# NORTH AYRSHIRE BATTALION General Competition Guidelines

- 1. Each competition will have a convenor appointed. Appointments will be made at the annual General Meeting
- 2. Convenors should appoint a committee as required.
- 3. When officers and helpers are asked by a convenor to lend a hand they should do so to ensure the smooth running of the competition.
- 4. All competing section must be given a final ranking.
- 5. Any section arriving late may be disqualified.
- 6. Individual sections must keep the convenor updated on their availability to compete.
- 7. Trophies and medals must be available at the Activities Committee Meeting prior to the date of the competition.
- 8. All trophies should also be brought to the AGM for inspection and cataloguing.
- 9. At the AGM convenors should return any unused medals.
- 10. Trophies and medals should be presented on the day of the competition.
- 11. In team events a boy may compete in a higher age category than his own.
- 12. All instructions given by those responsible for any premises in use must be strictly followed.

# **NORTH AYRSHIRE BATTALION**

# **Guidelines for Company Section Competitions**

## Scripture Knowledge

- > A team will consist of 4 boys. The aggregate age must not exceed 60 (age as on 1<sup>st</sup> September.
- > The competition will be set by the battalion chaplain using the Good News Bible.

## Drill

- > A full squad will consist of up to twelve boys with an officer in charge.
- > The officer-in-charge must be in uniform.
- > The movements for the competition will be based on a set programme which will be issued to competing teams.
- > An inspection will take place prior to the drill programme.
- > The officer in charge will report to the adjudicator before commencing and at the completion of the programme.
- > The squad may drill in two's where the numbers are less than ten.

# **Cross Country**

The competition will be divided into three age groups: Minor (P7 & S1); Junior (S2 & S3) and Senior (S4+).

# **Table Tennis**

➤ The competition will be divided into three age groups: Minor (P7 & S1); Junior (S2 & S3) and Senior (S4+).

### **Badminton**

➤ The competition will be divided into three age groups: Minor (P7 & S1); Junior (S2 & S3) and Senior (S4+).

## <u>Chess</u>

- > The format of the competition will be decided by the convenor taking account of the number of entries.
- > Each match will be allocated a time on completion of which the result will be decided by adjudication.
- ➤ The competition will be divided into three age groups: Minor (P7 & S1); Junior (S2 & S3) and Senior (S4+).

### **Swimming**

- The competition will be divided into three age categories. Minor (P7 & S1); Junior (S2 & S3) and Senior (S4+).
- > Individual races will be one length of the pool for minors and two lengths for juniors and seniors.
- > The number of finalists will be determined by the lanes available.
- ➤ There will be a Junior relay race, a minor relay race and a senior relay race. In each case a team will consist of 3 boys.

## First Aid

- > A team will consist of four boys.
- > Companies may enter more than one team.
- ➤ The convenor will advise companies of any equipment required for the competition.

## **Five-a-side Football**

- The competition will be run in two age categories, under 14 and under 19 (age as on 1<sup>st</sup> September).
- > P7 boys can be included in the under 14 age category.
- > Team lines to be submitted before play commences.
- Only one team in each age group may be entered.
- > Boys can register in only one age group.
- > The number of teams entered will determine the playing time.
- > The referee's decision will be final.

# **Quiz**

- A team will consist of four boys whose aggregate age must not exceed 60 (age as on 1<sup>st</sup> September)
- Companies may enter more than one team.

# Ten pin bowling

- ➤ The competition will be run in two age groups, under 14 and under 19 (age as on 1<sup>st</sup> September).
- > A team will consist of three boys.
- Companies may enter more than one team.
- > Teams must play a minimum of eight games to be in competition.
- > An individual competition will be run in conjunction with the team event.

## **Football League**

- A team will consist of up to 9 boys.
- > All games will be seven-a-side.
- > The referee's decision will be final.
- > Team lines must be handed to the convenor prior to the game commencing.
- > The final position will be decided on points and then goal difference.
- > All competing companies are expected to provide a referee if required.
- > P7 boys are not eligible.

### **Davie Cooper Cup**

- > A team will consist of up to 9 boys.
- > All games will be seven-a-side.
- > The referee's decision will be final.
- > Team lines must be handed to the convenor prior to the game commencing.
- > The final position will be decided on points and then goal difference.
- > All competing companies are expected to provide a referee if required.
- > The convenor will decide on the format.
- > P7 boys are not eligible.

# NORTH AYRSHIRE BATTALION Guidelines for Company Section Competitions

## Pool

- > Each Game will start with the toss of a coin with the winner of the toss breaking first. The winner of each frame will break in the next one.
- > The comp will be in a knockout format.
- > White ball can be placed anywhere behind the line when breaking.
- > If two shots are awarded you can lift the white and put anywhere behind line.
- > If two different colours potted on same shot as long as your own colour was hit first that's ok.
- > The person in charge of each match decision is final.

# **NORTH AYRSHIRE BATTALION**

# **Guidelines for Junior Section Competitions**

## Fun Run

- > The competition will consist of four races.
- > The use of spikes or football boots is not allowed.
- > The highest placed boy in each age category will determine the team placing.
- ➤ The P7 race will be run first to allow a reasonable rest period for boys who wish to enter the company section minor race.

# **Potted Sports**

- A team will consist of four boys whose aggregate primary stage must not exceed 22.
- > There can be no substitutions once the competition has commenced although the convenor may exercise their discretion if disabled boys are participating.
- > The coaching of participants is not allowed once the competition has started.

## **Painting**

- > The convenor, in consultation with the Activities Committee, will decide which format the competition will take.
- > There are no restrictions as to the materials that can be used.
- > Tracing is not allowed.
- > The boys name, age and section must be entered on the back of the completed work.

# **Bible Knowledge**

- Each section should arrange their own time and venue prior to the closing date.
- > Two independent adjudicators should be present. Each section will appoint their own.

### Figure Marching

- > All movements should be taken from the current BB publication.
- > The programme should last approximately 5 minutes.
- > The judges should come from out with North Ayrshire Battalion.
- > Once the programme starts, officers shall take no further part.
- > The officer-in-charge will wear BB uniform.

#### Swimming

- > All competitors must be capable of swimming 25m.
- > Weaker swimmers should be identified on the entry card and allocated an outside lane.
- > The number of finalists will be determined by the number of lanes available.
- > The relay team will consist of four boys whose aggregate primary stage must not exceed 22.

## **Badminton**

- > A team will consist of four boys. One from each primary stage category.
- > An individual competition will be run in conjunction with the team competition.

# **General Knowledge**

- A team will consist of four boys whose aggregate primary stage must not exceed 22.
- > All the necessary materials will be supplied by the convenor.
- > The competition will comprise of five rounds of questions with four questions per round.
- > The rounds will be in the order team, individual, team. Individual and team.
- ➤ Individual questions will be asked in the order P7 P4.
- > The topics for individual questions will be BB knowledge and bible knowledge.
- > The topics for the team questions will be at the convenors discretion.
- > One part questions only are to be used.

## **Five-a-side Football**

- A team will consist of up to seven players but must not include more than 2 P7 boys.
- > The number of teams entered will determine the playing time.
- > The referee's decision will be final.

## **Football League**

- > All games to be seven-a-side.
- A team will consist of up to nine players but must not include more than 3 P7 boys.
- > A team line must be handed to the convenor prior to the start of the game.
- > The final positions will be decided on points and then goal difference.
- > All competing companies are expected to provide a referee if required.
- > The referee's decision will be final.

## John Brown Trophy

- > All games to be seven-a-side.
- A team will consist of up to nine players but must not include more than 2 P7 boys.
- > The final positions will be decided on points and then goal difference.
- > The referee's decision will be final.

## Mime and Drama

- > An officer may be on stage but will not be marked as part of the team.
- > The judges are to be engaged from out with North Ayrshire Battalion.

#### Chess

- ➤ A team will consist of four boys whose aggregate primary stage must not exceed 22.
- > The format of the competition will be decided by the convenor.
- ➤ Each match will be allocated a time on completion of which the result will be decided by adjudication.
- > An individual competition will be run in conjunction with the team event.

### **Dodge Ball**

- > A team consists of 8 players.
- > Balls are placed on the benches. One on the left, right and in the middle.
- > At the start, all players must be touching the back wall on their own side.

- > The ball must be thrown from behind the bench and must hit opponent below the waist.
- Players must stand on the opponents mat/safe area when they are caught.
- > When players are on the mat/safe area, they must catch the ball with at least one foot on the mat.
- > Players can't protect their legs.
- > Players can only have one ball at a time unless there are only 2 players left on the team.
- > A team wins if all players are on the opponents mat/safe area.
- > If time runs out the team with least players on the opponents mat/safe area will win.
- > Referees decision is final.