

ANNEX I - Mast Construction

Aim

2. Teams are to construct a makeshift mast and conduct colours.

General

3. Teams will be required to demonstrate knowledge of mast construction, ceremonial tasks and flag identification.

Participation

4. All eight team members are to compete in this event.

Conduct

5. The team leader is to take charge of the crew and construct a temporary mast, conduct ceremonial colours, and on completion, hoist, name and recognise the meaning of a international code of signals 'flag of the day'.
6. All eight-team members are to assist:
 - a. to erect and secure the Mast safely;
 - b. using the Mast, complete ceremonial colours;
 - c. hoist the provided 'flag of the day' on the STBD outer halyard;
 - d. name the 'flag of the day' and give the international code of signals meaning of it; and
 - e. de-rig the Mast and stow all equipment in their correct stowage.

Safety

7. Safety is paramount and all efforts are to be taken to ensure the safety of all participants.

Dress

8. Dress for the event is GWDs.

Time

9. Time to complete the event will be detailed in the programme.

Stores

10. The following stores are required for the Mast Construction stand:
 - a. Crown Mast;

- b. Crown Boom;
- c. Crown Spinnaker Pole;
- d. Steel Fence Post (pre-positioned);
- e. 3 x Large Tent Pegs;
- f. Lashing Cordage x 2;
- g. Halyards x 3;
- h. Gaff Stay (pre-positioned);
- i. Yardarm Stay (pre-positioned);
- j. Gaff Lashing c/w Loop (pre-positioned);
- k. Sea Cadet Ensign;
- l. Prep Flag;
- m. Various International Codes of Signals Flags;
- n. Boatswains Call; and
- o. Bell.

Scoring

11. Maximum of 75 points per team. Scoring for the stand is as follows:
- a. **Erect and Secure Mast:**
 - (1) 45 points for safely erecting and properly securing the mast
 - (2) Less one point for any and each safety breach
 - (3) Less one point if mast not properly secured
 - b. **Complete Ceremonial Colours:**
 - (1) 17 points for correct conduct of Colours ceremony
 - (2) Less one point for each incorrect part conducted or each part out of order
 - c. **Hoist Flag of the Day:**
 - (1) 2 points for raising the correct flag of the day
 - (2) No points for raising any other flag as the flag of the day
 - d. **Name Flag of the Day:**

- (1) 2 points for naming the flag of the day
- (2) 2 points for correctly relaying the correct International Signals meaning of the flag of the day
- (3) No points for incorrect naming the flag of the day and thereby no points for the meaning.

e. **De Rig Mast:**

- (1) 5 points for safely de-rigging the mast and correctly stowing the gear
- (2) Less one point for any and each safety breach
- (3) Less one point for any and each gear stowed incorrectly

12. In the event of a tie, teams will be shown three flags of the day. The team that correctly identifies the flags the fastest will be deemed the winner.

Mast Construction Scoring Sheet

TS						
SERIAL	DESCRIPTION	SCORE				
1	Team Leader takes charge	0	1	2	3	4 5
2	Yardarm – Correct Lashings, bends & hitches used	0	1	2	3	4 5
3	Yardarm lashed above gaff pivot	0				1
4	Gaff – Secured to mast correctly with Upper and Side Stays fixed	0	1	2	3	4 5
5	Makeshift blocks rigged to gaff and yardarm	0	1	2	3	4 5
6	Halyards rigged to Yard and Gaff	0	1	2	3	4 5
7	Mast complete prior to hoisting	0				1
8	Mast erected safely	0	1	2	3	4 5
9	Base of Mast correctly lashed to post/step	0				1
10	Guy wires secured correctly	0	1	2	3	4 5
11	Halyards secured to mast	0	1	2	3	4 5
12	Mast stable and able to be used for Colours	0		1		2
13	Team Leader delegates positions for Colours	0	1	2	3	4 5
14	Prep hand raises prep, reports 5 min to colours	0		1		2
15	At 1 min to colours prep hand reports same	0				1
16	Parade Command brings parade to attention	0				1
17	At 0800 prep hand brings prep to the dip, reports '8 O'clock sir/ma'am'	0				1
18	When ordered 'make it so' Bell hand strikes bell 8 times in 4 groups of 2	0				1
19	When ordered Bosuns mate pipes the still	0				1
20	On completion Ensign hand hoist the Sea Cadet Ensign to the head of the gaff	0				1
21	On seeing this the prep hand lowers the prep and reports ceremony complete	0				1
22	Bosuns mate pipes "carry on" at the OOD's order	0				1
23	Prep and ensign hand secure halyards	0				1
24	Drill to Standard	0				1
25	Flag of the day hoisted correctly	0				1
26	Flag of the Day Identified	0				1
27	Flag of the Day Meaning Correct	0				1
28	Derig mast and stow equipment	0	1	2	3	4 5
29	Overall Safety	0	1	2	3	4 5
TOTAL SCORE (HPS 75pts)						

ANNEX J - Drill

Aim

1. The aim of this event is to assess the:
 - a. Personal drill of individual team members;
 - b. Squad handling of the team leader / squad drill; and
 - c. Dress and bearing of individual team members.

General

2. The format for the Drill Competition will be conducted in four separate phases, which are as follows:
 - a. Phase 1 – Platoon Parade;
 - b. Phase 2 – Inspection;
 - c. Phase 3 – Squad Handling (Foot drill at the halt and on the march); and
 - d. Phase 4 – March Past. (Includes Advance in Review Order and March Off.)

Participation

3. All members of the eight-person team are to be tested in this event. The team leader is to act as the platoon commander and carry out the drill as detailed below.

Conduct

4. Team Captain is to give all commands for phases 1, 2 and 4 from the Platoon Commanders position (3 paces out and covered off between 2nd and 3rd cadets in the front rank), and 21 paces out in front of the squad for phase 3.
5. Order of March for the competition will be drawn by the Team Captains on the day.
6. Team Captains are to have their teams formed up at the designated Start Point in the correct formation and at the stipulated time or on command.
7. Team Captains, for Phases 1 and 2 are to conduct normal Platoon Commanders drill format IAW NZCF 166 Chapter 5.

Dress

8. The Dress for this event is RNZN 3B.

Time

9. Time to complete the event will be detailed in the programme.

Stores

10. The following stores will be provided:
 - a. Parade Ground;
 - b. Qty x Parade Markers; and
 - c. Qty x Drill Score Sheets and marker pens.

Scoring

11. Scoring for each drill movement will be as follows:
 - a. A team will receive 2 points for the use of the correct 'word of command' without error for each movement;
 - b. A team will receive a further 2 points for correctly carrying out the command without error;
 - c. A team will receive 1 point if either of the above are conducted with error; and
 - d. A team will receive no points for orders given out of sequence or missed completely.

Drill Format

12. The Drill Competition will follow the format below:

PHASE 1: Platoon Muster

Ser	Words of Command	Given By	Remarks
(a)	(b)	(c)	(d)
1	<i>Team to muster on the edge of the parade ground</i>		
2	“Squad Halt”	PC	<ul style="list-style-type: none"> • Size the squad • Bring the squad to attention
3	“Squad, By the Right Dress”	PC	<ul style="list-style-type: none"> • Dress the squad
4	“Squad Number”	PC	<ul style="list-style-type: none"> • Number the squad
5	“Squad, One Pace Open Order March”	PC	<ul style="list-style-type: none"> • Open order
6	“Squad, By the Right Dress”	PC	<ul style="list-style-type: none"> • Dress the squad
7	<i>Platoon Commander carries out cursory inspection of their own platoon</i>		
8	“Squad, One Pace Close Order March”	PC	<ul style="list-style-type: none"> • Close order
9	Squad by the Right Dress”	PC	<ul style="list-style-type: none"> • Dress the squad
10	“Squad Stand at Ease”	PC	<ul style="list-style-type: none"> • Stand at ease

PHASE 2: Parade and Inspection

Ser	Words of Command	Given By	Remarks
(a)	(b)	(c)	(d)
1	“Marker”	PC	<ul style="list-style-type: none"> • Marker doubles to spot and stands at ease
2	Marker, Halt”	PC	<ul style="list-style-type: none"> • Marker to attention
3	“Marker, Stand at Ease”	PC	<ul style="list-style-type: none"> • Stand at ease
4	“1 Platoon, Fall In”	PC	<ul style="list-style-type: none"> • Remainder of platoon falls in on the marker
5	“1 Platoon, Halt”	PC	<ul style="list-style-type: none"> • Bring the squad to attention
6	“1 Platoon, By the Right Dress”	PC	<ul style="list-style-type: none"> • Dress the squad
7	“1 Platoon, One Pace Open Order March”	PC	<ul style="list-style-type: none"> • Open order
8	“1 Platoon, By the Right Dress”	PC	<ul style="list-style-type: none"> • Dress the squad
9	“Cadet Reporting One Platoon 7 Ratings 2 Files Ready for your Inspection, Sir/Ma’am”	PC	<ul style="list-style-type: none"> • Report the squad to the Stand Controller
10	“Aye Aye Sir/Ma’am”	SC	<ul style="list-style-type: none"> • Stand controller carries out inspection

PHASE 3: Squad Drill

Ser	Words of Command	Given By	Remarks
(a)	(b)	(c)	(d)
1	“1 Platoon, One Pace Close Order March”	PC	<ul style="list-style-type: none"> Close order
2	“1 Platoon By the Right Dress”	PC	<ul style="list-style-type: none"> Dress the squad
3	“1 Platoon, Off Caps”	PC	<ul style="list-style-type: none"> Off caps
4	“1 Platoon, Stand at Ease”	PC	<ul style="list-style-type: none"> Stand at ease
5	“1 Platoon, Stand Easy”	PC	<ul style="list-style-type: none"> Stand easy
6	“1 Platoon”	PC	<ul style="list-style-type: none"> Transfer right hand in preparation of coming to attention
7	“1 Platoon, Halt”	PC	<ul style="list-style-type: none"> Halt
8	“1 Platoon, On Caps”	PC	<ul style="list-style-type: none"> On caps
9	“1 Platoon, Stand at Ease”	PC	<ul style="list-style-type: none"> Stand at ease
10	“1 Platoon, Stand easy”	PC	<ul style="list-style-type: none"> Stand easy

PHASE 4: March Past

Ser	Words of Command	Given By	Remarks
(a)	(b)	(c)	(d)
1	“1 Platoon, 1 Platoon Halt”	PC	<ul style="list-style-type: none"> Halt
2	“1 Platoon, Move to the Right In File, Right Turn”	PC	<ul style="list-style-type: none"> Turn the squad
3	“1 Platoon, By the Left Quick March”	PC	<ul style="list-style-type: none"> Step off
4	“Left Wheel”	PC	<ul style="list-style-type: none"> Wheel
5	“1 Platoon, Into Line, Left Turn”	PC	<ul style="list-style-type: none"> Turn, between flags 1 and 2
6	“1 Platoon, Eyes Right”	PC	<ul style="list-style-type: none"> Salute between flags A and B
7	“1 Platoon, Eyes Front”	PC	<ul style="list-style-type: none"> Order eyes front
8	“1 Platoon, Move to the Left in File, Left Turn”	PC	<ul style="list-style-type: none"> Between flags 3 and 4
9	“Left Wheel”	PC	<ul style="list-style-type: none"> Wheel
10	“1 Platoon, Halt”	PC	<ul style="list-style-type: none"> Halt
11	“1 Platoon, Into Line Left Turn”	PC	<ul style="list-style-type: none"> Turn the squad
12	“1 Platoon, By the Right Dress”	PC	<ul style="list-style-type: none"> Dress squad Platoon commander about turns Platoon stays at the halt
13	“1 Platoon, Dismiss”	PC	<ul style="list-style-type: none"> Dismiss

Drill Score Sheet

Team Name: Training Ship _____

Start Time: _____

Finish Time: _____

Overall Time: _____

Total Score: _____

PHASE	1	2	3	4	5	TOTAL HPS SCORE 230
POINTS	40	70	45	65	10	
SCORE						

PHASE 1: Platoon Muster (HPS 40 points)					
Halt	1	2	3	4	5
Right Dress	1	2	3	4	5
Squad Number	1	2	3	4	5
Open Order March	1	2	3	4	5
Right Dress	1	2	3	4	5
Close Order march	1	2	3	4	5
Right Dress	1	2	3	4	5
Stand at Ease	1	2	3	4	5
SCORE:					

PHASE 2: Parade/Inspection (HPS 70 points)					
Marker	1	2	3	4	5
Halt	1	2	3	4	5
Stand at ease	1	2	3	4	5
Fall In	1	2	3	4	5
Halt	1	2	3	4	5
Right Dress	1	2	3	4	5
Open Order	1	2	3	4	5
Right Dress	1	2	3	4	5
Parade State	1	2	3	4	5
Cap worn correctly	1	2	3	4	5
Cap Tally position	1	2	3	4	5
Shirt clean & ironed	1	2	3	4	5
Trousers clean & ironed	1	2	3	4	5
Boots clean	1	2	3	4	5
SCORE:					

PHASE 3: Squad Drill (HPS 45 points)					
Close Order march	1	2	3	4	5
Right Dress	1	2	3	4	5
Off Caps	1	2	3	4	5
Stand at Ease	1	2	3	4	5
Stand easy	1	2	3	4	5
Halt	1	2	3	4	5
On Caps	1	2	3	4	5
Stand at Ease	1	2	3	4	5
Stand Easy	1	2	3	4	5
SCORE:					

PHASE 5: Command (HPS 10 points)					
Words of Command	1	2	3	4	5
Control of Squad	1	2	3	4	5
SCORE:					

PHASE 4: March Past (HPS 65 points)					
Halt	1	2	3	4	5
Right Turn	1	2	3	4	5
Quick March	1	2	3	4	5
Left Wheel	1	2	3	4	5
Left Turn	1	2	3	4	5
Eyes Right	1	2	3	4	5
Eyes Front	1	2	3	4	5
Left Turn	1	2	3	4	5
Left Wheel	1	2	3	4	5
Halt	1	2	3	4	5
Left Turn	1	2	3	4	5
Right Dress	1	2	3	4	5
Dismiss	1	2	3	4	5
SCORE:					

ANNEX K - Mystery Event

Introduction

1. The mystery event is just that, a mystery. No training outside the standard three-year training program is required. This event can be used in the event of a tie for first place to obtain an overall winner.
2. All members of the eight-person team are to be tested in this event. The reserve may participate depending on the event but will not count for scoring.

Scoring

3. Teams will gain points during the activity. The team with the most points will be awarded the number of points corresponding to the number of teams attending the Regatta; with each subsequent place thereafter will be awarded one point less.

Dress

4. This will be briefed prior to the event.

Stores

5. To be formalised and arranged prior to the event.

Scoring

6. To be briefed prior to the event along with a tie-break scenario

PART 4 - Cadet Corps Competitions

SECTION 1 - William Robert Friar Memorial Prize



Private William Robert Friar

History of the Competition

4.1 This prize was instituted in the recognition of the work of Field-Marshal the Right Honourable Earl Roberts, LG, EC, AO in the cadet movement and as a memorial to Private William Robert Friar, 3rd Battalion, 3rd New Zealand Rifle Brigade.

William Robert Friar

4.2 William Robert Friar was born at Huntly, on 9 April 1893. In 1908 when a Colour-Sergeant in the Onehunga Public School Cadets, he was selected to represent New Zealand in the first of the Overseas Cadets to England, where he was welcomed by Lord Roberts. He shot brilliantly at Bisley and gained record place in both the Lady Gwendoline Guinness and Cheylesmere Cup Competitions. Lord Roberts presented him with a rifle. On his return to New Zealand he joined 'A' Squadron (Waikato) Mounted Rifles. Later he enlisted in the New Zealand Expeditionary Force and sailed from Wellington on 25th September 1916 for England. In February 1917 he joined the 3rd Battalion, 3rd New Zealand Rifle Brigade. In France he was wounded in action at Pashendaele on 12 October

1917 and on the 5th November 1917 he died of his wounds in hospital in Boulogne France, where he is buried. To his memory, and to perpetuate and increase the bonds of friendship this prize is offered annually.

The Award

4.3 A medallion is presented annually to the NZCC cadet judged the most efficient in each area.



4.4 While the award is for all round efficiency, in acknowledgement that the award is from a shooting organisation, the Council for Cadet Rifle Shooting and in memory of an outstanding New Zealand cadet shot, nominees should also have demonstrated some shooting prowess.

Nominations

4.5 Nominations are to be submitted on the proforma at Annex A, to the Area Coordinator not later than the date listed on the NZCF Routing Action Schedule. Final selection will be made by the Commandant New Zealand Cadet Forces.

4.6 The Commandant New Zealand Cadet Forces will forward the names and citations, prepared by Headquarters staff from the nomination proforma, to the Secretary of the Council for Cadet Shooting in England for confirmation and preparation of the William Robert Friar Memorial Prize medallions.

Presentation

4.7 Once the medallions are received from the Council for Cadet Shooting presentation to the recipients will be arranged by the Commandant New Zealand Cadet Forces or Area Coordinator as directed.

ANNEX A - William Robert Friar Memorial Prize Nomination Form

PART 1

(To be completed by the Unit Commander)

To: Area Co-ordinator

New Zealand Cadet Forces

_____ Area

1. The under mentioned cadet is nominated for the William Robert Friar Memorial Prize.

2. Unit: _____ Surname: _____

Rank: _____ First Names: _____

Date of Birth: _____

3. Length of cadet service: _____ years _____ months

4. Record of cadet promotion: Rank: _____ Date: _____

Rank: _____ Date: _____

Rank: _____ Date: _____

Rank: _____ Date: _____

Rank: _____ Date: _____

5. Courses attended as student: _____

6. Courses attended as staff: _____

7. Type(s) of rifle(s) fired: No 8 or No 9 .22 rifle

Norinco JW-15A .22 rifle

Marlin Model-XT .22 rifle

IW Steyr 5.56mm fam shoot

8. Shooting Awards: _____

9. Gunson Cup Competition: Highest Score: _____ pts

10. Ffennell Competition: Highest Score: _____ pts

11. Personal characteristics (assess as excellent, very good and good).

a. Instructional ability: _____

b. Command ability: _____

c. Bearing and manner: _____

d. Knowledge of cadet training: _____

e. Enthusiasm: _____

12. School Record:

a. Education: _____

b. Leadership: _____

c. Sport record: _____

13. General Remarks:

Date

Cadet Unit Commander

14. Remarks by Headmaster / Principal:

Date

Headmaster / Principal

PART 2

(To be completed by the Area Co-ordinator)

To: Commandant
New Zealand Cadet Forces

1. Cadet _____ is assessed as follows:

Assessment ⁽¹⁾

- d. General turnout and appearance: _____
- e. Power of command: _____
- f. Instructional ability: _____
- g. Knowledge of cadet training: _____
- h. Manner: _____
- i. Enthusiasm: _____
- j. Personality: _____
- k. Loyalty: _____

2. General Remarks:

Date

Area Co-ordinator

Area

Note:

- (1) Assess as excellent, very good, good, fair and poor.

SECTION 2 - New Zealand Cadet Corps Area and National Skills Competitions

Introduction

4.8 The New Zealand Cadet Corps Area Skills Competition will be held annually between the Cadet Units of the three Cadet Force Training and Support Units. The amount of units for each area is as follows:

- a. Northern Area Up to 14 units;
- b. Central Area Up to 13 units; and
- c. Southern Area Up to 7 units.

4.9 The National Skills Competition will be held annually on a rotational basis between the three Cadet Force Training and Support Units. The amount of units participating is to be:

- a. Northern Area 1 unit;
- b. Central Area 1 unit; and
- c. Southern Area 1 unit.

Aim

4.10 The aim of the competitions is to foster and test the skills taught at unit level in a competitive environment.

Area and National Skills Team Composition

4.11 The rules regarding team size, composition and participation for both the Area and National Cadet Corps Skills are as follows:

- a. each Unit team is to consist of a **total** of ten (10) personnel. The breakdown of those ten personnel is as follows;
 - (1) One NZCF Officer or Under Officer who is the Team Manager.
 - (2) Nine (9) Cadets as follows:
 - (a) Eight competitors; one of which is the Team Captain who is to be a Cadet Warrant Officer Class 2 or Cadet Senior NCO.
 - (b) One reserve.
- b. the Team Manager is to travel with the team to and from the competition for the Duty of Care in the case of an NZCF Officer. If the Team Manager is an Under Officer then the Duty of Care responsibilities for the team will be taken over by the other NZCF Officers at the competition venue. Team Managers may also be utilised as Stand Controllers for the Area Skills competitions;

- c. there are no restrictions on Male / Female composition of the teams;
- d. each team member must have completed the first year syllabus of the training syllabus;
- e. the Team Captain is to nominate the **eight** competing team members (including him/herself) to participate in each stand prior to the stand brief being given;
- f. each stand must have a different reserve unless due to unforeseen circumstances the team has no reserve available;
- g. once the team has started an activity the reserve can only be used under the following circumstances:
 - (1) The withdrawal of a cadet for medical reasons.
 - (2) The withdrawal of a cadet for compassionate reasons.
 - (3) At any other time during the activity for safety reasons as directed by the Stand Controller, through the Competition Director or Manager.
- h. each team member participating in the Flotation stand **must** be capable of treading water for a minimum of **3** minutes and of swimming (any stroke) a minimum distance of **100** metres unassisted;
- i. team members must be medically fit and physically capable of completing the competition; and
- j. for the Area Skills, units can request members from other units to fill a team shortage.

Team Reserves

4.12 Team reserves are to report to the Stand Controller for additional tasking (if required) once the Team Captains have selected their competitors for that stand.

4.13 At the discretion of the Competition Manager and Competition Director, team reserves can however participate in the following stands, although their scores will **NOT** be counted as part of the overall team score:

- a. Required Fitness Level;
- b. Navigation Theory;
- c. Dry Firing Training Tests (DFTTs);
- d. Range Practice (**only if they have passed the DFTTs**);
- e. General Service & Cadet Force Knowledge; and
- f. Observation Lane & Gallery.

Area and National Skills Competition Stands

4.14 The competitions will consist of 12 stands. There are eight compulsory stands that are to be conducted at each of the Area and National Competitions, these compulsory stands are:

- a. Required Fitness Level (RFL);
- b. Navigation Practical;
- c. Observation Lane & Gallery;
- d. Navigation Theory;
- e. Dry Firing Training Tests (DFTTs);
- f. Range Practice;
- g. General Service & Cadet Force Knowledge; and
- h. Drill.

4.15 Competition Managers are to select the remaining **four** stands from the list below:

- a. Equipment Carry;
- b. Flotation (on availability of a swimming pool);
- c. Initiative;
- d. Casualty Evacuation;
- e. RATEL;
- f. Tug-O-War; or
- g. Confidence Course (on availability of **qualified personnel only**).

4.16 During the **National Skills** competitions the following stands can be run with all teams competing at the same time **if** available space, facilities and equipment allows:

- a. Required Fitness level;
- b. Navigation Theory;
- c. GSK/CFK;
- d. Equipment Carry; and
- e. Flotation (dependant on availability of enough **Safety** personnel and equipment).

Disputes and Protests

4.17 Disputes or protests must be lodged with the Competition Director through the Team Managers prior to the nightly 'O' Group.

4.18 The Competition Director will rule on the dispute after holding a disputes hearing with the Competition Manager and the Stand Controller involved, prior to each evenings 'O' group. The Competition Director's decision will be final.

Cheating

4.19 Any team member found cheating will firstly be removed from the stand, and if the matter is serious enough may be removed from the competition. In addition, any points accumulated by the individual will be deducted from the team score for that stand.

4.20 The use of Cell Phones to relay competition information will be considered cheating. Team members found using a Cell Phone to gather information/answers during any of the stands whilst competing will firstly be removed from that stand and if the matter is serious enough may be removed from the competition. In addition any points accumulated for that stand by the individual involved will be deducted from the team score.

Area and National Skills Competition Scoring System

4.21 Each stand will be scored using the scoring sheet and points system developed for that stand so as to identify the stand winner. Those final scores will be entered into an Excel Spreadsheet that has been developed for the competitions.

4.22 **Team Rankings.** Each team will receive a ranking based on where they are placed for the stand, as an example, if 7 teams are competing in the stand, then the team that placed first for the stand will receive a ranking of **1**, the team that placed second in the stand will receive a ranking of **2** and so on.

4.23 In the event that two teams receive the same top score for the same stand, then both teams will receive a ranking of **1** and the team that placed second will receive a ranking of **3** the team that placed third will receive a ranking of **4** and so on.

The Selection of Overall Competition Winner

4.24 All 'Stand Ranks' will be added together for each team and the team that has the **lowest** 'Total Rank Score' will be the winner of the Area or National competition.

Tied Scores for Overall Winner of the Competition(s)

4.25 In the event of a **tied score** for first place for the overall winner of either the Area or National competitions, the following rules are to apply:

- a. in the first instance, a count back on all **1** 'Stand Ranks' will be conducted. The team with the most **1** 'Stand Ranks' will win; and
- b. if teams are still tied, then a count back on all **2** 'Stand Ranks', then **3** 'Stand Ranks', and so on until the winner is identified.

4.26 An **example** of the 'Excel Spreadsheet' scoring system is shown below using actual scores from seven units during an Area Skills competition.

Example of the Overall Scoring System

Area Skills Competition Score Sheet																										
Unit Name	Required Fitness Level		Navigation Practical		Observation Lane & Gallery		Navigation Theory		Rifle Handling Drills		Range Shoot		GSK & CFK		Drill		Equipment Carry		Initiative		RATEL		Tug of War		Total Rank Score	Overall Placings for Competition Winner
	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank	Stand Score	Stand Rank		
Team One Cadet Unit	1927	5	155	1	169	1	487	3	7	1	383	1	152.5	7	201	4	80	1	20.4	1	178	2	18	1	28	2
Team Two Cadet Unit	2112	2	110	5	154	4	557	1	4	4	278	3	678	2	179	6	80	1	19.9	2	200	1	9	4	35	3
Team Three Cadet Unit	1889	6	130	4	131	7	292	5	4	4	198	4	568	4	217	2	50	6	10.5	7	148	5	13	3	57	5
Team Four Cadet Unit	2013	3	140	3	151	6	544	2	5	3	150	5	649	3	215	3	80	1	16.8	3	171	3	4	6	41	4
Team Five Cadet Unit	1541	7	70	7	161	3	177	7	3	7	129	7	404.5	6	192	5	45	7	16.6	4	72	7	1	7	74	7
Team Six Cadet Unit	2140	1	145	2	164	2	467	4	7	1	294	2	701.5	1	237	1	80	1	16.3	5	167	4	14	2	26	1
Team Seven Cadet Unit	1937	4	100	6	154	4	202	6	4	4	130	6	518	5	174	7	60	5	15.6	6	99	6	5	5	64	6
Compulsory Stands																										
Selected Stands																										

Note:

- The team with the most '1' Stand Ranks, does **NOT** mean they win the competition as shown in the above example, which are actual results from a previous Area Skills Competition.

Area and National Skills Competition Programme

4.27 The competition programme may be altered by the Competition Manager in consultation with HQ NZCF only. Stands may be left out of the competition if necessary resulting from programme changes, unavailability of NZDF staff, safety concerns, unavailability of a Physical Training Instructor(s) for the Confidence Course etc. Any additional stands will only be included after consultation with the S7.

Area and National Skills Trophies

4.28 The winning team of the Area and National Skills Competitions will be awarded the Area or National Skills Trophy as appropriate in recognition of their achievement. The winning unit will be permitted to hold the trophy until the following year. Where upon it will be returned to the Area Office prior to the next Area or National Skills Competition.

Use of Reader and/or Writers

4.29 For both the Area and National Skills competitions the use of a reader and/or writer is acceptable. However the reader and/or writer are to be from the competition Directing Staff and are **not** to be a team member or team manager from the same competing unit.

Stand Rules

4.30 The following Annexes A to O contain the 'Rules' for the stands used in both the Area and National Skills Competitions.

ANNEX A - Required Fitness Level (RFL)

Aim

1. The aim of this stand is to assess the general fitness level of each team member.

General

2. The stand is to be run by a NZDF Physical Training Instructor (PTI), however if a NZDF PTI is not available then the Competition Manager is to appoint one of the Team Managers to run the stand.
3. During the National Skills competition **all** three teams can compete at the same time if space, personnel and equipment is available.

Participation

4. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Team Reserve

5. For this stand the team reserve can participate, however his or her score will **not** count towards the overall team score.

Conduct

6. The RFL will consist of the following disciplines conducted in the **sequence** stated below:
 - a. **2.4 km Run:** The 2.4 km run is to be conducted on a flat hard surface;
 - b. **Press-Ups:** The body is to remain straight and the arms placed shoulder width apart. One complete press-up is from arms straight to arms bent until the head is level with elbows and then returning to the arms straight; and
 - c. **Curls:** The body is in the prone position on your back, knee's slightly bent, arms to the side palm of the hands flat on the ground fingers together. When told to commence the activity, hands remain flat on the ground; head is raised so that the chin touches the chest allowing the fingers to move forward. The fingers must move 7.6cm (3 inches) each time in a continuous motion. This is not a timed event however once you stop, you are deemed to have finished.

Safety

7. All steps to ensure the safety of the participants is to be taken into account when conducting the RFL. In particular the curls are to be conducted on a mat with the 7.6cm distance marked by way of tape. If no mats are available then they are to be conducted on soft grassy ground.

Dress

8. Dress for the RFL is as follows:
 - a. unit 'T'-shirts;
 - b. shorts; and
 - c. running shoes.

Time

9. Time to complete the event is as per the competition programme.

Stores

10. The following stores are required to conduct the stand:
 - a. RFL Score sheets x 1 per team
 - b. RFL Scale - Conversion Tables Male & Female x 1 of each
 - c. Stop watch x 1
 - d. Mats for Curl Ups (if available) x Qty

Scoring

11. Individual scores will be calculated using the appropriate scale levels for each separate discipline, list is attached. These will be added together for an Individual Total over the three disciplines. Individual Totals will be added together to give a Team Sub Total. This Team Sub Total is then divided by eight, giving the Team Total Score. Competition staff will conduct the scoring for the event.
12. If a team member does not complete the Run or does not attempt the Curls or Press-ups then the team member concerned will not receive points for those disciplines not attempted.
13. The following is an example on how the scoring system works:

Example of Completed Score Sheet

Ser	Name	Run Time	Score	Curls	Score	Press Ups	Score	Individual Total
1	Male	9:05	87	111	94	38	83	264
2	Female	11:20	85	98	93	24	88	266
3	Male	8:32	94	130	100	25	73	267
4	Male	9:35	82	156	100	30	79	261
5	Female	10:20	97	130	100	24	88	285
6	Male	10:30	76	100	90	26	75	241
7	Female	9:35	100	120	100	15	79	279
8	Male	13:50	57	98	90	19	64	211

Team Sub Total:

2074

Team Sub-total divided by 8 = Total Team Score:

259.2

RFL Scale – Conversion Table: Females

2.4 km Run	Curl Ups	Press Ups	SCORE:
10.05	118	36	100
10.10	115	35	99
10.15	112	34	98
10.20	109	33	97
10.25	106	32	96
10.30	103	31	95
10.35	100	30	94
10.40	97	29	93
10.45	94	28	92
10.50	91	27	91
10.55	88	26	90
11.00	85	25	89
11.05	82	24	88
11.10	79	23	87
11.15	76	22	86
11.20	73	21	85
11.25	70	20	84
11.30	67	19	83
11.35	64	18	82
11.40	61	17	81
11.45	58	16	80
11.50	55	15	79
12.00	53	14	78
12.10	52	14	77
12.20	50	14	76
12.30	49	13	75
12.40	48	13	74
12.50	47	13	73
13.00	46	12	72
13.10	45	12	71
13.20	44	12	70
13.30	43	11	69
13.40	42	11	68
13.50	41	11	67
14.00	40	10	66
14.15	39	9	65
14.30	38	8	64
14.45	37	7	63
15.00	36	6	62
15.20	35	5	61
15.40	34	4	60
16.00	33	3	59
16.30	32	2	58
16.31 or longer	31 or less	1 or less	57
	0	0	0

RFL Scale – Conversion Table: Males

2.4 km Run	Curl Ups	Press Ups	SCORE:
8.00	130	55	100
8.05	126	54	99
8.10	123	53	98
8.15	120	52	97
8.20	117	51	96
8.25	114	50	95
8.30	111	49	94
8.35	108	48	93
8.40	105	47	92
8.45	102	46	91
8.50	99	45	90
8.55	96	44	89
9.00	93	43	88
9.05	90	42	87
9.10	87	41	86
9.15	84	40	85
9.20	81	39	84
9.25	78	38	83
9.30	75	36	82
9.40	72	35	81
9.50	69	34	80
10.00	66	33	79
10.10	64	32	78
10.20	62	31	77
10.30	60	30	76
10.40	59	29	75
10.50	58	28	74
10.55	57	27	73
11.00	56	26	72
11.10	55	25	71
11.20	54	24	70
11.30	53	23	69
11.40	52	22	68
11.45	51	21	67
11.55	50	20	66
12.10	49	19	65
12.20	48	18	64
12.30	47	16	63
12.45	46	14	62
13.00	45	13	61
13.15	44	12	60
13.30	43	11	59
13.45	42	10	58
13.46 or longer	41 or less	9 or less	57
	0	0	0

Required Fitness Level Test Score Sheet

Team: _____

Team Score: _____

Ser	Name	Run Time	Score	No of Curls	Score	No of Press Ups	Score	Individual Total
1								
2								
3								
4								
5								
6								
7								
8								

Team Sub Total:

--

Sub-total divided by 8 = Teams Total Score:

--

Team Reserve (score NOT added to team total)

9								
---	--	--	--	--	--	--	--	--

ANNEX B - Navigation Practical

Aim

1. The aim of this stand is to assess the Practical Navigational skills of Cadets in a team environment.

General

2. The Practical Navigation will consist of the following:
- a. eight checkpoints (one per team member) will be placed out and the location of each should, if possible, be confirmed with a Global Positioning System (GPS);
 - b. when setting the course the following distances and type of terrain can be used as a guide dependent on the type of ground and location of the competition:
 - (1) **Open flat ground** – minimum of 400 mtrs and maximum of 600 mtrs between check points. Total distance: 3.2 km – 4.8 km.
 - (2) **Flat close country** – minimum of 400 mtrs and maximum of 600 mtrs between check points. Total distance: 3.2 km – 4.8 km.
 - (3) **Open undulating ground** – minimum of 300 mtrs and maximum of 500 mtrs between check points. Total distance: 2.4 km – 4 km.
 - (4) **Undulating close country** – minimum of 300 mtrs and maximum of 500 mtrs between check points. Total distance: 2.4 km – 4 km.
 - c. if the number of checkpoints, distances and terrain above are unable to be adhered to owing to a suitable location not being available, common sense is to be applied by the Competition Manager when designing the navigation course.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Conduct

4. The layout of the Navigation course is up to the discretion of the Competition Manager depending on the location, ground and the number of teams participating. However, the following disciplines are to be included in the planning of the navigation course:

- a. map to ground;
- b. conversion of bearings; and

c. compass work.

5. Each team member will be required to navigate one leg without assistance. The team member navigating the leg may use other team members to act as aids while negotiating obstacles. No team member is to assist using any form of communication and is only to act on the leg commander's instructions. The DS will give a Grid Reference to the leg commander at each checkpoint. When the leg commander is confident of his/her position they are to inform the DS that they are complete. The DS will then be able to confirm distance from the checkpoint. Teams are not to attempt any type of search to locate checkpoints.

6. For the National Skills the Competition Manager may use Regular Force personnel to conduct the stand.

Safety

7. All steps are to be taken to ensure the safety of the participants when conducting the stand, in particular the ground that the competitors will be walking over.

Dress

8. Dress for the stand will be DPMs; however unit 'T' shirts can be worn in place of DPM shirts.

Time

9. Time to complete the event will be detailed in the competition programme.

Stores

10. The following stores are required to run the stand:

- | | | |
|----|----------------------------------|--------------------|
| a. | navigation score sheets | x 1 per team |
| b. | dazzle paint (if required) | x 3 cans |
| c. | checkpoints (ammo tins etc) | x 1 per checkpoint |
| d. | Topo50 series map (laminated) | x 1 per team |
| e. | compass in mils | x 1 per team |
| f. | protractor in mils (if required) | x 1 per team |
| g. | map marking pen | x 1 per team |
| h. | 1:50,000 roma (if required) | x 1 per team |

Scoring

11. The scoring for the event is as follows:

- a. 10 points awarded per leg completed with no assistance by each cadet;

- b. 10 points awarded for accurately (within 100m) identifying a position from a six figure grid;
 - c. 5 points deducted for every leg completed with assistance.
12. All leg scores will be added together to form the team score. Highest team score wins the event.
13. In the event of a tie, the winner will be determined by the team with the fastest time to complete the stand.

Navigation Score Sheet

Team: _____

Team Score: _____

Start Time: _____

Finish Time: _____

Total Time: _____

Competitors Names:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

Reason for Addition	Place a tick in the box for every team member that successfully completes their navigation leg								Score
	1	2	3	4	5	6	7	8	
Completed Leg: plus 10 points per team member that completes their navigation leg.									+ points
Accuracy: plus 10 points									+ points

Reason for Deduction	Place a tick in a box for every infraction witnessed								Score
	1	2	3	4	5	6	7	8	
Assistance: minus 5 points each time team member requires assistance.									- points
Team Over Time: minus 1 point for every 10 seconds over allocated time.									- points

Teams Total Score:

ANNEX C - Casualty Evacuation

Reference

- B. Mountain Safety Manual 33, Outdoor First Aid (Revised 2004).

Aim

1. The aim of this stand is to test the team's performance in the following skills:
 - a. administer first aid to a casualty;
 - b. move a casualty;
 - c. provide shelter and
 - d. set up and send a message including location, patient details and resources available.

General

2. The Casualty Evacuation will consist of the following disciplines:
 - e. **Administer First Aid to a Casualty.** Teams are to carry out First Aid on the casualty in accordance with assessment sheet;
 - f. **Patient Movement.** Teams are to move the patient to the designated drop-off point; by improvised stretcher, lift, drag or carry (ensure that the method used is suitable given the injuries sustained and causes no further harm)
 - g. The Navigation and Casualty Evacuation Stands can be combined at the discretion of the Competition Manager.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Conduct

4. The team is to locate and administer first aid to a casualty, move to a nominated area negotiating any obstacles encountered over a designated route where the patient can be made safe, provided with shelter and signals sent and location provided for pick up within a given time.
5. The following type of ground and distance covered are to be used:
 - b. not more than 50 meters (as per MSC manual chapter 17, para 1-2).

6. If the distances above are unable to be adhered to owing to a suitable location not being available, common sense is to be applied by the Competition Manager.

Safety

7. The following safety points are to be strictly adhered to:

- h. the patient is to be substituted with a waited dummy prior to the lift if the method selected renders them restricted in their ability to protect themselves in the event of a fall or if they exhibit a lowered level of consciousness i.e., stretcher or one person rope carry.
- i. at no stage is a stretcher to be raised above **waist** height;
- j. the patient is to be secured (tied or strapped) to a stretcher if one is used. (ref, MSC manual 33 Chap. 17 stretchers para 1)
- k. at all times the stretcher must be raised and lowered under control;
- l. at no stage are the cadets to run with the patient; and
- m. lift, drags and carry methods used must be deemed safe for both the patient (taking into account any injuries identified) and the team members, the fireman's lift is not to be used.

8. The stand is to be conducted by a Regular Force Medic. If this is not the case, a current first aid qualified person should be used.

Dress

9. Dress for the casualty evacuation is DPM.

Time

10. Time to complete the event will be detailed in the programme.

Stores

11. Stores required for the stand are as follows:

- | | |
|----------------------------------------------------|--------------|
| n. casualty evacuation assessment sheets | x 1 per team |
| o. first aid kit (exercise type with bandages etc) | x 1 |
| p. rope 1.5 metre lengths | x8 |
| q. bed roll cover (improvised stretcher) | x 1 |
| r. poles 2.5 metre (improvised stretcher) | x 2 |

- s. poles 1 metre (improvised stretcher) x 2
- t. 45 meters of 10mm rope (improvised stretcher) x1
- u. dummy mountain radio and aerial x1
- v. Topo50 Map of the area x1
- w. small tent, hutchie, or tarpaulin x1
- x. NATO stretcher (if required) x 1

Scoring

12. The activity is to be scored in accordance to the assessment sheet as follows:

- y. the scoring for the activity will be in five parts:
 - (1) Maximum of 35 points for Primary Survey; (DRSABC).
 - (2) Maximum of 35 points for Secondary Survey; (SAMPLE).
 - (3) Maximum of 25 points for WRAPT.
 - (4) Maximum of 60 points for correct management of the three injuries.
 - (5) Maximum of 25 points for selection of a movement technic and related communication/brief, practice/test to and with the team.
 - (6) Maximum of 25 points for Evacuation.
- z. maximum of 60 points for erection of temporary shelter, mountain radio, and transmission of a help message.

Patient Presentation

13. The scenario patient will present with one injury/ailment from each of the three columns below. (serious, moderate, minor).

Serious / Life Threatening	Moderate	Minor
Large bone open fracture	Fracture to lower arm	Blisters
Arterial bleed	Hyperventilation	Laceration to a digit
Heart attack	Sprained ankle	Asthma
Anaphylaxis	Mild hypothermia	Anxiety attack
Chest injuries	Foreign body impalement	Open cut to the head
Burns to the hands	Concussion (mild)	Diarrhoea
Carbon monoxide poisoning	Wasp sting to the throat	Cramp

14. For the above conditions the patient will present with typical signs and symptoms as stated in the MSC Manual 33.

Casualty Brief

1. Patient is to present with the typical symptoms as stated in the mountain safety council manual 33 for the injuries assigned from the above table.
2. On the teams arrival at the Patient their level of consciousness shall be such that gathering of information will be difficult until such time as the situation has been stabilized.
3. The patient's level of consciousness will improve with effective treatment of the serious injury at which point the patient will become more concerned with their moderate injury. If no treatment is carried out on the serious injury the patient's level of consciousness will lower. If no treatment is given for the moderate injury the level of consciousness will lower gradually.
4. The minor injury will cause discomfort and irritation to the patient, this may not come to the fore immediately as masked by other events.

Scenario

2. The accident or events set up shall be such that the injuries sustained are a realistic result of the forces involved but not so dramatic so as to detract from the aim of testing the first aid and leadership of the competitors.

Team Brief

(The following is to be read to each team)

3. Your Unit is conducting navigational training in the area, when you come across an individual lying at the foot of a tree. You are to administer the necessary first aid and then transport the casualty and his/her equipment to a nearby safe location, provide them with shelter and ongoing first aid and ensure that higher medical aid is directed to your location in timely manner.
4. The following rules/regulations are to apply:
 - a. you may use the resources that have been supplied, as pointed out by me the Stand Controller;
 - b. you are to follow the route marked/shown and negotiate any obstacles designated, ensuring the patients condition and safety is the extreme priority. Teams will incur penalties for breaching any of the above mentioned;
 - c. the Stand Controller will accompany you over the course. Once the brief has finished and there are no further questions there will be no further conversing with the Stand Controller unless he/she speaks to you; and
 - d. points will be deducted and given according to the assessment sheet.

Casualty Evacuation Score Sheet

Team: _____

Score: _____

SECTION:	A	B	C	D	E	F	G	H	I	HPS
POINTS:	35	35	25	25	25	30	30	30	60	145 pts
SCORE:										

SECTION A: Primary Survey (HPS 35 pts)	
TL assumes control	1 2 3 4 5
D anger	1 2 3 4 5
R esponse	1 2 3 4 5
A irway	1 2 3 4 5
B reathing	1 2 3 4 5
C irculation	1 2 3 4 5
S evere bleeding	1 2 3 4 5
SCORE:	

SECTION B: Secondary Survey (HPS 35 pts)	
Signs & symptoms	1 2 3 4 5
Allergies	1 2 3 4 5
Medications	1 2 3 4 5
Past Medical History	1 2 3 4 5
Last oral intake	1 2 3 4 5
Events Prior	1 2 3 4 5
Level of Consciousness	1 2 3 4 5
SCORE:	

SECTION C: WRAPT (HPS 25 pts)	
W armth	1 2 3 4 5
R eassurance	1 2 3 4 5
A ssess again	1 2 3 4 5
P ositioning	1 2 3 4 5
T reatment	1 2 3 4 5
SCORE:	

SECTION D: Stretcher Building (HPS 25 pts)	
Plan initiated	1 2 3 4 5
Appropriate Method Selected	1 2 3 4 5
Team briefed/trained	1 2 3 4 5
Effective and safe design/technic	1 2 3 4 5
Casualty briefed / reassured	1 2 3 4 5
SCORE:	

SECTION E: Patient Movement (HPS 25 pts)	
Patient monitored	1 2 3 4 5
TL remains in control	1 2 3 4 5
Dressings checked	1 2 3 4 5

SECTION E: Continued	
Any obstacles crossed safely	1 2 3 4 5
Casualty continually reassured	1 2 3 4 5
SCORE:	

SECTION F: Management Serious Injury (HPS 30 pts)		
Identifies injury location	1	5
Exposes and examines	1	5
Circulation checked below the injury site	1	2 3 4 5
Identifies the complainant as	1	2 3 4 5
Acute treatment	1	2 3 4 5
After care management	1	2 3 4 5
SCORE:		

SECTION G: Management Moderate Injury (HPS 30 pts)		
Identifies injury location	1	5
Exposes and examines	1	5
Circulation checked below the injury site	1	2 3 4 5
Identifies the complainant as	1	2 3 4 5
Acute treatment	1	2 3 4 5
After care management	1	2 3 4 5
SCORE:		

SECTION H: Management Minor Injury (HPS 30 pts)		
Identifies injury location	1	5
Exposes and examines	1	5
Circulation checked below the injury site	1	2 3 4 5
Identifies the complainant as	1	2 3 4 5
Acute treatment	1	2 3 4 5
After care management	1	2 3 4 5
SCORE:		

SECTION I: Evacuation (HPS 60 pts)		
Shelter provided	1	2 3 4 5
Patient insulated from ground	1	2 3 4 5
Mountain radio set up & facing base station	1	2 3 4 5
Location confirmed	1	2 3 4 5
Message pre prepared	1	2 3 4 5
Radio procedures	1	2 3 4 5
Loc sent with sheet number	1	2 3 4 5
Patient's Details sent (age, sex, name, address)	1	2 3 4 5
Patients condition	1	2 3 4 5
Number in group	1	2 3 4 5
Resources avail (clothing, shelter, food, equip, etc)	1	2 3 4 5
What has happened	1	2 3 4 5
SCORE:		

ANNEX D - Navigation Theory

Aim

1. The aim of this stand is to assess individuals on navigation in a theory test where each competitor is required to individually complete the test without assistance.

Participation

2. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Team Reserve

3. For this stand the team reserve can participate, however his or her score will **not** to count towards the overall team score.

General

4. This stand is a theory test where each competitor is required to complete the test without assistance. The test comprises the following subjects:

- a. plotting grid references;
- b. plotting grid bearings;
- c. plotting altitude;
- d. conversion of bearings;
- e. calculating magnetic variation;
- f. parts of the compass;
- g. marginal Information; and
- h. measuring Distance.

Conduct

5. Stationery will be provided. Calculators may be used, however all working out is to be shown where it is stated in the test.

Dress

6. Dress for the stand will be DPMs; however unit 'T' shirts can be worn in place of DPM shirts.

Time

7. Time to complete the event will be detailed in the programme.

Stores

8. The following stores will be required to run the stand:
- | | |
|------------------------|----------|
| a. test papers: | x 1 each |
| b. Topo50 Series Maps: | x 1 each |
| c. protractors (mils): | x 1 each |
| d. 1:50 000 scale roma | x 1 each |
| e. pencil | x 1 each |
| f. ruler | x 1 each |
| g. eraser | x 1 each |

Scoring

9. Each correct answer will be given an appropriate number of points and each point added to give an individual score. Individual scores will be added to form a team score. Competitors caught cheating will be removed from the event and their points will **not** count.
10. Each subject in the test will be worth 10 points, i.e. 5 questions per subject each worth 2 points with a possible individual high score of 80 points culminating in 640 points per team.

Navigation Score Sheet

Team: _____

Team Score: _____

Ser	Name	Individual Total
1		
2		
3		
4		
5		
6		
7		
8		

Team Total:

Team Reserve (not scored)

9		
---	--	--

ANNEX E – Dry Firing Training Tests (DFTTs)

Aim

1. The aim of this stand is to assess team members in their individual Rifle Handling Drills for the Marlin Model-XT .22 rifles. It is also to confirm that the cadet is capable to safely handle the rifle and engage targets during a live firing range practice.

General

2. Competitors will be tested on the current rifle handling drills for the Marlin Model-XT .22 rifle. The DFTT assessment sheet is attached.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Team Reserve

4. The team reserve is also able to participate in this stand. However their scores will **NOT** count towards the overall team score for this stand.

Conduct

5. The stand is to be conducted by a **current** NZCF RCO, who is to be assessed by the Competition Manager to ensure the stand controller, is conversant with the current rifle handling drills. If a **current** NZCF RCO is not available then a qualified NZCF Regular Force RCO will conduct the activity.

6. The DFTTs stand is to be included as part of the stand rotation.

7. When carrying out the 'Safety Precautions' and 'Strip the Rifle' of the DFTTs, the Stand Controller is to ensure the rifle is in the same state for **ALL** competitors, as stated in the DFTTs assessment form.

8. For ease of conduct by the competitors, the following Rifle Handling Drills can be conducted whilst the competitor is kneeling:

- a. safety precautions;
- b. hand over the rifle;
- c. strip the rifle; and
- d. assemble the rifle & functions test.

9. The remainder of the DFTTs are to be carried out in the position stated by the assessor.

A Safe Direction

10. The Stand Controller is to indicate to the competitors, the 'Safe Direction' during the Stand Brief.
11. If a range is not being used for the DFTTs, then the area being used is to be set up to resemble a Range setting, i.e. targets should be affixed to a wall etc, if being conducted in an inside environment.

Safety

12. All rifles are to be inspected for **safety** and **serviceability**, as per the NZCF 151, Firearms Training Manual, Chapter 3, Section 1, paragraphs 3 - 4, prior to use. A check is also to be made to ensure there are no live rounds present. Any rifles that are found to be unserviceable are **not** to be used.

Dress

13. Dress for the stand is DPM's with sleeves rolled down.

Time

14. Time to complete the event will be detailed in the programme.

Stores

15. The following stores are required to run the stand:
 - a. Rifles x 2
 - b. Magazines x 2 per rifle
 - c. 5A Facings x 1
 - d. Score sheets x 1 per competitor

Scoring

16. Each competitor will start the stand with 75 points each (less the team reserve) totalling **600** points for the team. Each competitor will have a maximum of **three** attempts to pass the DFTTs. The scoring will be conducted as follows:
 - a. a competitor will loose **25** points each time they fail the DFTTs;
 - b. if any team member passes the DFTTs on their **first** attempt they will retain their **75** points;
 - c. if the team member passes the DFTTs on their **second** attempt they will receive **50** points;
 - d. if the team member passes the DFTTs on their **third** attempt they will receive **25** points;

- e. if the team member fails the DFTTs on their **third** attempt they will receive **0** points and will **NOT** take part in the Range Shoot stand.

17. All individual team members scores will then be added together to form the total team score. Highest team score wins the Dry Firing Training Test stand.

Dry Firing Training Test (DFTT) Assessment Sheet

Name: _____

Score: _____

Notes:

6. After Serials 1 – 4 have been completed, the Assessor then has the choice to assess the cadet in **one** of the following positions; Prone, Sitting or Kneeling.
7. Serials 1 – 4 can be carried out with the Cadet kneeling down for ease and comfort. The remainder of the rifle handling drills are to be performed in the position as indicated by the Assessor.
8. All actions that are marked with an **astrix (*)** are deemed to affect safety and will constitute an automatic **“FAIL”**.
9. The **‘Safe Direction’** is to be indicated to all the Cadets during the assessment brief which is to be delivered by the Assessor prior to the start of the assessment.
10. Ensure each rifle has a Chamber Safety Device.

	1 st Attempt	2 nd Attempt	3 rd Attempt
	75 pts	50 pts	25 pts
ORDER “CARRY OUT SAFETY PRECAUTIONS” (RIFLE TO HAVE MAGAZINE FITTED & BOLT CLOSED)			
* Take up rifle and point the rifle in a Safe Direction			
* Remove the Magazine			
* Ensure the bolt is fully to the rear			
* check that the chamber, body and the face of the bolt are clear of rounds (three point check)			
ORDER “HAND OVER THE RIFLE”			
* Ensure the bolt is fully to the rear			
* Inspect the chamber, breech & body and ensure no magazine is fitted			
* Show the other person the chamber, body and the face of the bolt are clear of rounds (three point check)			
Hand over the rifle			
FOR THE REMAINDER OF THE RIFLE HANDLING DRILLS USE A DIFFERENT RIFLE			
ORDER “STRIP THE RIFLE” (RIFLE TO HAVE MAGAZINE FITTED AND BOLT OPEN)			

* Carry out Safety Precautions			
Whilst squeezing the trigger, pull the bolt fully to the rear and out of the rifle			
ORDER "ASSEMBLE THE RIFLE & CARRY OUT THE FUNCTIONS TEST"			
* Check serial numbers match on bolt and rifle			
Ensure the "W" cut aligns with the rear half of the bolt			
While squeezing the trigger, insert bolt and rotate to the right and down to lock the action			
Attempt to apply the safety catch, it should not engage			
Open and close the bolt to cock and lock the action			
Apply safety catch to safe, attempt to fire, it should not fire			
Apply the safety catch to fire, squeeze the trigger without touching the trigger release, rifle should not fire			
Open bolt and place rifle on the ground, bolt handle uppermost			
ORDER "ADOPT THE PRONE POSITION" OR "DETAIL DOWN"			
ORDER "LOAD"			
Ensure the bolt is fully to the rear			
Place the magazine into the magazine housing			
* Return the master hand to the small of the butt, finger well clear of the trigger			
ORDER "ACTION"			
Push the bolt handle firmly forward and down using the thumb and forefinger of the master hand to lock the action			
* Apply the safety catch to safe			
* Return the master hand to the small of the butt, keeping the finger out of the trigger guard			
ORDER "YOU ARE TO FIRE 5 ROUNDS AT YOUR LEFT AIMING MARK FOLLOWED BY A FURTHER 5 ROUNDS AT YOUR RIGHT AIMING MARK"			
ORDER "INSTANT"			
Raise the rifle into the shoulder, looking over the sights			
Apply the safety catch to fire			
* Return the master hand to the small of the butt, keeping the finger out of the trigger guard			
ORDER "AT YOUR TARGET IN FRONT, FIRE" (AFTER THE 5TH ROUND CARRY OUT THE BELOW)			
ORDER "RIFLE FAILS TO FIRE" (IA DRILL)			

Declare 'stoppage' and raise a leg			
Take the rifle out of the shoulder			
With the rifle pointed at the target open the bolt			
Inspect the chamber, breech and magazine			
ORDER "YOU HAVE AN EMPTY MAGAZINE" (REMEDY STOPPAGE – EMPTY MAGAZINE)			
Remove the empty magazine			
Place on a new magazine containing rounds			
Close the bolt and continue firing			
ORDER "RIFLE FAILS TO FIRE" (IA DRILL)			
Declare 'stoppage' and raise a leg			
Take the rifle out of the shoulder			
With the rifle pointed at the target open the bolt			
Inspect the chamber, breech and magazine			
ORDER "YOU HAVE AN OBSTRUCTION" (REMEDY STOPPAGE – OBSTRUCTION)			
Remove the magazine			
Clear the obstruction			
Replace the magazine into the rifle			
Close the bolt and continue firing			
ORDER "STOP" (ORDERED WHILST FIRING THE SECOND MAGAZINE)			
Attempt to apply the safety catch to safe			
* Lay the rifle on the ground with the bolt handle uppermost, keeping hands well clear of the rifle			
Await instructions from the RCO			
ORDER "TAKE UP THE RIFLE AND CARRY ON" (FIRER CONTINUES FIRING THEIR 5 ROUNDS)			
ORDER "UNLOAD"			
* Remove the magazine			
Open the action, by pulling the bolt fully to the rear			
* Check that the chamber and breech are clear of rounds			
* Return the master hand to the small of the butt			

ORDER "FOR INSPECTION PARALLEL ARMS"			
Tilt the rifle to the left slightly holding the bolt open with your finger so the bolt does not slide forward			
At the same time hold up the magazine(s) to be inspected			
ORDER "CLEAR"			
Insert the Chamber Safety Device			
Lay the rifle down with bolt handle upper most			

ANNEX F - Range Shoot

Aim

1. The aim of this stand is to assess the marksmanship skills of team members in a competitive environment during a live range practice.

Participation

2. All team members (including the team reserve) that have **passed** the Dry Firing Training Tests (DFTTs) assessment will participate in this stand.

3. Team members that have **not** passed the DFTTs assessment will **NOT** participate in this stand.

Range Staff

4. The RCO is to ensure he/she has sufficient range staff in order to facilitate the smooth running of the range practice. These staff members are to remain at the range throughout the range practice and are **not** to be re-tasked by the Competition Director.

Rehearsals

5. Time is to be made available for the RCO to conduct rehearsals with his/her range staff so as to ensure the smooth running of the range practice.

Conduct of the Stand

6. The stand is to be conducted by a **current** NZCF Range Conducting Officer. If these personnel are not available, then a Qualified Range Conducting Officer Advisor from the Area Office will conduct the activity.

Firing Details

7. Firing details are **not** to be of mixed teams. The size of the detail will be dependant on Range Standing Orders.

Safety

8. Once firing commences any firer deemed to be carrying out an **unsafe practice is to be removed from the firing point immediately**. If it is a team member, that person is not to be replaced and any rounds scored are **not** to be included in the overall team score.

9. All persons on or near the firing point **are to** wear approved hearing protection when firing is in progress.

Rifle Serviceability Check

10. A Serviceability Check of all rifles and magazines **is to be** carried out by the RCO prior to use as per the NZCF 151, Firearms Training Manual, Part 5, Section 3, Annex H. Any unserviceable rifles or magazines are not to be used.

Rifle Sights

11. Rifle sights are to be checked and if needed, adjusted by the Competition Manager to ensure that the rifles will place all rounds on or very near the point of aim on a target prior to the competition taking place.
12. A Laser Bore Sight (LBS) can be used to ensure the sights are aligned correctly. Refer to NZCF 151, Firearms Training Manual, Part 6, Section 12.

Dress

13. Dress for the range practice is DPMs or Corps equivalent with sleeves rolled down. Wet weather kit may be worn at the discretion of the individual firers in the event of bad weather.

Hats

14. Hats of any type are **not** to be worn by any person when wearing ear defenders as this will break the seal between the ear defenders and the skin which, over a period of time will lead to hearing damage.
15. However, if a firer is wearing **approved** ear plugs, then a hat, i.e. 'J' hat, baseball cap can then be worn.

Timing

16. Time to complete the stand will be detailed in the competition programme. The time to complete each serial will be detailed by the RCO.

Stores

17. The stores required to run the range practice are detailed in the Rifle Match rules.

Scoring

18. The RCO and his/her assistant will go forward at the completion of each firing detail and collect and replace the targets. Those firers who do not expend all their ammunition within the allocated time will not be able to re-shoot that serial unless they experienced a mechanical failure with their rifle or magazine, in which case a re-shoot for the firer concerned can be conducted to expend the **remainder** of their ammunition.
19. Targets are to be scored by the RCO either between competing teams (if time permits) or later when back at the competition headquarters and the scores and targets handed to the competition adjutant for registering. The scorer's decision will be final and no correspondence will be entered into.
20. All individual team members scores will be added together to form the team score for the match. Highest team score wins the range practice.

Tied Scores

21. In the event of a **tie** for first place, the team with the highest score in Serial 2 will be declared the winner. Should the scores still be tied then the team with the highest score in Serial 3 will be declared the winner and so on.

Shoot-off for Tied Scores

22. If, in the unlikely event that the scores are still tied, a shoot-off will be conducted between the teams concerned. The shoot-off will consist of each firer firing 20 rounds at the N.S.R.A. "TIN HAT" Target Cards. All individual scores will be added together to make the overall team score. Highest team score wins the event.

The Rifle Match

Aim

1. The aim of this match is to assess the marksmanship skills of team members in a competitive environment during a live range practice.

General

2. Teams will compete in a range practice which will be conducted using the serials at paragraph 16.

Targets

3. The following targets are to be used for the match:
 - a. Single Superimposed 5A Facing;
 - b. Know Your limits;
 - c. Four Dots Speed; and
 - d. No. 29 Target.

Participation

4. Eight team members will participate in this rifle match.

Conduct of the Match

5. The procedure to be followed on the firing point is:
 - a. for serial 1, each firer is to be issued with **one** magazine only containing **5** rounds. Firers will adopt the **Prone Unsupported** position and fire 5 sighting rounds at the **Top Left** target. On command of the RCO, firers will then unload and once cleared, place in the Chamber Safety Device (CSD) and move forward to inspect their target and ascertain the new POA for remainder of the shoot; then
 - b. each firer is to be issued with **four** magazines containing **5** rounds each for serials 2, 3 & 4. The firers will adopt the **Prone Unsupported** position and engage the **Bottom Left** target with their first magazine. On command of the RCO, firers will adopt the **Sitting Unsupported** position and engage the **Top Right** target with their second & third magazines. On command of the RCO, firers will adopt the **Kneeling Unsupported** position and engage the **Bottom Right** with their fourth magazine.

Safety

6. Once firing commences, any team member (firer) deemed to be carrying out an **unsafe practice is to be disqualified and removed from the firing point immediately**. The disqualified team member is **not** to be replaced by the team reserve. Any points

accumulated by the disqualified team member are **not** to be included in the teams overall score.

7. All persons on or near the firing point **are to** wear approved hearing protection when firing is in progress.

Dress

8. Dress for the range practice is DPM with sleeves rolled down. Wet weather kit can be worn at the discretion of the firer in the event of inclement weather.

Timings

9. Overall time to complete the range practice will be detailed in the competition programme. The time to complete each match serial will be detailed by the RCO during the match.

Stores

10. The following stores required to run the match are as follows:

- | | | |
|----|-----------------------------------|----------------------------------------|
| a. | Rifles | x 10 (includes 2 x spares) |
| b. | Magazines | x 5 per firer (min 3 per firer) |
| c. | Single superimposed 5A facing | x 1 per firer |
| d. | Know Your Limits | x 2 each per firer |
| e. | Four Dots Speed | x 2 each per firer |
| f. | No 29 targets | x 2 each per firer |
| g. | Fig 11 backing boards | x 2 per firer (or equivalent) |
| h. | Hearing protection | x 1 per person on or near firing point |
| i. | .22 inch ammunition | x 39 rds per firer (351 rds per team) |
| j. | Stop watch or Cell phone | x 1 |
| k. | Staple gun or stapler | x 1 (x 2 preferred) |
| l. | Staples for staple gun or stapler | x 1 box |
| m. | Patches (if required) | x Qty (black and white) |
| n. | NZCF 201 Firing Point Registers | x 1 per team |

Scoring

11. The competition scorer and his/her assistant will go forward at the completion of the match and collect and replace all targets. Those firers who do not expend all their

ammunition within the allocated time frame will **not** be able to re-shoot that serial unless they experienced a mechanical failure with their rifle or magazine, in which case a re-shoot for the firer concerned can be conducted to expend the **remainder** of their ammunition for the serial concerned.

12. Targets are to be scored by the competition scorer and his/her assistant either between competing teams (time permitting) or later when back at the competition headquarters and the scores and targets are to be handed to the competition adjutant for registering. **The scorer's decision will be final and no correspondence will be entered into.**

13. All individual scores will be added together to form the overall team score. The highest team score wins the match.

Tied Scores

14. In the event of a **tie** for first place, the team with the highest score in serial 2 **Prone Unsupported** will be declared the winner. Should the scores still be tied then the team with the highest score in serial 3 **Sitting Unsupported** will be declared the winner and so on.

Shoot-off for Tied Scores

15. If, in the unlikely event that the scores are still tied, a shoot-off will be conducted between the teams concerned. The shoot-off will consist of each firer firing **serial 2** for the appropriate match. Highest team score for serial 2 wins the match.

Serials

16. The match consists of the below serials:

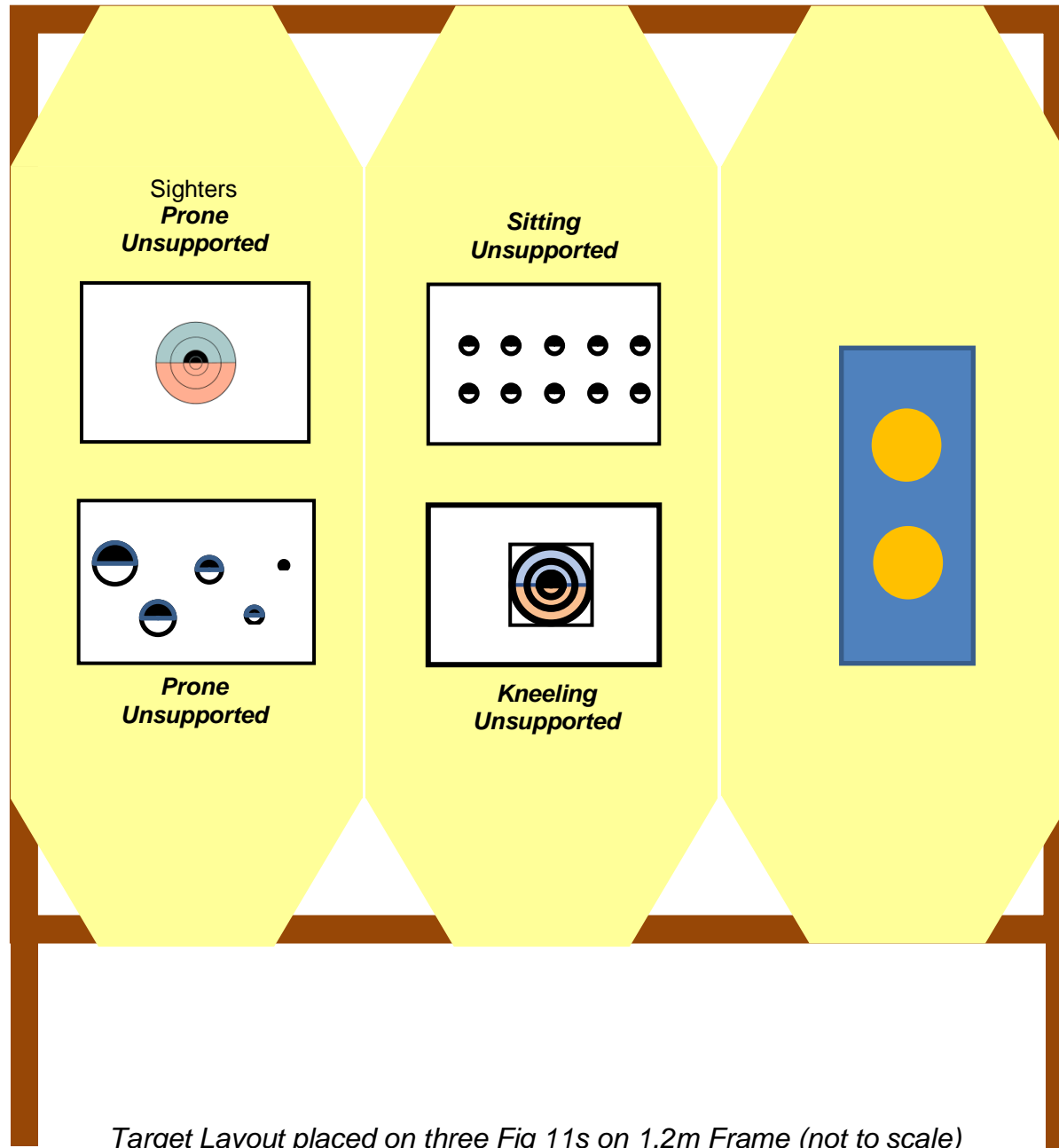
Area & National Skills Competition Range Practice – The Rifle Match

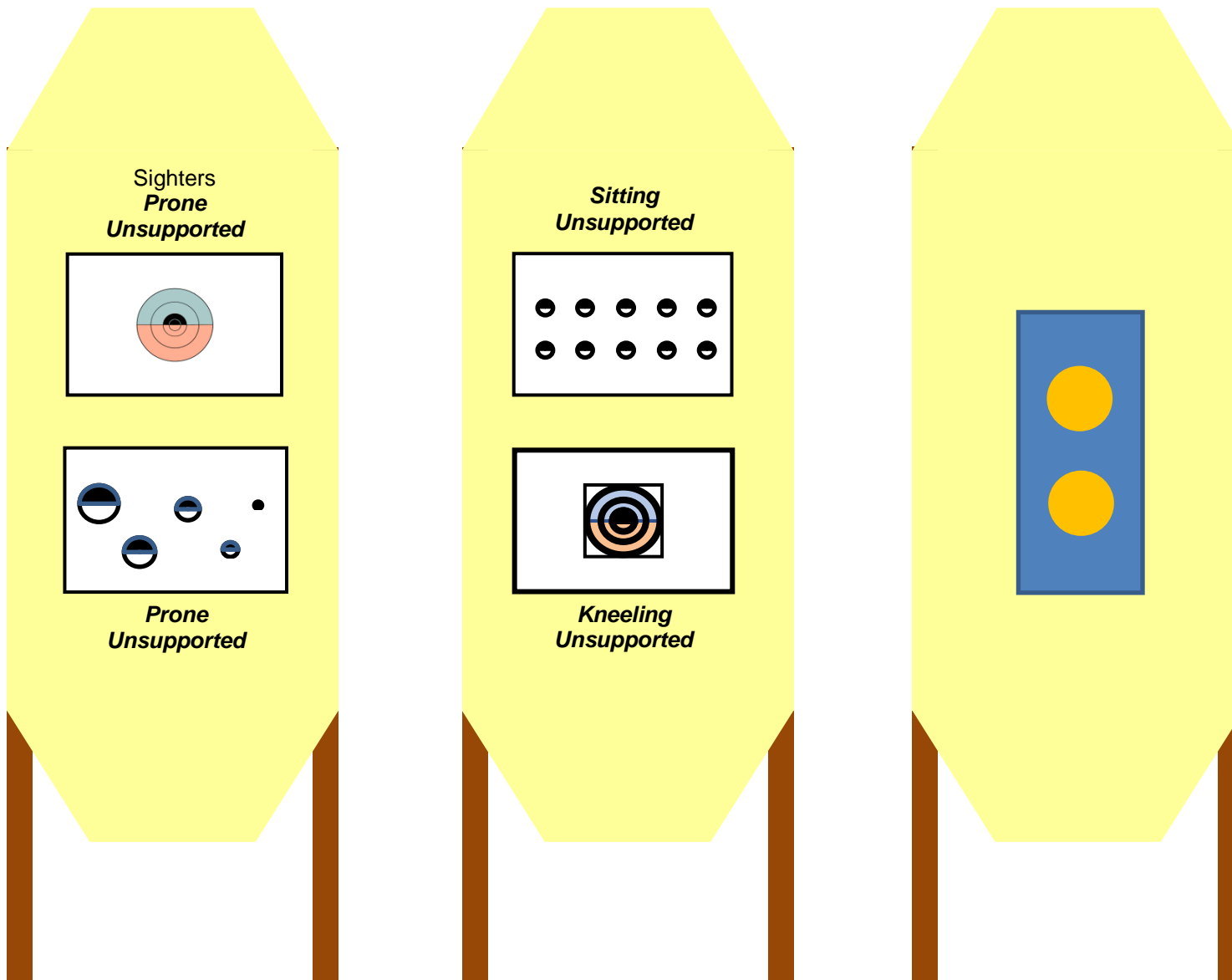
Ser	Range	Practice	Target	Position	Time	Rounds	Mags	Remarks
RCO: <i>“Detail adopt the Prone Unsupported Position, Test & Adjust. LOAD, ACTION - Five rounds Sighters at your INSTANT, at your target in front.....Fire” after serial is complete “UNLOAD””For Inspection - Parallel Arms”</i>								
1	50m	Sighters	5A Facing Superimposed	Prone Unsupported	Nil	5	1	a. Sighters are not scored. b. Firers move forward to inspect target. c. Firers write their Unit & Name on remaining targets.
RCO <i>“Detail rise double forward and check your target.</i>								
RCO: <i>“Detail adopt the Prone Unsupported Position, Test & Adjust. LOAD, ACTION - Five rounds in 20 secs at your target, one round per aiming mark. Serial starts on the command ‘Up’ and ends on the command ‘Down’ – INSTANT ”Up” after 30 secs “Down”.....”UNLOAD”</i>								
2	50m	Deliberate	7A Facing	Prone Unsupported	20 secs	4	1	a. Each firer to fire one round per aiming mark. b. Scoring: 10, 20, 30 & 40. c. HPS: 100 points.
RCO: <i>“Detail, adopt the Sitting Unsupported Position, Test & Adjust. LOAD, ACTION - Ten rounds in 40 secs at your target, one round per aiming mark. Serial starts on the command ‘Up’ and ends on the command ‘Down’ - INSTANT ”Up” after 50 secs “Down”.....”UNLOAD”</i>								
3	50m	Deliberate	8A Facing	Sitting Unsupported	40 secs	8	2	a. Each firer to fire one round per aiming mark. b. Scoring: 10 points per aiming mark. c. HPS: 80 points.
RCO: <i>“Detail, adopt the Kneeling Unsupported Position, Test & Adjust. LOAD, ACTION - Five rounds in 30 secs at your target, Serial starts on the command ‘Up’ and ends on the command ‘Down’ – INSTANT ”Up” after 30 secs “Down” after serial is complete “UNLOAD””For Inspection - Parallel Arms”</i>								
4	50m	Deliberate	No 29 Target	Kneeling Unsupported	30 secs	5	1	a. Each firer to fire five rounds at the aiming mark. b. Scoring: 5, 3 & 1. c. HPS: 25 points.
RCO: <i>“Detail rise. Keeping the rifle pointed down the range. By the Centre Advance” halt at the 25m firing point</i>								

Ser	Range	Practice	Target	Position	Time	Rounds	Mags	Remarks
RCO: <i>“Detail adopt the Prone Unsupported Position, Test & Adjust. LOAD, ACTION - Five rounds in 20 secs at your target, one round per aiming mark. Serial starts on the command ‘Up’ and ends on the command ‘Down’ – INSTANT “Up” after 20 secs “Down”.....”UNLOAD”</i>								
5	25m	Deliberate	7A Facing	Prone Unsupported	20 secs	4	1	a. Each firer to fire one round per aiming mark. b. Scoring: 10, 20, 30 & 40. c. HPS: 100 points.
RCO: <i>“Detail, adopt the Sitting Unsupported Position, Test & Adjust. LOAD, ACTION - Ten rounds in 40 secs at your target, one round per aiming mark. Serial starts on the command ‘Up’ and ends on the command ‘Down’ – INSTANT “Up” after 40 secs “Down”.....”UNLOAD”</i>								
6	25m	Deliberate	8A Facing	Sitting Unsupported	40 secs	8	2	a. Each firer to fire one round per aiming mark. b. Scoring: 10 points per aiming mark. c. HPS: 80 points.
RCO: <i>“Detail, adopt the Kneeling Unsupported Position, Test & Adjust. LOAD, ACTION - Five rounds in 30 secs at your target, Serial starts on the command ‘Up’ and ends on the command ‘Down’ – INSTANT “Up” after 30 secs “Down” after serial is complete “UNLOAD””For Inspection - Parallel Arms”</i>								
7	25m	Deliberate	No 29 Target	Kneeling Unsupported	30 secs	5	1	a. Each firer to fire five rounds at the aiming mark. b. Scoring: 5, 3 & 1. c. HPS: 25 points.
RCO: <i>Move back to the 50m firing point “Detail rise. Keeping the rifle pointed down the range. By the Centre..... Advance”</i>								

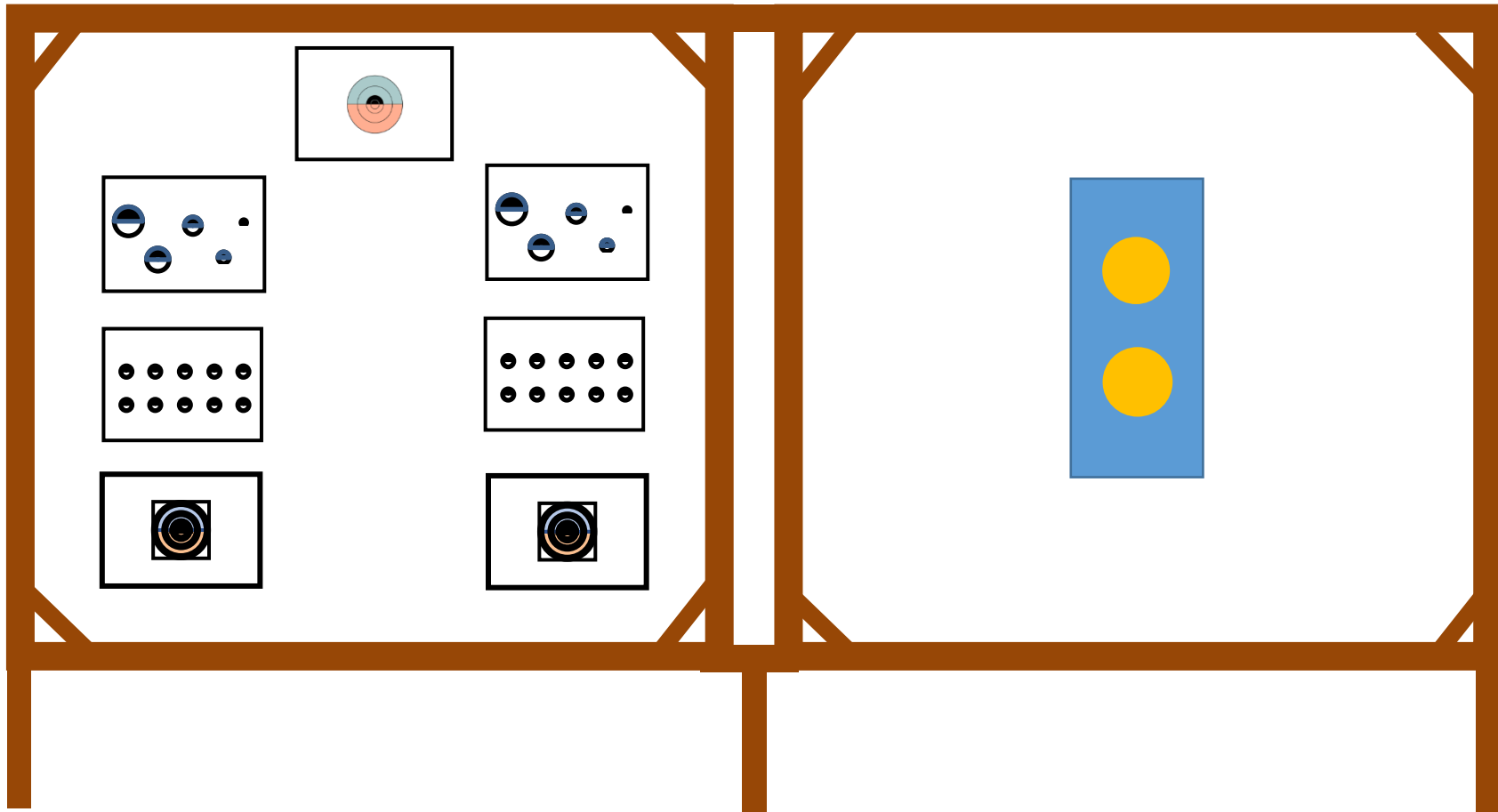
Notes:

1. The remaining 4 magazines can be issued to the firers at the beginning of Serials 2 and 5.
2. **Highest Possible Individual Score:** 410 points.
3. **Marksman Badge Score (80% of HPS):** 328 points or more.
4. **Highest Possible Team Score:** 3690 points.
5. **Total Rounds per Firer Including the Reactive Shoot:** 43 rounds.





Alternate Target Layout placed on three Fig 11s (not to scale)



Alternate Target Layout placed on two 1.2m screens (not to scale)

The Rifle Match - Unit Result Sheet

Unit Name: _____

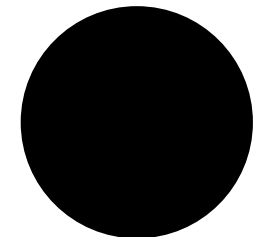
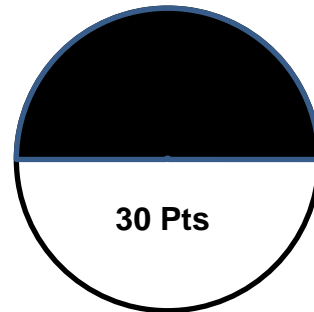
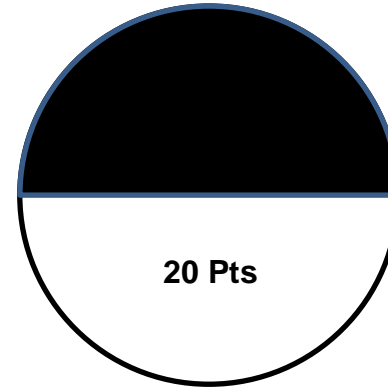
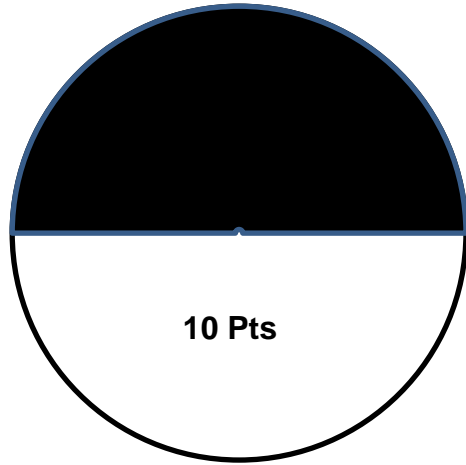
Units Total Score: _____

Highest Possible Individual Score: 410 points.

Marksman Badge Score: 328 points or more.

Firing Lane	Firers Rank, Initials & Surname	Firing Position	Firers Score		Firers Total Score
			50 mtrs	25 mtrs	
1	_____	Prone			_____
		Sitting			
		Kneeling			
2	_____	Prone			_____
		Sitting			
		Kneeling			
3	_____	Prone			_____
		Sitting			
		Kneeling			
4	_____	Prone			_____
		Sitting			
		Kneeling			
5	_____	Prone			_____
		Sitting			
		Kneeling			
6	_____	Prone			_____
		Sitting			
		Kneeling			
7	_____	Prone			_____
		Sitting			
		Kneeling			
8	_____	Prone			_____
		Sitting			
		Kneeling			
9	_____	Prone			_____
		Sitting			
		Kneeling			

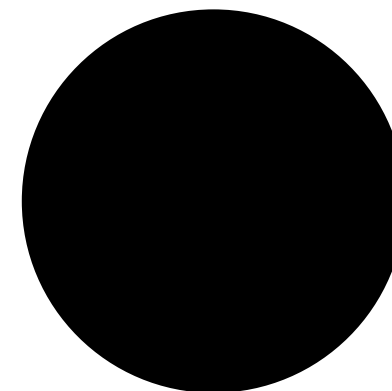
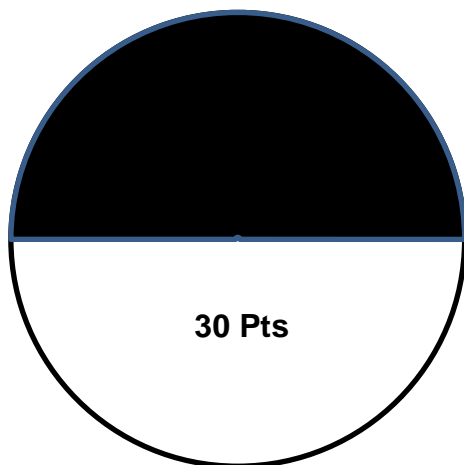
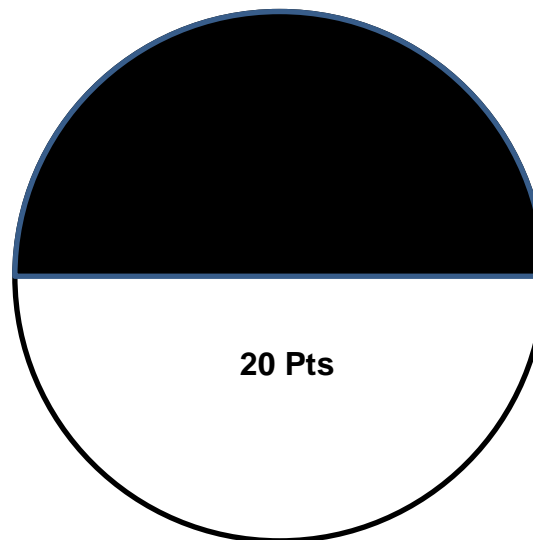
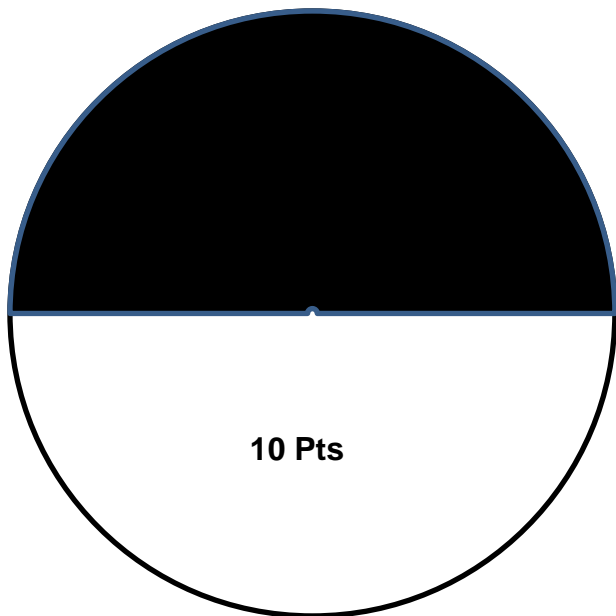
KNOW YOUR LIMITS – 25 Metres Prone Unsupported Only



Unit: _____

Rank, Initials & Surname: _____

KNOW YOUR LIMITS – 50 Metres Prone Unsupported Only



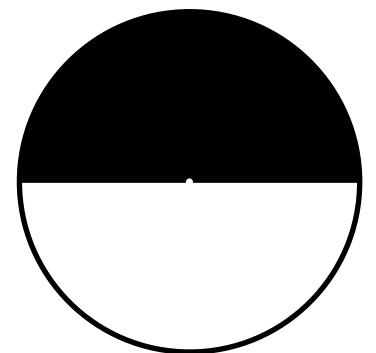
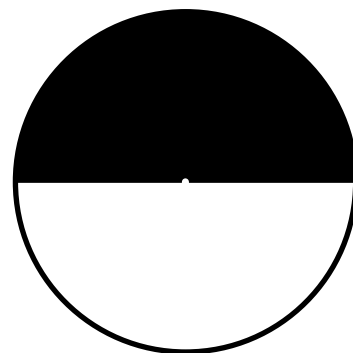
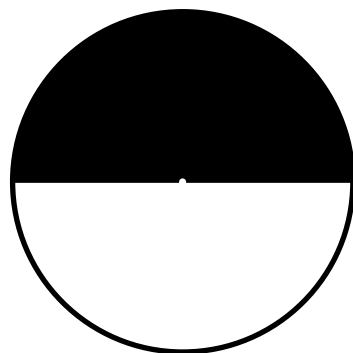
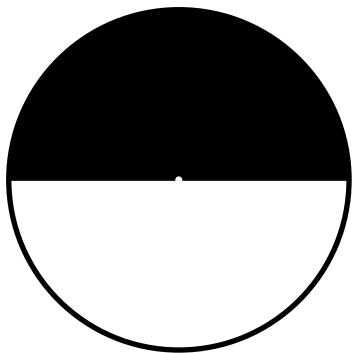
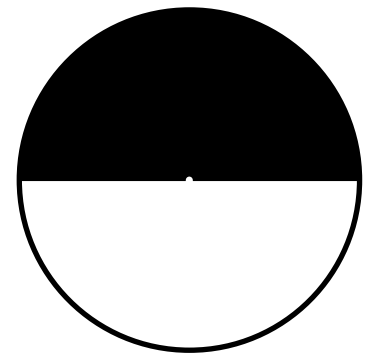
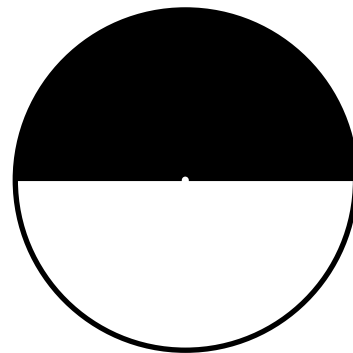
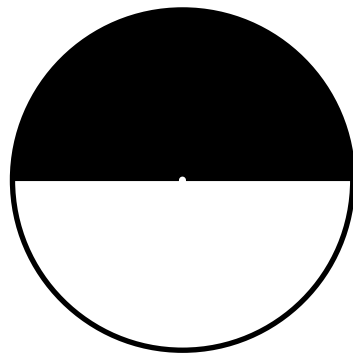
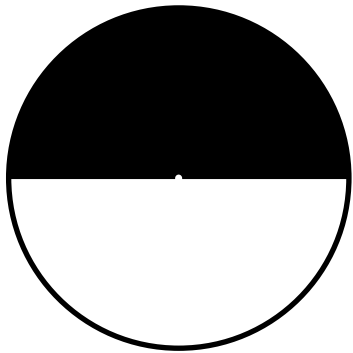
40 Pts

Unit: _____

Rank, Initials & Surname: _____

4 DOTS SPEED – 25 Metres Sitting Unsupported

10 pts per dot. Touch the line, get the points.

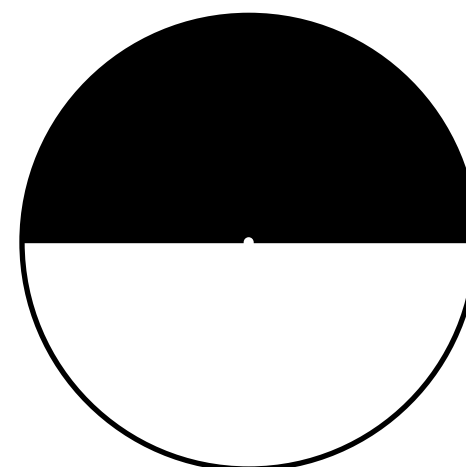
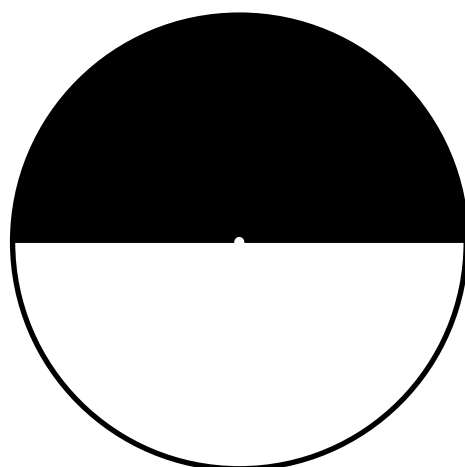
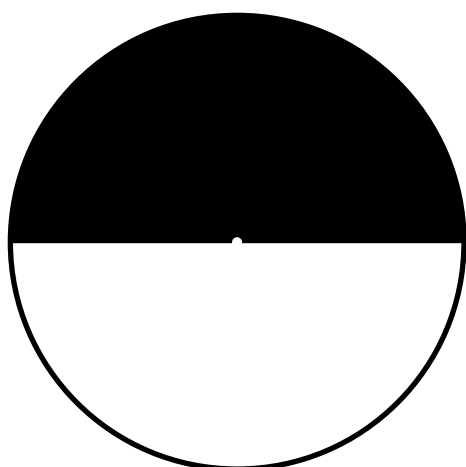
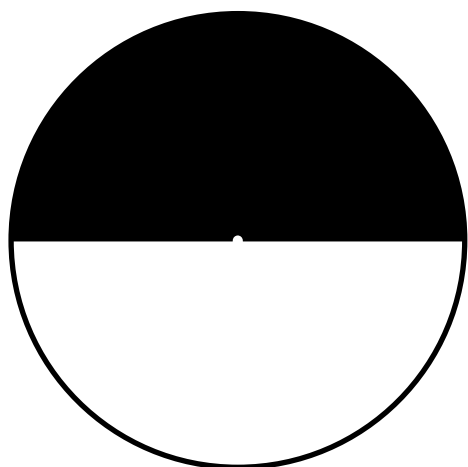
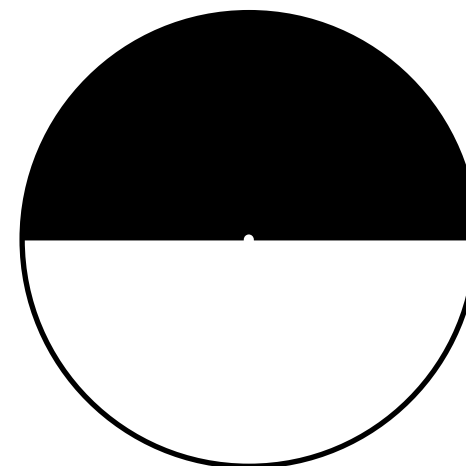
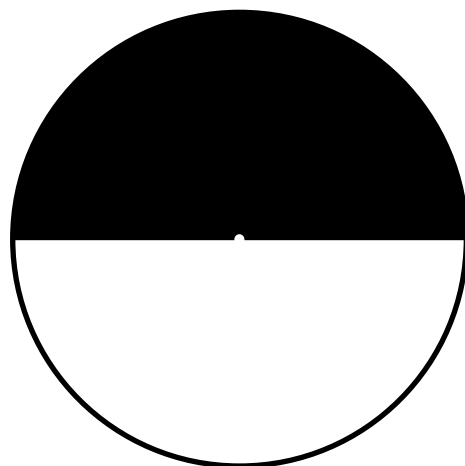
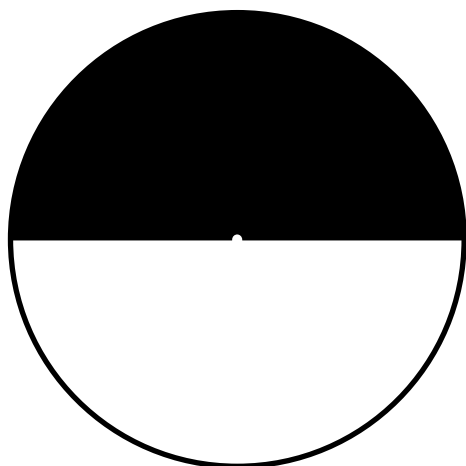
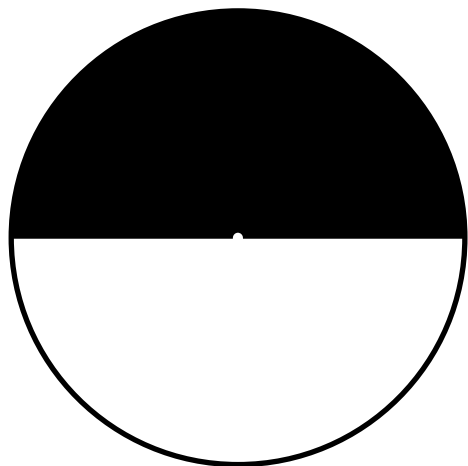


Unit: _____

Rank, Initials & Surname: _____

4 DOTS SPEED – 50 Metres Sitting Unsupported

10 pts per dot. Touch the line, get the points.

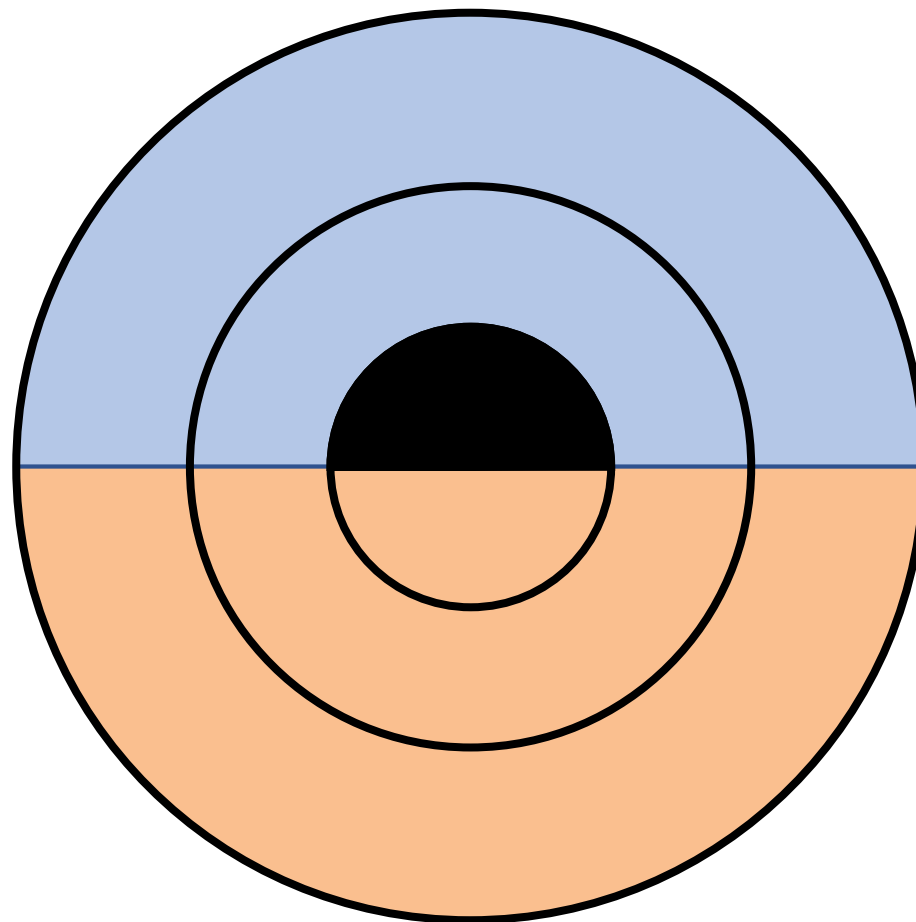


Unit: _____

Rank, Initials & Surname: _____

No 29 Target – 25 Metres Kneeling Unsupported Only

Scoring: From the Centre – 5 pts, 3 pts, 1 pt.

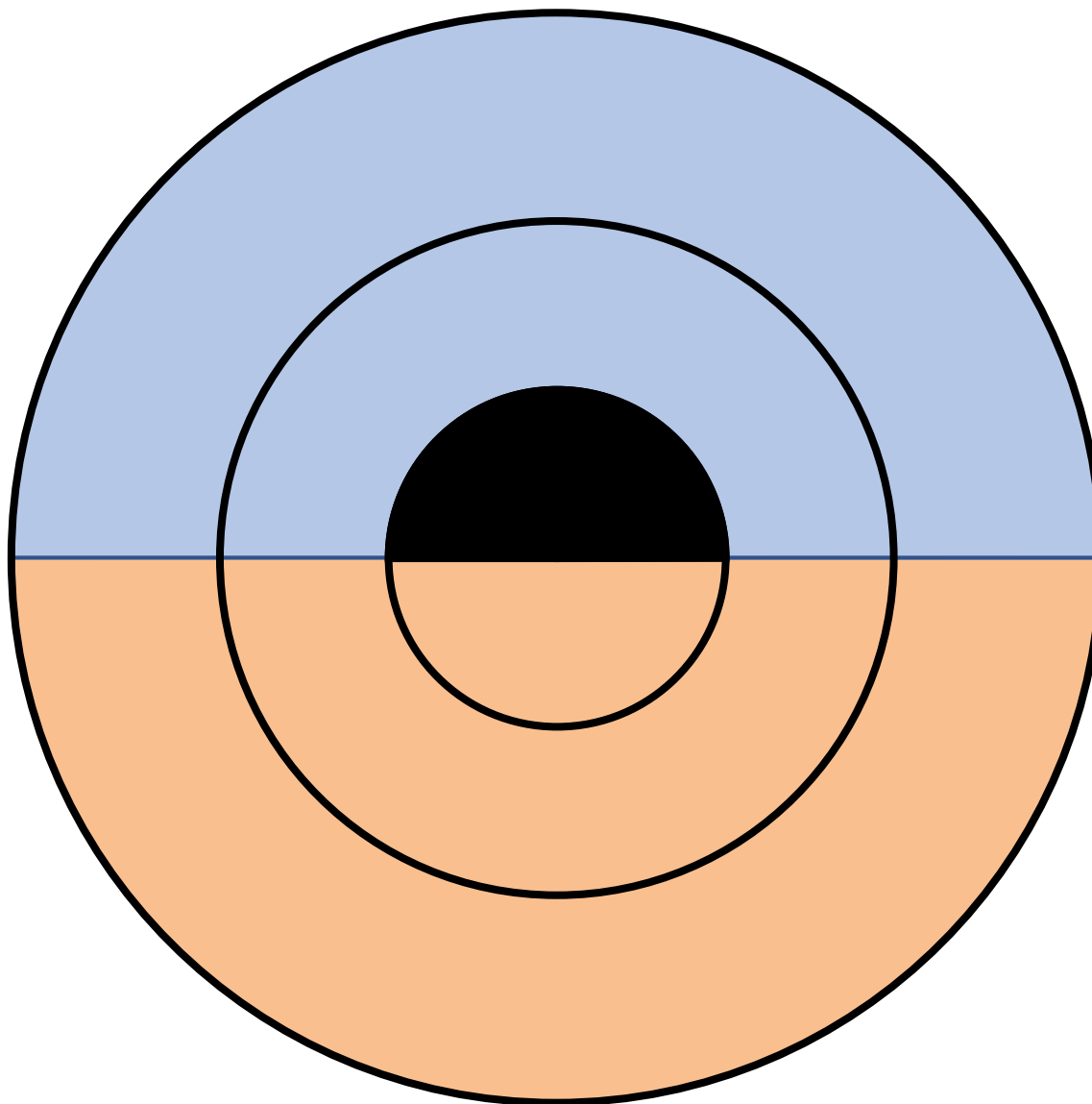


Unit: _____

Rank, Initials & Surname: _____

No 29 Target – 50 Metres Kneeling Unsupported Only

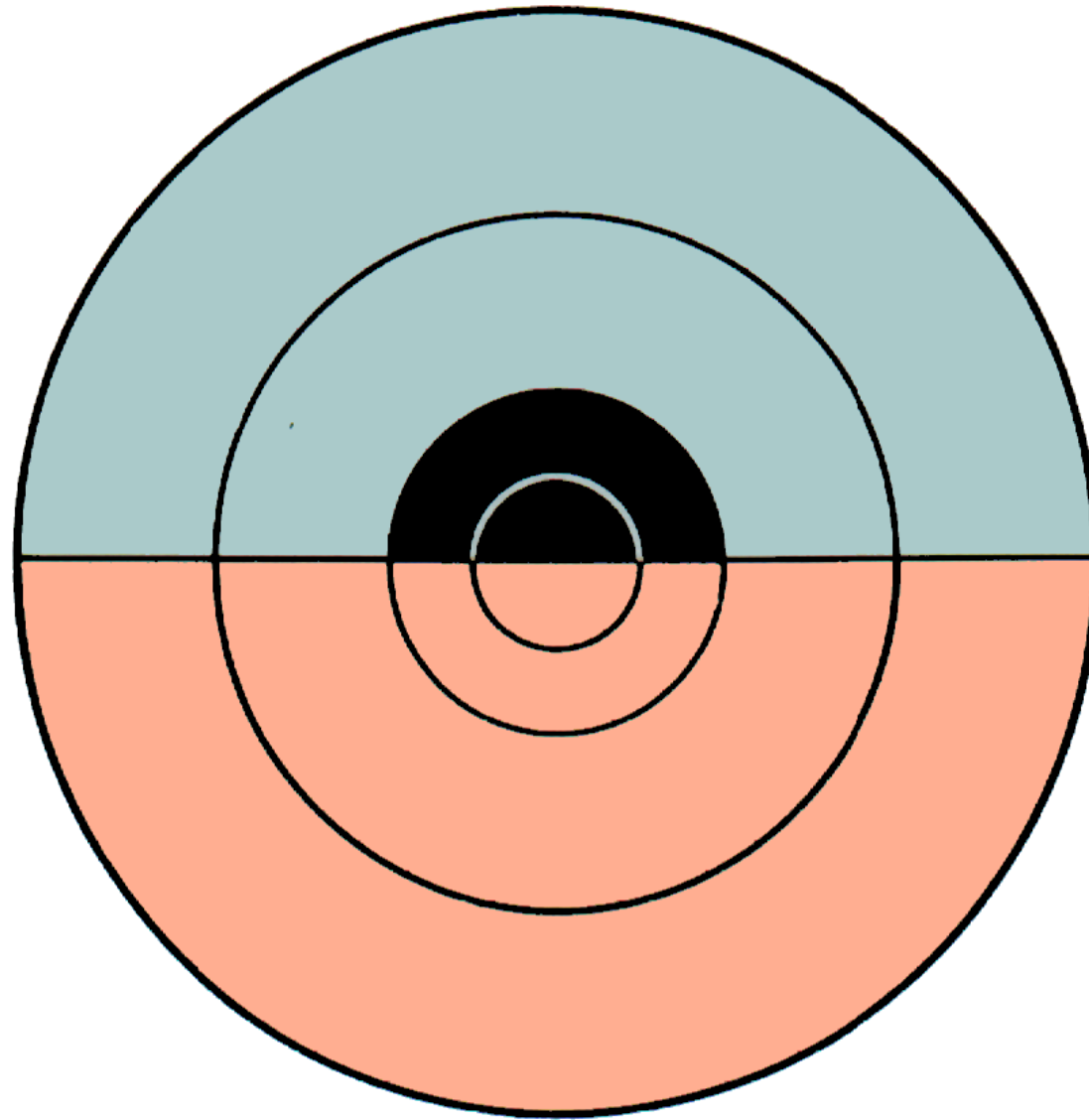
Scoring: From the Centre – 5 pts, 3 pts, 1 pt.



Unit: _____

Rank, Initials & Surname: _____

Single 5A Facing – 50 Metres Sighters (Not Scored)



The Reactive Plate Match

Introduction

1. The Reactive Plate Match is a competition between all units entered in the Area or National Skills Competition. Each unit is to enter a team. A draw is to be held between all team captains to ascertain positions in the draw. Once completed to the satisfaction of the RCO the draw is not to be adjusted.

Format

2. The range is set up with 20 Clay Targets (plates) placed at the target end, two plates per team member. The plates are to be clearly placed in respective firing lanes. The teams' rifles and magazines will be placed on the 50 metre firing point with the Chamber Safety Device inserted into the rifles.

3. The team will be lined up at the start line and when all are ready will be ordered to adopt the prone position. Hands may be placed in readiness to advance but the firers' chest **is to be** in contact with the ground.

4. On a verbal command from the RCO, the team is to race to the 50 metre firing point and adopt the prone unsupported position. Once **all** team members have adopted the prone unsupported position the team captain gives the commands 'Load – Action – Instant – Fire' and the team members are to engage their allocated plates, the aim being to eliminate all plates in the fastest possible time with the least amount of ammunition being used. A bullet hole or chip anywhere on the plate does **not** qualify as eliminated.

5. The team that eliminates all their plates in the fastest possible time and with the least amount of ammunition used will be declared the winner.

6. In the event of a tie for plates broken and time, the winner will be the team with the most rounds handed back. Should these be equal, both teams will re-run the match until a winner is determined.

7. If there is an equal amount of plates unbroken and both teams have expended all rounds, then the winner will be the team that stops the watch first. The nominated person is to determine when their teams have expended all rounds and then call 'Stop'. If a team is found to have rounds left after the team captain gives the command stop, then the team with the least amount of rounds left will be the winner regardless of time.

8. A break of five minutes is to be observed before the final rundown is conducted.

The Reactive Plate Match

Ser	Range	Type	Target	Firers Position	Time Limit	Rounds	Remarks
1	50 mtrs	Clay Targets	Clay Targets Mounted on Backing Board	Prone Unsupported	Nil	4 per firer	a. Rifles, with CSDs inserted and magazines are to be placed on the 50 mtr firing point. b. Teams start at the 100 mtr firing point.

Initiating Commands and Fire Orders for the Reactive Plate Match

Ser	To Initiate	Command Given	Remarks
1	Start position for run-down	“Adopt the prone position”	a. Hands may be placed in readiness to advance but the firers’ chest must be in contact with the ground.
2	Commence run down & start clock	“Load – Action – Instant – Fire”	a. Verbal command.
3	To stop clock	“Stop”	a. Command given by Team Captain.
4	Clear rifles	“Unload” “For Inspection – Parallel Arms”	a. RCO/Safety Supervisors inspects all rifles. b. Firers insert their Chamber Safety Devices.
5	Detail off the firing point	“Detail stand clear, move off the firing point”	a. Firers move back to admin area.

Notes:

- Rifles and magazines are to be placed on the firing point prior to the start of each rundown. Rifles **are to** have the Chamber Safety Device inserted.
- Once the firer has broken their targets or have expended all their ammunition, they are to take the rifle out of the aim and raise a leg to indicate to the Team Captain they have broken all their plates or expended all their ammunition.

ANNEX G - General Service and Cadet Force Knowledge

Aim

1. The aim of this stand is to test the Cadets General Service and Cadet Force Knowledge.

General

2. The GSK/CFK stand comprises of a written test. The test is to be completed individually and without assistance or conferring with others.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Team Reserve

4. For this stand the team reserve can participate, however his or her score will **not** to count towards the overall team score.

Conduct

5. The test itself will comprise of questions on the following:
 - a. Recognised and authorised activities;
 - b. Conditions of entry/terms of membership;
 - c. Code of Conduct – aim and purpose / breaches of the code of conduct;
 - d. Organisation and corps appointments of the NZ Army Regular Force; and
 - e. Basic general knowledge of the NZCC and NZCF.
6. During the National Skills competition all three teams can compete at the same time if there is enough available seating.

Dress

7. Dress for the activity is DPM.

Time

8. Time to complete the event will be detailed in the programme.

Stores

9. The following stores will be required to conduct the stand:
 - a. Test papers x 1 per team member

- b. Pens x 1 per team member
- c. Desks and chairs x 1 per team member

10. Competitors who are caught cheating will be removed from the stand and depending on the severity, if necessary from the competition and their score(s) will **not** count.

Scoring

11. Each correct answer will be given an appropriate number of points and each point added to give an individual score. Individual scores will be added to form a team score. Total possible test marks will be stated on the test paper. The team reserves score will **not** be added to the total team score.

General Service and Cadet Force Knowledge Score Sheet

Team: _____

Team Score: _____

Ser	Competitors Name	Individual Score
1		
2		
3		
4		
5		
6		
7		
8		

Total Team Score:

Team Reserve (Not Scored)

9		
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ANNEX H - Drill

Reference:

- A. NZCF 166, Drill Manual.

Aim

1. The aim of this stand is to assess the:
 - a. Personal drill of individual team members;
 - b. Squad handling of the team leader / squad drill; and
 - c. Dress and bearing of individual team members.

General

2. The competition will have a set drill format that the teams will have to complete. This is done so as to keep the competition even between all the competing teams. The teams are required to complete their display in the allocated time frame.
3. The display will consist of the following:
 - a. **March On.** The teams are to be formed up at a point determined point on the side of the parade ground and marched on and prepared for inspection;
 - b. **Inspection.** The teams, including the team leaders are to carry Drill Purpose Training Aids (DPTAs) however the DPTAs will not be inspected. The Team Leader is to conduct a hand over and give a parade state to the judge as for a normal parade;
 - c. **Squad Handling.** The teams will conduct the following drill movements with DPTAs:
 - (1) Positions of attention and stand at ease.
 - (2) Marching and wheeling.
 - (3) Turnings at the halt and on the march.
 - (4) Saluting at the halt and on the march to include present and shoulder arms.
 - (5) Change step and marking time.
 - d. **March Past.** Teams will conduct a march past culminating in an advance in review order: and
 - e. **Command.** Team Leaders will be assessed on the following:
 - (1) Words of Command.

- (2) Control of squad.
- (3) Overall dress and bearing.

Crib Cards

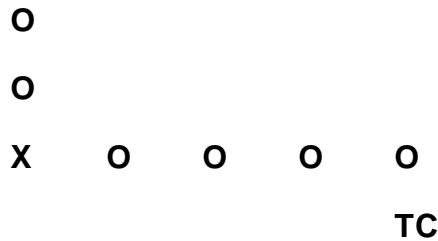
4. The Team Leader is permitted to use a crib card of such a size as to fit in the palm of the hand.

Coaching

5. The Team Captain can coach the squad prior to each new series of drill movements.

Participation

6. Teams are to consist of the Team Captain and **seven** personnel. The formation of the squad is as follows:



- a. **TC** = Team Leader
- b. **X** = Marker
- c. **O** = Team Member

Conduct

7. The Team Captain is to give all commands for phases 1, 2 and 4 from the PI Sgts position (3 paces out and covered off the fifth file, front rank), and 21 paces out in front of the squad for phase 3.

8. Order of March for the competition will be drawn by the Competition Manager or the Competition Director.

9. Team Captains are to have their teams formed up at the designated start point in the correct formation and at the stipulated time or on command.

10. For Phases 1 and 2 Team Captains are to conduct normal PI Sgts drill IAW Ref A.

Dress

11. Dress for the competition is to be SDAR.

Time

12. Each team should take not less than 10 minutes or more than 15 minutes to complete the routine. The inspection by the judge is **not** included in the time frame.

Stores

13. The following stores will be provided:
- a. Parade Ground;
 - b. DPTAs;
 - c. Qty x Parade Markers (if available); and
 - d. Qty x Drill Score Sheets and marker pens.

Scoring

14. Scoring for the stand will be as per the score sheet.

Drill Format

15. The Drill Competition will follow the format below.

Schedule of Commands

PHASE ONE: March On

Ser	Words of Command	Given By	Remarks
1	TL forms up squad into start position on parade ground		<ul style="list-style-type: none"> Squad standing at ease TL awaits indication by Assessor to start
2	“Right”	TC	<ul style="list-style-type: none"> Team braces up to At Ease
3	“Squad, Shun”	TC	<ul style="list-style-type: none"> Squad comes to attention
4	“Squad, By the Left, Quick – March”	TC	<ul style="list-style-type: none"> Squad steps off
5	“Squad, Halt”	TC	<ul style="list-style-type: none"> Squad halts
6	“Squad Will Advance, Left – Turn”	TC	<ul style="list-style-type: none"> Squad turns to the left
7	“In Open Order, Right – Dress”	TC	<ul style="list-style-type: none"> Front rank takes 3 paces forward Centre rank stands fast Rear rank takes 3 paces rear Ranks dress off the right hand guides TL takes 3 paces rearward and supervises the dressing
8	“Squad, Eyes – Front”	TC	<ul style="list-style-type: none"> Squad flicks head and eyes to the front
9	“Squad, Stand At Ease”	TC	<ul style="list-style-type: none"> TL about turns and stands at ease

PHASE TWO: Inspection

Ser	Words of Command	Given By	Remarks
1	“I will Inspect the Squad”	Assessor	
2	“Squad, Shun”	TC	<ul style="list-style-type: none"> TL comes to attention, about turns and brings the squad to attention Turns left and marches to the right flank and halts in line with the marker and awaits inspecting officer TL salutes and gives Parade State
3	“Morning/Afternoon Sir/Ma’am (unit name) Strength Eight, Eight on Parade, Ready for your Inspection”	TC	<ul style="list-style-type: none"> Accompany the inspecting officer After inspection salute and march back and cover off the fifth file, halt and turn left facing the squad
4	“Squad, In Close Order, Right Dress”	TC	<ul style="list-style-type: none"> Front rank takes 3 paces to the rear Centre rank stands fast Rear rank takes 3 paces forward Ranks dress off the right hand guides TL takes 3 paces forward and supervises the dressing
5	“Squad, Eyes Front”	TC	<ul style="list-style-type: none"> Squad flicks head and eyes to the front TL about turns and faces the front

* At the conclusion of Phase Two, the Team Leader marches out to an appropriate position on the parade ground to conduct Phase Three. The Team Leader will then re-join the squad for Phase Four.

PHASE THREE: Squad Handling

Ser	Words of Command	Given By	Remarks
1	“Squad, Move to the Left In Threes, Left – Turn”	TC	• Squad turns to the left
2	“Squad Move to the Right in Threes, About – Turn”	TC	• Squad turns to face the right
3	Squad Left Incline’	TC	• Squad turns 45 degrees to the left
4	“Squad Officer Passing Your Front, Salute to the Front – Salute”	TC	• Squad conducts salute
5	“Squad, Officer Passing Your Left, Salute to the Left – Salute”	TC	• Head flicked to the left and salute
6	“Squad, Officer Passing Your Right, Salute to the Right – Salute”	TC	• Head flicked to the right and salute
7	“Squad, Right Incline”	TC	• Squad turns 45 degrees to the right
8	“Squad, By the Left, Quick March”	TC	• Squad steps off as required
9	“Squad Officer Passing Your Front, Salute to the Front – Salute”	TC	• Squad conducts salute
10	“Squad, Officer Passing Your Right, Salute to the Right – Salute”	TC	• Head flicked to the right and salute
11	“Squad will Change Step – Change Step”	TC	• Squad changes step
12	“Squad Move to the Left in Threes, About Turn”	TC	• Squad about turns
13	“Squad Mark Time”	TC	• Squad marks time
14	“Squad For-Ward”	TC	• Squad continues marching
15	“Reporting to an Officer, Salute to the Front, Salute”	TC	• Squad Salutes and About Turns
16	“Squad Halt”	TC	• Squad halts
17	“Squad Will Advance, Left – Turn”	TC	• Squad turns left

PHASE FOUR: The March Past

Ser	Words of Command	Given By	TL Action	Remarks
1	“Squad will March Past in Quick Time, Move to the Right in Threes, Right Turn”	TC	• Turn Left	• Squad and TL turns right
2	“By the Left, Quick march”	TC	• Step off	• Squad steps off
3	“Left Wheel”	TC	• Left wheel at first marker	• Left wheel at first marker

Ser	Words of Command	Given By	TL Action	Remarks
4	“Squad will Advance Into Line, Left Turn”	TC	<ul style="list-style-type: none"> • Left turn at second marker 	<ul style="list-style-type: none"> • Left turn at second marker
5	“Eyes Right”	TC	<ul style="list-style-type: none"> • Eyes right at third marker • Salute to the right 	<ul style="list-style-type: none"> • Eyes right at third marker • Front guide only to keep eyes to the front
6	“Eyes Front”	TC	<ul style="list-style-type: none"> • Eyes front at fourth marker 	<ul style="list-style-type: none"> • Eyes front at fourth marker
7	“Squad, Move to the Right in Threes, Right Turn”	TC	<ul style="list-style-type: none"> • Right turn on next marker 	<ul style="list-style-type: none"> • Right turn on next marker
8	“Left Wheel”	TC	<ul style="list-style-type: none"> • Left wheel on next marker 	<ul style="list-style-type: none"> • Left wheel on next marker
9	“Left Wheel”	TC	<ul style="list-style-type: none"> • Left wheel on next marker 	<ul style="list-style-type: none"> • Left wheel on next marker
10	“Left Wheel”	TC	<ul style="list-style-type: none"> • Left wheel on next marker 	<ul style="list-style-type: none"> • Left wheel on next marker
11	“Squad Halt”	TC	<ul style="list-style-type: none"> • Halt back at the start point 	<ul style="list-style-type: none"> • Halt
12	“Squad Will Advance, Left – Turn”	TC	<ul style="list-style-type: none"> • Left turn 	<ul style="list-style-type: none"> • Left turn
13	“Squad, In Open Order, Right Dress”	TC	<ul style="list-style-type: none"> • Take three paces forward • About turn 	<ul style="list-style-type: none"> • Take open order
14	“Eyes Front”	TC	<ul style="list-style-type: none"> • About turn 	<ul style="list-style-type: none"> • Flick head and eyes to the front
15	“Squad will Advance In Review Order, By the Centre, Quick March”	TC	<ul style="list-style-type: none"> • Advance 14 paces, halt on the 15th • TL Salutes 	<ul style="list-style-type: none"> • Advance 14 paces, halt on the 15th
16	“Permission to March Off Sir/Ma’am”	TC	<ul style="list-style-type: none"> • Salute after permission granted 	
17	“Squad In Close Order, Right Dress”	TC	<ul style="list-style-type: none"> • Take three paces forward • About turn • Cover off fifth file 	<ul style="list-style-type: none"> • Take close order
18	“Eyes Front”	TC		<ul style="list-style-type: none"> • Flick head and eyes to the front
19	“Move to the Right in Threes, Right Turn”	TC	<ul style="list-style-type: none"> • Left turn 	<ul style="list-style-type: none"> • Right turn
20	“By the Left, Quick March”	TC	<ul style="list-style-type: none"> • Step off 	<ul style="list-style-type: none"> • Step off

Drill Score Sheet

Team: _____

Start Time: _____

Finish Time: _____

Total Time: _____

Total Score: _____

PHASE	One	Two	Three	Four	Five	TOTAL HPS SCORE 275
POINTS						
SCORE						

PHASE 1: March On (HPS 50 points)	
Right	1 2 3 4 5
Squad Shun	1 2 3 4 5
Open Order, Right Dress	1 2 3 4 5
Eyes Front	1 2 3 4 5
Stand at Ease	1 2 3 4 5
Squad Shun	1 2 3 4 5
Handover	1 2 3 4 5
Close Order, Right Dress	1 2 3 4 5
Eyes Front	1 2 3 4 5
Bearing	1 2 3 4 5
SCORE:	

PHASE 2: Inspection (HPS 50 points)	
Attention	1 2 3 4 5
Parade State	1 2 3 4 5
State of Repair	1 2 3 4 5
Correctness	1 2 3 4 5
Footwear	1 2 3 4 5
Haircuts	1 2 3 4 5
Uniform Cleanliness	1 2 3 4 5
Close Order, Right Dress	1 2 3 4 5
Eyes Front	1 2 3 4 5
Bearing	1 2 3 4 5
SCORE:	

PHASE 3: Squad Handling (HPS 85 points)					
Left Turn	1	2	3	4	5
About Turn	1	2	3	4	5
Left Incline	1	2	3	4	5
Officer Passing your Front	1	2	3	4	5
Officer Passing your Left	1	2	3	4	5
Officer Passing your Right	1	2	3	4	5
Right Incline	1	2	3	4	5
Quick March	1	2	3	4	5
Officer Passing your Font	1	2	3	4	5
Officer Passing your Left	1	2	3	4	5
Change Step	1	2	3	4	5
About Turn	1	2	3	4	5
Mark Time	1	2	3	4	5
Forward	1	2	3	4	5
Reporting to an Officer	1	2	3	4	5
Halt	1	2	3	4	5
Advance, Left Turn	1	2	3	4	5
SCORE:					

PHASE 5: Command (HPS 15 points)					
Words of Command	1	2	3	4	5
Control of Squad	1	2	3	4	5
Bearing	1	2	3	4	5
SCORE:					

PHASE 4: March Past (HPS 100 points)					
Right Turn	1	2	3	4	5
Quick March	1	2	3	4	5
Left Wheel	1	2	3	4	5
Adv into Line, Left Turn	1	2	3	4	5
Eyes Right	1	2	3	4	5
Eyes Front	1	2	3	4	5
Right Turn	1	2	3	4	5
Left Wheel	1	2	3	4	5
Left Wheel	1	2	3	4	5
Left Wheel	1	2	3	4	5
Squad Halt	1	2	3	4	5
Adv into Line, Left Turn	1	2	3	4	5
Open Order	1	2	3	4	5
Eyes Front	1	2	3	4	5
Adv in Review Order	1	2	3	4	5
Permission to March Off	1	2	3	4	5
Close Order	1	2	3	4	5
Eyes Front	1	2	3	4	5
Right Turn	1	2	3	4	5
Quick March	1	2	3	4	5
SCORE:					

ANNEX I - Equipment Carry

Aim

1. The aim of this stand is to assess the fitness and teamwork in a competitive environment.

General

2. Teams will compete in an Equipment Carry over a designated course. During the National Skills competition **all** three teams can compete at the same time depending on availability of identical equipment.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Conduct

4. The competition is between teams and not individuals, therefore, the emphasis is to be on teamwork and teams are to keep together during the Equipment Carry with no more than 20 meters separating the front and rear team members.

5. The name of the stand is “**Equipment Carry**”, so, as such the teams are to **CARRY** all the equipment, i.e. drums/tyres etc, are to be carried and not to be rolled and all other equipment is not to be dragged/pulled etc.

6. The Equipment Carry is both a scored and timed event (refer to paragraphs 13, 17 and 18 below). Teams are to commence on the Stand Controllers instructions. The time will stop once all equipment and the last competitor has crossed the finish line.

7. Teams can stop and place the equipment on the ground so as to swap equipment between team members.

Distance

8. The stand is to be between 2 - 4 kms in length. The type of ground/terrain selected will be up to the discretion of the Competition Manager.

Safety

9. Safety throughout the activity is paramount and all teams are to adhere to any safety aspects as detailed by the Stand Controller.

10. In the event of very hot weather, teams are to have a **compulsory** water stop at the half-way mark to take on water. The length of time for the water stop is at the discretion of the Team Captain. During this water stop the Stand Controller will not stop the clock. The Competition Manager is to ensure sufficient water is placed at the halfway mark.

Dress

11. Dress for the event will be:
 - a. DPM shirts or unit team shirts;
 - b. DPM Trousers; and
 - c. Boots GP.
12. The dress for the event is as per paragraph 11a-c above. PT shorts and/or running shoes are **NOT** to be worn for safety reasons.

Time

13. Time to complete the equipment carry will be indicated by the Stand Controller as part of his/her Stand brief.

Equipment

14. The following is a list of equipment that is to be carried by team members:
 - a. Vehicle Tyres (car) x 3
 - b. 44 gal Drums (Steel) x 2
 - c. Wooden Pallet x 1
 - d. Log x 1
15. If the above equipment is not available the Competition Manager has the discretion to select what the replacement equipment will be for the event.

Stores

16. Stores for the event is as follows:
 - a. Stop Watch x 1
 - b. Score Sheets x 1 per team

Scoring

17. Scoring for the event is as follows:
 - a. Each competitor will receive 10 pts for completing the equipment carry culminating in a maximum of 80 points per team;
 - b. The team will lose 10 points per team member that fails to complete the activity;
 - c. 5 pts will be deducted each time the team is separated by more than 20 metres;

- d. 5 pts will be deducted per item of equipment that is either dropped, dragged, rolled, pulled etc; and
 - e. The team will lose 1 point for every 10 seconds outside the allocated finish time.
18. If all team scores are tied, then the winner will be the team with the fastest overall time.

Equipment Carry Score Sheet

Team: _____

Start Time: _____

Finish Time: _____

Overall Time: _____

Team Score: _____

Competitors Names:

- | | |
|----------|----------|
| 1. _____ | 2. _____ |
| 3. _____ | 4. _____ |
| 5. _____ | 6. _____ |
| 7. _____ | 8. _____ |

Reason for Addition	Place a tick in the box for every Team Member that completes the carry								Score
Completed Carry: plus 10 points per team member that completes carry.	1	2	3	4	5	6	7	8	+ points

Reason for Deduction	Place a tick in a box for every infraction witnessed								Score
Team Separation: minus 5 points each time team is separated more than 20 mtrs.									- points
Equipment Dropped etc: minus 5 points each time equip dropped, rolled etc.									- points
Team Over Time: minus 1 point for every 10 seconds over allocated time.									- points

Teams Total Score:

ANNEX J - Flotation

Aim

1. The aim of this stand is to assess the teams' ability to tread water for a period of time and to construct a raft from equipment given and successfully propel the raft a set distance through the water utilising any swimming stroke.

General

2. The stand will consist of the following disciplines:

- a. Treading Water;
- b. Raft Construction; and
- c. Flotation Activity.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Conduct

4. Team members are to conduct the activity in accordance with the following guidelines:

- a. **Treading Water:** The team is to tread water in accordance with the following guidelines:
 - (1) **All** team members are to tread water for 3 minutes (minimum time) or as stipulated by the Competition Director.
 - (2) The time will start when the last team member enters the water.
 - (3) The Stand Controller will indicate when the three minutes has elapsed, whereupon team members can then exit the water.
 - (4) It is to be conducted in the deep end of the pool.
 - (5) Team members are **not** to hold onto the side of the pool at any time.
- b. **Raft Construction:** The team is to construct a raft in accordance with the following guidelines:
 - (1) All equipment provided is used.
 - (2) No other equipment other than what is provided will be used to construct the raft.
 - (3) All team members are to participate in the construction of the raft.

- c. **Flotation:** The team is to carry out the flotation in accordance with the following guidelines:
- (4) The patient (Oscar) is to be placed on the stretcher and both stretcher and patient to be placed on the raft once it is complete and floating.
 - (5) **The patient (Oscar) is NOT to be tied/lashed/secured in any way to the stretcher or raft at any time during the event.**
 - (6) The team is to propel the raft the required distance utilising any swimming stroke/style they wish.
 - (7) Team members are not to use the raft to keep themselves afloat by climbing on top and are not to use the sides of the pool or touch the bottom of the pool in the shallow end.

Safety

5. There must be a qualified lifesaver or first aider in location.
6. All team members are to be able to swim unassisted, a minimum of 100 mtrs using any swimming style.

Dress

7. Dress for the event is as follows:
 - a. DPM trousers;
 - b. Unit T-shirts or equivalent;
 - c. Competitors are **not** to wear footwear of any kind.

Time

8. Time to complete the Stand will be indicated by the Stand Controller as part of his or her Stand brief.

Stores

9. The following stores will be required:

a. Flotation score sheets	x 1 per team
b. Stop watch	x 1
c. Tramping or Alice packs	x 4
d. Pack liners (to keep contents of packs dry)	x 4
e. Shelter lightweight (hootchies) or flys	x 2
f. Shelter Lightweight Poles	x 2 sets

- | | | |
|----|--------------------------------------------|-----|
| g. | Oscar (patient) | x 1 |
| h. | NATO Stretcher | x 1 |
| i. | Ropes utility (toggle ropes or equivalent) | x 4 |

Scoring

10. Scoring for the event is as follows:
 - a. Each competitor will receive 10 pts for Treading Water, culminating in a maximum of 80 points per team;
 - b. Each competitor will receive 10 pts for completing the Swim, culminating in a maximum of 80 points per team;
 - c. The team will lose 10 points per team member that fails to Tread Water for the required three minutes and/or not completing the Swim;
 - d. 5 pts will be deducted each time the patient (Oscar) falls of the raft;
 - e. 5 pts will be deducted each time a team member uses the bottom or side of the pool for assistance; and
 - f. The team will lose 1 point for every 10 seconds outside the allocated finish time.

11. If all team scores are tied, then the winner will be the team with the **fastest** overall time.

Flotation Score Sheet

Team: _____

Start Time: _____

Finish Time: _____

Overall Time: _____

Team Score: _____

Competitors Names:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

Reason for Addition	Place a tick in the box for every Team Member that completes both treading water and the swim								Score
	1	2	3	4	5	6	7	8	
Treading Water: plus 10 points per team member that Treads Water for the duration.									+ points
Completed Swim: plus 10 points per team member that completes the Swim.									+ points

Reason for Deduction	Place a tick in a box for every infraction witnessed										Score	
Oscar Falls Off: minus 5 points each time Oscar falls off the raft.												- points
Using Bottom or Sides of Pool: minus 5 points each time bottom or side used.												- points
Team Over Time: minus 1 point for every 10 seconds over allocated time.												- points

Teams Total Score:

ANNEX K - Initiative

Aim

1. The aim of the stand is to assess the teams' initiative when faced with a task to complete.

General

2. This stand comprises of an Initiative task, which the team leader will be given to complete along with the team within an allocated time frame.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Conduct

4. On reporting, each team leader will be given a full briefing on the conduct and rules of the stand. The briefing is not to be included in the time given for the event.

Safety

5. Safety throughout the activity is paramount and all teams are to adhere to any safety aspects as detailed by the Stand Controller.

Dress

6. Dress for the event is DPM's.

Time

7. Time to complete the stand once brief is completed is as stipulated by stand controller.

Stores

8. The stores will be dependent on the initiative task selected by the Competition Manager.

Scoring

9. Scoring is to be confirmed by the Competition Manager upon selection of task.
10. The score sheet is to reflect the scenario, i.e. any constraints placed upon the team members etc.

Initiative Score Sheet

1. To be developed by Competition Manager upon selection of Initiative Task.

ANNEX L - Observation Gallery and Lane

Aim

1. The aim of this stand is to test the individuals' observation ability by observing a specified area, within prescribed arcs and within a marked lane.

General

2. This stand is an individual test of ability to observe a given area, within prescribed arcs and within a marked lane. 20 items of military equipment common to the NZCF will be distributed over various distances, 10 items in the gallery and 10 items in the lane.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Team Reserves

4. For this stand the team reserve can participate, however his or her score will **not** to count towards the overall team score.

Conduct

5. The Observation Gallery and Lane will be conducted as follows:

- a. **Observation Gallery.** All team members will be brought forward and positioned along the observation line of the Gallery where the boundaries will be indicated. The gallery observation line is to be long enough to allow the whole team to move along if need be. No movement outside the marked areas of the Gallery is permitted. Once the observation gallery is completed the team is to move to the observation lane start point; and
- b. **Observation Lane.** The start point is to be indicated to the members and the finish point is to be clearly marked and explained to the teams. No movement outside the marked areas of the Lane is permitted. On exiting the lane competitors are to hand their score sheets to the Stand Controller or his/her assistant.

6. Any competitors caught conferring/cheating will be removed from the event and their score will **not** count.

Safety

7. Any safety aspects are to be detailed to the participating teams by the Stand Controller.

Dress

8. Dress for the event is to be DPM.

Time

9. The following timings will be used for the stand:
 - a. 15 minutes per team to complete the Observation Gallery; and
 - b. 5 minutes for each team member to complete the Observation Lane. Team members will start at 1 minute intervals when walking the lane, i.e. 1 minute after the first team member starts, the second team member can start and so on.
10. The timings for both activities will be controlled by the Stand Controller.

Stores

11. The following stores will be provided:
 - a. Items of various military equipment x 20 pieces
 - b. Mine tape or dazzle paint Qty
 - c. Stopwatch x 1
 - d. Score sheets and pencils x 1 of each per person

Scoring

12. Scoring is as follows:
 - a. 2 pts will be awarded for each item **correctly** identified; and
 - b. Competitors caught cheating or moving outside the marked areas will be removed from the competition and their scores will **not** count.

Observation Gallery and Lane Score Sheet

(One Sheet per Person)

Team: _____

Competitors Name: _____

Competitors Score: _____

OBSERVATION GALLERY		
Ser	Item	Points
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

OBSERVATION LANE		
Ser	Item	Points
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Total Points:

ANNEX M - RATEL

Aim

1. The aim of the RATEL Stand is to assess the ability of Individual team members to transmit and receive simple messages using correct Radio Telephone Procedures (RATEL).

General

2. The RATEL stand will consist of the following activities:
- a. Radio checks;
 - b. Transmit a simple message;
 - c. Receive a simple message; and
 - d. Log a simple message.

Participation

3. The team is to be selected by the Team Captain before the event begins. Once these names have been given to the Stand Controller there will be no changes unless for reasons stated in Chapter 4, Part 2 paragraph 4.11(g).

Conduct

4. Each team member will be required to conduct the following tasks:
- a. Establish communications with another station;
 - b. Transmit a message incorporating a combination of words and figures etc;
 - c. Receive a message incorporating a combination of words and figures etc; and
 - d. Filling in a Radio Logbook.
5. Each task will be conducted as follows:
- a. **Establishing Communications.** Each team member (sub-station) is to establish communications with the Net Control Station (Stand Controller) using correct RATEL procedures. This is to be a One on One activity;
 - b. **Transmit a Message.** Each team member is to transmit a simple message incorporating words, figures and a combination of both and large words that require to be spelled phonetically to the NCS using correct RATEL procedures. This is to be a One on One activity;
 - c. **Receive a Message.** The NCS is to transmit a simple message incorporating words, figures and a combination of both and large words that require to be

spelled phonetically to each sub-station. Each sub-station is to receive a different message. This is to be a One on One activity; and

- d. **Filling in a Log Book.** Each Sub-station is to log all communications received and sent (ensuring the Log Book is filled in correctly) to or from them as soon as the activity commences and cease logging at the end of the activity. In certain circumstances this will be a One on One activity.

Safety

6. Any safety aspects are to be detailed to the participating teams.

Dress

7. Dress for the event is to be DPM.

Time

8. Time to complete the event will be detailed in the programme.

Stores

9. Stores required for the event are as follows:
 - a. Radio Log Book Sheet x Qty
 - b. Stop Watches x 2
 - c. Handheld Radios x Qty
 - d. Simple Messages x Qty

Scoring

10. The scoring for the event is as follows:
 - a. 5 points will be awarded for each task performed correctly;
 - b. Competitors will receive no points if the following occurs:
 - (1) Log the wrong information into the logbook.
 - (2) Not using correct RATEL procedures.
 - c. Should a Group not finish transmissions before their allotted time, they are to be stopped and only the scores recorded are to count.

RATEL Scoring Sheet

Team: _____

Team Score: _____

Ser	Name	Radio Check	Transmit Message	Receive Message	Log Message	Total Score
1						
2						
3						
4						
5						
6						
7						
8						

Total team Score:

ANNEX N - Tug-O-War

Aim

1. The aim of the Tug-o-War is to assess the teams' teamwork and co-ordination in a competitive environment.

General

2. This stand will involve a round robin system. The first round allowing all teams to pull against each other in heats, each heat consisting of three pulls. Only one heat will be pulled at any one time, allowing a 2 minute break.
3. Team Captains will draw to see which teams pull first. There will be a 2-5 minute break between rounds.

Participation

4. The Team is to be selected by the Team Manager before the event begins. Its composition will consist of eight competitors and 1 caller; the team reserve. Once these names have been given to the Stand Controller there will be no changes.

Conduct

5. The stand will be run by the Stand Controller who will explain the stand ground rules and regulations. They will also be the sole judges, and in conjunction with the Competition Manager deal with any protests that may arise. The rope cannot be wrapped around the anchor-man and back over itself.
6. Owing to the number of teams in the Northern and Central Areas participating, the competition can be run over a two day period in the evening as a good wind down for the day.

Safety

7. All steps are to be taken to ensure the safety of the competitors during the competition.

Dress

8. Dress for the competition **is to be** as follows:
 - a. Trousers DPM;
 - b. PTR or unit Shirt; and
 - c. Boots GP.

Time

9. Timings for the event will be detailed in the competition programme or advised by the Competition manager.

Stores

10. The following stores will be required for the competition:
- a. Tug-o-war rope or equivalent; x 1
 - b. Whistle x 1
 - c. Flag x 1
 - d. Dazzle paint or mine tape x Qty
 - e. Score sheets

Scoring

11. Scoring is as follows:
- a. 3 pts for a win in each heat, 1 pt for a loss;
 - b. In the event of teams tied after the round robin, the final two teams will be decided on count back on number of first two pulls won in that round;
 - c. In the event of all teams still being tied each team will draw to pull against one other team for one straight pull to decide the finalists;
 - d. In the event of three teams tied, the same process will apply as in para c; and
 - e. A second round will decide first, second, third, fourth and fifth placing.

Tug-O-War Rules

1. Rules for the Tug-o-War are as follows:
 - a. Once the team has been finalised there is to be **no changing of personnel**, unless approved by the Competition Director;
 - b. Under the control of the rope marshal (stand controller), team captains will determine starting ends by tossing a coin before each contest;
 - c. Each contest winner will be decided by the best of three pulls;
 - d. The marshal will award a win when the opposing teams 2 metre marker crosses the centre line;
 - e. Competitors must remain on their feet at all times or regain their footing immediately should they slip;
 - f. The anchor person cannot loop or tie the rope around any part of their body. He/she may droop the rope over one shoulder or around the waist providing the running end does not cross the standing part of the rope;
 - g. No additional form of grip or anchorage may be used to assist the team in gaining better footholds e.g. ground ladders, blocks or other team members foot;
 - h. All directions, commands and signals given by the contest marshals and judges must be obeyed;
 - i. Any protest must be lodged with the competition director through the team captain;
 - j. In the event of both teams letting the rope go; a **No Pull** will be declared;
 - k. If a team member commits one or more of the following infringements, that team will lose that pull:
 - (1) Locking;
 - (2) Wilfully touching the ground;
 - (3) Looping the rope; and
 - (4) Persistently sitting on a limb or foot.

Spacing

2. On halting, team members are to space off, one arms length from the person in front. The front person halts behind the first marker on the rope.

Commands

3. The following commands will be used for the competition:
 - a. **“Take up the rope”** – the team uplifts rope;
 - b. **“Take the strain”** – the slack in the rope is taken up and team members should be settling into their pulling positions;
 - c. **“Give”** – if the centre marker on the rope does not correspond to the centre marker on the ground. The referee uses this command to move the rope into correct alignment;
 - d. **“Hold”** – will be given to steady the rope; and
 - e. **“Pull”** – this command will be given after **“Hold”** has been called and the rope is steadied.

Winning the Pull

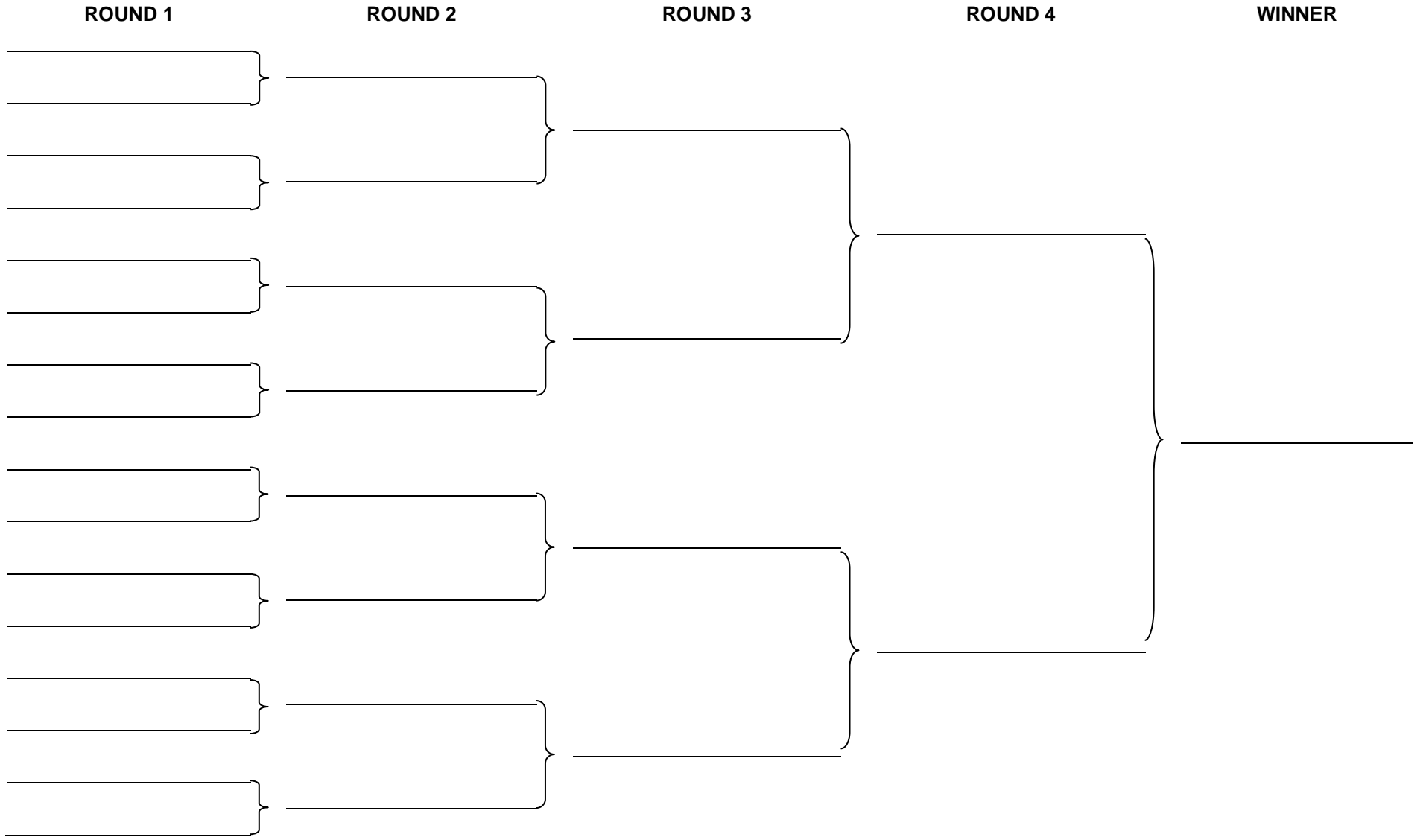
4. A team wins the pull when:
 - a. The opponents 2 metre mark on the rope is pulled over the centre mark on the ground (total of a pull is two metres);
 - b. The foot of the front person crosses the centre mark on the ground; and
 - c. Opponents incur penalties in para 1(k) of the Tug-o-War Rules.
5. At the conclusion of the pull, teams change ends or march off to the opposite end after the last winning pull.
6. A win will be indicated by the marshal blowing the whistle and gesturing with an outstretched arm holding a flag in the direction of the winning team.
7. At no time is a team allowed to release the rope in which to cause their opponents to fall over, if this happens the offending team will be disqualified from the competition.

No Pull

8. A no pull will be awarded if at anytime during the pull a team goes outside the designated area; if intentional the non offending team will be awarded the win.

Rest

9. Teams will be allowed a one-minute rest between each pull, after changing ends.



ANNEX O - Confidence Course

Aim

1. The aim of this stand is for each team to successfully and **safely** negotiate all designated obstacles in the fastest time possible.

General

2. This stand is a competition between teams and not individuals, so teamwork is essential when negotiating the obstacles.

Participation

3. The Team is to be selected by the Team Manager before the event begins. Once these names have been given to the Stand Controller there will be no changes.

Conduct

4. This stand will be conducted if it supervised by a Physical Training Instructor (PTI). If a PTI is not available then the stand is not to be conducted. All team members prior to the commencement of the stand are to receive instruction in the correct manner of negotiating each obstacle from the Physical Training Instructor.

5. All team members are to attempt each obstacle before the team may move to the next obstacle. Each team member will be permitted two attempts only at each obstacle.

6. No team member will be permitted to go back over an obstacle.

Safety

7. Although the activity is a race between teams, safety is paramount and all steps are to be taken to ensure that safety is observed. A qualified Medic and safety vehicle are to be present throughout the activity.

8. Safety supervisors are to ensure the participants negotiate all obstacles in the correct manner to avoid injury.

9. Team Managers are to ensure that any **body piercings have been removed** such as belly-button studs etc, as these can get caught on obstacles and torn out causing sever injury.

Dress

10. Team members are to wear the following:

- a. Boots GP;
- b. DPM Trousers; and
- c. DPM Shirts or PTR or long sleeve team tops. No short sleeve tops are to be worn.

Time

11. Timings for the event will be indicated on the training programme.
12. Timings will commence as the first team member crosses the start line and will end as the last team member crosses the finish line.

Stores

13. The following stores will be supplied:
 - a. Stop Watches: x 3-5
 - b. Assessment Sheets: x Qty
 - c. First Aid Medical Kit: x 1
 - d. NATO Stretcher: x 1
 - e. Safety Vehicle & driver: x 1 of each (driver to stay with vehicle)

Scoring

14. Scoring for the activity will be as follows:
 - a. Each team member will be awarded 1 point for each obstacle successfully negotiated;
 - b. 2 points will be deducted from the team score for each obstacle a team member fails to successfully negotiate;
 - c. 5 points will be deducted from the team score for each obstacle that a team member has not attempted;
15. Any team member who attempts an obstacle in an unauthorised manner will be disqualified, and any points they have accumulated will be deducted from the team total.
16. Individual team members' scores will be added to give an overall team score.

Confidence Course Scoring Sheet

Team: _____

Start Time: _____ Finish Time: _____

Overall Time: _____ Final Score: _____

Ser	Name of Obstacle	Obstacle Negotiated	Obstacle Attempted	Did Not Attempt	Total Score
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

PART 5 - Air Training Corps Competitions

SECTION 1 - The Davy Memorial Drill Competition

5.1 The Davy Memorial Drill Competition is not to be judged on the same occasion as the Squadron annual efficiency inspection.

Introduction

5.2 The Air Force Association of New Zealand donated this trophy for air cadet competition in memory of Mr H.A.C. Davy, who was Dominion President of the Association for many years.

Aim

5.3 The aim of the competition is to foster the skills, and improve the overall standard of drill in the Air Training Corps.

The Competition

5.4 The competition is open to all Air Training Corps Units and will be a flight drill competition.

5.5 Each flight will be of not less than **nine** (9) and no more than **twelve** (12) cadets plus the Flight Sergeant (FS) of Cadet Warrant Officer or Cadet Senior NCO rank. The term 'Flight Sergeant' refers to the **position** only and not the rank of the cadet. All commands will be given by the Flight Sergeant.

Drill Manual

5.6 The drill reference used for the competition is the Royal New Zealand Air Force, NZAP 818, Manual of Drill and Ceremonial.

Area and National Drill Routine

5.7 The Area and National competitions will have a set drill routine that the units will have to complete. This is done to make the competitions more competitive between all competing units. Flights are required to complete their routine in the allocated time frame (see paragraph 5.14).

5.8 The area and national routine will consist of the following:

- a. Flight Fall In;
- b. Flight Inspection;
- c. Foot Drill at the Halt with DPTAs;
- d. Foot Drill on the March without DPTAs;
- e. Foot Drill on the March with DPTAs; and

- f. Elective Drill with or without DPTAs.

Tied Scores Drill Routine

5.9 In the event of tied scores between units during either the Area or National competitions, each tied team will compete using the drill routine developed to ascertain the winner of either competition. For a tie in the Area competition, the Area Office is to liaise directly with the units concerned as to when and where the competition is to take place, this is also to apply to the National competition, however the liaison will be between HQ NZCF and the units concerned with the units Area Office being kept informed.

Crib Cards

5.10 The flight sergeant is permitted to use a crib card of such a size as to fit in the palm of the hand.

Coaching

5.11 The flight sergeant can coach the flight prior to each new series of drill movements.

Marching Tempo

5.12 The marching tempo for the competition is to be the regulation 120 beats per minute in quick time and 60 beats per minute in slow time. Pauses between foot and rifle movements are to be two beats of quick time.

Marking Schedule

5.13 The flights are to be marked using the score sheet included with these rules.

Display Timing

5.14 The display should take between 10 – 15 minutes; the time will start after the inspection has ended.

Entry

5.15 All ATC Units are invited to participate and may enter by submitting an entry to their Area Office by the date called for by their Area Coordinator.

Area Competitions

5.16 The competition to select the area representative for the national judging is to be conducted using these rules, drill routine and the associated score sheet. Area judging is to be completed in sufficient time for the results to reach the A/COMDT by **30 April** each year (refer to Routine Action Schedule).

National Judging

5.17 The National judging will be completed by **31 May** each year by a judge appointed by the Commandant NZCF.

5.18 Each area winning unit is to inform their respective Area Coordinator or Area Advisor of the **date** and **time** they are able to be judged for the National Competition.

National Results

5.19 The national results will be notified as soon as known, and the trophy is to be presented at a suitable parade. A representative of the Air Force Association should be invited to present the trophy.

Carr Memorial Award

5.20 The winner of the Davy Memorial Drill Trophy is eligible for a grant of \$100 from the Carr Memorial Trust. Application for the grant is to be made by the Area Coordinator of the winning unit to the General Secretary ATCANZ, who administers the trust.

ANNEX A - Area and National Competition Drill Routine

SECTION A: Flight Fall In

Ser	Words of Command by Flight Sergeant	Action by Flight
1	FS forms up flight into the start position on the parade ground as per Flight Parade. (Not marked)	<ul style="list-style-type: none"> Flight standing at ease FS awaits indication by Judge to start
2	“Flight”	<ul style="list-style-type: none"> Flight braces up to at ease
3	“Flight, Atten-Shun”	<ul style="list-style-type: none"> Flight comes to attention
4	“Marker”	<ul style="list-style-type: none"> Marker marches out, halts and turns left
5	“On Parade”	<ul style="list-style-type: none"> Flight marches out, halts, turns left and picks up dressing
6	“Eyes Front”	<ul style="list-style-type: none"> Flight flicks head and eyes to the front
7	“In Open Order, Right - Dress”	<ul style="list-style-type: none"> Front rank takes three 40cm paces forward Centre rank stands fast Rear rank takes three 40cm paces rear Ranks dress off the right hand guides FS takes 3 paces to the rear and supervises the dressing
8	“Flight, Eyes Front”	<ul style="list-style-type: none"> Flight flicks head and eyes to the front
9	“Flight, Stand At Ease”	<ul style="list-style-type: none"> FS about turns and stands at ease

SECTION B: Flight Inspection

Ser	Words of Command by Flight Sergeant	Action by Flight
1	“Flight, Atten-Shun”	<ul style="list-style-type: none"> Judge marches out to FS at the same time FS comes to attention, about turns and brings the flight to attention FS Turns left and marches to the right flank and halts in line with the marker and awaits the judge
2	“Sir/Ma’am No Sqn Drill Team on parade, ready for your inspection”	<ul style="list-style-type: none"> FS salutes and gives Parade State FS accompanies the Judge during inspection After inspection march back and halt covering off the centre of the flight, turn left facing the flight
3	“Flight, In Close Order, Right Dress”	<ul style="list-style-type: none"> Front rank takes three 40cm paces to the rear Centre rank stands fast Rear rank takes three 40cm paces forward Ranks dress off the right hand guides FS takes 3 paces forward and supervises

Ser	Words of Command by Flight Sergeant	Action by Flight
		the dressing
4	“Flight, Eyes Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front • FS faces the front

* At the conclusion of Section B, the FS marches out to an appropriate position on the parade ground to conduct Sections C, D & E.

SECTION C: Foot Drill at the Halt with DPTAs

Ser	Words of Command by Flight Sergeant	Action by Flight
1	“Flight, In Open Order, Right Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces forward • Centre rank stands fast • Rear rank takes three 40cm paces rear • Ranks dress off the right hand guides
2	“Eyes Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front
3	“Flight, Stand at Ease”	<ul style="list-style-type: none"> • Flight stands at ease
4	Flight, Atten-Shun”	<ul style="list-style-type: none"> • Flight comes to attention
5	“Flight, Left Incline”	<ul style="list-style-type: none"> • Flight turns 45 degrees to the left
6	“Flight, To the Front, Salute”	<ul style="list-style-type: none"> • Flight conducts salute
7	“Flight, To the Left, Salute”	<ul style="list-style-type: none"> • Flight conducts salute
8	“Flight, To the Right, Salute”	<ul style="list-style-type: none"> • Flight conducts salute
9	“Flight, Right Incline”	<ul style="list-style-type: none"> • Flight turns 45 degrees to the right
10	“Flight, Present Arms”	<ul style="list-style-type: none"> • Flight presents arms
11	“Flight, Shoulder Arms”	<ul style="list-style-type: none"> • Flight shoulders arms
12	“Flight, Ground Arms”	<ul style="list-style-type: none"> • Flight grounds arms
13	Atten-Tion	<ul style="list-style-type: none"> • Flight assumes position of attention
14	“Flight, Move to the Left in Threes, Left - Turn”	<ul style="list-style-type: none"> • Flight turns left
15	“Flight, By the left, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
16	“Flight, Halt”	<ul style="list-style-type: none"> • Flight halts
17	“Flight Will Advance, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
18	“Flight, In Close Order, Right - Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces to the rear • Centre rank stands fast • Rear rank takes three 40cm paces forward • Ranks dress off the right hand guides
19	“Flight, Eyes - Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front
20	“Flight, ... Paces, Left Sideways - March”	<ul style="list-style-type: none"> • Flight takes appropriate number of paces to the left
21	“Flight, ... Paces, Right Sideways - March”	<ul style="list-style-type: none"> • Flight takes appropriate number of paces

Ser	Words of Command by Flight Sergeant	Action by Flight
		to the right

SECTION D: Foot Drill on the March without DPTAs

Ser	Words of Command by Flight Sergeant	Action by Flight
1	“Flight, Move to the Left in Threes, Left - Turn”	<ul style="list-style-type: none"> • Flight turns left
2	“Flight, By the left, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
3	“Flight, Halt”	<ul style="list-style-type: none"> • Flight halts
4	“Flight, By the left, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
5	“Flight, Change Direction Left, Left - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the left
6	“Flight, Change Direction Right - Right Wheel”	<ul style="list-style-type: none"> • Flight wheels to the right
7	“Flight, Move to the Right In Threes, About - Turn”	<ul style="list-style-type: none"> • Flight about turns
8	“Flight will Advance, Left - Turn”	<ul style="list-style-type: none"> • Flight turns left
9	“Flight, Move to the Right in Threes, Right - Turn”	<ul style="list-style-type: none"> • Flight turns to the right
10	“Flight, Salute to the Left - Salute”	<ul style="list-style-type: none"> • Flight salutes to the left
11	“Flight, Salute to the Right - Salute”	<ul style="list-style-type: none"> • Flight salutes to the right
12	“Flight, Mark Time”	<ul style="list-style-type: none"> • Flight marks time
13	“Forward”	<ul style="list-style-type: none"> • Flight steps off
14	“Flight, Change Direction Right - Right Wheel”	<ul style="list-style-type: none"> • Flight wheels to the right
15	“Flight, Change Step”	<ul style="list-style-type: none"> • Flight changes step
16	“Flight, About - Turn”	<ul style="list-style-type: none"> • Flight about turns
17	“Flight, Change Direction Left - Left Wheel”	<ul style="list-style-type: none"> • Flight wheels to the left
18	“Flight, Halt”	<ul style="list-style-type: none"> • Flight halts
19	“Flight will Advance, Right - Turn”	<ul style="list-style-type: none"> • Flight turns to the right
20	“Flight, Open Order - March”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces forward • Centre rank stands fast • Rear rank takes three 40cm paces rear
21	“Flight, Take Up - Arms”	<ul style="list-style-type: none"> • Flight takes up DPTAs

SECTION E: Foot Drill on the March with DPTAs

Ser	Words of Command by Flight Sergeant	Action by Flight
1	“Flight, In Close Order, Right - Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces to the rear • Centre rank stands fast • Rear rank takes three 40cm paces forward

Ser	Words of Command by Flight Sergeant	Action by Flight
		<ul style="list-style-type: none"> • Ranks dress off the right hand guides
2	“Flight, Move to the Left in Threes, Left - Turn”	<ul style="list-style-type: none"> • Flight turns left
3	“Flight, Move to the Right in Threes, About Turn”	<ul style="list-style-type: none"> • Flight about turns
4	“Flight, By the left, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
5	“Flight, Salute to the Front - Salute”	<ul style="list-style-type: none"> • Flight salutes to the front
6	“Flight, Salute to the Right - Salute”	<ul style="list-style-type: none"> • Flight salutes to the right
7	“Flight, Change Direction Right, Right - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the right
8	“Flight, Salute to the Left - Salute”	<ul style="list-style-type: none"> • Flight salutes to the left
9	“Flight, Change Step”	<ul style="list-style-type: none"> • Flight changes step
10	Flight, About - Turn”	<ul style="list-style-type: none"> • Flight about turns
11	“Mark Time”	<ul style="list-style-type: none"> • Flight marks time
12	“Forward”	<ul style="list-style-type: none"> • Flight steps off
13	“Flight, Change Direction Left, Left - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the left
14	“Flight will Retire, Left - Turn”	<ul style="list-style-type: none"> • Flight turns left
15	“Flight, Move to the Right in Threes, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
16	“Flight Halt”	<ul style="list-style-type: none"> • Flight halts
17	“Flight will Advance, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
18	“Flight, In Open Order, Right - Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces forward • Centre rank stands fast • Rear rank takes three 40cm paces rear • Ranks dress off the right hand guides
19	“Eyes Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front
20	“Flight will Advance in Review Order, By the Centre, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
21	“Flight, Present Arms”	<ul style="list-style-type: none"> • Flight presents arms
22	“Flight, Shoulder Arms”	<ul style="list-style-type: none"> • Flight shoulders arms
23	“Flight, Close Order March”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces to the rear • Centre rank stands fast • Rear rank takes three 40cm paces forward

SECTION F: Elective Drill with or without DPTAs

5.21 During **Section F**, flights are to include foot and, or rifle drill movements in their display. The additional foot and, or rifle drill movements carried out in **Section F** are to be in accordance with the Royal New Zealand Air Force, NZAP 818, Manual of Drill and Ceremonial. Teams can use their imagination as to the format used for **Section F** in their display; however each aspect of drill must be preceded by the correct order.

5.22 Each team will be awarded a maximum of 30 points with marks deducted for drill/commands that are not in the NZAP 818 or for drill conducted with errors.

Davy Memorial Drill Competition Score Sheet

To be used for both Area and National Drill competitions

Squadron: No _____

Flight Sergeant: _____

Date: _____

Judge: _____

Start Time: _____

Finish Time: _____

Overall Time: _____

Total Score: _____

SECTION	A	B	C	D	E	F	G	TOTAL HPS SCORE 545 pts	
SECTION HPS	60	55	125	125	135	30	15		
TEAM SCORE									

SECTION A: Flight Fall In (HPS 60 pts)					
Brace Up	1	2	3	4	5
Attention	1	2	3	4	5
Marker	1	2	3	4	5
On Parade	1	2	3	4	5
Eyes Front	1	2	3	4	5
Open Order Right Dress	1	2	3	4	5
Eyes Front	1	2	3	4	5
Stand At Ease	1	2	3	4	5
Distance and Spacing	1	2	3	4	5
Carriage of DPTAs	1	2	3	4	5
Words of Command	1	2	3	4	5
Bearing	1	2	3	4	5
SCORE:					

SECTION B: Flight Inspection (HPS 55 pts)					
Attention	1	2	3	4	5
Parade State	1	2	3	4	5
Uniform Cleanliness	1	2	3	4	5
State of Repair	1	2	3	4	5
Correctness	1	2	3	4	5
Footwear	1	2	3	4	5
Haircuts	1	2	3	4	5
Jewellery	1	2	3	4	5
Close Order Right Dress	1	2	3	4	5
Eyes Front	1	2	3	4	5
Carriage of DPTAs	1	2	3	4	5
SCORE:					

SECTION C: Foot Drill at the Halt with DPTAs (HPS 125 pts)					
Open Order Right Dress	1	2	3	4	5
Eyes Front	1	2	3	4	5
Stand At Ease	1	2	3	4	5
Attention	1	2	3	4	5
Left Incline	1	2	3	4	5
Salute to the Front	1	2	3	4	5
Salute to the Left	1	2	3	4	5
Salute to the Right	1	2	3	4	5
Right Incline	1	2	3	4	5
Present Arms	1	2	3	4	5
Shoulder Arms	1	2	3	4	5
Ground Arms	1	2	3	4	5
Attention	1	2	3	4	5
Left Turn	1	2	3	4	5
Quick March	1	2	3	4	5
Halt	1	2	3	4	5
Right Turn	1	2	3	4	5
Close Order Right Dress	1	2	3	4	5
Eyes Front	1	2	3	4	5
Left Sideways March	1	2	3	4	5
Right Sideways March	1	2	3	4	5
Bearing	1	2	3	4	5
Carriage of DPTs	1	2	3	4	5
Words of Command	1	2	3	4	5
Control of Flight	1	2	3	4	5
SCORE:					

SECTION D: Foot Drill on the March without DPTAs (HPS 125 pts)					
Left Turn	1	2	3	4	5
Quick March	1	2	3	4	5
Halt	1	2	3	4	5
Quick March	1	2	3	4	5
Left Wheel	1	2	3	4	5
Right Wheel	1	2	3	4	5
About Turn	1	2	3	4	5
Left Turn	1	2	3	4	5
Right Turn	1	2	3	4	5
Salute to the Left	1	2	3	4	5
Salute to the Right	1	2	3	4	5
Mark Time	1	2	3	4	5
Forward	1	2	3	4	5
Right Wheel	1	2	3	4	5
Change Step	1	2	3	4	5
About Turn	1	2	3	4	5
Left Wheel	1	2	3	4	5
Halt	1	2	3	4	5
Right Turn	1	2	3	4	5
Open Order March	1	2	3	4	5
Take Up Arms	1	2	3	4	5
General Marching	1	2	3	4	5
Bearing	1	2	3	4	5
Words of Command	1	2	3	4	5
Control of Flight	1	2	3	4	5
SCORE:					

SECTION E: Foot Drill on the March with DPTAs (HPS 135 pts)					
Close Order Right Dress	1	2	3	4	5
Left Turn	1	2	3	4	5
About Turn	1	2	3	4	5
Quick March	1	2	3	4	5
Salute to the Front	1	2	3	4	5
Salute to the Right	1	2	3	4	5
Right Wheel	1	2	3	4	5
Salute to the Left	1	2	3	4	5
Change Step	1	2	3	4	5
About Turn	1	2	3	4	5
Mark Time	1	2	3	4	5
Forward	1	2	3	4	5
Left Wheel	1	2	3	4	5
Retire, Left Turn	1	2	3	4	5
Right Turn	1	2	3	4	5
Flight Halt	1	2	3	4	5
Right Turn	1	2	3	4	5
Open Order Right Dress	1	2	3	4	5
Eyes Front	1	2	3	4	5
Review, Quick March	1	2	3	4	5
Present Arms	1	2	3	4	5
Shoulder Arms	1	2	3	4	5
Close Order March	1	2	3	4	5
Bearing	1	2	3	4	5
Carriage of DPTAs	1	2	3	4	5
Words of Command	1	2	3	4	5
Control of Flight	1	2	3	4	5
SCORE:					

SECTION F: Elective Drill with or without DPTAs (HPS 30 pts)					
Originality (Formation/s)	1	2	3	4	5
Complexity	1	2	3	4	5
Movement Execution	1	2	3	4	5
Bearing	1	2	3	4	5
Words of Command	1	2	3	4	5
Control of Flight	1	2	3	4	5
SCORE:					

SECTION G: Overall Command (HPS 15 pts)					
Words of Command	1	2	3	4	5
Control of Flight	1	2	3	4	5
Bearing	1	2	3	4	5
SCORE:					

SECTION 2 - Davy Memorial Drill Competition Tied Routine

To be used at Area & National Competitions

5.23 The following Drill Routine will be used in the event of two or more units with tied scores for both the Area and National Davy Memorial Drill Competitions.

The Competition

5.24 Each flight will be of not less than **nine** (9) and no more than **twelve** (12) cadets plus the Flight Sergeant (FS) of Cadet Warrant Officer or Cadet Senior NCO rank. The term 'Flight Sergeant' refers to the **position** only and not the rank of the cadet. All commands will be given by the Flight Sergeant.

Drill Manual

5.25 The drill reference used for the competition is the Royal New Zealand Air Force, NZAP 818, Manual of Drill and Ceremonial.

Drill Routine

5.26 The drill to be carried out is a set routine that the units will have to complete. This is done to make the competitions more competitive between all competing units. Flights are required to complete their routine in the allocated time frame (see paragraph 5030).

5.27 The routine will consist of the following:

- a. Flight Fall In;
- b. Flight Inspection; and
- c. Foot & Rifle Drill at the Halt and on the March with DPTAs.

Marking Schedule

5.28 The flights are to be marked using the score sheet included with these rules.

Coaching

5.29 The flight sergeant can coach the flight prior to each new series of drill movements.

Marching Tempo

5.30 The marching tempo for the competition is to be the regulation 120 beats per minute in quick time and 60 beats per minute in slow time. Pauses between foot and rifle movements are to be two beats of quick time.

Crib Cards

5.31 The flight sergeant is permitted to use a crib card of such a size as to fit in the palm of the hand.

Display Timing

5.32 The display should take between 10 – 15 minutes; the time will start after the inspection has ended.

Liaison

5.33 For a tie in the Area competition, the Area Office is to liaise directly with the units concerned as to when and where the competition is to take place, this is also to apply to the National competition, however the liaison will be between HQ NZCF and the units concerned with the units Area Office being kept informed.

SECTION A: Flight Fall In

Ser	Words of Command by Flight Sergeant	Action by Flight
1	FS forms up flight into the start position on the parade ground. (Not marked)	<ul style="list-style-type: none"> • Flight standing at ease • FS awaits indication by Judge to start
2	“Flight”	<ul style="list-style-type: none"> • Flight braces up to at ease
3	“Flight, Atten-Shun”	<ul style="list-style-type: none"> • Flight comes to attention
4	“Marker”	<ul style="list-style-type: none"> • Marker marches out, halts and turns left
5	“On Parade”	<ul style="list-style-type: none"> • Flight marches out, halts, turns left and picks up dressing
6	“Eyes Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front
7	“In Open Order, Right - Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces forward • Centre rank stands fast • Rear rank takes three 40cm paces rear • Ranks dress off the right hand guides • FS takes 3 paces to the rear and supervises the dressing
8	“Flight, Eyes Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front
9	“Flight, Stand At Ease”	<ul style="list-style-type: none"> • FS about turns and stands at ease

SECTION B: Flight Inspection

Ser	Words of Command by Flight Sergeant	Action by Flight
1	“Flight, Atten-Shun”	<ul style="list-style-type: none"> • Judge marches out to FS at the same time FS comes to attention, about turns and brings the flight to attention • FS Turns left and marches to the right flank and halts in line with the marker and awaits the judge
2	“Sir/Ma’am No Sqn Drill Team on parade, ready for your inspection”	<ul style="list-style-type: none"> • FS salutes and gives Parade State • FS accompanies the Judge during inspection • After inspection march back and halt covering off the centre of the flight, turn left facing the flight
3	“Flight, In Close Order, Right Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces to the rear • Centre rank stands fast • Rear rank takes three 40cm paces forward • Ranks dress off the right hand guides • FS takes 3 paces forward and supervises the dressing
4	“Flight, Eyes Front”	<ul style="list-style-type: none"> • Flight flicks head and eyes to the front

Ser	Words of Command by Flight Sergeant	Action by Flight
		<ul style="list-style-type: none"> • FS faces the front

SECTION C: Foot & Rifle Drill at the Halt and on the March with DPTAs

Ser	Words of Command by Flight Sergeant	Action by Flight
1	“Flight, Move to the Right in Threes, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
2	“Flight, By the left, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
3	“Flight, Change Direction Left, Left - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the left
4	“Flight, Change Direction Right, Right - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the right
5	“Flight Halt”	<ul style="list-style-type: none"> • Flight halts
6	“Flight, Change - Arms”	<ul style="list-style-type: none"> • Flight changes arms at the halt
7	“Flight, By the left, Quick - March”	<ul style="list-style-type: none"> • Flight steps off
8	“Flight will Retire, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
9	“Flight Halt”	<ul style="list-style-type: none"> • Flight halts
10	“Flight will Advance, About - Turn”	<ul style="list-style-type: none"> • Flight about turns
11	“Flight, Mark - Time”	<ul style="list-style-type: none"> • Flight marks time
12	“Flight, For-Ward”	<ul style="list-style-type: none"> • Flight steps off
13	“Flight, Move to the Left in Threes, Left - Turn”	<ul style="list-style-type: none"> • Flight turns right
14	“Flight, Change - Arms”	<ul style="list-style-type: none"> • Flight changes arms on the march
15	“Flight, Mark - Time”	<ul style="list-style-type: none"> • Flight marks time
16	“Flight, For-Ward”	<ul style="list-style-type: none"> • Flight steps off
17	“Flight, Change Step”	<ul style="list-style-type: none"> • Flight changes step
18	“Flight, Change Direction Right, Right - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the left
19	“Flight, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
20	“Flight, Left - Turn”	<ul style="list-style-type: none"> • Flight turns left
21	“Flight, Change Direction Left, Left - Wheel”	<ul style="list-style-type: none"> • Flight wheels to the left
22	“Flight, Into Slow Time, Slow - March”	<ul style="list-style-type: none"> • Flight breaks into slow march
23	“Flight, Mark - Time”	<ul style="list-style-type: none"> • Flight marks time
24	Flight, Change - Step”	<ul style="list-style-type: none"> • Flight changes step
25	“Flight, For-Ward”	<ul style="list-style-type: none"> • Flight steps off
26	“Flight, Into Quick Time, Quick - March”	<ul style="list-style-type: none"> • Flight breaks into quick time
27	“Flight, Halt”	<ul style="list-style-type: none"> • Flight halts
28	“Flight will Advance, Right - Turn”	<ul style="list-style-type: none"> • Flight turns right
29	“Flight, In Open Order, Right – Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces forward

Ser	Words of Command by Flight Sergeant	Action by Flight
		<ul style="list-style-type: none"> • Centre rank stands fast • Rear rank takes three 40cm paces rear • Ranks dress off the right hand guides • FS takes 3 paces to the rear and supervises the dressing
30	“Flight, Left Incline”	<ul style="list-style-type: none"> • Flight turns left
31	Flight, On Guard”	<ul style="list-style-type: none"> • Flight conducts on guard
32	Flight, Shoulder - Arms”	<ul style="list-style-type: none"> • Flight shoulders arms
33	“Flight, Right Incline”	<ul style="list-style-type: none"> • Flight turn right
34	“Flight, In Close Order, Right - Dress”	<ul style="list-style-type: none"> • Front rank takes three 40cm paces to the rear • Centre rank stands fast • Rear rank takes three 40cm paces forward • Ranks dress off the right hand guides • FS takes 3 paces forward and supervises the dressing
35	“Flight, Fall - Out”	<ul style="list-style-type: none"> • Flight turns right, pauses and marches away three paces

Davy Memorial Drill Competition Score Sheet

Area & National Competition Tied Score Drill Routine

Squadron: No _____

Flight Sergeant: _____

Date: _____

Judge: _____

Start Time: _____

Finish Time: _____

Overall Time: _____

Total Score: _____

SECTION	A	B	C	TOTAL HPS SCORE 310 pts
SECTION HPS	60	55	195	
TEAM SCORE				

SECTION A: Flight Fall In (HPS 60 pts)					
Brace Up	1	2	3	4	5
Attention	1	2	3	4	5
Marker	1	2	3	4	5
On Parade	1	2	3	4	5
Eyes Front	1	2	3	4	5
Open Order	1	2	3	4	5
Eyes Front	1	2	3	4	5
Stand At Ease	1	2	3	4	5
Distance and Spacing	1	2	3	4	5
Carriage of DPTAs	1	2	3	4	5
Words of Command	1	2	3	4	5
Bearing	1	2	3	4	5
SCORE:					

SECTION B: Flight Inspection (HPS 55 pts)					
Attention	1	2	3	4	5
Parade State	1	2	3	4	5
Uniform Cleanliness	1	2	3	4	5
State of Repair	1	2	3	4	5
Correctness	1	2	3	4	5
Footwear	1	2	3	4	5
Haircuts	1	2	3	4	5
Jewellery	1	2	3	4	5
Close Order	1	2	3	4	5
Eyes Front	1	2	3	4	5
Carriage of DPTAs	1	2	3	4	5
SCORE:					

**SECTION C: Foot & Rifle Drill at the Halt
and on the March with DPTAs (HPS 195 pts)**

Right Turn	1	2	3	4	5
Quick March	1	2	3	4	5
Left Wheel	1	2	3	4	5
Right Wheel	1	2	3	4	5
Halt	1	2	3	4	5
Change Arms	1	2	3	4	5
Quick March	1	2	3	4	5
Right Turn	1	2	3	4	5
Halt	1	2	3	4	5
About Turn	1	2	3	4	5
Mark Time	1	2	3	4	5
Forward	1	2	3	4	5
Left Turn	1	2	3	4	5
Change Arms	1	2	3	4	5
Mark Time	1	2	3	4	5
Forward	1	2	3	4	5
Change Step	1	2	3	4	5
Right Wheel	1	2	3	4	5
Right Turn	1	2	3	4	5
Left Turn	1	2	3	4	5

Left Wheel	1	2	3	4	5
Slow March	1	2	3	4	5
Mark Time	1	2	3	4	5
Change Step	1	2	3	4	5
Forward	1	2	3	4	5
Quick March	1	2	3	4	5
Halt	1	2	3	4	5
Right Turn	1	2	3	4	5
Open Order	1	2	3	4	5
Left Incline	1	2	3	4	5
On Guard	1	2	3	4	5
Shoulder Arms	1	2	3	4	5
Right Incline	1	2	3	4	5
Close Order	1	2	3	4	5
Fall Out	1	2	3	4	5
Bearing	1	2	3	4	5
Carriage of DPTAs	1	2	3	4	5
Words of Command	1	2	3	4	5
Control of Flight	1	2	3	4	5
SCORE:					

SECTION 3 - De Havilland Hand Launched Glider Competition



De Havilland Trophy

Introduction

5.34 The Rotorua Model Aircraft Club and the ATCANZ Bay of Plenty District run a Hand Launched Glider Competition for all ATC Squadrons based on the Air Sail Satellite Hand Launched Glider Kit. The competition will be a postal one and will be flown in May.

5.35 Details and rules are attached. Briefly, each squadron will enter a team of three cadets who will have six official timed flights. These eighteen times will all be added together and the squadron with the highest total score will win.

Competition Rules

5.36 The following are the Rules for the Hand Launched Glider Competition:

- a. The glider to be used is to be the Air Sail Satellite Hand Launched Glider;
- b. The glider is to be built by the cadets who will be flying them. The glider may be built under supervision and instruction. However if the model is lost or damaged a substitute may be used, provided cadets have also built it;
- c. The glider is to be built to the original plan, normal modelling skills may be used but the model must not be modified at all;
- d. Teams shall consist of three cadets, who shall be selected prior to the start of the flying competition;

- e. Each team member shall have six official timed flights;
- f. An official flight is when the team member says prior to launch that a flight is to be timed. If the flight time is under 5 seconds it will be an attempt rather than an official flight. For each official flight the team member can have a maximum of three attempts. If any attempt is over 5 seconds it is the official time. The time for the third attempt will be the official time for that flight no matter how short. Any flight time over 60 seconds will be counted as a maximum of 60 seconds for scoring purposes. However please record the actual flight times;
- g. The time is from when the glider leaves the team members hand to when it first touches the ground;
- h. The flying site is to be a flat area. Not off the side of a hill etc,
- i. The competition shall be flown in May;
- j. Flight times are to be filled in on the Competition Time Sheet and posted to the address at the top of the page to reach the District Chairman by June at the following address:

District Chairman
P.R.C Stonell
P.O Box 517
ROTORUA
- k. The District Chairman will total all flight times and the winning squadron will be the one with the highest total flight time.

Hand Launched Glider Competition Time Sheet

SQUADRON: _____

Name	Rank	Flight 1	Flight 1	Flight 1	Flight 1	Flight 1	Flight 1	Total

SQUADRON TOTAL: