



Australian Cadet Corps

Integrity Discipline Respect

2026 CADETS REVIEW



Sunday

13 September 2026



Cathy Freeman Park

Sydney Olympic Park



LEADING TODAY – SHAPING TOMORROW

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1.0 GENERAL INFORMATION

1.1 Objective

The Cadet Review is an opportunity for Cadets to showcase their learned abilities in Discipline, Knowledge and Leadership by participating in competitions of Marching and Band Displays, Physical and Practical activities as well as Education and Modelling displays.

1.2 Location

The Review will be held at Cathy Freeman Park, Sydney Olympic Park, and the Education and Modelling displays will be held on Level 1 at the Locker Room Hotel, which is adjacent to the Park. Please note that Sydney Olympic Park is also playing host to the Sydney Half Marathon on the same day with some road closures in place.

1.3 Parking

Parking is located at the many car parks at Sydney Olympic Park. There is street parking closer to Cathy Freeman Park, however it is limited and time restrictions may apply. Street parking will also be limited due to road closures.

1.4 Dress

All Members of the Australian Cadet Corps (ACC) must be in Full Parade Uniform.

Medals and Decorations may be worn during the March Off Parade but must be kept to ACC officially recognised awards and decorations.

Jumpers must not be worn during field competitions or the March Off Parade.

Members not in full and / or correct ACC uniform will not be allowed to participate in Field Competitions including solo musical competitions, and the March Off Parade.

1.5 Duty of Care

Unit Commanders are responsible to ensure that all Members under their care are fit and well during the day. Members who are not feeling well, should not be allowed to participate in Field activities and further jeopardise their wellbeing.

A Welfare Station will be set up at the Review. This area will include drinking water, sunscreen, First Aid Officers and a place for lost Members to be directed.

1.6 Canteen

There will be no Canteen services available on the day. No Units are permitted to sell food or beverages.

The Locker Room Hotel which will be hosting the Static Educational Displays on level 1 will be selling meals on the day.

Units wishing to sell other items such as souvenirs and memorabilia will need prior authorisation from the Deputy Commissioner of Operations.

1.7 Photography / Videography and Social Media

Photography during all events is encouraged, however access to the competition field will only be authorised by the Review Adjutant.

Social Media hashtag for the event is #CadetReview2026 and Members / Parents / Guest are encouraged to use this in their posts.

1.8 Review Staff

Review Commanding Officer	Deputy Commissioner Jonno Wilkins
Review Adjutant	Commander Noah Hamodeh
Field Commander and Band Marshal	Commander Chris Bailey
Education Commander	Commander Lars Hulin
Aviation Commander	Commander Joel Zanker
Physical Activities Officer	Commander Trent Alyward
First Aid Officer	Commander David Harker

1.9 Timetable

0800hrs	NLT and Review Staff to Report for Setup
0930hrs	All Units to be present at the grounds
0945hrs	General Officers Briefing
1000hrs	Official Opening of the Review
1000hrs	Education, Modelling and Marine Competition Set-up Commences
1015hrs	Remote-Controlled Aircraft Competition Commences
1015hrs	Solo Music Competitions Commence
1030hrs	Physical Activities Competition Commence
1100hrs	Field Competitions Commence
1200hrs	Static Education, Modelling and Marine Competition Closes for Judging
1300hrs	Band Competitions Commence
1330hrs	Static Education, Modelling and Marine Competition Judging Concludes and open for viewing
1400hrs	Afternoon Parade Form Up
1430hrs	Afternoon Parade March Commences
1600hrs	Approximate Completion Time

2.0 FIELD COMPETITIONS

2.1 Objective

Field Competitions are designed to showcase the discipline and skills learnt and provide an opportunity for competition and assessment. Competitions will assess the NCO's leadership and competence as well as the Units skills.

2.2 General Field Competition Rules and Guidelines

Each Competition will include a uniform inspection, a fall-in procedure and marching component.

2.2.1 Competition Registration

Registrations for Field and Band Competitions are to be **lodged via the [online registration portal](#) no later than Sunday 23 August 2026**. Registrations will not be accepted after this date. Unregistered Units will not be permitted to compete on the day of the Review.

2.2.2 Age Limits

Members competing as NCOs or Cadets must be under the age of 18 Years. Members will qualify for their age group based on their current age as at the date of the Review. It is important to note that Members over the age of 18 years on the day of the event, must have a current Working with Children Certificate.

2.2.3 Membership

All Members competing must be a financial Member of the ACC. Proof of Membership may be requested during the uniform inspection component of the competition.

2.2.4 Parade Ground Access

Access to the Parade Ground and competition area is restricted to Members of the competing Unit and the NCO in charge.

No other access will be authorised without approval from the Review Adjutant. Any person found not adhering to this may disqualify their Unit.

2.2.5 Correcting Step

Unit NCOs may correct their Unit's step if required, however points will be deducted from the NCO and Unit.

2.2.6 Protests and Disqualification

All Protests need to be raised with the Field Commander with 30 minutes of the Unit competition. No protests will be considered after this time. Direct contact with competition Judges will be considered unfavourably and may result in disqualification.

Any dispute will be escalated to the Review Commander whose decision will be **FINAL**.

Any Unit found cheating, being dishonest or unsportsmanlike will be disqualified from all competitions. Examples include but are not limited to; fielding non-financial Members or Members wearing incorrect uniform and rank, allowing Members to compete several times in the same competition, interfering with judges or other Units, any bullying or harassment.

2.2.7 Judging Criteria

Units will be judged on the following criteria

- At Markers (or manoeuvre)
 - Correct Order given by NCO
 - Correct Drill Movement Performed
-

Between Markers (or on the march)

- Units being In-Step
- Step Length
- Head Movement
- Arm Swing
- Dressing and Alignment
- Tempo

Demerit Points will be accumulated for each instance between each manoeuvre. For example, a demerit point will be accumulated for a Member out of step, but only once between manoeuvres. However, if they regain step, but become out of step again, it will count as a new instance.

For each competition, the points will be weighted in the following manner:

- Uniform Inspection – 20%
- Fall-In Inspection – 20%
- Field Competition – 60%

2.2.8 Fall-In and Uniform Inspections

A Fall-In and Uniform inspection will take place before each competition. Demerit points will be accumulated for the Fall-In procedure and each Uniform part that is out of place, incorrect or dirty.

Any award or decoration worn must have an authority card or proof to be worn.

Once the Fall-In and Uniform Inspection is completed, the competing Unit will proceed to the competition area.

2.3 Section Drill

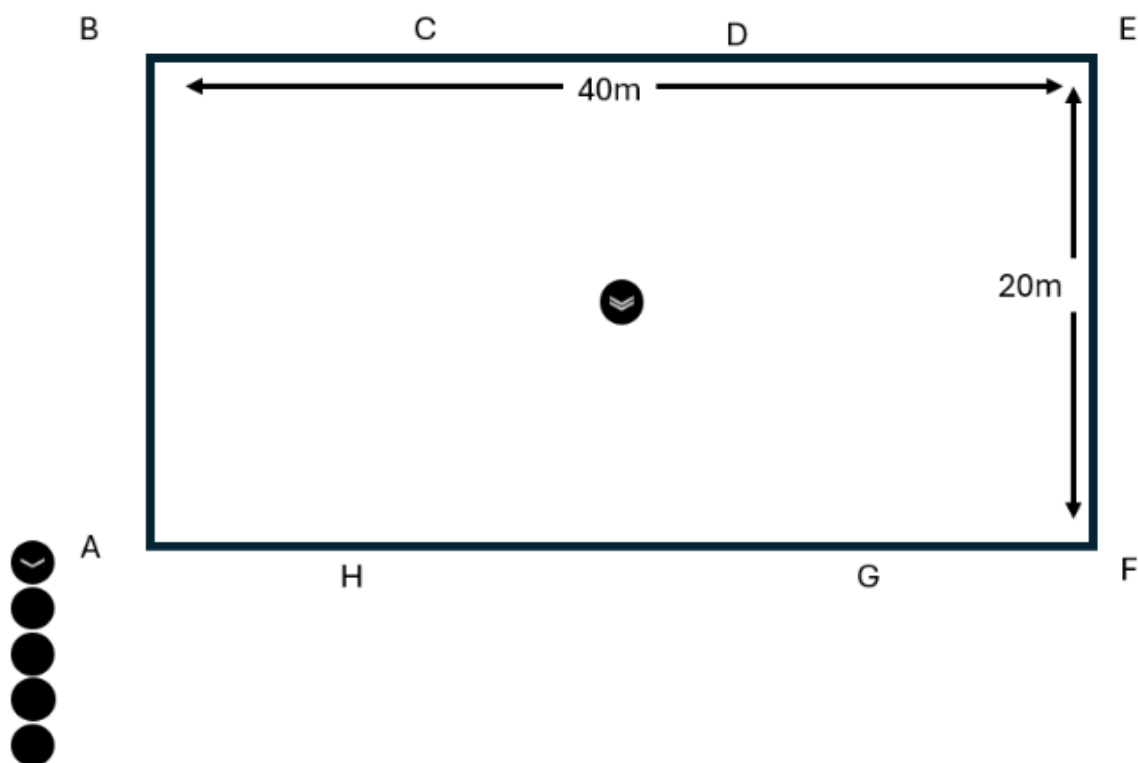
A Section is made up of 5 Members with an NCO in charge. The NCO in charge should be no higher in rank than a Corporal (or equivalent) and consist of no more than 3 Lance Corporals (or equivalent)

A Unit may enter up to 3 Sections into the competition consisting of NCOs and Cadets, and up to 1 Section made up of Officers and Warrant Officers. A separate competition will be held for Officers and Warrant Officers Sections.

Field Diagram

Orders:

- A – Quick March
- B – Right Wheel
- C – Eyes Right
- D – Eyes Front
- E – Right Wheel
- F – Right Wheel
- H – About Turn
- G – About Turn
- H – Halt



2.4 Squad Drill

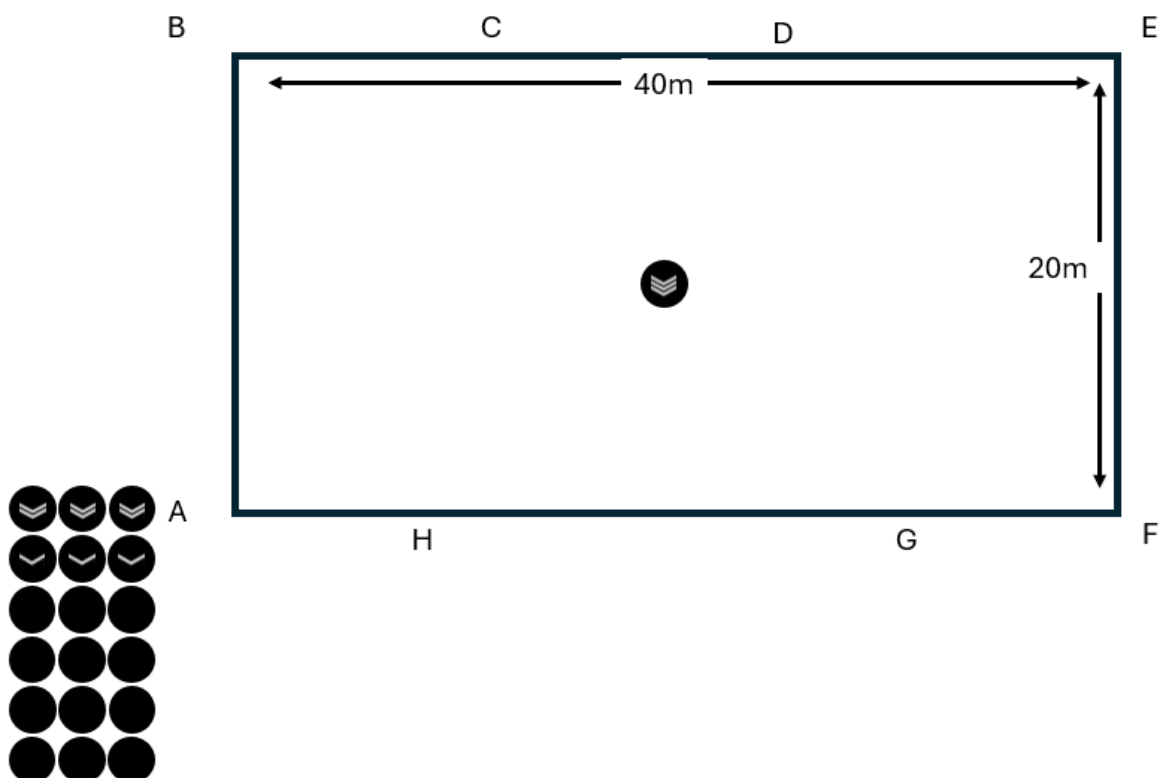
A Squad is made of 18 Members plus an NCO in Charge. The NCO in Charge should be no higher in rank than a Sergeant (or equivalent). The Members of the Unit should consist of up to 3 Corporals (or equivalent) and 9 Lance Corporals (or equivalent).

A Unit may enter up to 3 Squads into the competition; however, no Member is to be part of more than one Squad.

Field Diagram

Orders

- A – Quick March
- B – Right Wheel
- C – Eyes Right
- D – Eyes Front
- E – Right Wheel
- F – Right Wheel
- H – About Turn
- G – About Turn
- H – Halt



2.5 Precision Drill

A precision drill team will consist of a maximum of 16 Members plus an NCO in charge.

A minimum nine (9) Member Unit plus an NCO in Charge will be eligible to compete, however point deductions for a smaller Unit will be calculated. The competing Unit will enter a 20m x 20m diagram in the formation of a Square.

The Members of the Unit can be made up of any NCO and Cadet rank combination. However, no Member must be equal or higher in rank to the NCO in Charge. Only one entry per Unit is allowed.

The competitors are free to use any drill props, (Rifles, Flags etc) to complement their performance. The drill display is free to move anywhere within the 20m x 20m diagram but must stay within its confines. If any Member of the Unit leaves the diagram, demerit points will accumulate.

Points will be awarded based on complexity and uniqueness; however, the same judging criteria will apply as in all competitions (Dress, Step etc)

A time limit of 5 minutes will apply from the first order given and judging will cease at 5 minutes. Points will be deducted for every 15 seconds over the time limit.

2.6 Band Drill

A Band may contain Percussion, Brass, Woodwind or Bagpipes. The minimum requirement for a Band is 9 musicians plus a Drum Major. A maximum of 50 musicians, plus a Drum Major is permitted.

The Band will compete within a 50m x 50m square.

Band Members are not permitted to use any drill props, (Rifles, Flags etc) to complement their performance. Except for the Drum Major, each Member of the band must play a musical instrument.

Each Band must complete the following drill manoeuvres in any order they wish:

- Quick March (any number)
- 2 x Wheels (minimum)
- 1 x Counter March (minimum)
- Halt (any number)

The Band may fill the remaining time with any other drill manoeuvres as they wish. Points will be awarded based on complexity and uniqueness; however, the same judging criteria will apply as in all competitions (Dress, Step etc). The band must remain within the 50m x 50m square at all times. Leaving the area will result in a deduction of points.

With the exception of the Australian National Anthem, General Salute and Last Post, Bands may play any tune.

A time limit of a minimum of 10 minutes will apply from the first order given and judging will cease at 12 minutes. Points will be deducted for every 15 seconds under or over the time limit.

2.7 Solo Competitions

All competitions will be divided into three age categories:

- Under 12years
- 12–17years
- 18+ years

Solo competitions are scheduled to begin at 1015 hours. It is the responsibility of individual Units to ensure that Soloists have completed their entries and are prepared for participation in the Field Diagrams. Kindly note that Field competitions will proceed as scheduled and will not be delayed for Members engaged in solo competitions.

2.7.1 Solo Snare Drum Requirements

Participants in the Solo Snare Drum competition must perform a two three-beat roll introduction, followed by the compulsory piece “The Thunderer.” Upon completion of this required tune, and at the Judge’s instruction, each competitor will present a free choice piece.

With the exception of the Australian National Anthem, General Salute and Last Post, the selection of the free choice tune is at the competitor’s discretion.

The musical interpretation during the free choice performance may reflect the competitor’s creative approach.

2.7.2 Solo Tenor Drum Requirements

Solo Tenor Drum competitors are required to perform the compulsory tune “The Thunderer,” incorporating varied and distinctive flourishes. After performing the required piece and upon the Judge’s request, competitors will play a free choice piece.

Except for the Australian National Anthem, General Salute and Last Post, the tune may be freely chosen by the participant. Creativity in musical expression is encouraged during the free choice segment. Tenor Drummers may be accompanied by a Snare Drummer.

2.7.3 Solo Requirements for Brass and Woodwind

Competitors in both the Solo Brass and Solo Woodwind categories are required to perform the compulsory tune “The Thunderer.” Following the compulsory piece and upon the Judge’s instruction, participants will proceed to their free choice tune.

With the exception of the Australian National Anthem, General Salute and Last Post, competitors may select any tune for this segment.

Creative musical interpretation is encouraged during the free choice performance.

3.0 EDUCATION AND MODELLING COMPETITIONS

3.1 Objective

Education and Modelling Competitions are designed to encourage creativity, technical skill development, and attention to detail among Cadets.

These competitions provide an opportunity for Cadets to demonstrate their knowledge and craftsmanship across a range of disciplines.

Competition Judges will assess each entrant's knowledge of the chosen topic as well as their skills in creating displays.

3.2 Competition Registration

Registrations for Education and Modelling Competitions are to be **lodged via the [online registration portal no later than Sunday 23 August 2026](#)**. Registrations will not be accepted after this date. Unregistered Units will not be permitted to compete on the day of the Review.

3.3 General Rules and Guidelines

All competitions will be separated into 3 age categories:

- Under 12years
- 12 - 17years
- 18years and over

Members competing as NCO's or Cadets must be under the age of 18years. Members will qualify for their age group based on their current age as at the date of the Review.

3.4 Education Displays

The theme for 2026 is ***"The 125th Anniversary of the Australian Army and / or the 125th Anniversary of the Royal Australian Navy"***.

3.5 Education Display Requirements

- All displays must register before assembly.
- Maximum display size: 2 square metres (not 2m x 2m), no longer than 2 metres.
- Displays should fit a 2m x 1m table; tables may not be provided; Units should bring their own required supports.
- Units using unconventional shapes or equipment must inform Review Staff in advance.
- Electricity is available; Units must supply their own extension leads and power boards.
- Units are responsible for assembling and dismantling displays.
- Setup Time: Displays must be put up between 1000hrs to 1200hrs and remain until after the final parade.
- The display area will be closed at 1200hrs until the judging is completed at 1330 hrs and opens for viewing.
- Include a participant list; work must be done by Uniform Members, with Cadets completing at least 80%. Officers may assist minimally.
- No Unit names on display before judging but may be added after judging. Submit Cadet participation details to Review Staff upon entry.

3.6 Judging

Judging will be conducted by independent judges taken from Members that are part of the NLT, Regional Officers or Unit Officers.

If any marking official attends a Unit, then that Member will not be able to judge the display created by that Unit.

3.7 Judging Criteria

Depth of Research (25 points)

Demonstrates thorough investigation beyond surface-level information.

Accuracy and Interest of Information (20 points)

Facts must be correct; content must be engaging and relevant to viewers.

Well-Formed Display Layout (15 points)

Clean, tidy appearance; no smudges, clutter or sloppy workmanship with logical flow, clear organisation, visual hierarchy is easy to follow.

Use of Supporting Materials (10 points)

Effective use of models, charts, photographs, or physical items to enhance understanding.

Labelling and Captions (10 points)

All items clearly identified; captions explain context meaningfully.

Cadet Participation (10 points)

Separate participation roster listing names, ages and assigned responsibilities.

Bibliography (10 points)

This display must include a bibliography and have all information referenced in the display.

3.8 Photography Competition

The photography competition is designed to encourage Cadets to develop observational skills, photographic technique, and a creative eye.

As an individual competition, Cadets will capture and submit unedited photographs that demonstrate an understanding of composition, lighting, and subject matter across a range of nominated topics.

Photographs must be presented as raw, unedited prints, no filters, cropping, AI enhancements or post-processing is permitted.

3.8.1 Conditions of Entry

- All photography entries must meet the following requirements:
- All photographs must be pre-submitted with the Entry Form.
- Members must be current financial uniformed Members of the ACC.
- A maximum of five (5) entries per Cadet (one per topic).
- All entries will be displayed as part of the Education Display at the 2026 Cadet Review.

3.8.2 Competition Criteria

Cadets may submit one (1) entry per topic, with the following topics available:

Maritime

Vessels, watercraft, harbour or maritime activity

Aviation

General, commercial, or military aircraft

Landscape

Natural scenery with no people

Macro

Close-up photography or interesting objects, no strict topic

Open

Any subject of the Cadet's choice

3.8.3 Sizing

Photographs are to measure 8 x 10 inches (20cm x 25cm). Other sizes will not be accepted.

3.8.4 Judging

Judging will be conducted by independent judges taken from Members that are part of the NLT, Region Officers or Unit Officers.

If any marking official attends a Unit, then that Member will not be able to judge the photographs taken by Cadets in that Unit.

3.8.5 Judging Criteria**Composition (maximum 25 points)**

Effective framing, use of rule of thirds, leading lines, balance and visual flow within the image.

Technical Quality (maximum 25 points)

Sharpness, focus, exposure, depth of field, and appropriate use of lighting for the conditions.

Subject and Relevance (maximum 20 points)

Photograph clearly aligns with the selected topic and demonstrates an engaging or interesting subject.

Creativity and Originality (maximum 15 points)

Unique perspective, angle, or interpretation that distinguishes the photograph from a standard snapshot.

Presentation (maximum 15 points)

Print quality, cleanliness and labelling completed correctly.

3.8.6 Display Specifications

Photographs must be printed on 8 x 10 inches (20cm x 25cm) photo paper. Prints must have the Cadet's name, Unit, age and topic clearly labelled on the reverse. No editing, cropping or AI filters are permitted. Only raw, unprocessed images accepted. If cheating is suspected, the original digital file must be produced on the day.

3.9 Modelling Competition

3.9.1 Objective

The Modelling Competition is designed to encourage Cadets to develop their technical skills, attention to detail, and patience through the construction of scale models.

This is an individual competition. Entries will demonstrate craftsmanship, historical accuracy, and finishing quality across nominated categories.

Models are judged on build quality, painting finish, weathering effects where applicable, and adherence to the specific scale requirements.

3.9.2 Scale Requirements

Models must be entirely built by the person entering the model. Models must be of the Plastic Kit variety. No Metal, Pre-built Models, Snap together kits, Lego Models or 3D printed models will be accepted.

An entry completed per model. Specification card with model type and scale on one side, Member's name, Unit, age clearly marked on the reserve side of the card.

There will be 7 different categories for the modelling competition based on model type and size:

- Aircraft 1/48 and 1/72
- Naval 1/350 and 1/700
- Armour (Tanks, Artillery etc) 1/48 and 1/72
- Spacecraft – various scales allowed

Cadets may submit two (2) entries per category.

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.

3.9.3 Judging Criteria

Paintwork (maximum 25 points)

The model is judged on how the paint has been applied, whether by brush or airbrush. For brushwork, judges consider brush marks, cleanliness of lines, thickness of paint, and authenticity. For airbrush, assessment includes overspray, cleanliness of lines, thickness of paint, and authenticity. Details such as cockpit, undercarriage, ordnance, and engine must also be painted. Examples include accurate camouflage patterns, crisp colour separation, and realistic weathering effects.

Attention to Detail (maximum 20 points)

The model is judged on how the Member has assembled and detailed it beyond basic construction, including added wiring, weathering effects, or scratch-built components. Judges look for careful assembly of all small parts, such as landing gear, antennae, and interior details, which are often overlooked. Examples include the addition of hydraulic lines, custom modifications, or realistic wear and tear.

Decals and Markings (maximum 20 points)

The model is judged on the application and alignment of decals, such as the direction the kangaroo faces on Australian military aircraft. Proper placement, adhesion, and integration with the paintwork are assessed. A model missing decals or featuring poorly applied decals will be marked down. Examples include accurately placed roundels, insignia, and stencils.

Build Quality and Accuracy (maximum 25 points)

The model is judged on its overall finish, including the quality of joins and the appearance under close inspection without the need to pick up the model. Judges consider seamless assembly, smooth surfaces, and the absence of visible glue marks. Examples include flush panel lines, consistent surface texture, and neat attachment of parts.

Glasswork (maximum 10 points)

The model is judged on the way windows, canopies, lights, and other glass elements are attached and detailed. Judges assess clarity, fit, and realism. Examples include cleanly masked canopy frames, polished lights, and correctly positioned windows.

3.10 Diorama Competition

3.10.1 Objective

The Diorama Competition is designed to encourage Cadets to develop teamwork, technical skills, creativity and attention to detail through the construction of three-dimensional scenes featuring scale models within a realistic setting.

This is a Unit competition. Entries will demonstrate craftsmanship, historical or thematic accuracy. Dioramas are judged on model quality, terrain construction, painting / weathering effects, scale consistency and overall presentation.

The theme for 2026 is ***“The 125th Anniversary of the Australian Army and / or the 125th Anniversary of the Royal Australian Navy”***.

3.10.2 Competition Criteria

Every diorama must feature at least one model of an aircraft, ship, or spacecraft. Models entered in the Plastic Model Categories cannot be reused in the Diorama section. The base should not exceed dimensions of 1metre x 1metre and 1metre in height.

Entrants are responsible for providing their own extension leads and power boards if necessary. All components within the diorama must be built to the same scale.

Dioramas should be well-organized and free from clutter, as structured layouts are preferred over chaotic ones. Judges appreciate creative use of materials. A broader range of modelling skills will earn higher scores than limited techniques.

Any construction errors will be recorded. Parts must be securely glued, ensuring tight joints without visible gaps, tool marks, or excessive glue residue.

Careful finishing is essential: apply decals or decorations neatly, avoid brush marks and paint runs, and prevent unrealistic weathering or contamination.

Presentation is assessed by initial impression from about arm's length, considering the arrangement, realism, and overall visual impact as viewed by an observer.

3.10.3 Conditions of Entry

- Entry form completed per Diorama.
- Specification card with scene description, Unit name, Member's name, roles clearly marked on reverse side.
- Participating Member list attached showing involvement scope (design, build, finish, research etc).
- Historical context statement. A written summary (maximum 250 words) describing the scene depicted, identifying the specific historical event or subject, and explaining its historical significance and relevance.

3.10.4 Judging

Judging will be conducted by independent judges taken from Members that are part of the NLT, Region Officers or Unit Officers.

If any marking official attends a Unit, then that Member will not be able to judge the photographs taken by Cadets in that Unit.

3.10.5 Judging Criteria

Build Quality and Accuracy (maximum 30 points)

Structural integrity of the base and models, correct assembly, accurate fit of parts, proper alignment, and fidelity to original subject matter. Models and scenery should be historically accurate to the era depicted relative to one another.

Paint Finish (maximum 25 points)

Paint application, colour accuracy, absence of runs / sags unless meaningful in context, appropriate gloss / matte finish across both models and scenery elements.

Weathering and Detail Effects (maximum 25 points)

Where applicable, authenticity of weathering effects including exhaust stains, chipping, mud / water spray, wear patterns that enhance realism. Terrain texture and detail integration should complement the models.

Scene Composition and Presentation (maximum 20 points)

Effective arrangement of model(s) within the setting, visual storytelling, cohesion of background and foreground elements, and overall impact when viewed at a 1.5metre distance.

4.0 REMOTE-CONTROLLED AIRCRAFT COMPETITION

4.1 Objective

This competition challenges Cadets to pilot a personal-use aircraft through a timed obstacle course consisting of aerial gates. Competitors will be ranked based on the fastest completion time, with penalties applied for missed obstacles.

There are no restrictions on what type of aircraft can be designed. Cadets may design planes, helicopters, blimps, drones or otherwise.

4.2 Competition Registration

Registrations for Remote-Controlled Aircraft Competitions are to be **lodged via the [online registration portal no later than Sunday 23 August 2026](#)**. Registrations will not be accepted after this date. Unregistered Units will not be permitted to compete on the day of the Review.

4.3 Competition Rules

Competitors must operate their own aircraft (personal-use recreational drones only). Each participant will complete one timed run (additional runs at the discretion of the Aviation Commander). The course consists of designated gates that must be flown through in order. Timing starts at take-off and ends when the aircraft crosses the finish gate. Each participant will be allowed a maximum of 1 practice round before the competition begins.

4.4 Age Categories

Participants will compete within the following 3 age categories:

- Under 12years
- 12–17years
- 18years and over

Members competing as NCO's or Cadets must be under the age of 18years. Members will qualify for their age group based on their current age as at the date of the Review.

Each category will be judged separately.

Members can compete individually or in teams of no more than five (5) provided all team Members are within the same age category.

4.5 Design Guidelines

- Within reasonable expectations, the design must be started from scratch and not include any part of any previous competition. External or otherwise.
- Models must fit within an 80cm cubed box.
- Models may be made from any combination of plastic, wood, foam or aluminium. Please ensure all types used are safe for general handling.
- 3D printing is permitted, however, points for originality may be impacted and all pre-designed parts from 3D printing resource sites must be linked and credited.

4.6 Aircraft Budget

- Each individual / team has a maximum budget of \$400 total material costs.
- All designs must have a record of their components value fairly **reported to and approved by the Aviation Commander by Sunday 23 August 2026**.
- It is recommended to maintain a buffer from the maximum budget to avoid disqualification from the event if a component is deemed under reported to the Aviation Commander.
- This budget report must include any already owned items used in your design, not just newly purchased components.

- If you have access to parts outside of retail supply, you must report the value at reasonable retail value that would be reasonably available to other competitors.
- Any programming software and computers are not included.
- Very low-cost materials (single items costing less than 5 cents) can be added without impacting the budget. However, this is subject to reasonable assessment by the Aviation Commander and must be reported.

4.7 Flight Competitions

4.7.1 Drag Race

- Models will compete to race 100m in the fastest time from ground to ground within the take-off and landing zones.
- The take-off and landing zones will be 5m long by 2m wide with 100m from the end of the take-off and landing zones will be a natural grassed surface.
- The race timer starts from the first motion of the model in the take-off zone and ends once the model comes to rest within the landing zone.
- A five (5) second penalty applies if the model fails to take-off from the ground within the take-off zone.
- A five (5) second penalty applies if the model fails to land within the landing zone.

4.7.2 Agility Race

- Models will compete in a hoop track of ten hoops.
- The hoops will be 90cm in diameter and held 1.5m from the ground.
- For each hoop missed a time penalty of five (5) seconds will be added. A competitor may backtrack to avoid this penalty or being disqualified.
- Hoops must be flown through in the number order specified in the track diagram. Failure to comply will be deemed a missed hoop.
- Hoops must be flown through in the flight direction specified in the track diagram. Failure to comply will be deemed a missed hoop.
- A team that misses three or more hoops will be disqualified.
- The track diagram will be provided to registered competitors on Saturday 1 August 2026.

4.8 Judging and Points Scoring

The competition officiator is the Aviation Commander. All disputes are to be directed to the Aviation Commander for final decision. While encouraged, visual factors of the models such as paintwork or liveries are not considered in the judging process.

A panel of three judges will be appointed by the Aviation Commander. While neutrality is the objective and obligation of the judges, the assigned judges will be final regardless of Unit affiliation.

Any disputes regarding judging scores will be addressed by the Aviation Commander and decisions will be final.

Points will be awarded based on the following parameters.

Originality (30% overall score weight)

- Judges will award a score out of ten for the novelty of the design.
- A design that is heavily inspired by an aircraft but makes changes to dimensions **MAY** be considered an average score of 5, this will be considered by the judges.

- Design features not seen on aircraft or being used in a new way **MAY** increase the novelty score.
- The average of the three judges' scores will be used for the final calculation.

Complexity (30% overall score weight)

- Judges will award a score out of ten for the complexity of the model's design. Examples of complex design include moving parts, incorporation of flying abilities such as VTOL etc.
- Complex aircraft such as multi pitch propellers or retractable gear **MAY** be an average score of 5. This will be considered by the judges.
- More complex features such as variable wings **MAY** increase the score.
- The average of the three judges' scores will be used for the final calculation.

Flight Competition placement (40% overall score weight)

- In the drag race; ten points will be awarded to first place, eight points to second place, six points for third place and so on.
- In the agility race; ten points will be awarded to first place, eight points to second place, six points to third place and so on.

Example Score

Event	Judge A	Judge B	Judge C	Average / Total
Novelty	8	6	7	7.00 x 0.3 = 21
Complexity	5	4	5	4.66 x 0.3 = 14
Drag Race	Third Place 6 points			8.00 x 0.4 = 32
Agility Race	Fifth Place 2 points			
Grand Total Score				6.7

4.9 Disqualification Penalties

All aircraft must be designed and built by the registered team Members. External assistance beyond tasks that may be dangerous for a youth person to safely do is strictly forbidden.

Designs that are deliberately unsafe will be immediately disqualified. Examples of unsafe designs are sharpened points, flammable fuels without appropriate measures etc.

In the interest of fair competition, designs that clearly exceed the specified budget will be disqualified from competing.

Remote-Controlled Aircraft must remain within the defined course boundaries at all times. Any collision, crash, or loss of control may result in disqualification depending on severity.

4.10 Safety Requirements

- Safety is the highest priority for this event:
- All participants must attend a mandatory safety briefing before competing.
- A clearly marked pilot zone and spectator exclusion zone will be enforced.
- No flying over people, crowds, or public pathways.
- Maximum altitude and flight area boundaries will be clearly defined and must not be exceeded.
- A trained safety officer / marshal will oversee all flights.

- A spotter is recommended (and may be required for younger participants).
- First aid personnel will be present on-site.

4.11 CASA Compliance (Mandatory)

All remote-controlled aircraft operations must comply with Civil Aviation Safety Authority (CASA) rules, including:

- Remote-Controlled aircraft must be operated within visual line-of-sight at all times.
- Maximum flying height of 120m (400 ft).
- Do not fly within 30m of people not involved in the operation.
- No flying over populated areas or near emergency operations.
- Only recreational (non-commercial) use permitted unless properly licensed.
- Pilots must follow all CASA recreational drone safety guidelines.

Failure to comply with CASA regulations will result in immediate disqualification.

4.12 Equipment Guidelines

- Remote-Controlled Aircraft must be safe, well-maintained, and suitable for recreational use.
- Drones must not exceed 2kg total weight and must be of a consumer recreational type.
- Large or high-speed custom drones are not permitted. Propeller guards are strongly recommended. The organisers reserve the right to inspect and approve all Remote-Controlled Aircraft before use.

4.13 Conduct and Fair Play

Participants must always demonstrate safe and respectful behaviour. Unsportsmanlike conduct, unsafe flying, or ignoring official instructions may result in disqualification. The Aviation Commander's decision is final.

4.14 Determining the Winner

Winners in each age category will be determined by fastest adjusted time (including penalties). In the case of a tie, a run-off heat will be conducted.

5.0 MARITIME COMPETITIONS

5.1 Objective

Maritime Competitions are designed to showcase the knowledge and skills learnt in the Maritime Regime and provide an opportunity for competition and assessment. Competitions will assess each entrant's knowledge of the chosen topic as well as their skills in creating displays.

5.2 Competition Registration

Registrations for Maritime Competitions are to be **lodged via the [online registration portal](#) no later than Sunday 23 August 2026**. Registrations will not be accepted after this date. Unregistered Units will not be permitted to compete on the day of the Review.

5.3 General Rules and Guidelines

All competitions will be broken up into 3 age categories:

- Under 12years
- 12-17years
- 18years and over

Members competing as NCO's or Cadets must be under the age of 18years. Members will qualify on their current age as at the date of the Review.

5.4 Semaphore Competition

Each competitor must signal:

- "TURN LEFT NOW"
- The location of their Unit (e.g. "TUGGURAH", "RIVERWOOD", "ILLAWARRA", "PARRAMATTA", "CANBERRA", "SHEPPARTON")

Both components are required for completion.

5.4.1 Rules

- Competitors must use correct semaphore technique and positions.
- Flags must be provided by the competitor.
- Timing starts on the first signal and ends on the final completed character.
- Standard pauses between words should be observed.
- Errors must be corrected before continuing.
- No prompting or assistance is permitted.
- Judges' decisions are final.

5.4.2 Scoring

Scoring - A 100-point system

- Accuracy – 70 points
 - Correct letters / signals: 50 pts
 - Correct spacing / word separation: 10 pts
 - Proper technique / form: 10 pts
- Speed – 30 points
 - Fastest correct time receives full points
 - Others scored proportionally against the fastest time
- Important: Any major uncorrected error should significantly reduce accuracy score (not just speed).

5.4.3 Equipment Required

Competitor-provided semaphore flags

5.5 Knot Tying Competition

Each competitor must complete the following knots:

- Reef Knot
- Clove Hitch
- Half Hitch

5.5.1 Rules

- All knots must be tied correctly and be functional.
- Competitors will tie knots in any order unless directed otherwise.
- Timing starts on the judge's signal and ends when all knots are completed.
- No assistance is permitted.
- Knots may be physically checked by the judge.
- Incorrect knots:
 - Minor error → partial deduction
 - Incorrect structure → zero for that knot

5.5.2 Scoring

Scoring – A 100-point system:

- Accuracy – 75 points
 - Equal weighting per knot (e.g. 3 knots = 25 pts each)
 - Judged on correctness, structure, and usability
- Speed – 25 points
 - Fastest correct completion gets full points
 - Others scored proportionally
 - Accuracy is weighted higher because safety and correctness are critical.

6.0 PHYSICAL ACTIVITIES COMPETITIONS

6.1 Objective

The Physical Activities competition is designed to showcase the athleticism and teamwork of a Unit and provide an opportunity for competition and assessment.

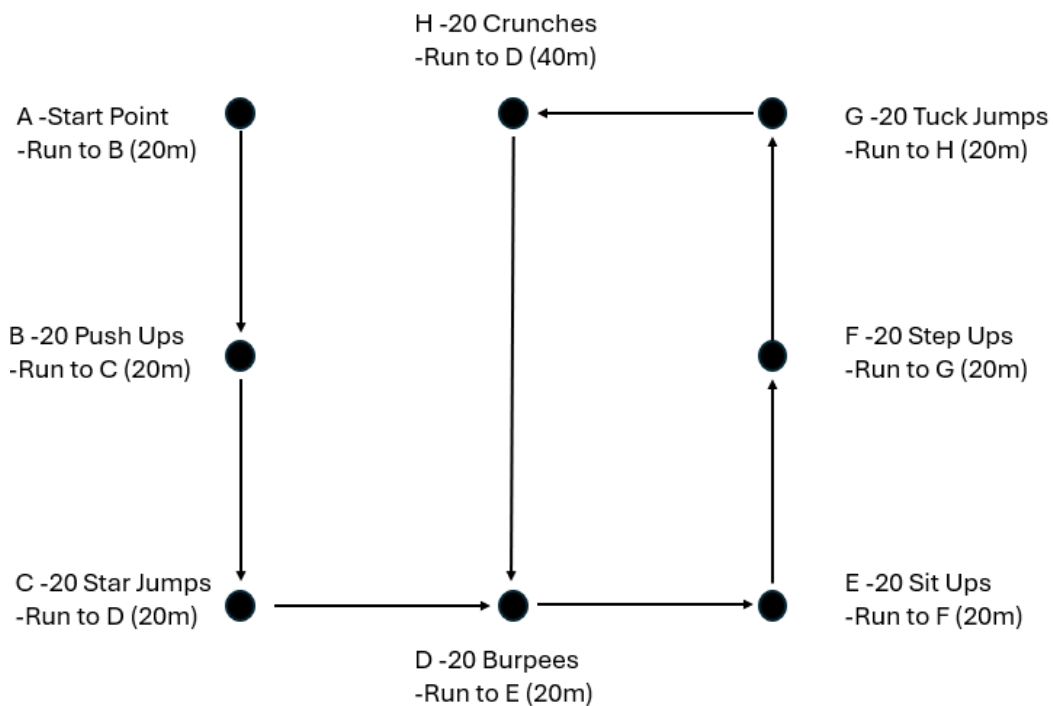
6.2 Competition Registration

Registrations for Physical Activities Competitions are to be **lodged via the [online registration portal](#) no later than Sunday 23 August 2026**. Registrations will not be accepted after this date. Unregistered Units will not be permitted to compete on the day of the Review.

6.3 Relay Obstacle Course

- A team of 8 Members will compete in the obstacle course listed below.
- Each team will consist of Members of the following age brackets
 - 3 x under 12years
 - 3 x 12 – 17years

- 2 x 18years and over
- Members competing as NCO's or Cadets must be under the age of 18years. Members will qualify for their age group based on their current age as at the date of the Review.
- Younger Members may be used to replace older Members, however old Members must not replace younger Members.
- Teams will start with one Member on each marker (A-H)
- One the race begins; the first Member is to run to Point B
- Once the first runner reaches marker B, the second Member will perform the listed exercise, and then run to next marker.
- Exercises are not to be started until the first runner "Taps" the second runner.
- The winner will be the team with the fastest time to complete the course.
- A penalty of 1 second will be added for each exercise not completed
 - if only 8 push ups are completed on marker B, a 2 second penalty will be applied.
- Any Member interfering physically with another team will be disqualified for un-sportsman like behaviour.



7.0 MARCH OFF PARADE

7.1 Dress

All Members of the ACC must be in Full Parade Uniform.

Medals and Decorations may be worn during the March Off Parade; however, uniforms must be kept to officially recognised awards and decorations.

Jumpers must not be worn during field competitions or the March Off Parade.

7.2 Duty of Care

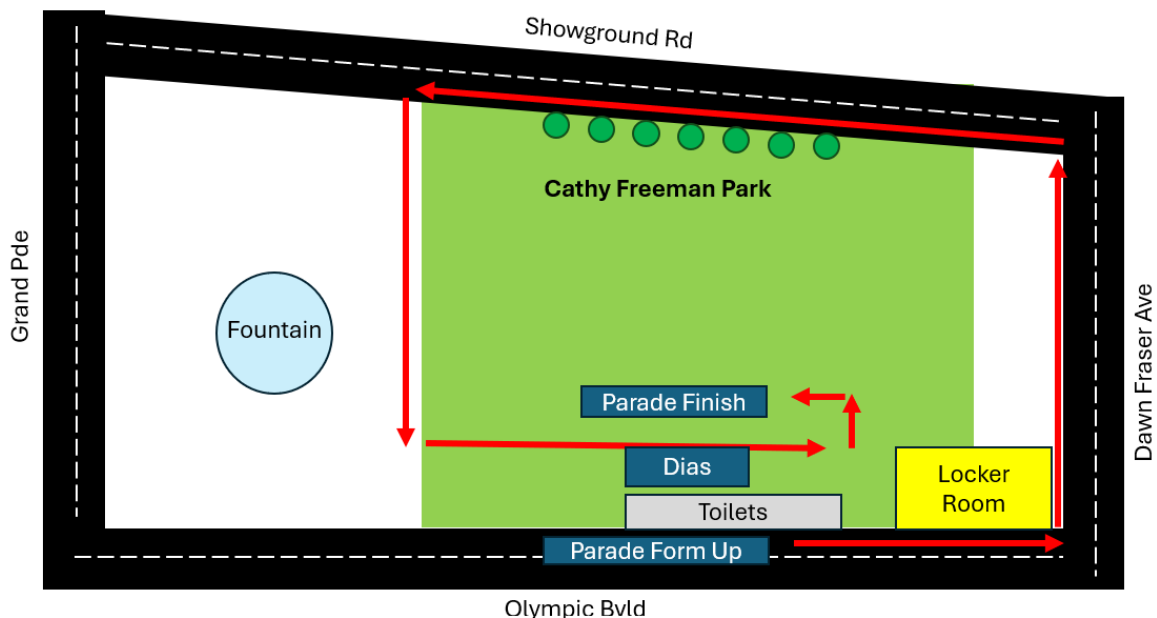
Unit Commanders are responsible to ensure that all Members under their care are fit and able to participate in the March Off Parade. Members who are not feeling well, should not be allowed to participate and further jeopardise their well-being.

A Welfare Station will be set up at the Review. This area will include drinking water, sunscreen, First Aid Officers and a place for lost Members to be directed.

7.3 Parade Order

- National Staff
- National Colour Guard
- National Massed Band
- Tuggerah Lakes 'Spitfires'
- Illawarra 'Orions'
- Riverwood 'Hornets'
- Canberra 'Bombers'
- Parramatta 'Raptors'
- Shepparton 'Sabres'

7.4 Parade Route



7.5 Competitions on the March

- Best Unit on the March
- Best Colour Guard on the March
- Best Squad on the March

7.6 March On

Units are to commence to assemble in column of route on the Footpath on Olympic Blvd when directed in accordance with the Parade Order.

The Parade will march off and follow the route contained in this Digest, passing the dais and will form up as directed. No General Salute will be given during the march on.

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. The Parade Commander will then hand over the Parade to the Commissioner.

7.7 Presentations

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.

7.8 March Off

Parade Hand Over. At the conclusion of the presentations, the Commissioner orders the Parade to attention and hands the Parade back to the Parade Commander.

The Parade Commander orders all flags to the carry.

The Parade Commander orders the parade to turn right into column of route.

March Off. At the order, the parade will march and pass the dais.

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 playing in the band or in a Colour Guard) and all Unit Flags salute.

After passing the dais, the Parade marches to the rear of the parade ground. The massed National band assembles in front of the parade facing the dais and halts.

7.9 Final Ceremonies

7.9.1 Australian National Anthem

The Australian National Anthem will play.

ALL Officers salute and Colour Guards will perform a General Salute.

7.9.2 National Colours March Off

Following the National Anthem, the National Colours will march off the parade ground. **ALL** Officers salute, and all Unit flags will salute, as the National Colours pass their immediate front.

7.9.3 Lowering of the Australian Flag

After the National Colours have been marched off, the Parade Commander gives the command to lower the Australian Flag. **ALL** Officers salute and Colour Guards perform a General Salute.

7.9.4 Order Colours

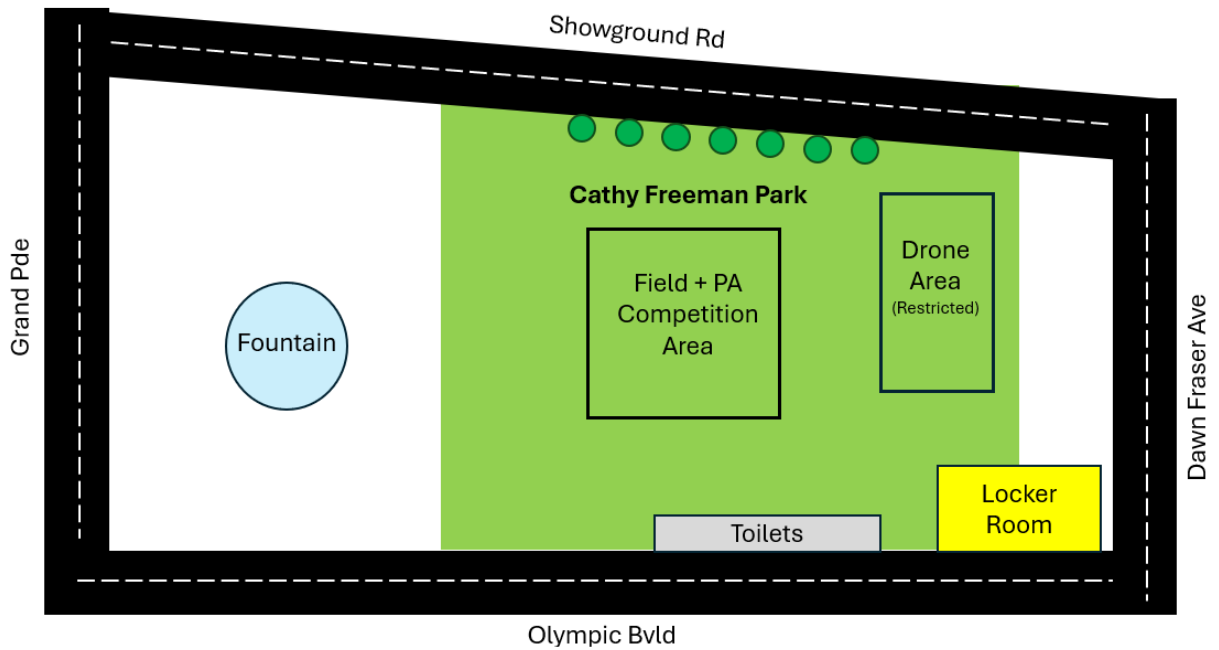
Following the lowering of the Australian National Flag, the Parade Commander orders all Colours to the order.

7.9.5 Dismissal

At the completion of the above all Unit Commanders will be called to report to the Parade Commander for de-briefing. When all Commanders are dismissed, they return to their Units and immediately dismiss their Units.

APPENDICES

A1.0 Site Map



A2.0 Section Drill Fall-In Procedures

A Fall-In for any Marching Unit is important as it signals the Members of that Unit to come together in formation. This procedure is performed at the commencement of inspections, parades and other marching activities.

Note: For the purposes of competing at a Review, on the Judges instruction, the NCO in Charge will report to the Static Judge giving their rank and name, their Unit name and inform the Judge that the Section is ready to Fall-In. On the Judges instruction, the NCO in Charge will Fall-In the Section including the Dressing Procedure in accordance with the procedure set out below.

Fall-In

- (a) The NCO in Charge will give the order : “SECTION – Prepare to Fall-In”.
 - (i) This will give the Cadets an indication that a Fall-In is about to take place.
 - (ii) The Section should smartly take position in a Section formation in a line, cover-off and stand at ease.
- (b) The NCO in Charge will take up a position, one pace right of the Marker.
- (c) The NCO in Charge will march 7 paces forward and halt, make a left turn and take 1 pace forward, and turn left to face the Marker.
- (d) The NCO in Charge will then give the order “SECTION – On Parade, MARKER – Fall-In”.
 - (i) The Marker will come to attention, march 5 paces forward, halt and then stand at ease.
- (e) The NCO in Charge will then give the order “SECTION – Fall-In”.
 - (i) All remaining Members of the Section will come smartly to attention.
 - (ii) The Members of the Section (except the Marker) will march 5 paces forward and halt in line with the Marker.
 - (iii) Once halted, the Members will smartly stand at ease, thus adopting the same stance as the Marker

Note: Having completed the Fall-In procedure, the NCO in Charge will then direct the Section to perform the Dressing Procedure set out below.

Dressing the Section

- (a) The NCO in Charge will give the order “SECTION - Attention”
 - (i) All Members are to come to Attention
- (b) The NCO in Charge will give the order “SECTION - Number”
 - (i) Each Member will call out their position number in order starting with the marker calling “ONE”
- (c) The NCO in Charge will give the order “SECTION - Right Dress”
 - (i) Marker to Stand Fast
 - (ii) All other Members to swiftly turn their heads to the right and raise their Right Arm to be level with the ground (behind the person to the right if they are too close)
 - (iii) Each Member will adjust their dressing to be in line with the person next to them at a distance of one arm’s length
- (d) The NCO in Charge will then turn left. Take two paces forward. Turn Right and take two paces forward. And Turn Right. They should be in line and facing the section.
- (e) The NCO in Charge will look down the line, adjusting the dressing of each person by calling their number and either giving the order “Forward” or “Back” followed by “Steady” when they are in position.

- (f) When the NCO in Charge has completed the dressing, they will turn right to face the front and give the order “SECTION - Steady”
- (g) The NCO in Charge will take once pace forward, turn left, and then march 5 paces forward and halt.
- (h) The NCO in Charge will turn left to face the Section and give the order “SECTION - Eyes Front”
 - (i) Each Member will lower smartly their arms and face forward in the attention position
 - (i) The NCO in Charge will give the order “SECTION - Stand At Ease”
 - (i) All Members will come to the At Ease position
- (j) The NCO in Charge will about turn, facing the same direction as the Section, and stand at ease, ready to report.

Note: Having completed the Fall-In and Dressing Procedures, the NCO in Charge will come to attention and report to the Judge advising that the Section is Fallen-In and ready for inspection. On the Judges instruction, the NCO in Charge will return to their previous position and the Judge will perform a Uniform inspection. At the conclusion of the inspection and on the Judges instruction, the NCO in Charge will report to the Judge. On the Judges instruction, the NCO in Charge will march the Section to the competition area for field judging.

A3.0 Squad Drill Fall-In Procedures

A Fall-In for any Marching Unit is important as it signals the Members of that Unit to come together in formation. This procedure is performed at the commencement of inspections, parades and other marching activities.

Note: For the purposes of competing at a Review, on the Judges instruction, the NCO in Charge will report to the Static Judge giving their rank and name, their Unit name and inform the Judge that the Section is ready to Fall-In. On the Judges instruction, the NCO in Charge will Fall-In the Section including the Dressing Procedure in accordance with the procedure set out below.

Fall-In

- (a) The NCO in Charge will give the order “SQUAD - Prepare to Fall In”.
 - (i) This will give the Cadets an indication that a fall in is to take place.
 - (ii) The squad should smartly take position in a single line formation, cover off, and stand at ease.
- (b) The NCO in Charge will take position, one pace right of the maker.
- (c) The NCO in Charge will march 7 paces forward and halt, make a left turn and take 1 pace forward, and turn left to face the marker.
- (d) The NCO in Charge will then give the order, “SQUAD - on Parade, Markers Fall In”.
 - (i) The Markers (first three Members) will smartly come to attention.
 - (ii) The second and third Markers will make a right turn.
 - (iii) The markers will start marching. The first marker will march forward five paces and halt in front of the NCO in Charge, while the other markers will follow the lead marker and halt behind the lead Marker.
- (e) The NCO in Charge will then give the order, “SQUAD - Fall In”.
 - (i) All Members will smartly come to attention and make a right turn.
 - (ii) The Members of the Squad will march in a single line, wheeling left where the markers were previously positioned towards the markers.
 - (iii) The first three Members will fall in next to the markers completing a new file. Once these three Members have halted, the markers will smartly stand at ease.
 - (iv) The next three Members will fall in next to the three previous Members creating a new file. Once these second file of Members has halted, the first file will smartly stand at ease.
 - (v) This will continue until the Squad has been completely formed, with the last file standing at ease together after a slight pause.

Dressing the Squad

- (a) The NCO in Charge will give the order “SQUAD - Attention”
 - (i) All Members are to come to Attention
- (b) The NCO in Charge will give the order “SQUAD - Number”
 - (i) Each Member of the front rank will call out their position number in order starting with the marker calling “ONE”
- (c) The NCO in Charge will give the order “SQUAD - Right Dress”
 - (i) Front Marker to Stand Fast, while the other markers raise their right arm forwards, level with the ground to space out each rank
 - (ii) All Members of the front rank to swiftly turn their heads to the right and raise their Right Arm to be level with the ground (behind the person to the right if they are too close)

-
- (iii) All other Members are to turn the head and eyes to the right
 - (iii) Each Member will adjust their dressing to be in line with the person next to them and in front of them.
 - (d) The NCO in Charge will then turn left. Take two paces forward. Turn Right. Take two paces forward. Turn Right. They should be in line and facing the front rank.
 - (e) The NCO in Charge will look down the line, adjusting the dressing of each person by calling their number and either giving the order “Forward” or “Back” followed by “Steady” when they are in position.
 - (i) This will be repeated for each of the ranks.
 - (f) When the NCO in Charge has completed the dressing, they will turn right to face the front, march two paces to be in line with the front rank and give the order “SQUAD - Steady”.
 - (g) The NCO in Charge will take once pace forward, turn left, and then march 5 paces forward and halt.
 - (h) The NCO in Charge will turn left to face the Squad and give the order “SQUAD - Eyes Front”
 - (i) Each Member will smartly lower their arms and face forward in the attention position
 - (i) The NCO in Charge will give the order “SQUAD - Stand At Ease”
 - (i) All Members will come to the At Ease position.
 - (j) The NCO in Charge will about turn, facing the same direction as the Squad, and Stand at Ease, ready to report.
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A4.0 Sheet Music – Compulsory Tune

Drum

116 BPM

Tune No 16



Drum sheet music for Tune No 16, 116 BPM. The music is written for Snare and Bass/Tenor drums in 2/4 time. The Snare part features a series of eighth and sixteenth notes with accents and slurs, while the Bass/Tenor part provides a steady quarter-note accompaniment.

Bugle

Tune No 16



Bugle sheet music for Tune No 16. The music is written for Bugle in 2/4 time. It features a series of eighth and sixteenth notes with accents and slurs, followed by a repeat section with first and second endings.

A5.0 Review Awards to be Presented

Field Awards

- Best Section – Cadets
- Best Section - Officers
- Best Squad
- Best Precision Drill
- Best Band
- Best Drum Major

Music Solo Awards

- Best Solo Snare Drummer – Under 12years
- Best Solo Snare Drummer – 12 to 17years
- Best Solo Snare Drummer – 18years and over
- Best Solo Tenor Drummer – Under 12years
- Best Solo Tenor Drummer – 12 to 17years
- Best Solo Tenor Drummer – 18years and over
- Best Solo Brass Player – Under 12years
- Best Solo Brass Player – 12 to 17years
- Best Solo Brass Player – 18years and over
- Best Solo Woodwind Player – Under 12years
- Best Solo Woodwind Player – 12 to 17years
- Best Solo Woodwind Player – 18years and over

Unit Education Competitions

- Best Education Display

Individual Education Competitions

- Best Photography – Under 12years
 - Best Photography – 12 to 17years
 - Best Photography – 18years and over
 - Best Model Aircraft – 1/48 Scale – Under 12years
 - Best Model Aircraft – 1/48 Scale – 12 to 17years
 - Best Model Aircraft – 1/48 Scale – 18years and over
 - Best Model Aircraft – 1/72 Scale – Under 12years
 - Best Model Aircraft – 1/72 Scale – 12 to 17years
 - Best Model Aircraft – 1/72 Scale – 18years and over
 - Best Naval Model – 1/350 Scale – Under 12years
 - Best Naval Model – 1/350 Scale – 12 to 17years
 - Best Naval Model – 1/350 Scale – 18years and over
 - Best Naval Model – 1/700 Scale – Under 12years
 - Best Naval Model – 1/700 Scale – 12 to 17years
 - Best Naval Model – 1/700 Scale – 18years and over
-

- Best Armour Model – 1/48 Scale – Under 12years
- Best Armour Model – 1/48 Scale – 12 to 17years
- Best Armour Model – 1/48 Scale – 18years and over
- Best Armour Model – 1/72 Scale – Under 12years
- Best Armour Model – 1/72 Scale – 12 to 17years
- Best Armour Model – 1/72 Scale – 18years and over
- Best Spacecraft Model
- Best Diorama

Remote-Controlled Aircraft Competition

- Best Remote-Controlled Aircraft – Under 12years
- Best Remote-Controlled Aircraft – 12 to 17years
- Best Remote-Controlled Aircraft – 18years and over

Maritime Competition

- Best Semaphore – Under 12years
- Best Semaphore – 12 to 17years
- Best Semaphore – 18years and over
- Best Knot Tying – Under 12years
- Best Knot Tying – 12 to 17years
- Best Knot Tying – 18years and over

Physical Activities Competition

- Best Unit in Obstacle Course – Under 12years
- Best Unit in Obstacle Course – 12 to 17years
- Best Unit in Obstacle Course – 18years and over

On the March Competition

- Best Unit on the March
- Best Colour Guard on the March
- Best Squad on the March
- Best NCO on Review

Best Overall Competition

- Best NCO on Review
 - Best Unit on Review
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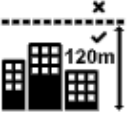
A6.0 CASA Rules for Drone Flying



Australian Government
Civil Aviation Safety Authority

KNOW YOUR DRONE

FLYING FOR FUN: DRONE SAFETY RULES



You must not fly your drone higher than 120 m above ground level.



You must keep your drone at least 30 m away from other people and never fly over a person.



You must only fly one drone at a time.



Only fly during daylight hours.



You must not fly in a populous area. This includes beaches, parks, events, or sport ovals during games.



You must not fly your drone in a way that creates a hazard to another aircraft, person or property. Respect others' privacy.



Keep your drone within visual line-of-sight. This means you must always be able to see it with your own eyes (not through a device, screen or goggles). Don't fly through cloud, fog or smoke.



You must not fly your drone over or near areas affecting public safety or where emergency operations are underway. This includes ambulance, police, search and rescue, or firefighting efforts.



If your drone weighs more than 250 g, you must not fly within 5.5 km of a controlled airport (airports with control towers). If it's 250 g or less, you can fly up to 45 m high within 5.5 km but stay out of the airport boundary and don't create hazards for other aircraft. Regardless of weight, stay clear of the runway approach and departure paths.



Near smaller airports without control towers, you can fly your drone within 5.5 km. If you become aware of crewed aircraft nearby, move away and land your drone quickly and safely.



If you're within 1.4 km of a helicopter landing site and become aware of a helicopter nearby, taking off or landing, you must move your drone away and land it safely.



If you fly your drone for work (commercially), extra rules apply. You must register your drone and get a licence or accreditation. If you only fly for fun, no registration or accreditation is needed.

KNOWYOURDRONE.GOV.AU

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A7.0 Sydney Olympic Park Authority Regulation 2018 – Reg 5

5- Commercial and Other Activities

A person must not do any of the following at [Sydney Olympic Park](#) except as authorised by the Authority:

- (a) sell
- (b) provide, or offer to provide, any services for fee, gain or reward,
- (c) supply or attempt to supply (including by selling or attempting to sell) a ticket for admission to a sportsground,
- (d) use any audio, loudspeaker or broadcasting equipment or camera (whether photographic, cinematic or video) for a commercial purpose,
- (e) distribute any advertising matter or display any advertisement (other than on a vehicle driven or operated by the person or on any clothing worn by the person),
- (f) damage, destroy or remove any tree, plant or other vegetation,
- (g) damage, destroy, tamper with or remove any building, structure or equipment,
- (h) leave any rubbish or litter, except in a receptacle provided for the purpose, or deposit any waste,
- (i) distribute a brochure, leaflet or handbill,
- (j) conduct a wedding,
- (k) collect or attempt to collect money,
- (l) busk,
- (m) conduct, or participate in, any game or other activity in a manner that unduly interferes with the amenity of the area,
- (n) operate or use any radio, television, musical instrument or other sound-generating device in a manner that unduly interferes with the amenity of the area,
- (o) camp or use facilities for sleeping overnight,
- (p) erect a tent or other temporary structure,
- (q) paint, erect or affix any decoration, sign or other equipment,
- (r) climb any tree, sculpture, decoration, flagpole or other fixture,
- (s) bathe, wade, wash or swim, or operate a boat, kayak or any other watercraft or vessel or flotation device, in any lake, pond or stream or in any ornamental water,
- (t) light any fire, barbecue or stove (not being a cooking facility provided for the purpose by the Authority),
- (u) set off any firework,
- (v) operate a motorised model aircraft, drone, boat, car or similar thing,
- (w) play or practise golf,
- (x) land or launch any aircraft, helicopter, parachute, hang-glider or hot air or gas-filled balloon, or any similar thing,
- (y) ride or use any skateboard, roller skates, in-line skates, or recreational equipment, whether motorised or not, or similar equipment (other than a bicycle),
- (z) ride or push a bicycle otherwise than on a cycleway or other path designated for that purpose,
 - (aa) bring a horse into the park or lead or ride a horse, or leave a horse unattended or untethered,
 - (ab) bring a dog into, or have a dog within, the park unless it is on a leash,
 - (ac) release or abandon an animal,
 - (ad) destroy, capture, injure or annoy an animal,
 - (ae) be in possession of a trap or device for the hunting or capturing of animals,
 - (af) destroy or interfere with the habitat of an animal,
 - (ag) dig up or disturb the surface of any road or other land,

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- (ah) allow a vehicle to leak onto a sealed surface in the park an amount of oil in excess of what a properly maintained vehicle of that kind could reasonably be expected to leak,
 - (ai) abandon, leave or dock a bicycle otherwise than in an area designated for that purpose,
 - (aj) moor a vessel (except as authorised by clause 16) or tie a vessel to any vegetation.

Maximum penalty--20 penalty Units.

(2) Subclause (1) (ab) does not prohibit a person who has a disability (within the meaning of the [Disability Discrimination Act 1992](#) of the Commonwealth) from bringing or allowing into an area an assistance animal (that is, an animal referred to in [section 9](#) of that Act).

Source: [NSW Government Legislation - Current version for 15 May 2026](#)
