



DRILL EVENTS – SESSION 2025-2026

Papers Set C

Drill was one of the 'twin pillars' on which the Boys' Brigade was founded in 1883. Now, in the 21st Century, many still realise the value Drill can bring to a Company's programme. The events outlined in this booklet are in an attempt to encourage interest and participation. Should you wish any further information on any of the Competitions or events please feel free to contact the Battalion office.

This session's competitions

- Small Company Drill (Novice) Competition – aimed at Companies who haven't taken much part in Drill Competitions for a wee while, the requirements for this are a squad of between 3 and 5.
- Contest (Limited) Squad Drill Competition – aimed at Companies who would find difficulty entering a 'full' squad in a Drill Competition, the requirements for this are a squad of 6.
- Premier Squad Drill – open to all Companies in the Battalion, the requirements are a squad of 12.
- Championship Drill – run on the same evening as the 'Premier Squad Drill' this is a similar event requiring a squad of 12. The difference here is that the paper is 'unseen' and only issued to the participating Companies around 5 minutes before they 'take the floor'.
- Company Drill – this is the oldest Competition in the Battalion, and is open to all Companies. It is aimed at Companies who participate at a level of Drill considered to be 'expert' in the 21st Century! The requirement here is between 14 and 26 comprising two Sections of 6 or 12 plus 2 Section Commanders.
- **NCO's Drill Competition** – this event enables NCOs or Seniors to participate in a Drill Competition where they 'take' the squad and it is their ability and clarity of Command which is judged.

CALENDAR OF EVENTS

Competition	Date	Venue
Premier (Squad) Drill	Friday 5 December 2025, 7.30pm	Battalion HQ
Championship Drill (unseen paper)	Friday 5 December 2025, 7.30pm	Battalion HQ
NCO'S Drill Competition	Tuesday 20 January 2026, 7.30pm	Battalion HQ
Company Drill	Friday 6 March 2026, 7.30pm	Battalion HQ
Contest (Limited) Squad Drill	Friday 6 March 2026, 7.30pm	Battalion HQ
Small Company Drill (Novice)	Friday 6 March 2026, 7.30pm	Battalion HQ

ENTRY & ATTENDANCE: Entries can be made via our Cademy online booking portal at <https://glasgowboysbrigade.cademy.io> or by email to the Battalion Office – info@bbglasgow.org.uk at least seven days before the competition. We will be sympathetic to late entries, but accommodation and timing considerations may mean that such entries may be refused. Please give the name, email address or mobile number of the contact person, if not the person making the entry. If, having registered, for any reason you are unable to attend please notify us as soon as possible.

SPECIAL DRILL EVENTS

Every Company is encouraged to submit the names of all Seniors who may be interested in participating in either of the following events.

Remembrance Parade, Glasgow City Centre
(Sunday 9 November)

Up to 20 older Company / Seniors may be involved as representatives of the Battalion at the City's Service of Remembrance, note that due to the ongoing renovations to George Square arrangements will be different to normal this year.

Guard of Honour for the Lord High Commissioner,
Edinburgh (Sunday 17 May)

Up to 20 Seniors may represent the Battalion, and form part of The Boys' Brigade Guard of Honour for the Lord High Commissioner. This event is one of the most prestigious and historic annual dates in Scotland's civic calendar.

Should you wish to nominate one or more members of your Company for either of these special events, please contact the Battalion office.

DRILL COMPETITION RULES & NOTES



GENERAL NOTES

AGES & ELIGIBILITY FOR ENTRY

- 1 For all Drill Activity events the appropriate Age Regulations apply i.e. they are open to members in Primary 7 through to Secondary 6 (or equivalent if a young person has left school). All Squad members and Section Commanders must be members of Company Section or Seniors. Staff Sergeants may not participate in any Squad or Section except the NCOs' Drill Competition.
- 2 The Squad or Company may be drilled by anyone of the rank of NCO or above.
- 3 A Company may enter two or more Squads in the Squad Drill, Championship Drill or Company Drill Competitions, but young people are not transferable between Squads. A Company may enter two Squads of six in the Limited Squad or two Squads of up to five in Novice Class, as these competitions are aimed at the small Company. Young people are not transferable between Squads.
- 4 A Company with fewer than 15 members on the roll by 31 October may enter the Squad Drill Competition with a reduced squad of no fewer than 10 members at no penalty, this should be intimated with the entry.

JOINT ENTRIES

- 1 Some Companies may find it difficult to raise 6 or 12 to make up a Drill Squad. Joint entries are permitted where Companies team up to form a single Squad. The Entry Form should state clearly the Companies involved, but please give a single contact name for communications.

ATTENDANCE & NON-ATTENDANCE

- 1 Please notify the Battalion office if you cannot attend. Non-attendance can cause a lot of disruptions and wasted effort.

DRILL BOOK & ADJUDICATION

- 1 The Drill movements to be performed are all taken from the current Drill Book. (1987 edition, 1994 reprint)
- 2 Adjudicators from outwith the Battalion MAY be used.

UNIFORM

- 1 The standard of uniform presented at events is important and marks will be allocated accordingly.
- 2 Young people and Officers taking part in Events should wear Uniform according to Brigade regulations. Officers should take particular care to check that uniform is worn correctly, and that ties are age appropriate.
- 3 Any Company wearing uniform not currently prescribed in Brigade Regulations will be awarded no uniform mark.
- 4 The squad will be marked on the correct wearing of uniform and awards, cleanliness, uniformity and the general smartness of the unit.

TROPHY ENGRAVING

Companies winning trophies are asked to note that they are responsible for the engraving, care and maintenance of all trophies.

NCOs DRILL COMPETITION

- 1 This competition aims to encourage Seniors and NCOs, including Staff Sergeants, to take an interest in Drill. All NCOs and Seniors are eligible. There will be no limitation to the number of NCOs or Seniors from a Company taking part. Both the overall winner and the Novice with the highest mark will receive a Trophy.
 - 2 The Competition paper is broken into four sections and the NCO or Senior should stand the Squad at ease at the end of each section.
 - 3 Entrants will be inspected for cleanliness of, and correct wearing of, uniform (Company medals will not be worn). Personal bearing will be assessed between entering and leaving the hall. On entering, the NCO or Senior should report to the Adjudicator. At the end they should again report to the Adjudicator before leaving the hall.
 - 4 A 5% PENALTY OF THE TOTAL MARKS MAY BE INCURRED BY ANY NCO OR SENIOR NOT REPORTING TO THE OFFICER IN CHARGE OF THE CENTRE BY THE TIME ADVISED.
 - 5 ALL NCOs or Seniors must be accompanied by an Officer or responsible adult. Any NCO or Senior appearing without an Officer/Adult WILL NOT BE ALLOWED TO ENTER THE COMPETITION.
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CONTEST (LIMITED) SQUAD DRILL COMPETITION – THE FRASER SHIELD

- 1 A Squad of 6 drilling in two ranks is required, the second rank acting as the rear rank. Staff Sergeants are not permitted.
 - 2 Companies may enter up to TWO Squads only.
 - 3 Companies are encouraged to enter this competition only if they cannot raise numbers for the Squad Drill Competition or find the level of drill too advanced. Joint entries are encouraged in all competitions
 - 4 Companies participating in the Premier (Squad) Drill Competition may not also utilise the same young people to enter this competition. They are however permitted/encouraged to enter a squad of P7 'Recruits'.
 - 5 The Drill Movements to be performed do not present a high level of difficulty even to the newest of Companies tackling Squad Drill for the first time.
 - 6 Whilst we wish to encourage as big an entry as possible in all Drill Events, it is hoped that Companies would use this Competition as a 'stepping-stone' to the Premier (Squad) Drill Competition. Certainly it would be hoped that any Company winning this Competition 2 years running would not compete in it a third time.
 - 7 The Fraser Shield will be presented to the winning Squad.
 - 8 A 5% PENALTY OF THE TOTAL MARKS MAY BE INCURRED BY ANY COMPANY NOT REPORTING TO THE OFFICER IN CHARGE OF THE CENTRE BY THE DUE TIME ADVISED.
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COMPANY DRILL COMPETITION – THE GARROWAY CUP

This is the oldest Competition in the Glasgow Battalion, open to every Company.

- 1 The requirement is a minimum company strength of 14, comprising two Sections of 6 drilling in two ranks, plus 2 Section Commanders. If they wish, Companies may parade with larger numbers in each Section, up to a maximum of 12 per Section. Companies who elect to have 12 in each Section will DRILL IN THREES.
 - 2 Six young people will be selected from the Squad for Inspection purposes.
 - 3 Companies may, if they so desire, have an NCO drill the Squad.
 - 4 If only one Company is entered in this competition, that Squad may perform, but must attain a minimum pass mark of 75% to win the Garroway Cup.
 - 5 Company Drill can be a refreshing change from Squad Drill and gives an opportunity for NCOs to take on a more important leadership role as Section Commanders.
 - 6 A 5% PENALTY OF THE TOTAL MARKS MAY BE INCURRED BY ANY COMPANY NOT REPORTING TO THE OFFICER IN CHARGE OF THE CENTRE BY THE DUE TIME ADVISED.
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SMALL COMPANY (NOVICE) DRILL COMPETITION – THE AGNEW TROPHY

- 1 This competition is open to Companies with fewer than 10 across Company Section & Seniors at the beginning of the Session (not at date of Entry Schedule) OR Companies who have not entered a Squad Drill Competition during the preceding Session.
- 2 A Squad of 3 to 5 drilling in one rank is required.
- 3 Staff Sergeants are not permitted.
- 4 Companies may enter up to TWO Squads only.
- 5 Please note the Drill Panel has reduced the numbers required for this competition to encourage smaller Sections.
- 6 Companies may, if they so desire, have an NCO drill the Squad.
- 7 The Drill Movements to be performed do not present a high level of difficulty even to the newest of Companies tackling Drill for the first time.
- 8 Whilst we wish to encourage as big an entry as possible in all Drill Events, it is hoped that Companies would use this Competition as a 'stepping-stone' to the Contest (Limited) Drill Competition. Certainly it would be hoped that any Company winning this Competition 2 years running would not compete in it a third time.
- 9 The Agnew Trophy will be presented to the winning Squad.
- 10 Young people will be inspected for cleanliness of, and correct wearing of, uniform (Company medals should not be worn). Personal bearing will be assessed between entering and leaving the hall.
- 11 On entering, the Officer or NCO taking the squad should report to the Adjudicator. At the end they should again report to the Adjudicator before leaving the hall.
- 12 A 5% PENALTY OF THE TOTAL MARKS MAY BE INCURRED BY ANY COMPANY NOT REPORTING TO THE OFFICER IN CHARGE OF THE CENTRE BY THE DUE TIME ADVISED.

NOTES FOR OFFICERS OR NCOs TAKING THE SQUAD

- 1 Stand to attention when giving commands
- 2 In a normal hall there is no need to shout commands loudly, but do give your commands as clearly as possible.
- 3 Try to watch the Squad all the time so that commands can be given in plenty of time and on the correct foot.
- 4 So that you can watch the Squad, it is best if you give the commands without looking at the paper.
- 5 A command list such as the one for this paper can look frightening but if each movement is considered separately, the paper can be broken down into manageable elements. It can help if you try to visualize the route which the Squad is required to take during a movement. You can then concentrate on giving the commands necessary to follow this route.

PREMIER SQUAD DRILL COMPETITION – THE BOWIE CUP

This is the Premier Squad Drill Competition of the Battalion, open to all Companies.

- 1 A Squad of 12 drilling in threes is required. Staff Sergeants are not permitted to participate in the squad.
- 2 Companies with fewer than 15 members on their roll at 31st October may enter a squad of a minimum of 10. Joint entries are encouraged. Companies wishing to perform under this rule should state this on the entry form.
- 3 Companies may enter more than one Squad, but no member may compete in more than one Squad.
- 4 Companies may, if they so desire, have an NCO drill the Squad.
- 5 The Bowie Cup will be presented to the winning Squad.
- 6 A 5% PENALTY OF THE TOTAL MARKS MAY BE INCURRED BY ANY COMPANY NOT REPORTING TO THE OFFICER IN CHARGE OF THE CENTRE BY THE DUE TIME ADVISED.

CHAMPIONSHIP DRILL COMPETITION – THE FRAME TROPHY

This is an 'unseen paper' competition, open to all Companies.

- 1 A Squad of 12 drilling in threes is required. Staff Sergeants are not permitted to participate in the squad.
- 2 Companies may enter more than one Squad, but no member may compete in more than one Squad.
- 3 Companies may, if they so desire, have an NCO drill the Squad.
- 4 This competition is based on Squad Drill, the Officer / NCO taking the squad only having sight of the paper a short time before they are due on the floor. The moves are relatively easy, but squad members will not have an opportunity to rehearse the moves and will therefore have to know their Drill.
- 5 The Frame Trophy will be presented to the winning Squad.
- 6 A 5% PENALTY OF THE TOTAL MARKS MAY BE INCURRED BY ANY COMPANY NOT REPORTING TO THE OFFICER IN CHARGE OF THE CENTRE BY THE DUE TIME ADVISED.

NOTE: General Comments:

It helps the squad considerably if the Instructor is confident and gives all commands correctly as per the Drill Book. Make sure you are working to the most up to date edition of the 1987 Drill Book

During the Performance

The Adjudicator should at some point check on pace for length and timing.

QUICK TIME	120 paces per minute
SLOW TIME	60 paces per minute

Premier Squad Drill Competition – The Bowie Cup
5 December 2025



	DRILL MOVEMENTS	WORDS OF COMMAND
1	Falling in and Sizing	Squad, Marker take – POST. Tallest on the right, shortest on the left, in single rank – SIZE. Squad – NUMBER. Odd numbers, two paces step forward – MARCH. Number one stand fast, ranks right and left – TURN. Form Squad, Quick – MARCH. Dressing, right – DRESS
2	Advancing and retiring in line, and inclining on the march	Squad will advance, by the right, Slow-MARCH Squad will retire, about-TURN. By the left Incline to the right, right-INCLINE Squad- HALT
3	Inclining into line, turning and forming squad.	Incline to the left, left-INCLINE Turn to the left, left-TURN At the halt, on the left form- SQUAD. Slow-MARCH
4	Forming in slow time	By the left, change direction left, left-FORM. Quick-MARCH. For-WARD. By the left
5	Turning into column of threes, wheeling, retiring	Move to the left, left – TURN. By the left Change direction left, left – WHEEL Change direction left, left – WHEEL Change direction left, left – WHEEL Squad will turn about, about- TURN. By the right Change direction right, right – WHEEL Change direction right, right – WHEEL
6	Forming squad and turning about	At the halt, on the right, form-SQUAD Turn about, about-TURN
7	Advancing in line, changing direction	Squad will advance, by the left, slow-MARCH Change direction left, at the halt, left-FORM
8	Turning about, inclining on the march and incline into column	Turn about, about-TURN Incline to the right, right-INCLINE. Quick – MARCH Incline to the right, right-INCLINE
9	Wheeling, turning into line, turning into column, forming squad	Change direction right, right-WHEEL Move to the right, right-TURN, by the left Move to the left, left-TURN, by the left Change direction left, left-WHEEL On the left, form-SQUAD. For-WARD, by the right Squad-HALT
10	Moving off in column of threes, wheeling and halting. Turning into line	Move to the left, left-TURN. By the left, change direction left, left wheel, Quick-MARCH Change direction left, left-WHEEL Squad-HALT Turn to the left, left-TURN. Stand at-EASE

Before entering the hall at the start of the Competition the Drill Officer should report to the Senior Adjudicator who will instruct them where the marker is to be placed. Thereafter the Squad will march in, in single file. On completion of the movements, the Drill Officer should again report to the Adjudicator who will give permission for the Squad to leave the floor.

A squad of 6 will be formed in line, in two ranks, awaiting the entry of the NCO, the second rank acting as the rear rank. The squad should be stood at ease after each group of movements (and brought to attention at the start of the next group).

A	<ol style="list-style-type: none"> 1 Squad will advance, by the right, quick - march 2 Squad will retire, about - turn. By the left 3 Change direction left, left – form. For-ward, by the left. 4 Squad – halt 5 Turn about, about – turn
B	<ol style="list-style-type: none"> 1 Incline to the right, right – incline, slow - march 2 Squad - halt 3 Incline to the left, left – incline 4 Turn to the left, left - turn 5 Turn about, about - turn 6 Turn to the right, right - turn
C	<ol style="list-style-type: none"> 1 Squad will advance, by the right, slow - march 2 Move to the right, right - turn 3 Break into quick time, quick - march 4 Change direction right, right – wheel 5 Squad, mark – time 6 Squad – halt 7 Turn to the right, right - turn
D	<ol style="list-style-type: none"> 1 Four paces, step forward - march 2 Three paces right, close - march 3 Change direction right, at the halt, right – form. Quick- march 4 Turn about, about - turn 5 Squad will advance, by the left, quick - march 6 Move to the left, left – turn. By the left 7 Change direction left – left wheel, Squad halt 8 Turn to the left – left turn

GUIDANCE NOTES FOR NCOs TAKING PART IN THE COMPETITION

- 1 Stand to attention when giving commands
- 2 In a normal hall there is no need to shout commands loudly, but give your commands as clearly as possible.
- 3 Try to watch the Squad all the time so that commands can be given in plenty of time and on the correct foot.
- 4 So that you can watch the Squad, it is best if you give the commands without looking at the paper.
- 5 A command list such as the one for this paper can look frightening but if each movement is considered separately, the paper can be broken down into manageable elements. It can help if you try to visualize the route which the Squad is required to take during a movement. You can then concentrate on giving the commands necessary to follow this route.
- 6 Although every NCO will obviously be trying to win the Competition, it is intended to be enjoyable as well. Keep calm, enjoy yourself and good luck!

Seniors coming in first, second and third in this competition will be escorts to the Battalion Colours at the Annual Parade of King's Badge Recipients. They may also be invited to represent the Battalion at other prestigious Ceremonial Events.

Company Drill Competition – The Garroway Cup

6 March 2026



	OFFICERS WORD OF COMMAND	SECTION COMMANDERS' WORDS OF COMMAND
1	COMPANY. Marker take POST. Tallest on the right, shortest on the left, in single rank SIZE. Into two Sections NUMBER. Numbers one, four paces step forward, numbers two, four paces step back MARCH. Dressing, without intervals, right DRESS. Company NUMBER. Odd numbers two paces step forward MARCH. Numbers one stand fast, ranks right and left TURN. Form Company, quick MARCH. Dressing, right DRESS. Section Commanders fall IN.	
2	At the halt, on the left, form - LINE	No 2 Section, left – TURN Quick – MARCH. Right – TURN. Section – HALT. Dressing, right - DRESS
3	Company will advance, by the right, Quick - MARCH	
4	By the left, move to the left, left - TURN	
5	By the left, Change direction left, left WHEEL	
6	Move to the left, left – TURN, by the right	
7	Company – HALT. Turn about, about - TURN	
8	By the right. Into column of sections facing right, right – FORM. Quick – MARCH. For-WARD	
9	Company will retire, about – TURN. By the left	
10	Company - HALT	
11	At the halt, on the right, form - LINE	No 1 Section, right–TURN. Quick – MARCH. Left – TURN. Section – HALT. Dressing, left - DRESS
12	Move to the right, right - TURN	
13	By the right, slow - MARCH	
14	Change direction right, right-WHEEL	
15	Change direction right, right-WHEEL	
16	Change direction right, right-WHEEL	
17	Incline to the right, right - INCLINE	
18	Incline to the left, left - INCLINE	
19	By the left, change direction left, left-WHEEL	
20	Company Halt	
21	Turn to the left, left - TURN	
22	By the left, advance in column of sections, from the left Quick - MARCH	No 1 Section, left – TURN No 2 Section, by the left No 1 Section, right – TURN. By the left
23	By the right, change direction right	No 2 Section, right – FORM. For-WARD No 1 Section, right – FORM. For-WARD
24	Company - HALT	
25	Turn to the left, left - TURN	
26	By the left, into column of twos facing left, sections left –wheel, quick - MARCH	
27	Change direction left, left-WHEEL	
28	Change direction left, left-WHEEL	
29	Company - HALT	
30	Turn to the left, left – TURN. Stand at -EASE	

Notes.

Before entering the hall at the start of the Competition the Drill Officer should report to the Senior Adjudicator who will instruct him where the marker is to be placed. Thereafter the squad will march in, in single file. On completion of movements, the Drill Officer should again report to the Adjudicator who will give permission for the squad to leave the floor.

Small Company Drill (Novice) Competition

6 March 2026



The Agnew Trophy

A squad of up to 5 (minimum 3) will be formed in line, drilling in single rank will perform the drill movements described below to the Commands stated. Page references are to the 1987 Drill Book. The squad should be stood at ease after each group of movements (and brought to attention at the start of the next group).

	MOVEMENT	WORDS OF COMMAND	Page
1	Turning at the halt and dressing	Stand at-EASE, Atten-SHUN. Turn about, about-TURN. Turn to the left, left-TURN. Incline to the right, right-INCLINE. Turn about, about-TURN. Incline to the right, right-INCLINE. Dressing, right-DRESS (half interval)	30/31 33/34 32/34 49
2	Marching in line, turning on the march, wheeling and halting	Squad will advance, by the right, quick-MARCH <i>(March full length of hall)</i> Move to the right, right-TURN Change direction right, right-WHEEL Move to the right, right-TURN <i>(March full length of hall)</i> Squad-HALT	38 51 53 37
3	Marching in file, wheeling, marching time and halting	Move to the left, left-TURN, slow-MARCH. Change direction left, left-WHEEL Mark-TIME, squad-HALT	51 53 37
4	Inclining at the halt, saluting, stepping forward.	Turn to the left, left-INCLINE Salute to the front by numbers ONE, TWO. Turn to the left, left-INCLINE Three paces step forward-MARCH Dressing, right-DRESS (half interval) Stand at-EASE	36 44 49 31

If you are having difficulties with analysing the movements, the Battalion Office can put you in touch with an experienced drill officer for advice.

Contest (Limited) Squad Drill Competition
6 March 2026



The Fraser Shield

	DRILL MOVEMENTS	WORDS OF COMMAND	Page
1	Falling in and Sizing	Squad, Marker take – POST. Tallest on the right, shortest on the left, in single rank – SIZE. Squad – NUMBER. Odd numbers, two paces step forward – MARCH. Number one stand fast, ranks right and left – TURN. Form Squad, Quick – MARCH. Dressing, right DRESS	47/49
2	Changing direction	Change direction right, right – FORM Quick – MARCH Squad will retire, about – TURN For – WARD, by the left	56 52
3	Wheeling, turning to a flank and turning	Move to the left, left – TURN, by the left Change direction left, left – WHEEL Move to the left, left – TURN. By the right	51 53
4	Turning, wheeling and saluting	Move to the right, right – TURN, by the right Change direction right, right – WHEEL Salute to the right – SALUTE At the halt, on the right, form - SQUAD	51 53 36 61
5	Turning by numbers and marching	Squad will turn about by numbers, ONE, TWO Turn to the left by numbers, ONE, TWO By the right, Slow - MARCH	33 34 38
6	Wheeling	Change direction right, right – WHEEL Change direction right, right – WHEEL Change direction right, right – WHEEL	53
7	Changing time on the march, wheeling and turning	Change into quick time, quick – MARCH Change direction right, right – WHEEL Move to the right, right - TURN	38 53 39
8	Inclining and halting.	Incline to the right, right – INCLINE Squad – HALT Incline to the left, left – INCLINE Squad stand at – EASE	54 37 54 30

Before entering the hall at the start of the Competition the Drill Officer should report to the Senior Adjudicator who will instruct them where the marker is to be placed. Thereafter the Squad will march in, in single file. On completion of the movements, the Drill Officer should again report to the Adjudicator who will give permission for the Squad to leave the floor.