

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
☐ 1	197	Twos Right, MARCH
☐ 2	200	Column Left, MARCH
☐ 3	68	By the left flank, MARCH
☐ 4	68	By the left flank, MARCH
☐ 5	69	To the rear, MARCH
☐ 6	68	By the right flank MARCH
☐ 7	68	By the right flank MARCH
☐ 8	67	Commandery, HALT
☐ 9	53	About, FACE
☐ 10	204	Twos Left, MARCH
☐ 11	194	Right Wheel, MARCH, Forward MARCH, Guide Left
☐ 12	67	Commandery, HALT
☐ 13	66	Backward, MARCH
☐ 14	67	Commandery, HALT
☐ 15	52	Left, FACE
☐ 16	59	Forward, MARCH
☐ 17	69	To the rear, MARCH
☐ 18	68	By the left flank, MARCH
☐ 19	202	Commandery Right About, MARCH
☐ 20	67	Commandery, HALT
☐ 21	65	Right Step, MARCH
☐ 22	67	Commandery, HALT
☐ 23	53	About, FACE
☐ 24	195	Commandery Left MARCH, Commandery HALT
☐ 25	220	Front Open Files, MARCH, Guide Left, Commandery, HALT

SWORD MANUAL

☐ A	112	Sir Knights, Return Swords
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☐	B	85	Sir Knights, Draw Swords
☐	C	92	Order Swords
☐	D	130	Un Cover
☐	E	131	Re Cover
☐	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

☐	26	221	Front Into Line, MARCH, Left DRESS, FRONT
☐	27	66	Backward, MARCH
☐	28	67	Commandery, HALT
☐	29	194	Right Wheel, MARCH, Forward MARCH, Guide Left
☐	30	67	Commandery, HALT
☐	31	53	About, FACE
☐	32	194	Left Wheel, MARCH, Forward MARCH, Guide Right
☐	33	204	Twos Right About MARCH, Guide Left
☐	34	204	Twos Left About MARCH, Guide Right
☐	35	71	Left Oblique MARCH
☐	36	59	Forward MARCH
☐	37	67	Commandery, HALT
☐	38	195	Commandery Right MARCH, Commandery HALT
☐	39	66	Backward, MARCH
☐	40	67	Commandery, HALT
☐	41	233	Twos in circle, left wheel, MARCH, Twos in circle, right wheel, MARCH, Commandery, HALT, Right Dress, FRONT
☐	42	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 completed the Asylum Drill exercise and requests to retire from the field*"). After the Judge approves the Captain's request, they exchange Sword Salutes and the Captain faces the team and commands: "Carry Swords," "Return Swords" and then usually "Fall OUT" or "Dis-MISSED."