

2. Shooting.

At end of march the thirty rounds ball carried during march to be expended as follows:—

- (a.) Five volleys at 900, 800, or 700 yards (three volleys by half-companies changed to two volleys by sections) at target representing gun and team or formed Infantry.
- (b.) Ten rounds while advancing by half-companies extended 2 paces (five rounds at 600 yards, five rounds at 500 yards), at targets representing heads and shoulders.
- (c.) Fifteen rounds advance as skirmishers snap-shooting (four rounds, about 400 yards; four rounds, about 300 yards; seven rounds, about 200 yards) at disappearing and running targets. Targets to be lowered at end of each stage to prevent being hit in a later stage.

Marks, $31\frac{1}{2}$ points for each hit; total, 10.

Under present conditions it would be impossible to exercise companies on ground where unknown distances could be given, hence corps will probably require to use their rifle range for this.

3. Judging Distance.

It being practically impossible to get companies together on ground suitable to combine the sections 2 and 3, judging distance to be taken separately on unknown ground as follows: Judging at long distance, 800 yards, two distances; judging at short distance, 400 to 100 yards, two distances.

	Marks.
(a.) Half-company commanders, two tries each ...	10
(b.) Section commanders, two tries each ...	10
(c.) Four leaders, one try each; six, four leaders ...	30
	50
Repeat for short range ...	50
	100

Objects to be set up by staff, but distance not to be measured or calculated until competition over. Five marks for each long distance judged within 20 yards over or under; 5 marks for each short distance judged within 10 yards over or under.

4. Entrenchments.

Mobilisation store-tools to be used. Tools in two heaps, one for each half-company under half-company commander, file past, pick up tools, form on selected points, spitlock out the task, and make a shelter-trench 3 ft. deep, 2 ft. wide, 5 ft. front for each man, to hold the half-company; small elbow-rest between trench and parapet.

	Marks.
Correctness, time, and laying out trench ...	40
Digging the trench after being spitlocked, if made in one hour and a quarter ...	60
	100

Average texture of ground to be selected: 1 point to be deducted for every minute over the hour and quarter; 1 point to be added for every minute under hour and quarter.

5. Drill and Training.

Close-order company drill:—

	Marks.
(a.) Rifle and bayonet exercises ...	15
(b.) Firing exercises, fire discipline ...	25
(c.) Company in direct attack at least 1,000 yards, issue of orders, use of cover, formation suitable to ground and fire ...	35
(d.) Control of skirmishers, signalling (both lateral and perpendicular), communication during attack ...	25
	100

6. Duties in Camp and Bivouac.

	Marks.
(a.) Company arriving at a selected point, officer commanding issues orders for camp and bivouac, embracing paragraphs (b), (c), and (d) ...	20
(b.) Pitching certain number tents and constructing certain number bivouac shelters ...	20
(c.) Sanitary and water-supply ...	20
(d.) Construction of field-kitchen or cooking-place, issue of half-rations (per mobilisation scale), cook same, and provide meal for company ...	40
	100

Mounted Rifles.

Competitions similar to those for the Infantry, with the following alterations:—

1. Marching.

Route to be eighteen or twenty-one miles.

2. Shooting.

Add care of led horses while dismounted men carry out the shooting.