NORTHWEST DRILL & RIFLE CONFERENCE MANUAL



18 November 2026

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Errata and Updates

16 Sept 2026 Updates

- Added “Errata and Updates” section
- Moved Peninsula HS to Olympic Division
- Added Reserved Cards list back in (dropped during formatting)
- Minor formatting changes to Scoring Forms
- Updated spelling of Steilacoom
- Changed date of Spanaway Lake meet to 30 Jan 2027

18 November 2026 Updates

- Added Curtis to Narrows View division
- Readded Lakes to Narrows View division (dropped during reformatting)
- Updated Individual Division Awards, changed “Color Guard Commander” so there are separate entries for Color Guard #1 and #2 Commanders
- Updated HED placings for “Division Level and Division Championship Level Individual Awards” to be consistent with other Exhibition Events.
- Updated dates for Battle Ground and Washington meets in Columbia River Division

NW Drill and Rifle Division Alignment

CENTRAL SOUND
Bonney Lake (AF)
Federal Way (AF)
Rogers (A)
Sumner (A)
Todd Beamer (AF)
Steilacoom

COLUMBIA RIVER
Battle Ground (AF)
Oregon City (A)
Prairie (AF)
Shelton (N)
Washington (AF)

NARROWS VIEW
Clover Park (AF)
Curtis (N)
Foss (AF)
Lakes (A)
Lincoln (A)
Mt Tahoma (A)
Silas (MC)
Stadium (N)

OLYMPIC
Arlington (AF)
Everett (N)
Marysville (N)
Oak Harbor (N)
Peninsula (N)
Port Angeles (N)
Snohomish (MC)

PUGET SOUND
Auburn (A)
Bethel (AF)
Graham-Kapowsin(A)
Kentwood (MC)
Liberty (N)
Spanaway Lake (N)

NW Drill and Rifle Division Meet Schedules

CENTRAL SOUND
Steilacoom – 11/21/26
Rogers – 12/5/26
Sumner – 1/23/27
Federal Way – 2/20/27

COLUMBIA RIVER
Oregon City – 12/12/26
Washington – 1/23/27
Battle Ground – 2/6/27
Shelton – 3/6/27

NARROWS VIEW
Lakes – 12/12/26
Curtis - 1/16/26
Lincoln – 2/6/27
Silas – 2/27/27

OLYMPIC
Snohomish - 12/5/26
Oak Harbor – 1/16/27
Marysville - 2/13/27
Everett – 2/27/

PUGET SOUND
GK - 12/12/26
Bethel – 1/16/27
SP LK– 1/30/27
Liberty– 2/27/2

Championship:
20 March 2027
Marysville Pilchuck H

Reserved cards for Conference Championship:

Color Guard: "Color Guard Championship Sequence"

Unarmed Regulation Drill: "Unarmed Regulation Drill Sequence #6"

Armed Regulation Drill: "Armed Regulation Drill Sequence #5"

Commissioner and Division Coordinators

Commissioner:
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Desk Phone: 360-885-6535

CENTRAL SOUND
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Rogers High School

COLUMBIA RIVER
Todd Oller
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Air Rifle Coordinator
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NARROWS VIEW
Jim Whitley
Silas High School
Tacoma WA

OLYMPIC
Will Lennon
Snohomish High School
Snohomish, WA

PUGET SOUND
Matthew Spears
Liberty High School
Renton, WA

Chapter 1 - GENERAL INFORMATION

A. History

The Northwest JROTC Drill & Rifle Conference (NWD&RC) was established in 1970 as the Puget Sound Drill and Rifle Conference with four members. The name was changed in 1984 as more schools east of the mountains and from other states were added to the conference. The conference members adhere to the Washington State Interscholastic Athletic Association rules and regulations and the applicable Oregon interscholastic rules and regulations.

B. Purpose

This manual is designed to provide the policies and procedures for the conduct of the NWD&RC. These policies and procedures will be made by majority vote of the members present at a conference meeting called by the conference commissioner. Any situation that occurs at a NWDRC competition that is not specifically covered by this manual will be resolved by the division coordinator at the time unless it can be postponed until it can be referred to the conference commissioner or a conference meeting.

C. By-Laws

1. The governing body of the NWD&RC is composed of all instructors from the member schools.
2. The governing body will meet annually at the end of the competitive season. The next meeting will be held on Friday, 16 Apr 2027, 0900 at the Bethel Learning Center

   21818 38th Ave E,
   Spanaway, WA 98387

3. Business will be conducted by the governing body using **Robert's Rules of Order** as a guide.
4. Any instructor may introduce a motion. A simple majority of the members present is sufficient for passage or defeat. Each member school will have one vote. The conference commissioner may vote to break ties.
5. Potential host schools must arrive with pre-approved dates for the up-coming season.

D. Conference Goals

1. Provide a format for drill and marksmanship competition among the JROTC units in the northwestern United States.
2. Encourage maximum participation by the largest number of students consistent with good competition, and recognizing that each school may have a unique situation.
3. Provide a competitive format, annual schedule, and suitable awards to be presented at conference meets.

E. Requirements

1. All competitors must be legitimately affiliated (school accredited in some manner) with the participating JROTC unit. The instructor will be responsible for ensuring this requirement is met.
2. A regulation uniform of the sponsoring service (without alteration) will be used for all phases of drill competition. For Color Guard inspection and competition, all authorized collar devices and patches will be worn, while medals, ribbons, and nametags are NOT required. For armed and unarmed drill, all authorized collar devices, ribbons, badges, and patches will be worn on the uniform during the INSPECTION phase (medals are not required) but may be removed for REGULATION/ EXHIBITION routines. Drill team members will be penalized for failure to have these items on their uniform during Inspection. Accessories will be limited to ascots, berets, cords, gloves, leggings, and pistol belts. Shoe taps are NOT allowed.
3. The suggested floor size is 100'x150'.
4. Any JROTC unit may become a member of the NWD&RC provided they pay the required dues and agree to abide by the conference regulations.
5. New members will be placed in a division based on the number and type of competitive teams, geographical location, and service.
6. Teams who are not members of the host NWD&RC division may participate on an "**invitational basis**" under the following conditions:

a. The **cost will be $25/team with a max of $100.00/meet** regardless of the number of teams entered (n/a to NWD&RC schools).
b. Teams will not receive conference points nor displace a conference team from earning conference points.
c. An invitational award certificate with a suitable inscription will be purchased out of the entry fee. The balance of the money will revert to the conference fund. Invitational team members will compete equally for individual awards.
d. Conference participation ribbons will not be awarded to individuals unless the team later becomes a conference member. At that time, ribbons will be awarded to the individuals who participated.

7. Non-conference teams may not participate in the conference championships.

F. Competition and Fee

1. At the annual conference meeting, each division will decide how many meets to have in a given year. The minimum is three and every effort should be made to have four meets during the school year, normally late November – early March.
2. **A membership fee of $500.00 will be assessed annually** for all conference members, regardless of the number of teams or categories entered. The single fee (annually) will cover the costs for the regular season (e.g. awards and licenses) as well as the conference championships. **The fee is due no later than December 1st each school year. Schools that remain unpaid after 1 December will not be allowed to compete until dues are paid. Divison Coordinators are responsible for ensuring schools who are delinquent do not compete at division drill meets.**
3. A conference championship will be held for the top 10 teams, two from each category (Armed, Unarmed, CG#1, CG#2, Physical Strength, and Academics) per division based on total meet points for the competitive season. See Chapter 5 (Air Rifle Regulations) for Marksmanship Conference Championship qualification rules. **The top 3 Ironman/Ironwoman (if they do not qualify as part of a team) will qualify**. For IAED/DAED, DUED & HED (Hybrid Exhibition Drill) , the top three single and top three dual competitors from each division (by school) will qualify. If a qualifying team drops out, then the next team in that division's standings will be added. If there is a tie among teams based on conference points, then the total number of meet points earned at division meets will be used for placement. The date/location of the conference championships will be determined at the annual conference.
4. The conference is currently divided into five divisions. The conference may add, delete, or realign divisions **at the annual conference meeting**.

G. Championship Competition Draw:

The conference will rotate the draw by divisions based on the preceding year. The division first up will become second the next year, second will become third, third will become fourth, and fourth will become fifth and fifth will become first. The division chairs will draw for their respective divisions. This will eliminate teams from repeating in first or last competitive start positions from year to year.

H. Events: The conference competition will consist of the following events:

1. Armed Drill Team (plus commander)
2. Unarmed Drill Team (plus commander)
3. Color Guard #1 (+ CDR)
4. Color Guard #2 (+CDR)
5. Air Rifle (Precision and Sporter) plus top individuals
6. Armed Individual Drill Down
7. Unarmed Individual Drill Down
8. Individual/Dual Armed Exhibition Drill (IAED/DAED), Dual Unarmed Exhibition Drill (DUED), and Hybrid Exhibition (HED)
9. Physical Strength Team plus top individual Ironman/Ironwoman
10. Academic Team

I. Awards:

1. Participation ribbons may be awarded for drill, color guard, physical strength, air rifle and academics to each team member at the first meet in which the individual participates. A single participation ribbon will be awarded to each participant in the conference championship meet regardless of the number of teams/categories. For standardization of awards the league has determined that Big John's in Tacoma will be our award vendor. To order ribbons, Contact Vanguard Industries "Schools Division" 1-800-221-1264:

- Championships #3601
- Physical Strength 3615
- Rifle 3629
- Color Guard 4028
- Drill 5059
- Academic 4021

2. **All cadets attending the Awards Ceremony will be in uniform with cover.** Cadets receiving team or individual awards will meet that service's uniform standards (not PT gear, warm ups, or civilian attire).

Team awards (Division Level)

EVENT	PLACE	AWARD
Armed Drill Team	1, 2, 3	Plaque/Trophy
Unarmed Drill Team	1, 2, 3	Plaque/Trophy
Color Guard #1	1, 2, 3	Plaque/Trophy
Color Guard #2	1, 2, 3	Plaque/Trophy
Physical Strength Team	1, 2, 3	Plaque/Trophy
Air Rifle – Precision	1, 2, 3	Plaque/Trophy
Air Rifle – Sporter	1, 2, 3	Plaque/Trophy
Academic Team	1, 2, 3	Plaque/Trophy

Individual Awards (Division Level)

EVENT	PLACE	AWARD
Armed DT Commander	1, 2, 3	Medal
Unarmed DT Commander	1, 2, 3	Medal
Color Guard #1 Commander	1, 2, 3	Medal
Color Guard #2 Commander	1, 2, 3	Medal
Armed "Drill Down"	1, 2, 3	Medal
Unarmed "Drill Down"	1, 2, 3	Medal
Air Rifle – Precision	1, 2, 3	Medal
Air Rifle – Sporter	1, 2, 3	Medal
IAED, DAED(X2), DUED (X2)	1, 2, 3 (each category)	Medal
HED (X2)	1, 2, 3	Medal
Physical Strength (Male)	1, 2, 3	Medal
Physical Strength (Female)	1, 2, 3	Medal
Academic	1, 2, 3	Medal

Team Awards (Division Champions)

EVENT	PLACE	AWARD
Armed Drill Team	1, 2, 3	Plaque
Unarmed Drill Team	1, 2, 3	Plaque
Color Guard #1	1, 2, 3	Plaque
Color Guard #2	1, 2, 3	Plaque
Physical Strength Team	1, 2, 3	Plaque
Air Rifle – Precision	1, 2, 3	Plaque
Air Rifle – Sporter	1, 2, 3	Plaque
Academic Team	1, 2, 3	Plaque
Division Champion	1	Plaque

Individual Awards (Division Champions)

EVENT	PLACE	AWARD
DUED (X2)	1, 2, 3	Medal
DAED (X2)	1, 2, 3,	Medal
IAED	1, 2, 3	Medal
HED (X2)	1, 2,3	Medal
Ironman	1, 2, 3	Medal
Ironwoman	1, 2, 3	Medal
Air Rifle Sporter	1, 2, 3	Medal
Air Rifle Precision	1, 2, 3	Medal
Academics	1, 2, 3	Medal

Team Awards (Conference Championship)

EVENT	PLACE	AWARD
Armed Drill Team	1 – 6	Plaque
Unarmed Drill Team	1 – 6	Plaque
Color Guard #1	1 – 6	Plaque
Color Guard #2	1 – 6	Plaque
Physical Strength Team	1 – 6	Plaque
Air Rifle – Precision	1 – 6	Plaque
Air Rifle – Sporter	1 – 6	Plaque
Academic Team	1 – 6	Plaque
Conference Champions	1 – 3	Plaque

Individual Awards (Conference Championship)

EVENT	PLACE	AWARD
Armed DT Commander	1 – 6	Medal
Unarmed DT Commander	1 – 6	Medal
Armed "Drill Down"	1 – 6	Medal
Unarmed "Drill Down"	1 – 6	Medal
Air Rifle – Precision	1 – 6	Medal
Air Rifle – Sporter	1 – 6	Medal
IAED, DAED (X2), DUED (X2), HED (X2)	1, 2, 3 (each category)	Medal
Physical Strength	1 – 6 Male	Medal
Physical Strength	1 – 6 Female	Medal
Academic	1 – 6	Medal

Conference Championship Winners.

Based on the results of the Championship Meet, an award will be given each year to the school designated as the overall Northwest Drill and Rifle Conference Champion, plus second and third place. For the purpose of determining the overall conference champion, the following team events will be weighted equally: Color Guard 1, Color Guard 2, Unarmed Drill Team, Armed Drill Team, Physical Strength Team, Academic Team and Air Rifle Team. The top six teams in each event will earn championship meet points as follows: 11-9-7-5-3-1.

Overall Conference Champion

Teams will accumulate conference championship points throughout the conference championship drill meet. The teams with the highest total number of conference points will be proclaimed the conference champion for their respective events (academics, armed drill team, unarmed drill team, air rifle team, physical strength team, color guard #1 and color guard #2).

Because some schools are prohibited from participating in air rifle and in order to include air rifle scores as part of the overall conference champion determination, the overall conference champion will be determined by a percentage. For a school that can compete in all events the total possible points is 122 (see chart below) at a conference championship meet. Therefore, if they earned 30 points at the conference championship meet, their standing for the meet would be a score of 24.5%.

Event	Points	Teams	Max Points
Academics	11, 9	2	20
Armed Drill	11, 9	2	20
Unarmed Drill	11, 9	2	20
Color Guard #1	11	1	11
Color Guard #2	11	1	11
Physical Strength	11, 9	2	20
Air Rifle	11, 9	2	20
		Max Total Possible Points	122

(note – the best a school could finish with two teams in 1st, and 2nd in any event in which they can have two teams, this is how the max points earned is computed)

If a school is not authorized to participate in air rifle marksmanship, they are required to submit a letter to their division coordinator from their respective service or school district stating so. Once the letter is received, air rifle points will be subtracted from their total possible points. That number would then be 102 points. Therefore, if a team that is not authorized to participate in air rifle earned 26 points at the conference championship meet their score would be 25.4% and they would be named the conference championship and awarded the conference championship plaque.

In the event of a tie, a tiebreaker system will be used as follows: the team with the greatest number of championship meet points in the following events, in order, will be the conference champion: Color Guard 1, Color Guard 2, Unarmed Drill, Armed Drill, Physical Strength, Academics and Air Rifle. Division Coordinators will be responsible for maintaining raw scores from all events at all drill meets in the event of a dead heat. If a tied school did not compete in one of these events, the next event in which both schools competed will be used.

Overall scores for Sporter and Precision Air Rifle teams will be compiled by division coordinators for the purpose of awarding plaques/trophies for individual drill meets. The Conference air rifle coordinator will determine the qualifying sporter and precision air rifle teams (see chapter 5) that will compete in the Conference Championship and will determine the precision and sporter champions through sixth place in the Championship meet.

J. Judges

If at all possible, judges for the Conference Championships will not have previously judged more than one division meet in the same category (CG, PST, etc.) in the same season. Conference Championship judges will be drawn from a pool of judges from all divisions if possible.

If possible, ALL Services should have equal representation as judges for all meets, especially the championship meet. Normally, the drill judges will come from suitable active, reserve, or guard personnel or various SROTC units in the area. The same judges should be used as much as possible during the season for consistency. If the SROTC judges are not getting credit (community service etc.) they may be paid $20/meet **as the budget allows**. Host schools will arrange for their own marksmanship range personnel; NWD&RC members have agreed to use the "Orion" scoring system whenever possible. Team coaches will present all protests to the following meet supervisors: first the host school, then the Division Coordinator as the final arbiter. **Under no circumstances will a coach confront a judge on a disputed judgment**. Only the meet host or Division Coordinator will address an issue with the judges.

Chapter 2 - ADMINISTRATION

A. CONFERENCE COMMISSIONER:

The conference commissioner will be rotated bi-annually among member schools; no school should hold the position for more than 3 consecutive years. Each division will rotate commissioner duties. Sequence is: Puget Sound, Olympic, Columbia River, Narrows View and Central Sound. Commissioner's duties will include, but are not limited to following:

1. Maintain conference records for seven school year/conference competition seasons.
2. Coordinate and preside over the annual conference meeting and other called meetings as required.
3. Establish dates and locations for conference meets with members and division coordinators.
4. Resolve all protests. The Commissioner's decisions are final.
5. Provide division and championship drill meet plaques, trophies and medals. (Treasurer).
6. Maintain accountability for all conference funds. (Treasurer).
7. Maintain all meet results on file for use in determining championship qualifiers and breaking ties.
8. Issue invoices to member schools for payment of conference dues (Treasurer).
9. No team shall compete first in any category at the Conference Championships in consecutive years. If this occurs, put the team back in the hat and redraw.

B. DIVISION COORDINATOR:

Each division will have a division coordinator rotated bi-annually among member schools. The division coordinator's duties will include, but are not limited, to the following:

1. Provide the results for each meet and division standings to each division member **and the conference commissioner** as soon as possible after each meet.
2. Send out a final division standing sheet to each member school at the end of the competitive season to establish conference championship qualifiers.
3. Coordinate and preside over all division meetings.
4. In coordination with members and conference commissioner, establish dates and locations for all division meets.
5. Attend all advisors/judges meetings before each drill meet and explain the conference policies, procedures, and judges' guidelines.
6. Help arrange for drill judges in coordination with the host school.
7. Resolve all division protests.
8. Coordinate with host school on all aspects of hosting a meet.
9. Ensure the order of competition is drawn by the host school no later than 2 weeks prior to first meet and at each subsequent meet for the next meet. NO TEAM SHALL COMPETE FIRST IN THE ORDER MORE THAN ONCE IN A SEASON. IF DRAWN, THEIR NAME SHALL BE RETURNED TO THE HAT.
10. Must bring their division folders to the score room at the Conference Championships.
11. Division Coordinators shall designate Subject Matter Experts (SME) for each area of competition. At a minimum, SMEs for Color Guard, Drill Teams, and Strength Team competition are required. SMEs will assist host school instructors by conducting the judge briefing for their area of expertise.

C. ISSUE REVIEW COMMITTEE:

The Issue Review Committee is made up of the five Division Coordinators who will clarify, amend or establish new rules as necessary during the period between annual conference meetings. The committee ruling will stand until the next annual conference meeting at which time the committee's rulings must be reviewed, discussed and voted upon to begin the new year. An issue in review is voted upon by only the five Division Coordinators.

D. CONFERENCE AIR RIFLE COORDINATOR:

Oversees the conference air rifle program**.** Resolves any disputes among member units. The coordinator will ensure CMP sanctioning at all events and will provide a template to Division Coordinators to facilitate sanctioning.

E. HOST SCHOOLS (including Conference Championships):

Host schools will be selected and rotated annually. Priority for hosting a meet goes to the schools that have gone the longest without hosting. Host school duties include, but are not limited to, the following:

1. Issue information packets to all member schools well in advance but NLT 3 weeks prior, or at the meet prior whichever is less. Information should include such things as directions, schedule, drill sequences, eating places, menus for school/booster snack bar, overnight accommodations, drill floor size, changing room assignments, scoring room, competition locations, commanders' meeting time and location.
2. Provide the package of judges' score cards for all events. All score cards will be color coded in accordance with the directions provided on the NWD&R Conference web site at: http://www.nwdrc.org/Resources.php under the Form List and Color tab.
3. Provide pencils, stop watches, whistles, scribes, etc. to the judges.
4. Provide runners to collect, and a scoring team to tally, all score sheets.
5. Provide guides to control teams and audience traffic.
6. Provide personnel who are familiar with the National Standard 3-P Air Rifle Rules and NWD&RC match rules to run the range and score targets.
7. Coordinate all local activities required to make the meet run smoothly.
8. Coordinate and preside over the instructors/judges/commanders meeting approximately one hour before the competition begins.
9. Randomly draw the order of the competition no later than two weeks prior to the first meet. For subsequent meets, host school instructors draw and announce before the end of the prior meet. No team shall compete first in the order more than once in a season. If drawn, their name shall be returned to the hat.
10. The sequence of a meet will be the Commander's Meeting, Judges Meetings for individual events, Academics, Color Guards, Unarmed Drill, Armed Drill, Drill Downs and closing ceremony. Air Rifle Teams, PST and IAED/DAED/DUED/HED compete throughout the day as necessary. IAED/DAED/DUED/HED may be done at the same time as other events, but in any case must be finished prior to the beginning of individual drill down. Make every effort to schedule IAED/DAED/DUED/HED in advance on the competition schedule. Physical strength teams may also be done at the same time as other events, host school schedule permitting.
11. Coordinate with local dignitaries for presentation of awards, if desired.
12. In coordination with the Division Coordinator, make arrangements for judges and be their POC for information and instructions.
13. Provide Meet Summary and Military Instructor Verification Form 30 minutes prior to the awards ceremony
14. Make sure a meet summary is provided to the division coordinator and the conference commissioner for distribution to conference members.

F. PARTICIPATING SCHOOLS (including conference championships):

1. Provide a head count to the host school for breakfast & lunch if they wish to participate.
2. Fill out the Military Instructor Verification Form prior to the awards ceremony. Identify and resolve scoring errors with the host school **BEFORE** the ceremony begins. There will be no changes once the awards ceremony begins.

Chapter 3 - SCORING

A. General

1. The host scoring team will accomplish scoring after judging has been completed for each team in each phase. Runners will collect all complete score sheets after each phase and deliver them immediately to the score room.
2. Only instructors will be allowed to look at team scores once a particular category has been completed. Once the instructor has verified their school's score sheets, score sheets are official and no further corrections or adjustments will be made.
3. Score sheets are the property of the school being scored. Host scorers will provide information only to the instructors of that school. However, this does not preclude host scorers from providing information to the host school instructor, division coordinator, or conference commissioner in order to resolve disputes.
4. Score sheets will be made available for pickup by the participating schools after the closing ceremony, and all placements and awards have been made.
5. Provide a meet summary for the host school, division coordinator and the conference commissioner at a minimum. If possible, meet summaries should be provided to each school participating in the meet.

B. Drill Team Scoring

1. The scoring office will verify that three (3) team score sheets and one (1) commander/team leader score sheet are received for regulation and exhibition drill, and four (4) score sheets are received for the inspection phase. Utilizing the recap score sheet, transcribe scores from the judges' score sheets to the appropriate columns. In case of ties among drill teams, add the respective team commander's score for placement. If this creates another tie in an adjacent placement, then use raw scores (including commander's scores) to break the tie of the original tied teams.
2. A school that has over 12 members on a Drill Team will be permitted to field a 2nd team IF the 2nd team has **at least** 10 members. The first team MUST have 12 members before the second team may compete (i.e., may **not** have 2 teams of 7).
3. In order to receive full scoring, schools must have at least 10 cadets on the floor as a drill team. (9 members plus the team commander). 4 or 8 cadets are more like a squad and should not be scored as a team. Teams of under 10 can still compete, however, a penalty of 2% for each cadet less than 10 on a team will be levied (e.g. 9 = score x 0.98, 8 = score x 0.96, etc)

C. Drill Team Commander Scoring

The head judge of each phase will evaluate each drill team commander. The highest total for all three (3) phases will be used to determine placement. In the event of a tie, the respective team's total score will be added to the commander's score to determine the placing. In the event of ties among drill teams, the respective team commander's total score will be added to the team's score to determine placement. The same cadet will be the drill team commander for all three phases. The head judge will also score the team commander for cadence during regulation drill.

D. Color Guard Scoring

1. The National Colors will be respected at all times during the competition and all members will remain together as a group while on the drill deck. Color Guard teams being inspected or performing a routine with the Colors out of position at any time will have 25 points deducted from their respective inspection and/or performance scores.
2. Color Guard scoring is based on the Color Guard score sheet, which has been modified to remove timing. The total of (2) score sheets will be the final score. No team size factor is used. The head judge, or a trained cadet will time the Color Guard for cadence. Only the head judge's score sheet will record this score.

NOTE: In the event of a **tie in total score**, the team with the highest score in Inspection will be the declared the winner. If there is still a tie, the team with the highest Commander score will be declared the winner.

E. Air Rifle Scoring (see section on Air Rifle match regulations)

F. DAED/DUED/IAED/HED Scoring (see section on DAED/DUED/IAED/HED)

G. Physical Strength Team Scoring (see section on Physical Strength)

H. Individual Drill Down Scoring:

Drill down events are elimination contests and require no point totals – meet, division, or conference. The top three finishers will provide their name to the host school scoring table for awards purposes.

I. Meet Scoring (see final score sheet)

1. The Drill Team acquiring the highest total score in all three phases of drill competition will be considered first in the meet and will receive 11 conference points; second place will receive 9 points; third place 7 points; fourth place 5 points; fifth place 3 points; and sixth place 1 point.
2. Color Guard scoring will be the same as for a drill team.
3. Physical Strength Team scoring will be the same as a drill team.
4. Drill Down – individuals in both the armed and unarmed will place 1 – 6. No team conference points will be awarded.
5. Drill Team Commanders will place 1 – 6 based on their total score for all three phases of the drill competition. NO conference points will be awarded.
6. IAED/DAED/DUED/HED – competitors in each category will place 1 – 6. Conference points will be awarded to schools, not individuals. It is the school's responsibility to determine who competes.
7. Judges **are required** to make comments on Drill Team and Color Guard score sheets whenever any score of less than 50% of the possible points for any particular movement is given.
8. Air Rifle teams will be awarded points in the same manner as drill and Color Guard teams. Individual shooters with the three (3) highest total scores will also be recognized at the awards ceremony.

J. Division Team and Overall Division Champions

Teams will accumulate conference points throughout the season until the division competition is completed. The teams with the highest total number of conference points will be proclaimed the division champion for their respective events (academics, armed drill team, unarmed drill team, air rifle team, physical strength team, color guard #1 and color guard #2). If there is a tie for the division title in a particular category, then the raw scores of all division meets will be totaled with the highest total score determining the winner. **Division Coordinators are responsible for obtaining and maintaining raw score results from all divisional drill meets.**

Because some schools are prohibited from participating in air rifle and in order include air rifle scores as part of the overall Division Champion determination, the overall division champion will be determined by a percentage. For a school that can compete in all events the total possible points is 122 (see chart below) at a division meet and 488 total points across an entire drill season made up of four (4) drill meets. Therefore, if they earned 240 points across four drill meets, their standing for the division champion a score of 49.2%.

Event	Points	Teams	Max Points/Meet	Max Pts/Season
Academics	11, 9	2	20	80
Armed Drill	11, 9	2	20	80
Unarmed Drill	11, 9	2	20	80
Color Guard #1	11	1	11	44
Color Guard #2	11	1	11	44
Physical Strength	11, 9	2	20	80
Air Rifle	11, 9	2	20	80
		Max Total Possible Points	122	488

(note – the best a school could finish with two teams is 1st, and 2nd in any event in which they can have two teams, this is how the max points earned is computed)

If a school is not authorized to shoot, they are required to submit a letter from their respective service or school district stating so. Once the letter is received, air rifle points will be subtracted from their total possible points. That number would be 102 and 408 points. Therefore, if a team that is not authorized to participate in air rifle earned 220 points across the four drill meet season, their score would be 53.9% and they would be awarded the division championship.

K. Conference Champion: see Chap 1 para I-8

Chapter 4 - DRILL & COLOR GUARD TEAM REGULATIONS

A. General

1. The competition will consist of the categories Armed, Unarmed, Color Guard, and Individual Drill Down.
2. Phases of armed/unarmed competition will be inspection, regulation, and exhibition. Phases for Color Guard competition will be inspection and regulation**.** The same cadets should actively participate by being an integral part of, and march with the unit in all phases for any given category. If the team size factor is reduced for any phase, the lower team size factor will apply to all three phases. The same cadets may participate in both armed and unarmed drill. Teams may elect to compete in less than three phases. Their meet placing will be determined by the total points earned.
3. Uniforms for all Drill Team and Color Guard members shall be in accordance with individual service JROTC uniform regulations. Color Guard team members shall wear all authorized collar devices and patches (medals, ribbons, and nametags are NOT required) during both the inspection and competition phases. For armed and unarmed drill, all authorized collar devices, ribbons, badges, and patches will be worn (medals, are not required) on the uniform during the INSPECTION phase but may be removed for REGULATION and EXHIBITION routines. **Accessories are limited to service-authorized** ascots, berets, cords, gloves, leggings, and pistol belts. **Wear of non-standard uniforms will result in the disqualification of team members.**
4. Drill team commanders will be scored in all three phases of competition. For this reason, commanders will not be changed between phases of competition.
5. All phases of a team's competition will be done in the order of: inspection, regulation, and exhibition.
6. Changing areas will be provided at least 60 minutes prior to a team's inspection time.
7. Reporting procedures:
   a. As soon as the preceding drill team has left the floor, the on-coming team will immediately take position on the drill floor, centered on the head judge. The drill team commander will align his/her team in preparation for the report in. Upon completion of this alignment, the team will be placed at parade rest and await the judges. When the judges indicate they are ready, the drill team commander will call the team to attention and report in for the regulation phase. Upon completion of the regulation phase, the drill team commander will place their team in position for the exhibition phase and await the judges, then REPORT IN. Upon receiving approval from the head judge, the drill team commander will commence the exhibition routine. **Time will be from team commander's "Salute to Salute**;" i.e., the Report in to the Report out. Upon completion of the exhibition routine, the off-going team shall leave the drill deck expeditiously.
   b. For inspection, the team commander will form the team in front of the head judge for reporting in. When possible, commanders will allow three to six paces between themselves and their unit, and allow the same distance to the head judge.
   c. For exhibition drill, teams may begin in any configuration.
   d. The team commander will report in using the format "Sir/Ma'am, the (school/service) JROTC (armed/unarmed) drill team requests permission to use the (regulation) drill floor." The head judge will then give permission to proceed.
8. Timing procedures.
   a. The head judge will be responsible for all timing. Host school cadets will be used for all timing purposes. Host schools shall select trustworthy cadets to perform timing duties during all regulation and exhibition drill routines. These cadets shall be selected well in advance and be properly trained during host school practice sessions the week immediately preceding their hosted drill meet. The training will include when timing starts and stops and, when required, how to count and document the cadence of Color Guard and Drill Teams.
   b. Time limits will be: Inspection --- 10 minutes maximum regardless of the size of unit. Based on the size of unit, judges should adjust their time so that all cadets will receive the same amount of time regardless of the size of unit. Regulation --- No time limit. Exhibition --- Armed and Unarmed will be 4 – 6 minutes between report in or first movement (exhibition) and report out, i.e. "Salute to Salute." There is no Color Guard timing requirement.
   c. Penalty points: Penalty points, at the rate of two points/second over (or under) the stated exhibition drill time limit will be deducted from both the team commander's and the team score.

B. Inspection

1. At the time designated by the competition schedule, the team commander will have their team ready to march onto the inspection floor. When the head judge is ready, the team commander will bring the team onto the inspection floor into a platoon/flight formation. The commander will "open ranks", then report to the head judge the team is ready for inspection.
2. Judging of the commander will begin as soon as the commander begins to bring the team onto the inspection floor.
3. Judge's responsibilities:
    a. A head judge and three field judges are required for both the armed and unarmed competition. The head judge will inspect the commander and the first squad/element. The other three judges will inspect the same squads/elements throughout that category.
    b. Maximum time allowed is 10 minutes/team – NO EXCEPTIONS. The head judge/host school will designate a judge or scribe to signal the beginning and end of the 10 minutes (this MAY be a trustworthy cadet).
    c. There will be four score sheets for each unit inspection. The head judge's score sheet will also score the team commander. In the event there are only three squads/elements, the fourth squad/element judge will inspect the last member of each of the three squads/elements. **Cadets will be inspected by ONE JUDGE, ONE TIME – No Double Jeopardy!**
    d. All items of the uniform will be inspected. If gloves are carried, they must be uniform throughout the entire team. **Headgear shall not be removed**.
    e. No penalty points will be assessed for the type of finish on rifle stocks.

Stocks must meet high standards of cleanliness, maintenance, and be relatively free of all large dents, dings, and other evidence of abuse. Rubber butt pads are required and should conform to above standards. Only black tape will be used to tape rifle slings for all competitions involving rifle (armed drill, color guard, and IAED / DAED/HED).

    f. Judges and their assistants will not confer or comment on any phase of competition. Each judge will develop their own criteria in accordance with the score sheets to ensure all teams are scored on an equal basis. Judges will make remarks concerning team performance only on their score sheets. Mandatory remarks will be made on any score that is 50% or less than the points possible.

C. Regulation Drill

1. Grading will be in accordance with the selected drill sequence for that particular meet and the commander's score sheet for armed and unarmed drill team commanders.
2. The new drill cards have been modified to include what the judges see during the routines:
    - **A** – Alignment
    - **C** – Cover
    - **D** – Distance
    - **CA** – Cadence
    - **E** – Execution
    - **MOA** – Manual of Arms (For Armed only)

There are also some non-graded HALTs in the card to allow for the judges to catch up. Team commanders need to wait for an "UP" to continue the card.

3. The size of the drill floor and boundaries will be included in the host school's information packet. A one point deduction will be made in the team commander's score for each boundary violation. One boundary violation will be assessed for each team member that steps out of bounds.
4. Time limits will not be used in this phase. The "UP" system will be used. The head judge will have no more than 10 seconds to call "UP" after each stationary move. "Rear March" is a free command the first four (4) times it is used. After the first four, each "Rear March" will result in a 7 point deduction from the team score. Stack arms will not be used during any armed regulation drill.
5. The conference commissioner will provide at least six possible armed/unarmed regulation drill sequences that may be used for each competition year. It is the responsibility of each host school to select from these sequences and inform each competing school of the sequence to be performed. This should be done at least 30 days in advance or at the meet prior to yours. These sequences will list only the movements to be followed, but not the correct commands. Commands will be in accordance with the sponsoring service drill manual.
6. "Quicktime" cadence will be used throughout. A cadence scoring matrix will be part of the team commander's score on the head judge's score sheet. See the bottom of the score sheet for determining points awarded.

7. The **team commander may not use notes or prompting during any drill phase**. Use of any such devise will result in the entire team being disqualified.
8. For armed drill, color guard and IAED / DAED/HED: Only black tape may be used to tape down rifle slings.
9. Judges' responsibilities:

a. A head judge and three field judges are required**.**
b. The head judge will monitor/score cadence and will designate one field judge to monitor the drill sequence. Any judge may report a violation of the drill sequence to the head judge for use on all score sheets and for scoring the team commander. If possible, one field judge should judge from an elevated position.
c. The head judge will score the team commander. The head judge will also score cadence and boundary violations on the team commander's score sheet and the team's score sheet with input from the field judges**.** Boundary violations are assessed if the team has to go to mark time in order to prevent crossing a boundary line or marching into a wall. One boundary violation will be assessed for each team member in the first quad to come to halt due to marching into a wall.
d. The head judge is also responsible for calling "UP" within 10 seconds after each stationary move.

D. Exhibition Drill

1. This competition will be limited only by the ingenuity of the performing unit. Distinct cadence variations, exaggerated marching steps, trick drill effects, etc., are acceptable. Technical/special effects such as fireworks, blanks, music, etc., or lifting of cadets by other cadets is not authorized. Helicopter spins, blind throws, throwing a rifle backwards. and throwing the rifle high into the air causing more than 2 revolutions are also not permitted.
2. Any safety violation will result in the Exhibition Score being reduced to ZERO!
3. *Timing for this phase is four (4) – six (6) minutes for armed and unarmed teams.* Drill floor boundaries are the same as for regulation. Timing and boundary violations will be reported to the head judge for scoring the team commander.
4. The wetting of gloves, loosening of slings, and other minor uniform or equipment changes are acceptable provided uniforms are still within uniform regulations of the JROTC service.
5. Timing will be from "Salute to Salute." DTCs must report in for the beginning of the exhibition routine.
6. For armed drill, color guard, and IAED / UAED / HED: Only black tape may be used to tape down rifle slings.
7. Judges' responsibilities:
8. One head judge and three field judges are required for this event. Judges' responsibilities remain the same as in regulation drill. If possible, one field judge should judge from an elevated position.
9. The head judge or the timekeeper must be aware that the time begins when the team commander drops their salute at the end of the report-in and ends when the team commander drops their salute at the end of the report-out.

E. Individual Drill Down

1. Each school will be allowed a maximum of three individuals in each category (armed/unarmed). To participate in the individual drill down, the school and the selected individuals must have participated on an armed, unarmed, or color guard team during the current drill meet. Drill team commanders will not participate in drill downs regardless of category. An individual will be able to participate in only one drill down/meet.
2. Entrants will be placed in a line and will be alternated by school. Members of the same unit will be mixed so that initially no two members of the same team are placed side by side.
3. To acquaint the participants with the drill judge's voice, 3 – 5 practice commands will be given. After these practice commands, the competition will begin. All commands will be regulation commands and common to all services. Head judges will limit commands to the following list:

UNARMED	ARMED
Attention	Attention
Right/Left Face	Right/Left Face
About Face	About Face
Present Arms	Present Arms
Parade Rest	Port Arms
Order Arms	Inspection Arms
Dress Right Dress (Free Command)	Order Arms
	Parade Rest
	Right/Left Shoulder Arms
	Dress Right Dress (Free Command)

Dress Right Dress is a free command for both armed and unarmed.

4. Preparatory commands must be clear and distinct. The head judge will pause between commands giving judges the opportunity to evaluate the cadets drill positions before the next command. Judging will emphasize the precise execution of the move to include foot and hand position, secondary movement and military bearing.

Drill movements are standard for all services with following exceptions:

Parade Rest – Hand position – The AF requires the arms to be extended for unarmed drill, all others specify hands in the small of the back (centered on the belt).

Present Arms from Order Arms (armed) – The Army and AF use three counts (assumes Port Arms en route), the Navy and Marines use two counts.

Any questions concerning terminology should be asked before competition begins.

NOTE: FOR ARMED DRILL DOWN: Only black tape may be used to tape down rifle slings.

5. Any judge spotting an error will inform the competitor by tapping him/her on the shoulder, briefly commenting on the error. At this time the competitor will fall out and return to the side line. The decisions of the judges are final.
6. As gaps occur in the line, the head judge will halt the competition and give "dress right, dress" and "ready, front" to close the gaps. These two commands are free commands. **As competitors are tapped out, judges will step out so that the ratio of judges to cadets gets no higher than 1:1 (1 judge for every 1 cadet). Head judge will attempt to have one judge from each branch of service representing cadets still competing.** After the line has been realigned, the competition will resume.
7. The competition will end when only one competitor remains. Names of the last six will be noted for awards placement. If two or more competitors are tapped out on the same command and it affects the top six, they will be held out and brought back to compete for placement in the top six.
8. Time limit: No more than 15 minutes per category!

F. Color Guard

1. Each school may field up to two Color Guards for competition. The same cadets may participate on only one Color Guard per meet. **All Color Guard #1 teams will be on one end of the floor and all Color Guard #2 teams will be on the other end of the floor.** Separate awards will be given for each Color Guard category (#1 and #2).
2. Competition schedules will be built so CG team 1 and CG team 2 will **NOT** be performing at the same time to allow coaches, guests, etc. to watch both teams.
3. Performance will be judged on each team's adherence to its drill manual regarding cadence, marching steps, movement of drill rifles/colors, spacing (interval), and movement execution; **AF units will follow Army Field Manual. FM 3-21.5**
4. Color Guard will consist of four members; two must carry arms (drill rifles/pistols). Navy units are not allowed to use sabers during Color Guard.
5. The National Colors will be respected at all times during the competition and all members will remain together as a group while performing.

6. The drill movements used will be in accordance with the service drill manual for that respective school. Non-compliance with the respective service drill manual will lower scores dramatically.
7. The routine will be performed so that the Color Guard passes in review from the head judge's left.
8. Teams will use the standard marching step as outlined in their respective service drill manual. High or exaggerated steps will be a cause for a reduction in the team's total score. A cadence scoring matrix will be part of the head judge's score sheet for each color guard, but scored on both judges' sheets.
9. Judges' responsibilities:
    a. **A head judge and one field judge are required for this event**. The Head Judge may move about after report-in is completed, but must be in position for "Eyes Right." The Field Judge can move about at all times.
    b. Either the head judge or a designated adult is required to count cadence during the routine. Record cadence down to the hundredths of seconds, i.e., 19.75 etc.
10. Color Guard routines are to be confined to one half of a regulation basketball court. Boundary violations will result in penalties being assessed. Scoring the routine begins with "Carry Colors" and ends with "Order Colors" after "Eyes, Right". Color guard teams must begin and end their routines in bounds or they will be assessed boundary violations for all team members who are out of bounds at the beginning or end of the routine.
11. All flags used by Color Guard teams will be mounted on the same size/length flag staffs. If the flag staffs are not the same size/length, a 20 point penalty will be assessed to the offending team.
12. The US Flag must be equal to or higher than all other flags at all times while at Order or Carry Colors. If the US Flag is not equal to or higher than all other flags while in these positions a one time10 point penalty will be assessed. A penalty **WILL NOT** be assessed if the US Flag is momentarily lower while transitioning from Order to Carry or vice versa.
13. Color Guard is NOT allowed to call cadence during their routine; doing so will incur a one time 10 point penalty.

G. Individual/Dual/Hybrid Armed/Unarmed Exhibition Drill (IAED/DAED/DUED/HED)

Exhibition Types:

a. Dual/Individual Armed Exhibition Drill is a creative form of military drill involving complex, synchronized, specialized routines. It features spins, tosses, rifle slaps and movements designed for entertainment and competition. In this case it is performed by one or two individuals.

b. Dual Unarmed Exhibition Drill is a creative military drill routine performed without weapons, instead focusing on complex, synchronized movements, marching and rhythmic body percussions. It combines military bearing with flair, often clapping, slapping, stomping and intricate, fast-paced maneuvers to create a performance.

Teams should use creative choreography, precision and unison, and a variety of complex moves to build a routine. Additionally, the cadence, flow, teamwork and snap while keeping the military flavor should be kept in mind during a routines

c. Hybrid Exhibition Drill is a drill style that incorporates two cadets (one unarmed and one armed) in a single choreographed routine. It combines armed intricate rifle moves, including spins, tosses, rifle slaps of armed exhibition drill along with the rhythmic body percussion and fast-paced maneuvers of unarmed exhibition drill.

Only one drill rifle is allowed to be used during the routine. It may not be laid down/set aside at any point of the routine and create a mini-DUED routine. The drill rifle may be passed between the two cadets or solely used by one cadet.

2. General. All individual and dual competitions are designed to allow performers an opportunity to demonstrate their skill at performing exhibition movements with or without a standard drill rifle. The type and style of the rifle movements are limited only by safety requirements in Para (3) and the imagination and expertise of the cadet(s). A winning performance should be crisp and military in nature, while at the same time demonstrate exceptional poise, skill, precision, balance, and timing of the demonstration. Performances can range from smooth, well-timed flowing freestyle moves to one of exaggerated military stiltedness. The following particulars apply to the competition.

a. These exhibition events are not mandatory. Units may enter up to two DAED/DUED/IAED teams and one HED team. Cadets do not have to be members of any other competitive team and can compete in any other authorized event. DAED/DUED/IAED teams can substitute competitors throughout the season without losing conference points. Conference scoring will accumulate throughout the season by designating (e.g.) 'DAED, Team 1, X-High School', 'DUED, Team 2, Y-High School'.

b. Competitors must be in proper JROTC service or dress uniforms. Use of gloves, berets, and other uniform accessories must follow the same rules as Drill and/or Color Guard teams. No additional drill equipment, such as shoe taps, may be used except as permitted in Para (d). below.

c. The performance will take place in an area of approximately 15 feet by 15 feet square, in an area safe from crowd interference, and with enough surrounding area for safe spectator viewing.

d. If applicable, cadets must use authorized service-issued or previously approved drill rifles. Black tape is the only color that may be used to tape down rifle slings. No other props / equipment may be used.

3. Safety. The well-being of all cadets, spectators, and judges is paramount. Judges are permitted to stop a performance if it is deemed unsafe for anyone. Unauthorized or unsafe moves that do not result in stoppage my result is significant point deductions.

a. Spins that break an imaginary cylinder around the body are unacceptable. This includes over the head helicopter spins, other types of spins or throws where or any part of rifle spin goes over the head horizontally or vertically. Blind and/or backwards throws, and aerial spins that cause more than two spins are not permitted.

b. Cadets may not be lifted off the drill floor or leave it by any other means. Cadets may not use a throw, flip dismount, basket catch/toss any similar maneuver. Additionally, cadets may not jump over each other.

4. Scheduling: DAED/DUED/IAED/HED may be scheduled concurrent with other competition events. Host school instructors may, upon approval of each division coordinator, schedule at other times if it can be accomplished without extending the day's drill schedule. Exhibition events must be finished before the individual drill down begins.

5. Scoring. Scoring will be conducted on the scorecards included in this manual. Points accrued will not count toward drill meet team scoring. However, they will count towards Conference Championships participation. Medals will be presented for 1st through 3rd place in DAED, DUED and IAED. Only 1st place medals will be presented for HED.

6. Timing.

a. DAED, IAED, and HED will be 1-2 minutes in length. DUED will be 2-3 minutes in length.

b. The individual(s) will position themselves immediately outside the entrance to the drill area. On the signal of the head judge, the individual(s) will begin the exhibition routine. Timing and judging will commence as the first foot crosses the boundary at the entrance. The individual(s) will position themselves in front of the head judge, halt, and report in. When the judge has acknowledged the report, the team will continue its routine.

c. Prior to exiting the drill area, the team will once again position themselves in front of the head judge, halt, and report out. When the head judge has acknowledged the report, the team will continue with its exhibition routine as it exits the drill area. Timing will end as soon as the first foot exits the drill area.

d. For every second a routine is under or over its allotted time, one penalty point will be deducted from their final score.

5. Awards – Medal awards will be presented for 1st, 2nd, 3rd in both individual and dual categories for all regular season drill meets and the conference championships.

Chapter 5 - AIR RIFLE REGULATIONS

General Information

A. The 01 October 2024 National Standard Three Position Air Rifle Rules apply.
B. Schools may enter two teams. The teams may be entered in the same category or they may be split between Sporter and Precision. A team will consist of no more than 4 cadets. However, if space permits, a team may consist of more than four team members and the team score will be determined by the four highest individual scores.
C. The AR5-10 or VIS Air Rifle Target (10 Bull Scanable) targets will be used.
D. A standard match shall consist of 60 shots, 20 in each position of fire (prone, standing, kneeling – fired in that order).
E. Schools are required to register their cadets with CMP and obtain ID numbers.
F. Divisions must have at least two STS matches per year and no more than two postal matches per division will be allowed in a competition year. Postal targets are not authorized at regular season STS match unless a competitor/ team has a "higher level" match such as out-of-state CMP,USA Shooting Regionals/National, or Junior Olympic Trials, scheduled on the same weekend of the scheduled drill meet. In this instance, postal targets may be submitted for the competitor or team impacted. Local qualifier matches DO NOT necessitate the need for a cadet to miss a drill meet STS match.
G. Host schools will be responsible for providing the range or a suitable area for a temporary range to be set up. Minimum space is for an 18-point range with controlled access. For Regionals, a minimum 20-point range is required.
H. In addition to the two four-person teams, schools may enter additional individuals on a space-available basis based on the host school's range space. All competitors are eligible for individual awards. Team members must be identified prior to the team shooting each meet.
I. Team captains are responsible for the conduct of their teams and will ensure their team is on the firing line as scheduled. Late shooters may be disqualified.
J. Eye protection is required on the firing line.
K. In case of ties, The National Standard Three Position Air Rifle Rules, ***rule 8.6*** *applies, except inner 10's will not be used.*
L. Conference championship tie breaker: Team scores for all division matches will be totaled. The team with the highest aggregated score will be the league champion. Ties resolved IAW Three Position Air Rifle Rules.
M. The division Sporter champion, the next eight highest scoring Sporter teams in the conference, the top six Precision teams from the conference and the **top five** individual shooters in each classification **only** will advance to the conference championships.

N. Shooter declaration will be before the 1st shot IAW 01 October 2024 National Standard Three Position Air Rifle Rules.

O. Sporter or Precision-class shooter: Individual athletes are only allowed to compete for one team within a single drill meet. Example: an athlete may NOT compete on both a Sporter and Precision team during a single drill meet. Shooters may transition back and forth between the shooting classes during the regular season, but not during a meet.

Conference Championship qualification: 1. Any athlete who shot three (3) or more regular season meets as a sporter-class shooter will be considered a sporter-class shooter, and may transition (if desired) to precision-class for the conference championships.

2. Any athlete who competed in three (3) or more regular season meets as a precision-class shooter is considered a precision-class shooter and may NOT transition to sporter-class for the conference championships.

3. Any athlete who competed in two (2) regular season meets as a sporter-class shooter, and two (2) regular season meets as a precision-class shooter may participate in the conference championships at either class.

4. Any athlete considered as a precision-class shooter by the above rule must participate in the Conference Championships as a precision-class shooter. Any team or individual that violates this rule will be disqualified from the competition.

P. Shooters participating in "higher level" matches such as out of state CMP, USA Shooting Regionals or Nationals, or Junior Olympic Trials, may participate in regular season drill meets via postal match targets. Local qualifier matches do not necessitate the need for a cadet to miss a drill meet shoulder-to-shoulder match. Conference Championships: If a team has qualified for the conference championships and the JROTC National championships fall on the same weekend. The team(s) that qualified for the JROTC National Championships may submit postal targets in lieu of attending the conference championships and participating in the STS match. This rule only applies to the JROTC National Championships. Postal targets are not allowed at the conference championships for any other higher level shooting match. Each division will have at least 2 STS matches during the regular season. Some schools cannot host because of marksmanship, therefore, a postal can be used for the schools that have marksmanship teams and they can be scored for conference points at the meet.

Q. Non-lead host schools. Where firing lead pellets is not allowed at host schools, a postal match will be fired instead, consistent with para F. above.

Chapter 6 - PHYSICAL STRENGTH TEAM REGULATIONS

1) General.

a) The following guidelines are a combination of all service physical fitness assessments (Marine, Army, Navy, and Air Force) with a specific goal of providing a simple, consistent, and acceptable competition graded by volunteer service members.

b) Testing Sequence. Testing is completed on the same day with at least 5 minutes but not more than 15 minutes between events. The event sequence is Push-up, Plank, Run.

c) Cadet uniforms are determined by their instructors.

2) Coordinating Instructions.

a) Division Coordinators designate a Subject Matter Expert for Physical Strength Team Competition who trains the PST judges on the standards and procedures in this chapter at each of their division meets.

b) Each school may enter up to two (2) physical strength teams. A team consists of 5 cadets, three cadets of one gender and two cadets of the opposite gender. For example, 3 Males and 2 Females, or 3 Females and 2 Males. Biological Males must compete as males regardless of their gender orientation.

c) Host school determines team scheduling. If multiple teams compete during a time slot, teams compete in overall meet draw order unless otherwise coordinated.

d) During Push Up and Plank, cadets may choose to compete on a padded surface provided or on a hard deck, however their entire body (hands and feet) must be either on or off the selected surface.

e) The Head Judge briefs the grading standards and demonstrates grading standards prior to starting each event.

f) Push-ups are done to a cadence recording found on the NWDRC Resources website (https://www.nwdrc.org/Resources.php). Division SME ensures that the correct recording is used and adequately amplified for all competitors.

3) Scoring.

a) Team Total Score is the sum of all five cadet scores against their gender's grading standards.

b) Host School coordinates for a PST Judging Team including a Head Judge, a Recorder/Timer, and 5 Lane Judges. The Recorder manages the official scoresheet turned in to Scoring Room. Cadets do not grade/score during the events.

c) Judging team requires six stop watches, 1 for Recorder/Timer and 5 for Lane judges during the Plank.

d) To earn greater than 100 points in any event, the Cadets must score 100 points in all three events according to the grading standards for their gender. See event matrices below.

e) Time limit for the Push Up and the Plank is six minutes.

f) Scoring Room inputs the raw repetitions for Push Ups and times for Plank and Run from the official scoresheet. The database will calculate the individual and team scores.

g) If there is a tie for individual or total team score, the scoring room determines the winner by considering the individual's or team's score in the 1-Mile Run, then Push-up, and then Plank, in that order, until a clear winner is determined.

4) Push Up Event.

a) Push-ups are done to a cadence recording found on the NWDRC Resources website.

b) Recorder begins the cadence recording and cadets follow recorded instructions.

c) Cadets start on the floor in the down position and when instructed by the Cadence Caller (recording) command "UP" rise to the up position with feet up to 12" apart, back and knees straight, elbows straight and locked. This is the first repetition.

d) On the command “DOWN,” cadets lower their body as one unit until elbows and upper arm form a 90-degree angle, then push up to the up position on the command “UP.” This is one complete repetition.

e) Recorded cadence pace requires one complete push up every three seconds.

Push Up Grading Standards.

a) Each Grader assumes a position in front of their cadet and announces to their cadet the number of Push Ups correctly performed.

b) Only correctly performed Push Ups are counted. If a repetition is not performed correctly, the Graders repeats the number of the last correctly performed repetition with a short comment to help the cadet correct their performance. For example, “must go lower”, “come all the way up”, “keep your back straight and body stiff.”

c) Cadets must continue to attempt correctly performed Push Ups **with the cadence** recording. However, the first time a cadet breaks the cadence (not attempting to perform a correct push up with the required pace) the event is terminated.

d) If the knees, abdomen, or arms touch the ground, the event is terminated.

e) The chest may touch the ground so long as the contact does not provide a competitive advantage. Cadet may not bounce off the ground.

f) Cadets may slide their hands to change their hand position, however, if Cadet raises hands or feet off the ground, the event is terminated.

---

5) Plank Event.

a) The Plank assesses core strength and endurance in a stationary position.

b) Preparatory phase: on the command "**GET READY**," Cadets place their hands on the ground, either in fists with the pinky side of the hand touching the ground or palms lying flat facing down. Elbows are bent, aligned under the shoulders, forearms are flat on the ground, forming a triangle. The fingers may not be interlocked or interlaced. The hips should be bent with one or both legs resting on the ground.

c) On the command "GRADERS READY," the grader for each cadet with a stopwatch in hand assumes a position to properly observe and evaluate proper plank position and execution.

d) On the command "**GET SET**," the Cadet lifts both knees off the ground and moves the hips into a straight line with the legs, shoulders, head, and eyes focused on the ground. The Cadet's feet may be up to the grader's boot-width apart. Elbows are aligned under the shoulders, the forearms and upper arm forming a 90-degree angle. Ankles are flexed with the bottom of the toes on the ground. The Cadet maintains his or her body in straight alignment from the head to the ankles. The fingers may not be interlocked or interlaced.

e) On the command “**GO**, the graders start the clocks, and the event begins.

f) The senior grader/timer calls out the time in 15-second intervals until all cadets have completed the event while each individual grader maintains their own stopwatch to measure performance.

g) As each cadet terminates the event, their graders give the recorded time to the nearest second to the Recorder for entry on the official team scoresheet.

h) Cadets may listen to music, wear ear buds or headphones, at the discretion of their instructors, but must be able to hear the graders’ instructions.

Plank Grading Standards.

a) After the command “**GO**”, the Plank event is terminated if the Cadet touches the floor with any part of the body other than the feet, forearms, or fists/palms, raises a foot or hand off the floor, or fails to maintain a straight-line position from head to heels.

b) Graders will give one verbal warning to correct a failure to maintain the proper plank position, or if the hands/feet slide from the required position. If the Cadet is unable to correct a deficiency or maintain the proper plank position, the Cadet’s performance is terminated.

c) Shaking or trembling because of maximum exertion is permitted if the proper plank position is maintained.

d) If a mat is used, the tested Cadet's entire body (arms and feet) must be on the mat.

e) Graders should watch the 3-minute video on grading the Plank at https://www.youtube.com/watch?v=XuprZeJa7G0 prior to grading the event.

8) One Mile Run Event.

a) This event tests cardio-vascular endurance and leg strength.

b) The one-mile run is conducted on a track (indoors or outdoors), or on a measured outdoor course, at the host school's discretion. To correctly assess performance and correct scoring, the course MUST be one mile.

c) Times are recorded for each finisher to the nearest second and recorded on the official scoresheet.

d) Spiked shoes are not allowed.

e) Cadets may listen to music, wear ear buds or headphones, at the discretion of their instructors.

f) Fellow cadets may pace the runners; however, they may not contact or physically assist the runners in any way.

g) A Cadet's failure to complete the one-mile run will score a Zero on the official scoresheet.

h) Cadets who leave the designated course during the run event score a Zero for this event.

Physical Strength Team Scoring is based upon the charts below:

Cadence Push-Ups						
Reps	M	F		Reps	M	F
71	100			35	50	88
70	99			34	49	86
69	97			33	47	84
68	95			32	46	83
67	94			31	44	81
66	93			30	43	79
65	92			29	41	77
64	90			28	40	76
63	89			27	39	74
62	88			26	37	72
61	86			25	36	70
60	85			24	34	69
59	83			23	33	67
58	82			22	31	65
57	81			21	30	63
56	79			20	29	62
55	78			19	27	60
54	77			18	26	58
53	75			17	24	57
52	74			16	23	55
51	72			15	21	53
50	71			14	20	49
49	70			13	19	46
48	68			12	17	42
47	67			11	16	39
46	66			10	14	35
45	64			9	13	32
44	63			8	11	28
43	61			7	10	25
42	60	100		6	9	21
41	59	98		5	7	18
40	57	97		4	6	14
39	56	95		3	4	11
38	54	93		2	3	7
37	53	91		1	1	4
36	52	90		0	0	0



Plank Scoring.

Points	M/F	Points	M/F
100	3:20	49	
99	3:17	48	1:04
98	3:14	47	
97	3:10	46	1:03
96	3:07	45	
95	3:04	44	1:02
94	3:01	43	
93	2:57	42	1:01
92	2:54	41	
91	2:51	40	1:00
90	2:47	39	
89	2:44	38	0:59
88	2:41	37	
87	2:38	36	0:58
86	2:35	35	
85	2:31	34	0:57
84	2:28	33	
83	2:25	32	0:56
82	2:22	31	
81	2:18	30	0:55
80	2:15	29	
79	2:12	28	0:54
78	2:08	27	
77	2:05	26	0:53
76	2:02	25	
75	1:59	24	0:52
74	1:56	23	
73	1:52	22	0:51
72	1:49	21	
71	1:46	20	0:50
70	1:42	19	
69	1:39	18	0:49
68	1:36	17	
67	1:33	16	0:48
66	1:30	15	
65	1:26	14	0:47
64	1:23	13	
63	1:20	12	0:46
62	1:16	11	
61	1:13	10	0:45
60	1:10	9	
59		8	0:44
58	1:09	7	
57		6	0:43
56	1:08	5	
55		4	0:42
54	1:07	3	
53		2	0:41
52	1:06	1	
51		0	0:40
50	1:05		

Extended Points:

Extended points are earned by cadets who score at least 100 points in each event.

For the Plank, Cadets earn 1 point for each additional 5 seconds up to a Maximum Time of Six Minutes.

Proper Plank Position (see pictures below)





One-Mile Run Scoring

Male Scoring

Times	Score	Times	Score	Times	Score	Times	Score
5:00 (or less)	120	6:04 – 6:06	98	7:10 – 7:12	76	8:16 - 8:18	54
5:01 – 5:03	119	6:07 – 6:09	97	7:13 – 7:15	75	8:19 - 8:21	53
5:04 – 5:06	118	6:10 – 6:12	96	7:16 – 7:18	74	8:22 - 8:24	52
5:07 – 5:09	117	6:13 – 6:15	95	7:19 – 7:21	73	8:25 - 8:27	51
5:10 – 5:12	116	6:16 – 6:18	94	7:22 – 7:24	72	8:28 - 8:30	50
5:13 – 5:15	115	6:19 – 6:21	93	7:25 – 7:27	71	8:31 - 8:33	49
5:16 – 5:18	114	6:22 – 6:24	92	7:28 – 7:30	70	8:34 - 8:36	48
5:19 – 5:22	113	6:25 – 6:27	91	7:31 – 7:33	69	8:37 - 8:39	47
5:23 – 5:25	112	6:28 – 6:30	90	7:34 – 7:36	68	8:40 - 8:42	46
5:26 – 5:28	111	6:31 – 6:33	89	7:37 – 7:39	67	8:43 - 8:45	45
5:29 – 5:31	110	6:34 – 6:36	88	7:40 – 7:42	66	8:46 - 8:48	44
5:32 – 5:34	109	6:37 -- 6:39	87	7:43 – 7:45	65	8:49 - 8:51	43
5:35 – 5:37	108	6:40 – 6:42	86	7:46 – 7:48	64	8:52 - 8:54	42
5:38 – 5:40	107	6:43 – 6:45	85	7:49 – 7:51	63	8:55 - 8:57	41
5:41 – 5:42	106	6:46 – 6:48	84	7:52 – 7:54	62	8:58 - 9:00	40
5:43 – 5:45	105	6:49 – 6:51	83	7:55 – 7:57	61	9:01 - 9:03	39
5:46 – 5:48	104	6:52 – 6:54	82	7:58 – 8:00	60	9:04 - 9:06	38
5:49 – 5:51	103	6:55 – 6:57	81	8:01 - 8:03	59	9:07 - 9:09	37
5:52 – 5:54	102	6:58 – 7:00	80	8:04 - 8:06	58	9:10 - 9:12	36
5:55 – 5:57	101	7:01 – 7:03	79	8:07 - 8:09	57	9:07 - 9:09	35
5:58 - 6:00	**100**	7:04 – 7:06	78	8:10 - 8:12	56	9:06 - 9:08	34
6:01 – 6:03	99	7:07 - 7:09	77	8:13 - 8:15	55	9:05 - 9:07	33

Female Scoring –

Times	Score	Times	Score	Times	Score	Times	Score
6:00 (or less)	120	7:05 – 7:07	98	8:11 – 8:13	76	9:17 - 9:19	54
6:01 – 6:03	119	7:08 – 7:10	97	8:14 – 8:16	75	9:20 - 9:22	53
6:04 – 6:06	118	7:11 – 7:13	96	8:17 – 8:19	74	9:23 - 9:25	52
6:07 – 6:09	117	7:14 – 7:16	95	8:20 – 8:22	73	9:26 - 9:28	51
6:10 – 6:12	116	7:17 – 7:19	94	8:23 – 8:25	72	9:29 - 9:31	50
6:13 – 6:15	115	7:20 – 7:22	93	8:26 – 8:28	71	9:32 - 9:33	49
6:16 – 6:18	114	7:23 – 7:25	92	8:29 – 8:31	70	9:34 - 9:36	48
6:19 – 6:21	113	7:26 – 7:28	91	8:32 – 8:34	69	9:37 - 9:39	47
6:22 – 6:24	112	7:29 – 7:31	90	8:35 – 8:37	68	9:40 - 9:42	46
6:25 – 6:27	111	7:32 – 7:34	89	8:38 – 8:40	67	9:43 - 9:45	45
6:28 – 6:30	110	7:35 - 7:37	88	8:41 – 8:43	66	9:46 - 9:48	44
6:31 – 6:33	109	7:38 – 7:40	87	8:44 – 8:46	65	9:49 - 9:51	43
6:35 – 6:37	108	7:41 – 7:43	86	8:47 - 8:49	64	9:52 - 9:54	42
6:38 – 6:40	107	7:44 – 7:46	85	8:50 – 8:52	63	9:55 - 9:57	41
6:41 - 6:43	106	7:47 – 7:49	84	8:53 – 8:55	62	9:58 - 10:00	40
6:44 – 6:46	105	7:50 – 7:52	83	8:56 – 8:58	61	10:01 - 10:03	39
6:47 – 6:49	104	7:53 – 7:55	82	8:59 - 9:01	60	10:04 - 10:06	38
6:50 – 6:52	103	7:56 – 7:58	81	9:02 - 9:04	59	10:07 - 10:09	37
6:53 – 6:55	102	7:59 – 8:01	80	9:05 - 9:07	58	10:10 - 10:12	36
6:56 – 6:58	101	8:02 – 8:04	79	9:08 - 9:10	57	10:13 - 10:15	35
6:59 – 7:01	100	8:05 – 8:07	78	9:11 - 9:13	56	10:16 - 10:18	34
7:02 – 7:04	99	8:08 – 8:10	77	9:14 - 9:16	55	10:19 - 10:21	33

Chapter 7 - Academic Competition

A. General

1. Academic competition will be conducted during all drill meets. Liberty created five academic tests (one per meet and one for championships). Host schools will contact Liberty at the beginning of the week prior to their meet to get the test.

2. Academic teams will consist of 5 team members and schools may enter up to two academic teams. If a school enters more than one academic team, an individual cadet shall only compete for one of those teams. If a school cannot field an Academic Team but has an individual who would like to compete, that Individual may not compete for team points, but may compete for individual medals.

3. The academic competition is normally the first event of the day to facilitate participation in other events by cadets, but may be held at any time during the drill meet at the discretion of the host school.

4. The test may be manually or electronically scored. A paper copy of the test shall be provided to all competing cadets.

5. The maximum time limit for the academic competition shall be 60 minutes.

6. All test materials shall be returned to the host school at the end of the competition.

7. Cadets who place in the Top 3 in individual academic scores may participate in the Conference Championships for Individual Academics.

Data Entry Forms

Exhibition Drill Scoring Forms

IAED	2	Lt Blue
DAED	2	Yellow
DUED	2	Lt Green
HED	2	Pink

INDIVIDUAL ARMED EXHIBITION DRILL (IAED) SCORE SHEET

JUDGE: 1 (HJ) / 2 _____School: (A-MC-N-AF) Team

Cadet Name: _____

On signal, cadets enter and position themselves centered on and 4-6 steps in front of Head Judge (HJ).

(Scoring: 0 – not done; 1 – worst; 10 – best)

Time begins and ends when team members cross the boundary at entrance/exit. Min 1 minutes, max 2 minutes.

Evaluation Areas	**Points Awarded**										
1. Report In	0	1	2	3	4	5	6	7	8	9	10
(Oral report in; all movements to enter floor and report in to HJ)											
2. Report Out	0	1	2	3	4	5	6	7	8	9	10
(Oral Report out; all movements to report out to HJ and exit floor)											
3. Cadet Appearance	0	1	2	3	4	5	6	7	8	9	10
(Uniform / overall preparation & presentation)											
4. Cadet Bearing/Poise	0	1	2	3	4	5	6	7	8	9	10
(Body & facial control, military carriage)											
5. Cadet Marching	0	1	2	3	4	5	6	7	8	9	10
(Dress, alignment and marching proficiency; use of drill floor)											
6. Variety of movements	0	1	2	3	4	5	6	7	8	9	10
(Diversity of movements to display overall excellence)											
7. Precision of movements	0	1	2	3	4	5	6	7	8	9	10
(Exacting, flawless & meticulous maneuvers; "anti-sloppy")											
8. Composition of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine is unique & well constructed with fitting transitions)											
9. Difficulty of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine as presented required MUCH PRACTICE)											
10. Routine Showmanship	0	1	2	3	4	5	6	7	8	9	10
(Flair, style and "wow factor" that turns heads)											
11. Military Flavor of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine & performance proudly befits a military competition)											
12. Overall Impression	0	2	4	6	8	10	12	14	16	18	20
(Subjective evaluation of entire routine as presented)											

Event Timing (1.0 to 2.0 minutes) **time ____:____*(m:ss)***

Penalties

Timing and penalty points completed by score room

Time Violation (-1 point per second over 2 min or under 1 min)

Boundary Violation - Boundary Violation Count (-5 points per occurrence)

Safety Violation (-50 points)

Dropped Rifle- check off each dropped rifle **(-10pts)** – The score room will add penalty

1	2	3	4	5	6	7

Judge Signature: _____ _____Last Name Printed:

DUAL ARMED EXHIBITION DRILL (DAED) SCORE SHEET

JUDGE: 1 (HJ) / 2 _____School: (A-MC-N-AF) Team

Cadet Name(s): _____ & _____

On signal, cadets enter and position themselves centered on and 4-6 steps in front of Head Judge (HJ).
(Scoring: 0 – not done; 1 – worst; 10 – best)
Time begins and ends when team members cross the boundary at entrance/exit. Min 1 minutes, max 2 minutes.

Evaluation Areas	**Points Awarded**										
1. Report In *(Oral report in; all movements to enter floor and report in to HJ)*	0	1	2	3	4	5	6	7	8	9	10
2. Report Out *(Oral Report out; all movements to report out to HJ and exit floor)*	0	1	2	3	4	5	6	7	8	9	10
3. Cadet Appearance *(Uniform / overall preparation & presentation)*	0	1	2	3	4	5	6	7	8	9	10
4. Cadet Bearing/Poise *(Body & facial control, military carriage)*	0	1	2	3	4	5	6	7	8	9	10
5. Cadet Marching *(Dress, alignment and marching proficiency; use of drill floor)*	0	1	2	3	4	5	6	7	8	9	10
6. Variety of movements *(Diversity of movements to display overall excellence)*	0	1	2	3	4	5	6	7	8	9	10
7. Precision of movements *(Exacting, flawless & meticulous maneuvers; "anti-sloppy")*	0	1	2	3	4	5	6	7	8	9	10
8. Composition of routine *(Routine is unique & well constructed with fitting transitions)*	0	1	2	3	4	5	6	7	8	9	10
9. Difficulty of routine *(Routine as presented required MUCH PRACTICE)*	0	1	2	3	4	5	6	7	8	9	10
10. Routine Showmanship *(Flair, style and "wow factor" that turns heads)*	0	1	2	3	4	5	6	7	8	9	10
11. Military Flavor of routine *(Routine & performance proudly befits a military competition)*	0	1	2	3	4	5	6	7	8	9	10
12. Overall Impression *(Subjective evaluation of entire routine as presented)*	0	2	4	6	8	10	12	14	16	18	20

Event Timing (1.0 to 2.0 minutes) **time _____:_____*(m:ss)***

Penalties

Timing and penalty points completed by score room

Time Violation (-1 point per second over 2 min or under 1 min) _____

Boundary Violation - Boundary Violation Count (-5 points per occurrence) _____

Safety Violation (-50 points) _____

Dropped Rifle- check off each dropped rifle (-10pts) –

1	2	3	4	5	6	7

Judge Signature: _____ _____ Last Name Printed: _____

HYBRID EXHIBITION DRILL (HED) SCORE SHEET

JUDGE: 1 (HJ) / 2 _____School: _____(A-MC-N-AF) Team _____

Cadet Name(s): _____ & _____

On signal, cadets enter and position themselves centered on and 4-6 steps in front of Head Judge (HJ).
(Scoring: 0 – not done; 1 – worst; 10 – best)
Time begins and ends when team members cross the boundary at entrance/exit. Min 1 minute, max 2 minutes.

Evaluation Areas	**Points Awarded**										
1. Report In	0	1	2	3	4	5	6	7	8	9	10
(Oral report in; all movements to enter floor and report in to HJ)											
2. Report Out	0	1	2	3	4	5	6	7	8	9	10
(Oral Report out; all movements to report out to HJ and exit floor)											
3. Cadet Appearance	0	1	2	3	4	5	6	7	8	9	10
(Uniform / overall preparation & presentation)											
4. Cadet Bearing/Poise	0	1	2	3	4	5	6	7	8	9	10
(Body & facial control, military carriage)											
5. Cadet Marching	0	1	2	3	4	5	6	7	8	9	10
(Dress, alignment and marching proficiency; use of drill floor)											
6. Variety of movements	0	1	2	3	4	5	6	7	8	9	10
(Diversity of movements to display overall excellence)											
7. Precision of movements	0	1	2	3	4	5	6	7	8	9	10
(Exacting, flawless & meticulous maneuvers; "anti-sloppy")											
8. Composition of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine is unique & well constructed with fitting transitions)											
9. Difficulty of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine as presented required MUCH PRACTICE)											
10. Routine Showmanship	0	1	2	3	4	5	6	7	8	9	10
(Flair, style and "wow factor" that turns heads)											
11. Military Flavor of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine & performance proudly befits a military competition)											
12. Overall Impression	0	2	4	6	8	10	12	14	16	18	20
(Subjective evaluation of entire routine as presented)											

Event Timing (1.0 to 2.0 minutes) time ___:___*(m:ss)*

Penalties

Timing and penalty points completed by score room

Time Violation (-1 point per second over 2 min or under 1 min) _____

Boundary Violation - Boundary Violation Count *(-5 points per occurrence:* _____

Safety Violation *(-50 points*) _____

Dropped Rifle- check off each dropped rifle **(-10pts)** _____

The score room will add penalty

1	2	3	4	5	6	7

Judge Signature: _____ _____ Last Name Printed: ____

DUAL UNARMED EXHIBITION DRILL (DUED) SCORE SHEET

JUDGE: (HJ) / 2 _____School: _____ (A-MC-N-AF)Team :____(1 or 2)

Cadet Name(s): _____ & _____

On signal, cadets enter and position themselves centered on and 4-6 steps in front of HJ.

(Scoring: 0--not done; 1--worst; 10--best).

Time begins and ends when team members cross the boundary at entrance/exit. Min 2 minutes, max 3 minutes.

Evaluation Areas	**Points Awarded**										
1. Report In	0	1	2	3	4	5	6	7	8	9	10
(Oral report in; all movements to enter floor and report in to HJ)											
2. Report Out	0	1	2	3	4	5	6	7	8	9	10
(Oral Report out; all movements to report out to HJ and exit floor)											
3. Cadet Appearance	0	1	2	3	4	5	6	7	8	9	10
(Uniform / overall preparation & presentation)											
4. Cadet Bearing/Poise	0	1	2	3	4	5	6	7	8	9	10
(Body & facial control, military carriage)											
5. Cadet Marching	0	1	2	3	4	5	6	7	8	9	10
(Dress, alignment and marching proficiency; use of drill floor)											
6. Variety of movements	0	1	2	3	4	5	6	7	8	9	10
(Diversity of movements to display overall excellence)											
7. Precision of movements	0	1	2	3	4	5	6	7	8	9	10
(Exacting, flawless & meticulous maneuvers; "anti-sloppy")											
8. Composition of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine is unique & well constructed with fitting transitions)											
9. Difficulty of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine as presented required MUCH PRACTICE)											
10. Routine Showmanship	0	1	2	3	4	5	6	7	8	9	10
(Flair, style and "wow factor" that turns heads)											
11. Military Flavor of routine	0	1	2	3	4	5	6	7	8	9	10
(Routine & performance proudly befits a military competition)											
12. Overall Impression	0	2	4	6	8	10	12	14	16	18	20
(Subjective evaluation of entire routine as presented)											

TOTAL SCORE: **(130 points possible)** _____

PENALTIES:

Time Violation (-1 point per second) (-) _____

Boundary Violation (-5 points per occurrence) (-) _____

Judge Signature: _____ FINAL SCORE: _____

** First Tiebreaker* *+ Second Tiebreaker*

Drill – Unarmed Score Sheets

The following list contains the suggested number of forms per team and the suggested color they can be printed on. The colors are suggested, if unavailable contrasting colors should be used.

Form for Event	Forms/Event/Team	Color
Unarmed Drill Inspection Team Leader	1	Salmon
Unarmed Drill Inspection Team	3	Purple
Unarmed Drill Regulation Team Leader	1	Lt Blue
Unarmed Drill Regulation Team	3	White
Unarmed Drill Exhibition Team Leader	1	Pink
Unarmed Drill Exhibition Team	3	Yellow

UNARMED UNIT LEADER PERSONNEL INSPECTION SCORE SHEET
HEAD JUDGE ONLY

SCHOOL: _____(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____ Team Name: _____

Unit Leader Evaluation

Evaluation Areas	Points Awarded
1. Reporting	0 1 2 3 4 5 6 7 8 9 10
2. Command Presence	0 1 2 3 4 5 6 7 8 9 10
3. Control of Unit	0 1 2 3 4 5 6 7 8 9 10
4. Command Voice	0 1 2 3 4 5 6 7 8 9 10

Inspection Notes and Legend – see other side

Knowledge Questions are limited to: Weapon characteristics; personal motivation; team history/accomplishments; unit/national chain of command of sponsoring service; platoon drill; and academic pursuits/high school studies.

(Scoring: 0 – not done; 1 – worst; 10 – best)

Team Evaluation

Evaluation Areas	Points Awarded
1. Open Ranks	0 1 2 3 4 5 6 7 8 9 10
2. Headgear	0 1 2 3 4 5 6 7 8 9 10
3. Uniforms	0 1 2 3 4 5 6 7 8 9 10
4. Footwear	0 1 2 3 4 5 6 7 8 9 10
5. Military Bearing	0 1 2 3 4 5 6 7 8 9 10
6. (not used)	
7. Grooming	0 1 2 3 4 5 6 7 8 9 10
8. Close Ranks	0 1 2 3 4 5 6 7 8 9 10
9. Knowledge	0 1 2 3 4 5 6 7 8 9 10

Inspection Notes and Legend – see other side

Judge Signature: _____ Last Name Printed _____

UNARMED TEAM PERSONNEL INSPECTION SCORE SHEET

SCHOOL: _____(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____Team Name: _____

Evaluation Areas	Points Awarded										
1. Open Ranks	0	1	2	3	4	5	6	7	8	9	10
2. Headgear	0	1	2	3	4	5	6	7	8	9	10
3. Uniforms	0	1	2	3	4	5	6	7	8	9	10
4. Footwear	0	1	2	3	4	5	6	7	8	9	10
5. Military Bearing	0	1	2	3	4	5	6	7	8	9	10
6. (not used)											
7. Grooming	0	1	2	3	4	5	6	7	8	9	10
8. Close Ranks	0	1	2	3	4	5	6	7	8	9	10
9. Knowledge	0	1	2	3	4	5	6	7	8	9	10

Inspection Notes and Legend – see other side

Judge Signature: _____ Last Name Printed _____

UNARMED UNIT LEADER REGULATION DRILL SCORE SHEET

HEAD JUDGE ONLY

SCHOOL: _____*(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____Team Name: _____

Evaluation Areas	Points Awarded
1. Command Voice	1 2 3 4 5 6 7 8 9 10
2. Military Bearing	1 2 3 4 5 6 7 8 9 10
3. Control of Unit	1 2 3 4 5 6 7 8 9 10
4. Confidence	1 2 3 4 5 6 7 8 9 10
5. Compliance with Drill Sequence	0 or 10
6. Boundary Control	0 or 10
7. Cadence Section	Time: sec (ss.hh)

Note on Cadence – Cadence is measured by timing 40 steps in seconds. Enter to hundredths (ss.hh). Judges should record time – scoring room will convert to score.

To The Rear – check off each "To the Rear" called, whether in sequence or not. Score Room will adjust for in sequence or "free."

1	2	3	4	5	6	7
8	9	10	11	12	13	14

* Only 1 signed Unit Leader Score Sheet per school team.

Judge Signature: _____Judge Printed Last Name: _____

UNARMED REGULATION DRILL — SEQUENCE #1

SCHOOL: _____(A-MC-N-AF) **Team Size: ____**

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution

	MOVEMENT	POINT VALUE											COMMENTS					
1.	Present Arms/Report In	0	1	2	3	4	5						A	C	D	I	CA	E
2.	Order Arms		0	1	2	3	4	5					A	C	D	I	CA	E
3.	Right Face	0	1	2	3	4	5						A	C	D	I	CA	E
4.	**(CADENCE A START TIMING HERE)** Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
5.	Column Right	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
6.	Column Right	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
7.	**(CADENCE B START TIMING HERE)** Counter Column	0	1	2	3	4	5						A	C	D	I	CA	E
8.	Left Flank	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
9.	Halt	Free																
10.	Open Ranks	0	1	2	3	4	5						A	C	D	I	CA	E
11.	Close Ranks	0	1	2	3	4	5						A	C	D	I	CA	E
12.	Parade Rest	0	1	2	3								A	C	D	I	CA	E
13.	Attention	0	1	2	3								A	C	D	I	CA	E
14.	Left Step	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E
15.	Halt	Free																
16.	Right Step	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E
17.	Halt	Free																
18.	Left Face	0	1	2	3	4	5						A	C	D	I	CA	E
19.	About Face	0	1	2	3	4	5						A	C	D	I	CA	E
20.	**(CADENCE C START TIMING HERE)** Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
21.	Left Flank	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
22.	Right Flank	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
23.	Column Right	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
24.	Column Right	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
25.	Halt	Free																
26.	Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
27.	Close March	0	1	2	3	4	5						A	C	D	I	CA	E
28.	Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
29.	Extend March	0	1	2	3	4	5						A	C	D	I	CA	E
30.	Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
31.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
32.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
33.	Halt	Free																
34.	Half Step	0	1	2	3	4	5						A	C	D	I	CA	E
35.	Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
36.	Change Step	0	1	2	3	4	5											
37.	To the Rear	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
38.	To the Rear	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
15.	Halt	Free																
40.	Forward March	0	1	2	3	4	5						A	C	D	I	CA	E
41.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
42.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
43.	Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E
	Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10						
	Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10						
	Overall Drill Smoothness	0	1	2	3	4	5	6	7	8	9	10						

Judges Signature: _____(print) Printed Last Name **_____**(signature)

UNARMED REGULATION DRILL SEQUENCE — SEQUENCE #2

SCHOOL: _____(A-MC-N-AF) **Team Size:** _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

Totals completed by score room.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CAE
2. Order Arms	0 1 2 3 4 5	A C D I CAE
3. Open Ranks	0 1 2 3 4 5	A C D I CAE
4. Close Ranks	0 1 2 3 4 5	A C D I CAE
5. Left Step	0 1 2 3 4 5 6 7 8	A C D I CAE
6. Halt	Free	
7. Right Step	0 1 2 3 4 5 6 7 8	A C D I CAE
8. Halt	Free	
9. Parade Rest	0 1 2 3	A C D I CAE
10. Attention	0 1 2 3	A C D I CAE
11. Left Face	0 1 2 3 4 5	A C D I CAE
12. About Face	0 1 2 3 4 5	A C D I CAE
13. (CADENCE A START TIMING HERE) Forward March	0 1 2 3 4 5	A C D I CAE
14. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
15. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
16. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
17. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
18. Halt	Free	
19. Forward March	0 1 2 3 4 5	A C D I CAE
20. Change Step	0 1 2 3 4 5	A C D I CAE
21. Half Step	0 1 2 3 4 5	A C D I CAE
22. Forward March	0 1 2 3 4 5	A C D I CAE
23. Halt	Free	
24. (CADENCE B START TIMING HERE) Column Right	0 1 2 3 4 5 6 7 8 9 10 A	C D I CA E
25. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
26. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
27. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
28. Close March	0 1 2 3 4 5	A C D I CAE
29. Forward March	0 1 2 3 4 5	A C D I CAE
30. Extend March	0 1 2 3 4 5	A C D I CAE
31. Forward March	0 1 2 3 4 5	A C D I CAE
32 (CADENCE C START TIMING HERE) Change Step	0 1 2 3 4 5	A C D I CAE
33 To the Rear	0 1 2 3 4 5	A C D I CAE
34 To the Rear	0 1 2 3 4 5	A C D I CAE
35 Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
36 Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CAE
37. Eyes Right/Ready Front	0 1 2 3 4 5 6 7 8	A C D I CAE
Overall Team Bearing	0 1 2 3 4 5 6 7 8 9 10	
Overall Team Precision	0 1 2 3 4 5 6 7 8 9 10	
Overall Drill Smoothness	0 1 2 3 4 5 6 7 8 9 10	

Judges Signature: _____ Judges Printed Last Name _____

UNARMED REGULATION DRILL SEQUENCE — SEQUENCE #3

SCHOOL: _____(A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution

MOVEMENT													POINT VALUE
COMMENTS													
1. Present Arms/Report In	0	1	2	3	4	5							A C D I CA E
2. Order Arms	0	1	2	3	4	5							A C D I CA E
3. Parade Rest	0	1	2	3	4	5							A C D I CA E
4. Attention	0	1	2	3	4	5							A C D I CA E
5. Right Face	0	1	2	3	4	5							A C D I CA E
6. **(CADENCE A START TIMING HERE)** Forward March	0	1	2	3	4	5							A C D I CA E
7. Right Flank	0	1	2	3									A C D I CA E
8. Left Flank	0	1	2	3	4	5							A C D I CA E
9. Mark Time	0	1	2	3	4	5							A C D I CA E
10. Halt	Free												
11. Left Face	0	1	2	3	4	5							A C D I CA E
12. Open Ranks	0	1	2	3	4	5							A C D I CA E
13. Close Ranks	0	1	2	3	4	5							A C D I CA E
14. Left step	0	1	2	3	4	5	6	7	8				A C D I CA E
15. Halt	Free												
16. Right Step	0	1	2	3	4	5	6	7	8				A C D I CA E
17. Halt	Free												
18. Dress Right Dress/Ready Front/Cover	0	1	2	3	4	5	6	7	8	9	10		A C D I CA E
19. Right Face	0	1	2	3	4	5							A C D I CA E
20. Forward March	0	1	2	3	4	5							A C D I CA E
21. Counter Column	0	1	2	3	4	5							A C D I CA E
22. Mark Time	0	1	2	3	4	5	6	7	8	9	10		A C D I CA E
23. Halt	Free												
24. **(CADENCE B START TIMING HERE)** Mark Time	0	1	2	3	4	5							A C D I CA E
25. Forward March	0	1	2	3	4	5							A C D I CA E
26. Column Left	0	1	2	3	4	5	6	7	8	9	10		A C D I CA E
27. Column Left	0	1	2	3	4	5	6	7	8	9	10		A C D I CA E
28. Close March	0	1	2	3	4	5							A C D I CA E
29. Forward March	0	1	2	3	4	5							A C D I CA E
30. Extend March	0	1	2	3	4	5							A C D I CA E
31. Forward March	0	1	2	3	4	5							A C D I CA E
32 Halt	Free												
33. **(CADENCE C START TIMING HERE)** Forward March	0	1	2	3	4	5	6	7	8	9	10	A	C D I CA E
34. Left Flank	0	1	2	3	4	5	6	7	8	9	10		A C D I CA E
35. Right Flank	0	1	2	3	4	5	6	7	8	9	10		A C D I CA E
36. Mark Time	0	1	2	3	4	5							A C D I CA E
37. Forward March	0	1	2	3	4	5							A C D I CA E

38.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
39.	Halt	Free																
40.	File from the Left – Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
41.	Left Flank	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
42.	Right Flank	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
43.	Halt	Free																
44.	Column 3/4s to the Right	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E
45	To the Rear	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
46	To the Rear	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
47	Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E
	Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10						
	Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10						
	Overall Drill Smoothness	0	1	2	3	4	5	6	7	8	9	10						

Judges Name: _____(signature) _____ (printed)

UNARMED REGULATION DRILL SEQUENCE — SEQUENCE #4

SCHOOL: _____(A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E
2. Order Arms	0 1 2 3 4 5	A C D I CA E
3. Right Face	0 1 2 3 4 5	A C D I CA E
4. **CADENCE A START TIMING HERE)**		
Forward March (0	1 2 3 4 5 A C	D I CA E
5. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
6. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
7. Change Step	0 1 2 3 4 5	A C D I CA E
8. Mark Time	0 1 2 3 4 5	A C D I CA E
9. Halt	Free	
10. Forward March	0 1 2 3	A C D I CA E
11. Counter Column	0 1 2 3 4 5	A C D I CA E
12. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
13. Halt	Free	
14. Open Ranks	0 1 2 3 4 5	A C D I CA E
15. Parade Rest	0 1 2 3	A C D I CA E
16. Attention	0 1 2 3	A C D I CA E
17. Close Ranks	0 1 2 3 4 5	A C D I CA E
18. Left Step	0 1 2 3 4 5 6 7 8	A C D I CA E
19. Halt	Free	
20. Right Step	0 1 2 3 4 5 6 7 8	A C D I CA E
21. Halt	Free A C D I	CA E
22. Left Face	0 1 2 3 4 5	A C D I CA E
23. About Face	0 1 2 3 4 5	A C D I CA E
24. **(CADENCE B START TIMING HERE)**		
Forward March	0 1 2 3 4 5 A	C D I CA E
25. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
26. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
27. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
28. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
29. Halt	Free	
30. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
31. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
32. Close March	0 1 2 3 4 5	A C D I CA E
33. Forward March	0 1 2 3 4 5	A C D I CA E
34. Extend March	0 1 2 3 4 5	A C D I CA E
35. Forward March	0 1 2 3 4 5	A C D I CA E

36. Halt	Free																	
37. Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	
38. Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	
39. Half Step	0	1	2	3	4	5						A	C	D	I	CA	E	
40. Halt	Free																	
41. **(CADENCE C START TIMING HERE)**																		
Mark Time	0	1	2	3	4	5						A	C	D	I	CA	E	
42. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	
43. Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	
44. Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	
45. Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E	
Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10							
Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10							
Overall Drill Smoothness	0	1	2	3	4	5	6	7	8	9	10							

Judges Name: _____(signature) _____ (printed)

UNARMED REGULATION DRILL SEQUENCE — SEQUENCE #5

SCHOOL: _____(A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E
2. Order Arms	0 1 2 3 4 5	A C D I CA E
3. Right Face	0 1 2 3 4 5	A C D I CA E
4. (CADENCE A START TIMING HERE) Forward March	0 1 2 3 4 5	A C D I CA E
5. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
6. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
7. Counter Column	0 1 2 3 4 5	A C D I CA E
8. Halt	Free	
9. **(CADENCE B START TIMING HERE)** Forward March	0 1 2 3 4 5 A	C D I CA E
10. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
11. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
12. Counter Column	0 1 2 3 4 5	A C D I CA E
13. Halt	Free	
14. Left Face	0 1 2 3 4 5	A C D I CA E
15. Open Ranks	0 1 2 3 4 5	A C D I CA E
16. Close Ranks	0 1 2 3 4 5	A C D I CA E
17. Parade Rest	0 1 2 3	A C D I CA E
18. Attention	0 1 2 3	A C D I CA E
19. Left Face	0 1 2 3 4 5	A C D I CA E
20. About Face	0 1 2 3 4 5	A C D I CA E
21. Column of Files to the Left	0 1 2 3 4 5 6 7 8	A C D I CA E
22. Halt	Free	
23. Column of 3/4 to the Right	0 1 2 3 4 5 6 7 8	A C D I CA E
24. **(CADENCE C START TIMING HERE)** To the Rear	0 1 2 3 4 5	A C D I CA E
25. To the Rear	0 1 2 3 4 5	A C D I CA E
26. Change Step	0 1 2 3 4 5	A C D I CA E
27. Halt	Free	
28. Forward March	0 1 2 3 4 5	A C D I CA E
29. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
30. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
31. Eyes Right/Ready Front	0 1 2 3 4 5 6 7 8	A C D I CA E
Overall Team Bearing	0 1 2 3 4 5 6 7 8 9 10	
Overall Team Precision	0 1 2 3 4 5 6 7 8 9 10	
Overall Drill Smoothness	0 1 2 3 4 5 6 7 8 9 10	

Judges Name: _____(signature) _____ (printed)

UNARMED REGULATION DRILL SEQUENCE — SEQUENCE #6

SCHOOL: _____(A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E
2. Order Arms	0 1 2 3 4 5	A C D I CA E
3. Parade Rest	0 1 2 3	A C D I CA E
4. Attention	0 1 2 3	A C D I CA E
5. Open Ranks	0 1 2 3 4 5	A C D I CA E
6. Close Ranks	0 1 2 3 4 5	A C D I CA E
7. Right Face	0 1 2 3	A C D I CA E
8. ***Start timing here*** Forward March	0 1 2 3	A C D I CA E
9. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
10. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
11. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
12. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
13. Halt	Free	
14. Forward March	Free	
15. Counter Column	0 1 2 3 4 5	A C D I CA E
16. Change Step	0 1 2 3 4 5	A C D I CA E
17. Halt	0 1 2 3	A C D I CA E
18. Left Face	0 1 2 3	A C D I CA E
19. Dress Right Dress/Ready Front/Cover	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
20. Right Face	0 1 2 3	A C D I CA E
21. Counter Column	0 1 2 3 4 5	A C D I CA E
22. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
23. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
24. Halt	Free	
25. Half Step	0 1 2 3 4 5	A C D I CA E
26. Forward March	0 1 2 3	A C D I CA E
27. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
28. To the Rear	0 1 2 3 4 5	A C D I CA E
29. To the Rear	0 1 2 3 4 5	A C D I CA E
30. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E
31. Close March	0 1 2 3 4 5	A C D I CA E
32. Forward March	0 1 2 3	A C D I CA E
33. Extend March	0 1 2 3 4 5	A C D I CA E
34. Forward March	0 1 2 3	A C D I CA E
35. Halt	Free	
36. About Face	0 1 2 3 4 5	A C D I CA E

37. Right Face	0	1	2	3								A	C	D	I	CA	E
38. Parade Rest	0	1	2	3								A	C	D	I	CA	E
39. Attention	0	1	2	3								A	C	D	I	CA	E
40. Right Face	0	1	2	3								A	C	D	I	CA	E
41. Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
42. Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E
43. Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E
Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10						0-10
Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10						0-10
Overall Drill Smoothness	0	1	2	3	4	5	6	7	8	9	10						0-10

Judges Name: _____(print) _____ _____(*signature)*

UNARMED UNIT LEADER EXHIBITION DRILL SCORE SHEET

HEAD JUDGE ONLY

SCHOOL: _____*(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____ Team Name: _____

UNIT LEADER EVALUATION

Evaluation Areas	**Points Awarded**
1. Military Bearing	1 2 3 4 5 6 7 8 9 10
2. Control of Unit	1 2 3 4 5 6 7 8 9 10
3. Confidence	1 2 3 4 5 6 7 8 9 10
4. Showmanship	1 2 3 4 5 6 7 8 9 10
5. Boundary Control	0 or 10
6. Routine Time:	_____ minutes and _____ seconds

TEAM EVALUATION

1. Precision and Smartness	1 2 3 4 5 6 7 8 9 10
2. Originality of Movements	1 2 3 4 5 6 7 8 9 10
3. Degree of Difficulty	2 4 6 8 10 12 14 16 18 20
4. Variety of Movements	1 2 3 4 5 6 7 8 9 10
5. Individual Bearing	1 2 3 4 5 6 7 8 9 10
6. Execution of Movements	1 2 3 4 5 6 7 8 9 10

Judge Signature: _____ Judge Printed Last Name: _____

UNARMED TEAM EXHIBITION DRILL SCORE SHEET

SCHOOL: _____(A-MC-N_AF) _ Team #1 or #2 Team Size: _____

Evaluation Areas	Points Awarded
1. Precision and Smartness	1 2 3 4 5 6 7 8 9 10
2. Originality of Movements	1 2 3 4 5 6 7 8 9 10
3. Degree of Difficulty	2 4 6 8 10 12 14 16 18 20
4. Variety of Movements	1 2 3 4 5 6 7 8 9 10
5. Individual Bearing	1 2 3 4 5 6 7 8 9 10
6. Execution of Movements	1 2 3 4 5 6 7 8 9 10

Judge Signature: _____ Judge Last Name Printed: _____

Drill – Armed Score Sheets

The following list contains the suggested number of forms per team and the suggested color they can be printed on. The colors are suggested, if unavailable contrasting colors should be used.

Form for Event	Forms/Event/Team	Color
Armed Drill Inspection Team Leader	1	Salmon
Armed Drill Inspection Team	3	Purple
Armed Drill Regulation Team Leader	1	Lt Blue
Armed Drill Regulation Team	3	White
Armed Drill Exhibition Team Leader	1	Pink
Armed Drill Exhibition Team	3	Yellow

ARMED UNIT LEADER PERSONNEL INSPECTION SCORE SHEET
HEAD JUDGE ONLY

SCHOOL: _____(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____Team Name: _____

Unit Leader Evaluation

Evaluation Areas	Points Awarded
1. Reporting	0 1 2 3 4 5 6 7 8 9 10
2. Command Presence	0 1 2 3 4 5 6 7 8 9 10
3. Control of Unit	0 1 2 3 4 5 6 7 8 9 10
4. Command Voice	0 1 2 3 4 5 6 7 8 9 10

Inspection Notes and Legend – see other side

Team Evaluation

Knowledge Questions are limited to: Weapon characteristics; personal motivation; team history/accomplishments; unit/national chain of command of sponsoring service; platoon drill; and academic pursuits/high school studies.

(Scoring: 0 – not done; 1 – worst; 10 – best)

Evaluation Areas	Points Awarded
1. Open Ranks	0 1 2 3 4 5 6 7 8 9 10
2. Headgear	0 1 2 3 4 5 6 7 8 9 10
3. Uniforms	0 1 2 3 4 5 6 7 8 9 10
4. Footwear	0 1 2 3 4 5 6 7 8 9 10
5. Military Bearing	0 1 2 3 4 5 6 7 8 9 10
6. Drill Rifles	0 1 2 3 4 5 6 7 8 9 10
7. Grooming	0 1 2 3 4 5 6 7 8 9 10
8. Close Ranks	0 1 2 3 4 5 6 7 8 9 10
9. Knowledge	0 1 2 3 4 5 6 7 8 9 10

Inspection Notes and Legend – see other side

Judge Signature: _____ Last Name Printed _____

ARMED INDIVIDUAL PERSONNEL INSPECTION SCORE SHEET

SCHOOL: _____(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____Team Name: _____

Evaluation Areas	Points Awarded										
1. Open Ranks	0	1	2	3	4	5	6	7	8	9	10
2. Headgear	0	1	2	3	4	5	6	7	8	9	10
3. Uniforms	0	1	2	3	4	5	6	7	8	9	10
4. Footwear	0	1	2	3	4	5	6	7	8	9	10
5. Military Bearing	0	1	2	3	4	5	6	7	8	9	10
6 Drill Rifles	0	1	2	3	4	5	6	7	8	9	10
7. Grooming	0	1	2	3	4	5	6	7	8	9	10
8. Close Ranks	0	1	2	3	4	5	6	7	8	9	10
9. Knowledge	0	1	2	3	4	5	6	7	8	9	10

Inspection Notes and Legend – see other side

Judge Signature: _____ Last Name Printed _____

ARMED UNIT LEADER REGULATION DRILL SCORE SHEET

HEAD JUDGE ONLY

SCHOOL: _____*(A-MC-N-AF) Team #1 or #2

Number of Team Members: _____Team Name: _____

Evaluation Areas	Points Awarded
1. Command Voice	1 2 3 4 5 6 7 8 9 10
2. Military Bearing	1 2 3 4 5 6 7 8 9 10
3. Control of Unit	1 2 3 4 5 6 7 8 9 10
4. Confidence	1 2 3 4 5 6 7 8 9 10
5. Compliance with Drill Sequence	
6. Boundary Control	0 or 10
7. Cadence Section	Time: sec (ss.hh) _____

Note on Cadence – *Cadence is measured by timing 40 steps in seconds. Enter to hundredths (ss.hh). Judges should record time – scoring room will convert to score.*

PENALTIES:

Dropped Rifle – check off for each dropped rifle (-10pts). The Score room will adjust scores for dropped rifles.

1	2	3	4	5	6	7
8	9	10	11	12	13	14

To The Rear – check off each "To the Rear" called, whether in sequence or not. Score Room will adjust for in sequence or "free."

1	2	3	4	5	6	7
8	9	10	11	12	13	14

*** Only 1 signed Unit Leader Score Sheet per school team.**

Judge Signature: _____Judge Printed Last Name: _____

ARMED REGULATION DRILL — SEQUENCE #1

SCHOOL: _____(A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E MOA
2. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
3. Open Ranks	0 1 2 3 4 5	A C D I CA E *MOA*
4. Inspection Arms	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
5. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
6. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
7. Close Ranks	0 1 2 3 4 5	A C D I CA E MOA
8. Right Face	0 1 2 3 4 5	A C D I CA E MOA
9. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
10. **(CADENCE A START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
11. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
12. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
13. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
14. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
15. Halt	Free	
16. **(CADENCE B START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
17. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
18. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
19. Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
20. Halt	Free	
21. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
22. Left Face	0 1 2 3 4 5	A C D I CA E MOA
23. Dress Right/Ready Front/Cover	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
24. Right Face	0 1 2 3 4 5	A C D I CA E MOA
25. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
26. (CADENCE C START TIMING HERE) Forward March	0 1 2 3 4 5	A C D I CA E MOA
27. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
28. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
29. Eyes Right/Ready Front	0 1 2 3 4 5 6 7 8	A C D I CA E MOA
Overall Team Bearing	0 1 2 3 4 5 6 7 8 9 10	
Overall Team Precision	0 1 2 3 4 5 6 7 8 9 10	
Overall Team Smoothness	0 1 2 3 4 5 6 7 8 9 10	

Judges Name: _____(print) _____ _____(*signature)*

ARMED REGULATION DRILL SEQUENCE — SEQUENCE #2

SCHOOL: _____ (A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

	MOVEMENT	POINT VALUE											COMMENTS
1.	Present Arms/Report In	0	1	2	3	4	5						A C D I CA E MOA
2.	Order Arms	0	1	2	3	4	5						A C D I CA E MOA
3.	Open Ranks	0	1	2	3	4	5						A C D I CA E MOA
4.	Inspection Arms	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
5.	Port Arms	0	1	2	3	4	5						A C D I CA E MOA
6.	Order Arms	0	1	2	3	4	5						A C D I CA E MOA
7.	Close Ranks	0	1	2	3	4	5						A C D I CA E MOA
8.	Right Face	0	1	2	3	4	5						A C D I CA E MOA
9.	Right Shoulder Arms	0	1	2	3	4	5						A C D I CA E MOA
10.	**(CADENCE A START TIMING HERE)** Forward March	0	1	2	3	4	5						A C D I CA E MOA
11.	Column Right	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
12.	Right Flank	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
13.	Left Flank	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
14.	Halt	Free											
15.	**(CADENCE B START TIMING HERE)** Forward March	0	1	2	3	4	5						A C D I CA E MOA
16.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
17.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
18.	Half Step	0	1	2	3	4	5						A C D I CA E MOA
19.	Forward March	0	1	2	3	4	5						A C D I CA E MOA
20.	To the Rear	0	1	2	3	4	5						A C D I CA E MOA
21.	Halt	Free											
22.	Order Arms	0	1	2	3	4	5						A C D I CA E MOA
23.	Right Face	0	1	2	3	4	5						A C D I CA E MOA
24.	About Face	0	1	2	3	4	5						A C D I CA E MOA
25.	Left Face	0	1	2	3	4	5						A C D I CA E MOA
26.	Port Arms	0	1	2	3	4	5						A C D I CA E MOA
27.	Files from Left - Column Left	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
28.	Right Flank	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
29.	Left Flank	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
30.	Halt	Free											
31.	Column 3/4s to the Right	0	1	2	3	4	5	6	7	8			A C D I CA E MOA
32.	**(CADENCE C START TIMING HERE)** Forward March	0	1	2	3	4	5						A C D I CA E MOA
33.	To the Rear	0	1	2	3	4	5						A C D I CA E MOA
34.	Left Shoulder Arms	0	1	2	3	4	5						A C D I CA E MOA
35.	To the Rear	0	1	2	3	4	5						A C D I CA E MOA
36.	Right Shoulder Arms	0	1	2	3	4	5						A C D I CA E MOA
37.	Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A C D I CA E MOA
	Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	
	Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	
	Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	

Judges Name: _____(print) _____ _____(*signature)*

ARMED REGULATION DRILL SEQUENCE — SEQUENCE #3

SCHOOL: _____(A-MC-N-AF) Team Size:

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E MOA
2. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
3. Close March	0 1 2 3 4 5	A C D I CA E MOA
4. Extend March	0 1 2 3 4 5	A C D I CA E MOA
5. Face Right	0 1 2 3 4 5	A C D I CA E MOA
6. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
7. **(CADENCE A START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
8. Mark Time	0 1 2 3 4 5	A C D I CA E MOA
9. Forward March	0 1 2 3 4 5	A C D I CA E MOA
10. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
11. Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
12. Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
13. Mark Time	0 1 2 3 4 5	A C D I CA E MOA
14 Halt	Free	
15. Half Step	0 1 2 3 4 5	A C D I CA E MOA
16. **(CADENCE B START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
17. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
18. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
19. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
20. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
21. Halt	Free	
22. Forward March	0 1 2 3 4 5	A C D I CA E MOA
23. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
24. Halt	Free	
25. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
25. Open Ranks	0 1 2 3 4 5	A C D I CA E MOA
27. Inspection Arms	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
28. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
29 Order Arms	0 1 2 3 4 5	A C D I CA E MOA
30. Close Ranks	0 1 2 3 4 5	A C D I CA E MOA
31. Right Face	0 1 2 3 4 5	A C D I CA E MOA
32. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
33. **(CADENCE C START TIMING HERE)** To the Rear	0 1 2 3 4 5	A C D I CA E MOA
34. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
35. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
36. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
37. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
38. Halt	Free	
39. Column of files to the left	0 1 2 3 4 5 6 7 8	A C D I CA E MOA
40. Halt	Free	
41. Column 3/4s to the Right	0 1 2 3 4 5 6 7 8	A C D I CA E MOA
42. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA

43.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
44.	Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E MOA
	Overall Team Bearing	0		2	3	4	5	6	7	8	9	10						
	Overall Team Precision	0		2	3	4	5	6	7	8	9	10						
	Overall Team Smoothness	0		2	3	4	5	6	7	8	9	10						

Judges Name: _____(print) _____ _____(*signature)*

ARMED REGULATION DRILL SEQUENCE — SEQUENCE #4

SCHOOL: _____ (A-MC-N-AF) Team Size:

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E MOA
2. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
3. Face Right	0 1 2 3 4 5	A C D I CA E MOA
4. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
5. **(CADENCE A START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
6. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
7. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
8. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
9. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
10. Column ½ Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
11. Column ½ Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
12. Halt	Free	
13. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
14. **(CADENCE B START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
15. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
16. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
17. Counter Column	0 1 2 3 4 5	A C D I CA E MOA
18. Halt	Free	
19. **(CADENCE C START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
20. Close March	0 1 2 3 4 5	A C D I CA E MOA
21. Forward March	0 1 2 3 4 5	A C D I CA E MOA
22. Extend March	0 1 2 3 4	A C D I CA E MOA
23. Forward March	0 1 2 3 4 5	A C D I CA E MOA
24. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
25. Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
26. Counter Column	0 1 2 3 4 5	A C D I CA E MOA
27. Halt	Free	
28. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
29. Left Face	0 1 2 3 4 5	A C D I CA E MOA
30. Open Ranks	0 1 2 3 4 5	A C D I CA E MOA
31. Inspection Arms	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
32. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
33. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
34. Close Ranks	0 1 2 3 4 5	A C D I CA E MOA
35. Right Face	0 1 2 3 4 5	A C D I CA E MOA
36. Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
37. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
38. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
39. Change Step	0 1 2 3 4 5	A C D I CA E MOA
40. Halt	Free	
41. Forward March	0 1 2 3 4 5	A C D I CA E MOA
42. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA

43.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
44.	Column Left	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
45.	Eyes Right/Ready Front	0	1	2	3	4	5	6	7	8			A	C	D	I	CA	E MOA
	Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10						
	Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10						
	Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10						

Judges Name: _____(print) _____ _____(*signature)*

ARMED REGULATION DRILL SEQUENCE — SEQUENCE #5

SCHOOL: _____ (A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

	MOVEMENT	POINT VALUE	COMMENTS
1.	Present Arms/Report In	0 1 2 3 4 5	A C D I CA E MOA
2.	Order Arms	0 1 2 3 4 5	A C D I CA E MOA
3.	Right Face	0 1 2 3 4 5	A C D I CA E MOA
4.	Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
5.	**(CADENCE A START TIMING HERE)** Forward March	0 1 2 3 4 5 A	C D I CA E MOA
6.	To the Rear	0 1 2 3 4 5	A C D I CA E MOA
7.	To the Rear	0 1 2 3 4 5	A C D I CA E MOA
8.	Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
9.	Port Arms	0 1 2 3 4 5	A C D I CA E MOA
10.	Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
11.	Halt	Free	
12.	Order Arms	0 1 2 3 4 5	A C D I CA E MOA
13.	Left Face	0 1 2 3 4 5	A C D I CA E MOA
14.	Dress Right Dress/Ready Front/Cover	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
15.	Right Face	0 1 2 3 4 5	A C D I CA E MOA
16.	Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
17.	**(CADENCE B START TIMING HERE)** Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
18.	Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
19.	Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
20.	Port Arms	0 1 2 3 4 5	A C D I CA E MOA
21.	Halt	Free	
22.	Order Arms	0 1 2 3 4 5	A C D I CA E MOA
23.	Left Face	0 1 2 3 4 5	A C D I CA E MOA
24.	Open Ranks	0 1 2 3 4 5	A C D I CA E MOA
25.	Inspection Arms	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
26.	Port Arms	0 1 2 3 4 5	A C D I CA E MOA
27.	Order Arms	0 1 2 3 4 5	A C D I CA E MOA
28.	Close Ranks	0 1 2 3 4 5	A C D I CA E MOA
29.	Right Face	0 1 2 3	A C D I CA E MOA
30.	Left Should Arms	0 1 2 3 4 5	A C D I CA E MOA
31.	**(CADENCE C START TIMING HERE)** Forward March	0 1 2 3 4 5	A C D I CA E MOA
32.	Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
33.	Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
34.	Port Arms	0 1 2 3 4 5	A C D I CA E MOA
35.	Half Step	0 1 2 3 4 5	A C D I CA E MOA
36.	Forward March	0 1 2 3 4 5	A C D I CA E MOA
37.	Halt	Free	
38.	Mark Time	0 1 2 3 4 5	A C D I CA E MOA
39.	Forward March	0 1 2 3 4 5	A C D I CA E MOA
40.	Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
41.	Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
42.	Eyes Right/Ready Front	0 1 2 3 4 5 6 7 8	A C D I CA E MOA
	Overall Team Bearing	0 1 2 3 4 5 6 7 8 9 10	
	Overall Team Precision	0 1 2 3 4 5 6 7 8 9 10	
	Overall Team Smoothness	0 1 2 3 4 5 6 7 8 9 10	

Judges Name: _____(print) _____ _____(*signature)*

ARMED REGULATION DRILL SEQUENCE — SEQUENCE #6

SCHOOL: _____(A-MC-N-AF) Team Size: _____

Team Name: _____

NOTE: Team Commander will expeditiously assemble the Drill Team and present it to the Head Judge using appropriate service commands/movements. These movements will not be graded. Evaluation begins at #1 below.

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

MOVEMENT	POINT VALUE	COMMENTS
1. Present Arms/Report In	0 1 2 3 4 5	A C D I CA E MOA
2. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
3. Right Face	0 1 2 3	A C D I CA E MOA
4. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
5. ***(Cadence A Start Timing Here)*** Forward March	0 1 2 3	A C D I CA E MOA
6. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
7. To the Rear	0 1 2 3 4 5	A C D I CA E MOA
8. Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
9. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
10. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
11. Halt	Free	
12. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
13. Left Face	0 1 2 3	A C D I CA E MOA
14. Dress Right Dress/Ready Front/Cover	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
15. Right Face	0 1 2 3	A C D I CA E MOA
16. Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
17. ***(Cadence B Start Timing Here)*** Column Right	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
18 Right Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
19. Left Flank	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
20. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
21. Halt	Free	
22. Order Arms	0 1 2 3 4 5	A C D I CA E MOA
23. Left Face	0 1 2 3	A C D I CA E MOA
24. Open Ranks	0 1 2 3 4 5	A C D I CA E MOA
25. Inspection Arms	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
26. Port Arms0	1 2 3 4 5	A C D I CA E MOA
27. Order Arms	1 2 3 4 5	A C D I CA E MOA
28. Close Ranks	0 1 2 3 4 5	A C D I CA E MOA
29. Right Face	0 1 2 3	A C D I CA E MOA
30. Left Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
31. ***(Cadence C Start Timing Here)*** Forward March	0 1 2 3	A C D I CA E MOA
32. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
33. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
34. Port Arms	0 1 2 3 4 5	A C D I CA E MOA
35. Half Step	0 1 2 3 4 5	A C D I CA E MOA
36. Forward March	0 1 2 3	A C D I CA E MOA
37. Halt	Free	
38. Mark Time	0 1 2 3 4 5	A C D I CA E MOA
39. Forward March	0 1 2 3	A C D I CA E MOA
40. Right Shoulder Arms	0 1 2 3 4 5	A C D I CA E MOA
41. Column Left	0 1 2 3 4 5 6 7 8 9 10	A C D I CA E MOA
42. Eyes Right/Ready Front	0 1 2 3 4 5 6 7 8	A C D I CA E MOA
Overall Team Bearing	0 1 2 3 4 5 6 7 8 9 10	
Overall Team Precision	0 1 2 3 4 5 6 7 8 9 10	
Overall Team Smoothness	0 1 2 3 4 5 6 7 8 9 10	

Judges Name: _____(print) _____ _____(signature)

ARMED UNIT LEADER EXHIBITION DRILL SCORE SHEET

HEAD JUDGE ONLY

SCHOOL: _____(A-MC-N-AF) Team #1 or #2

Team Name: _____Number of Team Members: _____

UNIT LEADER EVALUATION

Evaluation Areas

	Points Awarded
1. Military Bearing	1 2 3 4 5 6 7 8 9 10
2. Control of Unit	1 2 3 4 5 6 7 8 9 10
3. Confidence	1 2 3 4 5 6 7 8 9 10
4. Showmanship	1 2 3 4 5 6 7 8 9 10
5. Boundary Control	0 or 10
6. Routine Time:	_____ (mm:ss) (minutes and seconds)

PENALTIES

Dropped Rifle – check off for each dropped rifle (-10 pts). The Score room will adjust scores for dropped rifles.

1	2	3	4	5	6	7
8	9	10	11	12	13	14

Bad Catch – losing control of the rifle (keeping a hand on the rifle) (-5 pts). _____

Please specify which?

TEAM EVALUATION

Evaluation Areas	**Points Awarded**
1. Precision and Smartness	1 2 3 4 5 6 7 8 9 10
2. Originality of Movements	1 2 3 4 5 6 7 8 9 10
3. Degree of Difficulty	2 4 6 8 10 12 14 16 18 20
4. Variety of Movements	1 2 3 4 5 6 7 8 9 10
5. Individual Bearing	1 2 3 4 5 6 7 8 9 10
6. Execution of Movements	1 2 3 4 5 6 7 8 9 10

Judge Signature: _____ Judge Printed Last Name_____

ARMED TEAM EXHIBITION DRILL SCORE SHEET

SCHOOL: _____(A-MC-N_AF) _Team #1 or #2

Number of Team Members: _____

Evaluation Areas	**Points Awarded**									
1. Precision and Smartness	1	2	3	4	5	6	7	8	9	10
2. Originality of Movements	1	2	3	4	5	6	7	8	9	10
3. Degree of Difficulty	2	4	6	8	10	12	14	16	18	20
4. Variety of Movements	1	2	3	4	5	6	7	8	9	10
5. Individual Bearing	1	2	3	4	5	6	7	8	9	10
6. Execution of Movements	1	2	3	4	5	6	7	8	9	10

Judge Signature: _____ Judge Last Name Printed: _____ _____

DRILL INSPECTION (SIDE 2)

Inspection Legend

O = Open Ranks
C = Close Ranks
H = Headgear
F = Footgear
G? = Grooming
- GH = Haircut/Hairstyle
- GM = Makeup/Cosmetics
- GS = Shave

U? = Uniforms
- UB = Brass
- UI = Irish Pennant
- UN = Uniformity (explain)

MB = Military Bearing
K = Knowledge
W? = Weapons
- WC = Condition
- WM = Man of Arms

NOTE: If 3 squads DO NOT inspect the last cadet

4th Squad … (NOTE: **If NO 4th Squad**, Inspect the last cadet in the first 3 squads)

3rd Squad

2nd Squad

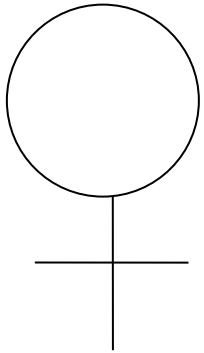
Guidon 1st Squad

Inspectors' Note:

This inspection sheet is used as feedback to help identify positive and negative areas/trends within each unit, as it pertains to this inspection. It is used as a teaching tool and a means of self-improvement for each cadet, unit leader, and school staff.

The sample below is provided as a graphic example of what we desire to receive on these worksheets. Please, use this as a guide in making your own comments on each cadet that you inspect. Also, please ensure that you and/or your scribe make the remarks on the appropriate cadet/unit when marking these worksheets

H-111 GH-1	K-++ MB-+



Commander

Color Guard Scoring Sheets

The following list contains the suggested number of forms per team and the suggested color they can be printed on. The colors are suggested, if unavailable contrasting colors should be used.

Form for Event	Forms/Event/Team	Color
Color Guard Inspection Team #1	1	Blue
Color Guard Inspection Team #2	1	Yellow
Color Guard Unit Leader Team #1	1	Salmon
Color Guard Unit Leader Team #2	1	Purple
Color Guard Team #1	2	Pink
Color Guard Team #2	2	Lt Green

COLOR GUARD INSPECTION (PAGE 2)

Inspection Legend:

H = Headgear

U? = Uniforms:

- UB = Brass
- UI = Irish Pennant(s)
- UN = Uniformity (Please, explain the discrepancy)

FG = Footgear

MB = Military Bearing

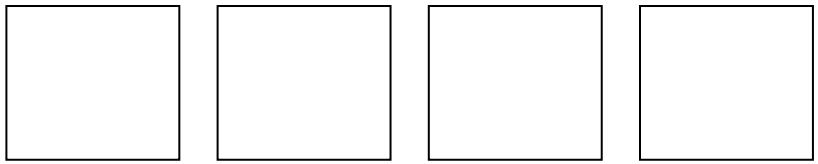
W? = Weapons:

- WC = Weapon Condition
- WM = Manual of Arms

G? = Grooming:

- GH = Haircut/Hairstyle
- GM = Makeup/Cosmetics
- GS = Shave

K = Knowledge



Inspectors' Note:

This inspection sheet is used as feedback to help identify positive and negative areas/trends within each unit, as it pertains to this inspection. It is used as a teaching tool and a means of self-improvement for each cadet, unit leader, and school staff.

The sample below is provided as a graphic example of what we desire to receive on these worksheets. Please, use this as a guide in making your own comments on each cadet that you inspect. Also, please ensure you and/or your scribe, make the remarks on the appropriate cadet/unit when marking these worksheets

H-111	K-++
GH-1	MB-+

COLOR GUARD UNIT LEADER REGULATION DRILL SCORE SHEET

HEAD JUDGE ONLY

SCHOOL: _____ *(A-MC-N-AF) Team # 1 / 2

Evaluation Areas	Points Awarded
1. Command Voice	1 2 3 4 5 6 7 8 9 10
2. Military Bearing	1 2 3 4 5 6 7 8 9 10
3. Control of Unit	1 2 3 4 5 6 7 8 9 10
4. Confidence	1 2 3 4 5 6 7 8 9 10
5. Compliance with Drill Sequence	0 or 10
6. Boundary Control	0 or 10
7. Cadence Section_____	Time: sec (ss.hh)

Note on Cadence – Cadence is measured by timing 40 steps. Enter to hundredths (ss.hh). Judges should record time – score room will convert to score.

To The Rear – check off each "To the Rear" called, whether in sequence or not. Score Room will adjust for in sequence or "free."

1	2	3	4	5	6	7
8	9	10	11	12	13	14

* Only 1 signed Unit Leader Score Sheet per school team.

Judge Signature: _____ Judge Printed Last Name: _____

Totals completed by score room.

COLOR GUARD SCORE SHEET — SEQUENCE #1

School: _____(A-MC-N-AF) _
_____Color Guard Team (#1 or #2)

Movement	Points Earned											Comment						
1. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
2. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
3. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
4. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
5. Halt																		
6. Present Colors – Report In	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
7. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
8. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
9. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
10. Left Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
11. **(CADENCE A Start Timing Here)** Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
12. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
13. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
14. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
15. Forward March	0	1	2	3	4	5					A	C	D	I	CA	E	MOA	
16. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
17. (CADENCE B Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
18. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
19. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
20. Halt																		
21. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
22. Parade Rest	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
23. Attention	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
24. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
25. **(CADENCE C Start Timing Here)** Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
26. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
27. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
28. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
29. Eyes Right (Pass-in-review)	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
30. Ready Front	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
31. Halt																		
32. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
33. Routine Dress and Cover	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
34. Routine Interval (Halted & Marching)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
35. Weapons & Flag (Battle Axe/Spearhead)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
36. Routine Marching in Step	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
37. Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
38. Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
39. Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
40. Uniforms and Gear ***(HEAD JUDGE ONLY)***	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

Cadence Section Time: _____*(xx.xx Seconds)*

Note on Cadence – Cadence measured by timing 40 steps (xx.xx Seconds)

Judge should record time – scoring room will convert to point score

Penalties

Boundary Violations: make a mark every time a team **member** incurs a boundary violation.

1 2 3 4 5 6 7 8 9 10 12 13 14 15 16 17 18 19 20

US Flag lower than other flag - Violation (1penalty per team) (**-10** points)_____

Use of Flag Staffs of different lengths (1 penalty per team) (**-20** points)_____

Flags out of position during inspection and / or routine (1penalty per team) (**-25** points)_____

Calling cadence during routine (1 penalty per team) (**-10** points)_____

Team reported in more or less than 6 paces from the head judge (1 penalty per team) (**-10** points)_____

Judge Signature: _____ **Judge Last Name Printed:** _____

COLOR GUARD SCORE SHEET — SEQUENCE #2

School: _____(A-MC-N-AF) __ Color Guard Team (#1 or #2)

Movement	Points Earned											Comment					
1. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
2. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
3. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
4. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
5. Halt																	
6. Present Colors – Report In	0	1	2	3	4	5						A	C	D	I	CA	E MOA
7. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
8. **(CADENCE A Start Timing Here)** Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
9. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
10. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
11. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
12. Halt																	
13. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
14. Parade rest	0	1	2	3	4	5						A	C	D	I	CA	E MOA
15. Attention	0	1	2	3	4	5						A	C	D	I	CA	E MOA
16. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
17. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
18. **CADENCE B Start Timing Here)** Forward March(	0	1	2	3	4	5						A	C	D	I	CA	E MOA
19. Left Turn/Wheel/ Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
20. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
21. **(CADENCE C Start Timing Here)** Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
22. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
23. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
24. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
25. Eyes Right (Pass-in-review)	0	1	2	3	4	5						A	C	D	I	CA	E MOA
26.Ready Front	0	1	2	3	4	5						A	C	D	I	CA	E MOA
27. Halt																	
28. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
29. Routine Dress and Cover	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
30. Routine Interval (Halted & Marching)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
31. Weapons & Flag (Battle Axe/Spearhead)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
32. Routine Marching in Step	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
33. Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
34. Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
35. Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
36. Uniforms and Gear ***(HEAD JUDGE ONLY)***	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms Cadence

Cadence Section _Time: _____ *(xx.xx Seconds)*

Note on Cadence – Cadence measured by timing 40 steps (xx.xx Seconds)

Judge should record time – scoring room will convert to point score

PENALTIES

Boundary Violations: make a mark every time a team **member** incurs a boundary violation.

1 2 3 4 5 6 7 8 9 10 12 13 14 15 16 17 18 19 20

US Flag lower than other flag - Violation (1penalty per team) (**-10** points) ____

Use of Flag Staffs of different lengths (1 penalty per team) (**-20** points) _____

Flags out of position during inspection and / or routine (1penalty per team) (**-25** points)) _____

Calling cadence during routine (1 penalty per team) (**-10** points) _____

Team reported in more or less than 6 paces from the head judge (1 penalty per team) (**-10** points) _____

Judge Signature: _____ **Judge Last Name Printed:** _____

COLOR GUARD SCORE SHEET — SEQUENCE #3

School: _____(A-MC-N-AF) _ Color Guard Team (#1 or #2)

Movement	Points Earned											Comment						
1. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
2. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
3. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
4. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
5. Halt												A	C	D	I	CA	E	MOA
6. Present Colors – Report In	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
7. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
8. Left Turn/Wheel/ Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
9. (CADENCE A Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
10. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
11. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
12. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
13. Forward March	0	1	2	3	4	5	A	C	D	I	CA	E	MOA					
14. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
15. Halt																		
16. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
17. Parade Rest	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
18. Attention	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
19. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
20. (CADENCE B Start Timing Here) Forward march	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
21. Left Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
22. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
23. Eyes Right (Pass-in-review)	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
24. Ready Front	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
25. Halt																		
26. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
27. Routine Dress and Cover	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
28. Routine Interval (Halted & Marching)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
29. Weapons & Flag (Battle Axe/Spearhead)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
30. Routine Marching in Step	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
31. Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
32. Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
33. Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
34. Uniforms and Gear ***(HEAD JUDGE ONLY)***	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms Cadence

Section Time: _____*(xx.xx Seconds)*

Note on Cadence – Cadence measured by timing 40 steps (xx.xx Seconds)

Judge should record time – scoring room will convert to point score

Penalties

Boundary Violations: make a mark every time a team **member** incurs a boundary violation.

1 2 3 4 5 6 7 8 9 10 12 13 14 15 16 17 18 19 20

US Flag lower than other flag - Violation (1penalty per team) (**-10** points) _____

Use of Flag Staffs of different lengths (1 penalty per team) (**-20** points) _____

Flags out of position during inspection and / or routine (1penalty per team) (**-25** points) _____

Calling cadence during routine (1 penalty per team) (**-10** points) _____

Team reported in more or less than 6 paces from the head judge (1 penalty per team) (**-10** points) _____

Judge Signature: _____ **Judge Last Name Printed:** _____

COLOR GUARD SCORE SHEET — SEQUENCE #4

School: _____(A-MC-N-AF) _ Color Guard Team (#1 or #2)

Movement	Points Earned											Comment						
1. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
2. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
3. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
4. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
5. Halt																		
6. Present Colors – Report In	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
7. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
8. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
9. (CADENCE A Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
10. Left Turn/Wheel/ Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
11. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
12. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
13. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
14. Halt																		
15. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
16. Parade Rest	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
17. Attention	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
18. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
19. (CADENCE B Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
20. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
21. (CADENCE C Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
22. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
23. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
24. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
25. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
26. Eyes Right (Pass-in-review)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
27. Ready Front	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
28. Halt																		
29. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E	MOA
30. Routine Dress and Cover	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
31. Routine Interval (Halted & Marching)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
32. Weapons & Flag (Battle Axe/Spearhead)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
33. Routine Marching in Step	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
34. Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
35. Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
36. Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA
37. Uniforms and Gear (HEAD JUDGE ONLY)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E	MOA

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

Cadence Section _____ Time: _____ *(xx.xx Seconds)*

Note on Cadence – Cadence measured by timing 40 steps (xx.xx Seconds)
Judge should record time – scoring room will convert to point score

PENALTIES

Boundary Violations: make a mark every time a team member incurs a boundary violation.

1 2 3 4 5 6 7 8 9 10 12 13 14 15 16 17 18 19 20

US Flag lower than other flag - Violation (1penalty per team) (-10 points) _____

Use of Flag Staffs of different lengths (1 penalty per team) (-20 points) _____

Flags out of position during inspection and / or routine (1penalty per team) (-25 points) _____

Calling cadence during routine (1 penalty per team) (-10 points) _____

Team reported in more or less than 6 paces from the head judge (1 penalty per team) (-10 points) _____

Judge Signature: _____ **Judge Last Name Printed:** _____

COLOR GUARD SCORE SHEET — SEQUENCE #5

School: _____(A-MC-N-AF) _ Color Guard Team (#1 or #2)

Movement	Points Earned											Comment					
1. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
2. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
3. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
4. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
5. Halt																	
6. Present Colors – Report In	0	1	2	3	4	5						A	C	D	I	CA	E MOA
7. Carry Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
8. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
9. (CADENCE A Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
10. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
11. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
12. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
13. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
14. Left Turn/Wheel/ Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
15. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
16. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
17. (CADENCE B Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
18. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
19. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
20. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
21. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
22. (CADENCE C Start Timing Here) Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
23. Left Turn/Wheel/ Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
24. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
25. Left Turn/Wheel/ Half L About	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
26. Forward March	0	1	2	3	4	5						A	C	D	I	CA	E MOA
27. Eyes Right (Pass-in-review)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
28. Ready Front	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
29. Halt																	
30. Order Colors	0	1	2	3	4	5						A	C	D	I	CA	E MOA
31. Routine Dress and Cover	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
32. Routine Interval (Halted & Marching)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
33. Weapons & Flag (Battle Axe/Spearhead)	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
34. Routine Marching in Step	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
35. Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
36. Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
37. Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA
38. Uniforms and Gear ***(HEAD JUDGE ONLY)***	0	1	2	3	4	5	6	7	8	9	10	A	C	D	I	CA	E MOA

COMMENTS: A=Alignment, C=Cover, D=Distance, I=Interval, CA=Cadence, E=Execution, MOA=Manual of Arms

Cadence Section _____Time: _____*(xx.xx Seconds)*

Note on Cadence – Cadence measured by timing 40 steps (xx.xx Seconds)
Judge should record time – scoring room will convert to point score

PENALTIES

Boundary Violations: make a mark every time a team **member** incurs a boundary violation.

1 2 3 4 5 6 7 8 9 10 12 13 14 15 16 17 18 19 20

US Flag lower than other flag - Violation (1penalty per team) (**-10** points)

Use of Flag Staffs of different lengths (1 penalty per team) (**-20** points)

Flags out of position during inspection and / or routine (1penalty per team) (**-25** points)

Calling cadence during routine (1 penalty per team) (**-10** points) _

Team reported in more or less than 6 paces from the head judge (1 penalty per team) (**-10** points)

Judge Signature: _____ **Judge Last Name Printed:** _____

COLOR GUARD SCORE SHEET — CHAMPIONSHIP ROUTINE

School: _____ (A-MC-N-AF)_ Color Guard Team (#1 or #2)

MOVEMENT	POINT VALUE											COMMENTS
1. Carry Colors	0	1	2	3	4	5						A C D I CA E MOA
2. Forward March	0	1	2	3	4	5						A C D I CA E MOA
3. Left Turn/Wheel/Half L About	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
4. Forward March	0	1	2	3	4	5						A C D I CA E MOA
5. Halt												A C D I CA E MOA
6. Present Colors – Report In	0	1	2	3	4	5						A C D I CA E MOA
7. Carry Colors	0	1	2	3	4	5						A C D I CA E MOA
8. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
9. Forward March	0	1	2	3	4	5						A C D I CA E MOA
10. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
11. Forward March	0	1	2	3	4	5						A C D I CA E MOA
12. Halt												A C D I CA E MOA
13. Order Colors	0	1	2	3	4	5						A C D I CA E MOA
14. Parade rest	0	1	2	3	4	5						A C D I CA E MOA
15. Attention	0	1	2	3	4	5						A C D I CA E MOA
16. Carry Colors	0	1	2	3	4	5						A C D I CA E MOA
17. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
18. Forward March (Start Timing Here)	0	1	2	3	4	5						A C D I CA E MOA
19. Left Turn/Wheel/ Half L About	0	1	2	3	4	5						A C D I CA E MOA
20. Forward march	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
21. Movement/ Rear/Counter March L/R About	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
22. Forward March	0	1	2	3	4	5						A C D I CA E MOA
23. Right Turn/Wheel/ Half R About	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
24. Forward March	0	1	2	3	4	5						A C D I CA E MOA
25. Eyes Right (Pass-in-review)	0	1	2	3	4	5						A C D I CA E MOA
26.Ready Front	0	1	2	3	4	5						A C D I CA E MOA
27. Halt												A C D I CA E MOA
28. Order Colors	0	1	2	3	4	5						A C D I CA E MOA
29. Routine Dress and Cover	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
30. Routine Interval (Halted & Marching)	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
31. Weapons & Flag (Battle Axe/Spearhead)	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
32. Routine Marching in Step	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
33. Overall Team Bearing	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
34. Overall Team Precision	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
35. Overall Team Smoothness	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
36. Uniforms and Gear ***(HEAD JUDGE ONLY)***	0	1	2	3	4	5	6	7	8	9	10	A C D I CA E MOA
Cadence Timing (see notes below)	Time:_____ sec											

Note on Cadence – cadence is measured by timing 40 steps (xx.xx seconds)
Judge should record time – scoring room will convert to point score.

Penalties

Boundary Violation: make a mark every time a team member incurs a boundary violation.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

US Flag lower than other flag – Violation (1 penalty per team) (-10) points _____

Use of Flag Staffs of different lengths (1 penalty per team) (-20) points _____

Flags out of position during inspection and/or routine (1 penalty per team) (-25) points points _____

Calling cadence during routine (1 penalty per team) (-10) points points _____

Team reported in more or less than 6 paces from the head judge (1 penalty per team) (-10) points _____

Judge Signature: _____ **Judge Last Name Printed:** _____

Miscellaneous Scoring Forms

The following list contains the suggested number of forms per team/school and the suggested color they can be printed on. The colors are suggested, if unavailable contrasting colors should be used.

Form for Event	Forms/Event/Team	Color
Military Instructor Verification Form	1 (per School)	White
Physical Training (PT)	2	Salmon

MILITARY INSTRUCTOR VERIFICATION FORM

School: _____

Each Military Instructor is responsible for verifying their team scores during the meet day. This verification will assist and hopefully eliminate scoring errors. Once the instructor has verified team scores, the meet results are "Final." No corrections or adjustments will normally be made.

Event	Team 1 Score	Team 2 Score	Military Instructor Signature
Color Guard #1	_____		_____
Color Guard #2	_____		_____
Unarmed Drill Team	_____	_____	_____
Unarmed DTC	_____	_____	_____
Armed Drill Team	_____	_____	_____
Armed DTC	_____		_____
Air Rifle Sporter Team	_____	_____	_____
Air Rifle Precision Team	_____	_____	_____
IAED (Individual Armed Exhibition Drill)	_____		
	Team 1 Name _____ _____		
	Team 2 Name _____ _____		
DAED (Dual Armed Exhibition Drill)	_____		
	Team 1 Names _____ & _____ _____		
	Team 2 Names _____ & _____ _____		
DUED (Dual Unarmed Exhibition Drill)	_____		
	Team 1 Names _____ & _____ _____		
	Team 2 Names _____ & _____ _____		
HED (Hybrid Exhibition Drill)			
Team 1 Names _____ & _____ _____			
Team 2 Names _____ & _____ _____			
Physical Strength	_____	_____	_____
Academic Team	_____	_____	_____

Head Scorer: _____ (Signature)

PHYSICAL FITNESS SCORE

SCHOOL: _____(A-MC-N-AF) TEAM: 1 / 2

Cadet Name (Last, First) ** Legible **	Sex (M/F)	Max 6 min # Push ups	Max 6 min Plank Time	Time 1.0 Mile		Calculated by Score Room (see printout) Event Points Push Ups	Plank	1.0 Mile	Total

Event points and totals completed by score room.

JUDGES GUIDELINES

Overall: Judges will make their own calls IAW service regulations, NWD&RC Manual, and these guidelines. Judges will not confer with other judges but submit their completed score sheets to the head judge who will in-turn submit them to the runners.

Host School instructors are responsible for conducting a thorough briefing for judges prior to the start of all drill meets. Division Subject Matter Experts will assist and will brief their area of expertise. Judges shall be provided with a list of generic questions to be used during the inspection phase in accordance with this section, as listed below.

A. Personnel Inspection

Judges **are required** to make comments on Drill Team and Color Guard score sheets whenever any score of less than 50% of the possible points for any particular movement is given.

Judges WILL NOT BREAK RANKS. Judges will not allow scribes to make any notes other than judge's' comments. Scribes (cadets) are not allowed to make input to the judge even if the judge asks!

Inspection time is 10 minutes—regardless of team size. Time begins when the head judge stops in front of the DTC. **Time stops at the end of 10 minutes**.

Head judge inspects the DTC and 1st squad.

Other judges will inspect the other two squads unless the unit is organized into 4 squads. If only 3 squads are formed the fourth squad inspector will inspect the last person in each squad.

Cadets are to be inspected **only once!**

Judges may **NOT** ask cadets to remove their covers during inspection. Judges may request removal of gloves for inspection of hands

Small teams - cadets should not be inspected any longer than **individual** cadets on larger teams.

What to look for:

A, MC, N, & AF with **three squads** all open ranks with the 3rd squad standing fast; the 1st squad takes two steps forward while 2nd squad takes one step forward and dresses. **N, MC** guide should look straight ahead, 1st squad leader looks at the guide.

A, MC, & N with **four squads** open ranks alike; 3rd squad stands fast, 1st and 2nd squads take one and 2 steps forward with 4th squad taking 2 steps backward. **AF** the 4th squad stands fast; 1st, 2nd and 3rd squads all step forward.

Close ranks: **MC, N and AF** 1st squad stands fast; 2nd, 3rd, and 4th squad come forward.

A 3rd squad stands fast, 4th squad comes forward and 1st and 2nd squad back up.

DTC for **A** will be centered on the platoon when reporting in for inspection and receiving the inspector's comments.

DTC for **MC** and **N** will be three paces out and center on the guide when reporting in for inspection and receiving the inspector's comments.

DTC for **AF** will be 3 paces out and centered on the guide (or 1st element leader in the absence of a guide) when reporting in for inspection and 3 paces out when receiving the inspector's comments.

Proper Questions

Personal motivation
Chain of Command for their service
Team, Program, History/Accomplishments
Drill rifle parts and type (this is a drill rifle—do not ask operational questions).
General JROTC knowledge such plans after high school, uniform and awards, and current affairs.

Inappropriate questions will not be tolerated! Some examples include:

Degrading another service
Cadet's choice for MOS
Derogatory statement of individual's size (smurf, stretch, wide body, etc.)
Silly questions such as favorite cereal, football player, etc.

Cursing or foul language of any type will not be tolerated and may be grounds for having the offending judge removed from the competition.

Remember, your mere presence will be intimidating enough for most cadets without resorting to such tactics. They look up to you and in turn you sell yourself and your service to them.

We request comments on any exceptionally poor performance by a cadet who scores <50% on the score sheet for a graded area of inspection.

Do not touch cadets.

For Armed inspection, the drill rifle shall be returned in a manner that the cadet can grasp it at the balance of the piece. A common courtesy is to give it back in a manner where they can retake the drill rifle as it was taken from them.

B. Regulation Drill

General Information

Judges **are required** to make comments on Drill Team and Color Guard score sheets whenever any score of less than 50% of the possible points for any particular movement is given.

Judges will be placed as follows: Head Judge-center court plus or minus 6 paces from the sideline and center court line intersection. Head judge will be at the intersection for report-in/out for both regulation and exhibition. Two floor judges will observe from the drill deck. A fourth judge will observe from an elevated position if possible (preferably from the top of the center of the stands).

There is no time limit.

Head judge will call "**UP**" after each stationary movement—after 10 seconds without an "**UP"** from the Head Judge; the DTC will proceed without penalty.

One point deduction will be made for each boundary violation to the DTC score.

"To the rear, march" is a free movement provided the DTC raises his/her hand.

Only four free "To the rear…" may be given without penalty. The DTC will be assessed a two point deduction and the team will be assessed a seven point deduction **for each** "To the rear… " given thereafter.

Hand Salute:

Army – When wearing headgear with a visor (with or without glasses), on the command of execution " ARMS", raise the right hand sharply, fingers and thumb extended and joined, palm facing down, and the tip of the right forefinger on the rim of the visor slightly to the right of the right eye. The hand and wrist are straight, the elbow inclined slightly forward, and the upper arm horizontal. When wearing headgear without a visor (or uncovered) and not wearing glasses, execute in the same manner except touch the tip of the right forefinger to the forehead near and slightly to the right of the right eyebrow. When wearing headgear without a visor(or uncovered), and wearing glasses, execute in the same manner as above except touch the tip of the right forefinger to that point where the temple piece of the frame meets the right edge of the right brow.

Air Force – Execute in the same manner as above except when wearing a cover, the tip of the middle finger touches the right front corner of the headdress, If wearing a non-billed hat, ensure the middle finger touches the outside of the right eyebrow or the front corner of glasses.

Marine Corps & Navy – On command of "Hand Salute or Present Arms" raise the right arm smartly in the most direct manner until the tip of the right forefinger touches the lower right part of the cover where the cover and the skin meets, the fingers should be extended straight and joined with the thumb along the forefinger. They should be able to see their entire palm while looking straight ahead. The upper arm should be parallel with the deck with the elbow in line with the body and the forearm at a 45 degree angle. The wrist and hand should be straight. If billed cover, they will touch the right side of the billed cover with forefinger & middle finger, all else remains the same.

Commands for Column of Files from the left – On that command Guide moves in front of 1st Squad, 1st Squad" commands Forward", 2nd & 3rd squad (Stand Fast) in unison, On the platoon commanders command of " March" the 1st Squad marches forward , the remaining squads stand fast, then when the 4th person passes the second squad leader he/she turns his /her head to left and commands "Column Half Left, Column Half Right, March, on the Squad Leaders march he/she pivots in the Left oblique, then back to the Right, all remaining Squad members execute as the second Squad Leader. The 3rd Squad Leader turns his/her head and eyes to the right and commands "Column Half Left, March" and "Column Half Right, March. All members of the 3rd Squad will execute as their squad leader.

To reform the command is Column of threes to the Right, March, on preparatory command, squad leaders in sequence, give the following commands, 1st Squad Leader turns his head and eyes to the right and commands "Stand FAST", 2nd Squad Leader turns his/her head and eyes to the right and commands "Column Half Right, Column Half Left, 3rd Squad Leader turns his/her head and eyes to the right and command "Forward".

On the platoon commanders command of "March" 1st squad stands fast, 2nd Squad Leader takes one step in the right oblique then pivots back to the left, remaining squad members follow the squad leader. 3rd squad leader will march forward, then turn his/her head and eyes to the right and command "Column Half Right, March and then he/she will turn his/her heads and eyes to the left and command "Column Half Left", all squad members will execute as the Squad leader. As 2nd & 3rd squad leaders near the 1st squad leader, he/she will turn his/her head and eyes to the left and command "Squad Halt". Once all squads have halted the guide will take his/her original position. **The Army is the only service that can use marktime to halt its squad members.**

Field judges can provide input for the Head Judge to score the DTC.

Head Judge and three field judges monitor—one field judge should be in an elevated position if possible.

> Field judges can provide input for Head Judge to score team.
>
> Head Judge will cause cadence to be timed—may task host unit to provide timer or designate a free judge to act as timer. No Cadets.

Time 40 steps—record seconds in hundreds i.e., 19.78 or 20.01. Be sure to record the time in the proper place at the bottom of drill card. If a team commander uses a Drill Card they and the team are automatically disqualified.

Manual of arms movements should be done in cadence as in marching with snap and pop.

All movements executed in "Quicktime" cadence, if units do not comply they shall be marked down (some teams slow these movements down and should be graded down!).

Points on drill - UNARMED

- Flying thumbs
- Elbows in to body, forearm parallel to deck.
- Air Force PARADE, REST is very much like A, N, MC AT EASE
- On about face Marine Corps, Navy, Air Force, straight leg, very slight bend, Army can bend knee on about face.

Points on drill - ARMED

- Toe to toe of the rifle
- Trail arms are the same for Army, Air Force and Navy. Trail arms for the Marine M1903 is thrust forward as in parade rest.
- Hand placement present, port, right/left shoulder etc.
- Parade rest, rest, at ease with the M-1 for Marines is kept alongside the body as in attention.
- Watch manual of arms to ensure teams follow service regulations. "Present, ARMS" for the order is a two count movement for Marines and Navy, but is a **three count** movement for the Army and Air Force

- N, MC teams using a three count movement for "Present, ARMS" should receive a score of zero point value for that movement. A, AF using a two count "Present, ARMS" should receive the same penalty.
    - In Drill Down/Knockout a cadet should be disqualified.

Air Force Unique

- Air Force does not have general orders.
- Ask for Core Values instead:

Integrity First, Service Before Self, and Excellence in All We Do

- Marching stride 12-24" (applies to open ranks also)
- Half step 6-12"
- Left / Right step 12"
- Names not required in covers

C. Exhibition Drill

General Information

Upon completion of Regulation Drill, teams will quickly form for Exhibition Drill. No drill before starting the graded exhibition drill.

Teams, timing, and judging start upon notification from the head judge and with a salute from the team commander before the team starts their exhibition. Marching transitions from regulation to the beginning of exhibition timing will not be judged. Timing for exhibition ends when the DTC drops his/her salute at the end of "Report Out."

Unarmed and Armed - no less than 4 minutes and no more than 6 minutes—designate a time keeper (not a cadet).

D. Color Guard

Ensure all services are using their service directed commands. **No time limit**.

Teams will consist of 4 members—two of which must carry either: rifle or pistol

All teams will march at close interval (**MC, A, AF, N**)

Drill movements will be in accordance with respective service regulations; AF units will use Army Field Manual, FM 3-21.5

MC/N - No looking down at the sling socket/battle axe, when executing carry colors.

No use of two hands while conducting the routine, **unless** there is a strong wind.

Counter March - All movements are completed by sharp pivots in position vice arc.

N, MC on "Parade Rest" color bearers will grasp the sling socket with their left hand placing the thumb inside the socket.

"Ready Cut" on senior member command.

High steps or exaggerated steps will cause reduction in team points.

Head Judge may move about after report in is completed, but must be in position for "Eyes Right." Field Judge can move about at all times.

On flag alignment, look at the bottom half of the flag staff as well as the top. Many flag staffs are garbage and are almost impossible to keep aligned at the top.

National Color is never lower than unit color.

N, MC - Command for the color guard is "colors"

N, MC - Nat'l Color bearers' **do not** execute eyes right as with the **A** and **AF**

To change from present colors to carry colors, on carry if the organizational color is saluting, the flag will be brought back vertical.

N, MC on command Ready Front, organizational color on Ready will resume to the carry, and on Front all members who executed eyes right will turn their head and eyes back to the front sharply.

AF color guards uses the **about** command

A color guards instead of countermarch will use either Left About or Colors Reverse, command for a facing movement will Right or Left wheel.

AF color guards on carry, their right hand is shoulder high. **MC, N, A** near the mouth /chin area.

A on carry, left hand remains on the cup

A, AF color guards (riflemen) are both at right shoulder, **N, MC** will be at opposite shoulders.

National color must be led by the right rifle when the team is departing the floor.

Color Guard Score sheet

Record cadence in tenths of a second, 19.75 etc. Start step counting after "Carry Colors" and the command "Right turn/wheel/forward, **MARCH**" is given. The head judge, or a designated **adult** volunteer, will time the Color Guard for cadence. Only the head judge's score sheet will record this score.

Judges instructions for the new Out of Bounds tally area: Color Guard routines are to be confined to one half of a regulation basketball court. Boundary violations and running into any obstacle (wall, pole, garbage can, judge, etc.) will result in penalties being assessed.

Anytime within a movement when a cadet violates a boundary, check-off a number in the list. If within a movement two cadets violate a boundary, check-off two numbers. The intent is to assess penalty points based on the extent of the violation. Maneuvering the entire team over a boundary would tally 4 violations.

Suggestion to the Judges:

When you note boundary violations within a movement, place one or more B's at the right side of the movements line to convey which movement and how many violations were noted. Hence you can just count up the B's and note the total number before sending in the scoresheet to the score room.

E. Individual Armed Exhibition Drill

Judges can stop drill for unsafe movements (blind throws, helicopter spins or throws that pass over the top of the head, etc.) Spins that do not break an imaginary cylinder around the body are acceptable. More than two full rotations on a throw or spin are considered unsafe.

Exhibition drill lasts no less that 1 minute and no more than 2 minutes.

Exhibition drill begins after the compulsory; "Attention/Rifle Salute" is completed.

Exhibition ends when performer(s) come to order arms, execute rifle salute and begin reporting out.

DTC's (unarmed or armed) are allowed to compete in this event.

F. Physical Fitness

Will be performed in the following sequence: Push Ups, Planks, and 1 mile run.

* See PHYSICAL STRENGTH TEAM REGULATIONS section Chapter 6 of this manual.

G. Individual Drill Down—Unarmed and Armed

Head Judge gives 3-5 practice commands before starting drill down.

15 minutes maximum for each category (Unarmed and Armed)!

Field Judge spotting error will tap the individual on the shoulder and briefly explain the error (secondary movement, heels not aligned, eye movement, illegal movement for that service, etc.)

MC, N, AF all need to have straight leg as possible on About/Left/Right Faces.

A can have a bent knee on the above movements. (Only Service)

Last six cadets remaining will receive awards. Ensure they report to the awards stand.

Correct rifle manual per military service.

Once down to the last 6 cadets, if two people are tapped out on the same movement they will have a separate "Drill Down". For example, with five left, two cadets are "tapped out" at the same time (no way to tell which went first), they will be held on deck until 3rd, 2nd, and 1st place are determined. They will then drill down for 4th and 5th place.

During Individual Drill Down/Knockout competition the head judge will limit commands to the following list:

UNARMED

Attention
Face
About Face
Present Arms
Parade Rest
Order Arms
Dress Right Dress (Free Command)

ARMED

Attention
Right/Left Face
About Face
Present Arms
Port Arms
Inspection Arms
Order Arms
Parade Rest
Right/Left Shoulder Arms
Dress Right Dress (Free Command)

Watch for incorrect rifle movements - hand at top of barrel on order arms rather than at a point near stacking swivel (RULE OF THUMB IS BETWEEN THE STACKING SWIVEL AND THE BAYONET LUG), executing left shoulder in the same manner as right shoulder arms, that is fingers are straight and joined rather than griping the rifle at the small of the stock. All movements executed in "Quicktime" cadence with snap and pop, all cadets who fail to adhere to this should be eliminated.

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