



**Rules, Regulations, and Procedures
Governing Competitive Drills
Grand Encampment Knights Templar
Salt Lake City, UT**

Saturday, August 17, 2024

The following Rules, Regulations, and Procedures approved by the Grand Master; governing Competitive Drills are hereby published for the information and guidance of all concerned.

Dated: March 28, 2022

UPDATED: March 24, 2024

Place:	Host Hotel; The Little America Hotel 500 S. Main Street, Salt Lake City, UT 84101
Date:	Saturday, August 17, 2024
Drill Area:	A-B-C- Drills • Univ of Utah sports complex Astro-Turf • 300' X 160' D Drills • The Little America Hotel • Carpet Floor • 119' X 74'
Objective:	<ul style="list-style-type: none"> • To create enthusiasm in Templary and perfect Templar Drills. • To increase interest and esprit de corps in local Commanderies and Grand Commanderies. • To determine the degree of proficiency of the Drill Teams participating in accordance with the highest standard of knightly courtesy and true sportsmanship.
Participation:	<ul style="list-style-type: none"> • Each Grand Commandery, Subdivision of a Grand Commandery, Subordinate Commandery, and Constituent Commandery should encourage Drill Teams to participate in this national competition, and to publicly promote those teams who enter.
Attendance:	<ul style="list-style-type: none"> • Drills will be open to the public, and seating is available.
Prizes:	<ul style="list-style-type: none"> • Individual prizes will be awarded to the teams placing first. First, second and third place teams will receive streamers for their beauceants in each class of competition.
Pass in Review:	<ul style="list-style-type: none"> • Each participant of the Drill Competition is encouraged to be present for the "Pass in Review" which will be held immediately following the Drill Competition. • Each Team will be introduced, and awards presented by the Chairman of the Competitive Drill Committee. • The Teams will be dismissed immediately following the "Awards Presentation".
Drill Schedules:	<ul style="list-style-type: none"> • Both the Drill Schedule and the current Drill Detailed Instructions can be found on the Grand Encampment Website.

Drill Team Sizes Rule 1	
Class "A"	Each Drill Team shall consist of 24 Knights, 4 Guides, 2 Platoon Leaders, and 1 Commander, total of 31 Knights; formed in 2 Platoons, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case, shall the team number be less than thirty-one (31).
Class "B"	Each Drill Team shall consist of 18 Knights, 2 Guides, and 1 Commander, total of 21 Knights; formed in 2 Platoons of 9 Knights, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case, shall the team number be less than twenty-one (21).
Class "C"	Each Drill Team shall consist of 12 Knights, 2 Guides, and 1 Commander total of 15 Knights; formed in 1 Platoon of 12 Knights, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case, shall the team number be less than fifteen (15).
Class "D"	Each Drill Team shall consist of 6 Knights, and 1 Commander total of 7 Knights; formed in 2 sets of Threes or 1 Section of 6 Knights, all subject to the same Rules and Regulations. Two (2) Supernumerary Knights are optional, but in no case, shall the team number be less than seven (7).
Optional Supernumerary Knights	Should the number of Knights fall below the minimum for any reason, with no Supernumerary Knights to replace them, the team will be disqualified. Only Supernumerary Knights who stand Personal Inspection with their Team are eligible to replace a Knight on their Team. If a Drill Team stands Personal Inspection without Supernumeraries, and subsequently falls below the minimum for any reason, the Team will be disqualified for a violation of Rule #1. Supernumeraries will be Inspected, but not scored.
Members of Drill Team Rule 2	<ul style="list-style-type: none"> • Any Grand Commandery, Subdivision of a Grand Commandery, Subordinate Commandery, or Constituent Commandery may enter a Drill Team. • Only Sir Knights in good standing and members of the groups named above shall participate in the Grand Encampment Drill competition.

Drill Schedules	Schedules				
Reporting for Competition Rule 3	<ul style="list-style-type: none"> Each Team shall report thirty (30) minutes prior to the time it has been assigned to begin competition in the Drill Schedule. 				
Penalty for errors Rule 4		Class A	Class B	Class C	Class D
	Knights/Line	1	1	1	1
	Captains	4	3	3	2
	Guides	2	2	2	n/a
	Platoon Leaders	3	n/a	n/a	n/a
	Alignment Captain	4	3	3	2
Alignments Rule 5	<ul style="list-style-type: none"> Alignments will be judged as described in Paragraph 74 & 75 of the Detailed Instructions. If Captain/Platoon Leader moves a Knight in line the Knight will be scored. After the Captain gives the Command Front and the line is not straight the Captain will be scored. 				
Omissions Unnecessary Commands Rule 6	<ul style="list-style-type: none"> Penalty for omission of any parts of the schedule will be charged as an error on the Officer/Knight responsible for the omission. Each movement in the schedule will be executed in the sequence published. A movement passed cannot be later executed, and therefore, will be counted as an omission. Unnecessary or wrong commands will be counted as errors and assessed against the officer giving the wrong or unnecessary commands. Additional commands given to reposition a team or part of a team will be scored for each command of execution. 				
Cadence Rule 7	<ul style="list-style-type: none"> The length of the "Full Step" is 30 inches, the "Short Step" is 22 inches, and the "Half Step" is 15 inches. It will be established by the leading guide during the formation, display and termination of all Display Movements, and will be scored by the assigned Judge A deduction of one (1) error against the leading guide for each deviation from the prescribed length shall be assessed. The drills will be executed in QuickTime (120 steps per minute) The Sword Manual movements will be executed in Common Time (90 counts per minute). 				
Divine Service Rule 8	<ul style="list-style-type: none"> If the Divine Service follows the Competition, attendance by the Drill Team is encouraged as a matter of Knightly Honor. 				

<p>Order of Drill <i>Rule 9</i></p>	<ul style="list-style-type: none"> • The sequence or order in which teams shall drill will be determined by lot, under the direction of the Committee on Drill Regulations. • The order cannot be changed except as hereinafter provided in Rule Ten.
<p>Exceptions to Rules and Regulations <i>Rule 10</i></p>	<ul style="list-style-type: none"> • All Rules and Regulations governing the Drills must be strictly adhered to and no variation will be permitted except in case of some unforeseen emergency, and then only by unanimous consent of the Captains of the Teams entered in the competition combined with the agreement of the Committee on Drill Regulations.
<p>Supersedes <i>Rule 11</i></p>	<ul style="list-style-type: none"> • These Rules, Regulations and Procedures, supersede all previously issued for the Governing of Competitive Drills for the Grand Encampment of Knights Templar of the USA.
<p>• Personal Inspection</p>	
<p>Full Dress Templar Uniform <i>Rule 12</i></p>	<ul style="list-style-type: none"> • The Uniform shall be Full Dress Templar Uniform and in accordance with the Uniform Regulations of the Grand Commandery to which the Drill Team belongs. • No penalties will be assessed if a team member is dressed in the rank of a Past Commander or Officer of a Commandery regalia, and is attired as such, that is, with proper shoulder straps, rosette, and jewels of office. • Inspection of uniforms will apply only to neatness, cleanliness, and conformity to the Uniform Regulations cited. Newness of uniform will not be taken into consideration, although they must not be worn or frayed. • Patent leather shoes will not be worn unless specifically prescribed in Grand Commandery Uniform Regulations. • All jewels are to be worn on the left breast, except where mandated by the Grand Encampment of Knights Templar of the USA. • The Malta Jewel is required for all team members and will be worn on the left of any other jewel (except the Red Cross Jewel). <i>Note; PC Jewels are not required Jewels in every Jurisdiction, they therefore will NOT be scored.</i>
<p>Cap and Mantle Uniforms <i>Rule 13</i></p>	<ul style="list-style-type: none"> • If authorized by the Grand Commandery, a Drill Team may compete dressed in Cap and Mantle. • If the Cap and Mantle is selected to be worn by the team, then all members of the drill team must be in Cap and Mantle. • The mixing of Cap and Mantles with traditional Knight Templar uniforms on a team is prohibited.

<p>Summer Uniforms Rule 14</p>	<ul style="list-style-type: none"> • Black Tie Required • Shirt: White shirt, short sleeves, of military style with shoulder epaulets and two flap pockets, one on each breast. • Sword Belt & Sword: As prescribed. No slings to be used. • Section 259. Summer Uniform • Shoes: As prescribed. • Name Badge: The name badge shall be of metal, gold color, 1/2-inch wide by 2 1/2-inch long, with the full name of the wearer in black letters to be worn centered above the wearer's right pocket. • Malta Jewel: A Malta Pin of current design, available from the Grand Encampment Office, shall be worn centered over the wearer's left pocket. • (Option instead of pin: A metal ribbon bar, representing Commandery Jewels, to be worn centered over the wearer's left pocket. • Shoulder Insignia: • Collar Insignia (optional): • Cap: Military style Navel Garrison Cap with white top, black band.
<p>Hair Rule 15</p>	<ul style="list-style-type: none"> • Hair neatly trimmed and does not extend over the collar.
<p>Beards & Moustaches Rule 16</p>	<ul style="list-style-type: none"> • Beards & Moustaches neatly trimmed will not be scored.
<p>Personal Jewelry Rule 17</p>	<ul style="list-style-type: none"> • Personal Jewelry above the neck will be scored.
<p>Shoulder Straps Rule 18</p>	<ul style="list-style-type: none"> • Shoulder Straps will be worn squarely on the shoulder, and within 1/4" of the sleeve seam, unless otherwise specified in your jurisdiction.
<p>Belts Rule 19</p>	<ul style="list-style-type: none"> • If a belt is part of the uniform in your jurisdiction, it will be scored.
<p>Baldrics Rule 20</p>	<ul style="list-style-type: none"> • If a Baldric is part of the uniform in your jurisdiction, it will be scored.
<p>Shoes Rule 21</p>	<ul style="list-style-type: none"> • Shoes must be black, polished and plain toed. • Boots with plain toes will not be scored. • Any stitching on the toe of the shoe will be scored. • Patent Leather shoes will be scored. • Corfam uniform dress shoes will not be scored if each member of the team uniformly wears them. • If there is a mixture of shoe types worn by a single team, the type in the minority will be scored.
<p>Shirts Rule 22</p>	<ul style="list-style-type: none"> • Shirts must be plain white with plain collar. No textured stripes. No button-down collars.
<p>Trousers Rule 23</p>	<ul style="list-style-type: none"> • Black trousers are to hang straight. • Socks must not be visible. • A slight break at the shoe level will not be scored.
<p>Head Covering Rule 24</p>	<ul style="list-style-type: none"> • All head coverings will be of the same type per team i.e. (either/all): • Chapeaus, • Military style • Cap of Cap and Mantle • If there is a mixture of head covering types worn by a single team, the type in the minority will be scored.

	Duties of the Judges
First Judge	<ul style="list-style-type: none"> Will inspect and score the following: <ul style="list-style-type: none"> Swords, Baldrics (if worn), gloves, chapeau, faces, neck hair, shirts, ties, and general appearance of the Knight.
Second Judge	<ul style="list-style-type: none"> Will inspect and score the following: <ul style="list-style-type: none"> Coats, belts (if worn), trousers, shoes, and position of the Knight.
Third Judge	<ul style="list-style-type: none"> Will observe and score the following: <ul style="list-style-type: none"> All Classes: The Commander, his position and his teams' position, wrong or unnecessary commands, omissions, and alignments when the Commandery is in line and halted and after the command Front.
Fourth Judge	<ul style="list-style-type: none"> Will observe and score the positions, wrong or unnecessary commands, omissions and Sword Manual the following: <ul style="list-style-type: none"> Class "A": The Platoon Leaders, and Interior Guides. Class "B": The Right Guide, the First Section Class "C": The Right Guide, and the First Section Class "D" Knights.
Fifth Judge	<ul style="list-style-type: none"> Will observe and score the positions, wrong or unnecessary commands, omissions and Sword Manual the following: <ul style="list-style-type: none"> Class "A": Knights and Right Guide of the First Platoon, Class "B": The Knights of the Second Section Class "C": The Left Guide, and the Knights of the Second Section.
Sixth Judge	<ul style="list-style-type: none"> Will observe and score the following: <ul style="list-style-type: none"> Class "A": Knights and Left Guide of the Second Platoon. Class "B": Left Guide, the Knights of the Third Section and Knights of Second Platoon in Platoon Movements.
Seventh Judge	<ul style="list-style-type: none"> Will observe and score the following: <ul style="list-style-type: none"> Cadence -120 steps per minutes (Quick time) Time for 30 steps Taken four times during the Drill. Time- Total minutes from "Carry Swords: after presentation of the team to "Present Swords" at the conclusion of the Drill.
Scoring	<ul style="list-style-type: none"> Scoring will be based on a total of 1000 point for a perfect drill. Score Cards will be signed by each Judge and handed to the accountants at the Judges' table. The Accountants will turn over all scorecards to the Auditors who will compute and verify the score for each team after completion of the Drill. Each Captain will be furnished a summary of the score of each of the competing teams.