

*Dallas ISD
Leadership Cadet Corp (LCC)
30 Middle Schools / Grades 6 – 8*

Instructor Requirements	Curriculum	Instructor Day	Uniforms
<p>Option 1: Minimum served 3 years honorably in the military or Honorably Retired from the Military AND Certified Teacher in Physical Education</p>	<p>Adapt High School program to meet the needs of the students in Middle School</p> <p>Follow the National Operating Procedures that are followed for High School JROTC</p>	<p>Has periods of Leadership Cadet Corp class throughout the day</p> <p>Leadership Cadet Corp substitutes for Physical Education Credit or Taken as elective</p> <p>Practice during before/after school dependent on the school</p>	<p>No standard uniform is required throughout the district</p> <p>Usually white shirt with black pants unless donation from Military Base are secured</p> <p>Campuses/Instructor requests donations of uniforms from Military Base such as Fort Sill, OK and utilize those uniforms for their program</p>
<p>Option 2: Have a Leadership Cadet Corp Certification (LCC)- To have the LCC certification instructor has to be Honorably Retired from the military</p>			

*Military cannot fund middle school LCC Program prior to high school.

National Middle School Cadet Corps



2015 Drill Championships
Standard Operating Procedures

National Middle School Drill Championship Table of Contents

Drill Site Location: Clark Stadium, 5201 C.A. Roberson, Fort Worth, Texas 76016

Hotel Information: Radisson Fort Worth, 2540 Meacham Blvd, Fort Worth, TX 76106 (817-625-9911)

Best attempts have been made to ensure all questions are answered in this Standard Operating Procedure. However, it is recommended that you consult your service drill and ceremonies manual

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NATIONAL MIDDLE SCHOOL DRILL CHAMPION PRE-REGISTRATION FORM

Drill Site Location: Clark Stadium, 5201 C.A. Roberson, Fort Worth, Texas 76016

Hotel Information: Radisson Fort Worth, 2540 Meacham Blvd, Fort Worth, TX 76106 (817-625-9911)

**ATTENTION: PLEASE NOTE COMPETITION SEQUENCE FOR 2015 IS SEQUENCE #1
DRILL AND SEQUENCE #1 COLOR GUARD.**

School/Unit: _____ Instructor: _____

Branch of Service: Army _____ Marine _____ Navy _____ Air force _____

Address: _____ City: _____ Zip: _____

Phone #: _____ Ext: _____ Fax: _____ e-mail: _____

COLOR GUARD COMPETITION:

Unarmed _____

Number of Team Members _____

Armed _____

Number of Team Members _____

Note: All Drill Teams & Color Guards will go through inspection phase prior to the performance phase. The purpose of inspection is to inspect the drill teams & Color Guards prior to their performance. Inspection IS NOT a separate event; therefore individuals who are competing in the Drill Team/Color Guard events WILL be the inspected team. No substitute, addition or removal of a cadet is allowed after the inspection phase.

DRILL TEAM REGULATION:

Unarmed _____

Number of Team Members _____

Armed _____

Number of Team Members _____

DRILL TEAM EXHIBITION:

Unarmed _____

Number of Team Members _____

Armed _____

Number of Team Members _____

KNOCK OUT DRILL: Number of Cadets _____

T-Shirt order (PRE ORDER ONLY) S _____ M _____ L _____ XL _____ XXL _____ Total _____

Entry Fee: \$100.00 per school (one armed or unarmed drill team and one armed or unarmed color guard team)

Drill teams will compete in Inspection, Regulation and exhibition) \$35.00 per additional teams.

** Late fee of \$50.00 will be charged if registration fee & form are not turned in by the last day of February of each year.

***Each school needs to pay a Membership fee of \$50.00 each year to be involved in the National Drill Meet. Membership fee is due by the last day of February of each year.

Spectator entry at the National Championships, \$4.00 per adult \$2.00 per person 5 – 17 years of age

Make Check Payable to: National Middle School Cadet Corps Mail/Delver to: 1SG Smith @ 30111 North Lake Falls Lane, Springs, TX 77386 POC Information: Email: jeremiah.marshall1@fwisd.org Office: 817-871-3251
lcdc1sg@aol.com Office: 281-782-9137

SECTION 1 – EVENT OVERVIEW

A. THE NATIONAL MIDDLE SCHOOL CADET CORPS DRILL SOP

Purpose: This Guide is published to provide information regarding all categories of drill team competition for the National Middle School Drill Team Competition. This competition is for middle school drill teams. The competition phase will be conducted in accordance with provisions of the following manuals: US Army TC 3-21.5, MCO P5060.20 and AFM 36-2203.

B. CATEGORIES/COMPOSITION/RESTRICTIONS OF DRILL TEAMS

The categories of Drill Teams are ARMED and UNARMED inspection, ARMED and UNARMED Regulation and ARMED and UNARMED Exhibition with each consisting of a Minimum of ten (10) Members to include the commander and a maximum of 16 members to include the commander and 11 & 17 should a team wishes to use a guide. A ten (10) points penalty will be assessed for each member less than the minimum.

SECTION 2 - GENERAL EVENT SPECIFICATIONS

A. Entering the Event

The Nationals are open to all Middle School Cadet Corps (MSCC) programs. The Team Registration Fee is \$100.00 for an armed or unarmed drill team and a Color Guard team per school. Each additional team will be \$35.00. A team unit may not enter multiple teams in the same event. The cover for adults is \$4.00, \$2.00 for children (5 -17).

B. Deadlines & Refund Policy

1. All units must register no later than the end of the first week in January. Registration will not be considered complete until the NMSCC has received full payment. Late registration fee will be accepted, however, there will be a \$50.00 late fee for payment received after 15 February.
2. Registration Fees are completely non-refundable.

Important Refund Exception Notes!

The NMSCC understands that a blanket refund policy as outlined above may appear inflexible. Understand however that thousands of dollars in non-refundable, up-front payments are made by the host command each year to ensure every team coming to the Nationals receive the event shirts, medallions, patches, team photos and dozens of other competition-related items. Teams simply deciding not to attend, albeit for valid reasons, would make the holding of this event impossible to accomplish. The Nationals has developed a corporate policy regarding exceptions to the refund policy that all attendees should know. Because of the often over-reaction that can occur from decision makers, the Nationals has made several modifications to the refund policies noted above. These are:

The Nationals will refund any school registration fee should a school board, principal, or other oversight that prevent all school travel. (Note: all teams should find out their current school board policy regarding travel BEFORE entering the NMSDTC in November & early December.)

Should any federal governmental body delay ground flights, buses or other transportation due to any national security issue, and this delay will in turn keep a school from attending the event, the Nationals will work with the hotels and other event suppliers to attempt to gain a maximal refund of any/all monies paid. This refund will be sent to schools as soon as possible after the completion of the event.

Lastly and most importantly, IF FOR ANY REASON the NMSDTC event is cancelled; all schools will be given a full refund of all monies paid to the National. Thank you for your understanding on this matter.

C. Competition Discipline & Conduct

1. Although discipline problems are not expected at a drill meet of this caliber, addressing problem situations now is the best way to prevent any future disciplinary problems. The Nationals reserves the right to remove any individual, group or competition unit from the event for destructive, profane or other misconduct behavior at the NMSCC or conduct detrimental to the NMSDTC. This includes behavior inappropriate on or off the NMSDTC competition site and/or any hotels.
2. While cadets are waiting to compete at the competition site or just remaining as spectators, they must be either: #1) at the concession or rest room areas, #2) in the dressing areas getting ready for competition, or #3) in their seats watching the event. Dressing areas if provided are solely for the convenience of teams. These areas are totally unsecured. Teams using these areas should not leave personal belongings unattended. Any abuse of these facilities will not be tolerated while at the Nationals. Teams should only dress in dressing rooms or restroom facilities. Do not allow your cadets to dress in the bleachers or parking lots.
3. Teams should bring all needed equipment to clean & shine shoes, belts, buckles, uniforms etc. Hotel towels or other hotel items are NOT to be used to polish shoes.

D. Commander's Call

1. Instructors are encouraged to ask all questions of concern by emailing GYSGT Farley A. Simon at Farley.simon@fwisd.org, or CW4. Jeremiah G. Marshall at Jeremiah.Marshall1@fwisd.org. In addition, a Commander's Call will be conducted prior to the first scheduled performance. Location and directions for this pre-competition meeting will be announced during check in.
2. While there is no penalty for missing this Commander's Call, teams will be responsible for all information, SOP modifications and clarifications and scheduling assignments coming out of the Commander's Call.
3. The Commander's Call is held for Instructors only. No team members or parents are allowed to attend. Last minute instructor's questions should be addressed at the commanders' call. We highly recommend questions should be asked in advanced via email or telephone whenever possible.

E. Awards Ceremony

1. Awards Ceremonies are held shortly after the final team has completed their last event. The Awards Ceremony is as much a part of the NMSCC drill competition as any team event. All teams are expected to attend in uniform. Should a true emergency keep a unit from attending the ceremony, arrangements will be made to ship trophies to your unit, COD.

SECTION 3 – COMPETITION AREA SPECIFICATIONS

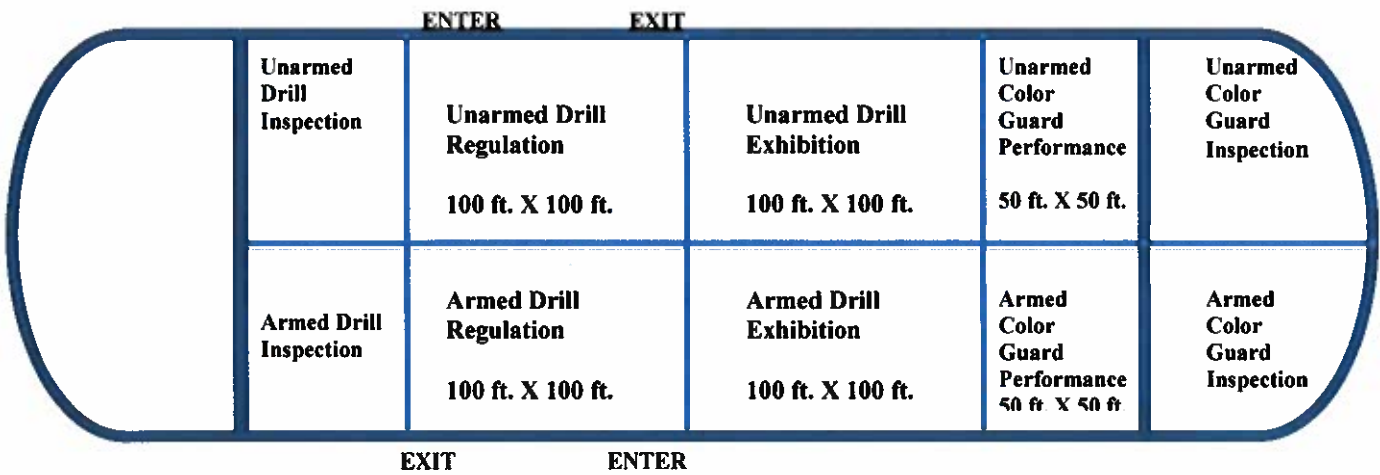
A. DRILL AREA SPECIFICATIONS

1. No practicing is allowed on the competition floor. Schools may utilize the parking lot areas for practice or where open space is available. **Individuals/teams should not be in the drill areas at any time other than their competition time (no advance “walking off the routine” before the event).**
2. Competition poses stress and the ability to control nerves. To fairly evaluate each commander's ability to control their platoon and knowledge of drill; instructors are not allowed to escort their teams onto the drill floor. The head judge will penalize teams 100 points for violation of this rule. Instructors will be advised of their boundary area during commanders' call. Drill teams will march onto the drill floor. A

commander **SHOULD NOT** position him/herself on the drill floor and give the command **“FALL IN”**. The head judge will penalize teams 25 points for violation of this rule.

3. Drill areas are marked using traffic pylons to outline the floor. Regulation drill teams are restricted to the entry and exit areas. This is the only point where a team may enter/exit a drill area (do not ask for an exception); the head judge will penalize teams 25 points for violation of this rule. Exhibition drill teams and color guard may enter and exit at either end of the exhibition area. Entrance/exit are about 20' across (with the exception of the Inspection areas and Color Guard areas which are smaller and diagrammed specifically). Commanders should ask the head judge of his/her location as to identify his/her placement from a distance.

4. Boundary violations are penalized when a cadet or his/her clothing comes in contact with any part of the boundary cones or step outside the imaginary line of site.



SECTION 4- COMPETITION RULES

A. Eligibility & Performance

1. Because of the variety of academic / eligibility standards nationwide, NMSCC does not regulate the scholastic qualifications of attendees.
2. To more fairly allow the balance between large NMSCC programs and their smaller counterparts, all competing together at the NMSCC, The minimum / maximum platoon roster size for armed and unarmed is 10 and 16 to include the commander with an exception of 11 and 17 if a platoon wishes to use a guide.
3. Again, to more fairly allow the balance between large MSCC programs and their smaller counterparts, Cadets may compete on two teams at the Nationals in the following order, a drill team and color guard but not on both drill teams, and or both color guard teams. Teams found in violation of this will be disqualified from the event. All team members must go through inspection. Once a team starts the competition no substitute, addition or removal of a cadet is allowed during the competition except: If a team chooses to use a guide, for safety the guide is not allowed to spin or toss the guidon during the exhibition phase. Therefore, a team is allowed to remove the guide from the exhibition phase.

ENSURE YOUR TEAM DOES NOT HAVE CADETS VIOLATING THIS RULE.

4. Every team from a school MUST be denoted when reporting in with a distinctive & descriptive team name (i.e., Blue Angles Middle School- Eagle Battalion). All names should obviously reflect good taste with military, historical and/or school nicknames preferred.

REPORTING IN:

- B.** Upon the direction of the Head Judge the Team Commander will march his/her unit forward, halt and report in. If reporting for inspection, the commander must:
1. Salute, Verbal Report In (Unit gives the school and/or team name, along with "we will drill in accordance with one of the following manuals, TC 3-21.5, MCO P5060.20 or AFM & AF 36-2203) and request permission to form for inspection. The judge will salute and say "Carry On" or similar to signify he/she is ready" and all commands and movements is expected in accordance with the manual reported in.
 2. After forming for inspection, the commander will inform the judge that his/her unit is formed for inspection.
 3. Except for exhibition drill, there are no formation regulations but commanders must follow the proper verbiage.
 4. INSPECTION: All cadets on the ARMED and UN-ARMED drill teams must execute PRESENT ARMS and report i.e. Sir, or Rank of instructor, then CDT Rank and Last Name is standing by for inspection when the inspector steps in front of him/her and terminate their salute after the inspector terminates his/her salute or acknowledges the cadet.

Uniform & RANK REGULATIONS

The uniform may be that of the unit's Instructor/Cadre's choice. The NMSCC does not encourage the wearing of military uniforms. Should instructors decide to put their team in a military uniform, the uniform must be worn in accordance with that service uniform regulation. Non-military style uniform approved for wear by the unit's instructor cadre is authorized. No restrictions are placed on color, material, headgear, footwear, leggings or accessories to the uniform. (No taps on shoes) No uniform changes will be allowed during or between phases of the meet. All parts of the uniform are subject to inspection. Uniformity will be expected.

Uniform Dress and Appearance

The NMSDC is judged under strict discipline, in part, by the manner in which a cadet wears a prescribed uniform, as well as by the individual's personal appearance. The requirement for hair grooming standards is necessary to maintain uniformity within the corps. Therefore, a neat and well-groomed appearance by all cadets is fundamental to the corps and contributes to building the pride and esprit essential to an effective uniformity appearance. It is not possible to address every acceptable hairstyle, or what constitutes eccentric or conservative grooming. Therefore, cadets will be judge/inspected under the following guidelines.

Cadets Grooming – Male



- a. Hair will be clean and cut to present a neat grooming appearance.
- b. Hair must not touch the ears or the shirt collar.
- c. Earrings will not be worn.
- d. Hair will not be worn in extreme or fad style such as a Mohawk, ducktail, or braids; fad hair coloring is not authorized.
- e. No visual appearance of piercing on face or tongue.

Cadets Grooming – Female



- a. Hair must be clean, neatly arranged and styled to present a professional feminine appearance.

- b. Hair must not touch the shirt color.
- c. Hair will not be worn in extreme or fad style.
- d. Hair will not be worn with ornaments such as ribbons, jeweled pins, etc. However, plain barrettes to hold hair in place are appropriate.
- e. If worn, only a small conservative gold, white or silver colored round pierced earrings will be worn. When worn, earrings must fit tightly against the ear and will not extend below the earlobe. Only one (1) earring or healing post may be worn in each ear.
- f. Fingernails will not be painted in a fad style or color. Light pink or other natural "clear" colors are acceptable. Black is not authorized.

INSTRUCTORS

The Nationals in no way requires instructors to wear specific clothing (uniforms) at any time while at the nationals. However, it is recommended that each follow their JROTC service uniform regulations for instructors that attend official functions such as drill meets. Instructors are **STRONGLY ENCOURAGED** to follow JROTC headquarters regulations that may be in place regarding appropriate dress while accompanying their unit at functions. NMSDTC does suggest that all instructors, at minimum, wear appropriate attire befitting a JROTC instructor while at the championships. Instructors should also be aware that while there is no specific requirement of instructor's attire during the competition, all judges and the official party will be in full dress uniform.

SECTION 5 – SCORING & TIMING

A. Event Timing

1. The penalty assessed for a performance not falling between these time periods is **ONE (1) POINT PER SECOND OVER/UNDER THE TIME RANGE**. Time limits are for Exhibition Drill only (Min. 3 Minutes - Max. 5 Minutes for unit's routine).

Important Note! Teams have 60 seconds from entering the drill floor to reporting in and 60 seconds after reporting out to exit the drill floor.

Inspection has no time limit; however, 10 minutes should be sufficient for completion. There is no timing Color Guard Regulation Drill as the completion of the movements, in cadence, is satisfactory. The pace for drill is 120 steps per minute and the head judge will penalize for too slow or fast cadence. However, teams are reminded that during these two drills they should not prolong the report in/out process or the uncasing movements of the colors. Should judges feel that teams are belaboring these moves, it will be reflected in their overall evaluation.

2. **VERY IMPORTANT:** Exhibition performances can maintain team/individuals motivation displays prior to their actual performance. Once your team has been called to report, the Cadet Commander must have his/her team enter the drill area. While entering, teams are allowed to begin their motivation chant with a one (1) minute maximum display. The head judge or his/her designee will begin timing when the last cadet crosses the ready line. Motivation displays are not allowed outside the drill area. Please ensure your performance does not go over the maximum time limit if you plan to include one of these impressive displays. Teams synchronize motivation chant time will end when the team **STOPS** To report in. Should your team wishes to perform another motivation display after their performance, they are allowed one minute after reporting out to exit the drill area.

SCORING TIE-BREAKERS

All efforts are made to prevent scoring ties at the NMSDTC. All event and Overall Championship scoring ties will be broken by re-totaling score sheets utilizing the applicable tie-breaker in the following order:

INSPECTION **(Color Guard & Drill Team)**

1. Highest combined inspection score and Head Judge's regulation score.
2. Highest combined inspection score and Judge #2 regulation score.
3. Highest combined inspection score and Judge #3 regulation score.
4. Highest combined inspection and regulation scores.

COLOR GUARD

1. Totaling only Head Judge's scores
2. Totaling only Judge #2 Scores
3. Totaling only Judge #3 Scores
4. Lowest standard deviations of the teams score.
5. Highest Inspection Score.

DRILL TEAMS **(Regulation & Exhibition)**

1. Totaling only Head Judge's scores
2. Totaling only Judge #2 Scores
3. Totaling only Judge #3 Scores
4. Lowest standard deviations of the teams score.
6. Highest Inspection Score.

B. Score sheets

1. Questions regarding scoring or score tabulation are addressed following the event by telephone or in writing.

2. Every score sheet is triple-checked by NMSDTC personnel, as well as inputted & totaled on a excel spreadsheet designed for the NMSDTC. The judges on the floor do not total the score sheets. Judges award Points or penalize where necessary only.

SECTION 6 - KNOCKOUT DRILLS

A. General Information

1. All cadets from every team competing at the Nationals may enter the Knockout Drill, regardless of what division they have competed within. They will need to pay their instructor \$1.00. The instructor will take the cadets & the money to the Person in Charge at the time of the Knockout Drill.
2. Uniforms (standard or exhibition uniforms are acceptable) and grooming should be presented appropriately. Covers are required to be worn and worn properly. Those cadets not in compliance may be "knocked out" at any time.
3. Cadets will assemble on the main floor and will be arranged in a judging set-up by the event judges. Cadets will be eliminated one by one until only one remains as the respective knockout champion
4. No swords or sabers are allowed in the Armed or Unarmed Knockout competition.

A. Judging & Scoring

1. Knockout drill is judged by the event judges and is a single elimination event. All judges' decisions are considered final and mistakes, however hard we try to eliminate them, WILL OCCUR. Again, good or bad decisions are FINAL! Cadence for the event is rhythmic but NOT 120 counts-per-minute. These movements will not be published in advance and will be known only to the Head Judge and the meet Judging Director.
2. Knockout drill commands will be given in clear, standard language. However, a few commands will be given which either cannot be executed from the position of the command issued or is a two-part command with only the first part of the command given. These are not trick commands, but are given to test the cadet's ability to both know the military manual of arms as well as to react correctly to any given command.
3. Upon being knocked out, any cadet who refuses to leave the floor immediately may be cause for that cadet's entire remaining team on the floor to be eliminated from the Knockout Drill. Cadets are expected to maintain their military bearing while leaving the drill floor. Cadets and spectators in the audience are expected to maintain exemplary behavior during knockouts, keeping noise and commentary to an absolute minimum so that the knockout may be conducted without distractions.
4. Teams should understand that the knockout drill is highly subjective. Oftentimes, winners are crowned as much by good fortune as by talent. Individuals wishing to discuss specific knockout cases are encouraged to do so AFTER the event is completed to be fair to the cadets remaining on the drill floor. No discussion will take place during the knockout drill about anything relating to the competition itself.

SECTION 7

TROPHIES, AWARDS

CROWNING THE CHAMPIONS

AND DOWN TIME

A. Trophies and points will be awarded first through fifth in all categories; and a national champion will be crowned in each category.

ARMED

Color Guard Inspection
Color Guard Regulation Drill
Drill Inspection
Drill Regulation
Drill Exhibition

UNARMED

Color Guard Inspection
Color Guard Regulation Drill
Drill Inspection
Drill Regulation
Drill Exhibition

The following points will be awarded in each category:

1st (20 points)
2nd (18 points)
3rd (16 points)
4th (14 points)
5th (13 points)
6th (12 points)
7th (11points)
8th (10 points)
9th (9 points)
10th (8 points)
11th (7 points)
12th (6 points)
13th (5 points)
14th (4 points)
15th (3 points)
16th (2 points)
17th (1 point)
18th (1point)
19th (1 point)
20h (1 point)

B. Determining the Grand Champions (Armed and Unarmed).

1. The armed and unarmed national champions will be determined by combining a team's score in armed drill and armed color guard for the armed champions and unarmed drill and unarmed color guard for the unarmed champions. First through third place trophies will be awarded for the overall champions (armed and unarmed). There are two categories of champions due to the fact that many districts do not allow weapons.

DURING DOWN TIME

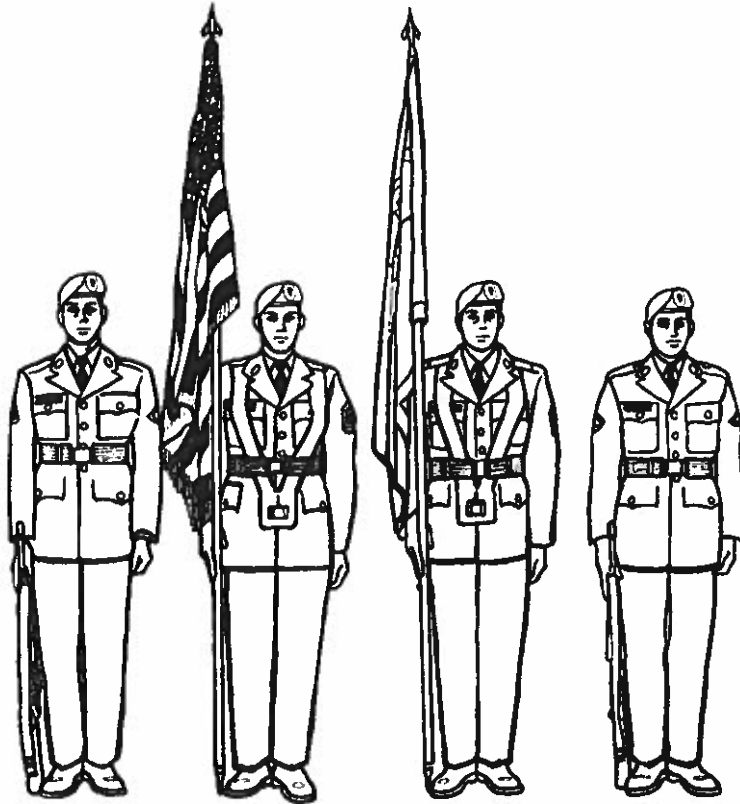
While waiting for the judges to complete the tabulation of scores, the following events are open to all participants.

- ▶ Two person team rifle exhibition (\$10 per team)
- ▶ Platoon drill, consist of 9 cadets plus the commander (\$10 per team)
- ▶ Spin Off (\$1 per person)
- ▶ Knock Out (\$1 per person)
- ▶ Medal to first place winners

Cards will be presented to the commander face down. The commander will pick a card and have about two minutes to discuss with their team. The commander will keep the card and return it after reporting out.

CARD 1		CARD 2	
1	RIGHT FACE	1	LEFT FACE
2	FORWARD MARCH	2	FORWARD MARCH
3	COLUMN RIGHT	3	REAR MARCH
4	COLUMN RIGHT	4	RIGHT FLANK
5	RIGHT OBLIQUE/PLATOON HALT	5	LEFT FLANK
6	FORWARD MARCH	6	COLUMN RIGHT
7	COLUMN RIGHT	7	COLUMN LEFT
8	COLUMN RIGHT	8	COUNTER COLUMN MARCH
9	CLOSE AND EXTEND WHILE MARCHING	9	CLOSE AND EXTEND WHILE MARCHING
10	EXTEND MARCH/FORWARD MARCH	10	COLUMN RIGHT
11	PLATOON HALT	11	COLUMN RIGHT
12	REPORT OUT	12	PLATOON HALT
		13	REPORT OUT
CARD 3		CARD 4	
1	RIGHT FACE	1	LEFT FACE
2	COLUMN OF FILES FROM THE RIGHT	2	FORWARD MARCH
3	COLUMN OF THREES TO THE LEFT	3	REAR MARCH
4	COLUMN RIGHT	4	COLUMN RIGHT
5	RIGHT FLANK	5	LEFT OBLIQUE MARCH IN PLACE HALT
6	LEFT FLANK	6	RESUME MARCH
7	COLUMN RIGHT	7	FORWARD MARCH
8	COLUMN RIGHT	8	COLUMN LEFT
9	COLUMN RIGHT	9	COUNTER COLUMN MARCH
10	CLOSE AND EXTEND WHILE MARCHING	10	PLATOON HALT
11	PLATOON HALT	11	REPORT HALT
12	REPORT OUT		

PROCEDURE GUIDE FOR COLOR GUARD COMPETITION



PURPOSE

This guide is published to provide information to all entrants in the Color Guard competition at the National Middle School Cadet Corps Drill Championships.

GENERAL INFORMATION

STANDARDS

Judging will be in accordance with TC 3-21.5, MCO P5060.20 or the AFM 36-2203. Teams will be 4 members ONLY. Scoring will be accomplished by a standard numerical system. Each team's scores will only be compared with other Color Guards of the same category. All Performance Phase movements will be on the orders of the Color Guard Commander. The Color Guard Commander will carry the National Colors.

TEAM COMPOSITION

Competition is restricted to schools currently enrolled with the National Middle School Cadet Corps. There will be two categories of Color Guard, (Four (4) MEMBER TEAM) Armed or Unarmed teams. No changes in personnel will be permitted once the team has completed inspection. Trophies will only be awarded for team winners first, second and third place.

UNIFORM AND EQUIPMENT

Uniforms may be any type approved by your Approving Authority. Both guards on the armed color guard will be armed with a non-serviceable replica rifle in current use by their respective unit and is in accordance with the NMSCC SOP. All Color Guard members will be required to wear pistol/cartridge (duty) belts and headgear/cover.

The only size staff and colors authorized for the NMSCC championships are an 8-foot staff (pike) and 3 feet by 5 feet colors.

COLOR GUARD INSPECTION PHASE

Initial Reporting

Prior to the designated time for beginning competition, (as published prior to the competition), the Color Guard Commander will report to the check-in table in the color guard area.

Inspection Area

1. All color guard units will stand a brief Inspection immediately prior to entering the drill floor. This Inspection is conducted in an adjacent area to the competition area. The color guard Inspection judge will introduce him/her self, ensure the team in the ready area is the team next up and is the team listed on the score sheet. The color guard commander will be asked to initial the score sheet to witness the school is correct. The judge will then move to a location on the floor where he/she will stand for both Report-In and Report-Out. On a visual signal from the judge, the color guard will form for inspection at normal interval. **Colors will remain cased during this phase.**

The correct procedures to follow are:

A. Present, Arms (**Colors remain cased and do not dip**) and report in, Verbal Report In: Unit gives the school and/or team name and "we will drill in accordance with, TC 3-21.5, MCO P5060.20 or AF 36-2203 Drill and Ceremonies Manual. Judge will salute and say "Carry On" or similar to signify he/she is ready");

B. Order Arms/Dress Right Dress/Ready Front. Visual & verbal inspection begins.

C. Judge moves from Right Rifle/Guard to Left Rifle/Guard, and then circles the color guard. When the judge returns in front of the color guard, the color guard commander states:

D. Carry Colors, Present Arms, Verbal Report Out (Unit gives the school and/or team name and makes clear they have finished with the inspection – Judge will return salute and say "Carry On" or similar to signify he/she is finish")

E. Marine Corps and Navy units have the option to carry rifles on the outboard shoulders (Left and Right shoulder).

F. MARK-TIME, MARCH and close the interval (while marching) if desires. Colors Reverse, March (Unit executes Reverse March and exit the drill area. Judging stops when the team exits the drill area.)

2. Uniform/equipment appearance and serviceability will be inspected. Questions pertaining to basic military knowledge (i.e. Chain of Command, citizenship, flags etc.) will be asked. Not only is the accuracy of the response noted, more importantly the manner of the response will be considered in the grading. Haircuts will be judged IAW appropriate service regulation and uniformity. All discrepancies will be pointed out to individual members and recorded on the Inspection Score Sheet.

Performance Phase

1 (a) upon direction of the Head Judge, the Color Guard will form in a line formation with the CASSED COLORS at the CARRY POSITION. As soon as the Color Guard is formed, they will conduct the Performance Phase using the commands and sequence as listed at the end of this Procedure Guide.

Penalty

Sequence must be committed to memory. Five points will be deducted from the overall score for each incorrect command or sequence violation. The pace of march is 120 steps per minute.

(b) 116-122 steps per minute (NO PENALTY)

(c) 112-115 (10 points penalty)

(d) 111-108 (20 points penalty)

(e) 107 and slower (30 points penalty)

The Performance Phase will be conducted in a designated area with the boundaries clearly marked with traffic cones or flags. The Head Judge will dismiss the Color Guard upon completion of the Performance Phase. The unit will Report-in with the same verbiage used during Unit Inspection: (1) school name & team name; (2) city & state you are from; (3) the drill manual you will perform by.

(b) Upon completion of the color guard performance, the color guard will report out and exit the drill floor with the colors uncased. **DO NOT CASE THE COLORS ON THE DRILL FLOOR.** The head judge will deduct for this violation under sequence violation.

2. All color guards are reminded that before, during and after the color guard inspection, this area is a low-noise zone. Units should use strong conversational volume when interacting with the judge. Please ensure spectators maintain no loud cheering or other loud celebrations or outbursts that could disturb other color guard competitors just a few feet away during the color guard inspection process.

Disqualification

If at any time during the Performance Phase, **the National or State Flag touches the ground** the performance will be **terminated** and the Color Guard team **will be disqualified and zero (0) points will be awarded.**

NOTE: Judges will award the lowest point value for all "Fancy Drill executed during the conduct of any phase of the Color Guard competition.

Judging & Scoring

1. The position of the Head Judge is fixed and denoted by a large "X" or traffic cone placed on the floor. Teams will report in and report out to this position only. It is the responsibility of the Head Judge to ensure he or she is at this position during both the report-in and report-out. See example layout for the exact position of the Head Judge.

ARMED COLOR GUARD

1. As the sequence outlines, Color Guard units should enter the Color Guard area, then uncase the colors. The team should THEN report in with uncased colors and complete the routine.

Sequence #1

1. Uncase Colors
2. Report In
3. Colors Reverse March (forward march)
4. Left Wheel March (forward march)
5. Colors Reverse March (forward march)
6. Right-Wheel March
7. Color Guard Halt
8. Order Colors
9. Parade Rest
10. Colors-Guard Attention
11. Carry Colors
12. Forward March
13. Right-Wheel March (forward march)
14. Left Wheel March (forward march)
15. Left Wheel March (forward march)
16. Eyes Right
17. Ready Front
18. Left Wheel March (forward march)
19. Left Wheel March (forward march)
20. Left Wheel March (forward march)
21. Color Guard Halt
22. Report Out

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

ARMED COLOR GUARD

Sequence #2

1. Uncase Colors
2. Report In
3. Left Wheel March (Forward March)
4. Left Wheel March (Forward March)
5. Colors Reverse March (Forward March)
6. Right Wheel March (Forward March)
7. Color Guard Halt
8. Order Colors
9. Parade Rest (Colors Attention)
10. Carry Colors
11. Right Wheel March (Forward March)
12. Left Wheel March (Forward March)
13. Left Wheel March (Forward March)
14. Left Wheel March (Forward March)
15. Eyes Right (Ready Front)
16. Colors Reverse March (Forward March)
17. Right Wheel March (Forward March)
18. Colors Reverse March (Forward March)
19. Mark Time March
20. Color Guard Halt
21. Present Arms/Present Colors
22. Report Out

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

ARMED COLOR GUARD

Sequence #3

1	Uncase Colors
2	Report In
3	Colors Reverse March (Forward March)
4	Left Wheel March (Forward March)
5	Right About March (Forward March)
6	Colors Halt
7	Order Colors
8	Parade Rest
9	Colors Attention
10	Carry Colors
11	Right Wheel March (Forward March)
12	Colors Reverse March (Forward March)
13	Left About March (Forward March)
14	Right Wheel March (Forward March)
15	Left Wheel March (Forward March)
16	Left Wheel March (Forward March)
17	Eyes Right
18	Ready Front
19	Colors Reverse March (Forward March)
20	Left Wheel March (Forward March)
21	Colors Halt
22	Report out

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

ARMED COLOR GUARD INSPECTION

SCHOOL NAME _____

Commander will form the color guard at normal interval at order colors.

HEAD JUDGE

COMMANDER

1. Team entry and Reports In	1	2	3	4	5	
2. Commanders' Bearing	1	2	3	4	5	
SUB TOTAL						

PART 2	Flag Etiquette	General Question	Citizenship Constitution	Uniform Prep	Personnel Hygiene	
Right Rifle	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	
Commander	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	

SUB TOTAL MAX SCORE 110

Flag Pole Ornaments MINUS 10 POINTS:

The only acceptable flag pole ornaments for drill and ceremony is the Army Spear.

Teams using the MCO P5060.20 must carry weapons on the outboard shoulders.

VIOLATION 25 POINTS

DROPPED WEAPON 10 POINTS (1) (2) (3) (4) (5)

SUB TOTAL Max Score 110

Judge #2 Max Score 100

TOTAL MAX SCORE 210

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES:

ARMED COLOR GUARD INSPECTION

SCHOOL NAME _____

JUDGE # 2

PART 2	Flag Etiquette	General Question	Citizenship Constitution	Uniform Prep	Personnel Hygiène	
Organization Colors	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	
Left Rifle	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	

TOTAL

Max Score 100

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES:

ARMED COLOR GUARD PERFORMANCE

HEAD JUDGE

SCHOOL NAME _____

Team entry and Reports In	1	2	3	4	5	
Team Appearance	1	2	3	4	5	
Condition of Colors	1	2	3	4	5	
Team Dress	1	2	3	4	5	
Commander's Bearing	1	2	3	4	5	
Commander's Poise	1	2	3	4	5	
Report Out	1	2	3	4	5	
Team Precision	1	2	3	4	5	
Alignment While Marching	1	2	3	4	5	
Halt	1	2	3	4	5	

SUB TOTAL

Max Score 50

DROPPED WEAPON 10 POINTS (1) (2) (3) (4) (5)

Boundary violation: 25 points per violation (1) (2) (3) (4) (5)

HEAD JUDGE

Max Score 50

FIELD JUDGE #1

Max Score 110

FIELD JUDGE #2

Max Score 110

GRAND TOTAL

Max Score 270

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES: _____

ARMED COLOR GUARD PERFORMANCE

Sequence #1

SCHOOL NAME _____

FIELD JUDGE #1

FIELD JUDGE #2

Uncase Colors	1	2	3	4	5	
Team entry and Reports In	1	2	3	4	5	
Colors Reverse March/Forward March	1	2	3	4	5	
Left Wheel March	1	2	3	4	5	
Colors Reverse March/Forward March	1	2	3	4	5	
Right Wheel March/Forward March	1	2	3	4	5	
Color Guard Halt	1	2	3	4	5	
Order Colors	1	2	3	4	5	
Parade Rest	1	2	3	4	5	
Color Guard Attention	1	2	3	4	5	
Carry Colors	1	2	3	4	5	
Forward March	1	2	3	4	5	
Right Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Eyes Right	1	2	3	4	5	
Ready Front	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Color Guard Halt	1	2	3	4	5	
Report Out	1	2	3	4	5	

SUB TOTAL

Max Score 110

**Minus missed/added commands. (1) (2) (3) (4) (5)
20 points per commands**

GRAND TOTAL

Max Score 110

Report all boundary violations to the head judge.

NOTES:

ARMED COLOR GUARD PERFORMANCE

Sequence #2

SCHOOL NAME _____

FIELD JUDGE #1	FIELD JUDGE #2				
Uncase Colors	1	2	3	4	5
Team entry and Reports In	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Colors Reverse March/Forward March	1	2	3	4	5
Right Wheel March/Forward March	1	2	3	4	5
Color Guard Halt	1	2	3	4	5
Order Colors	1	2	3	4	5
Parade Rest	1	2	3	4	5
Color Guard Attention	1	2	3	4	5
Carry Colors	1	2	3	4	5
Right Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Eyes Right	1	2	3	4	5
Ready Front	1	2	3	4	5
Colors Reverse March/Forward March	1	2	3	4	5
Right Wheel March/Forward March	1	2	3	4	5
Colors Reverse March/Forward March	1	2	3	4	5
Color Guard Halt	1	2	3	4	5
Report Out	1	2	3	4	5

SUB TOTAL

Max Score 110

Minus missed or added commands. (1) (2) (3) (4) (5)
20 points per commands

GRAND TOTAL

Max Score 110

Report all boundary violations to the head judge.

NOTES:

ARMED COLOR GUARD PERFORMANCE

Sequence #3

SCHOOL NAME _____

FIELD JUDGE #1 **and** **FIELD JUDGE #2**

1	Uncase Colors	1	2	3	4	5	
2	Report In	1	2	3	4	5	
3	Colors Reverse March/Forward March	1	2	3	4	5	
4	Left Wheel March/Forward March	1	2	3	4	5	
5	Right About March/Forward March	1	2	3	4	5	
6	Colors Halt	1	2	3	4	5	
7	Order Colors	1	2	3	4	5	
8	Parade Rest	1	2	3	4	5	
9	Colors Attention	1	2	3	4	5	
10	Carry Colors	1	2	3	4	5	
11	Right Wheel March/Forward March	1	2	3	4	5	
12	Colors Reverse March/Forward March	1	2	3	4	5	
13	Left About March/Forward March	1	2	3	4	5	
14	Right Wheel March/Forward March	1	2	3	4	5	
15	Left Wheel March/Forward March	1	2	3	4	5	
16	Left Wheel March	1	2	3	4	5	
17	Eyes Right	1	2	3	4	5	
18	Ready Front	1	2	3	4	5	
19	Colors Reverse March/Forward March	1	2	3	4	5	
20	Left Wheel March	1	2	3	4	5	
21	Colors Halt	1	2	3	4	5	
23	Report Out	1	2	3	4	5	
MAX SUB TOTAL 110							
Missed/added commands minus 20points per command (1) (2) (3) (4)							
MAX GRAND TOTAL 110							

NOTES: _____

UNARMED COLOR GUARD

Unarmed Color Guard will follow the procedure as the armed color guard, minus the use of rifles.

Sequence #1

1. Uncase Colors
2. Report In
3. Order Colors
4. Parade Rest (Colors Attention)
5. Carry Colors
6. Present Arms (Order Arms)
7. Colors Reverse March (Forward March)
8. Left Wheel March (Forward March)
9. Colors Reverse March (Forward March)
10. Right Wheel March/Halt
11. Order Colors
12. Parade Rest (Colors Attention)
13. Carry Colors (Forward March)
14. Right Wheel March (Forward March)
15. Left Wheel March (Forward March)
16. Left Wheel March (Forward March)
17. Eyes Right (Ready Front)
18. Left Wheel March (Forward March)
19. Left Wheel March (Forward March)
20. Left Wheel March (Forward March)
21. Colors Halt
22. Report Out

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

UNARMED COLOR GUARD

Unarmed Color Guard will follow the procedure as the armed color guard, minus the use of rifles.

Sequence #2

1. Uncase Colors
2. Report In
3. Left Wheel March (Forward March)
4. Left Wheel March (Forward March)
5. Colors Reverse March (Forward March)
6. Right Wheel March (Forward March)
7. Color Guard Halt
8. Order Colors
9. Parade Rest (Colors Attention)
10. Carry Colors
11. Right Wheel March (Forward March)
12. Left Wheel March (Forward March)
13. Left Wheel March (Forward March)
14. Left Wheel March (Forward March)
15. Eyes Right (Ready Front)
16. Colors Reverse March (Forward March)
17. Right Wheel March (Forward March)
18. Colors Reverse March (Forward March)
19. Mark Time March
20. Color Guard Halt
21. Present Arms/Present Colors
22. Report Out

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

UNARMED COLOR GUARD

Unarmed Color Guard will follow the procedure as the armed color guard, minus the use of rifles.

Sequence #3

1	Uncase Colors
2	Report In
3	Colors Reverse March
4	Forward March
5	Left Wheel March
6	Forward March
7	Right About March
8	Forward March
9	Colors Halt
10	Order Colors
11	Parade Rest
12	Colors Attention
13	Carry Colors
14	Right Wheel March
15	Forward March
16	Colors Reverse March
17	Forward March
18	Left About March
19	Forward March
20	Right Wheel March
21	Forward March
22	Left Wheel March
23	Forward March
24	Left Wheel March
25	Forward March
26	Eyes Right
27	Ready Front
28	Colors Reverse March
29	Forward March
30	Left Wheel March
31	Colors Halt
32	Report out

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

UNARMED COLOR GUARD INSPECTION

SCHOOL NAME _____

Commander will form the color guard at normal interval at order colors.

HEAD JUDGE

COMMANDER

1. Entry and Report In	1	2	3	4	5	
2. Commanders' Bearing	1	2	3	4	5	
SUB TOTAL						

PART 1	Flag Etiquette	General Question	Citizenship Constitution	Uniform Prep	Personnel Hygiene	
Right Guard	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	
Commander	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	

TOTAL MAX SCORE 110

Flag Pole Ornaments MINUS 10 POINTS:

The only acceptable flag pole ornaments for drill and ceremony is the Army Spear

Field Judge #1 Max Score 100

Judge #2 Max Score 100

Total Max Score 220

Commander will form the color guard at normal interval at order colors.

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES: _____

UNARMED COLOR GUARD INSPECTION

SCHOOL NAME _____

JUDGE #2

PART 2	Flag Etiquette	General Question	Citizenship Constitution	Uniform Prep	Personnel Hygiène	
Organization Colors	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	
Left Guard	(0) (10)	(0) (10)	(0) (10)	(2) (4) (6) (8)(10)	(2) (4) (6) (8) (10)	

TOTAL

Judge #2 Max Score 100

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES:

UNARMED COLOR GUARD PERFORMANCE

SCHOOL NAME _____

HEAD JUDGE

Team entry and Reports In	1	2	3	4	5	
Team Appearance	1	2	3	4	5	
Condition of Colors	1	2	3	4	5	
Team Dress	1	2	3	4	5	
Commander's Bearing	1	2	3	4	5	
Commander's Poise	1	2	3	4	5	
Report Out	1	2	3	4	5	
Team Precision	1	2	3	4	5	
Alignment While Marching	1	2	3	4	5	
Halt	1	2	3	4	5	

SUB TOTAL Max Score 50

Boundary violation:
20 points per violation (1) (2) (3) (4) (5)

FIELD JUDGE #1 Max Score 110

FIELD JUDGE #2 Max Score 110

GRAND TOTAL Max Score 270

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES:

UNARMED COLOR GUARD PERFORMANCE

Sequence #1

SCHOOL NAME _____

FIELD JUDGE #1	FIELD JUDGE #2				
Uncase Colors	1	2	3	4	5
Team entry and Reports In	1	2	3	4	5
Order Colors	1	2	3	4	5
Parade Rest/Colors Attention	1	2	3	4	5
Carry Colors	1	2	3	4	5
Present Arms/Order Arms	1	2	3	4	5
Colors Reverse March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Colors Reverse March/Forward March	1	2	3	4	5
Right Wheel March/Halt	1	2	3	4	5
Order Colors	1	2	3	4	5
Parade Rest/Colors Attention	1	2	3	4	5
Carry Colors/Forward March	1	2	3	4	5
Right Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Eyes Right/Ready Front	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Left Wheel March/Forward March	1	2	3	4	5
Colors Halt	1	2	3	4	5
Report Out	1	2	3	4	5

SUB TOTAL **Max Score 110**

Minus missed/added commands. (1) (2) (3) (4) (5)
20 points per commands

GRAND TOTAL **Max Score 110**

Report all boundary violations to the head judge.

NOTES: _____

UNARMED COLOR GUARD PERFORMANCE

Sequence #2

SCHOOL NAME _____

FIELD JUDGE #1

FIELD JUDGE #2

	1	2	3	4	5	
Uncase Colors	1	2	3	4	5	
Team entry and Reports In	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Colors Reverse March/Forward March	1	2	3	4	5	
Right Wheel March/Forward March	1	2	3	4	5	
Color Guard Halt	1	2	3	4	5	
Order Colors	1	2	3	4	5	
Parade Rest	1	2	3	4	5	
Color Guard Attention	1	2	3	4	5	
Carry Colors	1	2	3	4	5	
Right Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Left Wheel March/Forward March	1	2	3	4	5	
Eyes Right	1	2	3	4	5	
Ready Front	1	2	3	4	5	
Colors Reverse March/Forward March	1	2	3	4	5	
Right Wheel March/Forward March	1	2	3	4	5	
Colors Reverse March/Forward March	1	2	3	4	5	
Color Guard Halt	1	2	3	4	5	
Report Out	1	2	3	4	5	

SUB TOTAL

Max Score 110

Minus missed/added commands. (1) (2) (3) (4) (5)
20 points per commands

GRAND TOTAL

Max Score 110

Report all boundary violations to the head judge.

NOTES: _____

UNARMED COLOR GUARD PERFORMANCE

Sequence #3

SCHOOL NAME _____

FIELD JUDGE # 1		and		FIELD JUDGE # 2				
1	Uncase Colors	1	2	3	4	5		
2	Report In	1	2	3	4	5		
3	Colors Reverse March/Forward March	1	2	3	4	5		
4	Left Wheel March/Forward March	1	2	3	4	5		
5	Right About March/Forward March	1	2	3	4	5		
6	Colors Halt	1	2	3	4	5		
7	Order Colors	1	2	3	4	5		
8	Parade Rest	1	2	3	4	5		
9	Colors Attention	1	2	3	4	5		
10	Carry Colors	1	2	3	4	5		
11	Right Wheel March/Forward March	1	2	3	4	5		
12	Colors Reverse March/Forward March	1	2	3	4	5		
13	Left About March/Forward March	1	2	3	4	5		
14	Right Wheel March/Forward March	1	2	3	4	5		
15	Left Wheel March/Forward March	1	2	3	4	5		
16	Left Wheel March	1	2	3	4	5		
17	Eyes Right	1	2	3	4	5		
18	Ready Front	1	2	3	4	5		
19	Colors Reverse March/Forward March	1	2	3	4	5		
20	Left Wheel March	1	2	3	4	5		
21	Colors Halt	1	2	3	4	5		
23	Report Out	1	2	3	4	5		
SUB TOTAL MAX SCORE 110								
Missed/added commands minus 20 points (1) (2) (3) (4) (5)								
GRAND TOTAL MAX SCORE 110								

NOTES: _____

PROCEDURE GUIDE FOR
ARMED AND UNARMED DRILL COMPETITION



SECTION 1 - UNIT INSPECTION

- A. GENERAL INFORMATION**
- B. INSPECTION PROCEDURES**
- C. CADET VERBAL RESPONSES**

SECTION 2 - THE ARMED COMPETITION

- A. COMPETITION GUIDELINES**
- B. CADET COMMANDER REGULATIONS**
- C. REGULATION PHASE SEQUENCE OF EVENTS**

SECTION 3 - PLATOON REGULATION DRILL

- A. GENERAL INFORMATION**
- B. JUDGING & SCORING**
- C. REGULATION DRILL SEQUENCE MOVEMENTS**

SECTION 1 - UNIT INSPECTION

A. GENERAL INFORMATION

1. All team members must go through inspection. Once a team starts the competition no substitute, addition or removal of a cadet is allowed during the competition except: If a team chooses to use a guide, for safety the guide is not allowed to spin or toss the guidon during the exhibition phase. Therefore, a team is allowed to remove the guide from the exhibition phase. Should a weapon become broken during the competition, a team member is allowed onto the field to exchange the broken weapon without penalty.
2. All inspection questions will come from questions and answers in the back of this SOP.

B. INSPECTION PROCEDURES

1. Cadet Commander's with rifles must utilize the position of Sling Arms throughout the Inspection.
2. **VERY IMPORTANT:** The Head Judge will approach the Cadet Commander prior to entering the drill floor, impart a few words of wisdom ensure the unit is ready, and then return back into the Unit Inspection area. The Head Judge will ensure the other judges are ready, and then command in a very loud voice, "XXXXXX Middle School, REPORT"! The Cadet Commander will then verbally command the unit to enter the Inspection area. *The unit will be formed with 3 squads and centered on the Head Judge.*
3. Once in the designated area, the Cadet Commander will form his/her unit for inspection in accordance with their manual of choice, salute and report-in to the Head Judge with the unit at attention. **VERY IMPORTANT:** Do not have the unit salute the Head Judge in Unit Inspection. Only the Cadet Commander should salute the Head Judge to Report In/Out.

Important Note!

4. To report in correctly, the Cadet Commander should state: (1) school name & team name; (2) city & state you are from and (3) the drill manual you will perform in accordance with (TC 3-21.5, MCO P5060.20 or AFM or AF 36-2203.)

NOTE: DO NOT have the entire formation salute the judge – this is an exhibition movement!

5. After Report-In, the Head Judge will inspect the commander briefly (commander remains at Sling Arms). The Head Judge will tell the commander, "Precede me through the Inspection". Cadet Commander will follow these instructions and go with the Head Judge. The remaining two judges will then step off and begin their Inspection of the other two squads. As the inspector halts in front of each cadet, the cadet should execute Present Arms, greet the inspector, Example: Good morning/afternoon Sir or inspectors rank, Cadet Private First Class X standing by for inspection sir/ma'am. The inspector will return the salute with a greeting, Good morning/afternoon cadet and the cadet will execute order arms after the inspector terminate his/her salute. **Some units speak at the position of attention and others speak at parade rest.**

6. When the Head Judge has completed inspecting the front of the 1st squad, he/she will inspect the rear of the same squad and then immediately return to position "X" where the commander reported in. The Cadet Commander will move with the judge the entire time, returning to position "X" FACE THE UNIT to ensure all judges have completed their inspection or wait until they are finished judging and move away from the unit. The Cadet Commander will then face the head judge, salute and verbally report out. The Head Judge will return the salute and dismiss the Cadet Commander. The commander will then exit the inspecting area with his/her platoon.

SECTION 2 THE ARMED COMPETITION

A. Competition Guidelines

1. Entering units should drill in accordance with the drill manual they have been trained under. However, for all items/movements not covered by your manual, instructors are expected to follow the directions listed in this SOP. The armed competition will be judged under the guidelines of the Army TC 3-21.5, the Marine Corps Order MCO P5060.20, the most recent version available. Only the modifications contained within this SOP will be allowed.

2. Because AFMAN 36-2203 does not adequately address the handling of a rifle, all Air Force teams entering the Nationals in the Armed Division will expect their weapon maneuvers to be graded in accordance with Army Field Manual TC 3-21.5.

B. WEAPONS

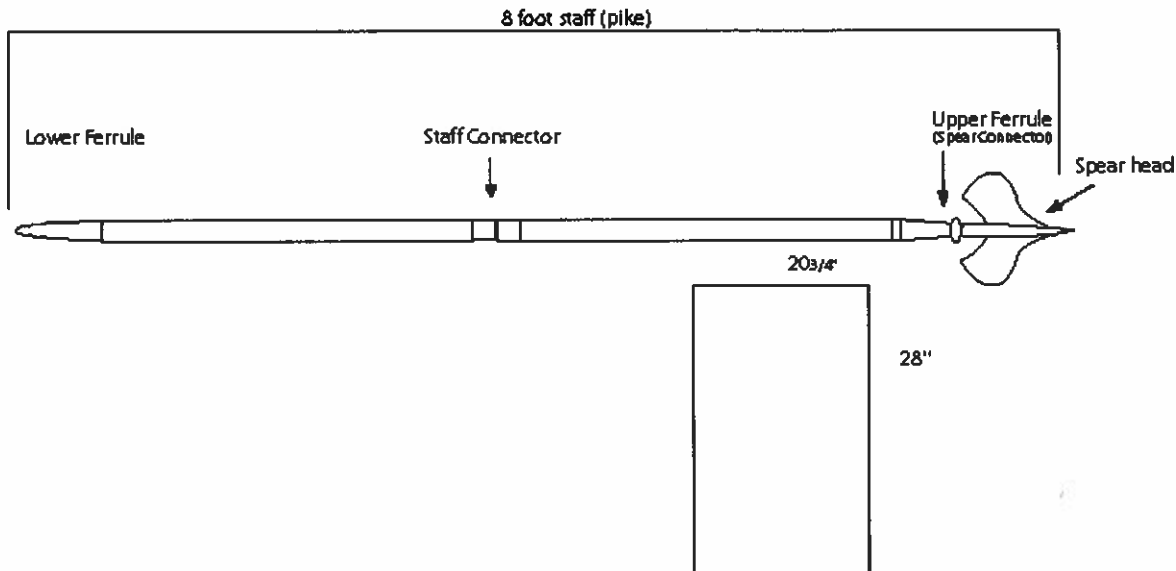
1. Any replica rifle is authorized. Points will not be awarded nor deducted for weight as many schools do not have the funds for the nationals to regulate an authorized weapon.

2. Weapons sometimes break in a way where its continued usage could become a danger to the cadet, nearby cadets and/or spectators. When this occurs, the cadet should carry the weapon but UNDER NO CIRCUMSTANCES should the weapon be spun or otherwise moved in a dangerous manner. Teams are authorized to have a non-performing cadet on the sideline of the field to swap out rifles if one breaks at no penalty to the unit.

3. The definition of a "dropped" weapon has been simplified. A rifle is considered a drop when it leaves the grasp of a cadet and is lying on the floor. With this definition, no judgment should be in play regarding whether the rifle was a drop or not. This comes into play during any phase of the competition. A 10 points penalty will be assessed for each drop weapon. The head judge will award for Team weapon maneuvers, manipulation and Risk Taken.

C. GUIDON

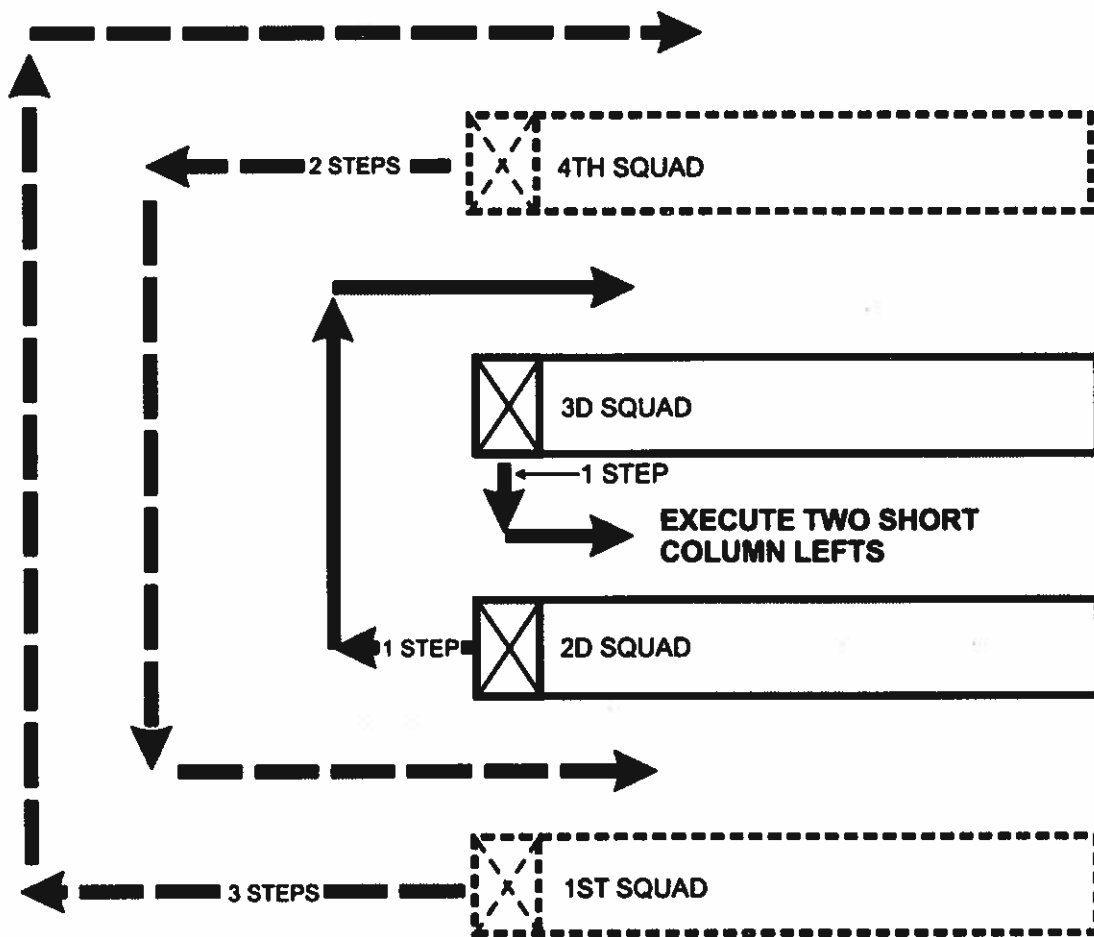
The guidon is a company or battery identification flag. It is carried on an 8-foot staff at ceremonies and at other times prescribed by the commander. Individual opting to use a guide may carry a 7-foot staff. Any size of the unit identification flag is acceptable.



B. CADET COMMANDER REGULATIONS

1. Armed competition cadet commanders **MUST** carry a rifle, saber or sword. When a commander chooses to use a saber or sword, it is not permitted for this weapon to leave the commander's hand at any time upon entering the drill floor. (This prevents any attempt at flipping or tossing the weapon).
2. When using a saber/sword, the commander should maintain **EXTREME** control and use proper distance spacing around the Head Judge when reporting in and out. Violation of this rule will cause the Head Judge to retreat to a safe distance away from the commander. Although there are no specific deductions for this action, the result is reflected in the overall evaluation scoring from the event Head Judge.
3. Allowing that each drill team is instructed differently, judges will evaluate the vocal projection of cadet commanders in the following manner. An individual's voice projection, confidence, and tone will be the criteria upon which judges will base their evaluations.

C. COUNTER-COLUMN MARCH AT THE HALT.



NOTE: ADD ONE STEP WHEN EXECUTING THIS MOVEMENT WHILE MARCHING.

a. As the third squad leader marches past the last man in the third squad, he and his squad begin to march at the *Half Step*. After marching past the last man in each file, all other squads incline to the right and left as necessary, obtain *Normal Interval* on the third squad, and begin to march with the *Half Step*. When all squads are abreast of each other, they begin marching with a 30-inch step without command.

b. During the movement, *without the platoon leader present*, the platoon sergeant marches alongside the first squad. *With the platoon leader present*, the platoon sergeant marches one step to the rear and centered between the second and third squads and the platoon leader marches alongside the first squad.

c. When marching, the preparatory command **Counter-Column** is given as the left foot strikes the marching surface and the command of execution **MARCH** is given the next time the left foot strikes the marching surface. On the command of execution **MARCH**, the platoon executes the movement basically the same as from the *Halt*, except that the squad takes one additional step to ensure that the pivot foot is in the correct position to execute the movement.

NOTES: 1. When there are only three squads in the column, the first squad takes two steps before executing.

2. When the platoon leader and platoon sergeant are marching at their posts as part of a larger formation, the platoon leader takes three steps forward and executes a column right, marches across the front of the platoon, executes another column right (just beyond fourth squad), marches to his post in the most direct manner, takes up the *Half Step*, and then steps off with a

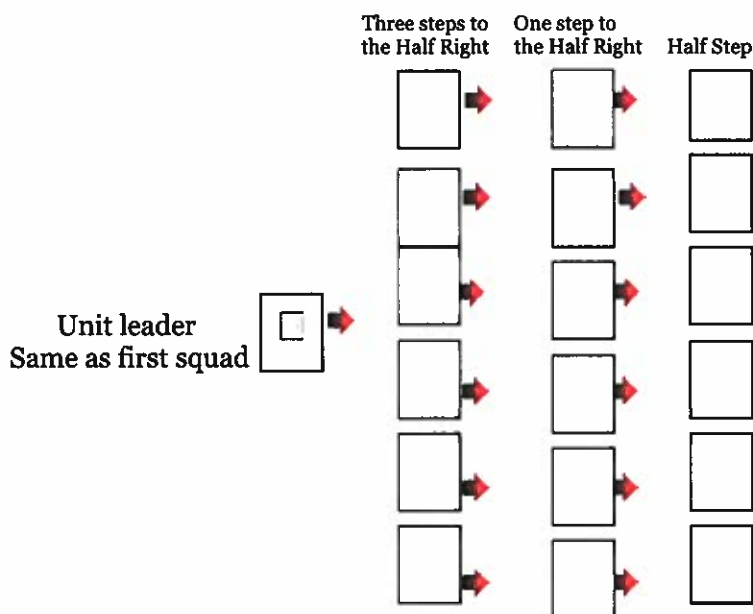
30-inch step when the squad leaders come on line. The platoon sergeant inclines to the right, follows the third squad until the movement is completed, and then resumes his post.

D. TO MARCH (FORM) AT CLOSE INTERVAL IN COLUMN

a. When in column at normal interval, at a halt, or while marching at quick time, to obtain close interval between files, the command is **CLOSE, MARCH**.

b. At a halt, on the command **MARCH**, members of the base squad stand still. Other members obtain close interval by executing right step.

c. When marching, the command **MARCH** is given on the right foot when the base squad is on the right. At the command **MARCH**, the base squad takes up the half step; other squad(s) oblique (**half right**) toward the base squad. All members of the second squad pivot on their left foot to the oblique (**half right**) take one step, pivot on the right foot, and take one 30 inch step to the front and half step with the base squad. All members of the first squad pivot on their left foot to the oblique (**half right**) take three steps, pivot on the right foot, and take one 30 inch step to the front and half step with the first and second squad. The interval between members is 4 inches. The command to resume march is **FORWARD, MARCH**; all squads resume the 30-inch step.



TO MARCH (FORM) AT NORMAL INTERVAL IN COLUMN

a. When in column at close interval, at a halt, or in March at quick time, to obtain normal interval between files, the command is **EXTEND, MARCH**.

b. At a halt, on the command **MARCH**, members of the base squad stand still. Other members obtain normal interval by executing left step.

c. When marching, execute the movements of close march in the opposite direction, except for the base squad who execute the same movement (half step. the command **MARCH**, is given on the left foot.

Armed Regulation Drill Sequence of Events

Prior to entering the drill floor, Cadet Commanders will check in with the head judge and inform the judge which drill sequence they will be using (**Sequence #1**). When reporting in, the commander should state: (1) school and team name; (2) city & state you are from and (3) the drill manual you will perform in accordance with (FM 3-21.5, MCO P560.20 or AFM 36-2203).

NOTE: DO NOT have the entire formation salute the judge, this is an exhibition movement!

Sequence #1

1. Present Arms (Report In)		
2. Parade Rest		19. Right Flank March
3. Platoon, Attention		20. Column Right March
4. 14/15-Count Manual Arms		21. Column Right March
5. Count Off		22. Eyes Right
6. Close Interval March		24. Rear March
7. Normal Interval March		25. Rear March
8. Open Ranks March		26. Column Right March
9. Close Ranks March		27. Column Left March
10. Left Step March		28. Column Left March
11. Platoon Halt		29. Mark Time March
12. Right Step March		30. Platoon Halt
13. Platoon Halt		31. Counter Column March
14. Right Face		32. Counter Column March
15. Right Shoulder Arms		33. Platoon Halt
16. Forward March		34. Order Arms
17. Column Left March		35. Left Face
18. Left Flank March		36. Reports OUT and EXITS

15-Count Manual Arms consists of: From order to, Right Shoulder, Left Shoulder, Present, Port Arms, and Order Arms. Teams using the MCO 5060.20 will execute a 14 –Count Manual Arms as they will not return to Port Arms after Present Arms. The movement is graded on precision from start to finish. See order of movements on following page.

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

Sequence #2

1. Report In	20. Column Half Right March
2. Open Ranks March	21. Column Half Left March
3. Parade Rest	22. Column Right March
4. Platoon Attention	23. Column Right March
5. Right Shoulder Arms	24. Column Right March
6. Left Shoulder Arms	25. Right Flank March
7. Order Arms	26. Left Flank March
8. Left Step March	27. Column Left March
9. Platoon Halt	28. Rear March
10. Right Step March	29. Rear March
11. Platoon Halt	30. Column Left March
12. Count Off	31. Eyes Right
13. Close Interval March	32. Ready Front
14. Normal Interval March	33. Counter Column March
15. Close Ranks March	34. Platoon Halt
16. Right Face	35. Order Arms
17. Right Shoulder Arms	36. Left Face
18. Forward March	37. 14/15-Count Manual Arms
19. Column Right March	38. Report OUT and EXIT

15-Count Manual Arms consists of: From order to, Right Shoulder, Left Shoulder, Present, Port Arms, and Order Arms. Teams using the MCO 5060.20 will execute a 14 –Count Manual Arms as they will not return to Port Arms after Present Arms. The movement is graded on precision from start to finish. See order of movements on following page.

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

Sequence #3

1. Report In	21. Close March
2. Open Ranks March	22. Forward March
3. Parade Rest	23. Column Right March
4. Platoon Attention	24. Extend <i>March</i>
5. Left Shoulder Arms	25. Forward March
6. Present Arms	26. Column Right March
7. Order Arms	27. Column Right March
8. Left Step March	28. Right Flank March
9. Platoon Halt	29. Left Flank March
10. Right Step March	30. Column Left March
11. Platoon Halt	31. Column Left March
12. Count Off	32. Eyes Right
13. Close Interval March	33. Ready Front
14. Normal Interval March	34. Counter Column March
15. 14/15-Count Manual Arms	35. Platoon Halt
16. Close Ranks March	36. Order Arms
17. Right Face	37. Left Face
18. Right Shoulder Arms	38. Dress Right Dress
19. Forward March	39. Ready Front
20. Column Right March	40. Report OUT and EXIT

15-Count Manual Arms consists of: From order to, Right Shoulder, Left Shoulder, Present, Port Arms, and Order Arms. Teams using the MCO 5060.20 will execute a 14 –Count Manual Arms as they will not return to Port Arms after Present Arms. The movement is graded on precision from start to finish. See order of movements on following page.

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

15-Count Manual Arms



START

Count 1

Count 2

Count 3

Count 4

Count 5



Count 6

Count 7

Count 8

Count 9

Count 10

Count 11



Count 12

Count 13

Count 14

Count 15

ARMED DRILL INSPECTION

SCHOOL NAME _____

		DRILL & CEREMONY	GENERAL QUESTION	CITIZEN AND CONST	Uniform	PERSONAL HYGIENE	JUDGE SCORE
<p style="text-align: center;">COMMANDER</p> <p>Appearance: (1)(2)(3)(4)(5)</p> <p>Knowledge: (5)(5)(5)</p> <p>Form for inspection sequence: (2)(4)(6)(8)(10)</p> <p>TOTAL: _____</p>							
1st Squad	1st cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
	2nd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
	3rd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	

HEAD JUDGE TOTAL
Max Score 105

2nd Squad	1st Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
	2nd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
	3rd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	

FIELD JUDGE #1 TOTAL
Max Score 75

3rd Squad	1st Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
	2nd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
	3rd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	

FIELD JUDGE # 2 TOTAL
Max Score 75
GRAND TOTAL
Max Score 255

**HEAD JUDE INSPECTS FIRST SQUAD.
FIELD JUDGE 1 and 2 INSPECT SECOND AND THIRD**

NOTES: _____

ARMED REGULATION DRILL

SCHOOL NAME _____

HEAD JUDGE

Team entry and Reports In	2	4	6	8	10	12	14	16	18	20
Team Appearance	2	4	6	8	10	12	14	16	18	20
Team unity/precision Executing 14/15										
Count Manual of Arms	2	4	6	8	10	12	14	16	18	20
Team Cover	2	4	6	8	10	12	14	16	18	20
Alignment	2	4	6	8	10	12	14	16	18	20
Military Bearing	2	4	6	8	10	12	14	16	18	20
Snap	2	4	6	8	10	12	14	16	18	20
Halt	2	4	6	8	10	12	14	16	18	20
Commander's voice, Bearing and control of unit	2	4	6	8	10	12	14	16	18	20
Report Out	2	4	6	8	10	12	14	16	18	20

Head Judge Total Max Score 200

BOUNDARY VIOLATIONS:

25 POINTS PER OCCURRENCE (1) (2) (3) (4) (5)

10 CADETS MINIMUM TO INCLUDE THE COMMANDER

16 MAX TO INCLUDE THE COMMANDER

17 MAX SHOULD A TEAM WICH TO USE A GUIDE

CADET PENALTY: 10 POINTS EACH

DROPPED WEAPON 10 POINTS PER OCCURRENCE

SUB TOTAL

FIELD JUDGE #1 Max Score 205

FIELD JUDGE #2 Max Score 205

Final Total Max Score 610

Instructor violation:

Instructors are not allowed on the field at anytime. Instructors are encouraged to give their commander/platoon a motivated pep talk **prior** to reporting to the inspection head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/platoon while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

NOTES: _____

ARMED REGULATION DRILL

(Sequence #1)

SCHOOL NAME _____

FIELD JUDGE 1		FIELD JUDGE 2					
1	<i>Team enters and reports in. Commander is graded on sequences</i>	1	2	3	4	5	
2	<i>Parade Rest</i>	1	2	3	4	5	
3	<i>Platoon Attention</i>	1	2	3	4	5	
4	<i>14/15 Count Manual Arms MCO P5060.20 execute 14 count</i>	2	4	6	8	10	
5	<i>Count Off</i>	1	2	3	4	5	
6	<i>Close interval March</i>	2	4	6	8	10	
7	<i>Normal Interval March</i>	2	4	6	8	10	
8	<i>Open Ranks March</i>	1	2	3	4	5	
9	<i>Close Ranks March</i>	1	2	3	4	5	
10	<i>Left Step March</i>	1	2	3	4	5	
11	<i>Platoon Halt</i>	1	2	3	4	5	
12	<i>Right Step March</i>	1	2	3	4	5	
13	<i>Platoon Halt</i>	1	2	3	4	5	
14	<i>Right Face</i>	1	2	3	4	5	
15	<i>Right Shoulder Arms</i>	1	2	3	4	5	
16	<i>Forward March</i>	1	2	3	4	5	
17	<i>Column Left March</i>	1	2	3	4	5	
18	<i>Left Flank March</i>	1	2	3	4	5	
19	<i>Right Flank March</i>	1	2	3	4	5	
20	<i>Column Right March</i>	1	2	3	4	5	
21	<i>Column Right March</i>	1	2	3	4	5	
22	<i>Eyes Right</i>	1	2	3	4	5	
23	<i>Ready Front</i>	1	2	3	4	5	
24	<i>Rear March</i>	1	2	3	4	5	
25	<i>Rear March</i>	1	2	3	4	5	
26	<i>Column Right March</i>	2	4	6	8	10	
27	<i>Column Left March</i>	2	4	6	8	10	
28	<i>Column Left March</i>	1	2	3	4	5	
29	<i>Mark Time March</i>	1	2	3	4	5	
30	<i>Platoon Halt</i>	1	2	3	4	5	
31	<i>Counter Column March</i>	1	2	3	4	5	
32	<i>Counter Column March</i>	1	2	3	4	5	
33	<i>Platoon Halt</i>	1	2	3	4	5	
34	<i>Order Arms</i>	1	2	3	4	5	
35	<i>Left Face</i>	1	2	3	4	5	
36	<i>Report Out and Exit</i>	1	2	3	4	5	

Max Score 205

REPORT ALL BOUNDARY VIOLATIONS TO THE HEAD JUDGE

15 Count consists of: Right shoulder, Left Shoulder, Present Arms, and Order Arms

Navy and Marine Corps team execute 14 Count Manual

NOTES: _____

ARMED REGULATION DRILL

(Sequence #2)

SCHOOL NAME _____

FIELD JUDGE 1

FIELD JUDGE 2

1	<i>Team enters and reports in. Commander is graded on sequences</i>	1	2	3	4	5	
2	<i>Open Ranks March</i>	1	2	3	4	5	
3	<i>Pared Rest</i>	1	2	3	4	5	
4	<i>Platoon Attention</i>	1	2	3	4	5	
5	<i>Right Shoulder Arms</i>	1	2	3	4	5	
6	<i>Left Shoulder Arms</i>	1	2	3	4	5	
7	<i>Order Arms</i>	1	2	3	4	5	
8	<i>Left Step March</i>	1	2	3	4	5	
9	<i>Platoon Halt</i>	1	2	3	4	5	
10	<i>Right Step March</i>	1	2	3	4	5	
11	<i>Platoon Halt</i>	1	2	3	4	5	
12	<i>Count Off</i>	1	2	3	4	5	
13	<i>Close Interval March</i>	2	4	6	8	10	
14	<i>Normal Interval March</i>	1	2	3	4	5	
15	<i>Close Ranks March</i>	1	2	3	4	5	
16	<i>Right Face</i>	1	2	3	4	5	
17	<i>Right Shoulder Arms</i>	1	2	3	4	5	
18	<i>Forward March</i>	1	2	3	4	5	
19	<i>Column Right March</i>	1	2	3	4	5	
20	<i>Column Half Right March</i>	1	2	3	4	5	
21	<i>Column Half Left March</i>	1	2	3	4	5	
22	<i>Column Right March</i>	1	2	3	4	5	
23	<i>Column Right March</i>	1	2	3	4	5	
24	<i>Column Right March</i>	1	2	3	4	5	
25	<i>Right Flank March</i>	1	2	3	4	5	
26	<i>Left Flank March</i>	1	2	3	4	5	
27	<i>Column Left March</i>	1	2	3	4	5	
28	<i>Rear March</i>	1	2	3	4	5	
29	<i>Rear March</i>	1	2	3	4	5	
30	<i>Column Left March</i>	1	2	3	4	5	
31	<i>Eyes Right</i>	1	2	3	4	5	
32	<i>Ready Front</i>	1	2	3	4	5	
33	<i>Counter Column March</i>	2	4	6	8	10	
34	<i>Platoon Halt</i>	1	2	3	4	5	
35	<i>Order Arms</i>	1	2	3	4	5	
36	<i>Left Face</i>	1	2	3	4	5	
37	<i>14/15 Count Manual Arms MCO P5060.20 execute 14 count</i>	2	4	6	8	10	
38	<i>Report Out and Exit</i>	1	2	3	4	5	

Max Score 205

REPORT ALL BOUNDARY VIOLATIONS TO THE HEAD JUDGE

15 Count consists of: Right shoulder, Left Shoulder, Present Arms, and Order Arms

Navy and Marine Corps team execute 14 Count Manual

NOTES: _____

ARMED REGULATION DRILL

(Sequence #3)

SCHOOL NAME _____

FIELD JUDGE 1		FIELD JUDGE 2				
1	<i>Team enters and reports in. Commander is graded on sequences</i>	1	2	3	4	5
2	<i>Open Ranks March</i>	1	2	3	4	5
3	<i>Pared Rest</i>	1	2	3	4	5
4	<i>Platoon Attention</i>	1	2	3	4	5
5	<i>Left Shoulder Arms</i>	1	2	3	4	5
6	<i>Present Arms</i>	1	2	3	4	5
7	<i>Order Arms</i>	1	2	3	4	5
8	<i>Left Step March</i>	1	2	3	4	5
9	<i>Platoon Halt</i>	1	2	3	4	5
10	<i>Right Step March</i>	1	2	3	4	5
11	<i>Platoon Halt</i>	1	2	3	4	5
12	<i>Count Off</i>	1	2	3	4	5
13	<i>Close Interval March</i>	1	2	3	4	5
14	<i>Normal Interval March</i>	1	2	3	4	5
15	14/15 Count Manual Arms MCO P5060.20 execute 14 count	2	4	6	8	10
16	<i>Close Ranks March</i>	1	2	3	4	5
17	<i>Right Face</i>	1	2	3	4	5
18	<i>Right Shoulder Arms</i>	1	2	3	4	5
19	<i>Forward March</i>	1	2	3	4	5
20	<i>Column Right March</i>	1	2	3	4	5
21	<i>Close March</i>	1	2	3	4	5
22	<i>Forward March</i>	1	2	3	4	5
23	<i>Column Right March</i>	1	2	3	4	5
24	<i>Extend March</i>	1	2	3	4	5
25	<i>Forward March</i>	1	2	3	4	5
26	<i>Column Right March</i>	1	2	3	4	5
27	<i>Column Right March</i>	1	2	3	4	5
28	<i>By The Right Flank March</i>	1	2	3	4	5
29	<i>By The Left Flank March</i>	1	2	3	4	5
30	<i>Column Left March</i>	1	2	3	4	5
31	<i>Column Left March</i>	1	2	3	4	5
32	<i>Eyes Right</i>	1	2	3	4	5
33	<i>Ready Front</i>	1	2	3	4	5
34	<i>Counter Column March</i>	1	2	3	4	5
35	<i>Platoon Halt</i>	1	2	3	4	5
36	<i>Order Arms</i>	1	2	3	4	5
37	<i>Left Face</i>	1	2	3	4	5
38	<i>Dress Right Dress</i>	1	2	3	4	5
39	<i>Ready Front</i>	1	2	3	4	5
40	Report Out and Exit	1	2	3	4	5

Max Score 205

REPORT ALL BOUNDARY VIOLATIONS TO THE HEAD JUDGE

15 Count consists of: Right shoulder, Left Shoulder, Present Arms, and Order Arms
Navy and Marine Corps team execute 14 Count Manual

NOTES: _____

ARMED EXHIBITION DRILL

SCHOOL NAME _____

Field Judge # 1

Field Judge # 2

Judge Item:	Description of Judged Item	Point Range										Score
Floor Coverage	Drill activity occurring on % of entire floor	2	4	6	8	10	12	14	16	18	20	
Overall Impression	Score of entire routine as presented	2	4	6	8	10	12	14	16	18	20	
Military Flavor	Proudly befits a military JROTC competition	2	4	6	8	10	12	14	16	18	20	
Movement Difficulty	Routine required much practice	2	4	6	8	10	12	14	16	18	20	
Movement Precision	Exacting team and/or solo work	2	4	6	8	10	12	14	16	18	20	
Routine Showmanship	Snap and concentration in the routine	2	4	6	8	10	12	14	16	18	20	
Cadets Bearing	Flair style and game face, rivals watches	2	4	6	8	10	12	14	16	18	20	
Cadets Appearance	Uniform/preparation and presentation	2	4	6	8	10	12	14	16	18	20	
Handling of weapon	Team weapon maneuvers & manipulation	2	4	6	8	10	12	14	16	18	20	
Total												
Max Score 180												

NOTES:

UNARMED DRILL

The rules and regulations for the Unarmed Division is the same as that of the Armed Division with the exception being weapons violations:

Un-Armed Regulation

Sequence of Events

Prior to entering the drill floor, Cadet Commanders will check in with the head judge and inform the judge which drill sequence they will be using (**Sequence #1**). When reporting in, the commander should state: (1) school and team name; (2) city & state you are from and (3) the drill manual you will perform in accordance with (FM 3-21.5, MCO P560.20 or AFM 36-2203).

NOTE: DO NOT have the entire formation salute the judge, this is an exhibition movement!

Sequence #1

1	Team Enters and Reports In	20	Left Flank March
2	Dress Right Dress	21	Right Flank March
3	Ready Front	22	Column Right March
4	Parade Rest	23	Column Right March
5	Platoon Attention	24	Eyes Right
6	Present Arms	25	Ready Front
7	Order Arms	26	Rear March
8	Count Off	27	Rear March
9	Close Interval March	28	Column Right March
10	Normal Interval March	29	Column Left March
11	Open Ranks March	30	Column Left March
12	Close Ranks March	31	Mark Time March
13	Left Step March	32	Platoon Hal
14	Platoon Halt	33	Counter Column March
15	Right Step March	34	Counter Column March
16	Platoon Halt	35	Platoon Halt
17	Right Face	36	Left Face
18	Forward March	37	Team Reports Out and Exits
19	Column Left March		

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

Sequence #2

1	Team Enters & Reports In	20	Column Right March
2	Open Ranks March	21	Column Right March
3	Parade Rest	22	Column Right March
4	Platoon Attention	23	Right Flank March
5	Present Arms	24	Left Flank March
6	Order Arms	25	Column Left March
7	Left Step March	26	Rear March
8	Platoon Halt	27	Rear March
9	Right Step March	28	Column Left March
10	Platoon Halt	29	Eyes Right
11	Count Off	30	Ready Front
12	Close Interval March	31	Counter Column March
13	Normal Interval March	32	Platoon Halt
14	Close Ranks March	33	Left Face
15	Right Face	34	Backward March
16	Forward March	35	Platoon Halt
17	Column Right March	36	Dress Right Dress
18	Column Half Right March	37	Ready Front
19	Column Half Left March	38	Team Report Out and Exit

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

Sequence #3

1	Team Enters & Reports In	21	Extend March
2	<i>Open Ranks March</i>	22	Forward March
3	Parade Rest	23	Column Right March
4	Platoon Attention	24	Column Right March
5	Present Arms	25	Right Flank March
6	Order Arms	26	Left Flank March
7	Left Step March	27	Column Left March
8	Platoon Halt	28	Rear March
9	Right Step March	29	Rear March
10	Platoon Halt	30	Column Left March
11	Count Off	31	Eyes Right
12	Close Interval March	32	Ready Front
13	Normal Interval March	33	Counter Column March
14	Close Ranks March	34	Platoon Halt
15	Right Face	35	Left Face
16	Forward March	36	Backward March
17	Column Right March	37	Platoon Halt
18	Close March	38	Dress Right Dress
19	Forward March	39	Ready Front
20	Column Right March	40	Team Reports Out and Exits

Instructor violation:

Instructors are encouraged to give their commander/team a motivated pep talk **prior** to reporting to the head judge. Instructors are forbidden to step into the grading area, speak to or call out instructions to their commander/team while they are in the grading area. The head judge will make a note of this violation and deduct 100 points from the team.

All movements executed must be in accordance with the manual reported in. Zero points will be awarded for violation of each movement.

UNARMED DRILL INSPECTION

SCHOOL NAME _____

COMMANDER Appearance: (1)(2)(3)(4)(5) Knowledge: (5)(5)(5) Form for inspection sequence: (2)(4)(6)(8)(10) TOTAL: _____	DRILL & CEREMONY	GENERAL QUESTION	CITIZEN AND CONST	Uniform	PERSONAL HYGIENE	JUDGE SCORE
1st Squad 1st cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
2nd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
3rd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	

HEAD JUDGE TOTAL
Max Score 105

2nd Squad 1st Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
2nd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
3rd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	

FIELD JUDGE #1 TOTAL
Max Score 75

3rd Squad 1st Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
2nd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	
3rd Cadet	(0) (5)	(0) (5)	(0) (5)	(1) (2) (3) (4) (5)	(1) (2) (3) (4) (5)	

FIELD JUDGE # 2 TOTAL
Max Score 75
GRAND TOTAL
Max Score 255

HEAD JUDE INSPECTS FIRST SQUAD.
FIELD JUDGE 1 and 2 INSPECT SECOND AND THIRD

NOTES: _____

UNARMED REGULATION DRILL

SCHOOL NAME _____

HEAD JUDGE

Team entry and Reports In	2	4	6	8	10	12	14	16	18	20	
Team Appearance	2	4	6	8	10	12	14	16	18	20	
Team unity/precision	2	4	6	8	10	12	14	16	18	20	
Team Cover	2	4	6	8	10	12	14	16	18	20	
Alignment	2	4	6	8	10	12	14	16	18	20	
Military Bearing	2	4	6	8	10	12	14	16	18	20	
Snap	2	4	6	8	10	12	14	16	18	20	
Halt	2	4	6	8	10	12	14	16	18	20	
Commander's voice, Bearing and control of unit	2	4	6	8	10	12	14	16	18	20	
Report out	2	4	6	8	10	12	14	16	18	20	

Sub Total Max Score 200

Boundary violations: 25 points per occurrence (1) (2) (3) (4) (5)

**10 CADETS MINIMUM TO INCLUDE THE COMMANDER,
16 MAX TO INCLUDE THE COMMANDER AND 11 OR 17
SHOULD A TEAM WICH TO USE A GUIDE.
CADET PENALTY: 25 POINTS EACH**

Sub Total

FIELD JUDGE #1 Max Score 205

FIELD JUDGE #2 Max Score 205

Final Total Max Score 610

NOTES: _____

UNARMED REGULATION DRILL

(Sequence #1)

SCHOOL NAME _____

FIELD JUDGE #1 _____

FIELD JUDGE #2 _____

		FIELD JUDGE #2				
1	Team enters and report in Commander is graded on sequence	1	2	3	4	5
2	Dress Right Dress	1	2	3	4	5
3	Ready Front	1	2	3	4	5
4	Parade Rest	1	2	3	4	5
5	Platoon Attention	1	2	3	4	5
6	Present Arms	1	2	3	4	5
7	Order Arms	1	2	3	4	5
8	Count Off	1	2	3	4	5
9	Close Interval March	2	4	6	8	10
10	Normal Interval March	2	4	6	8	10
11	Open Ranks March	1	2	3	4	5
12	Close Ranks March	1	2	3	4	5
13	Left Step March	1	2	3	4	5
14	Platoon Halt	1	2	3	4	5
15	Right Step March	1	2	3	4	5
16	Platoon Halt	1	2	3	4	5
17	Right Face	1	2	3	4	5
18	Forward March	1	2	3	4	5
19	Column Left March	1	2	3	4	5
20	Left Flank March	2	4	6	8	10
21	Right Flank March	1	2	3	4	5
22	Column Right March	1	2	3	4	5
23	Column Right March	1	2	3	4	5
24	Eyes Right	1	2	3	4	5
25	Ready Front	1	2	3	4	5
26	Rear March	1	2	3	4	5
27	Rear March	1	2	3	4	5
28	Column Right March	1	2	3	4	5
29	Column Left March	1	2	3	4	5
30	Column Left March	1	2	3	4	5
31	Mark Time March	1	2	3	4	5
32	Platoon Halt	1	2	3	4	5
33	Counter Column March	2	4	6	8	10
34	Counter Column March	2	4	6	8	10
35	Platoon Halt	1	2	3	4	5
36	Left Face	1	2	3	4	5
37	Report Out and EXIT	1	2	3	4	5

REPORT BOUNDARY VIOLATION TO THE HEAD JUDGE

Max Score 205

UNARMED REGULATION DRILL

(Sequence #2)

SCHOOL NAME _____

FIELD JUDGE 1

FIELD JUDGE 2

		1	2	3	4	5	
1	<i>Team enters and reports in. Commander is graded on sequences</i>						
2	<i>Open Ranks March</i>	1	2	3	4	5	
3	<i>Pared Rest</i>	1	2	3	4	5	
4	<i>Platoon Attention</i>	1	2	3	4	5	
5	<i>Present Arms</i>	1	2	3	4	5	
6	<i>Order Arms</i>	1	2	3	4	5	
7	<i>Left Step March</i>	1	2	3	4	5	
8	<i>Platoon Halt</i>	1	2	3	4	5	
9	<i>Right Step March</i>	1	2	3	4	5	
10	<i>Platoon Halt</i>	1	2	3	4	5	
11	<i>Count Off</i>	1	2	3	4	5	
12	<i>Close Interval March</i>	2	4	6	8	10	
13	<i>Normal Interval March</i>	1	2	3	4	5	
14	<i>Close Ranks March</i>	1	2	3	4	5	
15	<i>Right Face</i>	1	2	3	4	5	
16	<i>Forward March</i>	1	2	3	4	5	
17	<i>Column Right March</i>	1	2	3	4	5	
18	<i>Column Half Right March</i>	2	4	6	8	10	
19	<i>Column Half Left March</i>	2	4	6	8	10	
20	<i>Column Right March</i>	1	2	3	4	5	
21	<i>Column Right March</i>	1	2	3	4	5	
22	<i>Column Right March</i>	1	2	3	4	5	
23	<i>Right Flank March</i>	1	2	3	4	5	
24	<i>Left Flank March</i>	1	2	3	4	5	
25	<i>Column Left March</i>	1	2	3	4	5	
26	<i>Rear March</i>	1	2	3	4	5	
27	<i>Rear March</i>	1	2	3	4	5	
28	<i>Column Left March</i>	1	2	3	4	5	
29	<i>Eyes Right</i>	1	2	3	4	5	
30	<i>Ready Front</i>	1	2	3	4	5	
31	<i>Counter Column March</i>	2	4	6	8	10	
32	<i>Platoon Halt</i>	1	2	3	4	5	
33	<i>Left Face</i>	1	2	3	4	5	
34	<i>Backward March</i>	1	2	3	4	5	
35	<i>Platoon Halt</i>	1	2	3	4	5	
36	<i>Dress Right Dress</i>	1	2	3	4	5	
37	<i>Ready Front</i>	1	2	3	4	5	
38	Team Reports Out and Exits	1	2	3	4	5	

Max Score **205**

REPORT BOUNDARY VIOLATIONS TO THE HEAD JUDGE

NOTES: _____

UNARMED REGULATION DRILL

(Sequence #3)

SCHOOL NAME _____

FIELD JUDGE 1

FIELD JUDGE 2

		1	2	3	4	5
1	Team Enters & Reports In	1	2	3	4	5
2	<i>Open Ranks March</i>	1	2	3	4	5
3	Parade Rest	1	2	3	4	5
4	Platoon Attention	1	2	3	4	5
5	Present Arms	1	2	3	4	5
6	Order Arms	1	2	3	4	5
7	Left Step March	1	2	3	4	5
8	Platoon Halt	1	2	3	4	5
9	Right Step March	1	2	3	4	5
10	Platoon Halt	1	2	3	4	5
11	Count Off	1	2	3	4	5
12	Close Interval March	2	4	6	8	10
13	Normal Interval March	1	2	3	4	5
14	Close Ranks March	1	2	3	4	5
15	Right Face	1	2	3	4	5
16	Forward March	1	2	3	4	5
17	Column Right March	1	2	3	4	5
18	Close March	1	2	3	4	5
19	Forward March	1	2	3	4	5
20	Column Right March	1	2	3	4	5
21	Extend March	1	2	3	4	5
22	Forward March	1	2	3	4	5
23	Column Right March	1	2	3	4	5
24	Column Right March	1	2	3	4	5
25	Right Flank March	1	2	3	4	5
26	Left Flank March	1	2	3	4	5
27	Column Left March	1	2	3	4	5
28	Rear March	1	2	3	4	5
29	Rear March	1	2	3	4	5
30	Column Left March	1	2	3	4	5
31	Eyes Right	1	2	3	4	5
32	Ready Front	1	2	3	4	5
33	Counter Column March	1	2	3	4	5
34	Platoon Halt	1	2	3	4	5
35	Left Face	1	2	3	4	5
36	Backward March	1	2	3	4	5
37	Platoon Halt	1	2	3	4	5
38	Dress Right Dress	1	2	3	4	5
39	Ready Front	1	2	3	4	5
40	Team Reports Out and Exits	1	2	3	4	5

Max Score 205

REPORT BOUNDARY VIOLATIONS TO THE HEAD JUDGE

NOTES: _____

UNARMED REGULATION DRILL

(Sequence #1)

SCHOOL NAME _____

FIELD JUDGE #1		FIELD JUDGE #2				
1	Team enters and report in Commander is graded on sequence	1	2	3	4	5
2	Dress Right Dress	1	2	3	4	5
3	Ready Front	1	2	3	4	5
4	Parade Rest	1	2	3	4	5
5	Platoon Attention	1	2	3	4	5
6	Present Arms	1	2	3	4	5
7	Order Arms	1	2	3	4	5
8	Count Off	1	2	3	4	5
9	Close Interval March	2	4	6	8	10
10	Normal Interval March	2	4	6	8	10
11	Open Ranks March	1	2	3	4	5
12	Close Ranks March	1	2	3	4	5
13	Left Step March	1	2	3	4	5
14	Platoon Halt	1	2	3	4	5
15	Right Step March	1	2	3	4	5
16	Platoon Halt	1	2	3	4	5
17	Right Face	1	2	3	4	5
18	Forward March	1	2	3	4	5
19	Column Left March	1	2	3	4	5
20	Left Flank March	1	2	3	4	5
21	Right Flank March	1	2	3	4	5
22	Column Right March	1	2	3	4	5
23	Column Right March	1	2	3	4	5
24	Eyes Right	1	2	3	4	5
25	Ready Front	1	2	3	4	5
26	Rear March	1	2	3	4	5
27	Rear March	1	2	3	4	5
28	Column Right March	1	2	3	4	5
29	Column Left March	1	2	3	4	5
30	Column Left March	1	2	3	4	5
31	Mark Time March	1	2	3	4	5
32	Platoon Halt	1	2	3	4	5
33	Counter Column March	2	4	6	8	10
34	Counter Column March	2	4	6	8	10
35	Platoon Halt	1	2	3	4	5
36	Left Face	1	2	3	4	5

MAX SCORE 205

UNARMED REGULATION DRILL

(Sequence #2)

SCHOOL NAME _____

FIELD JUDGE 1		FIELD JUDGE 2				
1	<i>Team enters and reports in. Commander is graded on sequences</i>	1	2	3	4	5
2	<i>Open Ranks March</i>	1	2	3	4	5
3	<i>Pared Rest</i>	1	2	3	4	5
4	<i>Platoon Attention</i>	1	2	3	4	5
5	<i>Present Arms</i>	1	2	3	4	5
6	<i>Order Arms</i>	1	2	3	4	5
7	<i>Left Step March</i>	1	2	3	4	5
8	<i>Platoon Halt</i>	1	2	3	4	5
9	<i>Right Step March</i>	1	2	3	4	5
10	<i>Platoon Halt</i>	1	2	3	4	5
11	<i>Count Off</i>	1	2	3	4	5
12	<i>Close Interval March</i>	2	4	6	8	10
13	<i>Normal Interval March</i>	2	4	6	8	10
14	<i>Close Ranks March</i>	1	2	3	4	5
15	<i>Right Face</i>	1	2	3	4	5
16	<i>Forward March</i>	1	2	3	4	5
17	<i>Column Right March</i>	1	2	3	4	5
18	<i>Column Half Right March</i>	2	4	6	8	10
19	<i>Column Half Left March</i>	2	4	6	8	10
20	<i>Column Right March</i>	1	2	3	4	5
21	<i>Column Right March</i>	1	2	3	4	5
22	<i>Column Right March</i>	1	2	3	4	5
23	<i>Right Flank March</i>	1	2	3	4	5
24	<i>Left Flank March</i>	1	2	3	4	5
25	<i>Column Left March</i>	1	2	3	4	5
26	<i>Rear March</i>	1	2	3	4	5
27	<i>Rear March</i>	1	2	3	4	5
28	<i>Column Left March</i>	1	2	3	4	5
29	<i>Eyes Right</i>	1	2	3	4	5
30	<i>Ready Front</i>	1	2	3	4	5
31	<i>Counter Column March</i>	2	4	6	8	10
32	<i>Platoon Halt</i>	1	2	3	4	5
33	<i>Left Face</i>	1	2	3	4	5
34	<i>Backward March</i>	1	2	3	4	5
35	<i>Platoon Halt</i>	1	2	3	4	5
36	<i>Dress Right Dress</i>	1	2	3	4	5
37	<i>Ready Front</i>	1	2	3	4	5
38	Team Reports Out and Exits	1	2	3	4	5

MAX SCORE 205

REPORT BOUNDARY VIOLATIONS TO THE HEAD JUDGE

NOTES: _____

UNARMED REGULATION DRILL

(Sequence #3)

SCHOOL NAME _____

FIELD JUDGE 1		FIELD JUDGE 2				
1	Team Enters & Reports In	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
2	<i>Open Ranks March</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
3	Parade Rest	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
4	Platoon Attention	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
5	Present Arms	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
6	Order Arms	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
7	Left Step March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
8	Platoon Halt	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
9	Right Step March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
10	Platoon Halt	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
11	Count Off	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
12	Close March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
13	Extend March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
14	Close Ranks March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
15	Right Face	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
16	Forward March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
17	Column Right March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
18	Close March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
19	Forward March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
20	Column Right March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
21	Extend March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
22	Forward March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
23	Column Right March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
24	Column Right March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
25	Right Flank March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
26	Left Flank March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
27	Column Left March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
28	Rear March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
29	Rear March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
30	Column Left March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
31	Eyes Right	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
32	Ready Front	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
33	Counter Column March	<i>2</i>	<i>4</i>	<i>6</i>	<i>8</i>	<i>10</i>
34	Platoon Halt	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
35	Left Face	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
36	Backward March	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
37	Platoon Halt	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
38	Dress Right Dress	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
39	Ready Front	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
40	Team Reports Out and Exits	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>

MAX SCORE 205

REPORT BOUNDARY VIOLATIONS TO THE HEAD JUDGE

UNARMED EXHIBITION DRILL

SCHOOL NAME _____

HEAD JUDGE

Judge Item	Description of Judge Item	Points Range										Score	
Report In	All movements to judge and report	2	4	6	8	10	12	14	16	18	20		
Floor Coverage	Drill activity occurring on % of entire floor	2	4	6	8	10	12	14	16	18	20		
Overall Impression	Score of entire routine as presented	2	4	6	8	10	12	14	16	18	20		
Military Flavor	Proudly befits a military JROTC competition	2	4	6	8	10	12	14	16	18	20		
Movement Difficulty	Routine required much practice	2	4	6	8	10	12	14	16	18	20		
Movement Precision	Exacting team and/or solo work	2	4	6	8	10	12	14	16	18	20		
Movement Variety	Diversity of movements to display excellence	2	4	6	8	10	12	14	16	18	20		
Routine Showmanship	Snap and concentration in the routine	2	4	6	8	10	12	14	16	18	20		
Cadets Bearing	Flair style and game face, rivals watches	2	4	6	8	10	12	14	16	18	20		
Cadets Appearance	Uniform/preparation and presentation	2	4	6	8	10	12	14	16	18	20		
Report out	Report out and all movements to leave	2	4	6	8	10	12	14	16	18	20		

Sub Total Max Score 220

Boundary violations: 25 points per occurrence (1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

Team is allowed 60 second after the last cadet steps over the ready line to report in.
Team is allowed 60 second to leave the drill floor after reporting out.

Routine should last 3 minutes minimum and 5 minutes maximum.
Deduct 1 point per second over or under.

**10 CADETS MINIMUM TO INCLUDE THE COMMANDER, 16 MAX TO INCLUDE THE COMMANDER AND 11 OR 17 SHOULD A TEAM WICH TO USE A GUIDE.
CADET PENALTY: 10 POINTS EACH**

SUB TOTAL

FIELD JUDGE #1 Max Score 180

FIELD JUDGE #2 Max Score 180

Final Total Max Score 580

NOTES: _____

UNARMED EXHIBITION DRILL

SCHOOL NAME _____

FIELD JUDGE #1

FIELD JUDGE #2

Judge Item	Description of Judge Item	Points Range										Score
Floor Coverage	Drill activity occurring on % of entire floor	2	4	6	8	10	12	14	16	18	20	
Overall Impression	Score of entire routine as presented	2	4	6	8	10	12	14	16	18	20	
Military Flavor	Proudly befits a military JROTC competition	2	4	6	8	10	12	14	16	18	20	
Movement Difficulty	Routine required much practice	2	4	6	8	10	12	14	16	18	20	
Movement Precision	Exacting team and/or solo work	2	4	6	8	10	12	14	16	18	20	
Movement Variety	Diversity movements to display overall excellence	2	4	6	8	10	12	14	16	18	20	
Routine Showmanship	Supreme effort, snap and concentration of routine	2	4	6	8	10	12	14	16	18	20	
Cadets Bearing	Flair style and game face, rivals watches	2	4	6	8	10	12	14	16	18	20	
Cadet Commander	Commander demonstrates good control	2	4	6	8	10	12	14	16	18	20	

TOTAL MAX SCORE 180

Report boundary violations to the head judge.

STUDY GUIDE







Nationals 2015, cadets are required to be knowledgeable with each branch of *the service ranks-insignia*, both cadet and active duty on an annual rotation.

This rotation starts in 2015 with Marine Corps, 2016 Navy, 2017 Air Force and 2018 Army.







CADET RANKS

Rank	Army	Navy	Air Force	Marine Corps
E-9	<p>Command Sergeant Major</p>  <p>Cadet Sergeant Major</p> <p>Cadet First Sergeant</p>	<p>Master Chief Petty Officer</p> 	<p>Chief Master Sergeant</p> 	<p>Sergeant Major</p> 
E-8	 <p>Cadet Master Sergeant</p>	<p>Senior Chief Petty Officer</p> 	<p>Senior Master Sergeant</p> 	<p>First Sergeant</p> 
E-7	<p>Sergeant First Class</p> 	<p>Cadet Chief Petty Officer</p> 	<p>Cadet Master Sergeant</p> 	<p>Gunnery Sergeant</p> 
E-6	<p>Cadet Staff Sergeant</p> 	<p>Cadet Petty Officer 1st Class</p> 	<p>Cadet Technical Sergeant</p> 	<p>Staff Sergeant</p> 
E-5	<p>Cadet Sergeant</p> 	<p>Cadet Petty Officer 2nd Class</p> 	<p>Cadet Staff Sergeant</p> 	<p>Sergeant</p> 
E-4	<p>Cadte Corporal</p> 	<p>Cadet Petty Officer 3rd Class</p> 	<p>Cadet Senior Airman</p> 	<p>Corporal</p> 
E-3	<p>Cadet Private First Class</p> 	<p>Cadet Seaman</p> 	<p>Cadet Airman First class</p> 	<p>Lance Corporal</p> 
E-2	<p>Cadet Cadet Provate</p> 	<p>Cadet Seaman Apprentice</p> 	<p>Cadet Airman</p> 	<p>Private First</p> 
E-1	<p>Cadet Private (No Insignia)</p>	<p>Cadet Seaman Recruit (No Insignia)</p>	<p>Cadet Airman Basic (No Insignia)</p>	<p>Cadet Private (No Insignia)</p>


















**Army - Marine Corps - Air Force
JROTC Officers Rank-Insignia**

























Three Diamonds	Colonel	
Two Diamonds	Lieutenant Colonel	
One Diamond	Major	
Three Disk	Captain	
Two Disk	First Lieutenant	
One Disk	Second Lieutenant	





Navy JROTC Officers Rank

Captain	
Commander	
Lieutenant Commander	
Lieutenant	
Lieutenant Junior Grade	
Ensign	











UNITED STATES MILITARY ENLISTED RANK-INSIGNIA

E1	Private	Seaman Recruit (SR)	Private	Airman Basic	
E2	Private E-2 (PV2) 	Seaman Apprentice (SA) 	Private First Class (PFC) 	Airman (Amn) 	
E3	Private First Class (PFC) 	Seaman (SN) 	Lance Corporal (LCpl) 	Airman First Class (A1C) 	
E4	Corporal (CPL) 	Specialist (SPC) 	Petty Officer Third Class(PO3) ** 	Corporal (Cpl) 	Senior Airman (SrA) 
<p>Leadership responsibility significantly increases in the mid-level enlisted ranks. This responsibility is given formal recognition by use of the terms noncommissioned officer and petty officer. An Army sergeant, an Air Force staff sergeant, and a Marine corporal are considered NCO ranks. The Navy NCO equivalent, petty officer, is achieved at the rank of petty officer third class. TOP</p>					
ARMY		NAVY COAST GUARD		MARINES	AIR FORCE
E5	Sergeant (SGT) 	Petty Officer Second Class (PO2) ** 	Sergeant (Sgt) 	Staff Sergeant (SSgt) 	

E6	Staff Sergeant (SSG) 		Petty Officer First Class (PO1) ** 		Staff Sergeant (SSgt) 		Technical Sergeant (TSgt) 		
	Sergeant First Class (SFC) 		Chief Petty Officer (CPO) ** 		Gunnery Sergeant (GySgt) 		Master Sergeant (MSgt) 		First Sergeant 
<p>At the E-8 level, the Army, Marines and Air Force have two positions at the same pay grade. Whether one is, for example, a senior master sergeant or a first sergeant in the Air Force depends on the person's job. The same is true for the positions at the E-9 level. Marine Corps master gunnery sergeants and sergeants major receive the same pay but have different responsibilities. All told, E-8s and E-9s have 15 to 30 years on the job, and are commanders' senior advisers for enlisted matters.</p> <p>A third E-9 element is the senior enlisted person of each service. The sergeant major of the Army, the sergeant major of the Marine Corps, the master chief petty officer of the Navy and the chief master sergeant of the Air Force are the spokespersons of the enlisted force at the highest levels of their services. TOP</p>									
ARMY		NAVY COAST GUARD		MARINES		AIR FORCE			
E8	Master Sergeant (MSG) 	First Sergeant (1SG) 	Senior Chief Petty Officer (SCPO) ** 		Master Sergeant (MSgt) 	First Sergeant 	Senior Master Sergeant (SMSgt) 		First Sergeant 
	Sergeant Major (SGM) 	Command Sergeant Major (CSM) 	Master Chief Petty Officer (MCPO) 	Fleet/Command Master Chief Petty Officer 	Master Gunnery Sergeant (MGySgt) 	Sergeant Major (SgtMaj) 	Chief Master Sergeant (CMSgt) 		First Sergeant 

E9	<p><u>Sergeant Major of the Army (SMA)</u></p> 	<p><u>Master Chief Petty Officer of the Navy (MCPON) and Coast Guard (MCPOCG)</u></p> 	<p><u>Sergeant Major of the Marine Corps (SgtMajMC)</u></p> 	<p><u>Chief Master Sergeant of the Air Force (CMSAF)</u></p> 					

U.S ARMY OFFICERS RANK-INSIGNIA











<u>US DoD Pay Grade</u>	O-1	O-2	O-3	O-4	O-5	O-6	O-7	O-8	O-9	O-10
Insignia										
Title	<u>Second lieutenant</u>	<u>First lieutenant</u>	<u>Captain</u>	<u>Major</u>	<u>Lieutenant colonel</u>	<u>Colonel</u>	<u>Brigadier general</u>	<u>Major general</u>	<u>Lieutenant general</u>	<u>General</u>
Abbreviation	2LT	1LT	CPT	MAJ	LTC	COL	BG	MG	LTG	GEN
NATO Code		OF-1	OF-2	OF-3	OF-4	OF-5	OF-6	OF-7	OF-8	OF-9








General of the Army
GA

The rank of **General of the Army** has been reserved for wartime use only.










U.S. MARINE CORPS OFFICERS RANK-INSIDNIA

<p>Pay Grade: O1</p>  <p>Second Lieutenant (2nd Lt)</p>	<p>Pay Grade: O2</p>  <p>First Lieutenant (1st Lt)</p>	<p>Pay Grade: O3</p>  <p>Captain (Capt.)</p>
<p>Pay Grade: O4</p>  <p>Major (Maj.)</p>	<p>Pay Grade: O5</p>  <p>Lieutenant Colonel (Lt. Col.)</p>	<p>Pay Grade: O6</p>  <p>Colonel (Col.)</p>
<p>Pay Grade: O7</p>  <p>Brigadier General (Brig. Gen.)</p>	<p>Pay Grade: O8</p>  <p>Major General (Maj. Gen.)</p>	<p>Pay Grade: O9</p>  <p>Lieutenant General (Lt. Gen.)</p>
<p>Pay Grade: O10</p>  <p>General (Gen.) Commandant of the Marine Corps</p>		



U.S MARINE CORPS WARRANT OFFICERS RANK-INSIGNIA

<p>Pay Grade: W1</p>  <p>Warrant Officer 1 (WO)</p>	<p>Pay Grade: W2</p>  <p>Chief Warrant Officer 2 (CWO2)</p>	<p>Pay Grade: W3</p>  <p>Chief Warrant Officer 3 (CWO3)</p>
<p>Pay Grade: W4</p>  <p>Chief Warrant Officer 4 (CWO4)</p>	<p>Pay Grade: W5</p>  <p>Chief Warrant Officer (CWO5)</p>	



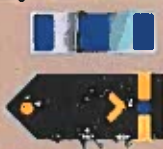

U.S. NAVY OFFICERS RANK INSIGNIA

<p>Pay Grade: O1</p>  <p>Ensign (ENS)</p>	<p>Pay Grade: O2</p>  <p>Lieutenant Junior Grade (LTJG)</p>	<p>Pay Grade: O3</p>  <p>Lieutenant (LT)</p>
<p>Pay Grade: O4</p>  <p>Lieutenant Commander (LCDR)</p>	<p>Pay Grade: O5</p>  <p>Commander (CDR)</p>	<p>Pay Grade: O6</p>  <p>Captain (CAPT)</p>
<p>Pay Grade: O7</p>  <p>Rear Admiral Lower Half RADM (LH)</p>	<p>Pay Grade: O8</p>  <p>Rear Admiral Upper Half RADM (UH)</p>	<p>Pay Grade: O9</p>  <p>Vice Admiral (VADM)</p>



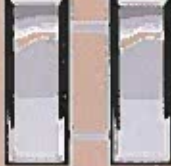







U.S NAVY OFFICERS RANK INSIGNIA (Continue)

<p>Pay Grade: O10</p>  <p>Admiral (ADM) Chief of Naval Operations</p>	<p>Pay Grade: O11</p>  <p>Fleet Admiral (Wartime only)</p>
<p>The rank of Fleet Admiral has been reserved for wartime use only. The last Fleet Admirals were in World War II. Fleet Admirals during that war were Chester W. Nimitz, William D. Leahy, Ernest J. King, and William F. Halsey.</p>	

U.S NAVY WARRANT OFFICERS RANK INSIGNIA

<p>Pay Grade: W1 Warrant Officer 1 (W-1) No longer in Use</p>	<p>Pay Grade: W2</p>  <p>Chief Warrant Officer 2 (CWO2)</p>	<p>Pay Grade: W3</p>  <p>Chief Warrant Officer 3 (CWO3)</p>
<p>Pay Grade: W4</p>  <p>Chief Warrant Officer 4 (CWO4)</p>	<p>Pay Grade: W5</p>  <p>Chief Warrant Officer 5 (CWO5)</p>	

U.S AIR FORCE OFFICERS RANK-INSIDNIA

<p>Pay Grade: O1</p>  <p>Second Lieutenant (2nd Lt)</p>	<p>Pay Grade: O2</p>  <p>First Lieutenant (1st Lt)</p>	<p>Pay Grade: O3</p>  <p>Captain (Capt.)</p>
<p>Pay Grade: O4</p>  <p>Major (Maj.)</p>	<p>Pay Grade: O5</p>  <p>Lieutenant Colonel (Lt. Col.)</p>	<p>Pay Grade: O6</p>  <p>Colonel (Col.)</p>
<p>Pay Grade: O7</p>  <p>Brigadier General (Brig. Gen.)</p>	<p>Pay Grade: O8</p>  <p>Major General (Maj. Gen.)</p>	<p>Pay Grade: O9</p>  <p>Lieutenant General (Lt. Gen.)</p>
<p>Pay Grade: O10</p>  <p>General (Gen.)</p>		

Drill and Ceremony

Q. A Drill Command has two parts, what are they?

A. **Preparatory Command & Command of Execution**

Q. What is the length of right or left step?

A. **15 inches (12 inches-USAF)**

Q. What command is given to revoke an improperly given command?

A. **As you were.**

Q. The command "open ranks", what are the actions of the 3rd squad?

A. **Army, Stand Fast.**

A. **Marine Corps, Stand Fast and execute dress right.**

Q. The command "open ranks", what are the actions of the 4th squad?

A. **Army, Take two steps backward.**

A. **Marine Corps, Take two 15 steps backward and execute dress right.**

Q. The command "close ranks" what are the actions of the 1st squad?

A. **Army, Take four steps backward**

A. **Marine Corps, Stand Fast.**

Q. How many volleys of rifle fire are there at a military funeral?

A. **Three.**

Q. How do you measure a marching step?

A. **From heel to heel.**

Q. How many positions of rest are there?

A. **There are four positions of rest for halted troops.**

They are Parade rest, Stand At Ease, At Ease and Rest.

Q. What are the two types of platoon formations?

A. **Line and Column.**

Q. How many company formations are there and name them.

A. **There are four (4) different company formations.**

(1) **Company in line with platoons in line.**

(2) **Company in column with platoons in column.**

(3) **Company in mass.**

(4) **Company in column with platoon in line**

Q. What is a combined command?

A. **Combined commands are preparatory and command of executions given together. (Example: Fall in).**

Q. From what position are all stationary movements given?

A. **Position of attention**

Q. What are the two rest movements given during a march?

A. **“At ease march” and “Route step march”.**

Q. What is cover?

A. **Aligning yourself directly behind the person to your immediate front, while maintaining correct distance**

Q. At route step march, what command brings the unit back to attention?

A. **“Quick time march” (ATTENTION-USN & USMC).**

Q. What is depth?

A. **The space from front to rear of a formation including front and rear elements**

Q. What is the length of an arm swing when marching?

A. **9 to the front and 6 to the rear (USA & USAF)**

A. **6 to the front and 3 to the rear (USN & USMC).**

Q. Explain the purpose of Facing Movements.

A. **To face the unit to the right, left or about.**

Q. What is the purpose of drill?

A. **(1) To move a unit from one place to another in an orderly manner.**

(2) To teach discipline and coordination.

(3) Improve moral by developing team spirit.

Q. How many facing movement can be executed from the Position of Attention?

(Name Them)

A. **Five facing movement: Left Face, Right Face, Half Left and Half Right Face and About Face.**

Q. When in a column formation how does the squad or platoon counts?

A. **From Front to Rear**

Q. All stationary commands are given from what position?

A. **The position of “Attention”.**

Q. What are the three marching steps used in drill?

A. **15 inch step (USAF-12 inches)**

A. **30 inch step (USAF-24 inches).**

A. **36 inch step at DOUBLE TIME.**

Q Define the following

CADENCE – The uniform step and rhythm in marching.

RANK – A single line of individuals side by side.

FILE – A single of individual one behind each other.

INTERVAL – The lateral space between elements.

DISTANCE – Space between elements in a column of file.

Q. What is the primary value of ceremonies?

A. **To render honors, preserve tradition, and to stimulate Esprit de Corps**

Q. What is a formation?

A. **The arrangement of elements of a unit in a prescribed manner**

Q. What position is the unit guidon once a preparatory command is given?

A. The raised vertical position

Q. What is Close Interval?

A. The lateral space between individuals, measured by placing the heel of the left hand on the hip, even with the top of the belt line, fingers and thumb joined and extended downward, with his elbow in line with the body and touching the arm of the individual to his left.

Q. What is Double Interval?

A. The lateral space between individuals, measured by raising both arms shoulder high, fingers extended and joined.

Q. What is Normal Interval?

A. The lateral space between individuals, measured by raising the left hand shoulder high, fingers extended and joined.

Q. What 4 movements in marching require a 15-inch step or (12 inch step USAF)?

A. Half step; Left step; Right step; Backwards march

Q. What is the cadence of "Quick Time" and "Double Time"?

A. 120 and 180 counts or step per minute.

Citizenship and the Constitution

Q. What two laws under birth can a person become a U.S. citizen?

A. **Law of Soil and Law of Blood**

Q. What does "Law of Soil" state?

A. **Any person born in the United States automatically becomes a citizen of the U.S.**

Q. What does "Law of Blood" state?

A. **Any person born to parents that are U.S. citizens automatically become U.S. citizen.**

Q. How many amendments are there in the "Bill of Rights"?

A. **There are 10 Amendments to the Bill of Rights.**

Q. What amendment covers citizenship?

A. **Citizenship is covered under the 14th Amendment to the U.S. Constitution.**

Q. What does the 1st Amendment cover?

A. **Freedom of speech, religion, press, lobby the government, and peaceful assemble.**

Q. What amendment covers the right not to self-incriminate?

A. **5th Amendment**

Q. What age is a U.S. Citizen first allowed to vote?

A. **18 Years old.**

Q. What are the two primary political parties?

A. **The Republican Party and the Democratic Party.**

Flag Etiquette

Q. What does the color red stand for on the American flag?

A. **The color red stands for valor.**

Q. What does the color blue stand for on the American flag?

A. **Color blue stands for reverence to God**

Q. What does the color white stand for on the American flag?

A. **The color white stands for purity.**

Q. Why is the American flag folded into a triangle?

A. **The American flag is folded into a triangle because it symbolizes the American Revolutionary Hats.**

Q. What are the 3 types of American flags normally flown and their sizes?

A. **Storm** - 5ft x 9 and 1/2 ft.

A. **Post** - 8ft 11 3/8 inches x 17 ft.

A. **Garrison** - 20 ft x 38 ft

Q. **How is the flag flown on Memorial Day?**

A. At half-mast till noon, then from noon until retreat sounds, it is at full staff

Q. **When the flag is flown at night, what must be done?**

A. It must be illuminated.

Q. When a President or Past President dies, how long is the flag flown at half-mast?

A. **30 days.**

Q. How is the flag draped over the casket?

A. **So the stars are over the left shoulder.**

Q. What is the difference between the National Colors and the National Flag?

A. **The National Colors is trimmed on 3 sides with golden yellow fringe.**

Q. When the national flag is worn out, how is it disposed of?

A. **The section of the flag with the stars is cut from the flag and then both pieces are burned together.**

Q. What are the 2 ways that the flag can be displayed?

A. **Flat or Hanging free.**

Q. Does the U.S. flag ever dip when passing in review?

A. **NO.**