

KUALA LUMPUR STATE COUNCIL FOOT DRILL COMPETITION 2012



JUNIOR SECTION COMMAND SEQUENCE

1. SKUAD
2. Tanda – PENANDA
3. Yang tinggi ke kanan, Rendah ke kiri, dalam satu barisan – PARAS
4. Pandang – DEPAN
5. Dari kanan, berdua – BILANG
6. Nombor ganjil satu langkah ke hadapan, nombor genap satu langkah ke belakang – GERAK
7. Orang yang di sebelah kanan sekali diam, nombor ganjil ke kanan, nombor genap ke kiri, barisan kanan dan kiri – PUSING
8. Jadikan tiga barisan, cepat – JALAN
9. Lurus ke kanan – LURUS
10. Pandang - DEPAN
11. DIAM
12. Bergerak ke kiri, bertiga-tiga, ke kiri – PUSING
13. Bergerak ke kanan, bertiga-tiga, ke belakang – PUSING
14. Skuad akan menghadap ke hadapan, ke kiri – PUSING
15. Dua langkah ke belakang – GERAK
16. Tiga langkah ke hadapan – GERAK
17. Dua langkah ke sebelah kiri – GERAK
18. Tiga langkah ke sebelah kanan - GERAK
19. Bergerak ke kakanan, bertiga-tiga, ke kanan – PUSING
20. Dari kiri, cepat – JALAN
21. Hormat, hormat ke hadapan – HORMAT
22. Tukar langkah semasa berjalan, TUKAR LANGKAH..TUKAR LANGKAH
23. Bergerak ke kanan, bertiga-tiga, ke belakang – PUSING
24. Hentak kaki – HENTAK
25. Skuad – HENTI
26. Skuad akan menghadap ke hadapan, ke kiri - PUSING
27. Lurus, ke kanan – LURUS
28. Pandang – DEPAN. DIAM

(Adapted from Pesta 2006 Drill Sequence)

RULES AND REGULATION

GENERAL REQUIREMENTS

1. Members of the drill team, including its commander must be active members of The Boy's Brigade in Malaysia.
2. Each team must comprise of (1) commander and twelve (12) to fifteen (15) members.
3. Only Senior Section members within the age group of 12-19 years of age (BB Age) are allowed to participate in this category. NCOs in the drill squad must not outrank the commander.
4. Juniors, Officers and Primers are not allowed to participate under this category.

ITENARY AND SCORING METHOD

1. All commands are to be conducted in the Malay Language and in compliance with the BBM Drill Manual, year 2005 Edition (latest version).
2. Teams will be "drawing straws" at random to determine their turn during the competition day itself.
3. Each Team is given a time limit of five (5) minutes which spans from the initial command (Command No. 1) to the ultimate command (Command No. 28).
4. Marks will be given based on the following criteria:
 - a. Uniform
 - b. Commanding
 - c. Smartness
 - d. Accuracy

Definition

3.1 Uniform

- 3.1.1 Physical condition of the driller – mustache/beard, hair, nails, etc
- 3.1.2 Attire Condition – Cap, boots, shirt, pants, belt, badges, haversack and other accessories
- 3.1.3 Method of wearing attire

3.2 Commanding

- 3.2.1 Clarity, proper use of intonations and commanding method
- 3.2.2 Execution of commands
- 3.2.3 Overall control and management of drill team

3.3 Smartness

- 3.3.1 Posture
- 3.3.2 "Sharpness" in executing movements
- 3.3.3 Espirit de Corp

3.4 Accuracy

- 3.4.1 Dressing
- 3.4.2 Timing
- 3.4.3 Togetherness

5. Penalties

A deduction of marks will apply for the following:

- 4.1 Dropping of caps or detachment of haversack or displacement of lanyards during competition
- 4.2 Stepping out of boundary
- 4.3 Exceeding the time limit

6. Teams are not allowed to refer to a physical command list when the competition has commenced (please memories).

Reporting Procedures

- a) The commander is to report to the chief judge once sizing up is completed (Command 11).

Selamat petang TUAN. Saya, _____, Ketua Pasukan Kompeni _____ Kuala Lumpur Briged Putera dengan seramai 13 orang termasuk pelapor sudah siap sedia untuk diuji oleh tuan.

Chief judge will grant permission.

Terima kasih tuan.

- b) The commander is to report to the chief judge upon completion. The reporting format is as follows:

Tuan! Pasukan Kompeni _____ Kuala Lumpur meminta kebenaran untuk keluar padang kawad.

Chief judge will grant permission.

Terima kasih tuan.

Size of competition grounds

Roughly the size of a basketball court, which is 28 meters by 15 meters.