

**STANDARD OPERATING PROCEDURES (SOP) for the
SC UPSTATE REGIONAL DRILL CHAMPIONSHIPS (URDC) – 2020**

1. GENERAL:

a. Two separate competitions, Regulation Drill and Exhibition Drill. Regulation Drill scores do not count towards Exhibition Drill Scores and vice versa with exception of Open Ranks which counts for both Regulation and Exhibition Drill points.

b. JROTC cadets, other high school students, their parents and friends are invited and encouraged to attend the Championships.

c. Location: T. L. Hanna High School
2600 SC-Highway 81 North
Anderson, SC 29621
(864) 933-2547

d. Date: **7 March 2020**

2. PURPOSE: The purpose of this SOP is to set forth rules and procedures governing the conduct of the Championships. The provisions set forth in this document are binding. Acceptance of the SOP constitutes willingness for its entries to be governed, scored, and awarded recognition by the provisions of this SOP. It is the responsibility of each unit to be familiar with the information contained herein.

Questions concerning this SOP or the Championships should be submitted via email to:

CAPT John "Skip" Lussier, USN (Ret)
johnlussier@anderson5.net
864-260-5110 Ext 85323

3. ELIGIBILITY: Each school is responsible for ensuring their members participating meet the State Academic Requirements for interscholastic activities. Unqualified participants will disqualify the team.

4. DEFINITIONS:

a. Drill Commander: JROTC cadet who commands a JROTC drill team or individual performing an individual event.

b. School Advisor: The Officer or NCO who administers/supervises the drill team.

c. Precision Infantry Drill Regulation (IDR): The precision drill procedures as outlined in the drill manual of the appropriate service.

Air Force	AFI 36-2203
Army	FM 22-5
Navy/Marine Corps	OPNAVY P34-03 or Marine Corps Drill Manual

5. REGISTRATION: The registration fee is \$150.00 for Regulation Drill and \$150.00 for Exhibition Drill. If your team enters both Regulation and Exhibition the cost will be \$250.00.

a. The registration fee entitles the school to one entry in each category. All categories need not be entered. If your team is only entering a few events in either championship, give me a call and we will negotiate a cost, likely \$25 per event entered.

b. Make checks payable to URDC. Mail to:

**Upstate Regional Drill Championships
P.O. Box 1413
Anderson, SC 29622**

c. No refunds of registration fees will be made, unless fees are received after registration date in which case they will simply be returned.

6. COMPETITION TIMES: Each school will be notified of its competition time prior to the competition.

7. INCLEMENT WEATHER PLAN: In the event of inclement weather, the Championships will be altered to all indoor events which will make the drill meet last longer and/or result in eliminating some events.

8. WEAPONS SECURITY: Weapons will be the responsibility of the school advisor and/or unit commander. **Weapons should be clearly identified as dummy / inert with orange tape around the barrel.** A weapon storage area will not be provided.

9. COMPETITIVE CATEGORIES: The meet will consist of the following events:

Regulation

Platoon / Flight (Armed)
Platoon / Flight (Unarmed)
Squad / Element (Armed)
Squad / Element (Unarmed)
Color Guard
Individual (Armed)

Exhibition

Platoon / Flight (Armed)
Platoon / Flight (Unarmed)
Squad / Element (Armed)
Squad / Element (Unarmed)
Duet (Armed)
Duet (Unarmed)

Open Ranks Inspection

You may enter one team in each event listed above. This means you can compete in up to 12 events; not including Open Ranks. You may only enter ONE team in each event. All teams should plan to compete in Open Ranks as it serves as the tiebreaker for final standings for both Regulation and Exhibition Championships. Schools must compete in Open Ranks to be eligible for the overall championship in each category (Regulation / Exhibition).

10. REGULATIONS:

a. Regulation Drill will be in accordance with the drill manual of the appropriate service. The sequence, BUT NOT THE APPROPRIATE COMMAND, is given on the respective score sheet in the appendices of the SOP. The Unit Commander for the Squad / Element and Platoon / Flight Precision events must commit the sequence and the appropriate commands *to memory*. Exhibition maneuvers, to include marching without regulation arm swing, spinning rifles etc., will not be allowed during the

Regulation Drill events. Penalties will be imposed at the judges' discretion.

b. For Individual Regulation drill, the cadet will choose a fellow team member to give appropriate commands. It is to be remembered that Individual Regulation drill calls for exactness and accuracy. The cadet entered in the Individual Regulation Drill will remain at attention after reporting. At this time, the judges will inspect the individual for personal appearance. ***Once the judges complete their inspection of the individual, the judges will give the cadet giving commands permission to proceed with the command sequence.***

c. Exhibition Drill is scored on precision, difficulty, general effect, originality, floor coverage, and dress & cover.

d. Sequence of Events:

(1) Unit assembles in the designated area under the control of the commander prior to the scheduled competition time. A team will have until the end of the drill period to complete the event. Units will stay on the schedule as there are no provisions for early or late performances.

(2) Prior to taking the drill pad, the Unit Commander should confirm with the judge the appropriate entry and exit points on the pad if there is any question of these points due to pad arrangement.

(a) Reporting In: Then the Unit Commander of the Regulation Platoon / Flight and Squad / Element, when instructed, directs his/her unit to enter the drill competition area (scoring begins) and reports to the Head Judge. Prior to reporting, the Unit Commander directs the Unit to approximately six (6) steps in front of and centered on the Head Judge. The commander then salutes the Head Judge and reports the Unit is ready for competition saying, " (unit designation), High School, requests permission to use your drill area Sir/Ma'am." The Head Judge will return the salute with verbal directions. The Commander then directs "Order Arms." Following this, the Unit commander will direct his/her unit according to the sequence of commands listed for the particular event in the appendices of the SOP.

(b) Reporting Out: After the sequence is completed, the Unit Commander will direct "Present Arms" and then reports to the Head Judge by stating, "Sir / Ma'am, this completes our drill routine. Request permission to leave your drill area." The Head Judge will return the salute. The Unit Commander will direct "Order Arms;" he /she will then direct the unit to the specified exit area and leave the drill area. Once the team leaves the drill area, judging stops.

(3) For all Exhibition Platoon / Flight, Exhibition Squad / Element, and Exhibition Duet events, the team will report in and out as listed for Regulation Platoon / Flight however, the report may take place at any point in the routine. Exhibition Teams may enter and exit along any boundaries as long as the Exhibition team does not interfere with other teams on other drill pads.

e. Number of members and Drill Pad Size:

(1) Platoon / Flight will be composed of at least thirteen (13) members, including the unit commander, and no more than twenty five (25) members, including the Unit Commander. A guidon bearer is optional and may be included in the thirteen member requirement.

(2) Squad / Element will be composed of at least seven (7) members, including the unit

commander, and no more than eleven (11) members, including the Commander. Regulation Squad / Element will be formed in a single file. Exhibition Squad / Element may be formed into two (2) or more files if desired.

(3) Color Guard will be composed of either 4 or 5 members, depending if the unit desires to compete with 2 or 3 flags. **Colors will enter drill area at carry colors uncased. The color guard will enter the drill area from the right side of the head judge and execute a left turn to face the head judge and halt.**

(4) Armed / Unarmed Duet, two members. Armed Duet can use any type weapon.

(5) Regulation Individual (Armed) may use any type weapon. Once the individual performing Regulation IDR Drill is centered on the head judge for reporting, he/she will report in as described in paragraph 10d(2)(a) and (b) above. Upon completion of the Judges' inspection, the individual will perform and be graded using the Individual Regulation competition score sheet. As described earlier, a fellow cadet will give the command sequence.

(6) Pad Sizes:

Platoon / Flight	85' X 80'
Squad / Element	75' X 75'
Color Guard	50' X 50'
Duet	50' X 50'
Regulation Individual	50' X 30'
Open Ranks	50' X 30'

f. Time for Exhibition events begins when the first member of a unit crosses the boundary line and ends when the first member of a unit exits the drill area at the end of the performance. Time for Exhibition Events:

	MAXIMUM TIME	MINIMUM TIME
Platoon / Flight	7 Minutes	5 Minutes
Squad / Element	7 Minutes	5 Minutes
Duet	5 Minutes	3 Minutes

g. Event Penalties: These will be assessed during the conduct of an event to include actions at the ready area and during the exit from the drill area and will be recorded on the Judge's score sheet. The degree of the penalties issued prior to or after a school's performance for misconduct is left to the discretion of the Head Judge. Penalties may be given for any of the following reasons:

(1) Failure to keep within the specified boundaries or entry or exit on wrong side of drill area. The boundary lines are considered out of bounds: 10 Points for each occurrence

(2) Failure to complete routine within your assigned time window (i.e., your start time is 9:10 and next team's start time is 9:20. Your team finishes at 9:21). You incur a penalty for finishing outside your time window: 15 Points

(3) Exhibition Routine not within the minimum or maximum time limits: 15 points

(4) Extraneous or insufficient personnel on the drill area: 15 Points for each occurrence

(5) Coaching or interference from beyond the boundary line:

Coaching / correcting own team 40 Points

Intentionally distracting another team 40 Points

* Please do not perform jodies when marching to and from drill pads.

(6) Failure to maintain cadence (100 – 120 beats per min) 10 Points for each occurrence

h. Team Penalties: Each infraction resulting in a Team Penalty will cause the score of each event entered by that school to be reduced by 10% of the MAXIMUM SCORE for each event entered. Therefore, the team penalties not only lower the individual event score but also the overall team score significantly. Team penalties may be assessed by the Championships Director for:

(1) Any school advisor / coach who fails to adhere to established protest mediation procedures.

(2) Any school advisor / coach or JROTC cadet approaching any of the judges, outside their assigned time window, for the purpose of discussing the performance or scoring of an event unless requested to do so.

(3) Any school advisor / coach or JROTC cadet entering the score computation area without permission of the Championships Director.

11. Score Sheets: Scores sheets will be provided to each school at the end of the meet.

a. Each sheet will be independently calculated by at least two individuals prior to the scores being input for final posting. The meet administrators will ensure that each sheet has all scored items included in the score. Any item not annotated by a pad judge will get the maximum points for that item if the recording failure is discovered after the next drill event has started. All score sheets for the Regulation and Exhibition drill not reviewed when final standings are determined will be considered final.

b. If a posted scoring error is detected, the advisor / coach should approach the meet director to reconcile the discrepancy. Individual judges' sequence scores are not reviewable.

12. Protest: Judging is highly subjective and the judges will be thoroughly briefed on the procedures and rules of the meet. Accordingly, protests are highly subjective too. Complaints regarding the overall conduct of the meet may be made at the time of the situation or after the meet. The protest will be considered for correction of procedures for the next year. Present year results will NOT be adjusted unless it is clear the fault was intentional and showed a bias in a judge that affected the results on a particular drill pad. An error, commonly applied, will not be accepted as a protest and errors in judgment are not intentional faults. The Championships Director will review the written protest and make a final decision concerning the protest in the week after the meet. Decisions will be announced by email. Protests will NOT delay the awards ceremony.

13. JUDGES:

a. Judges may be selected from the USA, USAF, USN, USMC, active duty, guard, reserve and/or ROTC cadets. As a last resort, Pendleton JROTC drill team cadets and instructors will judge.

b. If available, there will be four judges with one judge also serving as the penalty judge for each drill meet event.

c. The penalty judge will be responsible for time, boundary, late or unprepared, and correct number of competitor penalties.

d. For all the rectangular drill areas (Squad / Element and Individual) the head Judge will be located on the long side of the drill area.

e. Pad corners will be conspicuously marked with traffic cones. All head judges will be centered on the appropriate boundary line for report in and report out procedures.

14. SCORING TIES. In the event of a tie between two or more schools

a. The high and low scores will be discarded and remaining scores averaged to determine winners

b. If a tie still occurs, the score of the Head Judge will break the tie

c. If a tie still exists, additional trophies will be awarded.

b. In the event only three judges scoring, the low score will be discarded.

14. AWARDS: The following awards will be presented during the awards ceremony.

a. UPSTATE REGIONAL CHAMPIONSHIPS TRAVELING TROPHIES – Traveling Trophies will be awarded for overall champions, one for overall Regulation and one for overall Exhibition, determined by placement in each event.

NOTE: The traveling trophies will be signed for by the winning units as an accountable item. Traveling trophies will be returned to Pendleton High School six weeks prior to the subsequent meet.

B. Upstate Regional Championships School Trophies – In addition to a traveling trophy, trophies will be awarded for first thru third in overall standings for both Regulation and Exhibition championships.

c. Individual Event Trophies – Trophies will be awarded for first thru third for each event in both the Regulation and Exhibition championships.

15. Scoring

a. In an effort to eliminate subjectivisms between judges on different drill pads, teams will be racked and stacked based on their raw drill score in each event. Teams will be awarded “Championship Points” based on the number of teams competing in the event and their standing in the event.

b. For example, Team XYZ competed in Regulation Armed Flight with 16 other schools. Team XYZ received a raw score of 240 points. Based on this raw score, Team XYZ finished in first place in this event. Team XYZ receives 17 Championship Points as there are 17 teams competing in Regulation Armed Flight. Total Championships Points are added to determine the overall winner.

c. ORI will serve as a tie breaker for Overall Champion in both Regulation and Exhibition competitions.

16. MISCELLANEOUS:

a. Location: T. L. Hanna High School Stadium. **Note: The United States Navy, Chief of Naval Education and Training, Anderson School District 5, and TL Hanna High School will not be held responsible for any personal injury occurring at the drill meet or for any damages caused by an individual to personal or school property. Any expenses for such damage will be the full responsibility of the party or parties concerned.**

b. Concessions: Food & merchandise will be available at the Championships for the parents, cadets and guests to purchase.

C. Quarters: Visit scdrills.org for local hotels offering discounts.

d. Military courtesies: In keeping with military tradition for public gatherings, the entire area surrounding the drill area is designated a NO SALUTE AREA. To avoid confusion in this regard, instructors and advisors are requested to wear unit specific polo shirts, hats, etc. Judges will be in utility or similar uniforms. Cadets will wear whatever uniform they decide is appropriate. Cadets will be expected to wear their hats (cover) at all times when they are outdoors.

e. Knock-out competitions. In addition to the competition events specified in the SOP, all cadets will be invited to participate in a “knockout” competition.

(1) Entry fee per cadet is \$1.

(2) Units should anticipate that the knockout events will involve both stationary and moving commands.

(3) The decision of a judge to “knockout” a contestant is not subject to question, whatever the reason. Cadets, instructors or parents who vocally object to the call during competition will disqualify all remaining contestants from that unit from winning the competition.

f. Parking: TL Hanna has adequate parking for cars and buses in the front of the school building and adjacent to the stadium...

g. Drill pad arrangement. Careful consideration is being given to the arrangement of pads to facilitate logical flow from one location to the next.

h. Schedule. **Published prior to meet.**

I. Practice Pads: If available, please show courtesy to other teams when using practice pads by sharing.

Judging Standards

The following are the items stressed in the Judges' orientation meeting;

1. For all Regulation drill events, judges are to select an area around the drill pad and remain basically in the same location for all judging. Should a judge decide to move to a different location to watch a specific movement, (such as judge on back side moving to a better position to observe a team reporting in) then he should make this same move when ALL teams are reporting in, in order to see each team from the same vantage point.
2. For all Exhibition drill events, judges are permitted to move around the drill pad at their discretion. In Exhibition drill no prescribed sequence exists; therefore, observing each team from the same location would have no benefit.
 - a. Judges should attempt to remain spaced around the drill pad to judge from different perspectives. It is essential that each judge evaluate dress and cover in position and on the move.
 - b. *Teams who spend a good deal of time in line or line abreast formation will be more liberally graded than those who consciously avoid dress and cover situations.* In other words, line abreast in formation is expected even in Exhibition formation at these Championships.
3. A separate judge will be used for Time/Boundary penalties if available. This judge is free to move around the drill area and encouraged to do so in order to better observe teams going out of bounds.
4. **Rifle selection: Rifles will be the heavier rifles (M1, M203 or equivalent) e.g. weapons the IDR (Armed) and Exhibition (Armed) normally compete with. Only the Armed Duet and Regulation Individual (Armed) may use any type of weapon. For all weapons orange tape needs to be clearly put on all the inert rifle barrels for proper identification.**
5. Judges are to give a score for every item on the score sheet. NO ITEMS TO BE LEFT BLANK!!!!
6. Judges may only be changed during an event in the case of an emergency or other exceptional situation as permitted by the Director of the Meet. In the event of such a situation, every effort will be made to score consistent with the previous judge's standards.
7. Judges are requested not to change their "standard" during an event. Judges are reminded to score against their own perfect standard. Judges should not judge subsequent unit attempts against prior unit attempts. If a judge starts as a Hard/Easy scorer, then judge all entries on the same standard.
8. Do not give scores not shown on a line. For example, if a scoring line shows only 2, 4, 6, 8, 10 then pick one of those numbers. For example "5" is not an expected entry. Use only numbers shown.
9. Judges will not calculate the final total scores on the field. This will be done in the scoring room. This is an additional precaution to keep judges from ranking one observed team against a previously performing team based on calculated total scores.
10. Judges are encouraged to discuss their score sheets amongst themselves to ensure consistency in

scoring.

a. Head judges should be prepared to discuss any major discrepancies concerning scoring on specific elements. For example, if two judges score a particular sequence element “10” and other judge scores it “0”, a discussion should incur as to the reason for the discrepancy.

b. It is not realistic to believe, nor expected, judges will score all sequence elements the same. However, the head judge is responsible for ensuring consistency between the judges and what each is seeing. It is certainly acceptable for one judge to score more harshly than another as long as each judge is consistent from team to team.

11. It is the responsibility of each judge and the head judge to ensure every element in the sequence is scored.

INSTRUCTIONS FOR JUDGES

1. The Head Judge should be centered along the longest boundary of the drill pad so the team will enter the pad to the Head Judge’s right side. The Head Judge should signal (by hand or nod) to the team that they may enter the drill area.

2. Judging / time (for Exhibition events) starts immediately upon the first team member entering the drill pad and ends when the last team member exits the drill pad.

3. The commander of the unit, when signaled by the Head Judge, directs his or her unit to enter the drill competition area and stops the team approximately six (6) paces in front of and centered on the Head Judge.

a. The commander then directs his/her unit to “Present Arms”. The commander then salutes the Head Judge and reports the Unit is ready for competition.

(1) The reporting language is specific, “ _____ (unit designation), _____ High School, requests permission to use your drill area Sir/Ma’am.” The Head Judge will return the salute, instruct the team on which direction to exit and tell the team to “carry on” or “continue”. The commander then drops his/her salute and directs “Orders Arms” from the position of attention.

(2) The event then continues according to the sequence of commands for the particular event. Completing the sequence in the order listed will return the unit to the same position as reporting in.

(3) The unit commander will report out to the Head Judge by stating, “*Sir / Ma’am, this completes our drill routine. Request permission to leave your drill area.*” The Head Judge will return the salute without verbal comment and the unit commander directs the unit off the drill area.

4. As soon as the unit exits the drill pad, judges complete score sheet by grading “Reporting Out” and “Overall Appearance.”

5. EXHIBITION DRILL EVENTS

a. The unit will report in and out to the Head Judge; however, the report may take place at any point

in the routine and need not be at the start or end of the routine.

b. It is suggested that each judge watch the complete performance and then score the 5 items on the score sheet only after the team has completed its routine.

6. COLOR GUARD. Commands are being given by the bearer of the National Colors. (This is required by all services). If the commands are not being given by the bearer of the National Colors, judges should take this into consideration when marking their score sheet.

7. Regulation Individual Armed

a. After reporting in, ALL Judges move in from their position to personally inspect the individual. After the judges have observed enough to score the Inspection items on their score sheets they return to their positions.

b. A fellow cadet from the competitor's school will continue with the commands once the Head Judge instructs this cadet to continue with the commands. This cadet should be stationed outside the boundary at all times and to the left of the Head Judge.

8. OPEN RANKS. There is not enough time for each judge to inspect each cadet.

a. The Head Judge will inspect the unit commander and first element. Each remaining judge will inspect one element.

b. If there are less than four judges, the Head Judge will determine which judge inspects which elements to ensure teams are inspected in an efficient and robust manner.

PENALTY JUDGE

SCHOOL: _____ EVENT: _____

1. FAILURE TO COMPLETE ROUTINE IN ASSIGNED TIME WINDOW: 15 Points

ASSIGNED TIME WINDOW	
TIME ROUTINE COMPLETED	

PENALTY POINTS (15)	
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2. INCORRECT NUMBER OF PERSONNEL: 15 Points per Incorrect Number of Cadets for Event

	A	B	C
	Cadets in Formation	Cadets Over / Under Min/Max	Penalty (Column B X 15)
Platoon / Flight (13 - 25)			
Squad / Element (7 - 11)			

3. DID NOT STAY WITHIN THE PRESCRIBED BOUNDARIES OR ENTERED / EXITED WRONG LOCATION: 10 Points per Occurrence

Occurrence 1	Occurrence 2	Occurrence 3	Occurrence 4	Occurrence 5	Occurrence 6

PENALTY POINTS (# of occurrences X 10)	
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4. SIDELINE BEHAVIOR

COACHING	40 POINTS
DISTRACTING	40 POINTS

PENALTY POINTS	
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5. EXHIBITION DRILL ONLY

Start Time	
End Time	

EVENT	Min	Max
Platoon / Flight	5	7

Event Length	
Over / Under (Yes / No)	

Squad / Element	5	7
Duet	3	5

PENALTY POINTS (15)	
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6. CADENCE: 10 points per occurrence (failure to maintain Quick Step (100 – 120 beats per minute))

Occurrence 1	Occurrence 2	Occurrence 3	Occurrence 4	Occurrence 5	Occurrence 6

PENALTY POINTS (# of occurrences X 10)	

JUDGE'S SIGNATURE _____
CALCULATED INSIDE

TOTAL SCORE WILL BE

DRILL PAD COORDINATORS

1. Collect score sheets from judges. Review each score sheet to ensure each score sheet has the proper school name and event listed at the top. Also ensure all items are scored.
2. Place all completed score sheets in your folder. Have your runner deliver the score sheets to the scoring room. Make sure your runner returns with an empty folder.
3. As each team comes up to the drill pad to compete make sure it is the next scheduled team on your list. If a team does not show for an event, have each judge complete a score sheet with school name and event with the words "NO SHOW" written on the front of each sheet.
- 4. Should a team/individual arrive after their scheduled time window, assign them a new time window if the schedule allows. Coordinate this with the Head Judge and Penalty Judge. The Penalty Judge is to give them a penalty on the Penalty Score sheet for not completing their routine in their scheduled time window. Remind the Penalty judge of this if necessary. Do not hold up other competing teams to work out a new time window.**
5. The "NO SHOW" score sheets should be returned to the score room the same as any other score sheets.

OPEN RANKS INSPECTION

1. General Information

a. The Open Ranks Inspection (ORI) will be used as a tiebreaker for both Regulation and Exhibition Drill Championships. ORI will be an unarmed event and follow Air Force ROTC standards. Due to time constraints, the inspection will be carried out as a modification of the inspection listed in AFMAN 36.2203. Deviations from the modified event regulations below will result in lower scores in several facets of the event.

b. Each school will form the flight consisting of 13 members (no Guidon) including the platoon / flight commander. Each flight will consist of four elements (ranks).

2. Inspection Preparation.

a. In order to expedite the inspection, each platoon / flight will be expected to be sized correctly (taller tapped) before entering the drill pad.

b. Competing cadets must wear their service's regulation service dress uniform to include authorized ribbons, appropriate service's JROTC shoulder patch, name tag, rank, and flight cap. No medals, gloves, parade belt. **Berets and ascots are allowed.**

3. Inspection Procedure

a. Each school should position themselves (formed up and taller tapped) outside of the inspection area and wait for approval from the head judge to enter. Once approval has been given from the head judge, the unit (flight) commander should march the flight into the inspection area halting the flight centered on the head judge and then give the flight the proper facing movement so that the flight is

facing the head judge. At this point, the unit commander should be posted 6 paces to the front of, centered on, and facing away from the flight (towards the head judge).

b. The unit commander will then render a salute and a greeting (*Good morning/Good afternoon sir or ma'am*) to the head judge. The head judge will return the salute and instruct the unit commander to "*Prepare the flight for inspection*". After the head judge has dropped his/her salute, the unit commander will execute an about face and give the command "*Open Ranks, MARCH*". Due to time constraints, the unit commander will NOT move to align the flight. Similarly, the flight will NOT execute the automatic dress right dress during the normal execution of the open ranks command.

c. After the flight has finished the open ranks command, the unit commander will about face to again face the head judge. The unit commander will then report with a salute "*Sir (Ma'am) _____ high school is prepared for inspection*". The head judge will return the salute and will begin to inspect the unit commander and first ranks. Subsequent ranks will be inspected by the additional judges. The unit commander will remain in the same position while judges inspect the rest of the flight.

d. Once the judges have finished inspecting the flight, the head judge will approach the flight commander and tell him/her to report out and to exit the drill area. The commander will salute and state, "Thank you Sir / Ma'am". Once the head judge has dropped his/her salute, the unit commander will about face and give the command "Close Ranks, MARCH". The unit commander will then exit by marching the flight out of the drill area.

4. Judging Criteria

a. Hair length should correspond to service regulations. General appearance should be well groomed and uniforms should be well-prepared.

b. Teams will be inspected using their own uniforms as the standard. The way one looks is the way all should look. How late in the day the team is competing is taken into consideration by all judges during the inspection competition (judges know the difference between a uniform that was unprepared AND one that has been worn throughout the day).

c. Overall score will be based on the entry/exit of the flight into the inspection area, the execution of the procedures described above, and the appearance of the flight.

d. Although the emphasis of this inspection is on appearance, the judges reserve the right to ask cadet's questions related to their uniform to determine their confidence and overall bearing. If the judge asks a cadet a question he/she does not know, the cadet should not lose their bearing or become flustered. The cadet should simply respond to the head judge with "*Sir (Ma'am) I do not know.*"

KNOCKOUT DRILL COMPETITION

1. The Knockout Drill Competition is held after completion of the Preliminary Round.
2. Commands for static drill will be given by the Head Judge and field judges will eliminate competitors until a winner is determined.
3. Once an individual makes a movement he must remain at that position regardless of a wrong position or movement. Any individual who moves without a command from the Head Judge will be automatically eliminated.
4. Each team is permitted to enter as many cadets as they desire. However, cadets must register for Knockout during the lunch hour.
5. Cadets must have a ticket to participate in Knockout. Tickets cost \$1.00. Tickets are purchased during the lunch hour.
6. Judges will consider military bearing, any major uniform infractions (i.e. missing cover), and precision of movements (i.e. heel and weapon placement). If a team member is tapped by a judge, then he/she is eliminated. The eliminated person will not argue with the judges, and will exit to the rear of the formation in a military manner.

REGULATION PLATOON / FLIGHT SCORE SHEET (ARMED) POSSIBLE POINTS 250

SCHOOL: _____

(this sequence must be memorized)

GRADED EVENT	POSSIBLE POINTS						POINTS
Report In	0	2	4	6	8	10	_____
Order Arms (hold for 5 seconds)	0	2	4	6	8	10	_____
Parade Rest (hold for 5 seconds)	0	2	4	6	8	10	_____
Attention (hold for 5 seconds)	0	2	4	6	8	10	_____
Left Face (hold for 5 seconds)	0	2	4	6	8	10	_____
About Face (hold for 5 seconds)	0	2	4	6	8	10	_____
Port Arms (hold for 5 seconds)	0	2	4	6	8	10	_____
Forward March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Left Shoulder Arms	0	2	4	6	8	10	_____
Port Arms	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Right Shoulder Arms	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Halt (hold for 5 seconds)	0	2	4	6	8	10	_____
Order Arms (hold for 5 seconds)	0	2	4	6	8	10	_____
Left Face (hold for 5 seconds)	0	2	4	6	8	10	_____
Present Arms	0	2	4	6	8	10	_____
Report Out	0	2	4	6	8	10	_____
Platoon / Flight's Overall Appearance	0	2	4	6	8	10	_____

JUDGE'S NAME AND SIGNATURE _____

TOTAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

REGULATION PLATOON / FLIGHT SCORE SHEET (UNARMED) POSSIBLE POINTS 250

SCHOOL: _____

(this sequence must be memorized)

GRADED EVENT	POSSIBLE POINTS						POINTS
Report In	0	2	4	6	8	10	_____
Order Arms (hold for 5 seconds)	0	2	4	6	8	10	_____
Left Face (hold for 5 seconds)	0	2	4	6	8	10	_____
About Face (hold for 5 seconds)	0	2	4	6	8	10	_____
Forward March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Half Right March	0	2	4	6	8	10	_____
Column Half Left March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Left Flank March	0	2	4	6	8	10	_____
Right Flank March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Halt (hold for 5 seconds)	0	2	4	6	8	10	_____
Left Face (hold for 5 seconds)	0	2	4	6	8	10	_____
Left Step March	0	2	4	6	8	10	_____
Halt (hold for 5 seconds)	0	2	4	6	8	10	_____
Right Step March	0	2	4	6	8	10	_____
Halt (hold for 5 seconds)	0	2	4	6	8	10	_____
Report Out	0	2	4	6	8	10	_____
Platoon / Flight's Overall Appearance	0	2	4	6	8	10	_____

JUDGE'S NAME AND SIGNATURE _____

TOTAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

(this sequence must be memorized)

GRADED EVENT	POSSIBLE POINTS						POINTS
	0	1	2	3	4	5	
Report In	0	1	2	3	4	5	_____
Order Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Right Shoulder Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Left Shoulder Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Order Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Parade Rest (hold for 5 seconds)	0	1	2	3	4	5	_____
Attention (hold for 5 seconds)	0	1	2	3	4	5	_____
Left Face (hold for 5 seconds)	0	1	2	3	4	5	_____
About Face (hold for 5 seconds)	0	1	2	3	4	5	_____
Port Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Rear March	0	1	2	3	4	5	_____
Right Shoulder Arms	0	1	2	3	4	5	_____
Rear March	0	1	2	3	4	5	_____
Column Half Right March	0	1	2	3	4	5	_____
Column Half Left March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Halt (hold for 5 seconds)	0	1	2	3	4	5	_____
Order Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Left Face (hold for 5 seconds)	0	1	2	3	4	5	_____
Report Out	0	1	2	3	4	5	_____
Squad / Element's Overall Appearance	0	2	4	6	8	10	_____

JUDGE'S NAME AND SIGNATURE _____

TOTAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

(this sequence must be memorized)

GRADED EVENT	POSSIBLE POINTS						POINTS
	0	1	2	3	4	5	
Report In	0	1	2	3	4	5	_____
Order Arms (hold for 5 seconds)	0	1	2	3	4	5	_____
Dress Right Dress (hold for 5 seconds)	0	1	2	3	4	5	_____
Ready Front (hold for 5 seconds)	0	1	2	3	4	5	_____
About Face (hold for 5 seconds)	0	1	2	3	4	5	_____
Left Face (hold for 5 seconds)	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Half Right March	0	1	2	3	4	5	_____
Column Half Left March	0	1	2	3	4	5	_____
Rear March	0	1	2	3	4	5	_____
Rear March	0	1	2	3	4	5	_____
Left Flank March	0	1	2	3	4	5	_____
Right Flank March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Halt (hold for 5 seconds)	0	1	2	3	4	5	_____
Left Face (hold for 5 seconds)	0	1	2	3	4	5	_____
Left Step March	0	1	2	3	4	5	_____
Halt (hold for 5 seconds)	0	1	2	3	4	5	_____
Right Step March	0	1	2	3	4	5	_____
Halt (hold for 5 seconds)	0	1	2	3	4	5	_____
Report Out	0	1	2	3	4	5	_____
Squad / Element's Overall Appearance	0	2	4	6	8	10	_____

JUDGE'S NAME: _____

TOTAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

COLOR GUARD SCORE SHEET (ARMED)

POSSIBLE POINTS: 155

SCHOOL: _____

(this sequence must be memorized)

GRADED EVENT	POSSIBLE POINTS						POINTS
Order Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Carry Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Present Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Report In	0	1	2	3	4	5	_____
Order Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Parade Rest (hold for 5 seconds)	0	1	2	3	4	5	_____
Attention (hold for 5 seconds)	0	1	2	3	4	5	_____
Carry Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Left Turn	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Eyes Right	0	1	2	3	4	5	_____
Ready Front	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Right Turn	0	1	2	3	4	5	_____
Right Turn	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Left Turn	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Mark Time (for 5 seconds)	0	1	2	3	4	5	_____
Halt (in front of Head Judge) (hold for 5 seconds)	0	1	2	3	4	5	_____
Order Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Carry Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Present Colors (hold for 5 seconds)	0	1	2	3	4	5	_____
Report Out	0	1	2	3	4	5	_____

UNIT: _____

INDIVIDUAL: _____

GRADED EVENT	POSSIBLE POINTS					POINTS
Report to Head Judge (by cadet marching)	0	1	2	3	4	_____

INSPECTION	POSSIBLE POINTS					POINTS
Uniform	0	1	2	3	4	_____
Shined Footgear	0	1	2	3	4	_____
Hair	0	1	2	3	4	_____

DRILL SEQUENCE	POSSIBLE POINTS					POINTS
Port Arms (hold for 3 seconds)	0	1	2	3	4	_____
Right Shoulder Arms (hold for 3 seconds)	0	1	2	3	4	_____
Left Shoulder Arms (hold for 3 seconds)	0	1	2	3	4	_____
Order Arms (hold for 3 seconds)	0	1	2	3	4	_____
Right Face (hold for 3 seconds)	0	1	2	3	4	_____
Left Face (hold for 3 seconds)	0	1	2	3	4	_____
About Face (hold for 3 seconds)	0	1	2	3	4	_____
Right Shoulder Arms (hold for 3 seconds)	0	1	2	3	4	_____
Forward March	0	1	2	3	4	_____
Left Flank March	0	1	2	3	4	_____
Rear March	0	1	2	3	4	_____
Left Shoulder Arms	0	1	2	3	4	_____
Right Flank March	0	1	2	3	4	_____
Halt (centered on head judge) (hold for 3 seconds)	0	1	2	3	4	_____
Present Arms (hold for 3 seconds)	0	1	2	3	4	_____
Reporting Out (by cadet marching)	0	1	2	3	4	_____

SCHOOL: _____

POSSIBLE POINTS

POINTS

1. PRECISION: This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

0 5 10 15 20 25

2. DIFFICULTY: This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

0 5 10 15 20 25

3. GENERAL EFFECT: This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement

0 5 10 15 20 25

4. ORIGINALITY: This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

0 5 10 15 20 25

5. FLOOR COVERAGE: This is to mean the degree to which the floor area is covered and utilized during the routine

0 5 10 15 20 25

6. DRESS AND COVER: This is to mean the precision and the degree to which dress and cover is maintained. Units who are longer in traditional, easy to judge lines are graded less harshly for violations observed. Units whose routines do not require much dress and cover should be graded accordingly.

0 5 10 15 20 25

7. OVERALL IMPRESSION:

0 5 10 15 20 25

JUDGE'S NAME AND SIGNATURE: _____

THE TOTAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

	POSSIBLE POINTS						POINTS
1. PRECISION: This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.	0	5	10	15	20	25	_____
2. DIFFICULTY: This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)	0	5	10	15	20	25	_____
3. GENERAL EFFECT: This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.	0	5	10	15	20	25	_____
4. ORIGINALITY: This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.	0	5	10	15	20	25	_____
5. FLOOR COVERAGE: This is to mean the degree to which the floor area is covered and utilized during the routine	0	5	10	15	20	25	_____
6. DRESS AND COVER: This is to mean the precision and the degree to which dress and cover is maintained. Units who are longer in traditional, easy to judge lines are graded less harshly for violations observed. Units whose routines do not require much dress and cover should be graded accordingly.	0	5	10	15	20	25	_____
7. OVERALL IMPRESSION:	0	5	10	15	20	25	_____

JUDGE'S NAME AND SIGNATURE: _____

FINAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

	POSSIBLE POINTS					POINTS
1. PRECISION: This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.	0	5	10	15	20	_____
2. DIFFICULTY: This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)	0	5	10	15	20	_____
3. GENERAL EFFECT: This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.	0	5	10	15	20	_____
4. ORIGINALITY: This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.	0	5	10	15	20	_____
5. FLOOR COVERAGE: This is to mean the degree to which the floor area is covered and utilized during the routine.	0	5	10	15	20	_____
6. DRESS AND COVER: This is to mean the precision and the degree to which dress and cover is maintained. Units who are longer in traditional, easy to judge lines are graded less harshly for violations observed. Units whose routines do not require much dress and cover should be graded accordingly.	0	5	10	15	20	_____
7. OVERALL IMPRESSION:	0	5	10	15	20	_____

JUDGE'S NAME AND SIGNATURE: _____

FINAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SQUAD / ELEMENT DRILL, EXHIBITION (UNARMED)

POSSIBLE POINTS: 140

SCHOOL: _____

	POSSIBLE POINTS					POINTS
1. PRECISION: This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.	0	5	10	15	20	_____
2. DIFFICULTY: This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)	0	5	10	15	20	_____
3. GENERAL EFFECT: This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.	0	5	10	15	20	_____
4. ORIGINALITY: This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.	0	5	10	15	20	_____
5. FLOOR COVERAGE: This is to mean the degree to which the floor area is covered and utilized during the routine.	0	5	10	15	20	_____
6. DRESS AND COVER: This is to mean the precision and the degree to which dress and cover is maintained. Units who are longer in traditional, easy to judge lines are graded less harshly for violations observed. Units whose routines do not require much dress and cover should be graded accordingly.	0	5	10	15	20	_____
7. OVERALL IMPRESSION:	0	5	10	15	20	_____

JUDGE'S NAME AND SIGNATURE: _____

FINAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

	POSSIBLE POINTS						POINTS
1. PRECISION: This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.	0	5	8	10	12	15	_____
2. DIFFICULTY: This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)	0	5	8	10	12	15	_____
3. GENERAL EFFECT: This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.	0	5	8	10	12	15	_____
4. ORIGINALITY: This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.	0	5	8	10	12	15	_____
5. FLOOR COVERAGE: This is to mean the degree to which the floor area is covered and utilized during the routine	0	5	8	10	12	15	_____
6. DRESS AND COVER: This is to mean the precision and the degree to which dress and cover is maintained. Units who are longer in traditional, easy to judge lines are graded less harshly for violations observed. Units whose routines do not require much dress and cover should be graded accordingly	0	5	8	10	12	15	_____
7. OVERALL IMPRESSION:	0	5	8	10	12	15	_____

JUDGE'S NAME AND SIGNATURE: _____

FINAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

POSSIBLE POINTS

POINTS

1. PRECISION: This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

0 5 8 10 12 15

2. DIFFICULTY: This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

0 5 8 10 12 15

3. GENERAL EFFECT: This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.

0 5 8 10 12 15

4. ORIGINALITY: This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

0 5 8 10 12 15

5. FLOOR COVERAGE: This is to mean the degree to which the floor area is covered and utilized during the routine

0 5 8 10 12 15

6. DRESS AND COVER: This is to mean the precision and the degree to which dress and cover is maintained. Units who are longer in traditional, easy to judge lines are graded less harshly for violations observed. Units whose routines do not require much dress and cover should be graded accordingly

0 5 8 10 12 15

7. OVERALL IMPRESSION:

0 5 8 10 12 15

JUDGE'S NAME AND SIGNATURE: _____

FINAL SCORE WILL BE CALCULATED FOR YOU. Do not add.

SCHOOL: _____

GRADED EVENT POSSIBLE POINTS

A. Entry						
Entry	0	1	2	3	4	5
Positioning in drill area	0	1	2	3	4	5
Reporting-In	0	1	2	3	4	5
Open Ranks Execution	0	1	2	3	4	5

B. Cadet Appearance: scored 2 or 0 (Correct or Incorrect)

	Hair	Shaven	Rank/Insignia	Ribbons	Shirt	Jacket	Trousers	Shoes	Hat	Bearing	TOTAL
Commander											
Cadet 1											
Cadet 2											
Cadet 3											
Cadet 4											
Cadet 5											
Cadet 6											
Cadet 7											
Cadet 8											
Cadet 9											
Cadet 10											
Cadet 11											
Cadet 12											

C. Exit

Close Ranks	0	1	2	3	4	5
Report Out	0	1	2	3	4	5
Exit	0	1	2	3	4	5

FINAL SCORE: _____ (Do Not Add)

JUDGE'S NAME AND SIGNATURE: _____