

AUSTRALIAN AIR LEAGUE
NEW SOUTH WALES BOYS GROUP



2017 GROUP REVIEW

**THE CREST,
MCCLEAN ST, BASS HILL
10TH SEPTEMBER 2017**

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GENERAL INFORMATION

1.0 Intention

- 1.1 The New South Wales Boys' Group Annual Group Review and Field Competitions will be conducted on Sunday 10th September 2017 at The Crest, McClean St, Bass Hill.
- 1.2 **All Squadrons are required to attend** and are directed to take part in the Afternoon Parade. Squadrons with enough members to take part in Section Drill are also expected to compete in at least that competition.
- 1.3 All members of the New South Wales Boys' Group are requested to convey to as many parents and friends as possible an invitation to attend on this day where appropriate.
- 1.4 This Review is held with the cooperation of the New South Wales Girls' Group.

2.0 Dress

- 2.1 Members are required to wear full Australian Air League uniform as laid down in Section 18 of the Australian Air League Manual.
- 2.2 Medals and Decorations must be worn for afternoon parade. Name tags are not to be worn at any time during the day. Only medals and badges authorised by the Australian Air League, and for which the member has an authority card, are to be worn.
- 2.3 Jumpers are not to be worn during competitions or for the final parade but may be worn at all other times where required.
- 2.4 Officer Tunics are only required for the Afternoon parade. During the day officers are not required to wear their Tunics, however rank epaulettes must be worn on the Uniform Shirt.
- 2.5 Membership Cards and Authority Cards must be carried for all rank, badges and medals worn.
- 2.6 Members are also reminded that when travelling to and from the Group Review that their uniforms must be full and correct.
- 2.7 Members not in full and correct uniform will not be allowed to compete or take part in the Afternoon Parade, in Field Competitions and in Solo Competitions. All Wing and Squadron OCs are expected to strictly enforce this directive.

3.0 Duty of Care to Members

- 3.1 It is the responsibility of all Squadron OCs to ensure that the members of their Squadron are fit and well throughout the day. Members who are feeling ill should not be allowed to take part in competitions or the afternoon parade.
- 3.2 Squadron OCs are to ensure members are provided with adequate shade, refreshments and sun protection at this Review.
- 3.3 Any injured or ill members are to be immediately referred to the designated Review First Aid Officer.
- 3.4 Wing OCs will ensure Squadron OCs within their Wing follow these directives.

4.0 Non Smoking Event

- 4.1 As per the Australian Air League's policy on smoking (AAL Manual Section 1, Para 5.0) the New South Wales Boys Group Review is a non-smoking event. All personnel are to strictly follow this directive. No person attending, including non-members, will be allowed to smoke.

5.0 Parking

- 5.1 The Top Car Park (located at the end of the driveway) will be closed to all traffic. The only cars allowed to be parked in the location will be the following: Review Staff, Group Staff and Official Guests. Parking permits will be issued at a later date.
- 5.2 The Parking along the driveway will be set aside for squadrons with the following: Education display, Bands. Parking permits will need to be applied for by the squadron. Only 1 car per squadron allowed.
- 5.3 Squadron's requiring a parking permit, are required to contact the Group Field Commissioner via email (field.nswbg@airleague.com.au). Permits must be applied for before the 3rd September 2017

6.0 Duty Squads and Duty NCO

- 6.1 The Morning Duty squad is **Kingsford Smith Wing**.
- 6.2 The Afternoon Duty squad is **Kerr Wing**.
- 6.3 The Wing OC is to ensure all members of their Wing are available and present for duty when rostered. Duty Wing OCs and the Duty NCO should contact the GFC for further instructions.

7.0 Canteen

- 7.1 A canteen will be operating on the day. No units are permitted to sell food or refreshments other than the authorised canteen operators.
- 7.2 Units and individuals are also not permitted to sell other items, such as souvenirs or fund raise on the day without the prior permission from the Group Field Commissioner.

8.0 Timetable

- 8.1 0700 hrs Duty Wing (Kingsford Smith Wing) to report for duty
- 8.2 **0800 hrs All units to be present at the ground**
- 8.3 **0800 hrs Education open for registration**
- 8.4 0815 hrs Judges Briefing
- 8.5 0830 hrs All Squadrons to prepare for competitions
- 8.6 **0830hrs Uniform Inspections Start**
- 8.7 **0830 hrs Solo Drumming and Bugle Competitions commence**
- 8.8 0830 hrs General Officers Briefing
- 8.9 0840 hrs Official Opening by NSW Boys Group Executive Commissioner and Flag Rise
- 8.10 **0900 hrs Ball Games Competitions Commence**
- 8.11 **0900 hrs Chuck Glider Competition Commences on outside field**
- 8.12 **0930 hrs Field Competitions Commence**
- 8.13 0930 hrs Final entries and withdrawals for all competitions close
- 8.14 0930 hrs Education Judging commences hall closed
- 8.15 1230 hrs Lunch
- 8.16 **1300 hrs All Afternoon Parade Statements to be handed in**
- 8.17 1400 hrs Band Competitions Commence
- 8.18 **1430 hrs Afternoon Parade Forms Up**

- 8.19 1500 hrs Parade Marches On
- 8.20 1700 hrs Approximate Completion Time
- 8.21 After Close **Kerr Wing** to assist in packing up
- 8.22 **Timetable is subject to change on the day.** It is the responsibility of Squadron Officers to ensure that their competing units are at the correct place at the correct time. Close attention **must** be made to all public address announcements.

FIELD COMPETITIONS

9.0 Field Competition Staff

9.1	Chief Marshal	Comr R. Bell OAM, LM, DSA, MSA.
9.2	Review Marshal	Gp Comr B. Fox
9.3	Review Adjutant	Gp Comr J. Remington DSA, MSA
9.4	Assistant Review Adjutant	Wing Cpt B. Gregory
9.5	Review Registrar	Gp Comr J. Conrad
9.6	Review Recorder	Gp Comr. R McKenzie

10.0 Competition Areas

10.1 **Boys Group Competitions**

The reporting tent for all competitions (solo and field) will be situated under the Grandstands. Refer to [Appendix B](#), Field Competitions Map for more details.

11.0 General Conditions of Entry to Field Competitions

11.1 **Age Limits**

The following age restrictions apply for competitions:

11.2 Members competing as NCOs or cadets must be under the age of 18 as at 10th September 2017

11.3 Members 18 and over and under 19 as at 10th September 2017 may compete provided they are carrying the rank of Warrant Officer only and wearing cadet/NCO uniform with Warrant Officer epaulettes.

11.4 Members over the age of 19 as at 10th September 2017 cannot compete.

11.5 Exceptions apply for Officer Section Drill, Squad Drill, and Band Drill competitions – see sections 13.0, 17.0, and 18.0 respectively for further details.

11.6 The allowance of Warrant Officers aged 18 to compete is to provide these members who have recently turned 18 to still take part in section, flag party and flight competitions. It is expected that units will still compete in the best possible spirit and not attempt to take advantage of these provisions unduly. It is the discretion of the marshals to allow or disallow entry

11.7 **Uniform Requirements**

Members competing in field competitions must be wearing full and correct Australian Air League uniform – see [2.0](#) above.

11.8 **Membership Requirements**

All members competing in field competitions must be current financial members of the Australian Air League. Members competing must have membership cards or proof of current membership (eg copy of receipt of joining fee).

11.9 **Entry to Competitions**

Squadrons wishing to enter morning competitions must do so by completing the online form located here (<http://rego.nswbg.airleague.com.au>)

11.10 **Entry Cut Off Date**

Entry online must be completed by **Sunday 27th August 2017**.

11.11 No entries will be accepted on the day, as judging sheet will not be provided. It is up to the Squadron and Wing OC's to ensure all competing Units and Members have been entered before hand.

11.12 ***Entry to Competition Areas***

No member other than those in charge of or participating in the competing unit is allowed onto the competition area during the competitions without prior consent of competition staff or in an emergency. **Any persons found in the competition areas may be liable for their competing unit disqualification.**

11.13 **The above is also extended to any Non-member in attendance.**

11.14 **Any photography must be taken outside the competition area. Any person found taking any photos/videos within the competition area are liable for the disqualification of the competing unit.** Squadron OC's are to ensure all persons in attendance are to adhere with the above. Allowance for any person must be made to the Review staff before hand.

11.15 ***Communication with Judges***

Only competition staff may communicate with judges. Units whose members and associates who do not adhere to this requirement are liable for disqualification.

11.16 ***Correcting Step in Competitions***

NCOs in charge of competing units may, with discretion, correct the step if required. However points will be deducted appropriately if they do so.

11.17 Protests and Disqualifications

11.17.1 All protests must be lodged in writing with the Review Marshal within thirty (30) minutes of the completion of the concerned unit's competition. **No protest will be accepted after this time limit.**

11.17.2 Should a dispute arise over any decision, it will be referred to the Chief Marshal whose decision shall be FINAL.

11.17.3 **Any Unit found cheating or being in any other way dishonest may find they are disqualified from all competitions.** Dishonest behaviour includes, but is not limited to, fielding NCOs with incorrect rank, competitors competing below their age groups, fielding non-financial members in competitions and interfering with the running of competitions.

11.17.4 The NSW Boys Group relies on units' honesty and sense of fair play when entering competitions. Field Competition Staff (as listed in Section [9.0](#)) on the day however have the right to ask for proof of age, membership and/or rank where deemed necessary.

11.18 **Time Table**

11.18.1 This year, no timetable will be created. Squadrons are required to register and complete without the need for prompting. All Field Competitions registrations (excluding Band) will close at 1pm, field competitions will close at 1:30pm. At which time the Field will be set for Band Competitions. Any unit which has not completed competitions by 1:30pm will forfeit.

11.19 **Judging**

11.19.1 Units will be judged on the following:

On each Marker	Between each Marker
Correct NCO order given	Step – Unit members are in the correct step
Correct Drill Movement performed	Step Length
	Heads
	Arm Swing
	Dressing
	Tempo – Steps per Minute

- 11.19.2 All of the above items will be judged as defined in the Australian Air League Manual
- 11.19.3 1 point will be added for any mistake made against the above

12.0 Uniform Inspections

- 12.1 Members are required to report for a uniform inspection before any competition takes place.
- 12.2 Members will be issued with a wristband, which contains a unique barcode. Member Uniform Inspection results will be recorded against this barcode.
- 12.3 This will be the only uniform inspection conducted on the day and the points the member lost will be carried over to each competition they compete in. However when member reports for competitions, a general check of the uniform will be conducted (i.e. Shirts tucked in, no food on shirts, dirt on pants) before the unit can compete.
- 12.4 If it is found the uniform is not of a required standard, the unit will not be allowed to compete until this is corrected.
- 12.5 Squadron's are not required to send all members at the same time for Uniform inspections, Members are able to be inspected as soon as they are ready.
- 12.6 Inspections will start at 0830, however Inspections may start at an earlier time.
- 12.7 Members are required to wear their wristband all day.
- 12.8 If a member loses their wristband, another band will be issued and their current Uniform Inspection points will be transferred to the new wristband.
- 12.9 Please note members are required to have all authority card with them for Uniform Inspections. Judges will check the following:
 - 12.9.1 Membership Card
 - 12.9.2 Rank Authority Card
 - 12.9.3 Special Awards Authority Card
 - 12.9.4 Member has the correct number of authority cards for the badges on their uniform
- 12.10 Members who are not competing in competitions are still encouraged to have their Uniform Inspected, as this information will be feedback to Squadron O.C.'s. This also allows members to join other squadrons to compete.
- 12.11 This system will also be used to ensure members are eligible to compete in the competition

13.0 Reporting for Competitions

- 13.1 When a unit is reporting for competitions, the whole unit will need to report to the reporting table to collect their judging sheets.
- 13.2 At this point in time the members barcode will be scanned and that member will be assigned to that competition/Unit. Member will not be allowed to leave until they that completed the competition.
- 13.3 Squadron's will multiple units competing in the same competition are not required to send all units at the same time (as in the past). When members are scanned and assigned to the judging sheet, the system will validate members are eligible to compete in the competition.
- 13.4 The removal of the need for units to report at once is to allow squadrons to better plan when and where their members are competing.

14.0 Squadron Section Drill

- 14.1 All Squadrons may compete in Section Drill provided they have the correct complement.
- 14.2 All members competing must be under the age of 19 as at 10th September 2017. Members who are 18 years old must carry the rank of Warrant Officer. Members under the age of 18 must be an NCO or cadet.
- 14.3 All members in the Section must be from the same squadron.
- 14.4 Only one entry per Squadron is allowed.
- 14.5 This competition is open to Squadrons only.
- 14.6 Small Squadrons will be allowed to combine under 1 squadron to allow entry. The squadrons combining should be from the same Wing.

14.7 Complement Requirements:

- 14.7.1 *Total Number:* **6** including NCO in charge. Sections must have the full complement of 6 otherwise they are deemed to be non-competitive.
- 14.7.2 *NCO in Charge:* NCO in charge should be a Corporal. Where not available, a Leading Cadet may be used. Where no NCOs are available, a Cadet may be used. NCOs of a higher rank than Corporal cannot compete in Section Drill. **See exception for Warrant Officers in [13.7.4](#)**
- 14.7.3 *Section Members:* Must have **5** Cadets or Leading Cadets and no Corporals in the section. If Leading Cadets are present in the section, a Leading Cadet must be the marker. No section member can out rank the NCO in charge. **See exception for Warrant Officers in [13.7.4](#)**
- 14.7.4 *Warrant Officers* Members aged 18 as at 10th September 2017 may compete in any position provided they are carrying the rank of Warrant Officer and in cadet/NCO uniform with Warrant Officer epaulettes. No other Warrant Officers may compete. Rank Structure must still be applied if the Warrant Officer is a member of the section

14.8 Section Drill Diagram

- 14.9 The following describes the orders and diagram to be used for Section Drill Competitions (Squadron, Junior, Wing and Officer Competitions). This information is in line with Section 12 of the Australian Air League Manual Revision 5.

14.10 Fall in Orders

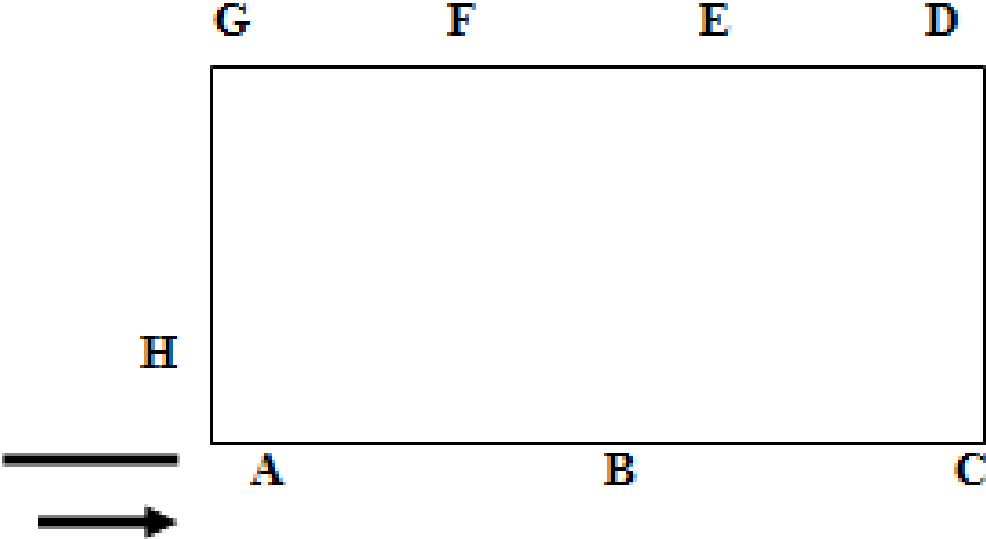
1. Section, on Parade
2. Marker Fall In
3. Marker Stand at Ease
4. Section Fall In
5. Section Attention
6. Section Number
7. Section, Right Dress
8. No. ##, Move forward/Move to the rear, Steady
9. Section Steady
10. Section Eyes Front

14.11 Diagram 7 Orders

- **A** Section, Quick March
- **B** Section, On the Right, Form Section
- **B** Forward
- **C** Section, Move to the Left, Left Turn
- **D** Section, Change Direction Left, Left Wheel
- **E** Section, Into Slow Time, Slow March
- **F** Section, Into Quick Time, Quick March
- **G** Section, Change Direction Left, Left Wheel
- **H** Section, Halt

14.12 Diagram 7 – Section

Note: not to scale



15.0 Junior Section Drill

- 15.1 All Squadrons may compete in Junior Section Drill, provided they have the correct complement.
- 15.2 All members competing must be under the age of 11 as at 10th September 2017.
- 15.3 All members in the Junior Section must be from the same squadron.
- 15.4 Each squadron will be allowed to enter up to 4 units based on roll strength.
- 15.5 This competition is open to Squadrons only.

15.6 Extra Conditions for Squadrons entering more than one Junior Section:

- 15.6.1 No member may compete in more than one Junior Section.
- 15.6.2 Units are not required to report at the same time, as members will be validated for competition (as per 13.3)
- 15.6.3 The top placed junior section will represent the squadron in the overall standings.
- 15.6.4 The total number of Junior that a Squadron intends to enter must be placed on the online form

15.7 Complement Requirements:

- 15.7.1 *Total Number:* **6** including NCO in charge. Junior Sections must have the full complement of 6 otherwise they are deemed to be non-competitive.
- 15.7.2 *NCO in Charge:* NCO in charge should be a Corporal. Where not available, a Leading Cadet may be used. Where no NCOs are available, a Cadet may be used. NCOs of a higher rank than Corporal cannot compete in Junior Section Drill.
- 15.7.3 *Section Members:* Must have **5** Cadets or Leading Cadets and **no** Corporals in the section. If Leading Cadets are present in the section, a Leading Cadet must be the marker. No section member can out rank the NCO in charge.

15.8 Junior Section Drill Diagram

- 15.9 Refer to sections 14.10 to 14.12 for details of the section diagram and orders.

16.0 Wing Section Drill

- 16.1 This competition is primarily for Squadrons who do not have enough members to compete in Squadron Section Drill in their own right. Sections taking part in this competition must be composed of at least 2 squadrons from the same Wing and include at least one Squadron which does not have enough eligible members attending to take part in Squadron Section Drill. All individuals in a section must be from the same Wing.
- 16.2 Other members for the section may come from squadrons who are competing in Squadron Section Drill. However all persons taking part in Wing Section Drill must not also compete in Squadron Section Drill. In other words, individuals cannot participate in both Squadron Section Drill and Wing Section Drill.
- 16.3 All members competing must be under the age of 19 as at 10th September 2017. Members who are 18 years old must carry the rank of Warrant Officer. Members under the age of 18 must be an NCO or cadet.
- 16.4 Only one entry per Wing is allowed.
- 16.5 This competition is open to Wings only.
- 16.6 Complement requirements are as per Squadron Section Drill (Section 13.7).

16.7 Wing Section Drill Diagram

- 16.8 Refer to sections 13.10 to 13.12 for details of the section diagram and orders.

17.0 Officer Section Drill

- 17.1 All Squadrons and Wings may compete in Officer Section Drill provided they have the correct complement. This competition is open to Officers, Trainee Officers and Warrant Officers.
- 17.2 Wings may compete provided that the members of the Wing's section do not also compete with their Squadron.
- 17.3 Only one entry per Wing or Squadron is allowed.

17.4 Complement Requirements:

- 17.4.1 *Total Number:* 6 including Officer in charge. Sections must have the full complement of 6 otherwise they are deemed to be non-competitive.
- 17.4.2 *Section Members:* May be Officers, Warrant Officers or Trainee Officers.

17.5 Officer Section Drill Diagram

- 17.6 Refer to sections 13.10 to 13.12 for details of the section diagram and orders.

18.0 Flight Drill

- 18.1 All Squadrons may compete in Flight Drill provided they have the correct complement.
- 18.2 All members competing must be under the age of 19 as at 10th September 2017. Members who are 18 years old must carry the rank of Warrant Officer. Members under the age of 18 must be an NCO or cadet.
- 18.3 All members competing must be from the same Squadron.
- 18.4 This competition is open to Squadrons only.
- 18.5 Squadrons may enter more than one flight. If a Squadron is entering more than one flight they must follow the conditions set out at Section 17.6

18.6 Extra Conditions for Squadrons entering more than one flight:

- 18.6.1 No member may compete in more than one flight.
- 18.6.2 Units are not required to report at the same time, as members will be validated for competition (as per 13.3)
- 18.6.3 The top placed Flight will represent the squadron in the overall standings.
- 18.6.4 The total number of flights that a Squadron intends to enter must be placed on the online form.

18.7 Complement Requirements for each Flight entered:

- 18.7.1 *Total Number:* **MAXIMUM – 19** (including NCO in charge)
MINIMUM – 13 (including NCO in charge). One point will be deducted for each member short of the full complement of 19. Flights with less than 13 members are deemed to be non-competitive.
- 18.7.2 *NCO in Charge:* NCO in charge should be a Sergeant. Where not available, a Corporal or Leading Cadet may be used. Where there is a Squadron Sergeant in the squadron but no Sergeants, the Squadron Sergeant is permitted to take the flight. **See exception for Warrant Officers in [16.7.5](#).**
- 18.7.3 *Markers:* No marker may out rank the NCO in charge. No Sergeants or Squadron Sergeants may be a marker. **3** Corporals and/or Leading Cadets may be the markers. Where there is less than 3 Corporals or Leading Cadets in the flight, cadets may be used. **See exception for Warrant Officers in [16.7.5](#).**
- 18.7.4 *Flight Members: (Other than than markers)* Minimum is 9, maximum is 15. No flight member may out rank the NCO in charge or the markers. No Squadron Sergeants, Sergeants or Corporals may be a member of the remainder of the flight. A maximum of 15 Leading Cadets or Cadets may be in the remainder of the flight. **See exception for Warrant Officers in [16.7.5](#).**
- 18.7.5 *Warrant Officers* Members aged 18 as at 10th September 2017 may compete in any position provided they are carrying the rank of Warrant Officer and in cadet/NCO uniform with Warrant Officer epaulettes. No other Warrant Officers may compete. Rank Structure must still be applied if the Warrant Officer is a member of the Flight.

18.8 Flight Drill Diagram

18.9 The following describes the orders and diagram to be used for the Flight Drill Competition. This information is in line with Section 14 of the Australian Air League Manual Revision 5.

18.10 Fall in Orders

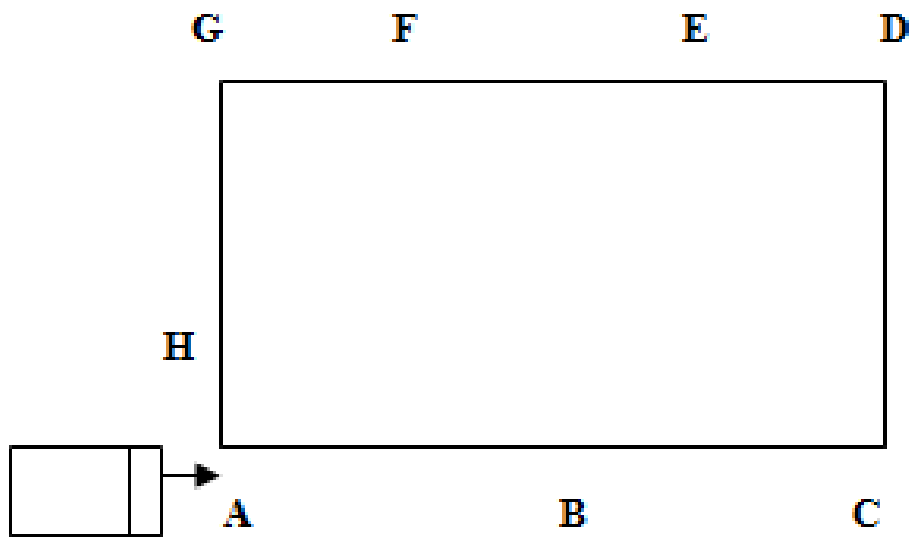
1. Flight on Parade
2. Markers Fall In
3. Markers Cover Off
4. Markers Stand at Ease
5. Flight Fall In
6. Flight Attention
7. Flight Number
8. Flight Right Dress
9. No. ##, Move forward/Move to the rear, Steady
10. A Section Steady
11. No. ##, Move forward/Move to the rear, Steady
12. B Section Steady
13. No. ##, Move forward/Move to the rear, Steady
14. C Section Steady
15. Flight Steady
16. Flight Eyes Front
17. Flight Open Order March
18. Flight Close Order March

18.11 Diagram 7 Orders

- **A** Flight, By the left, Quick March
- **B** Flight, On the Right, Form Flight
- **B** Forward
- **C** Flight, Move to the Left, Left Turn
- **D** Flight, Change Direction Left, Left Wheel
- **E** Flight, Into Slow Time, Slow March
- **F** Flight, Into Quick Time, Quick March
- **G** Flight, Change Direction Left, Left Wheel
- **H** Flight, Halt

18.12 Diagram 7 – Flight

Note: not to scale



19.0 Flag Party Drill

- 19.1 All squadrons may compete in Flag Party Drill, provided they have the correct complement.
- 19.2 All members competing must be under the age of 19 as at 10th September 2017. Members who are 18 years old must carry the rank of Warrant Officer. Members under the age of 18 must be an NCO or cadet.
- 19.3 All members in the Flag Party must be from the same squadron.
- 19.4 Only one entry per squadron is allowed.
- 19.5 This competition is open to Squadrons only.

19.6 Complement Requirements:

- 19.6.1 *Total Number:* **7** (including NCO in charge). Flag Parties must have the full complement for a Flag Party with 3 flags and 3 escorts.
- 19.6.2 *NCO in Charge:* NCO in charge should be a Sergeant. Where not available, a Corporal or Leading Cadet may be used. Where there is a Squadron Sergeant in the Squadron but no Sergeants, the Squadron Sergeant is permitted to take the Flag Party. **See exception for Warrant Officers in [19.6.5](#).**
- 19.6.3 *Bearer:* **3.** Should be Corporal or Leading Cadet in rank. No ranks higher than Corporal can be a bearer. No bearer may outrank the NCO in charge **See exception for Warrant Officers in [19.6.5](#).**
- 19.6.4 *Escorts:* **3.** Should be Leading Cadet or Cadet in rank. No ranks higher than Leading Cadet can be an escort. No escort may outrank the NCO in charge or a bearer **See exception for Warrant Officers in [19.6.5](#).**
- 19.6.5 *Warrant Officers* Members aged 18 as at 10th September 2017 may compete in any position provided they are carrying the rank of Warrant Officer and in cadet/NCO uniform with Warrant Officer epaulettes. No other Warrant Officers may compete. Rank Structure must be applied if the Warrant Officer is a member of the Flag Party

19.7 Flag Party Drill Diagram

- 19.8 The following describes the orders and diagram to be used for the Flag Drill Competition. This information is in line with Section 13 of the Australian Air League Manual Revision 5.

19.9 Fall in Orders

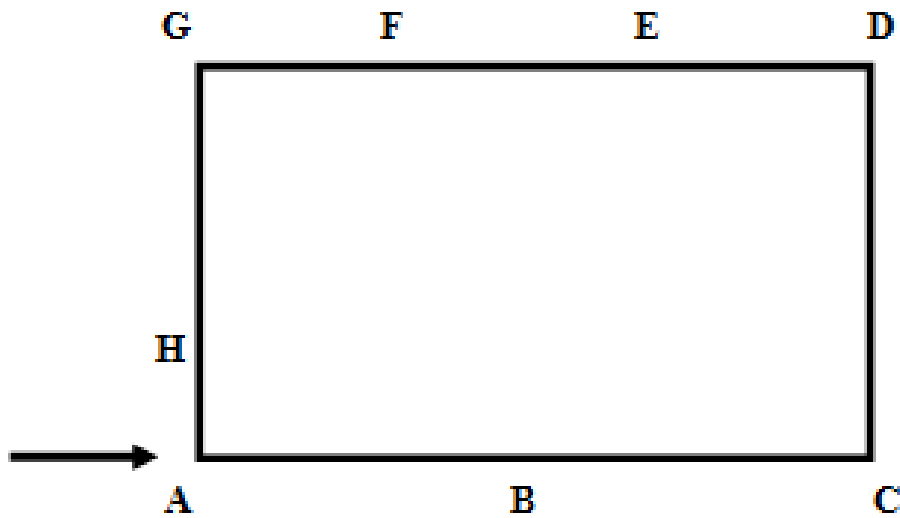
- 1. Flag Party prepare to Fall In
- 2. Flag Party, Bearers, Fall In
- 3. Flag Party, Escorts on the Bearers, Fall In
- 4. Bearers Slope Flags
- 5. Flag Party Right Dress
- 6. No ## Bearer, Move forward/Move to the rear, Steady
- 7. Bearers Steady
- 8. No ## Escort, Move forward/Move to the rear, Steady
- 9. Escorts Steady
- 10. Flag Party Steady
- 11. Flag Party Eyes Front
- 12. Bearers Order Flags
- 13. Flag Party Stand at Ease
- 14. Flag Party Attention
- 15. Bearers Carry Flags
- 16. Bearers Slope Flags

19.10 Diagram 7 Orders

- **A** Flag Party, Carry Flags
- **A** Flag Party, By the Left, Slow March
- **B** Flag Party, Into Quick Time, Quick March
- **C** Flag Party, Change Direction Left, Left Wheel
- **D** Flag Party, Change Direction Left, Left Wheel
- **E** Flag Party, Royal Salute
- **F** Flag Party, Carry Flags
- **G** Flag Party, Change Direction Left, Left Wheel
- **H** Flag Party, Halt

Diagram 7 – Flag Party

Note: not to scale



20.0 Squad Drill

- 20.1 All Squadrons may compete in Squad Drill, provided they have the correct number of participants.
- 20.2 All competing Cadets and NCOs must be under the age of 18 as at 10th September 2017. There is no age restriction for Officers (including Warrant Officers and Trainee Officers).
- 20.3 Warrant Officers aged 18 as at 10th September 2017 may compete in a cadet/NCO position provided they are wearing a cadet/NCO uniform with Warrant Officer epaulettes. Other Warrant Officers must compete in an Officer position.
- 20.4 All members in the Squad must be from the same squadron.
- 20.5 Only one entry per Squadron is allowed.
- 20.6 This competition is open to Squadrons only.

20.7 Complement Requirements:

- 20.7.1 Total Number: **MAXIMUM – 16.** (2 Officers, 14 Cadets with any amount of NCOs).
MINIMUM – 13. (2 Officers, 11 Cadets with any amount of NCOs).
One point will be deducted for each member short of the full complement of 16. Squads with less than 13 members are deemed to be non-competitive.
- 20.7.2 Members: **Squad OC** (Must be an Officer, Trainee Officer or Warrant Officer)
Squad Adjutant (Must be an Officer, Trainee Officer or Warrant Officer and cannot out rank the Squad OC).
1 Flag Party NCO
1 Flag Bearer (Carrying Squadron Flag – cannot out rank Flag Party NCO)
2 Flag Escorts (Cannot out rank Flag Bearer or Flag Party NCO)
1 Flight NCO
Flight - At least **6** and not more than **9 flight members**. Members of the Flight cannot out rank the Flight NCO.

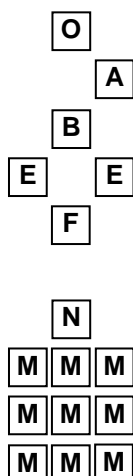
20.8 Squad Drill Diagram

- 20.9 The following describes the orders and diagram to be used for the Squad Drill Competition.

20.10 Squads are to take the following form:

Key:

- O** OC Squad
A Adjutant Squad
B Flag Bearer
E Flag Escorts
F Flag NCO
N Flight NCO
M Flight Members

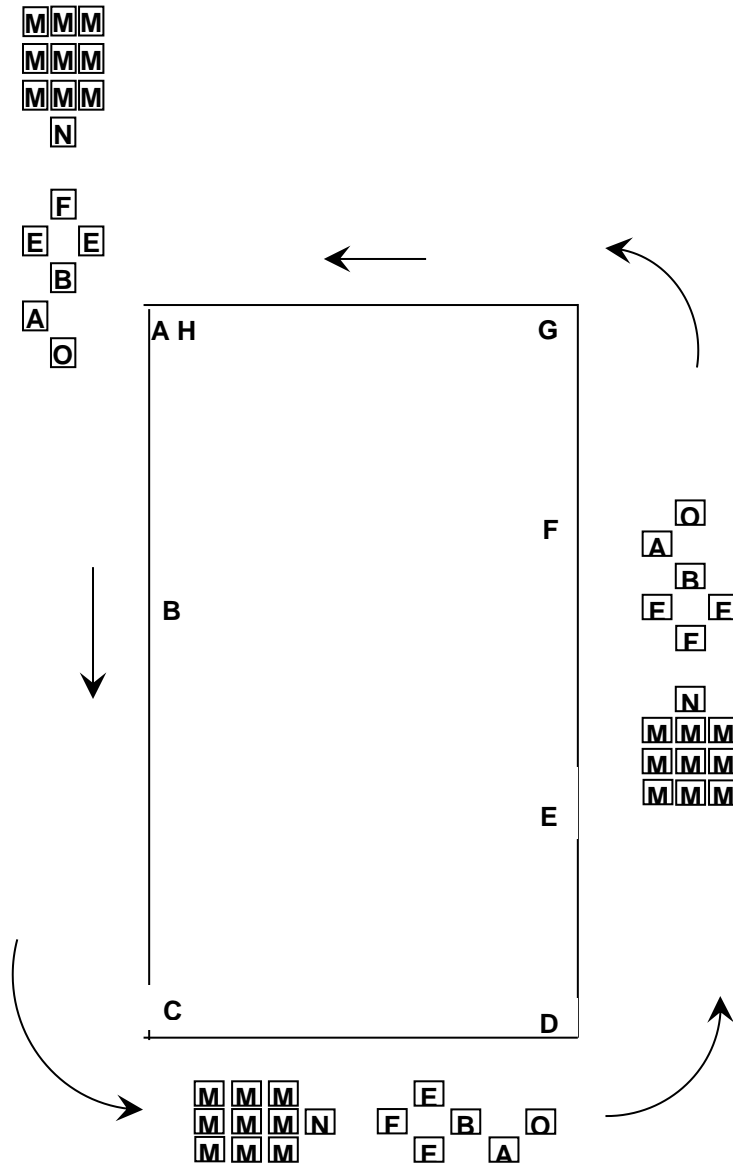


20.11 Squad Diagram Orders for 2017

- **A** Squad, Slope Flag
- **A** Squad, Quick - March
- **B** Squad, Carry Flag
- **C** Squad, Change direction Left, Left - Wheel
- **D** Squad, Change direction Left, Left - Wheel
- **E** Squad, Royal Salute, Eyes Right
- **F** Squad, Eyes Front
- **G** Squad, Change direction Left, Left - Wheel
- **H** Squad, Halt

20.12 Diagram – Squad Drill

Note: not to scale



21.0 Band Drill

- 21.1 The compulsory tune for 2017 is "Bugle March 4".
- 21.2 This competition is open to Squadron and Wing Bands only.
- 21.3 Squadrons may enter more than one band. If a Squadron is entering more than one band they must follow the conditions set out at Section 20.4.

21.4 Extra Conditions for Squadrons entering more than one band:

- 21.4.1 No member may compete in more than one band.
- 21.4.2 Units are not required to report at the same time, as members will be validated for competition (as per 13.3)
- 21.4.3 The top placed Band will represent the squadron in the overall standings.
- 21.4.4 The total number of Band that a Squadron intends to enter must be placed on the online form.

21.5 Wing Band Requirements:

- 21.5.1 Wing bands must meet the criteria as set out in the AAL Manual Section 20, paras 13.0 to 13.5 in order to be competitive.
- 21.5.2 Wing bands must not consist of an over-representation of members from any one squadron. No more than one third of the overall Combined Band compliment shall be made up from any one squadron.
- 21.5.3 If required, players who have already competed with their respective Squadron Band may be included in the Wing band so long as the proportion of contributor players from that Squadron does not exceed one third of the overall Wing Band compliment.
- 21.5.4 If a Wing Band consists of only two squadrons, the ratio of player compliment will be determined by the Review Marshall.

21.6 Complement Requirements:

- 21.6.1 Total Number: **MAXIMUM – 24. (1 Drum Major, 23 Players).**
MINIMUM – 10. (1 Drum Major, 9 Players). One point will be **added** for each member over the complement of 10. Bands with less than 10 members are deemed to be non-competitive.

21.7 Music Requirements:

- 21.7.1 Bands will play one fixed piece of music which shall be the tune "Bugle March 4" and one free choice piece. The fixed piece is to be played twice on the march. The first time on commencing manoeuvres and the second time so that the tune will be completed at the conclusion of the manoeuvres. The band shall come to a halt when the front rank of the Band is in line with the last marker. Upon the front rank of the Band reaching the last marker, the Band may mark time and or halt on the Drum Majors signal and continue to play to the end of the tune.
- 21.7.2 Alternatively, upon the front rank of the Band reaching the last marker, the Band shall immediately "crash halt" on the Drum Major's signal.
- 21.7.3 After the Band has come to the Halt and completed the fixed piece, the Drum Major will give the order for the Band to play its free choice. During the playing of the free choice, the Band is not required to remain at the halt and may change formation.
- 21.7.4 Music for Salutes shall not be played during the competition. (eg General Salute or Last Post).

21.8 Drum Major Requirements:

- 21.8.1 To be eligible for the Drum Major competition, the Drum Major must be under the age of 18 as at 10th September 2017 provided they are an NCO or cadet, **OR** if aged 18 as at 10th September 2017 be carrying the rank of Warrant Officer. Other Warrant Officers, Trainee Officers, Officers or other cadets and NCOs aged 19 and over as at 10th September 2017 will be deemed non-competitive as a Drum Major.

Solo Competitions

22.0 Solo Competitions - General

22.1 Solo Competitions are as follows:

22.1.1 **Snare Drum:** Junior (Ages 8 to 11)
Cadet (Ages 12 to 15)
Senior (Ages 16 to 17)
Open (18 and over)

22.1.2 **Tenor Drum:** Junior (Ages 8 to 11)
Cadet (Ages 12 to 15)
Senior (Ages 16 to 17)
Open (18 and over)

22.1.3 **Bugle:** Junior (Ages 8 to 11)
Cadet (Ages 12 to 15)
Senior (Ages 16 to 17)
Open (18 and over)

22.2 **Ages**

Ages are as at 10th September 2017. All members must compete within their age group regardless of rank.

22.3 **Entry Forms**

All members wishing to compete must be included on the online form.

22.4 **Entry Form Cut Off Date**

Entry forms must be in the possession of the Group Field Officer by **Sunday, 27th August 2017**, using the online form described in section [11.9](#) of this circular.

22.5 **Start Time and Other Information**

Solo competitions will commence at 0830 hours, and it is the responsibility of individual Squadrons to ensure Soloists have completed their entries so as to participate in the Field Diagrams. Please note Field competitions will not be delayed for members participating in solo competitions.

22.6 *Solo competitions will be timetabled as such:-*

22.6.1 Snare – 0830 hours to 1130 hours

22.6.2 Tenor – 1130 hours to 1300 hours

22.6.3 Bulge – 1300 hours to 1400 hours

22.7 **Competition Running**

Solo competitions will alternate squadrons with Members who are waiting for judging. For example, if 3 squadrons each have members awaiting, then the following will take place. Member from Squadron 1 is judged, then member from Squadron 2 is judged, then member from squadron 3 is judged, then back to Squadron 1.

22.8 **Further Information**

For further information relating to the Band and Solo competitions please refer to the Group Band Officer.

23.0 Solo Snare Drum Requirements

- 23.1 Competitors in the Solo Snare Drum competition shall be required to play a two 3 beat roll introduction and then play the compulsory tune "Bugle March 4".
- 23.2 At the conclusion of the compulsory tune, and on the Judge's instruction, the competitor shall play a free choice piece tune. With the exception of General Salute and Last Post, this tune may be played at the discretion of the competitor.
- 23.3 Musical performance played during a free choice piece tune can be as creative as the competitor wishes.

24.0 Solo Tenor Drum Requirements

- 24.1 Competitors in the Solo Tenor Drum competition shall be required to play the compulsory tune "Bugle March 4".
- 24.2 At the conclusion of the compulsory tune, and on the Judge's instruction, the competitor shall play a free choice piece tune. With the exception of General Salute and Last Post, this tune may be played at the discretion of the competitor.
- 24.3 Musical performance played during a free choice piece tune can be as creative as the competitor wishes.

25.0 Solo Bugle Requirements

- 25.1 Competitors in the Solo Tenor Drum competition shall be required to play the compulsory tune "Bugle March 4".
- 25.2 At the conclusion of the compulsory tune, and on the Judge's instruction, the competitor shall play a free choice piece tune. With the exception of General Salute and Last Post, this tune may be played at the discretion of the competitor.
- 25.3 Musical performance played during a free choice piece tune can be as creative as the competitor wishes.

PHYSICAL ACTIVITIES COMPETITIONS

26.0 Ball Game Competition Staff

26.1 Competition O.C. - Gp. Comr. Trent Aylward

27.0 General Conditions

27.1 There will be two (2) ball games competitions held this year – Squadron Ball Games and Junior Ball Games. Please refer to point 26.5.1 and 26.6.1

27.2 Each squadron is invited to enter one (1) team in each ball games competitions. The Ball Games Competitions shall be conducted in accordance with the Australian Air League Manual, Section 24.

27.3 Refer to F/FI/40/09 for additional information on the ball game competitions.

27.4 All squadrons who wish to enter a team must supply one (1) time keeper over the age of eighteen (18). Any squadron who does not supply one (1) time keeper shall not be permitted to take part in the competition.

27.5 Squadron Ball Game Teams

27.5.1 Each team shall consist of eight (8) members who shall be under the age of eighteen (18) years. Teams must be dressed in Physical Education attire in accordance with Section 18 of the Australian Air League Manual. AAL uniform shall not be worn in substitution of Physical Education attire. All members of a team shall be dressed the same. Any team not dress in accordance with these conditions shall not be permitted to take part in the competition.

27.6 Junior Ball Game Teams

27.6.1 Each team shall consist of six (6) members who shall be under the age of twelve (12) years. Teams must be dressed in Physical Education attire in accordance with Section 18 of the Australian Air League Manual. AAL uniform shall not be worn in substitution of Physical Education attire.

27.6.2 Squadrons can combine to enter units.

27.7 All team members must be current financial members.

27.8 The ball to be used for each game as nominated shall be as follows:

27.9 Medicine Ball:

27.10 Medicine balls used in AAL physical activities competitions shall weigh at least 2.25 kilograms. No restrictions shall apply to the circumference of medicine balls.

27.11 Basket Ball:

27.12 Basket balls used in AAL physical activities competitions shall be a regulation competition ball 76.25 cm in circumference.

27.13 Procedure:

27.14 All commands shall be given by one (1) blow of a whistle from the competition official.

27.15 First Whistle:

27.16 Team standing at attention on the markers with the team captains standing on the first marker, with the appropriate ball at their feet.

27.17 Second Whistle:

27.18 Teams assume the ready position appropriate to the particular game to be played.

27.19 Third Whistle:

27.20 Game commences. If a false start has occurred, this will be indicated by two (2) rapid whistle blows. In such a circumstance the teams shall stop immediately and return to their original positions at which stage the competition shall commence again. All positions of team

members will be indicated on the ground by means of markers. This will also be used as a line marker if the game requires the team members to move to a given point.

- 27.21 Movement off the markers will result in disqualification, except if changing position due to rotation or where a game permits members to bunch up. Teams line up in single file on parallel lines to each other no closer than three (3) metres apart. Each team occupies one line. The lines are marked at intervals of one (1) metre from front to rear with the team captain on the first marker

28.0 First Game – Run and Throw Back Relay (2) – Basketball

- 28.1 Teams line up in single file on parallel lines to each other no closer than three (3) metres apart. Each team occupies one line, the lines are marked at intervals of one (1) metre from front to rear with the team captain on the first marker.
- 28.2 **"First whistle"** All of the team is standing to attention and the captain has the ball at his/her feet.
- 28.3 **"Second whistle"** Ready Position. The Captain picks up the ball and the remainder of the team bunch up behind the captain (moving off the markers).
- 28.4 **"Third whistle"** Game Commences. Captain runs to the three (3) metre marker in front of the team, stops and throws the ball back to the next team member who catches the ball. The captain then runs down the right hand side of the team to take up a position at the rear of the team. At the same time the member who caught the ball runs to the front marker and throws the ball back to the next member and so on till the captain is back on his/her marker, along with each team member on his/her marker, standing to attention and the captain with the ball at his/her feet, indicating that they have finished.
- 28.5 Members throwing the ball back to the team must be standing at attention and stationary before throwing the ball back to the team.
- 28.6 Members catching the ball must not leave their position prior to receiving the ball.
- 28.7 If the member receiving the ball drops it, they must after retrieving it start their run to the throwing line from the front marker.

29.0 Second Game – Bounce Relay (3) – Basketball

- 29.1 Teams line up in single file on parallel lines to each other no closer than three (3) metres apart. Each team occupies one line, the lines are marked at intervals of one (1) metre from front to rear with the team captain on the first marker.
- 29.2 **"First whistle"** All of the team is standing to attention and the captain has the ball at his/her feet.
- 29.3 **"Second whistle"** Ready Position. The Captain picks up the ball and the remainder of the team bunch up behind the captain (moving off the markers).
- 29.4 **"Third whistle"** Game Commences. Captain runs to the three (3) metre marker in front of the team, stops and bounces the ball three (3) times, then throws the ball back to the next team member who catches the ball. The captain then runs down the right hand side of the team to take up a position at the rear of the team. At the same time the member who caught the ball runs to the front marker, stops and bounces the ball three (3) times, then throws the ball back to the next member and so on till the captain is back on his/her marker, along with each team member on his/her marker, standing to attention and the captain with the ball at his/her feet, indicating that they have finished.
- 29.5 Members throwing the ball back to the team must be standing at attention and stationary before throwing the ball back to the team.
- 29.6 Members catching the ball must not leave their position prior to receiving the ball.
- 29.7 If the member receiving the ball drops it, they must after retrieving it start their run to the throwing line from the front marker.
- 29.8 If the ball is lost during the bouncing, after it is retrieved the count will continue from the number that the ball was lost from. Not from the start.

30.0 Third Game – Time Ball Relay (5) – Basketball

- 30.1 Teams line up in single file on parallel lines to each other no closer than three (3) metres apart. Each team occupies one line, the lines are marked at intervals of one (1) metre from front to rear with the team captain on the first marker.
- 30.2 **"First whistle"** All of the team is standing to attention and the captain has the ball at his/her feet.
- 30.3 **"Second whistle"** Ready position. Captain runs to the three (3) metre marker the remainder of the team move off the markers and bunch up behind the front marker.
- 30.4 **"Third whistle"** Game Commences. Captain throws the ball to the first member who in turn throws it back and assumes a crouched position, the captain then throws it to the next member and so on till each member has caught and returned the ball. The last member on catching the ball runs up the right hand side to the captains' position, the captain in turn going to the first position and the other members moving back to allow him/her in. This continues until the captain receives the ball as the last member and runs to the 3-metre marker and stands to attention with the rest of the team with the ball at his/her feet indicating that they have finished. It is not necessary for each member to touch the ball.
- 30.5 If the ball is dropped it must be returned to the thrower for another throw and continued until it is caught
- 30.6 Crouched position is not sitting, only feet and hands may be on the ground.

EDUCATION COMPETITIONS

31.0 Education Competition Staff

- 31.1 Competition OC – Gp. Comr. Peter Gledhill
- 31.2 Competition 2.I.C – Comr. Andrew Dennis
- 31.3 Model Registrars – Gp Lt. Robert Robey and Gp Lt. Ray Ross
- 31.4 Chuck Glider & Rubber powered Contest Director – Sqdn. Capt. Michael Chamley

32.0 Pre-Registration

- 32.1 As in the previous years, Pre-Registration for both the 'Education Display' and the Modelling Competition entries, on forms sent with this circular or via the web at;
- 32.2 <http://rego.nswbg.airleague.com.au>
- 32.3 The procedure is along the same lines as that used for the Federal Review Education Display and Modelling Competitions.
- 32.4 These entry forms or online registration are to be completed and submitted to the Group Education Commissioner no later than Sunday 27th August 2017. No entry forms will be accepted after this date and the web won't accept entries after the close off and no Display's or Models that have not been Pre-Registered on their respective forms will be accepted on the day of the competition.

33.0 Education Display Competition

- 33.1 The theme for the Education Display this year is **"The Golden Age of the Flying Boat in Australia"**
- 33.2 The display must be started from scratch and not include any part of a previous Education Display.

33.3 Conditions of Entry

- 33.3.1 All entries in the Education Display must comply with the following provisions.
- 33.3.2 All displays must be pre entered on the attached Entry Form. (See note on entry form).
- 33.3.3 All display must be registered prior to assembly.
- 33.3.4 Display shall not exceed two square metres in size (this is not 2 metres square) and cannot be longer than 2 metres.
- 33.3.5 All entries are to be planned around a maximum table size of 2 metres long by one metre wide. Tables will not always be provided for displays, so squadrons are asked to plan for this e.g. bring your own legs or trestles etc.
- 33.3.6 Squadrons wishing to display items which may be regarded as unconventional in shape or requiring special items of equipment are to advise the Group Education Commissioner.
- 33.3.7 Electricity is available in the display area but extension cords, power boards etc. shall be provided by the Squadron.
- 33.3.8 Displays shall be erected and dismantled by Squadron personnel.
- 33.3.9 Displays are to be erected between 8:30 am and 10:00 am and are to remain assembled until after the final parade.
- 33.3.10 A list of all participants must be included with the Display; this may be checked against Group records. The work MUST be only that of Uniform Members of the Squadron, Cadets must supply 80% of the work, Officers may help in a limited capacity, and Lay Members may act as advisers.
- 33.3.11 The Squadron names must not be anywhere on the display prior to judging but may be placed on the display after judging. The list of cadets who worked on the display and what their participation was should be handed to the education commissioner at the time of entry.

33.4 Display Judging

- 33.4.1 Judging will be by independent judges from Federal or Group Staff and outside of the League. The criteria for judging will be as follows, the Judges will not be judging 'Adherence to Rules and Cadet Participation'. This will be judged by the GEC as the Judge is not in a position to assess the information required.
- 33.4.2 Squadron education displays will be judged on the following criteria with points allocated as indicated:
- 33.4.2.1 **Layout (10 points):** A well-structured and uncluttered display is expected compared to one that is unstructured and cluttered.
- 33.4.2.2 **Visual Impact (10 points):** Legibility at a viewing distance of 1.5 metres is essential and the initial impact must be pleasing.
- 33.4.2.3 **Use of Materials (10 points):** Creativity in the use of materials is sought. No preference shall be given to hand sketches compared to photos or magazine pictures.
- 33.4.2.4 **Skill (10 points):** More points shall be given to the use of a wider range of skills compared to a narrow set of skills
- 33.4.2.5 **Cadet Participation (20 points):** Names and ages of members must appear on a separate document indicating which member is responsible for which component of the display. This may be at a research, drawing, sheet, operating component or written section level. Where a number of cadets completed one component, their combined names should appear (5 points). The greater the percentage of members of a squadron participating, the higher the

mark, based upon the squadron strength at 30 June 2017. This information is to be supplied by each squadron and shall be attached to the entry form.

- 33.4.2.6 **Content (20 Points):** Preference will be given to those displays that more extensively cover the theme compared to those which choose to cover a narrow part of the theme.
- 33.4.2.7 **Standard of Overall Finish (10 points):** The quality of workmanship shall be assessed taking into account the age of the members used in the preparation of the display.
- 33.4.2.8 **Adherence to Rules (10 points):** Points will be deducted for each rule not adhered to e.g. entry form not completed with all relevant information, late entry or cadet participation level not indicated.

34.0 Modelling Competition.

- 34.1 Pre-registered models only are to be presented for competition between 8:00 – 9:30 am by the member or a representative of the member’s squadron who must produce current membership cards or receipt. Only by prior arrangement with the G.E.C. are models to be entered by another person and then, they must be accompanied by the members membership card or receipt. No models will be accepted for competition on the day of the Group Review unless they have been Pre-Registered.
- 34.2 Model Competition Categories
- 34.3 There is a limit of TWO (2) entries per member in each competition in which the member participates except for the Chuck Glider and Rubber Powered Competitions which is a limit of ONE (1) due to time constraints.

Age Groups (max of 2 entries per Member)	Balsa Chuck Glider	Plastic 1/72 Scale and Smaller	Plastic 1/48 Scale and Larger	Kite	Aircraft Diorama	Non- Aeronautical Model	Group Build Aircraft	Rubber Powered Aircraft
8 - 11 Years	√	√	√	√	√	√	√	√
12 - 14 Years	√	√	√	√	√	√	√	√
15 - 17 Years	√	√	√	√	√	√	√	√
18+ Years	√	√	√	√	√	√	√	√

- 34.4 Please take note of the following points
- 34.5 The models must be an aircraft model or rocket etc. built entirely by the person entering the models.
- 34.6 The models must be of the Plastic Kit variety. No Metal or Plastic Pre-Built Models, Snap Together Kits or Lego models will be accepted.
- 34.7 If any model has previously won a 1st place in previous Group Review Modelling Competitions, it is not to be entered again.
- 34.8 No ARF (Almost Ready to Fly) models are permitted. The models must be built from parts, either cut or via a kit and are to be assembled and glued together by the member entering the model and all finishing such as covering or painting is also to be done by the person entering the model. No 'Pre Finished' kits are permitted.
- 34.9 The Kites must be built from scratch from the plans and instructions like contained in the current Aircraft Modelling 4 Workbook. No pre assembled, part built kites or kits are permitted. The kites must also be built and decorated solely by the member entering the competition.

34.10 Judging

- 34.11 Judging will, were possible be by independent outside judges commencing at 9:30am. Only three places will be awarded but in the case of a tie for 2nd or 3rd place, a ribbon will be awarded for each. The hall will be closed during judging and will open for viewing at Middy (approximately).
- 34.12 An announcement will be made when the hall is open for viewing usually around 1200 to 1230hrs.

35.0 Balsa Chuck Glider Flying Competition

35.1 General Information

- 35.2 The Chuck Glider Competition is no longer a static competition
- 35.3 A field or part of a field will be allocated for flying chuck gliders
- 35.4 Members need to be mindful of the need to share time with the drill competitions.
- 35.5 The wingspan of any model shall not be less than 30cm.
- 35.6 Model can be Hand Launch or Catapult Launch
- 35.7 The model will have a static mark applied by visual appearance.
- 35.8 In order to promote increased levels of skill and encourage "Modelling" rather than throwing bits together just to enter a competition, the criteria for judging for will be as follows;
- 35.9 Many good plans can be downloaded at <http://nswbgmodelling.airleague.com.au/>
- 35.10 **Age Groups:** Competitors to fly in age groups as nominated elsewhere on this document.
- 35.11 **Practice:** There will be a small practice time made available but competitors should arrive with their glider trimmed ready for flight as best as possible.
- 35.12 **Flying Window:** Contest director to nominate the beginning of the 20 minute time slot for official flights. Practice flying to stop during this period.
- 35.13 Models to be launched from a nominated upwind line for official flights. The line is to be nominated by the contest director.
- 35.14 **Crashes:** Should a glider break the competitor can elect once only to hold his flight window for no more than 5 minutes to affect repairs, contest director has final say should the time taken be excessive.
- 35.15 Should a model be deemed un-flyable after a crash the competitor is deemed finished his flight window and the best score become the scoring flight.

35.16 Judging

- 35.17 **Visual Appearance:** The model will be assessed on if it is of a recognised design and if it has been constructed correctly with correct alignment of parts, tight fitting joints, minimal gaps and proper application of glue to avoid smearing. The last part is the model is assessed on its sanding and overall finish.
- 35.18 **Flights:** The Flight time to the nearest second to be recorded on a score card with competitors name and age group, timing done by officials as nominated by contest director.
- 35.19 Three official flights to be recorded - longest flight to be the scoring flight.
- 35.20 Points for flight to be calculated as Competitors longest flight time divided by longest flight time achieved in age group.
- 35.21 **Points Allocation:** Points will be awarded on a Visual Appearance to a value of 30 points and Flight to a value of 70 points

36.0 AIRCRAFT PLASTIC MODEL 1/72nd Scale & 1/48th Scale

- 36.1 **Note:** Models in the Plastic Model Competition must be of the Plastic Kit variety. No Metal or Plastic Pre-Built Models, Snap Together Kits or Lego models will be accepted.
- 36.2 **Overall Appearance:** The overall appearance is judged on the first impression from approximately one arms distance. This takes into account the way the model is presented and the general appearance as would be seen by a casual observer.
- 36.3 **Paintwork:** The paintwork is judged on how the member has painted the model. It takes into account the use of brush or airbrush. For brush: whether there are brush marks, cleanness of line, thickness of paint and to a limited extent authenticity. For airbrush: whether there is over spray, cleanness of lines, thickness of paint and again to a limited extent authenticity. Overall: whether details have been painted e.g. cockpit, undercarriage, ordinances, engine etc.
- 36.4 **Attention to Detail:** This judging criterion shall be based on how the member has assembled the model and whether the member has detailed the model beyond just putting the kit together. Attention shall be given as to how the member has assembled all the small parts that are sometimes missed.
- 36.5 **Decals:** This judging criterion shall be based on how the decals are applied to the model, including correct alignment and an example of this is the direction that the kangaroo faces on Australian military aircraft. A model without decals would be marked down accordingly.
- 36.6 **Overall Finish:** This judging criterion takes into account the overall finish of the model. This shall include how the joints are finished. It also takes into account how the model looks at closer inspection. This should be achieved without the need to pick up the model in order to inspect it thoroughly.
- 36.7 **Glasswork:** Glasswork shall take into account the way windows; canopies, lights etc. are attached to the model. It shall also take into account how the glasswork is detailed.

37.0 KITE

37.1 General Information

- 37.2 Kite can be of any design but extra points will be awarded to designs based on Lawrence Hargraves kite designs.
- 37.3 There are some kite plans available at <http://nswbgmodelling.airleague.com.au/>
- 37.4 **Use of Materials:** Creativity in the use of materials is sought.
- 37.5 **Skill:** More points shall be given to the use of a wider range of skills compared to a narrow set of skills
- 37.6 **Construction:** Construction faults will be noted. The different parts of the models used in the diorama shall be glued to ensure all joints fit tightly together. Gaps between joints and tool marks are to be avoided. Similarly, excessive use of glue and smearing of glue is also to be avoided.
- 37.7 **Finish:** Attention shall be given to how the kite is decorated and whether this suits the design, e.g. a Hargraves box kite is not decorated and will not lose points, but must have been finished correctly with no torn or crinkled fabric/paper etc.
- 37.8 **Presentation:** The overall presentation is judged on the first impression from approximately arms distance. This takes into account the general appearance as would be seen by a casual observer.

38.0 AIRCRAFT DIORAMA

38.1 General Information

- 38.2 Each diorama shall contain at least one aircraft model. (If a member enters a model in the Plastic Model Categories, the same model cannot be used for the Diorama).
- 38.3 The maximum size of the base of the diorama shall not exceed 50cm x 50cm.
- 38.4 The entrant is responsible for supply of extension leads & power boards if they have a power requirement etc.
- 38.5 **Scale:** All elements in the diorama should be in the same scale.
- 38.6 **Layout:** A well-structured and uncluttered diorama is expected compared to one that is unstructured and cluttered.
- 38.7 **Use of Materials:** Creativity in the use of materials is sought.
- 38.8 **Skill:** More points shall be given to the use of a wider range of skills compared to a narrow set of skills
- 38.9 **Construction:** Construction faults will be noted. The different parts of the models used in the diorama shall be glued to ensure all joints fit tightly together. Gaps between joints and tool marks are to be avoided. Similarly, excessive use of glue and smearing of glue is also to be avoided.
- 38.10 **Finish:** Attention shall be given to how the materials used on the diorama have been applied. The following shall be taken into account; the proper application of decals or decorations, brush marks and paint runs, unrealistic weathering and contamination.
- 38.11 **Presentation:** The overall presentation is judged on the first impression from approximately arms distance. This takes into account the way the elements in the diorama are positioned, the realism of their presentation and the general appearance as would be seen by a casual observer.

39.0 PLASTIC MODEL AIRCRAFT- GROUP BUILD 1/72 SCALE VAMPIRE JET FIGHTER

- 39.1 **Overall Appearance:** The overall appearance is judged on the first impression from approximately one arms distance. This takes into account the way the model is presented and the general appearance as would be seen by a casual observer.
- 39.2 **Paintwork:** The paintwork is judged on how the member has painted the model. It takes into account the use of brush or airbrush. For brush: whether there are brush marks, cleanness of line, thickness of paint and authenticity. For airbrush: whether there is over spray, cleanness of lines, thickness of paint and again, authenticity. Overall: whether details have been painted e.g. cockpit, undercarriage, ordinance, engine etc.
- 39.3 **Attention to Detail:** This judging criterion shall be based on how the member has assembled the model. Attention shall be given as to how the member has assembled all the small parts that are sometimes missed.
- 39.4 **Decals:** This judging criterion shall be based on how the decals are applied to the model, including correct alignment and an example of this is the direction that the kangaroo faces on Australian military aircraft. As all models aircraft would normally have decals, a model without decals would in most cases lose marks.
- 39.5 **Overall Finish:** This judging criterion takes into account the overall finish of the model. This shall include how the joins are finished. It also takes into account how the model looks on closer inspection. This should be achieved without the need to pick up the model in order to inspect it thoroughly.
- 39.6 **Glasswork:** Glasswork shall take into account the way windows; canopies, lights etc. are attached to the model and whether glue or paint smears appear. It shall also take into account if the framework for canopies etc. is painted and detailed.
- 39.7 Notes:**
- 39.8 The model may be any version or brand of the Vampire:
- 39.9 It is to be 1/72 Scale
- 39.10 While there are many brands that make this subject, it must be a regular model kit, not a Hobby boss 'Easy Assembly Authentic Kit', snap together kit or diecast metal or plastic already built models.
- 39.11 The model is to be built 'Out of the Box'. That is;
- 39.12 No additional detail is to be added that is not in the kit
- 39.13 Only the paint option included in the kit must be used
- 39.14 Only the decal (marking) option in the kit is to be used
- 39.15 **Note:** If there is more than one paint or decal option included in the kit, one should be chosen and used.

40.0 RUBBER POWERED FLYING MODEL COMPETITION

- 40.1 The Rubber Powered Model Competition is no longer a static competition
- 40.2 A field or part of a field will be allocated for flying Rubber Powered Models
- 40.3 Members need to be mindful of the need to share time with the drill competitions.
- 40.4 The Rubber Powered model must be of recognised design; points will be deducted for models of poor design or just put together from scrap and not capable of flight.
- 40.5 The wingspan of any model shall not be greater than 100cm (1metre).
- 40.6 The model shall be capable of stable flight by visual appearance.
- 40.7 Many good plans can be downloaded at <http://nswbgmodellng.airleague.com.au/>
- 40.8 **Age Groups:** Competitors to fly in age groups as nominated elsewhere on this document.
- 40.9 **Practice:** There will be a small practice time made available but competitors should arrive with their glider trimmed ready for flight as best as possible.
- 40.10 **Flying Window:** Contest director to nominate the beginning of the 20 minute time slot for official flights. Practice flying to stop during this period. Models to be launched from a nominated upwind line for official flights. The line is to be nominated by the contest director.
- 40.11 **Crashes:** Should the model break the competitor can elect once only to hold his flight window for no more than 5 minutes to affect repairs, contest director has final say should the time taken be excessive. Should a model be deemed un-flyable after a crash the competitor is deemed finished his flight window and the best score become the scoring flight.

40.12 Judging

- 40.13 **Outline:** The outline shall be sharp and smooth. For example, straight edges to be cut straight. Avoid scallops or missing chunks. Curves to be smooth, avoiding chunks cut into the balsa. Both halves of the wing shall be isometric. For example, if the wing was cut through the chord at the centre of the span and folded one side over the other, sides should be the same shape. The outlines of parts are not to be undercut. In order to avoid undercut, the knife of the blade shall be held so that the cut remains vertical to the cutting surface.
- 40.14 **Finish:** The whole model shall be sanded to a smooth finish using very fine sandpaper. Has the covering material been applied correctly & sealed, is there any wrinkles etc. Additional points are given for decoration.
- 40.15 **Construction:** The different parts of the model shall be glued to ensure all joints fit tightly together. Gaps between joints are to be avoided. Similarly, excessive use of glue and smearing of glue is also to be avoided.
- 40.16 **Alignment:** It is important to ensure the chord of the wing and tailplane are parallel to the centre line of the fuselage. Also, the fin shall be mounted vertical to the fuselage. The wings shall be mounted so that if a line was drawn horizontal to the fuselage under them, the distance measured from this line to the leading edge of the wing at any given point is the same on both sides of the fuselage.
- 40.17 **Flight:** The Flight time to the nearest second to be recorded on a score card with competitors name and age group, timing done by officials as nominated by contest director.
- 40.18 Three official flights to be recorded - longest flight to be the scoring flight.
- 40.19 Points for flight to be calculated as Competitors longest flight time divided by longest flight time achieved in age group.

41.0 NON AERONAUTICAL MODEL

- 41.1 **Note:** Models in the Non Aeronautical Competition must be of the Plastic Kit variety. No Metal or Plastic Pre-Built Models, Snap Together Kits or Lego models will be accepted.
- 41.2 **Overall Appearance:** The overall appearance is judged on the first impression from approximately one arms distance. This takes into account the way the model is presented and the general appearance as would be seen by a casual observer.
- 41.3 **Paintwork:** The paintwork is judged on how the member has painted the model. It takes into account the use of brush or airbrush. For brush: whether there are brush marks, cleanness of line, thickness of paint and to a limited extent authenticity. For airbrush: whether there is over spray, cleanness of lines, thickness of paint and again to a limited extent authenticity. Overall: whether details have been painted e.g. cockpit, undercarriage, ordinances, engine etc.
- 41.4 **Attention to Detail:** This judging criterion shall be based on how the member has assembled the model and whether the member has detailed the model beyond just putting the kit together. Attention shall be given as to how the member has assembled all the small parts that are sometimes missed.
- 41.5 **Decals:** This judging criterion shall be based on how the decals are applied to the model, including correct alignment and an example of this is the direction that the kangaroo faces on Australian military models. A model without decals would be marked down accordingly if it would have markings in its real life.
- 41.6 **Overall Finish:** This judging criterion takes into account the overall finish of the model. This shall include how the joins are finished. It also takes into account how the model looks at closer inspection. This should be achieved without the need to pick up the model in order to inspect it thoroughly.
- 41.7 **Glasswork:** Glasswork shall take into account the way windows; canopies, lights etc. are attached to the model. It shall also take into account how the glasswork is detailed.

42.0 Squadron with the highest number of models

- 42.1 There will be an award for the Squadron that has the highest number of models in the competitions per roll strength as taken from the Group Membership List in the month prior to the Group Review.

AFTERNOON PARADE

43.0 Afternoon Parade Staff

43.1	Parade OC	GP Comr. B. Fox
43.2	Parade 2IC	Gp. Comr. J. Remington DSA, MSA
43.3	Parade Adjutant	Wing Cpt B. Gregory
43.4	Assistant Review Adjutant	Gp Comr. T Aylward
43.5	Chief Marshal	Comr. R. Bell OAM, LM, DSA, MSA.
43.6	Afternoon Duty Wing	Kerr Wing

44.0 Dress

- 44.1 Members are required to wear full Australian Air League uniform as laid down in Section 18 of the Australian Air League Manual. Note officers are to wear tunics.
- 44.2 Jumpers are not to be worn for the final parade unless the Parade OC gives explicit instructions otherwise.
- 44.3 All authorised medals and decorations **MUST** be worn. Name badges are **NOT** to be worn.
- 44.4 Members not in full and correct uniform will not be allowed to take part in the Afternoon Parade. All Wing and Squadron OCs are expected to strictly enforce this directive.

45.0 Duty of Care to Members

- 45.1 It is the responsibility of all Squadron OCs to ensure that their members are fit to take part in the Afternoon Parade. Members who are feeling ill should not be allowed to take part.
- 45.2 Squadron OCs are to ensure that their squadron members are sufficiently hydrated before the afternoon parade, and have also had something to eat.
- 45.3 Wing OCs will ensure that the Squadrons within their Wing have followed these directives.

46.0 Afternoon Review Competition Entries

- 46.1 **Parade Statements**
The attached blue [Review Parade Statement](#) must be completed and handed in by 1300 hrs on the day of the Review.
- 46.2 **Armbands**
Armbands **MUST** be collected when handing in Parade Statements.
 - 46.2.1 Officers Commanding Wings and Squadrons only will wear an armband on their left arm, which will be worn halfway between the shoulder and elbow.

47.0 Photography

- 47.1 No persons are allowed on to the field to take any photo, apart from person approved by the Group Field Commissioner. This include the March On, Presentations and March Off.
- 47.2 Any person found on the field taking photos will be asked to leave the field.

48.0 Afternoon Review Competition Requirements

- 48.1 Wing and Squadrons will be judged in competitions on the march according to their eligibility.
- 48.2 Competitions will be judged on the march as the Parade moves around the parade ground and will include the following:

48.3 Best Boys' Wing On The March

- 48.3.1 **Qualifications:** Members at least **30**
Squadrons at least **2**

48.4 Best Boys' Squadron On The March

- 48.4.1 Qualifications:

Total Members **MINIMUM – 16**
comprising of:

Officers At least **1**

Flag Party Fully constituted (ie **3** flags, **3** escorts and **1** NCO in charge)

Flight At least one flight with at least **9** members plus NCO in charge. One point shall be deducted for each member less than **19**, including the NCO. Squadrons may not field flights with more than **19** members in total.

Provided they meet the criteria for at least one flight, Squadrons with multiple flights will not be penalised for extra flights that do not meet this criteria.

48.5 Best Boys' Small Squadron On The March

- 48.5.1 Qualifications:

Roll strength Only Squadrons with a total roll strength of 20 or less (as at 31 July 2017) are eligible for this competition, regardless of the number of members attending on the day. Squadrons over this number compete in Best Squadron on the March.

Total Members **MAXIMUM – 15**
MINIMUM – 9
comprising of:

Officers At least **1**

Flag Party Fully constituted (ie **3** flags, **3** escorts and **1** NCO in charge)
OR

Flight **1**Squadron Flag, **2** escorts and an NCO in charge.
Not more than **9** members plus an NCO in charge.

Those Squadrons deemed competitive according to the entry sheets will be judged in this category at the discretion of the marshals, and will not be competitive for the Best Squadron Trophy.

48.6 Best Boys' Flight On The March

- 48.6.1 **Qualifications:** **MAXIMUM – 19** (including NCO in charge)
MINIMUM – 10 (including NCO in charge).
Must consist of at least **1** NCO in charge and **9** other members. One point shall be deducted from every Flight for each member less than **19**, including the NCO in charge. All flights within a squadron that meet this criteria shall be eligible.

48.7 Best Boys' Flag Party On The March

- 48.7.1 **Qualifications:** Must be 3 Flag Formation (ie **3** flags, **3** escorts and **1** NCO in charge) as per section 13 of the Australian Air League Manual. Any flag parties with less than the numbers nominated above are non-competitive.

49.0 Afternoon Parade Order

49.1 Parade will assemble and march in the following order:

PARADE STAFF

Mass Band

Girl's Group Staff

Girl's Group Flag Party

A Ilma Nicholson Wing

B Nancy Bird Wing

C Jean Batten Wing

*(note: Girl's Group Field Commissioner
to confirm order for the Girl's Group)*

Boy's Group Staff

Boy's Group Flag Party

D Central Coast Wing

E Kingsford Smith Wing

F Sadler Wing

G Macarthur Wing

H Ulm Wing

I Kerr Wing

J Hinker Wing

K Keith Smith Wing

L Hunter Wing

M George Campbell Wing

N Southern Cross Wing

50.0 Afternoon Parade Procedure

50.1 March On

- 50.1.1 Units are to commence to assemble in column of route on the driveway behind the Oval when directed in the order as determined in paragraph [47.1](#) of this circular.
- 50.1.2 The Parade will march off and enter the Crest, passing the dais and completing a circuit of the Oval. After completing one circuit, the parade will form up as directed. Refer to the diagram in [Appendix C](#). No General Salute will be given on the march on.
- 50.1.3 Once all units are in position, the Parade OC will give the order for all units to left turn into line and face the dais.

50.2 Presentations

- 50.2.1 Units are advised that if they are called to receive a presentation, the member accepting the award is to move quickly and smartly to the dais area.

50.3 March Off

- 50.3.1 **Parade Hand Over.** At the conclusion of the presentations, the Group Executive Commissioner orders the Parade to attention and hands the Parade back to the Parade OC.
- 50.3.2 The Parade OC orders all flags to the carry.
- 50.3.3 The Parade OC orders the parade to turn right into column of route.
- 50.3.4 **March Off.** At the order, the parade will march and pass the dais.
- 50.3.5 **Eyes Right, General Salute.** At the order, in succession of units, units perform an Eyes Right/General Salute as they pass the dais. All Officers salute (unless in a flag party) and all Squadron, Wing and Group Flags salute.
- 50.3.6 After passing the dais, the Parade marches to the rear of the parade ground. The massed AAL band assembles in front of the parade facing the dais and halts.

50.4 Final Ceremonies

- 50.4.1 **National Anthem.** The National Anthem will play. ALL Officers salute and flag parties will perform a General Salute.
- 50.4.2 **Group Flags March Off.** Following the National Anthem, the Group Flag Parties march off the parade ground. ALL Officers salute, and all Squadron and Wing flags will salute, as the Group Flag Parties pass their immediate front.
- 50.4.3 **Lowering of National Flag.** After the Group Flag Parties have been marched off, the Parade OC gives the command to lower the Australian National Flag. ALL Officers salute and Flag Parties perform a General Salute.
- 50.4.4 **Order Flags.** Following the lowering of the Australian National Flag, the Parade OC orders all flags to the order.
- 50.4.5 **Dismissal.** At the completion of the above all OCs will be called to report to the Parade OC for de-briefing and return of armbands. When all OCs are dismissed they return to their units and immediately dismiss their units.
- 50.4.6 At the completion of the parade the **Wing OC of Kerr Wing** is to ensure all members of his Wing is available and present for duty.

FURTHER INFORMATION

51.0 Results

- 51.1 When finalised and available, all units taking part in the competitions will be given a summary of where they lost points in order that they may be corrected for future competitions.

52.0 Trophy Return

- 52.1 Wings, Squadrons and Individuals holding perpetual trophies from last year's Group Review competition(s) must ensure that they are returned to the Australian Air League Headquarters, 181 Penshurst Street, Beverly Hills, **in good repair, cleaned, polished and appropriately engraved, by 27th August 2017.**
- 52.2 Any Wing, Squadron or Individuals found not to have complied with paragraph [50.1](#) of this competition circular may be disqualified at the discretion of the Marshal from competing in this competition(s) for which they have not complied.

53.0 Canteen

- 53.1 A canteen will be operating on the by a selected Squadron (To be announced later). No other Squadron or Wing is permitted to sell food or refreshments.
- 53.2 **If you wish to nominate to operate the canteen, you are required to contact the Group Field Commissioner by 19st of August 2017.**
- 53.3 After which the Group Field Commissioner will advise which squadron will be operating the canteen.

54.0 Requests for Further Information

- 54.1 Should any further information be required regarding the Group Review, please do not hesitate to contact either the Group Field Commissioner, Gp Comr Brendan Fox, or the Group Executive Commissioner, Comr Ray Bell OAM, LM, DSA, MSA.

Appendix A – Timetable

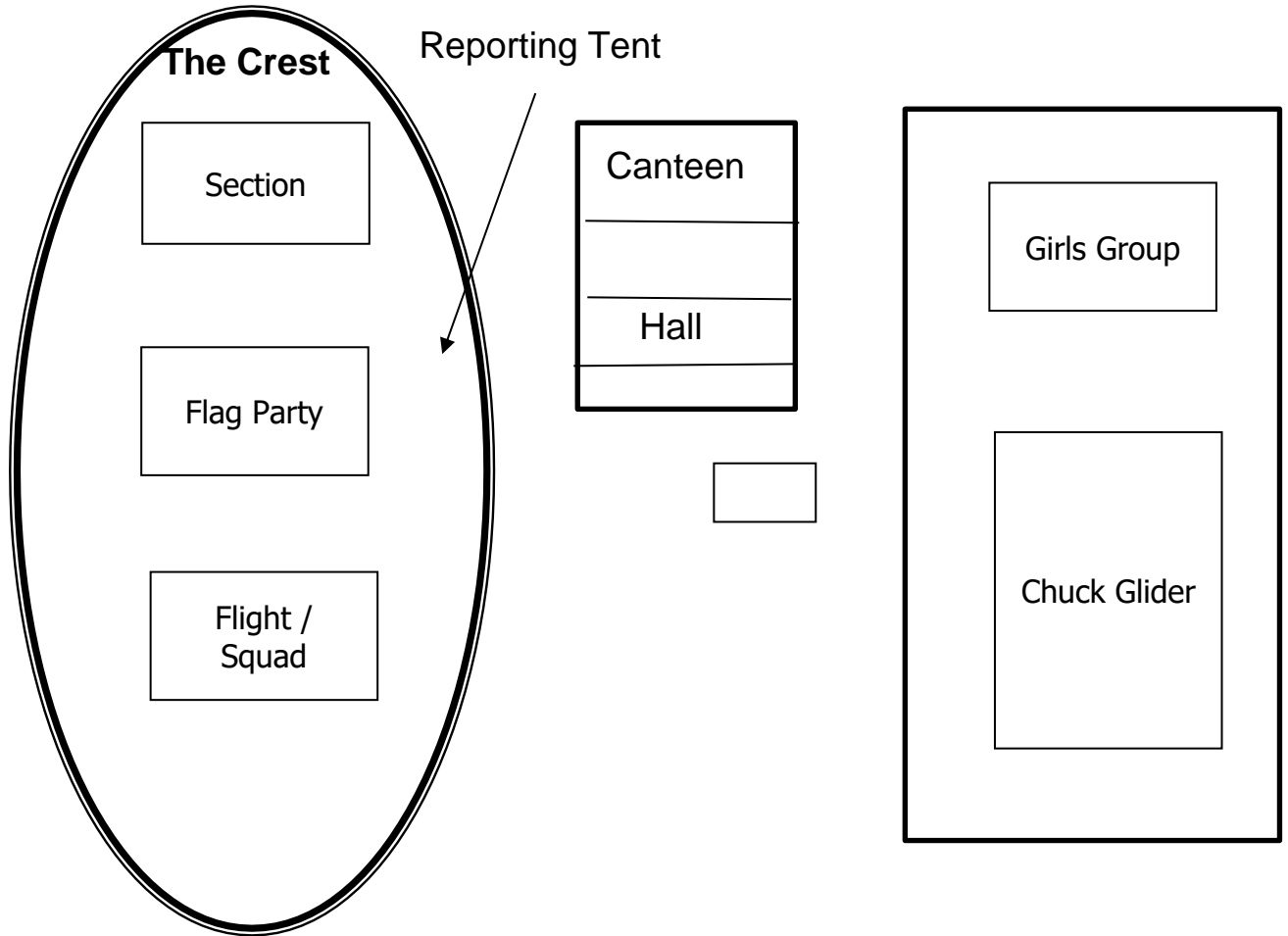
0700 hrs	Duty Wing (Kingsford Smith Wing) to report for duty
0800 hrs	All units to be present at the ground
0815 hrs	Judges Briefing
0830 hrs	All Squadrons to prepare for competitions
0830 hrs	Solo Drumming and Bugle Competitions commence
0830 hrs	Uniform Inspections start
0830 hrs	General Officers Briefing
0840 hrs	Official Opening by NSW Boys Group Executive Commissioner and Flag Rise
0900 hrs	Ball Games Competitions Commence
0900 hrs	Field Competitions Commence
0930 hrs	Final entries and withdrawals for all competitions close
1230 hrs	Lunch
1300 hrs	All Afternoon Parade Statements to be handed in
1400 hrs	Band Competitions Commence
1430 hrs	Afternoon Parade Forms Up
1500 hrs	Parade Marches On
1700 hrs	Approximate Completion Time
After Close	Kerr Wing to assist in packing up

Timetable is subject to change on the day. It is the responsibility of Squadron Officers to ensure that their competing units are at the correct place at the correct time. Close attention **must** be made to all public address announcements.

Appendix B – Field Competitions Map

Note: Subject to change

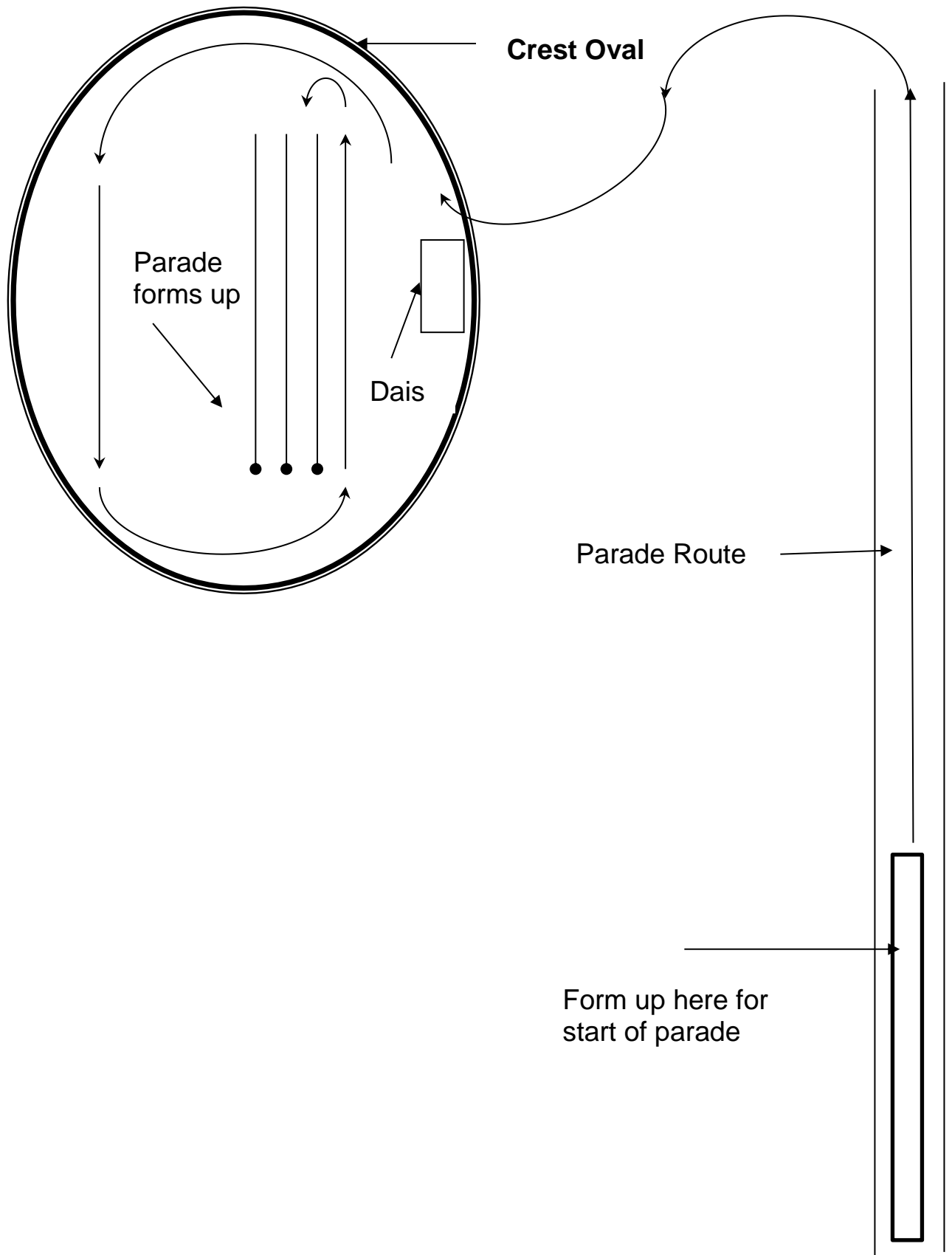
Not to scale



Appendix C – Afternoon Parade

Note: Subject to change

Not to scale





Australian
Air League

Australian Air League Inc.
NSW Boys Group Field Department
ABN 66 585 094 960

Address all Correspondence to:
907/1 Australia Ave
Sydney Olympic Park NSW 2127
Telephone: 0405 365 213
Email: field.nswbg@airleague.com.au

2017 GROUP REVIEW ON THE MARCH COMPETITIONS ENTRY FORM

*To be handed in on the day of the Review no later than **1300 hrs.***

SQUADRON _____ **WING** _____

NUMBER ON PARADE _____ **NUMBER UNIFORMED ON ROLL** _____

Please indicate **YES** or **NO** for **each** competition (leave no blanks) and number of members (where applicable). Any blanks assumed to be No.

"Blue Form"

		No of Members Competing
BEST BOYS FLIGHT	Yes/No	MIN 10, MAX 19
BEST BOYS FLAG PARTY	Yes/No	7
BEST BOYS SMALL SQUADRON Open only to squadrons with a roll strength of 20 or less	Yes/No	MIN 9, MAX 17
BEST BOYS SQUADRON	Yes/No	MIN 18
BEST BOYS WING	Yes/No	MIN 30, 2 Squadrons

CONDITION OF ENTRY

In signing this form and nominating my Squadron / Wing in the above competition(s), I and my Squadron/Wing agree to abide by all the rules and conditions as outlined in the competition circular, and hereby state that all members of the Squadron/Wing are financial members of the AAL.

Wing / Sqn OC _____
NAME (PRINT) SIGNATURE

Dated this _____ day of _____, 2017



Australian
Air League Inc.

"Green Form"

NEW SOUTH WALES BOYS GROUP EDUCATION

2017 EDUCATION DISPLAY ENTRY FORM

**This entry form is to be completed and submitted to the Group Education Commissioner no later than Sunday 27th August 2017. No entry forms will be accepted after this date.
Or via Online Registration**

<http://rego.nswbg.airleague.com.au>

SQUADRON _____

We wish to enter the Education Display at the 2017 Group Review. We understand that the Display size is to be no larger than 2 metres wide x 1 metre depth. We will also be responsible for trestles or legs as well as power extension cords and power boards as well as any other equipment required for our display.

Squadron O.C. _____

NAME (PLEASE PRINT)

SIGNATURE

Date _____

Peter J Gledhill
Group Education Commissioner
52a Osborne Road
BLACKTOWN NSW 2148

Home: 02 9622 5948
Mob: 0409785808
Email: education.nswbg@airleague.com.au *or*
peter.gledhill@blackwoods.com.au

