

First make a Tryout schedule.

Format:

Host:

Supervisor/Co-host:

Division: Coruscant Guards.

Shout time: XX:XX

Start time: XX:XX

And when you will shout, use this Format:

- Event type: Coruscant Guards Tryout
- Hosted by: (Your name)
- Supervised by: (If no, N/A)

- Starts at: XX:XX

- Link to the game: (Your futuretops link, you can use your own.)

- Extra Information: Cadet + | STS upon arrival | PTS is active | No packages | 250+

The Coruscant Guard is one of the most important divisions of The Republic's Grand Army. Their duty is important, and they have a lot of tasks. Their tasks are: Post TRGA personnels, protect buildings and other people from raiders.

****Here's our companies:****

- Guardsmen - Guardsmen are the main persons in the Coruscant Guard, always working within close proximity of each other. They need to make sure that everything goes well at the border.

[Riot Company - Riot Company should protect CG HiCOM and main Officers on game. These units represent the most elite of CG. And Shock Troopers oversee riots.]

- Shock Trooper - This company will be doing their duty in jail, or on the border. Shock Troopers will oversee Guardsmens in the game, and also Riot Company members.

@everyone



Use that banner on tryout posting. ^^
Made by: FireKingFreezer.

You can say "Starting".

Then, "Hello and welcome to this Coruscant Guard tryout, I am your host: (FireKingFreezer)."

Then.

There will be 4 phases, combat, faces, formations and questioning.

Phase 1 - Combat.

Team Deathmatch

Map: Bricktorps.

Weapon: Anexo/IA, select one.

OS: 9

:map brick :gun Anexo :os 9

Requirements:

900 Damages

200 Heal - If there's only 2 attendees, then no heal reqs.

Don't tell the requirements, they are CLASSIFIED

When the combat is done, you may filter the attendees. Those who get less than expected will get kicked.

Phase 2 - Questioning.

The attendees may only get 3 wrong.

One wrong, and then give him a **green** cape, if he gets 2 wrong, **yellow** cape, 3 wrong then **red** cape, after them, you can kick the person.

Tell them to whisper you the answers, failure to do so will result in a warning/kick. After the attendees have answered the question you may then go through the correct answers.

The attendees have 60 sec each to answer the questions.

Here are the questions:

Question 1: Do you think that you can jail a RI if the Supreme Chancellor orders it ?

Answer: Yes.

Question 2: Give me 3 reasons to jail a Trooper.

Answer: Post refusal, exploiting, impersonation, TK, RK, racism, being AoS, entry into a restricted area, attempted murder on a divisional member, off-duty raiding with any gamepass, discrimination, SK...

Question 3: Valid reason to jail a raider?

Answer: If he is AoS, if the SC orders it, racism, discrimination, exploiting...

Question 4: How many warnings would you give to a Cadet before jailing him for post refusal.

Answer: 3 Warnings.

Question 5: What do you do if you see a Divisional member violating any of the laws?

Answer: You have to report him to his CC with solid proof.

Question 6: Who's 1st in command of CG, I want the rank and the username.

Answer: Commander Fox, chachamiaw12.

Question 7: Are you allowed to terminate Officers?

Answer: No, unless if they are KoS or if the SC orders it.

Question 8: What is the duty of Guardsmen ?

Answer: Guardsmen must ensure that the border remains organized; they must ensure that all cadets, troopers, specialists, and corporals are on a post.

Question 9: On a scale of 1 to 10, rate your activity.

Answer: 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10

Question 10: Why do you want to join CG ?

Answer: N/A

Phase 3 - Faces

Faces, give them 15-30 commands, if the attendee gets one wrong, give him a **green** cape, this is the same for questions. You can check from questions start.

Phase 4 - Formations

Once you've given them 15-30 faces commands, you can move to the next phase, formations. Here's the valid formation commands:

- **Wedge.**
Inverted wedge.
- **Firing line.**
After saying "Firing Line", you can say: **Fire./Fire!** It means the attendees will shoot once, and: **Fire at will!/Fire at will.** Then they will shoot as long as host says "Cease, fire." Other commands won't work.
- **Right/Left wing.**
Inverted left wing/right wing.
- **VIP box.**
Box.
Prisoner box.
- **VIP diamond.**
Diamond.
Prisoner diamond.

Background Check: Tell them to say "C7xRN". Requirements are here, and if the attendee does not meet the reqs, you can kick him.

- 250+ Days

- Check if he's in the group.
- Check if the account isn't an alt.
- Check if the attendee is in another division. (If so take an instant contact with his divisional HICOM)
- Check his blacklists.

Tell the attendees who passed to DM you their username and then you can give a discord CG link, and TRGA CG group link in roblox.

Then make a final wedge, just say "Wedge", and then take a SS, and say "Dismissed".

When are in the server discord, remember to give them the roles:

Guardsmen on Trial
Guardsmen
 _____Affiliations_____

_____Rank_____

_____Access Roles_____

{Low Access}
 _____Statues_____

_____EP_____

_____GoT Roles_____

[GoT Day 1]
 _____Other roles_____

Coruscant Guard

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