

**Sy 2014 – 2015**  
**AREA 11 FIELD MEET SOP**

AS OF 10/27/2014



**HONOR**

**COURAGE**

**Navy**  
**JROTC**

**COMMITMENT**

**+ AREA 11 Drill Cards**

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## ***SECTION 1 - OVERVIEW***

### **A. AREA 11 REGIONAL FIELD MEET**

1. Units are encouraged to participate in the Area 11 Regional Field Meets Qualifiers, which promote cadet involvement in drill, academics, and physical fitness in a competitive theater with their peers, enabling units to qualify for the Area 11 Super Bowl and Navy Nationals. **S/NSIs are encouraged to get the Entry Application (Section 10.E.) and payment into the Host OIC expeditiously in order to reserve your place on the Field Meet Roster. Payment is due no later than 30 days prior to the Field Meet.**

2. To qualify for the **AREA 11 SUPER BOWL** a unit must finish in the top 20%. From the Super Bowl Competition, the top 2 or 3 schools will be invited to **NJROTC NATIONALS**. Previously qualified units are eligible for awards, but their placement is void, enabling unit(s) below them to move up. A Wild Card Meet will be held each year prior to Super Bowl for Units that have NOT yet qualified. Defending champions will receive an automatic invitation to the same field meet.

3. The order of competition will be selected based on a random drawing, conducted by the host unit OIC. The host unit OIC has the authority to adjust the order of competition to assist a unit required to travel a substantial distance to the meet or other hardships/special circumstances.

4. **Source Publications.** The official governing regulations is the Area 11 SOP, CFM, Nationals SOP, and MCO P5060.20.

### **B. SY 14-15 SOP SUMMARY of CHANGES**

a. Section 1.A.1., page 4. **S/NSIs are encouraged to get the Entry Application (Section 10.E.) and payment into the Host OIC asap in order to reserve your place on the Field Meet Roster. Payment is due no later than 30 days prior to the Field Meet.**

b. Section 2.D. Administrative, page 7. **Multiple Team Entry Policy. If a unit enters a second team into a Field Meet, the second team shall remain in an "Alternate" status until 30 days prior to the Field Meet date. A second Entry Application is required.**

c. Section 3.B.1, page 6. Uniform Requirements. Correctly placed ribbons from the NJROTC Ribbon Chart **(and ONLY ribbons from the NJROTC Ribbon Chart) shall be worn if earned.**

d. Section 4.A.2., page 7 and Section 6.B. Exam Grading and Scoring. The exam scores for each cadet on the team will be added together giving the team a raw total score. **The raw score will be multiplied by 1.2 to establish the team score for academics.** (this is **not** a change, just correcting an omission/error).

e. Section 6.A.2. Academic Exam, page 15. **Should a NJROTC Unit have two teams participating in the Field Meet, both academic teams shall take the exam at the same time.**

f. Section 7.1.A.14. Cadet Drill Team Commander Information & General Regs. Armed and unarmed drill teams are expected to have at least 10 cadets for exhibition drill and 11 cadets for basic drill. **Drill teams who do not meet the minimum number will be penalized 25 points for each missing cadet. Teams missing more than 3 cadets will not be judged. For example, 3 missing cadets will result in a 75 point penalty.**

g. Color Guard Pad, page 30. Entrance/Exit changed from 40 foot to **50 foot.**

h. **Armed and UnArmed Regulation and Exhibition Pads added a 40' entry/exit, pages 31 & 32.**

i. The MSWord file containing the Drill Cards has been added to this SOP, pages 35-61.

j. **UnArmed Basic Drill card (pages 44-46) changed completely. The judge's "OVERALL IMPRESSION" points for all events have been more evenly distributed between the 3 judges. Penalty Points for missing cadets has been updated with the new policy. On the Exhibition Drill Penalty Sheets, pages 51 & 55, the "time of performance" has been added.**

## C. REVISION 1 SUMMARY of CHANGES

- a. Unarmed Basic Drill Card. Added commands 14a and 15a, both FORWARD MARCH.
- b. Personnel Inspection Scoresheet. Added line for Commander and Guide, updated correct squad numbers as needed.
- c. Color Guard Scoresheet. Gave Judges #2 and 3 their own scoresheet.

## D. LAST YEAR'S SOP SUMMARY of CHANGES (SY 13-14)

- a. Armed and Un-Armed Basic Drill Score changed from 250 to 500 points. Drill cards adjusted accordingly.
- b. Armed and Un-Armed Exhibition Drill changed from 250 to 500 points. Drill cards adjusted accordingly.
- c. Color Guard changed from 250 to 500 points. CG Card adjusted accordingly.
- d. Academic Exam changed from 450 to 900 points. Exams will be 50 questions total. The 5 current event questions will serve as tie-breakers.
- e. Personnel Inspection changed from 600 to 900 points. PI Card adjusted accordingly.
- f. Athletics: **Host Unit OIC's have the option of using tape to make an "X" on the middle-thigh of cadets to ensure a proper curl up is being executed.**

## E. EVENT MANAGEMENT AND SPONSORSHIP

1. The Area Office will lend assistance to host units, to include:
  - a. Maintain, distribute and oversee all Field Meet Qualifier/SuperBowl regulations.
  - b. Update the SOP during Area 11 In-Service Training to make final changes.
  - c. Assist with coordination of judges and participation of universities and Drill Instructors.
  - d. Provide academic exams, answer sheets and answer keys.
  
2. **The Host Unit OIC will be responsible for the following:**
  - a. Provide the site for field meet and function as OIC with dispute resolution authority.
  - b. Assign and train personnel as judges for each event and a team of scorekeepers.
  - c. Establish the schedule of events provided in this SOP to ensure both standardization and timely completion of the event, or devise a schedule that all participants agree to.
  - d. Conduct Trophy presentations not later than 1630.
  - e. Promulgate an Operational Risk Management (OPNAVINST 3500.39)/ORM Hazard Identification Plan, to include the following:
    - (1) Location and telephone number of medical, fire department, police/security and other emergency response teams as required by the nature of the training being conducted.
    - (2) Identification and location of in-house first aid assets (first aid kits, CPR qualified personnel, etc).
    - (3) Location of first response mechanical devices such as electrical isolation switches, fire extinguishers and other equipment, as applicable.
    - (4) Notification list of persons or offices to be contacted in an emergency.
    - (5) Pertinent lists and phone numbers of the chain of command, as appropriate:
      - Area Manager Cell/Text: 224-545-3561
      - NETC Duty Office/Quarterdeck: 850-452-4000/4010
      - NETC PAO 850-452-4859/60
      - NSTC PAO 847-688-2201
      - CDR Watson, NJ Ops Cell: 850-776-0991
      - DR. Smith, Program Manager Cell: 850-375-1255
  - f. At least three weeks prior to the competition provide respective NJROTC Instructors supplemental information that would be beneficial to participants such as the type of surface on the drill pads, parking, food availability, etc.
  - g. Maintain a running total scoreboard throughout the day of the field meet.

- i. Package the score sheets for the competing schools to take home after the meet.
- j. Have a Foul Weather Plan for the Event

**3. S/NSI's of participating units will be responsible for the following:**

- a. **Standard Release Form** for each cadet in your possession at the field meet in case of emergency medical treatment.
- b. **Sports Participation Physical and Health Risk Screening Form**
- c. Verify that all competitors are currently enrolled and in good standing in your unit and that all of your participating cadets stand the Personnel Inspection.
- d. Units submit the Entry Application to the host unit (Section 10) and payment 30 days in advance of the scheduled meet.
- e. Units will submit their pushup, curl-up and academic rosters to the host unit using the Excel TABS and maintaining the same formatting, as required by the Host OIC but no later than at least one day prior to the competition.

## ***SECTION 2 - ADMINISTRATIVE ITEMS***

**A. Conduct.** Exemplary conduct of participants and instructors is expected at a drill meet of this caliber. The Host Unit OIC may administer appropriate penalty points or disqualification for actions detrimental to the NJROTC program.

**B. Team composition.** Each team competing may consist of a MAXIMUM OF 40 cadets. No minimum number is required. All participating cadets must stand personnel inspection. Should a unit be found NOT to have had all competing cadets stand the UPI, they shall be disqualified from the Field Meet.

**C. Unit Equipment Requirements.** Teams must utilize JUMS provided equipment.

**D. Multiple Team Entry Policy.** If a unit enters a second team into a Field Meet, the second team shall remain in an "Alternate" status until 30 days prior to the Field Meet date. A second Entry Application is required.

## ***SECTION 3 - SCHEDULES AND UNIFORMS REQUIREMENTS***

**A. Schedules.** Host schools will use the schedule of events listed in this SOP (Area 11 Fld Meet Tab D) or a similar schedule that participants agree to.

1. Units should arrive 30 minutes prior to their first scheduled event and/or in time for a pre-competition meeting if the OIC has scheduled one.

2. Teams must be in the event ready area prior to the completion by the prior team. Teams who delay an event due to tardiness will incur penalty points.

3. The Color Guard event should immediately follow the UPI.

**B. Uniform Requirements.** Khaki Combo Covers and white guard belts are optional equipment for Color Guard. No other uniform modifications, including leggings, are authorized.

**1. Unit Personnel Inspection** - The correct uniform for all Area 11 Field Meet Qualifiers shall be the Navy Service Uniform with black Garrison covers per the Cadet Field Manual.

Cadets may wear relaxed fit jackets for the Personnel Inspection and also drill events if necessary (remove jackets when being inspected or performing). Regulation NJROTC issued leather oxford shoes and nametags are required for all participating cadets. Corfram shoes and leather luster polish are prohibited. Correctly placed ribbons from the NJROTC Ribbon Chart (**and ONLY ribbons from the NJROTC Ribbon Chart**) shall be worn if earned. **All earned NJROTC ribbons must be worn - Displaying only the highest 3 will result in penalty points.** Leadership Academy Silver Cords are the only aiguillette cords authorized. Teams are reminded that medals may be worn ONLY during the closing awards presentation ceremony.

**2. Drill Events** - The uniform shall be the Navy Service Uniform with black Garrison covers. **Deviations and supplemental uniform modifications will result in penalty points from the judges and or the Host Unit OIC.** Teams **ARE** allowed to remove nametags and ribbons during all armed drill events to prevent the ribbons, nametag, or uniform from becoming damaged. Caution - uniformity must be maintained within the drill team (i.e. all cadets remove the items or all cadets remain in a complete uniform).

**3. Athletic Events.** All cadets should be uniform in appearance (i.e. look like a team). Cadets must wear either unit specific PT gear or JUMS PT gear. Standard Running shoes are required footwear for athletics. **All shoes with rubber or metal spikes are prohibited.** Shoes will be checked prior to the start of all races). Face Painting is authorized for Athletic Events only. The TAB C Athletic Roster must be filled in and presented to the senior judge when your team reports to the CURL-UPS and PUSH-UPS area. **Host Unit OIC's have the option of using tape to make an "X" on the middle-thigh of cadets to ensure a proper curl up is being executed.**

**4. Academic Events.** Cadets may wear the Navy Service Uniform or PT gear.

**5. Instructors.** NJROTC instructors may wear the designated military uniform or slacks and a unit Polo Shirt with Name/Rank displayed.

## ***SECTION 4 - EVENTS, POINTS, TEAM SIZE & SCORING***

### **A. FIELD MEET EVENTS, POINTS AND TEAM SIZE REQUIREMENTS.**

**1. RAW SCORING – 11 EVENTS** - Delineated below for Area 11 sponsored events.

**2. ACADEMIC EXAM – 900.** 15 cadets will take a 50-question exam, from the NS1-3 curriculum, CFM/CRM (minus Orienteering and Survival) and current events questions covering world or national news. The team score is the sum of the correct answers for all 15 cadets X 1.2.

**3. UNIT PERSONNEL INSPECTION (UPI) 900 pts raw scoring –** All cadets competing in any event **MUST STAND THE PERSONNEL INSPECTION.** The team **maximum** is 40 cadets with no minimum. Scoring is raw score of all cadets inspected, which can receive a maximum score of 20 points, and the cadet commander, divided by the number of cadets inspected creating an average score per cadet. This average score is multiplied by 40 and added to section I scores from each judge. Each judge will have the latitude to grade the platoon 20 points on bearing, professionalism. Maximum possible unit score is 900 points. A 10 point penalty will be assessed for not aligning the platoon in accordance with the UPI-Inspection Pads. **The purpose of this inspection formation matrix is to minimize the number of cadets inspected by the Head Judge, maximizing the time to monitor the other judges and complete the required paperwork.**

**4. DRILL EVENTS** – 500 points for each event. Three judges will normally be used per event, and where possible, a 4<sup>th</sup> judge will be used to judge boundary breaks, missed/extra commands, and cadence (112 to 120 counts). Judges are looking for sharp execution of the routines.

- a. Armed and Unarmed Platoon **Basic Drill** - 11 member team minimum (platoon leader + guidon + 9 member platoon). There is no maximum team size – it is recognized that a larger team has a greater degree of difficulty. (Nationals minimum is 14)
- b. Armed and Unarmed Platoon **Exhibition Drill** - 10 member team minimum (platoon leader + 9 member platoon). There is no maximum team size – it is recognized that a larger team has a greater degree of difficulty. (Nationals minimum is 13)
- c. Color Guard - 4 person team, no exceptions.

**5. ATHLETICS** – Teams will be composed of both male and female cadets. Teams without the required number of cadets for curl-ups and pushups will be able to compete, with adjusted points being scored for the missing cadets. The team composition and maximum raw scoring per the below list using point tables listed in this SOP.

- a. Curl-ups – team of 16 (8 female, 8 males), 250 maximum points.
- b. Push-ups – team of 16 (8 females, 8 males), 250 maximum points.
- c. 1 Mile Relay (8 x 220 yds) – team of 8 (4 females, 4 males), 250 maximum points.
- d. Shuttle Relay (16 x 100 yds) – team of 16 (8 females, 8 males), 250 maximum points.

**6. KNOCKOUT DRILLS AND TUG-OF-WAR (OPTIONAL)** – Armed and unarmed knockout drills may be included as an optional event. Results will not count toward the overall team totals. Host Unit OIC's may include Tug-Of-War to promote excitement during the dead period while final scores are being tabulated.

## **B. SCORING SYSTEM**

1. Raw scoring will be used in 2014/15. Raw scoring means that the judge's score for a team in the event is the score that counts towards the team's overall score. There is no scaling of scores based on who is in first place

2. Athletic events: scores and times are converted using the point tables (Tabs E-H)

3. Score sheets will be tabulated and totaled, then entered on a computer program designed for the field meet.

4. S/NSI's are requested to periodically check scoring results. The host activity shall make score sheets from each event available to the instructors following tabulation and entry into the master scoring program BEFORE the awards ceremony. The intent here is for early identification of scoring errors (arithmetic, typos, etc) to ensure trophy presentation is timely.

## **C. TIEBREAKERS**

1. Ties should be broken prior to the awards ceremony.

2. The first-level tie-breaker for all overall scoring ties in drill, athletics or event overall would be the team earning the highest single finish in any event. For example, if two teams are tied overall for 2<sup>nd</sup> place, but one team had two 1<sup>st</sup> place finishes and the other had three 1<sup>st</sup> place finishes, the team with three 1<sup>st</sup> place finishes would be awarded the overall 2<sup>nd</sup> place trophy. If they both earned the same number of first place trophies, then the next highest placement would be looked at, and so on.



3. All individual event scoring ties will be broken to reflect the proper placement order by re-totalling score sheets utilizing the applicable tie-breaker in the following order:

**All Drill Events & UPI Events -**

- ◆ Level #1 – Highest Head Judge's overall score.
- ◆ Level #2 – Highest overall evaluation score (where applicable).
- ◆ Level #3 – Highest Judge 2 total, Judge 3 total, so on.
- ◆ Level #4 – Fewest penalty points total.

**Push/Curl-up Team ties -**

- ◆ Level #1 – Sum of Highest 2 and Lowest 2 CADETS.
- ◆ Level #2 – Sum of Highest 3 and Lowest 3 CADETS.
- ◆ Level #3 – Sum of Highest 4 and Lowest 4 CADETS

**Academic Exam Team ties -**

- ◆ Level #1 – Sum of Highest 2 and Lowest 2 CADETS.
- ◆ Level #2 – Sum of Highest 3 and Lowest 3 CADETS.
- ◆ Level #3 – Sum of Highest 4 and Lowest 4 CADETS.
- ◆ Tie breaker questions are only used for individual placement.

**Relay Event Team ties -**

- ◆ Level #1 – 1/100<sup>th</sup> second Judge Timing.
- ◆ Level #2 – Fewest Penalties.
- ◆ Level #3 – Team running in the slowest winning heat.

**Academic Exam Individual ties -**

- ◆ Level #1 – Individual with highest scoring team mate
- ◆ Level #2 – Individual with 2<sup>nd</sup> highest scoring team mate.
- ◆ Level #3 – Individual missing the question found LATEST in the test.

4. Should a tie remain even after applying the above tie breaking methods, the score will be declared a tie and duplicate awards will be presented.

5. Ties for individual medals in curl-ups and push-ups will not be broken. Host Unit OIC's should order additional medals to cover for the inevitable ties in these areas.

## **D. PROTESTS & PENALTIES**

1. An S/NSI from any competing team who believes that a team or individual competitor has failed to follow the rules of the Field Meet may bring forward an Official Protest to the Host Unit OIC. This protest must be made within 15 minutes after the event has completed.

2. The protest will be reviewed and may be finalized in three possible outcomes -

- **UPHELD** - The protest is upheld and penalty points will be assigned to the offending team.
- **NEUTRAL** - A rule violation may have occurred but cannot be sufficiently substantiated; or the violation is too minor to warrant a scoring point penalty.
- **BASELESS** - No rules were violated and the protest was baseless. This finding will result in the team bringing the protest to be assessed a 25-point penalty on their overall score total for the protested event.

3. Sample penalties are shown below.

### **MINOR (1 to 50 points per occurrence)**

Minor Uniform violations, Unintentional Boundary Violations, First Dropped drill rifle in an event, Illegal items affixed to a drill rifle, tossing a baton, minor race interference, coming late to a drill area!

### **MAJOR (50 or more points per occurrence, up to a forfeiture of all points)**

Major Uniform Violations, Cheating, Incorrect number of participating cadets during a competition, Unsportsmanlike conduct, Illegal Equipment / Glaring Uniform Violations, Incorrect / Illegal Rifle used, Intentional Boundary Violations, Use of metal spikes by a track runner, major race interference, Assisting or Running with or Pacing a runner during a relay race, Coming VERY late to a drill area!

4. Athletic penalties for competing with less than the minimum number of cadets:
  - a. **Curl-ups and Push-ups**: Missing cadets will count as 0.
  - b. **8 x 220 yard relay**: 1 minute penalty for each missing cadet.
  - c. **16 x 100 yard relay**: 30 second penalty for each missing cadet.

## ***SECTION 5 - UNIT PERSONNEL INSPECTION (UPI)***

### **A. GENERAL INFORMATION**

1. Unit Personnel Inspection is a required event for every participating cadet. **Should a cadet not stand the UPI but participate in an event, the unit shall be disqualified from the Field Meet.** This event is worth a maximum of 900 points.

2. All cadets standing Unit Personnel Inspection MUST WEAR a nametag, NJROTC service stars and all earned NJROTC ribbons from the Ribbon Chart. Wearing only the highest 3 ribbons will result in penalty points.

3. Score sheets should be studied to see how cadets can receive the maximum score. **It should be noted that points will be applied to the overall appearance, precision, snap, motivation and marching ability of the unit during the entry and exit from the inspection area.**

4. The platoon will form into 5 squads to facilitate the UPI. **Upon "Open Ranks", the 5<sup>th</sup> squad will take 4 paces backwards and execute "Dress Right, Dress", 4<sup>th</sup> squad will take 2 paces backward and execute "Dress right, dress". As normal, 3<sup>rd</sup> squad stands fast, 2<sup>nd</sup> squad takes 1 step forward, 1<sup>st</sup> squad takes 2 steps forward.** On Close Ranks March, all squads will close to the front the appropriate number of paces (normal movement).

5. Once a competition unit moves into the Ready Area for either Unit Personnel Inspection and/or Drill competition events, only uniformed NJROTC instructors may physically interact with the unit in any capacity. All others (parents, spectators and well-wishers) must move to the bleachers/out of the drill or inspection area.

## **B. PERSONNEL INSPECTION ENTRY / EXIT AND ASSOCIATED PROCEDURES**

1. The inspection pad measures 75' x 50'. The pad will be entered on the 50' side. The entry area is the full width of the pad. All units will pre-assemble in the assigned ready area (quiet area) 5 minutes prior to start time. When the school being inspected marches out of the UPI area, the school next up for UPI should immediately move their formation to just outside the entrance of the UPI area. When the judges have completed their scoring, a UPI Official will meet the cadet commander in this area to ensure the whole team is present and ready to compete. The cadet commander will form the unit into FIVE squads of **per Tab E. The total number of cadets inspected (maximum 40) will be based solely on the number of competing cadets on your field meet team.**

2. On the acknowledgement of the UPI Head Judge, the cadet commander marches the unit into the inspection pad and centers the Unit on the Head Judge (Fall In/Out commands are prohibited). It is the Head Judge's responsibility to be in position.

3. Judges will score units from the time the first cadet enters the UPI pad until the last cadet leaves the UPI pad.

4. The cadet commander will verbally report in to the Head Judge. Example - "THE FIGHTING BLUE KNIGHTS FROM ACME HIGH IN San Diego, CA REQUEST PERMISSION TO FORM FOR INSPECTION". During this "Report in" ONLY THE CADET COMMANDER will render a hand salute.

5. The Head Judge will return the salute and state, "FORM FOR INSPECTION". The cadet commander will then execute about face and command "OPEN RANKS MARCH" NOTE - Cadet Commander **WILL NOT** move to check alignment of the squads. He/She will move to a position 3 paces forward of and one pace to the right of the guide (the normal position for the following command) and command "Ready Front, Cover", then step forward, in front of the guide then execute a right face and report to the Head Judge. An example of this report would be, "**Sir/Ma'am, The Fighting Blue Knights from Acme High are formed for inspection**".

6. Upon completion of Ready, Front, Cover, the other four inspection judges will move to begin their PI. The Head Judge will then inspect the Cadet Commander and instruct the him or her through for the inspection of the first squad. The Cadet Commander will step off and move to the correct position in front of the first squad leader and the Head Judge goes to the guide. The Cadet Commander will precede the head judge during the inspection. When the head judge has concluded the inspection of first squad the Cadet Commander will step off and proceed down the back of first squad and then take the correct position in front of the platoon guide to receive any comments from the head judge.

7. Deductions for non-standard formations will be 10 points.

8. Each cadet will receive an individualized score by the PI judge for each inspection area.

9. When all judges are finished, the Head Judge will position him/herself in front of the cadet commander. The Cadet Commandeer will receive any comments the Head Judge may have, render a hand salute and verbally report out, for example; "Aye Aye Sir, Request permission to exit the Personnel Inspection Pad". The Head Judge will return the salute and dismiss the unit. The Cadet Commander will then follow the procedures to CLOSE RANKS.

10. The Cadet Commander will move to the correct position (centered on the unit) and remove the unit from the inspection area with a simple RIGHT FACE, FORWARD MARCH command, thereby exiting to the side opposite the entrance.

## C. INSPECTION EMPHASIS

1. **Hair length and style should correspond to the NJROTC Cadet Field Manual. Hair “Scrunchies” must be inconspicuous and should match hair color. General appearance should be well groomed and uniforms should be impeccably clean.**

2. Standard-issue leather oxford shoes are required wear for the UPI and all drill portions of the Field meet.

3. The judges evaluate the cadet’s military bearing, poise, general knowledge and overall preparation for the inspection. Three questions are sufficient. This inspection will be challenging, allowing the cadets to perform under pressure. The judges will be briefed that these are high school NJROTC cadets and not Navy/Marine Recruits.

4. The questions should encompass uniform wear and accessories, grooming, drill, chain of command, and orders to the sentry, or other items of general knowledge from the NS1 Curriculum Materials. Host Unit OIC’s may elect to produce a Personal Inspection Question/Answer Sheet of their choosing to assist the judges. An example is below but Host Unit OIC’s are encouraged to develop their own to ensure a variety of meaningful questions.

**Example PI Questions (and responses) - How is (are) your ?????? worn? (Field Meet Host S/NSIs may use the following or create their own sample questions for the Personal Inspection Judges.)**

1. **Ribbons:** “Ribbons are worn centered ¼ inch above the left pocket on the male uniform, Sir”
2. **Ribbons mounted:** “Ribbons are mounted in order of precedence from top down, inboard to outboard, Sir”.
3. **Name tag:** “The name tag is worn centered ¼ inch above the right pocket, Sir”
4. **JROTC Insignia (Navy Service shirt):** “The JROTC bar is positioned perpendicular to an imaginary line bisecting the angle of the collar point, the center of the bar is  $1 \frac{7}{8}$ <sup>ths</sup> of an inch from the collar point, Sir”.
5. **(Enlisted) Rate Insignia (Navy Service shirt):** “The rate insignia is positioned perpendicular to an imaginary line bisecting the angle of the collar point, the center of the rate insignia is  $1 \frac{7}{8}$ <sup>ths</sup> of an inch from the collar point, Sir”
6. **(Officer) Rank Insignia (Navy Service shirt):** “The rank insignia is positioned perpendicular to an imaginary line bisecting the angle of the collar point, the center of the rate insignia is  $1 \frac{7}{8}$ <sup>ths</sup> of an inch from the collar point, Sir”
7. **Service Stars (Class Stars):** “The class star is centered ¼ inch above the top row of ribbons, one point of the star pointing straight up, Sir”, or for multiple stars, “The class stars are centered ¼ inch above the top row of ribbons, Sir”. ***The multiple stars in JUMS are the joined together type. Individual Stars are placed ¼” apart, Sir.***
8. **The grommet on the chin strap:** “The grommet on the chin strap is placed on my left, Sir”.

9. **Anchor on a garrison cover:** “The anchor on a garrison cap is worn 1 and ½ inch above the bottom edge and 2 inches from the fore crease, on the left side, Sir”.
10. **CPO and above rank on garrison covers:** The rank insignia on a garrison cap is worn 1 and ½ inch above the bottom edge and 2 inches from the fore crease, on the right side, Sir”.
11. **Shoe Laces:** “Shoe laces are right over left as I look at them, no bridges, Sir”.
12. **Gig Line:** “The gig line is the alignment of the outside edge of the shirt, pants and belt buckle, Sir”.
13. **Fingernails (female):** “The fingernails can be a maximum of ¼ inch from the fingertip, natural colors only, Sir”
14. **Fingernails (male):** “The fingernails can not extend beyond the fingertip, Sir”.
15. **Male sideburns Length:** “Shall not extend below the middle of the ear, Sir”
16. **Male Hair:** “Must be tapered upwards around the ears and neck, must not touch the collar, maximum length 4 inches, Sir”
17. **Female Hair Length:** “May touch, but not be below the lower edge of the back of the collar, Sir”
18. **Female Ear Rings:** “One per ear, centered on the earlobe, small gold or silver ball, Sir”
19. **Male Ear Rings:** “Not authorized, Sir”
20. **Rings:** “One per hand, plus an engagement ring, Sir”
21. **Necklaces:** “Authorized, but not visible, Sir”
22. **Navy (and Marine Corps) Core Values:** “Honor, Courage and Commitment, Sir”

### **NJROTC CHAIN OF COMMAND**

President of the United States (Commander In Chief): Honorable \_\_\_\_\_  
 Secretary of Defense: Honorable \_\_\_\_\_  
 Secretary of the Navy: Honorable \_\_\_\_\_  
 Chief of Naval Operations: Admiral \_\_\_\_\_  
 Naval Education Training Command (NETC): . \_\_\_\_ Admiral \_\_\_\_\_  
 Naval Service Training Command (NSTC): \_\_\_\_ Admiral \_\_\_\_\_  
 NJROTC Area 11 Manager: Commander (CDR) Ken Liles  
 Senior Naval Science Instructor (SNSI): \_\_\_\_\_  
 Naval Science Instructor (NSI): \_\_\_\_\_  
 Unit Company/Battalion Commander: \_\_\_\_\_  
 Platoon Leader: \_\_\_\_\_  
 Squad Leader: \_\_\_\_\_

Brief your cadets not to become flustered by a question posed by a judge. If a cadet doesn't know the answer to a question posed to him/her, a confident, "Sir/Ma'am, this cadet does not know at this time" or similar is the best response.

## D. CORRECT FORMATIONS

This paragraph will depict how the formation should be arranged for personnel inspection. There is no minimum number of cadets, but the maximum is 40 cadets. The intent is to evenly distribute the number of cadets who are inspected by each judge. The platoon of 40 cadets would have the commander, the guide, 1<sup>st</sup> squad of 6 cadets, and then squads 2 thru 5 with 8 cadets.

FRONT OF FORMATION		
<p>(40 cadets) X (CC)</p> <p>X X X X X X G X</p>	<p>(39 cadets) X (CC)</p> <p>X X X X X G X</p>	<p>(38 cadets) X (CC)</p> <p>X X X X X G X</p>
<p>(37 cadets) X (CC)</p> <p>X X X X X G X</p>	<p>(36 cadets) X (CC)</p> <p>X X X X X G X</p>	<p>(35 cadets) X (CC)</p> <p>X X X X X G X</p>
<p>(34 cadets) X (CC)</p> <p>X X X X G X</p>	<p>(33 cadets) X (CC)</p> <p>X X X X G X</p>	<p>(32 cadets) X (CC)</p> <p>X X X X G X</p>

**Further guidance for smaller platoons can be found in Tab E.**

## SECTION 6 - THE ACADEMIC EXAM

### A. ACADEMIC EXAM.

1. This event is worth a maximum of 900 points. The test is a 50 multiple-choice question test with 50 minutes allowed for completion. The questions will be from the NS1/CFM/CRM curriculum (24), NS-2 (12), NS-3 (9), and 5 current events questions covering world and national events. No questions will be from orienteering or survival. The current event questions will count toward raw score as well as serve as tie-breakers.

2. An Academic Team will consist of 15 cadets. Each team will attend a single scheduled exam time and submit their Tab B Academic Roster, prior to the start of the field meet. It is the responsibility of the unit's S/NSI to be aware of the scheduled time and ensure their team is at the

exam site to take the scheduled exam. As your academic team enters the scheduled exam site, present the roster of cadets to the exam proctor, noting any changes from what was submitted to the Host OIC previously (electronically). **Should a NJROTC Unit have two teams participating in the Field Meet, both academic teams shall take the exam at the same time.** Academic Teams from several schools may take the test at the same time and in the same location.

3. Cadets may NOT enter the exam area once the test has begun. Any cadet who must leave the exam area prior to the official completion of the event must turn in their exam at that point.

4. Cheating in any manner shall disqualify the entire team. Do not let this happen to your unit! Cadets will not bring anything into the testing room. All materials are provided.

## **B. EXAM GRADING & SCORING**

1. 900 total points. The exam scores for each cadet on the team will be added together giving the team a raw total score. **The raw score will be multiplied by 1.2 to establish the team score for academics.**

2. If for any reason less than 15 cadets take the exam, the total of those who did take the exam will be the raw score for the team (e.g. Missing Cadets earn a ZERO).

3. Each question will have only one correct answer. Bubble sheets marked with no answer or multiple answers to any question will be marked incorrect. We do not look for “intent” in any score sheet. Because of this, warn your cadets to be careful making doodles, stray marks, etc. on their bubble sheet.

## ***SECTION 7 - DRILL***

### **A. POINTS - 2500 TOTAL**

- Armed Basic – 500 pts. (raw scoring)
- Unarmed Basic – 500 pts. (raw scoring)
- Armed Exhibition – 500 pts. (raw scoring)
- Unarmed Exhibition – 500 pts. (raw scoring)
- Color Guard – 500 pts. (raw scoring)
- Knockout Drills (optional and not scored towards overall)

### **B. DRILL PADS**

1. All drill will be conducted on either concrete or asphalt pads (grass or synthetic surfaces are acceptable if no other option exist).

2. Dimensions are as follows -

- Color Guard Drill Pad 50' x 50'
- Armed & Unarmed Basic Drill Pad 85' x 70'
- Armed & Unarmed Exhibition Drill Pad 85' x 70'

3. Drill pads are to be clearly marked and it is highly recommended that traffic cones and either chalk or colored line be used to designate the limits of the drill pads to eliminate any confusion about the boundaries.

4. Drill pad *entrance/exits are 40' Wide.* These are the only points where a team may enter/exit the drill pad - no exceptions. *All boundaries for all pads shall be clearly identified.*

5. The Head Judge of **Armed Basic and Unarmed Basic drill events and UPI** will be fixed. The Head Judge will be positioned directly against an orange cone along the boundary clearly denoted on the drill pad diagram. This will be the location the unit will execute Report-In (Report-Out for UPI only) and Eyes Right/Left. This is the position where the cadet commander should execute these maneuvers REGARDLESS OF THE PHYSICAL POSITION OF THE HEAD JUDGE. It is the JUDGES RESPONSIBILITY to be on this spot at the correct time. If the Head Judge is not in the proper position, the CADET TEAM COMMANDER should use the Orange Cone Position as his Dignitary location.

6. For Exhibition Drill report-in/out, the unit leader will direct the head judge to a spot within the pad for both the report in and report out (prior to the commencement of the event).

## ***SECTION 7.1 - CADET DRILL TEAM COMMANDER (DTC) INFORMATION AND GENERAL REGS***

### **A. GENERAL INFORMATION.**

1. At no time will the cadet commander be permitted or required to enter the drill pad for the purpose of requesting permission to use the area. The Drill Team Commander (DTC) will lead his/her team onto the pad upon the signal of the head judge. The report in by the drill team commander will be done once the unit is in the correct position, centered on the head judge.

2. Several stationary movements listed in the Armed and UnArmed Regulation/Basic and Color Guard Drill sheets have been **CAPITALIZED IN BOLD PRINT**. The Cadet DTC will be expected to pause 5 seconds after the proper execution of these commands and prior to the execution of the next command. The DTC may not use a cue card or cheat sheet or any kind during the execution of the routine.

3. Basic and Color Guard Drill should be conducted in accordance with the Cadet Drill Manual. Flashy drill should be reserved for the exhibition routines. Judges are looking for sharp, crisp and exact execution of the basic routines – If in question, lean toward the conservative side when developing routines of both basic drill and color guard routines.

4. For the report-in to gain the maximum score, the Cadet Commander is expected to move the platoon to a position front and centered on the Head Judge, with the unit leader being 3 paces and centered on the head judge for both armed and unarmed regulation/basic drill with squad leaders in the correct position while having the platoon ready to execute the entire Regulation Drill sequence immediately following the report in.

5. To report in, the drill team commander should state - **“(School Name) NJROTC Unit from (City, State) reporting in for (Event)”**.

**It is noted on the score cards for both Armed and Unarmed basic drill that during the report in THE ENTIRE TEAM will render a Hand Salute (unarmed drill) and Present Arms for (armed drill).**

6. Judges will evaluate cadet commanders by their vocal projection, confidence, tone of voice, bearing, poise and their ability to center the unit on the head judge for report in and out.



7. The CADET DTC will be graded on their ability to maintain control of their team throughout their routine.

8. In armed events, the CADET TEAM COMMANDER MUST carry a rifle or sword.

9. When an armed drill team commander chooses to use a sword, the sword is not permitted to leave the commander's hand at any time upon entering the drill floor, except to return the sword to the scabbard.

10. When using a sword, the commander must remain 3 paces away from the Head Judge when reporting in and out.

11. Shoe taps **MAY NOT BE WORN.**

12. Boundary violations occur when any part of a cadet *crosses* any boundary line or cones. *Points are deducted for each cadet who crosses a boundary each time they cross a boundary leaving the drill pad.* See Section 10 for all cadence and penalties.

13. The prescribed movements in the drill sequence are located on the event score sheets. Teams will receive points for their report in and report out, and points for the judge's overall impression of the routine

14. Armed and unarmed drill teams are expected to have at least 10 cadets for exhibition drill and 11 cadets for basic drill. **Drill teams who do not meet the minimum number will be penalized 25 points for each missing cadet. Teams missing more than 3 cadets will not be judged. For example, 3 missing cadets will result in a 75 point penalty.**

## ***SECTION 7.2 - REGULATION/BASIC DRILL / COLOR GUARD***

### **A. GENERAL INFORMATION.**

#### **1. INSPECTION ARMS FOR DAISY DRILL RIFLE:**

Inspection Arms from Order Arms is a five-count movement. The command is Inspection, ARMS.

- On the command of execution ARMS, execute Port Arms in two counts.
- On count three, grasp the bolt handle with the thumb and forefinger of the right hand, ●

On count four, rotate the handle upward.

● On count five, draw the bolt back, and lower the head and eyes and visually inspect the magazine.

● On count six, return the head and eyes to the front as in the Position of Attention, and come to Inspection Arms (Port Arms position).

Port Arms is the only command given from Inspection Arms. On the command PORT, push the bolt forward and rotate the handle down locking the bolt in place, then release the grasp of the right hand and re-grasp the small of the stock with the right forefinger on the trigger. On the command ARMS, pull the trigger (it will not move) and assume Port Arms.

#### **2. INSPECTION ARMS FOR DEMILITARIZED M-1 GARRAND OR SPRINGFIELD 1901 DRILL RIFLES:**

Inspection Arms from Order Arms is a five-count movement. The command is Inspection, ARMS.

- On the command of execution ARMS, execute Port Arms in two counts.
- On count three, grasp the bolt handle with the thumb and forefinger of the right hand. Nothing on the rifle will move and the cadet will NOT simulate moving any part of the rifle.
- On count four, lower the head and eyes and visually inspect the magazine.
- On count five, return the head and eyes to the front as in the Position of Attention, and come to Inspection Arms.

Port Arms is the only command given from Inspection Arms. On the command PORT, regrasp the small of the stock with the right forefinger on the trigger. On the command ARMS, pull the trigger and assume Port Arms.

3. For Regulation/Basic Drill and Color Guard, the calling of cadence is allowed. Basic drill should be conducted in accordance with the Cadet Drill Manual.
4. Cadence for Regulation/Basic and Color Guard Drill is 112 to 120 steps per minute.
5. For Regulation/Basic Drill, a NJROTC prescribed guidon mounted on a pole with spear tip is required.
6. The position of the head judge is fixed and should be denoted by a large “Orange Cone” placed on the deck. Teams will report in to this spot. It is the responsibility of the Head Judge to ensure he or she is on this spot during both the report-in and eyes right. See drill pad layout for the exact position of the Head Judge (Section 10).
7. Drill teams must be MARCHED into/out of all Basic drill areas. The use of Fall In/Fall Out commands while on the drill pad are prohibited.
8. As the Basic routine is a form of “inspection”, cadets are asked within the basic sequence to execute open ranks before the bulk of their stationary drill rifle maneuvers are graded. Judges will likely move through the ranks during this portion of the sequence. Cadets should be aware of this and understand that judges may move through the ranks.
9. All commands given by the DTC while the platoon is halted will be 6 paces and centered on the unit.
10. In confined areas, Unit Leaders are permitted to march 3 paces centered on the left side of the unit where they can best control the unit.
11. There is no timing of the Regulation/Basic or Color Guard Drill routine. DTCs are not to prolong the report-in process.
12. There is no reporting-out for Regulation/Basic Drill or Color Guard. Team Commanders are to march their teams off the drill pad through the exit area after conducting eyes left/right.

## ***SECTION 7.3 - DRILL RIFLES USE AND REQUIREMENTS***

### **A. GENERAL INFORMATION**

1. Units must use NJROTC approved drill rifles. Varnishing or chroming the drill rifle is permissible. Within Armed events, drill rifle slings are required equipment and may not be

removed. They may however be "taped down" during any phase of the competition with color-matched, non-decorative TAPE ONLY! White slings are not authorized.

2. Drill rifles are NOT REQUIRED to maintain a rubber butt pad (recommended for inclement weather). Drill rifle barrels shall not be jammed into the deck during performances.
3. The definition of a "dropped" drill rifle is defined as ANY rifle that strikes the deck unless it is intentionally designed to do so.
4. Cadets should replace a broken rifle with a back-up rifle to prevent injury. Exchanging rifles will be done at the boundary of the drill pad. No additional time will be allowed for this exchange of drill rifles.

## ***SECTION 7.4 - ARMED AND UNARMED EXHIBITION DRILL***

**A. GENERAL INFORMATION.** Exhibition routines consist of stationary/marching drill movements and trick maneuvers that are limited only by the imagination and creativity of the unit with the following limitations (keep in mind is a military competition with military judges):

1. Cadets may not be lifted off the ground at any time (either by standing on a rifle or supported by another cadet or in any other manner).
2. During Exhibition drill, "props" or other outside items are NOT ALLOWED. This includes but is not limited to - hoods, blindfolds, additional rifles, etc. Cadets may use a replacement drill rifle if theirs becomes broken during the routine.
3. Splits or other gymnastic-style movements have no place in this military competition and will be deducted heavily. Additionally, units whose routine consists of stationary cadets for extended periods will be graded down on the score-sheet. Please ensure your drill routine contains active involvement by all competing cadets.
4. Blind rifle tosses are not allowed (a blind toss is one in which the rifle is thrown towards the back of a receiving cadet or by a cadet not looking in the direction of the rifle he/she is about to throw). Additionally NO RILFE TOSS OF ANY KIND may be done where the rifle travels over a cadet's head that is not the thrower or recipient.
5. Long rifle throws should be undertaken ONLY in a formation that does not have the thrown rifle(s) traveling over the head of any cadet in the formation. The use of a "V" or "H" formation is recommended for these throws.
6. IMPORTANT NOTE - Judges typically take a reasonably straightforward, traditional, military style and approach. Units which like to incorporate dance routines will likely be penalized.
7. For Exhibition Drill reporting-in/out, the unit leader will notify the head judge prior to the commencement of the event where the head judge should be to receive the report in and report out.

**B. EVENT TIMING.** Exhibition routines will last from 6 to 9 minutes. Routines will be penalized ONE (1) POINT PER SECOND OVER/UNDER the 6-9 minute TIME FRAME. Timing will begin when the first cadet enters the drill pad and will stop when the last cadet exits the drill pad.

## ***SECTION 7.5 - COLOR GUARD DRILL***

### **A. GENERAL INFORMATION**

1. The National Colors will be the senior flag with a state, service, or other appropriate flag used as the second color. The Cadet Commander for the Color Guard unit must be the National Colors bearer. However, the Cadet Commander is not required to be the highest-ranking member of the Color Guard unit.
2. The colors may be obtained via JUMS or commercially. Color Guard equipment must be procured via the JUMS supply system. EITHER the 9-1/2' wooden flagstaff with Battle-Ax, 8 or 9' wooden guidon flagstaff with Spear-Tip, or the aluminum poles may be used. The large flag must be used with the 9-1/2' flagstaff, and the 3'x 5' flag with the 8' guidon flagstaff or aluminum poles. The black color guard slings are available via JUMS; no unit will use white color guard slings.
3. The Color Guard score sheet has been written without the "Forward, March" command given immediately after - "Right Turn, March"; "Left Turn, March"; and "Countermarch, March". Schools should execute the sequence as per the Cadet Field Manual TO INCLUDE these required "Forward, March" commands. Judges will consider "Forward, March" as part of the turn/countermarch order for scoring.
4. Color guards must report in by moving from Carry Colors to Order Colors to Present Colors. After verbally reporting in, cadets will move from Present Colors, to Order Colors, to Carry Colors. Units will then begin the required portion of the routine as listed on the score sheet.
5. A special area has been set-up just outside the Color Guard area for the schools to case and uncase the colors (un-graded) before leaving the color guard area. Units are instructed NOT TO WALK AROUND THE COMPETITION VENUE WITH UNCASSED COLORS!

## ***SECTION 7.6 - DRILL JUDGING AND SCORING***

### **A. GENERAL INFORMATION**

1. Optimally, judges will be briefed a few days prior to the field meet. The judge's brief should include at a minimum the following-
  - Review of the score sheets.
  - Review of the pertinent sections of this SOP.
  - The same judging standards should be used consistently throughout the day for each event.The scoring standards for the first team in the morning should be the same as the last team of the day.
2. THREE Judges will be used to judge each event and a fourth judge may be used to score cadence and other necessary functions. If a fourth judge is not available, then the head judge will assume this responsibility. Cadence should be measured for 15 seconds, 30 seconds or 60 seconds. The penalty sheet is based on a 60 second cadence. The cadence judge should multiply the 15 second cadence by 4 and the 30 second cadence by 2 to get the correct 60 second cadence.
3. Judges should be supplied with necessary manuals in advance of the event.
4. **Judges will move around the competition area. Cadets may use every inch of the drill area.** Judges will move out of a cadet's path, allowing cadets total access of the entire drill area.

Judges may come very near cadets to gain a better judging perspective at any point during an event. Cadets should be prepared for this.

5. The SAME JUDGES will judge each team in a particular event. Qualified military personnel from the surrounding Naval/Marine Corps installations will judge each event wherever possible.

6. At the conclusion of each routine, the head judge will move to the entrance area and give the Drill Team Commander a short debrief (***this needs to REMAIN VERY SHORT***) on the performance of the unit. Included in this debrief will be the notification to the team commander of any penalty points that were assessed during the scoring of the routine.

7. Teams will be assessed a 5 point penalty for **each** dropped drill rifle. The definition of a dropped rifle is any rifle that strikes the deck unintentionally.

**8. Judges will not grade down for covers that fall off the cadet's heads during to course of the event. It is requested that the Head Judge coordinate with someone on the scoring team (penalty judge, table coordinator, etc...) to allow the covers to be picked-up.**

9. Only the team commander or unit instructors are permitted to talk with judges during the competition, limited scoring discrepancies - questions that require immediate action should be directed to the Host Unit Senior Instructor.

10. Judges will discuss rulings on any boundary violations, omitted commands, directive-related items or other SOP related discrepancies.

11. Judges will look primarily at the mechanics of the exhibition routine and the togetherness and "snap" the unit presents – while also reviewing with equal intensity the overall style and flow of the performance. While the degree of difficulty a unit displays is also a strong consideration in judging, flawless perfection cannot be overlooked.

12. The event Head Judge will award major and/or minor penalties. While all judges have the responsibility to identify penalties, penalties will only be deducted by the Head Judge using the penalty sheet provided for that event.

## ***SECTION 7.7 - KNOCKOUT DRILL (OPTIONAL)***

### **A. GENERAL INFORMATION**

1. All cadets maintained on your unit competition roster may participate.

2. Cadets will be allowed to compete in either a complete uniform or PT gear. However, those cadets who chose to wear the uniform must be in a complete uniform, including hair requirements for females.

3. Cadets will assemble in a manageable, double-arm interval set-up and given basic verbal instructions, as well as a few practice commands to get used to the Knockout caller's voice, then eliminated one by one and the final cadet will be the knockout champion.

4. Cadets will be knocked out until five cadets remain on the floor. These five cadets will then be knocked out one at a time until one cadet remains. These five cadets will each receive individual awards that will be presented immediately following the conclusion of the knockout competition.

## ***SECTION 8 - ATHLETIC EVENTS***

### **A. TEAM SIZE AND COMPOSITION**

1. The physical fitness competition will be coed for all events. Males and females will compete as members of the same team as follows -

- Push-ups - 16 members - 8 males/8 females
- Curl-ups - 16 members - 8 males/8 females
- 16 x 100 yard shuttle relay - 16 members - 8 males/8 females
- Mile Relay (8 x 220 yard) - 8 members - 4 males/4 females

### **B. ATHLETIC EVENT SPECIFICS**

1. All athletic areas are scheduled outdoors (weather permitting) and will use a flat, grass athletic area or a ¼ mile track. Teams may compete with males and females in any order.

2. The TAB C Athletic Roster must be filled in and presented to the senior judge when your team reports to the CURL-UPS and PUSH-UPS area.

3. Athletic areas are all created using traffic pylons and or fluorescent tape.

4. No protests will be entertained for judgment calls made by judges during any facet of the athletic competition.

5. Both the Push-up and Curl-up competitions will use a cadence that all competitors must hear clearly to execute the required movements correctly.

6. Scoring Tables for the pushups, curl-ups and relay events are in the Excel TABS. These tables will be used to determine the team points for each athletic event.

7. Teams with less than the required number of cadets can still compete but will be penalized as follows:

- a. **Curl-ups and Push-ups:** Missing cadets will count as 0.
- b. **8 x 220 yard relay:** 1 minute penalty for each missing cadet.
- c. **16 x 100 yard relay:** 30 second penalty for each missing cadet.

8. **Host Unit OIC's have the option of using tape to make an "X" on the middle-thigh of cadets to ensure a proper curl up is being executed.**

### **C. RELAY EVENTS GENERAL REGULATIONS**

1. **Teams will bring their own baton.** Batons shall not be tossed. If a baton is dropped outside the hand-off area, the cadet who dropped the baton is the only cadet who can pick it up. If the baton is dropped within the hand-off area, the receiving runner is the only team member authorized to pick it up. The final team member must cross the start/finish line with the baton; time will continue until this is done.

2. Each heat will contain from 3 to 8 teams. Designations as to heat placement will be noted on the event matrix.

3. Any team failing to finish a relay will receive zero points for the event.

4. The first false start will result in a restart for the heat with no penalty. The second false start will result in a **5-second minimum** "false start penalty". The lead-off cadet may not be replaced following a false start (disqualification for the event).

5. Time Penalties of 5 seconds will be assessed for the following infractions -

- a. Interference;
- b. Throwing a Baton,
- c. Failure to Pass the Baton in the Passing Zone,
- d. Assisting with a Dropped Baton.

6. After a baton pass, cadets will continue straight until they come to a gradual stop, then look to make sure they will not interfere with another runner prior to turning. Interfering with another runner will incur a penalty

7. Under no circumstance will any member of a unit be allowed to **ASSIST, PACE OR RUN WITH the team member with the baton. This is a major penalty.**

8. Teams are encouraged to post their guidon flag near the competition site during all athletic events to display to everyone who is competing – **SHOW YOUR SCHOOL SPIRIT!**

## **D. ATHLETIC RULES, PROCEDURES & REGULATIONS**

### **1. PUSH-UPS**

a. One station will be used for all performing teams, using the same judges. A non-competing cadet from a **different team or the host school** must be paired with each competing cadet to assist in the proper execution of the push-up. **All attempts should be made to avoid schools holding and counting their own competing cadets.**

b. Push-ups will be executed to a 50-count/minute cadence - a perfect score is 250 for the Five minute period.

c. Push-ups will start from the DOWN position with the arms bent; **fingers forward and directly under the shoulders; and legs, torso and head in a straight line.** Cadets will be called into the up position with a command of "PUSH UP" then on the cadence of "DOWN", the cadet lowers his/her body until the cadet's upper arms are **parallel** to the ground. The **shoulders, legs, torso and head must remain straight** while in the down (**and up**) position and no portion of the body may come in contact with the ground. Done correctly, this will place the chest roughly 3 inches from the ground when going down. **The cadet must maintain a straight body line while returning to the start position.**

d. The command to start the Push-up competition will be, "Push up, Ready, BEGIN!". If the participant breaks form or falls out of cadence the judge will not count that push-up. Twice breaking form **WILL** cause the judge to stop counting and the cadet will not be allowed to execute further push-ups. **CADETS WILL BE GIVEN ONLY ONE WARNING FOR EITHER CADENCE OR FORM VIOLATION.**

e. The time limit for the event is 5 minutes. **NO RESTING IS PERMITTED.**

f. The count for each competitor will be recorded immediately following the completion of the event.

g. Units must fill out in the push-up/curl-up data sheet (Excel TABS) in advance and send to the meet host prior to the start of the meet. Units will verify the names on their score sheet prior to beginning their sit up and push-ups.

### **2. CURL-UPS**

a. One station will be used for all performing teams, using the same set of judges.

- b. The exact cadence/form procedures in push-ups apply to curl-ups.
- c. Curl-ups will start from the DOWN position with shoulders on the ground, knees bent, thighs at a 45 angle with the ground and feet together and flat on the ground. Arms will be crossed on the chest with the hands on the opposite shoulders. Note - Hands go on the shoulder and shall NOT grasp the T Shirt.
- d. A team member of another competing team (OF THE SAME GENDER wherever possible) will hold the feet of the competing cadet. Ensure your cadets hold ONLY THE FEET of the competitors. Holding the calves, or legs is not allowed so practice holding JUST the feet.
- e. One curl-up is counted each time the elbows touch the **MIDDLE OF THE THIGH or HIGHER** so long as:
  - i. The hands remain in contact with the shoulders.
  - ii. The body originates in the required start position (shoulder blades must touch the mat (or ground) and the butt must STAY on the mat/ground at all times).
- f. Counting stops when a cadet falls out of cadence, runs out of time or signifies that he/she is finished.
- g. The time limit for the event is 5 minutes plus a 1 minute speed round to assist in breaking individual ties if necessary. NO RESTING IS PERMITTED.
- h. The count for each competitor will be recorded immediately following the completion of the event.
- i. If a cadet does the maximum 250 sit ups to cadence then at the conclusion of the five minute cadence period that cadet will be allowed to continue into the LIGHTING ROUND for curl ups for 1 minute. In the Lighting Round, the cadet will be allowed to execute as many correct sit ups as possible (no cadence). This cadet will not be allowed to rest. If the cadet(s) breaks form or rhythm the count will cease. These will be used to break any ties that may exist for the purposes of individual medals. Lighting round sit ups DO NOT count in the team totals.
- j. **Host Unit OIC's have the option of using tape to make an "X" on the middle-thigh of cadets to ensure a proper curl up is being executed.**

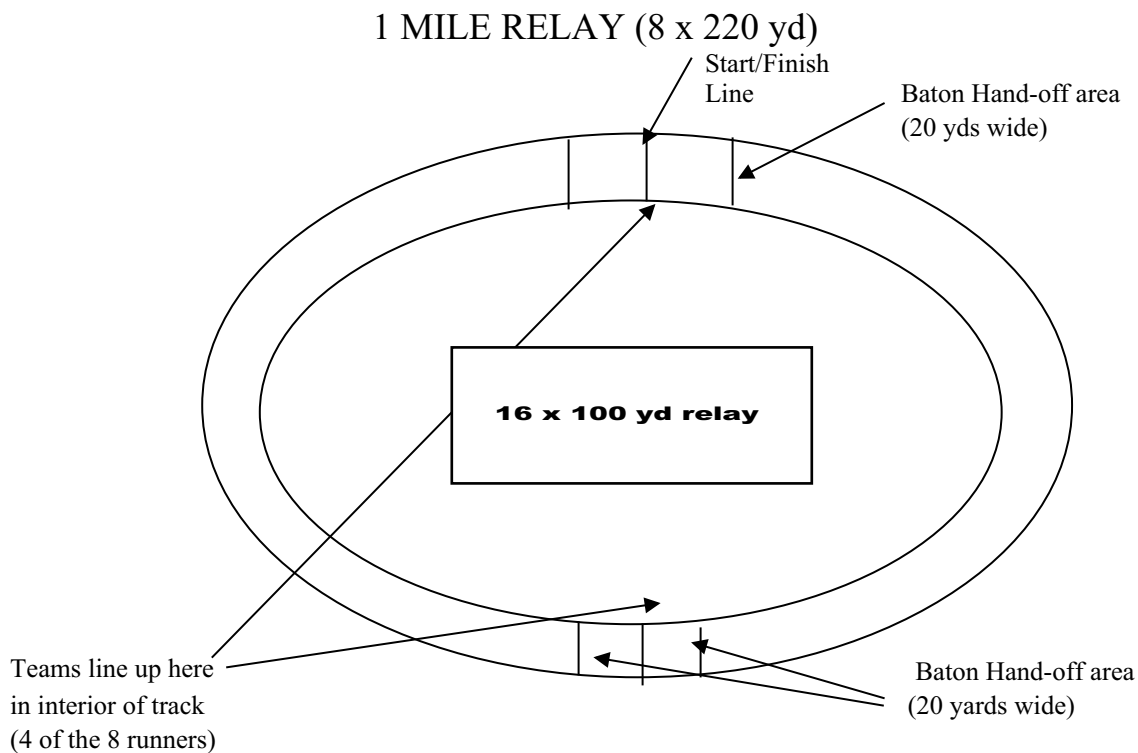
### 3. MILE RELAY (8 X 220 YARD)

- a. The relay is planned to be held outdoors on a standard track. If this is not possible, it will be held on an all-purpose, level grass field outdoors or indoors if weather becomes an issue. If the standard 440-yard track is not used, a smaller oval will be configured.
- b. Cadets leave the start/finish line from a standard or staggered start, running 220 yards and passing the baton to the next runner. Subsequent runners will cover the same ground in the same manner until the last member completes the relay. Please see the diagram in Excel TABS.
- c. Two 20 yard baton passing zones (10 yards on either side of the start/finish line and the half-way point) will be used. One 20 yard baton passing zone at the start-finish line and another on the opposite side of the track 220 yards from the start/finish line. Receiving runners will start their forward run and receive the baton only within this zone. Failure to execute the pass within this zone will result in a 5-second penalty as outlined above under penalties. The diagram for the relay is on the next page.
- d. Cadets will return to the end of their line of runners and sit down (so judges can tell when a team has completed the relay). The last runner should be wearing a pull-over vest that will denote them as the final runner.
- e. The time for each competing school will be recorded immediately following the completion of the heat. Team Scores will be recorded on the Relay Score Sheet found in the Excel scoring tables.



#### 4. SHUTTLE RELAY (16 X 100 YARD)

- a. Cadets leave the start/finish line, running 100 yards to the other end of the arena and passing off the baton to the next runner who will then run in the opposite direction. Subsequent runners will cover the same ground in the same manner until the last member completes the relay.
- b. A single 10 yard face-to-face baton-passing zone on each end of the 100 yard relay course will be used at both runner start points. Receiving runners will receive the baton within this zone. Failure to execute the pass within this zone will result in a MINIMUM 5 second penalty as outlined above under penalties. The diagram for the relay is on the next page.
- c. The time for each competing school will be recorded immediately following the completion of the heat.
- d. In addition, after a participant has completed his or her leg of the relay they will immediately return to the end of their line of runners and sit down (so judges can tell when a team has completed the relay). The last runner should be wearing something distinctive that will denote them as the final runner.
- e. Team Scores will be recorded on the Relay Score sheet found in the Excel scoring tables.



# 2014/15 Area 11 – Relays

**Note: Boundary violation is determined by the feet behind the line when baton is received**

SHUTTLE RELAY (1600 YARD) SCORE SHEET						
	HEAT #:	Time (1/100 sec)	# 5 SEC Penalties	Total seconds	Final Time (including penalties)	PLACE in HEAT
	SCHOOL					
1						
2						
3						
4						
5						
6						
7						
8						

1 MILE RELAY (8 X 220 YARDS) SCORE SHEET						
	HEAT #:	Time (1/100 sec)	# 5 SEC Penalties	Total seconds	Final Time (including penalties)	PLACE in HEAT
	SCHOOL					
1						
2						
3						
4						
5						
6						
7						
8						

**Summary of Penalties:**

1. Batons shall not be tossed. If a baton is dropped outside the hand-off area, the cadet who dropped the baton is the only cadet who can pick it up. If the baton is dropped within the hand-off area, the receiving runner is the only team member authorized to pick it up. The final team member must cross the start/finish line with the baton; time will continue until this is done.
2. Any team failing to finish a relay will receive zero points for the event.
3. The first false start will result in a restart for the heat with no penalty. The second false start will result in a **5-second minimum** "false start penalty". The lead-off cadet may not be replaced following a false start (disqualification for the event).
4. Time Penalties of 5 seconds will be assessed for the following infractions - Interference; Throwing a Baton, Failure to Pass the Baton in the Passing Zone, Assisting with a Dropped Baton.
5. **Interfering with another runner will incur a penalty**
6. Under no circumstance will any member of a unit be allowed to **ASSIST, PACE OR RUN WITH the team member with the baton. This is a major penalty.**

## ***SECTION 9 - TROPHIES & AWARDS***

**A. TEAM AWARDS.** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> place awards should be awarded to all team events. Units typically are willing to spend a little extra money for their cadets to bring back a trophy or two.

- |                       |                         |                     |
|-----------------------|-------------------------|---------------------|
| 1. Armed Basic        | 5. Color Guard          | 9. Sit-up           |
| 2. Unarmed Basic      | 6. Personnel Inspection | 10. 1600 Yard Relay |
| 3. Armed Exhibition   | 7. Academic             | 11. Mile Relay      |
| 4. Unarmed Exhibition | 8. Push-up              |                     |

Awards should also be given to the top 4 schools for the following categories:

1. Overall Athletics
2. Overall Drill
3. Overall Field Meet

**B. INDIVIDUAL AWARDS.** Individual medals or medallions will be awarded to at least the top 5 finalists in these individual competitions:

1. Male push-ups
2. Female push-ups
3. Male Curl-ups
4. Female Curl-ups
5. Academic Exam

**C. KNOCKOUT DRILL AWARDS (Optional Event) -** Trophies, medallions or medals will be awarded to the 5 top finalists in Knockout Drill.

### **D. AWARDS CEREMONY.**

1. The Awards Ceremony will be held following the knockout drills, and is a vital part of the Area 11 Regional Field Meet process. All units/teams are encouraged to attend. We are making extraordinary efforts to ensure Field Meets are orchestrated smoothly, timely, and Award Ceremonies occur as soon as possible following the final event.

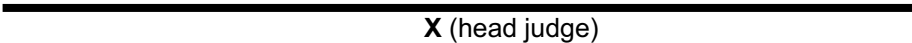
2. Teams will be allowed to attend the award ceremony in athletic attire or complete uniform. During the ceremony, when trophy placements are announced, the unit company commander or his/her representative will come to the award area to receive the unit's trophy and then return to their unit formation with the trophy. The excitement level is normally very high during the awards presentations, adding to the "fun factor" of the Meet. Remember, if it's not fun, we are doing something wrong!

# SECTION 10 - DRILL PAD DIAGRAMS and ENTRY APPLICATION

- A. Personnel Inspection Pad Diagrams
- B. Color Guard Pad Diagram
- C. Armed and Unarmed Regulation Pad Diagrams
- D. Armed and Unarmed and Exhibition Drill Pad Diagrams
- E. Field Meet Entry Application

## A. PERSONNEL INSPECTION PAD DIAGRAM

<b>Staging Area</b> Schools should be in this area <b>15</b> minutes prior to the scheduled start of their inspection	<b>Ready Area</b> Schools should be in this area <b>10</b> minutes prior to the scheduled start of their inspection	<b>Inspection Area</b> <b>75 feet x 50 feet</b>
--	--	--



X (head judge)

Enter >>>>>>>>>>

Exit  
>>>>>>>>>>

Enter from this side.

Exit after inspection on this side of inspection area and dismiss unit.



**Enlarged view of inspection area**

Unit leader is required to position his or her unit in the inspection area so that the unit will be centered on the Head Judge and have sufficient space to open and close ranks as required for the inspection. Unit will march into the inspection area in five squads. After the unit is halted and centered on the head judge, the unit leader will report in and then request permission to "form for inspection". The unit leader will then follow the correct procedures as per section 5 of this instruction.

## B. COLOR GUARD PAD

Pad is 50 FEET square.

Entrance is in the lower left hand corner of the drill pad. Color Guard will enter the pad with colors uncased and use movements required to center themselves on the senior judge for the report in. After the sequence is complete, and the Color Guard has reported out, the color guard will again use those movements necessary to exit the pad. Both the entry and exit procedures of the color guard will be scored by all judges.

The Head judge will be stationed with his or her heel on the boundary line. This judge will be centered on the width of this boundary.

PAD IS 50 FEET SQUARE



50' wide entrance

Area for casing  
and uncasing  
colors

Entrance and exit. This area is 50 feet wide and is the only authorized entry and exit point

# A. ARMED AND UNARMED REGULATION/BASIC DRILL PADS

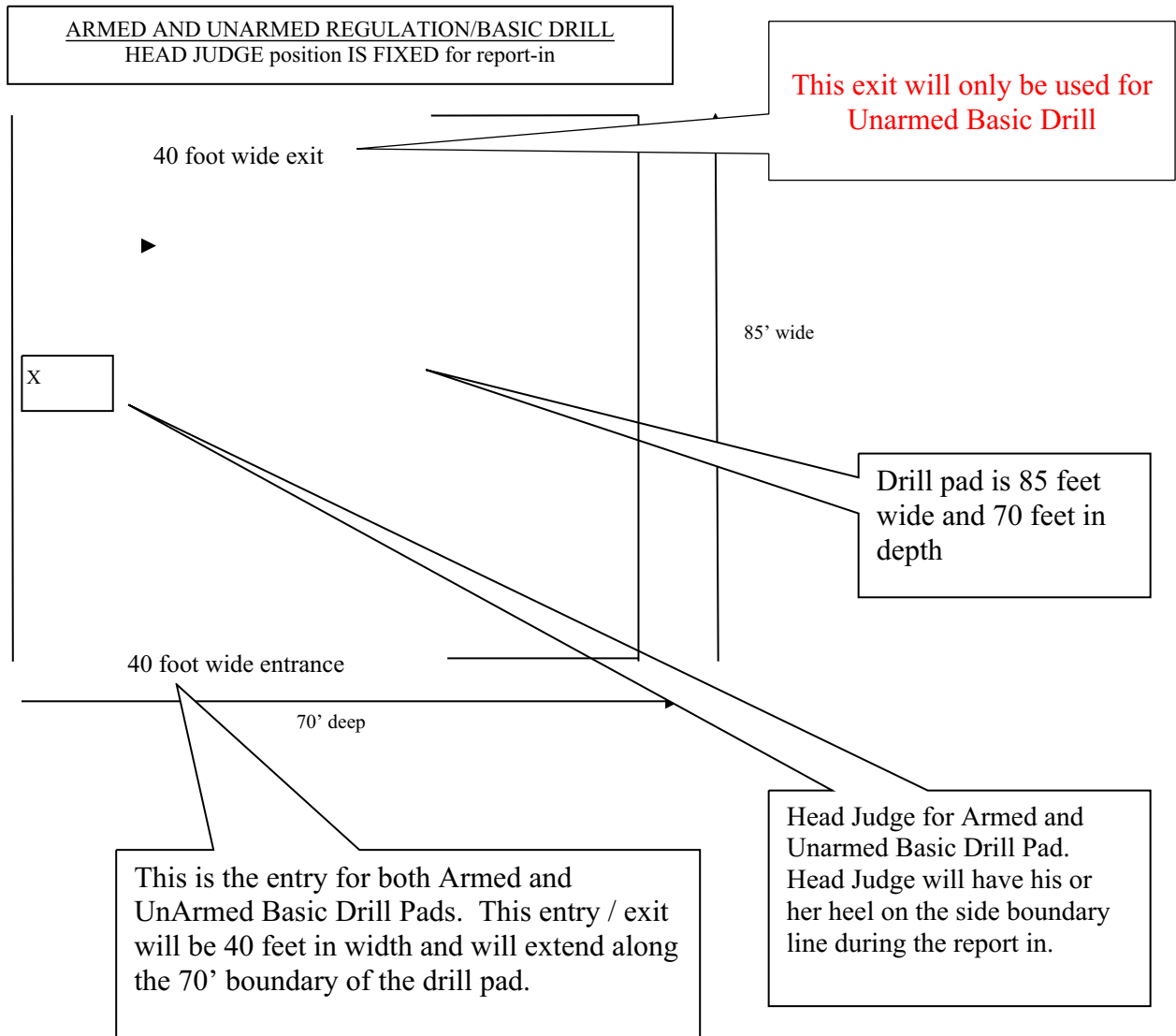
This diagram will be used for the basic (armed and unarmed) drill pads.

Pads will be 85 FEET deep and 70 FEET wide.

Entrance/exit is 40 feet wide, on the 70' side of the drill pad. The drill team will enter the pad and use those movements required to center themselves on the head judge for the report in.

After the sequence is complete and the drill team commander has reported out, the drill team will again use those movements necessary to exit the pad. Both the entrance and exit procedures will be scored by all judges.

For the report-in, the Head Judge will be stationed with his or her heels on the boundary line and will be centered on the 85' side of the pad nearest the entrance/exit.



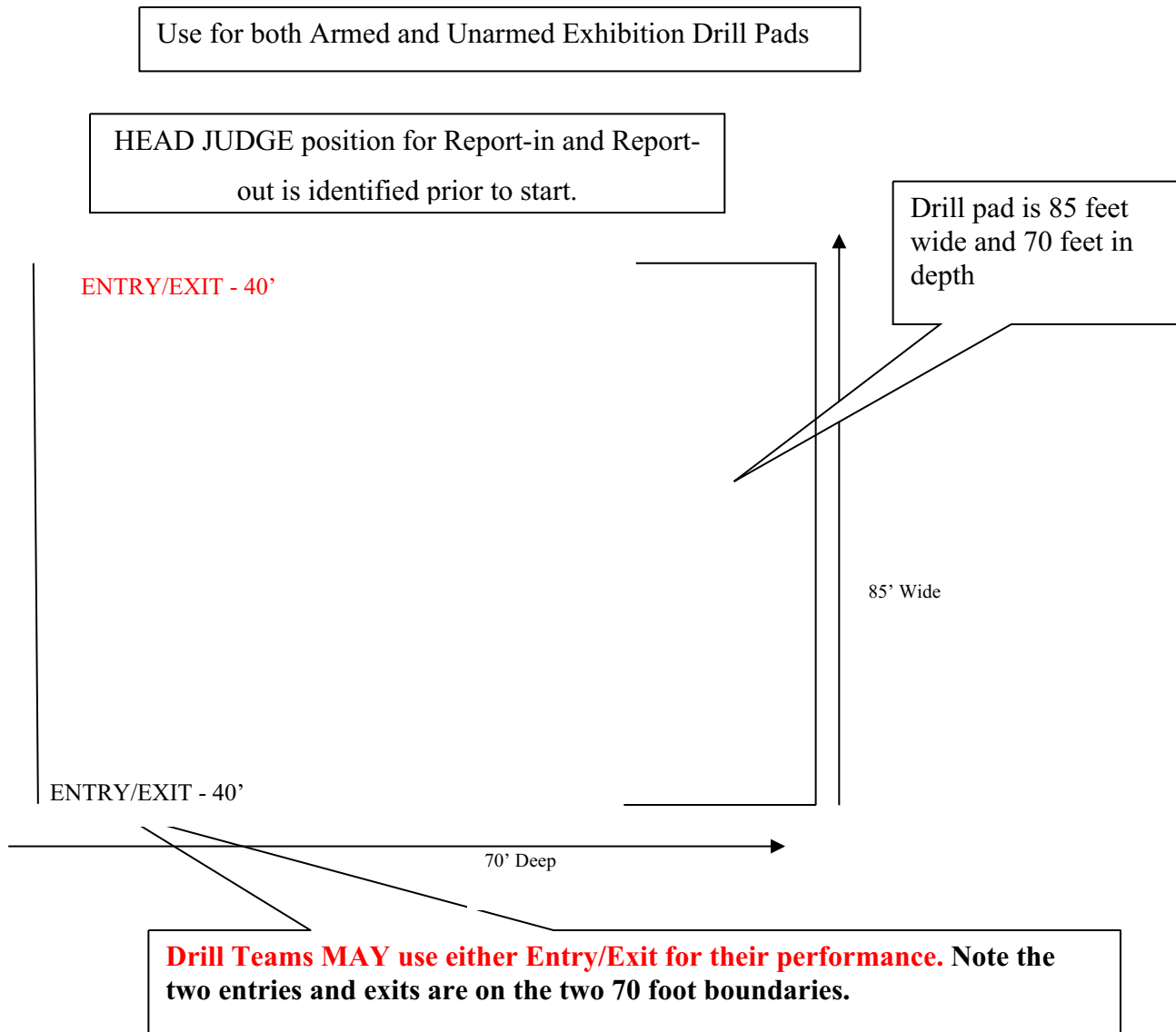
# A.ARMED AND UNARMED EXHIBITION DRILL PADS

This diagram will be used for both Armed and Unarmed Exhibition Drill Pads

Pads will be 85 FEET wide and 70 FEET in depth, with two 40' entrances/exits (pad dimensions are exactly the same as Unarmed and Armed Regulation/Basic Drill Pads).

The Exhibition DTC will confer with the head judge prior to the start of their routing, informing him/her where the team would like the head judge positioned for the report in and report out. The drill team will enter the pad and use those movements desired to center themselves on the head judge for the report in.

After the sequence is complete and the drill team commander has reported out the drill team will again use those movements necessary to exit the pad. Both the entrance and exit procedures will be scored by all judges.



# Area 11 Qualifier Field Meet Entry Application

Date \_\_\_\_\_  
From - Senior / Naval Science Instructor \_\_\_\_\_ High School NJROTC Unit

Address: \_\_\_\_\_ High School

Street: \_\_\_\_\_

City, St, Zip: \_\_\_\_\_

Phone – Cell: \_\_\_\_\_ Off: \_\_\_\_\_

Office Fax: \_\_\_\_\_

Preferred E-mail: \_\_\_\_\_

To - SNSI / NSI \_\_\_\_\_ High School NJROTC Unit

Subject: Area 11 **Qualifier** Field Meet at \_\_\_\_\_ High School

1. This letter is to inform you we will participate in the Area 11 **Qualifier** Field Meet Qualifier at \_\_\_\_\_ High School.

2. For planning purposes, our team will have approximately \_\_\_\_\_ Cadets, with approximately \_\_\_\_\_ Males and \_\_\_\_\_ Females. \_\_\_\_\_ instructor(s) plus \_\_\_\_\_ Male chaperones and \_\_\_\_\_ female chaperones will also accompany the cadets. This total of \_\_\_\_\_ persons will **(purchase lunch from you) or (bring our own food for lunch)** [Please cross-out one or the other option for lunch].

3. We plan on arriving on your campus at \_\_\_\_\_ (this arrival will be dependent on the start time for our first event, but will be no later than 30 minutes prior to our first scheduled event).

4. Entry Fee \_\_\_\_\_ is enclosed / will be mailed separately. We realize that the entry fee is due **30 days prior to the event** and our entry is not confirmed until we have paid the entry fee.

5. Additional assistance requested.

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\_\_\_\_\_  
S/NSI



# 2014/15 Area 11 – Unit Personnel Inspection

Total Cadets Standing UPI
------------------------------

School Name: \_\_\_\_\_

REV-1

**HEAD JUDGE:**

SECTION I: OVERALL UNIT EVALUATION - HEAD JUDGE	Range	Score
<b>1 Overall <i>Unit</i> Evaluation (scored by all judges)</b>		
Correct Procedures Followed Overall Unity, Snap & Smartness of the Unit Commander Non-Uniform Scoring (Voice/Bearing/Poise) <b>Note to Judges – Cadet Commander WILL NOT MOVE to check cadet alignment!</b>	0-20	
<b>2. Overall Unit Evaluation</b>		

SECTION II: INDIVIDUAL CADET EVALUATIONS - HEAD JUDGE							
Cadet Commander / Guide / 1 <sup>st</sup> Squad Cadets Overall Evaluation							
Each cadet is graded on the same FIVE items listed below:							
Scores: 0-Horrible, 1-Below Average, 2-Average, 3-Excellent, 4-Outstanding							
Judges, write in your score (0 to 4) under each column for each cadet.	1. Position of Attention / Overall Body Position (0-4)	2. Overall Uniform Prep. /Correct Wearing of Uniform (0-4)	3. Overall Knowledge / Response to Questions (0-4)	4. Bearing & Poise (0-4)	5. Overall Hygiene (0-4)	Score Point Range	Judge Total
<b>Commander</b>						0 – 20	
<b>Guide</b>						0 – 20	
<b>Squad Leader</b> 1st Squad						0 – 20	
<b>2nd cadet</b> 1st Squad						0 – 20	
<b>3rd cadet</b> 1st Squad:						0 – 20	
<b>4th cadet</b> 1st Squad:						0 – 20	
<b>5th cadet</b> 1st Squad:						0 – 20	
<b>6th cadet</b> 1st Squad:						0 – 20	

Judges please ~~cross out~~ cadets who are not present and not scored above.

LEGEND FOR JUDGE COMMENTS ABOVE:		
A. <b>HT</b> = HAT	F. <b>IN</b> = INSIGNIA	K. <b>TR</b> = TROUSERS
B. <b>HR</b> = HAIR	G. <b>BR</b> = BRASS	L. <b>IP</b> = "IP"s / THREADS
C. <b>SV</b> = SHAVE	H. <b>TI</b> = TIE	M. <b>AL</b> = ALIGNMENT
D. <b>ST</b> = SHIRT	I. <b>PO</b> = POSTURE	
E. <b>SH</b> = SHOES	J. <b>GR</b> = GROOMING	



Judge's Name: \_\_\_\_\_  
Remarks: \_\_\_\_\_

PENALTY: Non-Standard Formation (- 10 pts)  
See next page for diagrams

## CORRECT FORMATIONS FOR PERSONNEL INSPECTION

There is no minimum number of cadets, but the maximum is 40 cadets. The intent is to evenly distribute the number of cadets who are inspected by each judge. The platoon of 40 cadets would have the commander, the guide, 1<sup>st</sup> squad of 6 cadets, and then squads 2 thru 5 with 8 cadets.

### FRONT OF FORMATION

(40 cadets) X (CC)	(39 cadets) X (CC)	(38 cadets) X (CC)
X X X X X X G X	X X X X X G X	X X X X X G X
(37 cadets) X (CC)	(36 cadets) X (CC)	(35 cadets) X (CC)
X X X X X G X	X X X X X G X	X X X X X G X
(34 cadets) X (CC)	(33 cadets) X (CC)	(32 cadets) X (CC)
X X X X G X	X X X X G X	X X X X G X

**Additional information can be found in TAB E.**

# 2014/15 Area 11 – Unit Personnel Inspection

**REV-1**

School Name: \_\_\_\_\_

**JUDGE #2:**

SECTION I: OVERALL UNIT EVALUATION – 2 <sup>ND</sup> SQUAD						Range	Score
<b>1. Overall <u>Unit</u> Evaluation (scored by all judges)</b>							
Correct Procedures Followed						0-20	
Overall Unity, Snap & Smartness of the Unit							
Commander Non-Uniform Scoring (Voice/Bearing/Poise)							
Note to Judges - Cadet Commander <b>WILL NOT MOVE</b> to check cadet alignment!							
SECTION II: INDIVIDUAL CADET EVALUATIONS – 2 <sup>ND</sup> SQUAD JUDGE							
2 <sup>nd</sup> Squad Cadet Overall Evaluation							
<b>Each cadet is graded on the same FIVE items listed below:</b> Scores: 0-Horrible, 1-Below Average, 2-Average, 3-Excellent, 4-Outstanding							
Judges, write in your score (0 to 4) under each column for each cadet.	1. Position of Attention / Overall Body Position (0-4)	2. Overall Uniform Prep. /Correct Wearing of Uniform (0-4)	3. Overall Knowledge / Response to Questions (0-4)	4. Bearing & Poise (0-4)	5. Overall Hygiene (0-4)	Score Point Range	Judge Total
<b>Squad Leader</b> <i>2nd Squad</i>						0 – 20	
<b>2<sup>nd</sup> cadet</b> <i>2nd Squad</i>						0 – 20	
<b>3<sup>rd</sup> cadet</b> <i>2nd Squad</i>						0 – 20	
<b>4<sup>th</sup> cadet</b> <i>2nd Squad</i>						0 – 20	
<b>5<sup>th</sup> cadet</b> <i>2nd Squad:</i>						0 – 20	
<b>6<sup>th</sup> cadet</b> <i>2nd Squad:</i>						0 – 20	
<b>7<sup>th</sup> cadet</b> <i>2nd Squad:</i>						0 – 20	
<b>8<sup>th</sup> cadet</b> <i>2nd Squad:</i>						0 – 20	

Judges please ~~cross-out~~ cadets who are not present and not scored above.

LEGEND FOR JUDGE COMMENTS ABOVE:		
A. <b>CV</b> = COVER	F. <b>IN</b> = INSIGNIA	K. <b>TR</b> = TROUSERS
B. <b>HR</b> = HAIR	G. <b>BR</b> = BRASS	L. <b>IP</b> = "IP"s / THREADS
C. <b>SV</b> = SHAVE	H. <b>PO</b> = POSTURE	
D. <b>ST</b> = SHIRT	I. <b>GR</b> = GROOMING	
E. <b>SH</b> = SHOES	J. <b>AL</b> = ALIGNMENT	

Judge's Name: \_\_\_\_\_

Remarks:

# 2014/15 Area 11 – Unit Personnel Inspection

School Name: \_\_\_\_\_

REV-1

**JUDGE #3:**

SECTION I: OVERALL UNIT EVALUATION – 3 <sup>rd</sup> SQUAD						Range	Score
<b>1. Overall <i>Unit</i> Evaluation (scored by all judges)</b>							
Correct Procedures Followed						0-20	
Overall Unity, Snap & Smartness of the Unit							
Commander Non-Uniform Scoring (Voice/Bearing/Poise)							
<b>Note to Judges - Cadet Commander WILL NOT MOVE to check cadet alignment!</b>							
SECTION II: INDIVIDUAL CADET EVALUATIONS – 3 <sup>rd</sup> SQUAD JUDGE							
3 <sup>rd</sup> Squad Cadet Evaluation							
<b>Each cadet is graded on the same FIVE items listed below:</b> Scores: 0-Horrible, 1-Below Average, 2-Average, 3-Excellent, 4-Outstanding							
Judges, write in your score (0 to 4) under each column for each cadet.	1. Position of Attention / Overall Body Position (0-4)	2. Overall Uniform Prep. /Correct Wearing of Uniform (0-4)	3. Overall Knowledge / Response to Questions (0-4)	4. Bearing & Poise (0-4)	5. Overall Hygiene (0-4)	Score Point Range	Judge Total
<b>Squad Leader</b> 3rd Squad						0 – 20	
<b>2<sup>nd</sup> cadet</b> 3rd Squad						0 – 20	
<b>3<sup>rd</sup> cadet</b> 3rd Squad						0 – 20	
<b>4<sup>th</sup> cadet</b> 3rd Squad						0 – 20	
<b>5<sup>th</sup> cadet</b> 3rd Squad:						0 – 20	
<b>6<sup>th</sup> cadet</b> 3rd Squad:						0 – 20	
<b>7<sup>th</sup> cadet</b> 3rd Squad:						0 – 20	
<b>8<sup>th</sup> cadet</b> 3rd Squad:						0 – 20	

Judges please ~~cross out~~ cadets who are not present and not scored above.

LEGEND FOR JUDGE COMMENTS ABOVE:		
A. <b>CV</b> = COVER	F. <b>IN</b> = INSIGNIA	K. <b>TR</b> = TROUSERS
B. <b>HR</b> = HAIR	G. <b>BR</b> = BRASS	L. <b>IP</b> = "IP"s / THREADS
C. <b>SV</b> = SHAVE	H. <b>PO</b> = POSTURE	
D. <b>ST</b> = SHIRT	I. <b>GR</b> = GROOMING	
E. <b>SH</b> = SHOES	J. <b>AL</b> = ALIGNMENT	

Judge's Name: \_\_\_\_\_

Remarks:

# 2014/15 Area 11 – Unit Personnel Inspection

School Name: \_\_\_\_\_

REV-1

**JUDGE #4:**

SECTION I: OVERALL UNIT EVALUATION – 4 <sup>th</sup> SQUAD	Range	Score
<b>1. Overall <u>Unit</u> Evaluation (scored by all judges)</b>		
Correct Procedures Followed Overall Unity, Snap & Smartness of the Unit Commander Non-Uniform Scoring (Voice/Bearing/Poise) <b>Note to Judges - Cadet Commander WILL NOT MOVE to check cadet alignment!</b>	0-20	

**SECTION II: INDIVIDUAL CADET EVALUATIONS – 4<sup>th</sup> SQUAD JUDGE**

**4<sup>th</sup> Squad Cadet Overall Evaluation**

**Each cadet is graded on the same FIVE items listed below:**  
Scores: 0-Horrible, 1-Below Average, 2-Average, 3-Excellent, 4-Outstanding

Judges, write in your score (0 to 4) under each column for each cadet.	1. Position of Attention / Overall Body Position (0-4)	2. Overall Uniform Prep. /Correct Wearing of Uniform (0-4)	3. Overall Knowledge / Response to Questions (0-4)	4. Bearing & Poise (0-4)	5. Overall Hygiene (0-4)	Score Point Range	Judge Total
<b>Squad Leader</b> 4 <sup>th</sup> Squad						0 – 20	
<b>2<sup>nd</sup> cadet</b> 4 <sup>th</sup> Squad						0 – 20	
<b>3<sup>rd</sup> cadet</b> 4 <sup>th</sup> Squad						0 – 20	
<b>4<sup>th</sup> cadet</b> 4 <sup>th</sup> Squad						0 – 20	
<b>5<sup>th</sup> cadet</b> 4 <sup>th</sup> Squad:						0 – 20	
<b>6<sup>th</sup> cadet</b> 4 <sup>th</sup> Squad:						0 – 20	
<b>7<sup>th</sup> cadet</b> 4 <sup>th</sup> Squad:						0 – 20	
<b>8<sup>th</sup> cadet</b> 4 <sup>th</sup> Squad:						0 – 20	

Judges please ~~cross out~~ cadets who are not present and not scored above.

LEGEND FOR JUDGE COMMENTS ABOVE:		
A. <b>CV</b> = COVER	F. <b>IN</b> = INSIGNIA	K. <b>TR</b> = TROUSERS
B. <b>HR</b> = HAIR	G. <b>BR</b> = BRASS	L. <b>IP</b> = "IP"s / THREADS
C. <b>SV</b> = SHAVE	H. <b>PO</b> = POSTURE	
D. <b>ST</b> = SHIRT	I. <b>GR</b> = GROOMING	
E. <b>SH</b> = SHOES	J. <b>AL</b> = ALIGNMENT	

Judge's Name: \_\_\_\_\_

Remarks:

# 2014/15 Area 11 – Unit Personnel Inspection

School Name: \_\_\_\_\_

REV-1

**JUDGE #5:**

SECTION I: OVERALL UNIT EVALUATION – 5 <sup>th</sup> SQUAD						Range	Score
<b>1. Overall <u>Unit</u> Evaluation (scored by all judges)</b>							
Correct Procedures Followed Overall Unity, Snap & Smartness of the Unit Commander Non-Uniform Scoring (Voice/Bearing/Poise) <b>Note to Judges - Cadet Commander WILL NOT MOVE to check cadet alignment!</b>						0-20	
<b>SECTION II: INDIVIDUAL CADET EVALUATIONS – 5<sup>th</sup> SQUAD JUDGE</b>							
<b>5<sup>th</sup> Squad Cadet Overall Evaluation</b>							
<b>Each cadet is graded on the same FIVE items listed below:</b> Scores: 0-Horrible, 1-Below Average, 2-Average, 3-Excellent, 4-Outstanding							
Judges, write in your score (0 to 4) under each column for each cadet.	1. Position of Attention / Overall Body Position (0-4)	2. Overall Uniform Prep. /Correct Wearing of Uniform (0-4)	3. Overall Knowledge / Response to Questions (0-4)	4. Bearing & Poise (0-4)	5. Overall Hygiene (0-4)	Score Point Range	Judge Total
<b>Squad Leader</b> 5th Squad						0 – 20	
<b>2<sup>nd</sup> cadet</b> 5th Squad						0 – 20	
<b>3<sup>rd</sup> cadet</b> 5th Squad						0 – 20	
<b>4<sup>th</sup> cadet</b> 5th Squad						0 – 20	
<b>5<sup>th</sup> cadet</b> 5th Squad:						0 – 20	
<b>6<sup>th</sup> cadet</b> 5th Squad:						0 – 20	
<b>7<sup>th</sup> cadet</b> 5th Squad:						0 – 20	
<b>8<sup>th</sup> cadet</b> 5th Squad:						0 – 20	

Judges please ~~cross out~~ cadets who are not present and not scored above.

LEGEND FOR JUDGE COMMENTS ABOVE:		
A. <b>CV</b> = COVER	F. <b>IN</b> = INSIGNIA	K. <b>TR</b> = TROUSERS
B. <b>HR</b> = HAIR	G. <b>BR</b> = BRASS	L. <b>IP</b> = "IP"s / THREADS
C. <b>SV</b> = SHAVE	H. <b>PO</b> = POSTURE	
D. <b>ST</b> = SHIRT	I. <b>GR</b> = GROOMING	
E. <b>SH</b> = SHOES	J. <b>AL</b> = ALIGNMENT	

Judge's Name: \_\_\_\_\_

Remarks:

CC Initials

# 2014/15 Area 11 – Armed Basic Drill

School Name: \_\_\_\_\_

Score room Use Only  
MAX 170 pts for Sheet.  
Grand Total:

Head Judge: \_\_\_\_\_

REV-0

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

Cadence will be checked between commands #24 and #29– **Omitted Commands will be LINED THROUGH**

1	Present Arms (All) ICC, IE, AL, C, RP, RA	19	Right Shoulder Arms ICC, IE, RP, RA	35	Port Arms ICC, IE,RP,RA
2	Report In ICC, IE,SA,STH,STL,BW	20	Forward March ICC,IE,OS,C,AL, RA	36	Column of Files from the Right ICC,IE,OS,C,AL, RA
3	<b>ORDER ARMS</b> ICC, IE, RP	21	Change Step March ICC,IE,OS,C,AL, RA	37	<b>PLATOON HALT</b> ICC,IE,OS,C, AL, RA
4	<b>INSPECTION ARMS</b> ICC, IE, RP, RA	22	Column Right March ICC,IE,OS,C,AL, RA	38	<b>COLUMNS OF 3s to the LEFT</b> ICC,IE,OS,C, RA
5	<b>PORT ARMS</b> ICC, IE, RP, RA	23	Right Flank March ICC,IE,OS,C,AL, RA	<b>TOTAL (0-15)</b>	
5A	<b>ORDER ARMS</b> ICC, IE, RP	24	Left Flank March ICC,IE,OS,C,AL, RA	39	Right Shoulder Arms ICC, IE, RA
6	<b>OPEN RANKS MARCH</b> ICC, IE,, OS, C, AL, RP	25	<b>PLATOON HALT</b> ICC,IE,OS,C,AL, RA	40	Column Left March ICC, IE, OS, C, AL, RA
<b>TOTAL (0-20)</b>		<b>TOTAL (0-20)</b>		41	Mark Time ICC, IE, OS, C, AL, RA
7	<b>PORT ARMS</b> ICC, IE, RP, RA	26	Left Shoulder Arms ICC, IE, RP,RA	42	Forward March ICC, IE, OS, C, AL, RA
8	<b>RIGHT SHOULDER ARMS</b> ICC, IE, RP, RA	27	Column Left March ICC,IE,OS,C,AL, RA	43	Right Oblique March ICC, IE, OS, C, AL, RA
9	<b>LEFT SHOULDER ARMS</b> ICC, IE RA	28	Close March ICC,IE,OS,C,AL, RA	44	Forward March ICC, IE, OS, C, AL, RA
10	<b>ORDER ARMS</b> ICC, IE, RP	29	Forward March ICC,IE,OS,C,AL, RA	45	Column Left March ICC, IE, OS, C, AL, RA
<b>TOTAL (0-15)</b>		30	Extend March ICC,IE,OS,C,AL, RA	46	<b>PLATOON HALT</b> ICC,IE,OS,C,AL, RA
11	Parade Rest ICC, IE, RA, C, AL	31	Forward March ICC,IE,OS,C,AL, RA	<b>TOTAL (0-30)</b>	
12	Platoon Attention ICC, IE, C, AL, RP	32	To the Rear March ICC,IE,OS,C,AL, RA	47	Forward March ICC,IE,OS,C,AL, RA
13	Close Ranks ICC, IE, OS, C, AL, RP	33	To the Rear March ICC,IE,OS,C,AL, RA	48	Eyes Right ICC,IE,OS,C,AL, RA
14	About Face ICC, IE, C, AL, RP	34	<b>PLATOON HALT</b>	49	Ready Front ICC,IE,OS,C,AL, RA
15	About Face ICC, IE, C, AL, RP	<b>TOTAL (0-25)</b>		50	Platoon Halt (after exiting drill pad)
16	Right Face ICC, IE, C, AL, RP	<b>OVERALL IMPRESSION SCORE (0-10)</b>  <b>0 - 1 - 2 - 3 - 4 - 5</b>  <b>6 - 7 - 8 - 9 -- 10</b>		<b>TOTAL (0-10)</b>	
17	Backwards March ICC, IE, C, AL, RP			<b>JUDGE'S COMMENTS:</b>	
18	<b>PLATOON HALT</b> ICC,IE,C,AL,RA				
<b>TOTAL (0-25)</b>					

**LEGEND FOR JUDGE COMMENTS ABOVE:**  
 AL = ALIGNMENT  
 C = COVER  
 OS = OUT OF STEP  
 RA = RIFLE ANGLE  
 RP= RIFLE PLACEMENT  
 ICC = INCORRECT COMMAND  
 IE = IMPROPER EXECUTION  
 OOS = OUT OF SEQUENCE  
 EC = EXTRA COMMANDS  
 SA = SWORD ANGLE  
 STH=SWORD TIP HIGH  
 STL=SWORD TIP LOW  
 BW=BENT WRIST

**Penalty - 25 points per missing cadet:**  
(9 cadets + guide + cadet CDR required)  
**Penalty Points assessed:**  
 Unit Missing \_\_\_\_\_ Cadet (s) = \_\_\_\_\_  
 (# missing X 25)  
**Cadet Commander's Initials:** \_\_\_\_\_

CC Initials

# 2014/15 Area 11 – Armed Basic Drill

School Name: \_\_\_\_\_

Score room Use Only  
MAX 165 pts for Sheet.  
Grand Total:

Judge #2: \_\_\_\_\_

REV-0

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

Cadence will be checked between commands #24 and #29– **Omitted Commands will be LINED THROUGH**

1	Present Arms (All) ICC, IE, AL, C, RP, RA	19	Right Shoulder Arms ICC, IE, RP, RA	35	Port Arms ICC, IE,RP,RA
2	Report In ICC, IE,SA,STH,STL,BW	20	Forward March ICC,IE,OS,C,AL, RA	36	Column of Files from the Right ICC,IE,OS,C,AL, RA
3	<b>ORDER ARMS</b> ICC, IE, RP	21	Change Step March ICC,IE,OS,C,AL, RA	37	<b>PLATOON HALT</b> ICC,IE,OS,C, AL, RA
4	<b>INSPECTION ARMS</b> ICC, IE, RP, RA	22	Column Right March ICC,IE,OS,C,AL, RA	38	<b>COLUMNS OF 3s to the LEFT</b> ICC,IE,OS,C, RA
5	<b>PORT ARMS</b> ICC, IE, RP, RA	23	Right Flank March ICC,IE,OS,C,AL, RA	<b>TOTAL (0-15)</b>	
5A	<b>ORDER ARMS</b> ICC, IE, RP	24	Left Flank March ICC,IE,OS,C,AL, RA	39	Right Shoulder Arms ICC, IE, RA
6	<b>OPEN RANKS MARCH</b> ICC, IE,, OS, C, AL, RP	25	<b>PLATOON HALT</b> ICC,IE,OS,C,AL, RA	40	Column Left March ICC, IE, OS, C, AL, RA
<b>TOTAL (0-20)</b>		<b>TOTAL (0-20)</b>		41	Mark Time ICC, IE, OS, C, AL, RA
7	<b>PORT ARMS</b> ICC, IE, RP, RA	26	Left Shoulder Arms ICC, IE, RP,RA	42	Forward March ICC, IE, OS, C, AL, RA
8	<b>RIGHT SHOULDER ARMS</b> ICC, IE, RP, RA	27	Column Left March ICC,IE,OS,C,AL, RA	43	Right Oblique March ICC, IE, OS, C, AL, RA
9	<b>LEFT SHOULDER ARMS</b> ICC, IE RA	28	Close March ICC,IE,OS,C,AL, RA	44	Forward March ICC, IE, OS, C, AL, RA
10	<b>ORDER ARMS</b> ICC, IE, RP	29	Forward March ICC,IE,OS,C,AL, RA	45	Column Left March ICC, IE, OS, C, AL, RA
<b>TOTAL (0-15)</b>		30	Extend March ICC,IE,OS,C,AL, RA	46	<b>PLATOON HALT</b> ICC,IE,OS,C,AL, RA
11	Parade Rest ICC, IE, RA, C, AL	31	Forward March ICC,IE,OS,C,AL, RA	<b>TOTAL (0-30)</b>	
12	Platoon Attention ICC, IE, C, AL, RP	32	To the Rear March ICC,IE,OS,C,AL, RA	47	Forward March ICC,IE,OS,C,AL, RA
13	Close Ranks ICC, IE, OS, C, AL, RP	33	To the Rear March ICC,IE,OS,C,AL, RA	48	Eyes Right ICC,IE,OS,C,AL, RA
14	About Face ICC, IE, C, AL, RP	34	<b>PLATOON HALT</b>	49	Ready Front ICC,IE,OS,C,AL, RA
15	About Face ICC, IE, C, AL, RP	<b>TOTAL (0-25)</b>		50	Platoon Halt (after exiting drill pad)
16	Right Face ICC, IE, C, AL, RP			<b>TOTAL (0-10)</b>	
17	Backwards March ICC, IE, C, AL, RP				
18	<b>PLATOON HALT</b> ICC,IE,C,AL,RA				
<b>TOTAL (0-25)</b>					

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- AL = ALIGNMENT
- C = COVER
- OS = OUT OF STEP
- RA = RIFLE ANGLE
- RP= RIFLE PLACEMENT
- ICC = INCORRECT COMMAND
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- EC = EXTRA COMMANDS
- SA = SWORD ANGLE
- STH=SWORD TIP HIGH
- STL=SWORD TIP LOW
- BW=BENT WRIST

**OVERALL IMPRESSION  
SCORE (0-5)**

**0 - 1 - 2 - 3 - 4 - 5**

**JUDGE'S COMMENTS:**



CC Initials

# 2014/15 Area 11 – Armed Basic Drill

School Name: \_\_\_\_\_

Score room Use Only  
MAX 165 pts for Sheet.  
Grand Total:

Judge #3: \_\_\_\_\_

REV-0

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

Cadence will be checked between commands #24 and #29– **Omitted Commands will be LINED THROUGH**

1	Present Arms (All) ICC, IE, AL, C, RP, RA		19	Right Shoulder Arms ICC, IE, RP, RA		35	Port Arms ICC, IE,RP,RA	
2	Report In ICC, IE,SA,STH,STL,BW		20	Forward March ICC,IE,OS,C,AL, RA		36	Column of Files from the Right ICC,IE,OS,C,AL, RA	
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4	<b>INSPECTION ARMS</b> ICC, IE, RP, RA		22	Column Right March ICC,IE,OS,C,AL, RA		38	<b>COLUMNS OF 3s to the LEFT</b> ICC,IE,OS,C, RA	
5	<b>PORT ARMS</b> ICC, IE, RP, RA		23	Right Flank March ICC,IE,OS,C,AL, RA		<b>TOTAL (0-15)</b>		
5A	<b>ORDER ARMS</b> ICC, IE, RP		24	Left Flank March ICC,IE,OS,C,AL, RA		39	Right Shoulder Arms ICC, IE, RA	
6	<b>OPEN RANKS MARCH</b> ICC, IE,, OS, C, AL, RP		25	<b>PLATOON HALT</b> ICC,IE,OS,C,AL, RA		40	Column Left March ICC, IE, OS, C, AL, RA	
<b>TOTAL (0-20)</b>			<b>TOTAL (0-20)</b>			41	Mark Time ICC, IE, OS, C, AL, RA	
7	<b>PORT ARMS</b> ICC, IE, RP, RA		26	Left Shoulder Arms ICC, IE, RP,RA		42	Forward March ICC, IE, OS, C, AL, RA	
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9	<b>LEFT SHOULDER ARMS</b> ICC, IE RA		28	Close March ICC,IE,OS,C,AL, RA		44	Forward March ICC, IE, OS, C, AL, RA	
10	<b>ORDER ARMS</b> ICC, IE, RP		29	Forward March ICC,IE,OS,C,AL, RA		45	Column Left March ICC, IE, OS, C, AL, RA	
<b>TOTAL (0-15)</b>			30	Extend March ICC,IE,OS,C,AL, RA		46	<b>PLATOON HALT</b> ICC,IE,OS,C,AL, RA	
11	Parade Rest ICC, IE, RA, C, AL		31	Forward March ICC,IE,OS,C,AL, RA		<b>TOTAL (0-30)</b>		
12	Platoon Attention ICC, IE, C, AL, RP		32	To the Rear March ICC,IE,OS,C,AL, RA		47	Forward March ICC,IE,OS,C,AL, RA	
13	Close Ranks ICC, IE, OS, C, AL, RP		33	To the Rear March ICC,IE,OS,C,AL, RA		48	Eyes Right ICC,IE,OS,C,AL, RA	
14	About Face ICC, IE, C, AL, RP		34	<b>PLATOON HALT</b>		49	Ready Front ICC,IE,OS,C,AL, RA	
15	About Face ICC, IE, C, AL, RP		<b>TOTAL (0-25)</b>			50	Platoon Halt (after exiting drill pad)	
16	Right Face ICC, IE, C, AL, RP					<b>TOTAL (0-10)</b>		
17	Backwards March ICC, IE, C, AL, RP							
18	<b>PLATOON HALT</b> ICC,IE,C,AL,RA							
<b>TOTAL (0-25)</b>								

**LEGEND FOR JUDGE COMMENTS ABOVE:**  
 AL = ALIGNMENT  
 C = COVER  
 OS = OUT OF STEP  
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 EC = EXTRA COMMANDS  
 SA = SWORD ANGLE  
 STH=SWORD TIP HIGH  
 STL=SWORD TIP LOW  
 BW=BENT WRIST

**OVERALL IMPRESSION  
SCORE (0-5)**

**0-1 - 2 - 3 - 4 - 5**

**JUDGES COMMENTS:**

# 2014/15 Area 11 – Armed Basic Drill

School Name: \_\_\_\_\_

REV-0

**Cadence & Penalty Judge:** \_\_\_\_\_

<p style="text-align: center;"><u>Cadence checked between commands #24 - #29</u></p> <p style="text-align: center;"><b>60 Second Cadence</b></p> <p>If cadence checked for 15 seconds, x 4                  If cadence checked for 30 seconds, x 2</p> <p><b>TOTAL ONE MINUTE CADENCE</b> _____</p>	<p style="text-align: center;"><b><u>Point Loss Range</u></b></p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 5px;"><b>Cadence</b></th> <th style="text-align: left; padding: 5px;"><b>Penalty</b></th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">103 or below.....</td> <td style="padding: 5px;">- 20</td> </tr> <tr> <td style="padding: 5px;">104 – 107 .....</td> <td style="padding: 5px;">- 10</td> </tr> <tr> <td style="padding: 5px;">108 – 111 .....</td> <td style="padding: 5px;">- 5</td> </tr> <tr> <td style="padding: 5px;">112 – 120 .....</td> <td style="padding: 5px;">0</td> </tr> <tr> <td style="padding: 5px;">121 – 124 .....</td> <td style="padding: 5px;">- 5</td> </tr> <tr> <td style="padding: 5px;">125 – 128 .....</td> <td style="padding: 5px;">- 10</td> </tr> <tr> <td style="padding: 5px;">129 or above .....</td> <td style="padding: 5px;">- 20</td> </tr> </tbody> </table>	<b>Cadence</b>	<b>Penalty</b>	103 or below.....	- 20	104 – 107 .....	- 10	108 – 111 .....	- 5	112 – 120 .....	0	121 – 124 .....	- 5	125 – 128 .....	- 10	129 or above .....	- 20
<b>Cadence</b>	<b>Penalty</b>																
103 or below.....	- 20																
104 – 107 .....	- 10																
108 – 111 .....	- 5																
112 – 120 .....	0																
121 – 124 .....	- 5																
125 – 128 .....	- 10																
129 or above .....	- 20																

**Team Cadence Penalty (From Above)** = \_\_\_\_\_

**Boundary Violations**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Incorrect Commands**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Dropped Rifle:**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Pause Violations:**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Unauthorized Uniform or Equipment Modifications and/or**

**Other SOP Violations (explained below):**

\_\_\_\_\_ = \_\_\_\_\_

**Missing Cadets from Head Judge Page (25 pts/missing cadet) =** \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED.....** \_\_\_\_\_

**Judge Remarks:**

# 2014/15 AREA 11 - Unarmed Platoon Basic Drill

CC Initials

School Name: «Name»

REV-1

Score room Use Only  
MAX 170 pts for Sheet.  
Grand Total:

Head Judge: \_\_\_\_\_

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS** – Omitted Commands shall be **LINED THROUGH**  
Cadence will be checked between commands #32 - #38.

**NOTE TO JUDGES – As stated in event SOP, Cadet Commander SHALL NOT MOVE to check cadet alignment!**

<b>Unit marches in - 3 &amp; 6 paces centered on the Head Judge</b>								
01.	Present Arms (entire unit)	<b>Total Points (0-20)</b>		19. COLUMN OF FILES FROM THE RIGHT, MARCH	<b>Total Points (0-20)</b>		36. Column ½ Right March	
02.	Verbal Report-In		20. <b>PLATOON HALT</b>	37. Column ½ Right March				
03.	Order Arms		21. COLUMN OF 3's TO THE LEFT, MARCH	38. Column Right March				
04.	<b>PARADE REST</b>		22. Column Right March	39. <b>PLATOON HALT</b>				
05.	<b>PLATOON ATTENTION</b>		23. By The Right Flank March	40. Forward March				
06.	<b>LEFT FACE</b>	<b>Total Points (0-15)</b>	24. By The Left Flank March	<b>Total Points (0-20)</b>	41. Eyes Right	<b>Total Points (0-20)</b>	42. Ready Front	
07.	<b>ABOUT FACE</b>		25. Column Left March		43. Column Right March			
08.	Forward March		26. <b>PLATOON HALT</b>		44. <b>PLATOON HALT</b>			
09.	Column Right March		27. Left Face		45. Left Face			
10.	Right Oblique March		28. Count Off		46. Report Out			
11.	<b>PLATOON HALT</b>	<b>Total Points (0-25)</b>	29. Close March	<b>Total Points (0-30)</b>	47. Right Face	<b>Total Points (0-10)</b>	48. March Off Drill Pad	
12.	Forward March		30. <b>EXTEND MARCH</b>					
13.	Column Right March		31. Right Face					
14.	Close March		32. Column Left March					
14A	Forward March							
15.	Extend March	33. Mark Time March						
15A	Forward March							
16.	To the Rear March	34. Forward March						
17.	To the Rear March	35. <b>Change Step</b>						
18.	<b>PLATOON HALT</b>							

**LEGEND FOR JUDGE COMMENTS ABOVE:**  
 AL = ALIGNMENT  
 C = COVER  
 OS = OUT OF STEP  
 RA = RIFLE ANGLE  
 ICC = INCORRECT COMMAND  
 IE = IMPROPER EXECUTION  
 OOS = OUT OF SEQUENCE  
 EC = EXTRA COMMANDS

Scoring use only

**OVERALL IMPRESSION SCORE**  
(CIRCLE ONE)

0    2    4    6    8    10

**Penalty - 25 points per missing cadet:**  
(9 cadets + guide + cadet CDR required)

**Penalty Points assessed:**  
 Unit Missing \_\_\_\_ Cadet (s) =  
 (# missing X 25)

**Cadet Commander's Initials:**

**Judge Remarks:**

# 2014/15 AREA 11 - Unarmed Platoon Basic Drill

CC Initials

School Name: «Name»

REV-1

Score room Use Only  
MAX 165 pts for Sheet.  
Grand Total:

Judge #2: \_\_\_\_\_

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS** – Omitted Commands shall be **LINED THROUGH**  
Cadence will be checked between commands #32 - #38.

**NOTE TO JUDGES – As stated in event SOP, Cadet Commander SHALL NOT MOVE to check cadet alignment!**

<i>Unit marches in - 3 &amp; 6 paces centered on the Head Judge</i>								
01.	Present Arms (entire unit)	<b>Total Points (0-20)</b>	19.	COLUMN OF FILES FROM THE RIGHT, MARCH	<b>Total Points (0-20)</b>	36.	Column ½ Right March	<b>Total Points (0-20)</b>
02.	Verbal Report-In		20.	<b>PLATOON HALT</b>		37.	Column ½ Right March	
03.	Order Arms		21.	<b>COLUMN OF 3's TO THE LEFT, MARCH</b>		38.	Column Right March	
04.	<b>PARADE REST</b>		22.	Column Right March		39.	<b>PLATOON HALT</b>	
05.	<b>PLATOON ATTENTION</b>	<b>Total Points (0-15)</b>	23.	By The Right Flank March	<b>Total Points (0-20)</b>	40.	Forward March	
06.	<b>LEFT FACE</b>		24.	By The Left Flank March		41.	Eyes Right	
07.	<b>ABOUT FACE</b>		25.	Column Left March		42.	Ready Front	
08.	Forward March		26.	<b>PLATOON HALT</b>		43.	Column Right March	
09.	Column Right March	<b>Total Points (0-30)</b>	27.	Left Face	<b>Total Points (0-10)</b>	44.	<b>PLATOON HALT</b>	
10.	Right Oblique March		28.	Count Off		45.	Left Face	
11.	<b>PLATOON HALT</b>		29.	Close March		46.	Report Out	
12.	Forward March		30.	<b>EXTEND MARCH</b>		47.	Right Face	
13.	Column Right March	<b>Total Points (0-25)</b>	31.	Right Face	<b>Total Points (0-30)</b>	48.	March Off Drill Pad	
14.	Close March		32.	Column Left March				
14A	Forward March		33.	Mark Time March				
15.	Extend March		34.	Forward March				
15A	Forward March		35.	<b>Change Step</b>				
16.	To the Rear March							
17.	To the Rear March							
18.	<b>PLATOON HALT</b>							

**LEGEND FOR JUDGE COMMENTS ABOVE:**  
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Scoring use only

**OVERALL IMPRESSION SCORE**  
(CIRCLE ONE)  
  
0   1   2   3   4   5

**Judge Remarks:**

# 2014/15 AREA 11 - Unarmed Platoon Basic Drill

CC Initials

School Name: «Name»

REV-1

Score room Use Only  
MAX 165 pts for Sheet.  
Grand Total:

Judge #3: \_\_\_\_\_

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS** – Omitted Commands shall be **LINED THROUGH**  
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05.	PLATOON ATTENTION		23.	By The Right Flank March		40.	Forward March	
06.	LEFT FACE	Total Points (0-15)	24.	By The Left Flank March	Total Points (0-20)	41.	Eyes Right	Total Points (0-10)
07.	ABOUT FACE		25.	Column Left March		42.	Ready Front	
08.	Forward March		26.	PLATOON HALT		43.	Column Right March	
09.	Column Right March		27.	Left Face		44.	PLATOON HALT	
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11.	PLATOON HALT	Total Points (0-25)	29.	Close March	Total Points (0-30)	46.	Report Out	Total Points (0-10)
12.	Forward March		30.	EXTEND MARCH		47.	Right Face	
13.	Column Right March		31.	Right Face		48.	March Off Drill Pad	
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15.	Extend March	34.	Forward March					
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Scoring use only

**OVERALL IMPRESSION SCORE**  
(CIRCLE ONE)  
 0 1 2 3 4 5

Judge Remarks:

# 2014/15 Area 11 – Unarmed Platoon Basic Drill

School Name: \_\_\_\_\_

REV-0

Cadence & Penalty Judge: \_\_\_\_\_

<p><u>Cadence checked between commands #25 - #30</u></p> <p><b>60 Second Cadence</b></p> <p>If cadence checked for 15 seconds, x 4 If cadence checked for 30 seconds, x 2</p> <p><b>TOTAL ONE MINUTE CADENCE</b> _____</p>	<p><b><u>Point Loss Range</u></b></p> <table border="0"> <tr> <td style="text-align: center;"><b>Cadence</b></td> <td style="text-align: center;"><b>Penalty</b></td> </tr> <tr> <td>103 or below.....</td> <td>- 20</td> </tr> <tr> <td>104 – 107 .....</td> <td>- 10</td> </tr> <tr> <td>108 – 111 .....</td> <td>- 5</td> </tr> <tr> <td>112 – 120 .....</td> <td>0</td> </tr> <tr> <td>121 – 124 .....</td> <td>- 5</td> </tr> <tr> <td>125 – 128 .....</td> <td>- 10</td> </tr> <tr> <td>129 or above .....</td> <td>- 20</td> </tr> </table>	<b>Cadence</b>	<b>Penalty</b>	103 or below.....	- 20	104 – 107 .....	- 10	108 – 111 .....	- 5	112 – 120 .....	0	121 – 124 .....	- 5	125 – 128 .....	- 10	129 or above .....	- 20
<b>Cadence</b>	<b>Penalty</b>																
103 or below.....	- 20																
104 – 107 .....	- 10																
108 – 111 .....	- 5																
112 – 120 .....	0																
121 – 124 .....	- 5																
125 – 128 .....	- 10																
129 or above .....	- 20																

**Team Cadence Penalty (From Above)** = \_\_\_\_\_

**Boundary Violations**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Incorrect Commands**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Pause Violations:**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Unauthorized Uniform or Equipment Modifications and/or  
Other SOP Violations (explained below):**

\_\_\_\_\_ = \_\_\_\_\_

**Missing Cadets from Head Judge Page (25 pts/missing cadet) =** \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED**..... \_\_\_\_\_

**Judge Remarks:**

# 2014/15 Area 11 – Armed Platoon Exhibition

CC Initials

School Name: \_\_\_\_\_

Score room Use Only  
MAX 170 Pts this sheet

REV-0

Head Judge: \_\_\_\_\_

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-20</b>	
Report Out	Verbal report-out and all movements to exit drill floor		
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-20</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation		
Handling of DRILL RIFLE	Specific solo/team drill rifle maneuvers & manipulation	<b>0-20</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often		
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-20</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-20</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-20</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-20</b>	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	<b>0-30</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation		

## PENALTIES - HEAD JUDGE ONLY

Number	Description	Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped DRILL RIFLE: -5 for each	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	Uniform/Equipment/Other Violations <small>Explanation:</small>	
	<b>Too Few Cadets (from table to right)</b>	
	<b>TOTAL PENALTY POINTS</b>	

FILL OUT *ONLY* IF UNIT IS OUTSIDE REQ. NUMBERS

Penalty - 25 points per missing cadet:  
(9 cadets + cadet CDR required)

Penalty Points assessed:  
Unit Missing \_\_\_\_\_ Cadet (s) =  
 (# missing X 25)

Cadet Commander's  
Initials: \_\_\_\_\_

Judge Remarks:

# 2014/15 AREA 11 – Armed Platoon Exhibition

**REV-0**

School Name: \_\_\_\_\_

Score room Use Only MAX 165 Pts this sheet
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Judge #2: \_\_\_\_\_

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-20</b>	
Report Out	Verbal report-out and all movements to exit drill floor		
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-20</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation		
Handling of DRILL RIFLE	Specific solo/team drill rifle maneuvers & manipulation	<b>0-20</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often		
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-20</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-20</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-20</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-20</b>	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	<b>0-25</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation		

Judge Remarks:



# 2014/15 AREA 11 – Armed Platoon Exhibition

**REV-0**

School Name: \_\_\_\_\_

For Score room Only  
MAX 165 Pts This Sheet

Judge #3: \_\_\_\_\_

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-20</b>	
Report Out	Verbal report-out and all movements to exit drill floor		
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-20</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation		
Handling of DRILL RIFLE	Specific solo/team drill rifle maneuvers & manipulation	<b>0-20</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often		
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-20</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-20</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-20</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-20</b>	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	<b>0-25</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation		

Judge Remarks:

2014/15 AREA 11 EXHIBITION DRILL - Penalty Sheet

PENALTY JUDGE

This sheet will be used for both exhibition drill routines. All data transfers to Head Judge's sheet.

School Name: \_\_\_\_\_

Penalty Judge's Name: \_\_\_\_\_

**Circle the drill that was performed Unarmed EXHIBITION or Armed EXHIBITION**

*Too few cadets penalty (Number of cadets on team = \_\_\_\_\_ ) = \_\_\_\_\_*  
*(25 points/missing cadets)*

*Boundary Violations: Number of Occurrences @ 5 points per occurrence = \_\_\_\_\_*

*Time Violations (minimum 6 minutes & maximum 9 minutes): Time of performance: \_\_\_\_\_*

*Number of seconds over or under \_\_\_\_\_ @ 1 point/second = \_\_\_\_\_*

*Dropped Rifle: Number of Occurrences \_\_\_\_\_ @ 5 points per occurrence = \_\_\_\_\_*

*Unauthorized Uniform Modifications/Equipment/ and/or*

*Other SOP Violations (explained below):*

\_\_\_\_\_ = \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED = \_\_\_\_\_**

All data transfers to Head Judge's sheet.

Head Judge's Name \_\_\_\_\_

Head Judge's Signature \_\_\_\_\_

Notes \_\_\_\_\_

\_\_\_\_\_

*Note: Along with the three floor judges, a 4th judge is added in the Exhibition Drill segment of the competition if possible. Although this 4th judge will not conduct event scoring, he/she will be responsible for timing the performance, and keeping track of boundary, dropped rifles and other violations. If a 4th judge is not available, the head judge will assume this responsibility.*

# 2014/15 AREA 11 – Unarmed Platoon Exhibition

CC Initials
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For Score room Only MAX 170 Pts This Sheet
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School Name: \_\_\_\_\_

REV-0

Head Judge: \_\_\_\_\_

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-20</b>	
Report Out	Verbal report-out and all movements to exit drill floor		
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-20</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation		
Dress and Cover	Constant attention to alignment of performing cadets	<b>0-20</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often		
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-20</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-20</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-20</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-20</b>	
MILITARY FLAVOR	Routine proudly befits a <u>military</u> JROTC competition	<b>0-30</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation		

## PENALTIES - HEAD JUDGE ONLY

Number	Description	Total Points
	Boundary Violations @ 5 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	Uniform/Equipment/Other Violations	
	Explanation: <b>Too Few Cadets (from table to the right)</b>	
	<b>TOTAL PENALTY POINTS</b>	

FILL OUT *ONLY* IF UNIT IS OUTSIDE REQ. NUMBERS

**Penalty - 25 points per missing cadet:**  
(9 cadets + cadet CDR required)

**Penalty Points assessed:**

**Unit Missing \_\_\_\_\_ Cadet (s) =**

(# missing X 25)

**Cadet Commander's**

**Initials: \_\_\_\_\_**

Judge Remarks:

# 2014/15 AREA 11 – Unarmed Platoon Exhibition

For Score room Only  
MAX 165 Pts This Sheet

**REV-0**

School Name: \_\_\_\_\_

Judge #2: \_\_\_\_\_

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-20</b>	
Report Out	Verbal report-out and all movements to exit drill floor		
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-20</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation		
Dress and Cover	Constant attention to alignment of performing cadets	<b>0-20</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often		
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-20</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-20</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-20</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-20</b>	
MILITARY FLAVOR	Routine proudly befits a <u>military</u> JROTC competition	<b>0-25</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation		

Judge Remarks:

# 2014/15 AREA 11 – Unarmed Platoon Exhibition

**REV-0**

School Name: \_\_\_\_\_

For Score room Only MAX 165 Pts This Sheet
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Judge #3: \_\_\_\_\_

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-20</b>	
Report Out	Verbal report-out and all movements to exit drill floor		
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-20</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation		
Dress and Cover	Constant attention to alignment of performing cadets	<b>0-20</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often		
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-20</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-20</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-20</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-20</b>	
MILITARY FLAVOR	Routine proudly befits a <u>military</u> JROTC competition	<b>0-25</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation		

Judge Remarks:

# 2014/15 AREA 11 EXHIBITION DRILL - Penalty Sheet

## PENALTY JUDGE

This sheet will be used for both exhibition drill routines. All data transfers to Head Judge's sheet.

**School Name:** \_\_\_\_\_

**Penalty Judge's Name:** \_\_\_\_\_

**Circle the drill that was performed** Unarmed EXHIBITION or Armed EXHIBITION

**Too few cadets penalty (Number of cadets on team = \_\_\_\_\_ )** = \_\_\_\_\_  
**(25 points/missing cadets)**

**Boundary Violations: Number of Occurrences @ 5 points per occurrence** = \_\_\_\_\_

**Time Violations (minimum 6 minutes & maximum 9 minutes): Time of performance:** \_\_\_\_\_

**Number of seconds over or under \_\_\_\_\_ @ 1 point/second** = \_\_\_\_\_

**Dropped Rifle: Number of Occurrences \_\_\_\_\_ @ 5 points per occurrence** = \_\_\_\_\_

**Unauthorized Uniform Modifications/Equipment/ and/or**

**Other SOP Violations (explained below):**

\_\_\_\_\_ = \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED** = \_\_\_\_\_

**All data transfers to Head Judge's sheet.**

**Head Judge's Name** \_\_\_\_\_

**Head Judge's Signature** \_\_\_\_\_

**Notes**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Note: Along with the three floor judges, a 4th judge is added in the Exhibition Drill segment of the competition if possible. Although this 4th judge will not conduct event scoring, he/she will be responsible for timing the performance, and keeping track of boundary, dropped rifles and other violations. If a 4th judge is not available, the head judge will assume this responsibility.*

# 2014/15 AREA 11 – Color Guard

CC Initials School Name: \_\_\_\_\_

Score room Use Only  
MAX 170 pts this sheet.  
Grand Total:

**REV-0** Head Judge: \_\_\_\_\_

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command  
All units must execute this sequence EXACTLY as written – **add no additional commands!**

*Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)*

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	Order Colors (Ready Cut)	<b>Total Points (0-25)</b>	20.	Forward March	<b>Total Points (0-20)</b>
<b>02.</b>	<b>PRESENT COLORS (READY CUT)</b>		21.	Right Turn, March (Forward March)	
03.	VERBAL REPORT-IN		22.	Countermarch, March (Forward March)	
<b>04.</b>	<b>ORDER COLORS (READY CUT)</b>		23.	Eyes Right	
<b>05.</b>	<b>PARADE REST</b>		24.	Ready Front	
06.	Color Guard, Attention	<b>Total Points (0-15)</b>	25.	Mark Time, March (5 seconds)	<b>Total Points (0-20)</b>
07.	Carry Colors (Ready Cut)		26.	Forward March	
08.	Countermarch, March (Forward March)		27.	Left Turn, March (Forward March)	
09.	Left Turn, March (Forward March)		28.	Left Turn, March (Forward March)	
10.	Countermarch March (Forward March)		29.	Left Turn, March (Forward March)	
<b>11.</b>	<b>COLORS HALT</b>		30.	Countermarch, March (Forward March)	
12.	Countermarch, March (Forward March)	<b>Total Points (0-30)</b>	<b>31.</b>	<b>COLORS HALT</b>	<b>Total Points (0-20)</b>
13.	Eyes Left		32.	Countermarch, March (Forward March)	
14.	Ready Front		<b>33.</b>	<b>COLORS HALT</b>	
15.	Countermarch, March (Forward March)		34.	Order Colors (Ready Cut)	
16.	Right Turn, March (Forward March)		<b>35.</b>	<b>PRESENT COLORS (READY CUT)</b>	
<b>17.</b>	<b>COLORS HALT</b>	<b>Total Points (0-10)</b>	36.	Verbal Report-Out	<b>Total Points (0-15)</b>
18.	Order Colors (Ready Cut)		37.	Order Colors (Ready Cut)	
<b>19.</b>	<b>CARRY COLORS (READY CUT)</b>		<b>38.</b>	<b>CARRY COLORS (READY CUT)</b>	
			<i>Exit the drill floor</i>		

**HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-15)** \_\_\_\_\_

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- |                                |                                   |
|--------------------------------|-----------------------------------|
| 1. <b>AL</b> = ALIGNMENT       | 6. <b>ICC</b> = INCORRECT COMMAND |
| 2. <b>C</b> = COVER            | 7. <b>IE</b> = IMPROPER EXECUTION |
| 3. <b>OS</b> = OUT OF STEP     | 8. <b>OOS</b> = OUT OF SEQUENCE   |
| 4. <b>RA</b> = RIFLE ALIGNMENT | 9. <b>AS</b> = ALIGNMENT/SPACING  |
| 5. <b>EP</b> = EQUIPMENT PREP  | 10. <b>EC</b> = EXTRA COMMANDS    |

Judge Total  
(for Scorer's use)

Judge's Name: \_\_\_\_\_

Judge Remarks:

# 2014/15 AREA 11 – Color Guard

CC Initials  School Name: \_\_\_\_\_  
 Judge #2: \_\_\_\_\_

Score room Use Only  
 MAX 165 pts this sheet.  
 Grand Total:

**REV-1**

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command  
 All units must execute this sequence EXACTLY as written – **add no additional commands!**

*Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)*

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	Order Colors (Ready Cut)	<b>Total Points (0-25)</b>	20.	Forward March	<b>Total Points (0-20)</b>
<b>02.</b>	<b>PRESENT COLORS (READY CUT)</b>		21.	Right Turn, March (Forward March)	
03.	VERBAL REPORT-IN		22.	Countermarch, March (Forward March)	
<b>04.</b>	<b>ORDER COLORS (READY CUT)</b>		23.	Eyes Right	
<b>05.</b>	<b>PARADE REST</b>		24.	Ready Front	
06.	Color Guard, Attention	<b>Total Points (0-15)</b>	25.	Mark Time, March (5 seconds)	<b>Total Points (0-20)</b>
07.	Carry Colors (Ready Cut)		26.	Forward March	
08.	Countermarch, March (Forward March)		27.	Left Turn, March (Forward March)	
09.	Left Turn, March (Forward March)		28.	Left Turn, March (Forward March)	
10.	Countermarch March (Forward March)		29.	Left Turn, March (Forward March)	
<b>11.</b>	<b>COLORS HALT</b>		30.	Countermarch, March (Forward March)	
12.	Countermarch, March (Forward March)	<b>Total Points (0-30)</b>	<b>31.</b>	<b>COLORS HALT</b>	<b>Total Points (0-20)</b>
13.	Eyes Left		32.	Countermarch, March (Forward March)	
14.	Ready Front		<b>33.</b>	<b>COLORS HALT</b>	
15.	Countermarch, March (Forward March)		34.	Order Colors (Ready Cut)	
16.	Right Turn, March (Forward March)		<b>35.</b>	<b>PRESENT COLORS (READY CUT)</b>	
<b>17.</b>	<b>COLORS HALT</b>		36.	Verbal Report-Out	
18.	Order Colors (Ready Cut)		37.	Order Colors (Ready Cut)	
<b>19.</b>	<b>CARRY COLORS (READY CUT)</b>	<b>Total Points (0-10)</b>	<b>38.</b>	<b>CARRY COLORS (READY CUT)</b>	<b>Total Points (0-15)</b>
			<i>Exit the drill floor</i>		

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- |  |   |
|--|---|
| 1. <b>AL</b> = ALIGNMENT<br>2. <b>C</b> = COVER<br>3. <b>OS</b> = OUT OF STEP<br>4. <b>RA</b> = RIFLE ALIGNMENT<br>5. <b>EP</b> = EQUIPMENT PREP | 6. <b>ICC</b> = INCORRECT COMMAND<br>7. <b>IE</b> = IMPROPER EXECUTION<br>8. <b>OOS</b> = OUT OF SEQUENCE<br>9. <b>AS</b> = ALIGNMENT/SPACING<br>10. <b>EC</b> = EXTRA COMMANDS |
|--|---|

Judge Total  
 (for Scorer's use)

**HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-10)** \_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks:



# 2014/15 AREA 11 – Color Guard

CC Initials School Name: \_\_\_\_\_  
 Judge #3: \_\_\_\_\_

Score room Use Only  
 MAX 165 pts this sheet.  
 Grand Total:

**RFV.1**  
**REV-1**

Pause 5 seconds on **BOLD UPPERCASE COMMANDS** before giving the next command  
 All units must execute this sequence EXACTLY as written – **add no additional commands!**  
 Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	Order Colors (Ready Cut)	<b>Total Points (0-25)</b>	20.	Forward March	<b>Total Points (0-20)</b>
02.	<b>PRESENT COLORS (READY CUT)</b>		21.	Right Turn, March (Forward March)	
03.	VERBAL REPORT-IN		22.	Countermarch, March (Forward March)	
04.	<b>ORDER COLORS (READY CUT)</b>		23.	Eyes Right	
05.	<b>PARADE REST</b>		24.	Ready Front	
06.	Color Guard, Attention	<b>Total Points (0-15)</b>	25.	Mark Time, March (5 seconds)	<b>Total Points (0-20)</b>
07.	Carry Colors (Ready Cut)		26.	Forward March	
08.	Countermarch, March (Forward March)		27.	Left Turn, March (Forward March)	
09.	Left Turn, March (Forward March)		28.	Left Turn, March (Forward March)	
10.	Countermarch March (Forward March)		29.	Left Turn, March (Forward March)	
11.	<b>COLORS HALT</b>		30.	Countermarch, March (Forward March)	
12.	Countermarch, March (Forward March)	<b>Total Points (0-30)</b>	31.	<b>COLORS HALT</b>	<b>Total Points (0-20)</b>
13.	Eyes Left		32.	Countermarch, March (Forward March)	
14.	Ready Front		33.	<b>COLORS HALT</b>	
15.	Countermarch, March (Forward March)		34.	Order Colors (Ready Cut)	
16.	Right Turn, March (Forward March)		35.	<b>PRESENT COLORS (READY CUT)</b>	
17.	<b>COLORS HALT</b>		36.	Verbal Report-Out	
18.	Order Colors (Ready Cut)		37.	Order Colors (Ready Cut)	
19.	<b>CARRY COLORS (READY CUT)</b>	<b>Total Points (0-10)</b>	38.	<b>CARRY COLORS (READY CUT)</b>	<b>Total Points (0-15)</b>
			<i>Exit the drill floor</i>		

<p><b>LEGEND FOR JUDGE COMMENTS ABOVE:</b></p> <table style="width: 100%;"> <tr> <td>1. <b>AL</b> = ALIGNMENT</td> <td>6. <b>ICC</b> = INCORRECT COMMAND</td> </tr> <tr> <td>2. <b>C</b> = COVER</td> <td>7. <b>IE</b> = IMPROPER EXECUTION</td> </tr> <tr> <td>3. <b>OS</b> = OUT OF STEP</td> <td>8. <b>OOS</b> = OUT OF SEQUENCE</td> </tr> <tr> <td>4. <b>RA</b> = RIFLE ALIGNMENT</td> <td>9. <b>AS</b> = ALIGNMENT/SPACING</td> </tr> <tr> <td>5. <b>EP</b> = EQUIPMENT PREP</td> <td>10. <b>EC</b> = EXTRA COMMANDS</td> </tr> </table>	1. <b>AL</b> = ALIGNMENT	6. <b>ICC</b> = INCORRECT COMMAND	2. <b>C</b> = COVER	7. <b>IE</b> = IMPROPER EXECUTION	3. <b>OS</b> = OUT OF STEP	8. <b>OOS</b> = OUT OF SEQUENCE	4. <b>RA</b> = RIFLE ALIGNMENT	9. <b>AS</b> = ALIGNMENT/SPACING	5. <b>EP</b> = EQUIPMENT PREP	10. <b>EC</b> = EXTRA COMMANDS	<p>Judge Total (for Scorer's use)</p>
1. <b>AL</b> = ALIGNMENT	6. <b>ICC</b> = INCORRECT COMMAND										
2. <b>C</b> = COVER	7. <b>IE</b> = IMPROPER EXECUTION										
3. <b>OS</b> = OUT OF STEP	8. <b>OOS</b> = OUT OF SEQUENCE										
4. <b>RA</b> = RIFLE ALIGNMENT	9. <b>AS</b> = ALIGNMENT/SPACING										
5. <b>EP</b> = EQUIPMENT PREP	10. <b>EC</b> = EXTRA COMMANDS										

**HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-10)** \_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks:

# 2014/15 AREA 11 – Color Guard

School Name: \_\_\_\_\_

REV-0

Cadence & Penalty Judge: \_\_\_\_\_

<p style="text-align: center;"><u>Cadence checked between commands #14 - #20</u></p> <p style="text-align: center;"><b>60 Second Cadence</b></p> <p>If cadence checked for 15 seconds, x 4                  If cadence checked for 30 seconds, x 2</p> <p><b>TOTAL ONE MINUTE CADENCE</b> _____</p>	<p style="text-align: center;"><b><u>Point Loss Range</u></b></p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 5px;"><b>Cadence</b></th> <th style="text-align: left; padding: 5px;"><b>Penalty</b></th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">103 or below.....</td> <td style="padding: 5px;">- 20</td> </tr> <tr> <td style="padding: 5px;">104 – 107 .....</td> <td style="padding: 5px;">- 10</td> </tr> <tr> <td style="padding: 5px;">108 – 111 .....</td> <td style="padding: 5px;">- 5</td> </tr> <tr> <td style="padding: 5px;">112 – 120 .....</td> <td style="padding: 5px;">0</td> </tr> <tr> <td style="padding: 5px;">121 – 124 .....</td> <td style="padding: 5px;">- 5</td> </tr> <tr> <td style="padding: 5px;">125 – 128 .....</td> <td style="padding: 5px;">- 10</td> </tr> <tr> <td style="padding: 5px;">129 or above .....</td> <td style="padding: 5px;">- 20</td> </tr> </tbody> </table>	<b>Cadence</b>	<b>Penalty</b>	103 or below.....	- 20	104 – 107 .....	- 10	108 – 111 .....	- 5	112 – 120 .....	0	121 – 124 .....	- 5	125 – 128 .....	- 10	129 or above .....	- 20
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129 or above .....	- 20																

**Team Cadence Penalty (From Above)** = \_\_\_\_\_

**Boundary Violations**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Incorrect Commands**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Pause Violations:**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Unauthorized Uniform Modifications/Equipment/ and/or**

**Other SOP Violations (explained below):**

\_\_\_\_\_ = \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED**..... \_\_\_\_\_

**Judge Remarks:**