

Asylum Class 'E' Drill Routine

For those new to Drill, the initial line up is exactly like the SW (the Captain) preparing the SKs to form the lines for the reception of the Commander in our Full Form opening. The only difference is that the Captain stays in position until after "Draw SWORDS." Then he moves forward and to his right toward the center of the asylum two paces in front of and facing the team of SKs as they face him. He then calls them to "Present SWORDS." He sword salutes and addresses the Judge (example: "*SK Judge, Fredericksburg Commandery #1 stands ready for Asylum Drill*") The Judge returns the salute and responds, if he wishes, (example: "*Good luck to you and your team.*") After saluting and addressing the Judge (which can be the EC of the opposing Commandery or any other person designated) the Team Captain brings his team to "Carry SWORDS." At this point, the Competition begins.

Seq	Par	Commands
<input type="checkbox"/> 1	197	Twos Right, MARCH
<input type="checkbox"/> 2	200	Column Left, MARCH
<input type="checkbox"/> 3	68	By the left flank, MARCH
<input type="checkbox"/> 4	68	By the left flank, MARCH
<input type="checkbox"/> 5	69	To the rear, MARCH
<input type="checkbox"/> 6	68	By the right flank MARCH
<input type="checkbox"/> 7	68	By the right flank MARCH
<input type="checkbox"/> 8	68	By the right flank MARCH
<input type="checkbox"/> 9	200	Column Right, MARCH
<input type="checkbox"/> 10	204	Twos Left, MARCH
<input type="checkbox"/> 11	194	Right Wheel, MARCH, Forward MARCH, Guide Left
<input type="checkbox"/> 12	67	Commandery, HALT
<input type="checkbox"/> 13	65	Backward, MARCH
<input type="checkbox"/> 14	67	Commandery, HALT
<input type="checkbox"/> 15	52	Left, FACE
<input type="checkbox"/> 16	59	Forward, MARCH
<input type="checkbox"/> 17	69	To the rear, MARCH
<input type="checkbox"/> 18	67	Commandery, HALT
<input type="checkbox"/> 19	52	Left, FACE
<input type="checkbox"/> 20	220	Front Open Files, MARCH, Guide Right, Commandery, HALT

SWORD MANUAL

<input type="checkbox"/> A	112	Sir Knights, Return Swords
<input type="checkbox"/> B	85	Sir Knights, Draw Swords
<input type="checkbox"/> C	92	Order Swords
<input type="checkbox"/> D	130	Un Cover
<input type="checkbox"/> E	131	Re Cover
<input type="checkbox"/> F	49	Stand at Ease

□ G	50	Commandery ATTENTION
□ H	93	Carry Swords
□ I	88	Present Swords
□ J	89	Carry Swords
□ K	90	Salute Swords
□ L	91	Carry Swords
□ M	108	Inspection Swords
□ N	89	Carry Swords
□ O	102	Reverse Swords
□ P	103	Carry Swords
□ Q	109	Invert Swords
□ R	103	Carry Swords
□ S	128	Charge Swords
□ T	129	Carry Sword
□ U	106	Parade Rest
□ V	107	Commandery ATTENTION, Carry Swords

END SWORD MANUAL

□ 21	221	Front Into Line, MARCH, Right DRESS, FRONT
□ 22	65	Backward, MARCH
□ 23	67	Commandery, HALT
□ 24	52	Left, FACE
□ 25	52	About, FACE
□ 26	59	Forward, MARCH
□ 27	194	Right Wheel, MARCH, Forward MARCH, Guide Left
□ 28	69	To the rear, MARCH
□ 29	67	Commandery, HALT
□ 30	52	About, FACE
□ 31	65	Backward, MARCH
□ 32	67	Commandery, HALT
□ 33	65	Right Step, MARCH (once at their original position perform seq. 34)
□ 34	59	Commander, HALT
□ 35	88	Present Swords

The judging now ends. The Captain will face and exchange Sword Salutes with the Judge. The Captain will address the Judge (example: “SK Judge, Fredericksburg Commandery #1 has executed the Asylum Drill exercise and requests to retire from the field”). After the Judge approves the Captain’s request and provides any other optional comments, they exchange Sword Salutes and the Captain faces the team and commands Carry Swords. The Captain will then cause his team to retire from the drill competition area in order to exercise the next team. This can be done via the commands, “Fall OUT” or “Dis-MISSED” or another appropriate command