Annual Drill Program



B Grade Schedule

Please note the number of weeks in each term will differ year to year

TERM 1

Week	Items	Material
1	STATIC: Attention/ease/easy, Dressing, Right/Left Turn	Drill Manual 4.1, 6.2
2	STATIC: Right/Left Turn, About Turn	DM 4.1, 4.2
3	STATIC: About Turn, Incline	DM 4.2
4	STATIC: Right/Left Close, Saluting	DM 4.4, 4.5
5	STATIC: Right/Left Close, Stepping Back/forward	DM 4.4, 4.5
6	Practice B Grade Paper: Static Section	'Past Drill Papers' (hub14)
7	Practice Worse Parts of Static Section Practice	
8	Practice Worse Parts of Static Section	
9	MOVEMENT: Quick March, Halting	DM 4.3

Week	Items	Material
1	MOVEMENT: Quick March, Marking Time	4.3, 4.4
2	MOVEMENT: Slow March, Marking Time	4.2, 4.4
3	MOVEMENT: Quick / Slow March	4.2, 4.3
4	MOVEMENT: Turn Right / Left on the March	4.3
5	MOVEMENT: Turn Right / Left on the March	4.3
6	MOVEMENT: Turning About on the March	4.4
7	MOVEMENT: Turning About on the March, Wheels	4.4, 6.5
8	MOVEMENT: Left / Right Wheels	6.5
9	Practice B Grade Paper: Movement Section	'Past Drill Papers' (hub14)
10	Practice Worst Parts of Movement Section	

B Grade Schedule

Please note the number of weeks in each term will differ year to year

TERM 3

Week	Items	Material
1	Practice Drill Paper (from 2 years ago)	'Past Drill Papers' (hub14)
2	Practice Drill Paper (from 2 years ago)	'Past Drill Papers' (hub14)
3	Practice Drill Paper (Last Years Paper)	'Past Drill Papers' (hub14)
4	Practice Drill Paper (Last Years Paper)	'Past Drill Papers' (hub14)
5	Competition Paper Practice	
6	Competition Paper Practice	
7	Competition Paper Practice	
8	Competition Paper Practice	
9	Competition Paper Practice	

Week	Items	Material
1	Static Form Squad	DM 6.4
2	Static Form Squad	DM 6.4
3	Static Change Direction	DM 6.6
4	Static Form Squad / Change Direction	DM 6.4, 6.6
5	Movement Form Squad / Change Direction	DM 6.4, 6.6
6	Movement Form Squad / Change Direction	DM 6.4, 6.6
7	Change Step	DM 4.5
8	Change Time	DM 4.3
9	Inclining on the March / Marching on incline	DM 4.3
10	Attempt an A Grade Paper	'Past Drill Papers' (hub14)

A Grade Schedule

Please note the number of weeks in each term will differ year to year

TERM 1

Week	Items	Material
1	Slow / Quick March / Wheels	DM 4.2, 4.3, 6.6
2	Right/Left Turn/Incline on the March	DM 4.3
3	About Turn on the March, Marching on the Incline	DM 4.4
4	Change Step, Change Time	DM 4.3, 4.5
5	Static Form Squad / Change Direction	DM 6.4, 6.6
6	Movement Form Squad / Change Direction	DM 6.4, 6.6
7	Practice Manoeuvres Found Difficult	
8	Practice Manoeuvres Found Difficult	
9	Practice Manoeuvres Found Difficult	

Week	Items	Material
1	Practice a Past Paper	'Past Drill Papers' (hub14)
2	Work on Issues from that Paper	'Past Drill Papers' (hub14)
3	Perfect the First Past Paper	'Past Drill Papers' (hub14)
4	Practice a Different Past Paper	'Past Drill Papers' (hub14)
5	Work on Issues from that Paper	'Past Drill Papers' (hub14)
6	Perfect the Second Past Paper	'Past Drill Papers' (hub14)
7	Practice a Different Past Paper	'Past Drill Papers' (hub14)
8	Work on Issues from that Paper	'Past Drill Papers' (hub14)
9	Perfect the Third Past Paper	'Past Drill Papers' (hub14)
10	Practice Manoeuvres Found Difficult	'Past Drill Papers' (hub14)

A Grade Schedule

Please note the number of weeks in each term will differ year to year

TERM 3

Week	Items	Material
1	Practice a Drill Paper	'Past Drill Papers' (hub14)
2	Practice a Drill Paper	'Past Drill Papers' (hub14)
3	Practice a Drill Paper	'Past Drill Papers' (hub14)
4	Practice a Drill Paper	'Past Drill Papers' (hub14)
5	Competition Paper Practice	
6	Competition Paper Practice	
7	Competition Paper Practice	
8	Competition Paper Practice	
9	Competition Paper Practice	

Week	Items	Material
1	Colour Party	DM 9.3
2	Colour Party	DM 9.3
3	Fancy Falling In	DM 10.2
4	Supernumeraries	
5	Form Fours / Advanced Drill	DM Chapters 7 & 10
6	Form Fours / Advanced Drill	DM Chapters 7 & 10
7	Form Fours / Advanced Drill	DM Chapters 7 & 10
8	Form Fours / Advanced Drill	DM Chapters 7 & 10
9	Form Fours / Advanced Drill	DM Chapters 7 & 10
10	Form Fours / Advanced Drill	DM Chapters 7 & 10

Combined (Post Drill Comp in T3)

TERM 3 There will likely be 1 or 2 weeks of term 3 post drill comp

Week	Items	Material
1	Drill Games: Snake	
	Boys spread out across the hall, 1 Boy is selected to command 1 of the Boys around the hall, each Boy he marches into joins on the end of the file. The objective is to collect all Boys without bumping into the walls.	
2	Drill Games: Slither	
	Boys form 2 files. 2 Boys are selected to command. The objective is to make the other squad crash into the side of your file.	

FOR THE ADVANCEMENT OF CHRIST'S KINGDOM **AMONG BOYS AND** THE PROMOTION OF HABITS OF OBEDIENCE, REVERENCE, DISCIPLINE, SELF-RESPECT THAT **TENDS** AND ALL TOWARDS A TRUE CHRISTIAN MANLINESS.

