



Mid Southern England Battalion

Battalion Handbook and Directory

October 2012

INDEX

Brigade Information	4
Southern District	4
BB in Hampshire	4
Battalion Information	5
Anchor Boys	6
Company Section Youth Worship	7
Competitions—General Rules	8
Battalion Trophy	9
Company Section Competitions	
Chess	12
Cross-Country	14
Day of Action	15
Drill—Squad Drill	17
Drill—Single Rank	18
Drill—Colour Party	19
First Aid 20	
Scripture Quiz	21
Superstars	22
Potted Sports	23
Football (General)	23
Football—5-a-side	24
Football—6-a-side	25
Orienteering	27
Sports	29
Table Tennis	30

Junior Section Competitions

Competitions Day	32
Football—5-a-side	34
Football—6-a-side	35
Quiz	36
Sports	37
Team Games	38

Constitution	40
---------------------	----

Parade Standing Orders

Part 1: General Parade Orders	44
Part 2: Company & Senior Sections	46
Part 3: Junior Section & Anchor Boys	50
Part 4: Anchor Boys	51
Part 5: Colour Party	52
Part 6: Bands	55

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The following Competitions for which Battalion Rules existed are not currently being held:

*JS Football League
CS Band Competition
CS Basketball
CS Physical Recreation
CS Ground Work, Box Work
CS Team Games
CS Football League*

Chronology

*Agreed at AGM May 2004
Updated October 2005
Updated 2006/7 session
Updated September 2007
Updated October 2007
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Southern District

Southern District is not currently operational. Any enquiries should be directed to Edwin Vogel (01635 47324) or to David Baker (01794 512534)

The BB in Hampshire

The Boys' Brigade in Hampshire is an "umbrella" grouping of the four Battalions which cover Hampshire (as well as parts of Surrey and Berkshire). It organises special events from time to time, usually to mark important anniversaries or occasions.

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orders for the band to understand how it fits into the parade.

24. The Band should be reminded that they are leading the parade and playing and will therefore be the focus of attention for onlookers. They must therefore be extremely smart and purposeful in all their actions.
25. The parade route and any relevant details should be forwarded in writing to the band master at least 3 weeks prior to the parade date.

Amended Jan.04

- he feels are necessary to help in the bands on the parade.
11. The parade formation of the band will be determined during discussions between the Adjutant and the local police. If possible it should be at least 4 abreast. If local conditions do not allow this, the band will revert to 3 abreast.
 12. The band master will inform the drum major and the band the commands he will give and the commands the drum major will give either vocally or with the mace.
 13. At the parade ground the band will fall in and march on to the appropriate marker, halting facing the direction of march.
 14. The band master will make sure that the band is familiar with whose commands they must obey during the various parts of the parade.
 15. If a fanfare is to be played as the colours are marched on and off parade the band master will bring the band to ready immediately after the command "**March On/Off the Colours.**" He might not have much time.
 16. The programme of music on the march should be as continuous as possible, with as much variety of instrumental solos as possible. (Bugles, Side Drums, Bell Lyres.)
 17. When the parade reaches the Church, if possible, the band should counter-march to face the parade, playing until all the parade is in position and halted.
 18. On parade the Drum Major marches 4 paces in front of the leading rank of drummers. It is the responsibility of the drummers to maintain this spacing. He follows the markers or guides. (Part 1, Section 17.)
 19. When the band is fallen out at the Church they will proceed to the room where they will leave their instruments and hats. (Part 2, Section 24.) they will then take their places in the Church, if possible seats will have been reserved at the back of the Battalion block of seats.
At the end of the service the band should be first to leave their places to get their instruments and hats. (Part 2, Section 26.)
 20. Only the Drum Major and Band Master will salute the saluting base using the markers for their signals, no commands being used. The band do not look towards the saluting base. (Part 2, Sections 32;33;34;35.)
 21. The band master will dismiss the band after the commanding Officers remarks. (Part 2, Section 44.)
 22. The band does NOT turn into line at any time. (Except to dismiss.)
 23. Reference should be particularly paid to Parts 1,2 and 3 of these standing

Battalion Office Bearers

* President:	David Allan
* Deputy President:	(Vacant)
* Battalion Secretary:	Bob Pidgeon
* Minute Secretary:	Christine Allan
* Treasurer:	Lewin Cox
* Chaplain:	(vacant)
* Training Co-ordinator:	Celia Brook
* Extension/Development:	Chris Webb
* Hon. Auditor	Jeff Bayton

Battalion Executive

Battalion President (if elected), Secretary, Treasurer and Training Co-ordinator others may be invited – see constitution for details.

Battalion Co-ordinators

Anchor Boys:	<i>Companies by rotation</i>
Junior Section:	Pat Kitchen
Company/Seniors	Philip Ray
Battalion Trophy Registrar:	Chris Webb
Duke of Edinburgh Award:	David Allan
MiDAS:	David Allan
Queens Badge:	Lewin Cox
Training Officers:	Philip Ray

Officers on Battalion Reserve

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ANCHOR BOYS

Attendance at Battalion Events will earn points toward the Battalion Trophy, i.e. Fun Day, Sports Day, Church Parades

Anchor Boy Fun Day

The Anchor Boys co-ordinator will oversee the event, arrange date and venue and Judges for Frieze Competition, arrange for someone to lead a 'Bible Story' etc, organise or delegate the organising of the programme according to Anchor Boy Battalion Staff meeting.

Frieze Competition at Fun Day

1. The Anchor Boy Frieze theme discussed and decided at meeting.
2. Only Anchor Boys may take part in the production of the frieze, save that staff and helpers may help in providing materials, and guidance.
3. Frieze shall be capable of being hung.
4. Approximate size 120cm x 90cm.
5. The frieze will be judged by an independent adjudicator appointed by the co-ordinator.

Additional Battalion Trophy points will be awarded in the Frieze competition for 1st, 2nd and 3rd places. All other companies who have entered will be given additional points for equal 4th place.

Other events

Other joint events are arranged and co-ordinated with the Battalion Anchor Boys Staff.

1. Anchor Boys are encouraged to join the older boys for the Annual All Sections Church Parade.
2. Anchor Boys are encouraged to take part in The Annual Battalion Sports Day—Fun Races arranged and 'Fun Medals' given. Points towards Battalion Trophy given only for participation on the day (not for winning or losing).

A Teddy Bears Picnic or Summer Fun event may be organised as optional extra.

the congregation. The Queen's Colour on the left as seen by the congregation.

- (x) Towards the end of the last hymn the colour party will move to the front of the Church.
 - (xi) The Queen's Colour Bearer on the left and the Queen's Colour is returned FIRST.
 - (xii) The minister will return the Colours to the colour bearers after the last hymn, the colours being held at the order until after the benediction.
 - (xiii) After raising the colours to the 'carry' the colour party will turn and slow march out of the Church and proceed to their form up point.
 - (xiv) Arrangements will be made for the safe keeping of the colour party's hats (should these be part of current uniform) during the service.
22. Reference should be paid to parts 1, 2 and 3 of these standing orders for the colour party to understand how it fits into the parade.

PART 6.

1. This part of the standing orders shall apply to Bands.
2. NO OFFICERS, EXCEPT STAFF SERGEANTS, WILL PLAY IN THE BAND ON PARADE.
3. The drill and actions of the band will be based on the Drill Book, 1987; the Ceremonial Handbook, 1958 (revised 1964) and the Bugle Band Handbook, 1974.
4. The band master will have been appointed as in Part 1, Section 13 of these orders.
5. The number of bands and their composition will have been decided as in part 1 section 13.
6. The committee will have consulted with the band master with a view to the number of bands required for the parade.
7. The band master will arrange at least 1 band practice for all the bands participating in the parade at least 1 week before the parade.
8. At this practice or at least 1 week before the parade the Drum Major(s) and duty buglers will be detailed.
9. At this practice the band formation, playing programme and soloists will be decided and agreed.
10. If there is to be more than 1 band an officer in charge of the second band will be appointed by the band master. He will also appoint any other officers

commands of the Commanding officer.

14. On arrival at the Church the Commanding Officer will give the command **"March Off the Colours."** The Colour Party officer will give the commands for the Colour Party to march out of the column and they will take up a position at the door of the Church.
15. All officers as they pass the Colour to enter the Church will salute them.
16. After the service the same procedures for falling in and marching on he colours will apply, with the colour party taking up a similar position in the parade column.
17. As the Colour Party pass the Saluting Base the colours are Let Fly, the colour party do NOT look to the right/left.
18. When the parade has halted at the parade ground the colour party do not turn to the right but remain facing the front.
19. When the General Salute is sounded the Colours are let fly.
20. After the colours have been marched off the parade the officer in charge will dismiss the colour party and take his place with all the other officers when the call is sounded.
21. Notes for in the Church.
 - (i) All arrangements for the colour party, the movements of the colour party and handling of the colours by the minister should have been discussed and agreed with the Church authorities.
 - (ii) After the Boys and officers are all in the Church the colour party will take up a position, previously arranged, in the entrance.
 - (iii) When the Colours are brought into the Church all the congregation will all be standing, members of the, parade in uniform atattention, until the colours have been placed in their appropriate places and the Minister signals the congregation to sit or continues with the service.
 - (iv) The Queen's Colour will use the right hand aisle of the Church or always be on the right hand side.
 - (v) The Queen's Colour is followed by two escorts, the Battalion Colour by one.
 - (vi) The Colour bearer does not kneel to give over the colours or to receive them.
 - (vii) The Battalion Colour is received FIRST.
 - (viii) The colour party proceed to the seats reserved for them.
 - (ix) The Colours should be placed in a position so that they are in view of

COMPANY SECTION ANNUAL YOUTH WORSHIP

1. The Annual Church Service is neither a formal parade nor a Competition. A standard value of points for the Battalion Trophy will be earned for each Company from which at least 1 officer and 3 Company/Senior Section Boy attend. The wearing of uniform is optional. The Company/Senior Co-ordinator should note the Companies that attend the actual service and advise the Battalion Trophy Registrar accordingly.
2. The Annual Service (normally an early evening service) is traditionally held in the Autumn of each year. The hosting of the Annual Service transfers between Companies by agreement at Battalion Council..
3. It is not essential that the church service itself be specifically aimed at Boys' Brigade members, but it will be beneficial if it is oriented towards young people in its presentation and timing. It is not significant which denomination the church belongs to.
4. The general format for the event may be as follows:
 - a) Companies are notified of the date, time and location of the service sufficiently in advance to allow for attendance and transport planning. Companies should endeavour to respond with some idea of numbers attending to allow for planning at the venue.
 - b) Allowing some time before and/or after the service for Boys and leaders to socialise, with the provision of indoor table/board games and refreshments, has proved popular and is to be encouraged. The host Company will notify the other Companies as to the arrangements and may request assistance with the provision of refreshments or suitable games as required.
 - c) During the service, the host Company may choose to seat all the Companies together or to allow BB members to mingle with the general congregation, depending upon the style of the service and the layout of the venue. It may of course be a BB only event, but it may be convenient to combine with a "normal" service.
5. Alternative formats may be adopted subject to the agreement of Battalion Council.

All Section Church Parade: see 'Parade Standing Orders'

COMPETITIONS. - GENERAL RULES.

(All Sections.)

1. No Company shall be eligible to enter a Competition unless their Battalion subscriptions are paid in accordance with the Battalion Constitution. The Battalion Secretary shall advise Convenors/Organisers of any Companies who have not fulfilled their obligations in this respect.
2. Competitions shall not be held unless at least 2 Companies have entered by the closing date. Entries may be in writing or given verbally, including over the telephone.
3. Convenors shall be responsible for arranging dates, venues, times, test papers, referees, judges, etc., and for advising Companies of these arrangements. The Battalion Secretary, Battalion Trophy Registrar and Captains or representatives of the competing Companies should be notified in writing of the final results.
4. Competitions shall be open to all Company members whose ages are within those laid down by Brigade Council for the Boys of each Section. Staff Sergeants are not eligible for any Battalion competition. No Boy, irrespective of age, shall be allowed to take part in both Company Section and Junior Section events in the same session.
5. Judges or Referees shall preferably not be from any of the Companies taking part in a competition without the approval of all the Companies entering. The judge's or referee's decision shall be final. In the event of a dispute over the rules of a competition the convenors decision is final.
6. In the event of a particular competition rule stating special regulations with regard to ages, appointment of judges or referees, arranging dates, venues. etc., the rules of that particular competition shall take precedence over these general rules.
7. No expenses shall be incurred without the prior authority of the Battalion Executive or a Committee to whom such authority has been granted. If the costs incurred when a Company is unable to fulfil its committed entry in a competition or other Battalion event, that Company shall be liable for these costs. Competition entry fees shall be paid in advance on the request of the Convenor.
8. In competitions requiring uniform to be worn uniform shall be as laid down in the latest available regulations. No variations will be accepted.
9. If a convenor intends to cancel a competition and there is any cause for doubt he shall refer to the Battalion Secretary before making the final decision.

- (iv) LET FLY. Advance in Review Order.
General Salute.
March Past, while passing the saluting base.
- (v) LOWERED. Both Colours when saluting Royalty.
The Basic Positions are as described on pages 118/119 of the Drill Book, 1987.
9. Movements of the Colour Party.
 - (i) Commands are given by the officer carrying the Queen's Colour, who will be on the right hand side.
 - (ii) The colour should always remain in line. This means turns are achieved as forms. Commands and drill as follows.
Colour Party; Change Direction Right/Left; Right/Left -FORM.
For-WARD, by the Right.
The Colour Party acts as in squad drill, except that the pivot does not step forward, but turns and marks time until the command "forward", is given. If necessary he steps to the side to conform to the new alignment. If in a confined space, e.g:- in Church then variations, moving in single file, about turns, etc., may be used. The aim should be for the members of the Colour Party to move in a smart manner to their new positions.
10. When marching the Colour on or off the parade the Officer should leave a gap before giving the command to move if it has been arranged for the Band to play a fanfare while the Colour Party is moving. The command must be given loudly enough for the band to start playing at the right moment.
11. At the start of the parade while the composite companies are falling in the Colour Party will take up a position away from the parade so that the maximum number of Boys will see the Colour paraded into position. The Colour Party will stand at ease.
12. On the command "March on the Colours." from the Commanding Officer the Colour Party officer will bring the Colour Party to Attention and give the command "**Colour Party, By the Right, Quick MARCH.**" The colour party will march under his direction to their position between the band and the first composite company (Part 2, section 20.) See comment at Part 2 Section 20. They will take up a position facing the direction of march even though the parade is in line.
13. From now until the parade halts at the Church they will obey the

3. Arrangements shall be made by the organising committee to transport the Anchor Boys from the parade ground to the Church, establishing a guard of honour, weather permitting.
4. Arrangements shall be made by the organising committee for the Anchor Boys to be "entertained" at the Church before the parade arrives.
5. After the service the Anchor Boys will leave the Church. They will form lines on either side of the saluting base, between the outer markers. If there are a lot of Anchor Boys they should form up in as many ranks as is necessary.
6. After the parade has passed the Anchor Boys will be transported back to the parade ground as before.
7. Anchor Boy leaders and helpers will sit amongst the Boys in the Church and be at intervals in the lines at the saluting base.

PART 5

1. This part of the standing orders shall apply to Colour Parties.
2. The drill and actions used by the colour party are based on the Drill Book, 1987.
3. These orders will apply to a two colour Colour Party.
4. The Colour will be carried by a colour party arranged by the Company or Companies in whose area the parade is taking place. If this is not possible the organising committee will nominate a colour party for the parade.
5. The colour party will consist of 2 Officers and 3 Boys.
6. The Colour may be carried by a Captain, Lieutenant, Warrant Officer or Staff Sergeant.
7. The Colour escort will consist of N.C.O.'s or Senior Boys.
8. Use of the Basic Colour Positions.
 - (i) THE ORDER. When halted, except as in (iii) below.
Stand at Ease or Stand Easy.
The Benediction.
 - (ii) THE SLOPE. When on the march, except as in (iii) below.
 - (iii) THE CARRY. Marching on and off parade.
General Salute.
Inspection.
March Past
Going into or coming out of Church.
The National Anthem.

BATTALION TROPHY.

1. Competitions counting towards the Battalion Trophy will be split into the following groups:
 - a) **All football competitions.**
 - b) **Other outdoor sports.**
 - c) **Other Anchor Boy Activities.**
 - d) **Other Junior Section Activities.**
 - e) **Other Company Section Activities.**
 - f) **Battalion parades and other events.**
2. Points will be awarded as follows:-
 - i) 5 points will be awarded to each section taking part in any competition or event .
 - ii) The Company in first place will additionally receive the number of points equivalent to the number of active Companies in the Battalion at the start of the session. Each other Company that has entered will receive one less point than the immediately higher placed Company (eg 2nd will receive maximum points minus 1).
 - iii) The best 3 marks from each of the categories 1a) and 1b), and the best 4 marks from each of the categories 1d) and 1e) will count towards the trophy All marks in categories 1c) and 1f) will count.
 - iv) For Battalion parades, the attendance of 3 Boys and 1 officer will be the minimum required to count towards the trophy. For team events and competitions, the attendance of 1 Boy will be the minimum required to count towards the trophy. In order to gain the additional points in respect of placing, a majority of the boys participating must belong to the Company concerned.
 - v) If several Sections are expected to attend from each Company, 5 points will be awarded to each Section.
3. A Battalion Trophy Registrar will maintain the positions of Companies in the Trophy competition. Convenors will be responsible for keeping the registrar informed of the COMPLETE results of a competition. A full list of points will be sent to all Companies.
4. Where league competitions are involved Companies must have played in at least half the average number of games of the Companies for its position to count towards the Trophy.
5. In a competition where more than 1 team per Company may enter, the Company must nominate which team will count for points towards the

trophy PRIOR to the start of the competition. No marks will be awarded to any other teams entered by the same Company.

6. In the event of a tie at the end of the session the trophy will be awarded to the Company which has won the most competitions.
7. These rules shall be reviewed and revised when deemed appropriate by the Battalion Council through a committee run by the Battalion Executive.
8. The competitions currently included for the 2012/13 session are as listed below.

(E) indicates entry points only, place marks will not be allocated.

(DA) indicates that the event forms part of the CS Day of Action

(CD) indicates that the event forms part of JS Competitions Day

a) FOOTBALL.

- JS 5-a-side.
- CS 5-a-side (Junior).
- CS 5-a-side (Senior).
- JS 6-a-side.
- CS 6-a-side (Junior) **(DA)**.
- CS 6-a-side (Senior) **(DA)**.

b) OUTDOOR SPORTS.

- CS Cross Country (Junior).
- CS Cross Country (Open).
- CS Orienteering.
- AB Sports Day **(E)**.
- JS Sports Day.
- CS Sports Day.

c) OTHER ANCHOR BOY ACTIVITIES.

- AB Fun Day **(E)**.
- AB Frieze.

d) OTHER JUNIOR SECTION ACTIVITIES

- JS Team Games.
- JS Inspection **(CD)**.
- JS Art **(CD)**.

sizing but not necessarily using the full fall in procedure.

9. The officers will take up a position to the rear of their company, standing at ease. The company commander will give the command "**Officers take post.**" Officers will come to attention, turn to the right and march to form a rank 2 paces behind the rear rank of Boys.
10. The company commander will stand the company at ease and take up position centrally in front of the company, 2 paces from the front rank, facing the front and stand at ease.
11. After posting the markers in their correct positions, which he has determined beforehand, the Adjutant will give the command, "**Parade, Fall In.**" Company commanders will bring their companies to attention and turn them to the right. Markers come to attention. Markers will be posted ideally, if there is enough room, far enough apart for the composite Companies to be in column of route.
12. Whenever the parade or a company turn into file (column of route) the supernumerary officers turn in the same direction, then about turn and march to the rear of the column, forming ranks of three. Having halted they wait until all officers are in position and all turn together to face the same direction as the company. Any blank files will be in the last but one file. All actions should be done together. The company commander will have marched to the front of his/her company, taking up a position 2 paces in front of the centre rank leading Boy.
With Boys of this age group it is felt that some of the supernumerary officers should march at the sides of the company to maintain Boys' safety and to help keep dressing and step. The company commander will position these officers before the officers take up their position in line at the rear of the company. (See Section 9 of this part).

ITEMS 13 TO 45 WILL BE THE SAME AS IN PART 2 OF THESE ORDERS. SPECIAL ATTENTION BEING PAID TO ITEM 24. (Officers sitting among the Boys in the Church, if felt necessary.)

PART 4

1. This part of the standing orders shall apply to the Anchor Boys when they are not marching.
2. The organising committee shall appoint an officer to be in charge of the Anchor Boys, preferably an Anchor Boy leader.

-
38. He will give the command:- "**Parade, right Turn.**"
 39. He will give the command:- "**General Salute.**" The band will play General Salute, all officers (and staff sergeants) will salute taking their time from the commanding officer. (D)128.
 40. He will give the command:- "**March Off the Colour.**" The colour party will act as in part 5.
 41. Detailed buglers will sound the call "**Officers.**" All Officers will fall out by turning to the right and proceed to form a semi circle around the Commanding Officer. Company commanders will stand their companies at ease before proceeding.
 42. The Commanding Officer will have a brief word of thanks, a benediction and will dismiss the Officers, instructing company commanders to carry on individually.
 43. The company commanders will dismiss the companies after passing on any remarks from the Commanding Officer.
 44. The band and colour party will dismiss independently
 45. Procedure for dismissing is a turn to the right, pause, salute and a longer pause before breaking away (a total count of 13 paces).

PART 3.

1. This part of the standing orders shall apply to Junior Sections and Anchor Boys when the latter are to march.
2. The drill used should be kept as simple as possible and will be based on the Drill Book, 1987.
3. The officers referred to will have been appointed as in Part 1 or are appointed to the capacity required by the organising committee.
4. The Adjutant will appoint markers, 1 for the band and as required for the number of composite companies.
5. All officers who do not have any particular defined function will have been allocated a composite company by the Adjutant, preferably the composite company which includes the Boys of their own company.
6. The Adjutant will have indicated in the details of the parade previously sent to companies which composite company they will be in.
7. At a signal from the Adjutant detailed buglers will sound the "**Warning for Parade,**" followed at a suitable interval by the "**Fall In**".
8. Composite company commanders will fall their company in, helped by the supernumerary officers, endeavouring to achieve some semblance of

- JS Handwriting **(CD)**.
- JS Reading **(CD)**.
- JS Drama **(CD)**.
- JS Music **(CD)**.
- JS Figure Marching **(CD)**.
- JS Quiz.

e) OTHER COMPANY SECTION ACTIVITIES.

- CS Table Tennis. *(JS Boys may also take part)*
- CS Chess.
- CS Superstars **(DA)**.
- CS Potted Sports **(DA)**.
- CS Single Rank Drill **(DA)**.
- CS Squad Drill **(DA)**.
- CS Colour Party Drill **(DA)**.
- CS First Aid. **(DA)**.
- CS Scripture **(DA)**.
- CS Inspection **(DA)**.

*Note that the CS Surprise Event **(DA)** does **NOT** count towards the Battalion Trophy.*

f) BATTALION EVENTS.

- CS Annual Youth Worship.
- All Sections Church Parade.

COMPANY SECTION COMPETITIONS

CHESS (Company Section, open to Junior Section boys)

1. Boys from both Company and Junior sections may enter.
2. Each Company may enter a maximum of 4 Boys
3. The competition will be run using the "Swiss" system. If there are 16 or fewer Boys there will be 4 rounds, if there are more than 16 Boys there will be 5 rounds.
4. One point is awarded for each game won. Half a point is awarded for each game drawn.
5. The winning team will be the team scoring the highest points total.
6. The individual winner will be the Boy scoring most points. A certificate will also be awarded to the highest placed Junior Section Boy (unless he is also the individual winner)
7. Where teams score equal points the following procedure, known as Sum of Opponents Score (SoS), will apply
 - a. For each opponent beaten add that opponents score.
 - b. For each opponent drawn with, add half that opponent's score.
8. The team with the highest SoS will win. If necessary this procedure will also be used to split Boys.
9. For the first round of play a draw will be made to determine opponent and colour. For subsequent rounds, where possible. Boys with similar scores will be paired together. Wherever possible Boys will alternate colours. Wherever possible Boys from the same Company will not be paired together but this cannot be guaranteed.
10. No two Boys will play each other more than once.
11. In the event of there being an odd number of Boys the Boy remaining at the end of the draw for the first round will be given a bye and will score 1 point. For subsequent rounds a Boy who has not had a bye and who has the lowest score will be selected to have the bye. He will score 1 point. No Boy will have more than 1 bye.

PLAYING RULES

12. Each game will last a maximum of 30 minutes. At the end of a game the pieces must not be removed from the board until the convenor so instructs.

quickly as possible. The supernumerary Officers should be fallen out first so that they can be in the Church to help the marshalls to get the Boys seated. Officers should sit among the Boys or on the ends of rows. The band will fall out as detailed in part 6.

25. Boys detailed to take part in the Service will report to the Battalion Secretary. The markers will report to the Adjutant. Seating arrangements will have been made for all these Boys.
26. After the service the Adjutant and markers will be out of the Church first, with the band, so that the markers can be posted.
27. The saluting base will be marked and markers posted on either side. Ideally 3 markers should be posted. The first one 10 paces before the saluting base, the next 10 paces past the base; the third at least a length of one of the composite companies past the base (D)127.
28. Companies will fall in on the markers, Boys in the same positions as on the way to Church. The companies will march back in reverse order from that proceeding the service.
29. The band will take up position at the head of the parade.
30. The Adjutant will give the commands as detailed in Part 2 Sections 18 - 21.
31. The Commanding Officer will go onto the saluting base. (D)127.
32. At the first saluting base marker:-
 - (1) The Adjutant will turn his head towards the saluting base and salute.
 - (2) The company commander of each company will give the Command:- **"No. x company, Eyes Left/Right."** He alone will salute, everyone else will turn their head in the direction ordered. The markers will not look to right/left. (D)127.
33. On reaching the second marker the Adjutant will stop saluting and face the front.
34. On reaching the last marker past the saluting base each company commander will give the command:- **"No. x Company, Eyes Front."** He will stop saluting and everyone will look to the front. (D)127.
35. Passing the saluting base the colour party and band will act as detailed in parts 5 and 6.
36. After the last company have cleared the saluting base the Adjutant will give the command:- **"Battalion Mark Time."** The Commanding Officer will retake his place at the head of the column and give the command:- **"Battalion Forward."**
37. When the parade gets back to the original parade ground the Commanding Officer will give the command:- **"Parade Halt."**

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- turn in the same direction, then about turn and march to their positions at the rear of the company the rearmost rank moving first.
15. Each company commander will march his company onto the indicated marker. The number 1 Boy of the company being halted on the left of the marker. The company will be turned into line facing the front. Company commanders and supernumerary officers performing the reverse of 13. The company commander will stand his company at ease.
 16. The Band and Colour Party will have taken up their positions as detailed in the parts 5 & 6 of these standing orders.
 17. The Adjutant will order: "**Battalion Attention,**" "**Report by Companies.**" The officer in command of No. 1 company will call out "**No. 1 Company.**" The officer, in command of No. 2 company will call out "**No. 2 company.**" This will be repeated for as many composite companies as there are.
 18. The Adjutant will hand the parade, at attention, over to the Commanding officer (D) 125.
 19. The Commanding officer will give the order:- "**March on the Colours.**" The colour party will proceed as in part 5. (D)126.
 20. They will take up their position between the band and the first composite company.
***NOTE:** This used to read "between the 2 centre companies; if there is an odd number of companies, in front of the centre company". At recent parades we have always had the colour party between the Band and the first composite. This was the same as at the Jubilee parade at Winchester.*
 21. Band commands are as in part 6.
 22. If the parade is in column of route the Commanding Officer will give the orders:- "**Parade Right Turn.**" pause for Band orders, then:- "**Parade will Advance, by the Centre, Quick March**" If it is in column of sections, in line, he will give the orders "**Parade Right Turn.**" pause for band orders, then:- "**In Succession, Left/Right Wheel, by the Centre, Quick March.**" The parade will move off, the band commencing to play. The Commanding Officer and Adjutant will take their places 2 paces behind the band, 2 paces in front of the front rank of the first company. (D)126.
 23. On arrival at the Church the Commanding Officer will give the command:- "**Parade Halt.**" "**Turn to the Left/Right, Left/Right Turn.**" (To face the church.) "**March Off the Colours.**" Colour party acts as laid down in part 5. (D)126.
 24. After the Colours have left the parade the Commanding Officer will hand over to the Adjutant who will proceed to get the Boys into the Church as

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13. The normal rules of Chess apply including castling and the promotion of a pawn to any piece if the pawn reaches the eighth rank. If a piece is touched it must be moved if a legal move is available.
 14. A signal will be given 5 minutes before the end of the allotted period.
 15. Where a game is unfinished at the end of 30 minutes the result will be agreed between the Officers/Helpers of the two Companies concerned. Where Companies cannot agree on the result the convenors decision will be final. If disagreement involves the Convenor's Company then a neutral Officer will be asked to adjudicate. For those without experience of adjudication the process of comparing pawns and pieces left to each side will usually suffice but if in doubt ask the convenor.
The following scheme offers a rough guide:-
Pawn-1 point; Bishop or Knight-3 points; Castle-5 points;
Queen-8 points.

CROSS COUNTRY (Company Section)

1. The competition shall be in two parts, Junior and Open. The Junior Competition will be for Boys 14 & under on the day of the event, the Open Competition being for any boy. Boys can only enter 1 competition.
2. Companies may enter teams in either or both races.
3. A team shall consist of a minimum of 3 Boys. Where there are more than 3 in a team the points of the first 3 Boys in the team to finish the course shall constitute the points of that team.
4. The Senior course shall be approximately 2 miles, the Junior approximately 1.5 miles.
5. The course shall be adequately marked, with marshals and markers as appropriate.
6. Boys should be given a ticket with their position on it as they arrive at the finish.
7. Points will be awarded to each Boy on completion of the course to correspond with the order in which they finish, e.g; 1st - 1 point; 6th - 6 points. The winning team shall be the one with the lowest total points for their first 3 members to finish.

- number of composite companies.
5. He will place the markers in their correct positions, which he has determined beforehand and stand them at ease. All Officers who do not have any particular defined function will have been allocated a composite company by the Adjutant, preferably the composite company which includes the Boys from their own company.
6. At a signal from the Adjutant detailed buglers will sound the "**Warning for Parade.**" followed at a suitable interval by the "**Fall In**".
7. a) If more than 1 composite company is to be formed the Adjutant will size the Boys and form them into, the required number of companies based on the Fall In for Company Drill, but only as far as "**Dressing without intervals**". (D)66/67.
b) If the composite companies are formed as in Part 1 Section 16 then the Company Commander will proceed to form them in 3 ranks. (D)66/67.
8. The Adjutant will now hand the ranks of Boys over to the composite company commanders who will, if necessary, move them to another part of the parade ground to form them into 3 ranks. (D)66/67.
9. The officers will have taken up a position to the rear of the composite company, in a single rank facing the front, Standing at ease. The Company commander will give the command "**Officers Fall In**" Officers will come to attention. Turn to the right and march to form a rank 2 paces behind the rear rank of Boys.
10. The composite company commander will stand the company at ease and take up a position centrally in front of the company, 2 paces from the front rank, facing the front and stand at ease.
12. The Adjutant will give the command "**Parade, Fall In.**" The markers will come to attention. If the companies have been fallen in at a different part of the parade ground company commanders will bring their companies to attention and turn them to the right ready to march on to the markers.
13. Whenever the parade or a company turn into file (column of route) the supernumerary officers turn in the same direction, then about turn and march to the rear of the column, forming ranks of three. Having halted they wait until all officers are in position and all turn together to face the same direction as the company. Any blank files will be in the last but one file. All actions should be done together.
The company commander will have marched to the front of his company, taking up a position 2 paces in front of the centre rank leading Boy.
14. When the parade or company turn into line the supernumerary officers

- company at the rear of the parade.
21. The Adjutant may appoint a Battalion Sergeant-major for the parade who shall be either a Staff Sergeant or Sergeant to assist him in his duties.
 22. The C.O. shall wear a red rosette behind his cap badge. The Adjutant and Sergeant-major shall wear a red arm band on the left arm, midway between elbow and shoulder.
 23. The National Anthem shall only be played at Church Parades when members of the Royal Family are present.
 24. Details of the parade will be sent to Company Captains, with copies for officers in charge of sections involved, at least 3 weeks (21 days) before the parade.
 25. On parades involving all sections. Anchor Boys will meet as decided between the Adjutant and a representative of the Anchor Boy Committee if possible they should form a guard of honour as the parade arrives at the Church and will line the parade route around the saluting base after the service. Arrangements will be made by the organising committee to keep them entertained, if required, before the service.
 26. Sections will refer to additional standing orders (parts 2;3;4;5;6.) for details of drill, etc. together with any specific instructions issued by the Adjutant.
 27. Stewards, either Boys or Officers, will be appointed by the organising committee.
 28. The organising committee will ensure there is adequate, secure storage for band instruments during the service.
 29. Where the term officer is used as a general term in all parts of these orders it will apply to Captains, Lieutenants, Warrant Officers and Staff Sergeants. Those without an allocated function will usually be referred to as supernumerary officers.

PART 2.

1. This part of the standing orders shall apply to Company and Senior Sections.
2. The drill movements used are based on the Drill Book, 1987 .Page and paragraph numbers are indicated.(D)=Drill Book.
3. The officers referred to will have been appointed as in Part 1, or are appointed to the capacity required by the organising committee.
4. The Adjutant will appoint markers, 1 for the band and as required for the

DAY OF ACTION (Company Section)

A number of competitions are held on this day, these being as follows:-

In the morning (during which uniform shall be worn)

Inspection *
 Scripture Quiz *†
 First Aid *†
 Single Rank Drill *†
 Squad Drill *†
 Colour Party Drill *†
 Surprise Event

In the afternoon

6-a-side football (under and over 14) *†
 Superstars *†
 Potted sports *†

Competitions marked with an † have their own individual set of rules covered elsewhere. Those with an * count towards the Battalion Trophy.

INSPECTION

All Companies are inspected at the start of the day against the Brigade Uniform regulations current on the day.

SURPRISE EVENT

Rules for this event will vary and will be published to Companies on the Day of Action itself. Responsibility for providing the event rotates around Companies in alphabetical order

TEST PAPERS

Test papers for the Drill competitions and a set passage for the Scripture Quiz are published to Companies a minimum of eight weeks in advance.

RUNNING ORDER

At the discretion of the convenor a running order may be published in advance however in the event of late withdrawals this may be subject to change.

DAY OF ACTION TROPHY

A trophy is awarded to the Company winning overall on the day. This trophy does not count towards the Battalion trophy whereas events marked with * do. Place marks are awarded for each event and the trophy for the day is determined as follows:-

Add together place marks for Inspection, the best three of the † morning events and the best two afternoon events for each Company. The lowest overall score wins the trophy.

For the Single Rank Drill competition an additional award is made to the best Squad Commander. Note that this award is only open to Boys commanding Single Rank Squads. The result of this award does not count towards the Battalion Trophy.

10. Officers in command of composite companies shall be appointed by the organising committee.
11. The Adjutant shall endeavour to ascertain the numbers attending at least 7 days before the parade. These numbers will be used by the Church Authorities to allocate seating.
12. The Band Master for the parade shall be the Battalion Band Convenor. In the event of the Battalion Band Convenor being unable to act the Parade Organising Committee shall appoint a Band Master.
13. If the Battalion parades as a whole, 2 composite bands may be considered to take part in the parade. The positioning of the second band to be decided by the Adjutant and Band Convenor 1 band (composite) shall be organised for a single section parade. Members of the Girls' Brigade may play in the band on the Parade.
14. The Battalion Colours will be carried on all Battalion Church Parades by a colour party from the Company/Companies whose area is being used for the parade. The Colours may be carried by a Captain, Lieutenant, Warrant Officer or Staff Sergeant and the escort will be N.C.O's. or Senior Boys. The Colours shall be considered to be on parade at all times from the moment they are uncased.
15. All Officers taking part in the parade shall be correctly dressed as defined in Brigade Regulations current on the day of the parade. Officers must be prepared to set an example of the highest standard to the Boys.
16. Boys on parade will be in uniform as defined in Brigade Regulations current on the day of the parade. Boys without uniform at all will not march in the parade, arrangements will be made by the organising committee for them to be taken directly to the Church. If practicable the Company Section composite companies will be formed from Boys wearing the same style of uniform.
17. If required the organising committee shall detail route markers or appoint a guide to lead the parade (this will probably be provided by the local police.) Particular attention shall be paid to the correct posting of markers at the saluting base for the march past.
18. The organising committee shall appoint as many Officers as are considered necessary to act as marshals at the Church.
19. The Battalion Secretary shall be in charge of arrangements at the Church. In the event of the Battalion Secretary being unable to act, a substitute shall be appointed by the Organising Committee.
20. A suitably qualified Officer shall be appointed First Aid Officer for the parade. The Officer so appointed shall parade with the composite

PARADE STANDING ORDERS

STANDING ORDERS FOR THE ORGANISATION, ADMINISTRATION AND CONTROL OF BATTALION CHURCH PARADES.

The Battalion Executive are empowered to suspend or amend these orders where they are of the opinion it is desirable to do so.

PART 1

1. This part of the standing orders shall apply to parades by any section.
2. A parade of the Battalion shall be held at least once in every year on a date and in a place to be decided by the Battalion Executive. Separate section parade may be held if desired and will be organised by the section concerned, within the framework of these orders.
3. The parade shall be under the command of the Battalion President. In the event of the Battalion President being unable to act, the Battalion Executive shall appoint the Commanding Officer. (Preferably the Deputy President.)
4. The Battalion Adjutant will act in his usual capacity or in his absence the Adjutant for the parade shall be an officer appointed for purpose by the organising committee.
5. The Battalion Executive shall appoint a person to be second-in-command of the parade. The person so appointed shall be prepared to substitute for the Commanding Officer or the Adjutant in the event of either of them being prevented from acting. If he is not required to act he will be a supernumerary officer.
6. The Battalion Executive shall appoint a committee, chaired by the Adjutant, to organise the parade. The Commanding Officer and the Battalion Secretary shall be ex officio members of this committee. The local Company Captain and Chaplain should be members of this Committee.
7. Where suitable premises are available the whole Battalion shall attend Church together, unless it is a separate section parade.
8. The route for the parade shall be decided by the organising committee in consultation with the local Police.
9. The Battalion shall be divided into composite companies of such size as shall be decided by the organising committee. (Part 1, Section 16.)

DRILL—SQUAD DRILL (Company Section Day of Action)

1. The Competition shall normally take place as part of the Day of Action. Variations to the rules should the competition take place on any other day are indicated in the appropriate places below
2. The test paper shall be based on the Basic/Squad Drill section of the current Drill Book and such additions and alterations as may be notified.
3. The test paper shall be posted to the Officer In charge of each squad to arrive at least 28 days before the date of the competition.
4. Each Company shall parade under an Officer, Warrant Officer or Staff Sergeant as a squad of a minimum of 10 Boys. Note that if only nine or an absolute minimum of six Boys are available to a Company they may take part but the Company shall perform in two ranks and will be subject to a marking penalty as defined in 7c below.
5. The order of competing shall be decided by the Convenor. At the Convenor's discretion the running order may be circulated in advance.
6. Each Company shall be judged separately and members of any other Company shall not be present.
7. Marks will be awarded as follows:-
 - a) If competition is on the Day of Action then Drill alone will be marked.
 - b) If the competition is run separately from the Day of Action then
Inspection 20%
Drill 80%
 - c) In either case a marking penalty of 5% of available Drill marks will be deducted per Boy below the minimum number of 10 specified in rule 4.
8. Correct Uniform as per the latest Brigade regulations will be worn and judged.
9. If a movement without command is included in the paper then at the discretion of Companies this may be accompanied either by music or by beating "step" on a side drum.

DRILL – SINGLE RANK (Company Section Day of Action)

As for the Basic Drill except for rules 2 and 4 which shall read as follows:-

2. The test paper will be based on the Elementary and Squad Drill sections of the Current B.B. Drill Book and such additions and alterations as may be notified.
4.
 - a) The squad shall be under the control of a boy or N.C.O. up to and including Staff Sergeants.
 - b) If the Company has been in existence for less than 3 years and has not entered any Battalion Drill Competition previously, an Officer may command the squad. In any other case where an Officer commands the squad, a marking penalty of 5% of available marks will be applied.
 - c) The squad shall consist of a maximum of 8 boys and a minimum of 3 boys.
 - d) Where a squad comprises 8, 7 or 6 Boys, no more than two may be NCOs. For smaller squads, there may be no more than one NCO. Squads with more NCOs than stated will be allowed to compete, however a marking penalty of 5% of available marks will be applied.
 - e) Should the restrictions at both b) and d) be breached, only one 5% penalty will apply.

Officers of at least 2 Companies giving notice in writing, including the issues to be discussed, to the Battalion Secretary. Such a meeting shall be held not less than 14 days and not more than 28 days after receipt of such notice.

25. Notice of motions to be put before Council must be received by the Battalion Secretary not less than 14 days before the proposed date of the Council Meeting.
26. Written notice of a motion to alter the Battalion Constitution must be received by the Battalion Secretary not less than 21 days before the date of the Council Meeting at which the motion is to be proposed. All Companies shall be circulated with such notice of motion within 7 days of its receipt. Any amendment to such a motion must be received by the Battalion Secretary, in writing, not less than 7 days before the Council Meeting at which the original motion is to be proposed.
27. Motions to alter the Battalion Constitution can only be carried by a two-thirds majority of the votes cast at the Battalion Council Meeting called to consider the proposal, at which at least half the number of Companies in the Battalion must be represented.
28. The Council may keep a reserve of Officers, who shall be men or women of previous BB experience who are not in active Company work but who are willing to be called on for duties within the Battalion. They shall be members of Council and may be required to pay an annual subscription to the Battalion. The reserve list is to be reviewed at each Annual General Meeting of the Battalion Council.
29. A boy who is, or has been, a member of a Company within the Battalion shall not be enrolled as a member of another Company within the Battalion unless both Company Captains give their consent. If in the opinion of the Battalion Executive, consent is unreasonably withheld, the Executive shall be empowered to sanction the transfer.
30. The age limits for service of Boys shall be as specified in the Brigade Constitution. With the approval of the Brigade Executive, the Battalion Executive may grant permission to Companies to admit Anchor Boys provided they have attained their fifth birthday.
31. In the event of the Battalion ceasing to exist the affairs of the Battalion shall be wound up by the Executive and all residual assets of the Battalion shall be transferred to The Boys' Brigade, Incorporated.
32. Where the wording "Relevant Officer" is used in Brigade Regulations (item 29. Miscellaneous), the relevant officer shall be the Battalion President, or a nominee decided by the Battalion Executive.

Approved by the Battalion Council in Annual General Meeting 17 May 2003

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17. Subscriptions are payable by the 21st. January in each session. Failure of any Company to pay the subscription shall make that Company ineligible to enter or continue in any Battalion competition in that session. The Executive shall have power to waive this regulation in special circumstances.
 18. Cheques drawn on the Battalion bank account(s) shall be payable on the signature of any 1 of the following:- Secretary; Treasurer; President or Deputy President (if elected)
 19. Section Committee meetings shall be organised by the Co-ordinators as elected by Council. Notification is to be sent to all Company Captains, the Secretary, the Training Co-ordinator, the President (if elected) and, for the Company/Senior section meeting, the Queen's Badge and Seniors' Co-ordinators. All staff serving in the particular Section are entitled to attend. If so organised, these Committees are to be effective from July 1st of each year and to meet at least once each session.
 20. Each Section Committee shall appoint one or more Organiser(s) for the proper running of appropriate Battalion events and competitions. Such Organisers shall be responsible to the Executive for the satisfactory despatch of their duties.
Event Organisers shall endeavour to run events with the minimum of expense to the Battalion. Where possible any such expense is to have the prior approval of the Treasurer; the Battalion shall not be liable for any expenditure that has not been so sanctioned. Any queries or disputes are to be referred to the Executive whose decision will be final.
 21. Any Organiser shall be empowered to assemble a group to assist them in their work. All the Companies in the Battalion concerned in that activity must be offered the opportunity to be represented on such a group. Organisers may instead co-opt individual helpers as required for their activity.
 22. The Battalion President (if elected) and Secretary shall be ex-officio members of all Section Committees.
 23. At least 7 days' notice shall be given of all Council and Executive meetings; such notice shall state the business to be transacted at the meeting in the form of an agenda and be sent to all expected participants in the meeting, including Council members via Company Captains. In the case of Executive meetings, such notice shall be sent direct to all Executive members and optional invitees.
 24. An Extraordinary Meeting of Council may be called by the Executive or by

DRILL – COLOUR PARTY (Company Section Day of Action)

1. All elements are based on the current BB Drill Book (Chapter 8 : Colours and Flags : pages 113 to 118 : marching in quick and slow time).
2. The Colour Party will be formed as a 5-person Party. (Reference should be made to Page 115.) Officers and Staff-Sergeants may not be included in the Colour Party.
3. Battalion Colours will be made available on the day. Colour Bearers will wear the Colour carrier over the left shoulder.
4. All movements will be listed on the Test Paper, and commands will be given by the senior Colour bearer (Queen's Colour). Where an Officer or NCO not in the Colour Party gives the commands, there will be a 5% marking penalty of the available marks.
5. Between movements, the Colour Party will await the Judge's signal to continue.
6. Marks will be allocated as follows:

Commands	30%
Drill movements	70%

FIRST AID (Company Section Day of Action)

The nominated person to organise the First Aid competition should contact either St John Ambulance or The Red Cross asking them if they could arrange an 'incident' and oversee the competition on the day.

1. The latest edition of the National First Aid Handbook shall be used as a basis for this competition.
2. A team may consist of 3 or 4 Boys.
3. The team will have a set time to answer a series of questions, these questions maybe individual or as a team.
4. The time and number of questions and marking will be at the discretion of the organiser.
5. A practical exercise involving the participants acting as a team, during this their knowledge of basic first-aid will be tested, i.e. Resuscitation and Recovery position.

date of the meeting or else be presented at the Annual General Meeting itself. In the event of nominations exceeding the number of vacancies, a secret ballot shall be held. The Council members present shall appoint 2 scrutineers, not nominees or proposers.

In the event of any of the offices listed falling vacant, the Battalion Executive shall have power to appoint a substitute office-bearer for the remaining period to 30th June following, subject to approval by the next meeting of the Council.

The Council may appoint Honorary Vice-Presidents as it determines, who shall be ex-officio members of Council.

10. The Battalion Executive, hereinafter referred to as 'the Executive', shall consist of at least the Battalion President (if elected), Secretary, Treasurer and Training Co-ordinator . Any or all of the Deputy President, Co-ordinators of the Section Committees and the Seniors' Organiser, Extension/Development Officer and Chaplain, if elected, may be invited by the Council to participate as members of the Executive. Such invitation may be issued by the existing Executive and subsequently ratified by the Council.
11. The Executive shall meet as required, 3 members, including at least 1 of the President, Secretary or Treasurer, forming a quorum.
12. Each member of the Executive shall have 1 vote. A simple majority vote shall be decisive; in the event of votes being equal the Chairman shall have a casting vote in addition to his own vote.
13. At all Council and Executive meetings the Battalion President will take the Chair. In the absence of a President, a Chairman will be elected by those present.
14. The overall management of the Battalion and the supervision of its affairs shall be entrusted by the Council to the Executive. The decisions of the Executive shall be subject to review by the Council. The Executive has the power to co-opt individuals to manage or organise specific matters, functions or activities as required.
15. For reporting purposes, the financial and administrative year of the Battalion will run from 1st. April to 31st. March. For the purposes of Battalion events and competitions, the session will run from 1 July to 30th June.
16. Every Company shall pay a subscription annually to the funds of the Battalion, such subscription being decided at the Annual General Meeting of the Council.

CONSTITUTION

1. The Battalion shall be called the "Mid Southern England Battalion", hereinafter referred to as "the Battalion".
2. The object of the Battalion shall be to develop and administer the work of the Boys' Brigade (hereinafter referred to as "BB") within its area.
3. The Battalion shall consist of all Companies within the counties of Berkshire, Hampshire and Surrey within the postal districts of: all of GU1 to GU35 except GU23, GU25, GU27 sub-district 3**, GU28, GU29, GU31 and GU32 plus RG11 sub-districts 3**, 6**, 7**, RG12, RG25 sub-district 1** and RG27 sub-district 8**.
Note: GU52 & GU 51 postcode change for Fleet & Church Crookham
4. The Battalion Council, hereinafter referred to as 'the Council', shall consist of all commissioned BB Officers in the Battalion. Warrant Officers, Staff Sergeants and Helpers of Companies in the Battalion, together with Officers from Companies outside the Battalion, may attend Council but shall not be entitled to vote.
5. A quorum of Council shall be the number of Officers equal to not less than the number of Companies in the Battalion, representing not less than one-third of the Companies.
6. Each member of Council shall have 1 vote. When a vote is taken in Council, a simple majority shall be decisive except as provided in Article 27 hereof. In the event of votes being equal, the Chairman shall have a casting vote in addition to his own vote.
7. Council meetings shall be held at least twice a year, one in May being the Annual General Meeting.
8. At the Annual General Meeting, the Council must elect a Battalion Secretary, Treasurer and Training Co-ordinator. A Chaplain, Co-ordinators for the Anchor Boy, Junior Section and Company/Senior Section activities, a Seniors' Organiser and Queens' Badge Co-ordinator may also be elected. Additionally, posts of President, Deputy President, Extension / Development Officer and Auditor may be felt appropriate and offered for election/appointment. All these office-bearers shall be ex-officio members of Council and have a vote on the Council whether or not they are commissioned BB officers.
9. Those elected or appointed take up their functions from July 1st following the Annual General Meeting. Nominations for these elections must either be forwarded to the Battalion Secretary not later than 14 days before the

SCRIPTURE QUIZ (Company Section Day of Action)

1. This competition shall normally be held as part of the Day of Action.
2. A set passage from The Good News Bible shall be notified to Companies as part of the general calling notice for the Day of Action.
3. The quiz shall be in written format and shall comprise twenty questions. The first seventeen of these questions shall be multiple choice with three possible answers. Each correct answer scores 1 point. The final three questions shall require written answers, with the score for each question advised on the day to the Competition moderator.
4. All Boys taking part in Inspection at the start of the Day of Action shall take part in the quiz.
5. The score for a Company will be the average score of all the Boys in the Company.
6. A certificate will be awarded to any Boy scoring 100%.

SUPERSTARS (Company Section Day of Action)

The Convenor can change any of the following events, after consulting with other Officers.

1. Each team will consist of 6 Boys. To enable a Company to participate a team may consist of 5 Boys, 1 of the remaining 5 Boys may try each exercise a 2nd time. This does not need to be the same Boy for each exercise.
2. There will generally be 7 events and each team must enter all the events. All events lasting for 30 seconds per team member.
3. Scoring. The total number of completed movements in each event by all the team members is added together and place marks awarded based on the total points scored by each team. In the event of a tie for a particular event both teams will be given equal placing.
4. The competition will be won by the team with the least total place marks after all the teams have carried out all the events. In the event of a tie the team with the most 1st place marks will be the winner.
5. The events shall be circuit training activities conducted in accordance with current good practice.
6. [The events used in 2004 were:
 - a. *Heaving*: Each member of the team will do as many heaves (undergrasp position) as possible.
 - b. *Squat Thrusts*: Each member of the team will perform as many squat thrusts as possible.
 - c. *Inclined Sit Ups*: Each member of the team will perform as many sit ups as possible on an inclined bench.
 - d. *Press Ups*: Each member of the team will perform as many pressups as possible.
 - e. *Bar Jumping*: Each member will perform as many bar jumps as possible over a bar set at a height not exceeding 12 inches.
 - f. *Burpees*: Each member of the team will perform as many burpees as possible.
 - g. *Football Dribble*: Each member will dribble a ball in and out of skittles set 2 metres apart for 12 metres and then pass the ball to the next team member. The most full laps completed will count.]

TEAM GAMES (Junior Section)

1. There will be 10 team games which will be reviewed annually. 1 game will be a "surprise" game.
2. Each Company may enter a team of up to 8 Boys. Each game will be played with a team of 6 Boys who cannot be all be 3rd. year Boys. Changes in team constitution may take place at the end of each game.
3. Each Company will provide an Officer/Helper to supervise another team. This person must be familiar with the games and able to correct minor errors.
4. There will be at least 3 judges. The judges will use their discretion to restart a game or to disqualify a team in the event of interference.
5. Companies should wear football shirts or another distinctive colour and will be expected to bring all the equipment required for the games.
6. The starter will briefly remind the teams of each game. All games finish with the Boys sitting cross-legged on their finishing places unless the starter states otherwise.
7. Points will be awarded as follows:-

1st place	6 points
2nd place	4 points
3rd place	3 points
4th place	2 points
All other teams	1 point
8. The winning Company will be the one with the most points.

POTTED SPORTS (Company Section Day of Action)

1. Each team will consist of 6 Boys. To enable a Company to participate a team may consist of 5 Boys.
2. There will be up to 8 events and each team must enter all the events. Each event will last for a minimum of 1 minute and a maximum of 3 minutes. (This will be decided on how much time is available, but all events must have equal time.)
3. Points are scored for each successfully completed exercise by all 6 Boys. Place marks will be awarded based on the total points scored by each team. In the event of a tie in the points for a particular exercise both teams will be given equal placing.
4. The competition will be won by the teams with the least total place marks after all the teams have carried out all the events. In the event of a tie the team with the most 1st place marks will be the winner.

FOOTBALL - COMPANY SECTION GENERAL RULES

1. The competitions will be in 2 parts, Junior and Senior. A Junior Competition will be for Boys 14 and under on the day of the event, a Senior Competition being for Boys of 14 and over. 14 year olds can only enter 1 competition.
2. It is recognised that, on occasions, these age limits may make it difficult for a Company to field a team. Under such circumstances, a captain (or his/her representative), having regard to the safety aspects involved in football as a contact sport, may elect that a Boy aged under 14 should play in the Senior Competition, provided that this has the prior agreement of the Captains (or their representatives) of all other Companies involved in that Competition.

FOOTBALL - FIVE-A-SIDE (Company Section)

1. The competition will be run on a league basis. There may be 2 leagues, and if so there will be a semi final between the winners and runners up of the 2 differing leagues. The final will be between the winners of the semi finals together with a third place decider between the losers of the semi final.
2. Duration of the matches shall be 7 minutes which may be reduced to 5 minutes if necessary. Games will start with a signal which will be sounded again after 7 minutes. Referees may add on time for stoppages and games will end on the referee's whistle.
3. 2 points will be awarded for a win and 1 for a draw.
4. If positions are level on completion of the leagues then the following will count, in the order listed:-
 - a. Goal difference
 - b. Higher number of goals scored
 - c. Spin of a coin
5. If teams finish level in the semi-final or final then the game will be decided by the best of 3 penalties followed by sudden death penalties.

PLAYING RULES

1. Game starts and restarts with bounce up in centre, Ball not to go above the height of the head of the tallest player on the pitch.
2. A penalty will be awarded if a defender goes into the area.
3. A free kick If an attacker goes into the area.
4. The goalkeeper will roll or throw the ball out, an indirect free kick will be awarded if he kicks it. If the ball has been saved by the goalkeepers feet goes outside the area this does not count for a free kick neither does it if in saving the ball goes above head height.
5. The goalkeeper may leave the area but a direct free kick will be awarded if he handles the ball outside the area. Opposition players must be 2 metres from the ball at a free kick. Substitutes are only allowed for injury. If the ball leaves the playing area the game is restarted with a bounce ball where the ball left the area.

SPORTS (Junior Section)

1. Ages for the various events shall be BB age, i.e. 1st., 2nd, and 3rd year Juniors. Boys may compete in any event for a higher age group instead of their own. They do not have to enter all their events in the same age group.
2. **Track:** The standard events are:-
70, 80 and 100 metres; 400 metres; 4x100 metres relay.
A maximum of 3 Boys from each Company may enter each age group except the relay which is a team of 4 Boys.
Field: The standard events are:-
High jump; Long jump; Cricket Ball.
A maximum of 2 Boys from each Company may enter each age group.
3. The points for each event will be as follows:-

1st place	6 points
2nd place	4 points
3rd place	2 points.

Each unplaced Company scores 1 point for each event entered.
4. The winning Company will be the one gaining the most points during the day.
5. **General.**
Spikes will not be worn.
High jump: 2 footed take off is not allowed. Fosbury Flops and similar styles of back landing shall be allowed by the Convenor only when suitable landing equipment is available.
Track events take precedence over field events. (This is simply to ensure that a backlog of track events is not created at the expense of the field events which take longer.) Boys required for a track event should temporarily leave the field event, having notified the field judge, but may return afterwards.

QUIZ (Junior Section)

1. The Competition will normally be held on the day of the Junior section Competitions Day but will not count as part of that competition. The result will be a separate score for the Battalion trophy.
2. The team will consist of 4 Boys with no more than 2 being 3rd year Junior section.
3. Individual questions will be asked and the Boy may choose to answer on his own or consult the team. A correct answer by the Boy on his own will result in 2 marks, a consultation answer results in 1 mark.
4. Some questions may be visual.
5. All teams will be asked a "Tie-break" question which will be used in the event of a tie between companies.
6. The question master's decision is final.

FOOTBALL - SIX-A-SIDE (Company Section Day of Action)

1. Each competition will be run on a league basis. If two leagues are required due to number of entries the composition of the leagues will be decided by the convenor and first, second, third and fourth places will then be decided by a play off. Top teams in each league will play for first and second place, second teams in each league will play for third and fourth place. For Battalion Trophy purposes when there are two leagues teams in third and lower places in each league will be split by points gained and then by using the mechanism defined in section 4. Note that if time does not permit a third/fourth place play off then teams in second and lower places will be split in the same way.
2. Games shall be played across the width, using half the length, of a normal football pitch, or on a suitable Astroturf pitch.
3. Duration of the matches shall be determined by the convenor and advised on the day of the competition, generally within the guideline of no less than five and no more than ten minutes per game. A timekeeper will signal the start of a game by sounding a "horn" from the side of the pitch. The horn will be sounded again at the end of the allotted time however the end of a game will be determined by the referee who may add any additional time deemed necessary.
4. League positions will be determined as follows:-
2 points are awarded for a win and 1 for a draw, the result being based solely on goals scored. Corners won are counted during the game for use if necessary for tie breaking at the end of a league as described below. If teams are level on points at the end of a league then the following will count in the following order.
 - a) Goal difference
 - b) Higher number of goals scored
 - c) Corners won
5. If the scores are level at full time in a play off match then penalty kicks shall be taken, the teams taking them in turn including the goalkeeper until a "best of 6" result is obtained. If after all players have taken a penalty kick the scores are still level penalty kicks shall continue to be taken on a sudden death basis.
6. To avoid opposing teams wearing the same colours each Company, if possible, should bring 2 sets of different coloured shirts.

PLAYING RULES

1. Each game starts and restarts with bounce up in the centre of the pitch.
2. The ball may go above head height.
3. A penalty will be awarded if a defender deliberately goes into the area.
4. A free kick will be awarded if an attacker goes into the area.
5. The goalkeeper may roll, throw or kick the ball out of the area.
6. The goalkeeper may leave the area but a penalty will be awarded if he handles the ball outside the area in close proximity to his own area.
7. Opposition players must be two metres from the ball at a free kick. A free kick to the attacking side awarded for an offence closer to the goal area than two metres will be taken two metres away from the goal area retaining the original angle with the centre of the goal thus allowing defenders to stand on the goal area line.
8. Substitutes are only allowed for injury.
9. If the ball leaves the playing area the game is restarted with a throw in at the point the ball left the area or a goal or corner kick as appropriate.
10. There will be no offside
11. The referees decision is final in all matters.

FOOTBALL - SIX-A-SIDE (Junior Section)

1. To give Boys as many games as possible this competition will be run on a single league basis. (The Battalion has fewer companies taking part in football competitions at the present time, but may be altered at the discretion of the Convenor.)
2. Games shall be played across the width, using half the length, of a normal football pitch.
3. Duration of the matches will be a minimum 8 minutes and a maximum of 10 minutes. Depending on the number of entries and time allowed.
4. 2 points will be awarded for a win and 1 for a draw.
5. If teams are level on points at the end of the competition the following will count in the order listed.
 - a) Goal difference
 - b) Higher number of goals scored
 - c) Corners won
6. 8 players may be nominated from which 6 will form the team. During the game substitutes may only be made in the event of injury.
7. There will be no offside.
8. No player except the goalkeeper may enter the goal area. A free kick will be awarded against an attacker, a penalty against a defender entering the area. Goal kicks may be taken in the goal area.
9. Defenders must be 2 metres from all free kicks. All free kicks must be taken 2 metres or more from the goal area.
10. All rules to be interpreted at the Referee's discretion and his decision will be final. Games commence with a signal which will also be used at the end of time, but play continues to the referee's whistle.

FOOTBALL - FIVE-A-SIDE (Junior Section)

1. To give Boys as many games as possible this competition will be run on a single league basis. (The Battalion has few companies taking part in football competitions at the present time, but may be altered at the discretion of the Convenor.)
2. 2 points for a win, 1 for a draw. The company with most points will be the winners. If two teams are equal the following will count:-
 - a) Goal difference.
 - b) Highest number of goals scored by one team,
 - c) Penalty shoot out.
3. Games will be of between 5 and 7 minutes duration. (depending on time booked in hall and number of teams taking part.) Game starts and restarts with bounce up in centre.
4. The ball must be kept below head height of the tallest Boy on the pitch.
5. A free kick will be awarded if an attacker enters the penalty area. If a defender enters the penalty area a penalty will be awarded.
6. The goalkeeper will roll or throw the ball out; an indirect free kick will be awarded if he kicks it. If the ball has been saved by the goalkeeper's feet goes outside the area this does not count for a free kick neither does it if in saving the ball goes above head height.
7. The goalkeeper may leave the area but a direct free kick will be awarded if he handles the ball outside the area. Opposition players must be 2 metres from the ball at a free kick.
8. Substitutes are only allowed for injury.
9. If the ball leaves the playing area the game is restarted with a roll in where the ball left the area.
10. All rules to be interpreted at the Referee's discretion and his decision will be final. Games commence with a signal which will also be used at the end of time, but play continues to the referee's whistle.

ORIENTEERING (Company Section)

ENTRIES AND SCORING

1. Companies may enter as many Boys as they wish for this event.
2. All Boys must be of Company Section age.
3. Boys may take part individually, or as group of two or three; those choosing to go together will count as a single entrant and will gain a single result.
4. Staff may accompany any Boy(s), but in this case the result will not be counted when determining the Companies' overall positions.
5. The objective is to visit as many controls as possible and return to the start/finish within ONE HOUR, and time is used to determine the order of results.
6. Controls may be visited in any order.
7. Entrants will be set off at intervals, normally two-minute, but no closer than one-minute.
8. At each control (which shall be clearly marked with the relevant number) entrants must punch their control sheet using the punch provided.
9. The final position is based on the number of minutes taken, PLUS one minute for every minute beyond an hour, PLUS five minutes for every control not visited. A visit is confirmed by the presence of the relevant punch mark on the control sheet. The entrant with the lowest total time wins.
10. The Company's score is based on the sum of the times of the best THREE entrants from that Company. If there are less than three entrants, then no team position is awarded, but Battalion Trophy entering points are gained.
11. In addition to the normal 1st, 2nd and 3rd place Company certificates, the organiser may award additional Certificates, for example to the best under-15 entrant, to the best overall entrant, to the youngest competitor, or to Companies with fewer than three entrants.

RESPONSIBILITIES OF THE ORGANISER

12. The organiser shall
 - Arrange a suitable venue, seeking permission from the landowner as necessary.

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- Obtain the necessary mapping, based on standard Orienteering notation at a scale of at least 1:15000, and checking on any copyright restrictions.
 - Devise a course using up to fifteen “controls” (points where a marker and punch will be located). There should be a variety of easy control locations (for example path junctions) and more difficult ones (for example in pits or behind thickets).
 - Arrange for sufficient colour copy maps for all entrants.
 - Provide waterproof bags to hold the maps.
 - Obtain sufficient markers (preferably standard orienteering red/white triangular markers with the control number clearly indicated) and punches.
 - Prepare a Control Sheet for each entrant with descriptions of the controls and a space for punching.
 - Set out the markers and punches in advance in their correct Control locations, and take them in after the event.
 - Brief all participants properly about the event, the geography of the area, and what to do if they become disoriented or lost.
 - Check that all entrants are properly recorded at the start and that all are properly accounted for at the end of the event.

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- Company will receive 6 points, the next 5 points, etc down to 1 point. In the event of a tie equal points will be awarded, e.g:-if there are 2 Companies placed 2nd. they will both receive 5 points (assuming 6 Companies) and the next placed Company 3 points.
8. The winning Company will be the Company gaining the highest points (based on positions) for the Inspection, 2 team events and 2 individual events.
 9. Details of the competition will be sent to all Companies 3 months before the competition date.

JUNIOR SECTION COMPETITIONS

COMPETITIONS DAY (Junior Section)

1. The competition will be split into 3 sections:-
 - a. Individual events:- Art. Handwriting. Reading
 - b. Inspection:- All boys.
 - c. Team events:- Figure marching, Drama, Chime bars or Singing.
2. **Individual Events:**
 - i) For the handwriting and art events entries should have the Boy's age, name and Company on the reverse side, Pictures should be between A4 – A3. Each Company may submit as many entries as desired the best 3 counting towards the competition.
 - ii) For the Reading event, each Company **will enter 2 pieces**. One piece will be the “set” piece and another a **free choice of poetry or prose (at least 12 lines long) based on the theme**. One Boy may do both readings or 2 Boys do one each. Marks will be awarded by the judge to give an overall total for each company and a best individual score for the “best” reader on the day.
Copies of the free choice must be submitted a couple of weeks in advance to the judge to allow time for preparation.
3. All Companies will be Inspected as they arrive at the venue. All members of the Company will be marked.
4. **Team Events:**
 - i) Each section may enter 1 team for the team events.
 - ii) For the singing or chime bars Boys may (but need not) be accompanied on the piano, guitar or similar instrument.
 - iii) Each section may enter 1 team for the drama, based on a Bible story.
5. The Junior Section Committee/Convenor will be responsible for determining the set passage, songs and test pieces. If possible a common theme should be chosen for all the events and the own choice pieces should be chosen to suit this theme.
6. Marks will be awarded as follows:-

Inspection	20
All other events	30
7. Positions will be given, for each event, based on the number of Companies taking part. e.g. if there are 6 companies the highest placed

SPORTS (Company Section)

1. The events will be arranged for the following age groups:-

Juniors	Under 13
Intermediate	Under 15
Seniors	15 and over

Ages are those on the day of the sports. Boys may compete in any event for a higher age group instead of their own. They do not have to enter all their events in the same age group.
2. Each Boy may enter a maximum of 2 track and 2 field events excluding the relays. A maximum of 2 Boys per Company will be allowed to enter each event in each of the 3 age groups, excluding the relays. A relay team is 4 Boys.
3. **Track:** The standard events are:-
100 metres; 400 metres; 1500 metres; 4x100 metres relay.
Field: The standard events are:-
High jump; Long jump; Cricket Ball.
4. The points for each event will be as follows:-

1st place	6 points
2nd place	4 points
3rd place	2 points

Each unplaced Company scores 1 point for each event entered.
5. The winning Company shall be the one gaining the most points during the day.
6. **General.**

Spikes will not be worn.
High jump: 2 footed take off is not allowed. Fosbury Flops and similar styles of back landing shall be allowed by the Convenor only when suitable landing equipment is available.
Track events take precedence over field events. (This is simply to ensure that a backlog of track events is not created at the expense of the field events which take longer.) Boys required for a track event should temporarily leave the field event, having notified the field judge, but may return afterwards.

TABLE TENNIS (Company Section)

LEAGUE RULES

1. The Convener shall prepare and circulate details of a league in which all competing Companies have one fixture (or one home and one away fixture) against every other Company. The dates by which the fixtures in each round are to be played will be clearly stated.
2. It is the responsibility of the **first** (home) team to arrange a date and venue for the fixture. Teams should be as flexible as possible, both with dates and venues, so that the fixture can take place.
3. The **winners** should let the Convener know the result.
4. If there has been no notification by two weeks after the deadline for play, the Convener is at liberty to assume that the fixture did not take place.
5. In the event of a fixture not having taken place, points will be awarded to the **second** (away) team, unless they have defaulted on previously agreed fixture arrangements.
6. The normal rules of table tennis apply. **Note:** *Many Boys of Company Section age serve incorrectly. Only where the referee considers unfair advantage is being gained should he ask for the service to be repeated correctly and award the point against the server if the illegal serve is repeated.*
7. A team consists of three Boys of Company / Senior Section age. Staff-Sergeants may not take part.
8. Each fixture consists of nine matches, each match consisting of the best of five games. Every Boy plays one singles match against each member of the opposing team.
9. Both teams should supply a referee, with refereeing being shared between the Companies.
10. One point is awarded for a win, based on the overall result of the nine matches played. The scores of individual games are not considered. In the unlikely event of a tie (for example, because only four matches were played) then half a point is awarded to each team.
11. In the event that the leading teams have equal points at the end of the season, a playoff shall be arranged. In all other cases of a tie, the final position in the league shall be decided by the overall difference between matches won and lost throughout the year.

TOURNAMENT RULES

12. In the event that a Tournament format (all matches being played on a single occasion) is adopted in lieu of a League, then Rules 1 to 5 do not apply, Rules 6 and 7 remain unchanged, and Rules 8 to 11 are amended as follows:
 8. Every Boy plays one match against each member of all other teams.
 9. Every Company should supply a referee, with referees preferably not adjudicating at any match involving a player from their own Company.
 10. One point is awarded for a win, based on the overall result of the match. The scores of individual games are not considered.
 11. In the event that the leading teams have equal points at the end of the tournament, the first place will be shared.
13. The organisers of the event will decide on the format of the matches. Normally this will be the best of three games played (as usual) to 11 points, but should there be severe time limitations, a single set played to 15 or 21 points (or any other suitable arrangement) may be adopted, provided Companies are advised before play begins. Equally, in the event of low attendance, the best of five games played to 11 points should be considered.