

Monarch High School
Knight Battalion
5050 Wiles Road
Coconut Creek, Florida, 33073
754-322-1470

15 October 2011

SUBJECT: Monarch High School 8th Annual Drill Team, Color Guard, Marksmanship and P.T. Competition.

1, Purpose: The purpose of this Letter of Instruction (LOI) is to provide information and guidance concerning the 8th Annual Monarch High School Drill Team, Color Guard, Marksmanship and P.T. Competition.

2. General: Monarch High School JROTC will host their 8th annual drill team, color guard, marksmanship and P.T. competition on Saturday, 21 January 2012. All Broward County schools are invited to participate; however, we will limit the number of schools to a maximum of **Sixteen (16)**.

a. Upon arrival, units must check in at the registration tent that will be set-up in the main parking lot to the East of the high school. Upon check-in, schools will receive a packet with the event schedule, campus map, and other pertinent information.

b. An armed and unarmed knockout competition will be held after all competition events have been completed. Cost for the knockout competition will be \$1.00 per cadet for each category. Cadets must bring their own service rifle for the armed knockout event, and all cadets must be in uniform for both knockout competitions. Trophies will be awarded to the top 3 cadets in each knockout category. Individual knockout results will not count in the overall team standings.

c. It is recommended that all schools bring tents to provide shade and comfort for their cadets. An area will be designated for schools to set-up their tents. A concession stand will be available and open at 0730 and it will remain open until the conclusion of the awards ceremony. A list of items to be sold at the concession stand will be sent to each school after registration forms have been received. Units are encouraged to place their lunch orders prior to the day of the competition. Meal tickets purchased in advance will be distributed in each school's welcome packet which will be distributed at check-in..

3. Registration and Cost: There will be a registration fee of \$150.00 per school. (see registration form Encl 1)

a. Schools need to complete the attached Registration Form (Encl 1) and return by mail or fax to: **Monarch High School, Attn: JROTC (SFC Service), 5050 Wiles Road, Coconut Creek, FL, 33073. Fax number: (754) 322-1471.**

b. Once schools have submitted their registration form and payment has been received; then a complete LOI will be forwarded via email along with a confirmation that your entry has been received.

4. Competition Categories:

- a. Physical Fitness Team (One team per school) - See Encl 2
- b. Armed Regulation – Platoon Drill (Male or Mixed) - See Encl 3
- c. Armed Regulation – Platoon Drill (Female) - See Encl 3
- d. Armed Regulation – Squad Drill (Male or Mixed) - See Encl 3
- e. Armed Regulation – Squad Drill (Female) - See Encl 3
- f. Unarmed Regulation – Platoon Drill (Male or Mixed) - See Encl 4
- g. Unarmed Regulation – Platoon Drill (Female) - See Encl 4
- h. Unarmed Regulation – Squad Drill (Male or Mixed) - See Encl 4
- i. Unarmed Regulation – Squad Drill (Female) - See Encl 4
- j. Color Guard (Male or Mixed) - See Encl 5
- k. Color Guard (Female) - See Encl 5
- l. Marksmanship (4 Shooters per team, 1 team per school) - See Encl 6

5. Awards: 1st – 3rd Place Team Trophies will be awarded for each event and for the overall competition. The results for Color Guard, Armed and Unarmed events will be the only scores considered in the aggregate for the overall competition winner. Team trophies and individual awards will be presented for the physical fitness and marksmanship events, and individual trophies will also be awarded for both knockout competitions.

a. Physical Fitness Test (PFT): 1st – 3rd Place team trophies and individual medallions for the top 3 male and female competitors in each event will be awarded.

b. Marksmanship Competition: 1st – 3rd Place team trophies and individual medals for the top 5 composite scores. Medals will also be awarded for the 1st place finisher in the prone, standing and kneeling positions.

c. Armed and Unarmed Knockout: 1st – 3rd Place Individual trophies.

6. Contact SFC Basil Service or the undersigned for additional information or questions concerning the competition. Numbers are (754) 322-1470; Fax (754) 322-1471 or email: basil.service@browardschools.com or kenneth.green@browardschools.com.

// ORIGINAL SIGNED//

Kenneth Green
LTC (Ret), USA
Senior Army Instructor

Enclosures:

- 1-Registration Form
- 2-Physical Fitness Test (PFT)
- 3-Armed Regulation Drill
- 4-Unarmed Regulation Drill
- 5-Color Guard
- 6-Marksmanship
- 7- Scoring System
- 8-Meet Schedule
- 9-School Map (Competition)
- 10-Concession Stand Price List

Registration Form:

Monarch High School Drill Team, Marksmanship & P.T. Competition

School: _____
POC: _____
Address: _____

Phone: _____
Fax: _____
E-Mail: _____

Identify which events you are entering by checking the box to the left:

- ___ Regulation Armed Platoon Drill (Male or Mixed)
- ___ Regulation Armed Platoon Drill (Female)
- ___ Regulation Armed Squad Drill (Male)
- ___ Regulation Armed Squad Drill (Female)
- ___ Regulation Unarmed Platoon Drill (Male or Mixed)
- ___ Regulation Unarmed Platoon Drill (Female)
- ___ Regulation Unarmed Squad Drill (Male)
- ___ Regulation Unarmed Squad Drill (Female)
- ___ Color Guard (Male or Mixed)
- ___ Color Guard (Female)
- ___ Marksmanship Team (4 Shooters per team – 1 Team per School)
- ___ PFT (3 Males & 3 Females - Maximum of 1 Teams per School)

Registration Fee is \$150.00 per school. Make checks payable to: **Monarch High School JROTC**. Registration will be limited to the first 16 schools to send in their form with their payment. **Schools without a Marksmanship Team should subtract \$25 from the registration fee.**

All events will count towards the overall team standings except Marksmanship and the PFT.

Please return this Registration Form (via fax or mail) **NLT 16 December 2011.**

Physical Fitness Test:

1. The Physical Fitness Teams (PFT) will consist of six members (3 Male, and 3 Female.) The competition will consist of three (3) events, which will be completed in the following order.

- a. Curl-Ups/Sit-ups
- b. Push-Ups
- c. Mile Run

2. The accumulated score for all team members will determine the teams standing.

3. Athletic attire (gym shorts and T-shirts) will be worn for all physical fitness events. All competitors must wear footwear. Any type of running shoe is acceptable, however; gloves and steel or plastic cleats are not allowed for any physical fitness event. **Teams will be assessed a 100 Point penalty if all competitors are not in the same team uniform.**

4. Curl-Ups: Position/Execution: All competitors will lie on their back with legs bent and feet flat. Legs will be bent and at a 45 degree angle with the ground. Hands will be placed across the chest and the feet will be held in place by an official counter.

- a. Hands and elbows must remain in contact with the chest at all times.
- b. The competitor will curl-up until the forearms or elbows touch the thighs, then return to the down position with shoulder blades touching the ground.
- c. Knees and feet cannot be spread further than shoulder width apart and competitors may only rest in the "Up" position.
- d. When starting a repetition, the buttock and/or small of the back cannot be raised more than one inch above the mat.
- e. There will be a two (2) minute time limit. Each competitor will complete as many repetitions as they can within the allotted 2 minutes.

4. Push-Ups: The push-ups will be conducted with the cadet assuming the front-leaning rest position with hands placed comfortably apart. The feet should be together or no more than 12 inches apart with the body forming a generally straight line from the shoulders to the ankles.

- a. Keep the body straight throughout the exercise.
- b. Lower the body until the upper arms and shoulders are parallel to the ground; then push yourself up to the starting position by completely straightening the arms. If a competitor's shoulders do not break the plain when in the down position, then the judge will not count that repetition. A competitor may rest or arch the back, but he/she must return to the starting front-leaning rest position before continuing with their repetitions. The event will be terminated if a competitor raises either hand or foot off the ground (to shake-it-out) while in a rest position.
- c. There will be a two (2) minute time limit. Competitors will complete as many repetitions as they can within the allotted 2 minutes.

5. Mile Run: The last event will be the mile run which will consist of four (4) laps around the high school track. Points will be awarded to each team member based upon their time. Failure to complete the mile run will score zero (0) points for an individual competitor.

Armed Regulation Drill

- 1. CHANGE TO READ:** The regulation drill platoon event, both male and female, will consist of 13 cadets to include the Commander. For squad drill, the unit must have a minimum of 7 cadets including the Commander. A cadet may only compete in one category in like events. Female cadets may compete in Female drill and Male/Mix Color Guard. She cannot compete in both Male/Mix Color Guard and Female Color Guard.
2. Uniform will be the Service Dress Uniform (Class B for Army units and comparable uniform for all other services). Cadets will be armed with service rifles. Female cadets may use the service rifle or facsimile. Commanders will be armed with the service rifle at sling arms.
3. The unit will form up in the ready area at normal interval and at order arms. The judges will conduct a walk through inspection of the unit focusing on appearance, bearing and overall impression of the unit. Cadets will not execute inspection arms during the walk-through. Each judge can award up to 30 points for the inspection, which will be added to the regulation drill score.
4. Upon completion of the inspection, the head judge will present the unit commander with the drill card and instruct the commander to begin the drill sequence on the judge's signal. Commands must be executed in the sequence listed on the drill card. Any movement omitted will receive a zero, and a 10 point penalty will be awarded for each additional command not listed on the drill card. The unit commander will return the drill card when reporting out. Units will exit the drill field on the opposite side from which they entered.
5. The size of the drill area is 100' x 100'. Boundary violations or additional movements to avoid a boundary violation will cost 10 points per each occurrence. Each judge will deduct points for these types of violations and these points will be subtracted from the unit's total score.
6. No assistance will be used to maintain cadence throughout the drill sequence and all movements will be executed at quick time.
7. Each judge can award up to 70 points for the unit commanders performance. These points are awarded based on command voice, bearing, positioning and overall presence of the commander.
8. A maximum of 630 points can be awarded by each judge for Regulation Squad and 650 points can be awarded by each judge for the Regulation Platoon sequence.
9. Tiebreaker for Platoon and Squad drill will be the points awarded for the walk through inspection.
10. An inclement weather plan will be implemented as directed by the Meet Coordinator.

REGULATION ARMED PLATOON
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE

CADENCE (30 SEC MIN)
CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE	PENALTY
116 - 124	- 0
Below 116	- 10
Above 124	- 10

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

REGULATION PLATOON - ARMED

School: _____

Commander: _____

Position your Platoon so when you march in the Platoon will be positioned in front of and centered on the Head Judge. NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE COMMANDS**.

- | | | | |
|--------------------------------|--------------|--------------------------------|--------------|
| 1. Report In | 0 - 25 _____ | 29. File From The Right, March | 0 - 10 _____ |
| 2. Dress Right Dress | 0 - 15 _____ | 30. Platoon Halt | 0 - 10 _____ |
| 3. Ready Front | 0 - 10 _____ | 31. Column Of 3's To The | |
| 4. Parade Rest | 0 - 10 _____ | Left March | 0 - 10 _____ |
| 5. Platoon Attention | 0 - 10 _____ | 32. Port Arms | 0 - 10 _____ |
| 6. 15-Count Manual Arms | | 33. Column Left March | 0 - 10 _____ |
| (FM 3-21.5, PARA 5-9 note) | 0 - 25 _____ | 34. Double Time March | 0 - 10 _____ |
| 7. Count Off | 0 - 10 _____ | 35. Quick Time | 0 - 10 _____ |
| 8. Close Interval March | 0 - 10 _____ | 36. Column Left March | 0 - 10 _____ |
| 9. Normal Interval March | 0 - 10 _____ | 37. Left Shoulder Arms | 0 - 10 _____ |
| 10. Open Ranks March | 0 - 10 _____ | 38. Platoon Halt | 0 - 10 _____ |
| 11. Close Ranks March | 0 - 10 _____ | 39. Column Left March | 0 - 10 _____ |
| 12. Right Step March | 0 - 10 _____ | 40. Column ½ Left March | 0 - 10 _____ |
| 13. Platoon Halt | 0 - 10 _____ | 41. Column ½ Left March | 0 - 10 _____ |
| 14. Left Face | 0 - 10 _____ | 42. Rear March | 0 - 10 _____ |
| 15. Left Step March | 0 - 10 _____ | 43. Rear March | 0 - 10 _____ |
| 16. Platoon Halt | 0 - 10 _____ | 44. Eyes Right | 0 - 10 _____ |
| 17. About Face | 0 - 10 _____ | 45. Ready Front | 0 - 10 _____ |
| 18. Right Shoulder Arms | 0 - 10 _____ | 46. Column Left March | 0 - 10 _____ |
| 19. Forward March | 0 - 10 _____ | 47. Right Shoulder Arms | 0 - 10 _____ |
| 20. Column Right March | 0 - 10 _____ | 48. Column Left March | 0 - 10 _____ |
| 21. Column Right March | 0 - 10 _____ | 49. Port Arms | 0 - 10 _____ |
| 22. Column Right March | 0 - 10 _____ | 50. Left Flank March | 0 - 10 _____ |
| 23. Left Flank March | 0 - 10 _____ | 51. Change Step March | 0 - 10 _____ |
| 24. Right Flank March | 0 - 10 _____ | 52. Platoon Halt | 0 - 10 _____ |
| 25. Column Left | 0 - 10 _____ | 53. Report Out | 0 - 25 _____ |
| 26. Rear March | 0 - 10 _____ | | |
| 27. Rear March | 0 - 10 _____ | | |
| 28. Platoon Halt | | | |

SCORE FROM ABOVE _____ (Possible 550 Points)

COMMANDER'S SCORE (COMMAND VOICE, POSITION, ETC.) (0-70) _____

OVERALL IMPRESSION (PRECISION, UNIFORMITY, BEARING, ETC.) (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 Points): _____

TOTAL SCORE: _____ (Possible 650 Points)

Judge's Name & Signature: _____

FEMALE REGULATION ARMED PLATOON
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE

CADENCE (30 SEC MIN)	CADENCE	PENALTY
	116 - 124	- 0
CADENCE/PACE COUNT - CHECK # ONE _____	Below 116	- 10
	above 124	- 10

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

FEMALE REGULATION ARMED PLATOON

SCHOOL NAME _____ CDR'S NAME _____

POSITION YOUR PLATOON SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE. NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

- | | | | |
|--------------------------------|--------------|-----------------------------------|--------------|
| 1. REPORT IN | 0 - 25 _____ | 29. FILE FROM THE RIGHT, MCH | 0 - 10 _____ |
| 2. DRESS RIGHT DRESS | 0 - 15 _____ | 30. PLATOON HALT | 0 - 10 _____ |
| 3. READY FRONT | 0 - 10 _____ | 31. COLUMN OF 3'S TO THE LEFT MCH | 0 - 10 _____ |
| 4. PARADE REST | 0 - 10 _____ | 32. PORT ARMS | 0 - 10 _____ |
| 5. PLATOON ATTENTION | 0 - 10 _____ | 33. COLUMN LEFT MARCH | 0 - 10 _____ |
| 6. 15-COUNT MANUAL ARMS | | 34. DOUBLE TIME MARCH | 0 - 10 _____ |
| (FM 3-21.5, PARA 5-9 note) | 0 - 30 _____ | 35. QUICK TIME MARCH | 0 - 10 _____ |
| 7. COUNT OFF | 0 - 10 _____ | 36. COLUMN LEFT MARCH | 0 - 10 _____ |
| 8. CLOSE INTERVAL MARCH | 0 - 10 _____ | 37. LEFT SHOULDER ARMS | 0 - 10 _____ |
| 9. NORMAL INTERVAL MARCH | 0 - 10 _____ | 38. PLATOON HALT | 0 - 10 _____ |
| 10. OPEN RANKS MARCH | 0 - 10 _____ | 39. COLUMN LEFT MARCH | 0 - 10 _____ |
| 11. CLOSE RANKS MARCH | 0 - 10 _____ | 40. COLUMN 1/2 LEFT MARCH | 0 - 10 _____ |
| 12. RIGHT STEP MARCH | 0 - 10 _____ | 41. COLUMN 1/2 LEFT MARCH | 0 - 10 _____ |
| 13. PLATOON HALT | 0 - 10 _____ | 42. REAR MARCH | 0 - 10 _____ |
| 14. LEFT FACE | 0 - 10 _____ | 43. REAR MARCH | 0 - 10 _____ |
| 15. LEFT STEP MARCH | 0 - 10 _____ | 44. EYES RIGHT | 0 - 10 _____ |
| 16. PLATOON HALT | 0 - 10 _____ | 45. READY FRONT | 0 - 10 _____ |
| 17. ABOUT FACE | 0 - 10 _____ | 46. COLUMN LEFT MARCH | 0 - 10 _____ |
| 18. RIGHT SHOULDER ARMS | 0 - 10 _____ | 47. RIGHT SHOULDER ARMS | 0 - 10 _____ |
| 19. FORWARD MARCH | 0 - 10 _____ | 48. COLUMN LEFT MARCH | 0 - 10 _____ |
| 20. COLUMN RIGHT MARCH | 0 - 10 _____ | 49. PORT ARMS | 0 - 10 _____ |
| 21. COLUMN RIGHT MARCH | 0 - 10 _____ | 50. LEFT FLANK MARCH | 0 - 10 _____ |
| 22. COLUMN RIGHT MARCH | 0 - 10 _____ | 51. CHANGE STEP MARCH | 0 - 10 _____ |
| 23. LEFT FLANK MARCH | 0 - 10 _____ | 52. PLATOON HALT | 0 - 10 _____ |
| 24. RIGHT FLANK MARCH | 0 - 10 _____ | 53. REPORT OUT | 0 - 25 _____ |
| 25. COLUMN LEFT MARCH | 0 - 10 _____ | | |
| 26. REAR MARCH | 0 - 10 _____ | | |
| 27. REAR MARCH | 0 - 10 _____ | | |
| 28. PLATOON HALT | 0 - 10 _____ | | |

SCORE FROM ABOVE _____ (possible 585 points)

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) _____

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____

TOTAL SCORE: _____ (possible 685 points)

JUDGES NAME: _____

REGULATION ARMED SQUAD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE	
CADENCE	PENALTY
116 - 124	- 0
Below 116	- 10
above 124	- 10

CADENCE (30 SEC MIN)

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

REGULATION ARMED SQUAD

SCHOOL NAME _____

CDR'S NAME _____

POSITION YOUR SQUAD SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE.

NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE movements**

- | | | | |
|---------------------------------|--------------|------------------------------|--------------|
| 1. REPORT IN | 0 - 25 _____ | 26. FILE FROM THE LEFT MARCH | 0 - 10 _____ |
| 2. PARADE REST | 0 - 10 _____ | 27. CHANGE STEP MARCH | 0 - 10 _____ |
| 3. SQUAD, ATTENTION | 0 - 10 _____ | 28. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 4. COUNT OFF | 0 - 10 _____ | 29. SQUAD HALT | 0 - 10 _____ |
| 5. CLOSE INTERVAL, MARCH | 0 - 10 _____ | 30. COLUMN OF TWO'S TO THE | |
| 6. NORMAL INTERVAL MARCH | 0 - 10 _____ | LEFT MARCH | 0 - 10 _____ |
| 7. DRESS RIGHT DRESS | 0 - 15 _____ | 31. FORWARD MARCH | 0 - 10 _____ |
| 8. READY FRONT | 0 - 10 _____ | 32. PORT ARMS | 0 - 10 _____ |
| 9. FOUR STEPS TO THE LEFT MARCH | 0 - 10 _____ | 33. DOUBLE TIME MARCH | 0 - 10 _____ |
| 10. RIGHT FACE | 0 - 10 _____ | 34. QUICK TIME MARCH | 0 - 10 _____ |
| 11. RIGHT SHOULDER ARMS | 0 - 10 _____ | 35. REAR MARCH | 0 - 10 _____ |
| 12. FORWARD MARCH | 0 - 10 _____ | 36. LEFT SHOULDER ARMS | 0 - 10 _____ |
| 13. HALF-STEP MARCH | 0 - 10 _____ | 37. REAR MARCH | 0 - 10 _____ |
| 14. SQUAD HALT | 0 - 10 _____ | 38. SQUAD HALT | 0 - 10 _____ |
| 15. FORWARD MARCH | 0 - 10 _____ | 39. FILE FROM THE RIGHT MRCH | 0 - 10 _____ |
| 16. COLUMN RIGHT MARCH | 0 - 10 _____ | 40. RIGHT FLANK MARCH | 0 - 10 _____ |
| 17. SQUAD HALT | 0 - 10 _____ | 41. LEFT FLANK MARCH | 0 - 10 _____ |
| 18. FORWARD MARCH | 0 - 10 _____ | 42. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 19. LEFT SHOULDER ARMS | 0 - 10 _____ | 43. COLUMN HALF-RIGHT MARCH | 0 - 10 _____ |
| 20. SQUAD HALT | 0 - 10 _____ | 44. RIGHT SHOULDER ARMS | 0 - 10 _____ |
| 21. COLUMN OF TWO'S TO THE | | 45. COLUMN HALF-RIGHT MARCH | 0 - 10 _____ |
| RIGHT MARCH | 0 - 10 _____ | 46. REAR MARCH | 0 - 10 _____ |
| 22. ORDER ARMS | 0 - 10 _____ | 47. SQUAD HALT | 0 - 10 _____ |
| 23. BACKWARDS MARCH | 0 - 10 _____ | 48. ORDER ARMS | 0 - 10 _____ |
| 24. SQUAD HALT | 0 - 10 _____ | 49. RIGHT FACE | 0 - 10 _____ |
| 25. RIGHT SHOULDER ARMS | 0 - 10 _____ | 50. REPORT OUT | 0 - 25 _____ |

SCORE FROM ABOVE _____ (possible 535 points)

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) _____

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____ *****

TOTAL SCORE: _____ (possible 635 points)

JUDGES NAME: _____ **CDR'S INIT:** _____

FEMALE REGULATION ARMED SQUAD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE	
CADENCE	PENALTY
116 - 124	- 0
Below 116	- 10
above 124	- 10

CADENCE (30 SEC MIN)

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

FEMALE REGULATION ARMED SQUAD

SCHOOL NAME _____ CDR'S NAME _____

POSITION YOUR SQUAD SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE.

NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

1. REPORT IN	0 - 25 _____	26. FILE FROM THE LEFT MARCH	0 - 10 _____
2. PARADE REST	0 - 10 _____	27. CHANGE STEP MARCH	0 - 10 _____
3. SQUAD, ATTENTION	0 - 10 _____	28. COLUMN RIGHT MARCH	0 - 10 _____
4. COUNT OFF	0 - 10 _____	29. SQUAD HALT	0 - 10 _____
5. CLOSE INTERVAL, MARCH	0 - 10 _____	30. COLUMN OF TWO'S TO THE	
6. NORMAL INTERVAL MARCH	0 - 10 _____	LEFT MARCH	0 - 10 _____
7. DRESS RIGHT DRESS	0 - 15 _____	31. FORWARD MARCH	0 - 10 _____
8. READY FRONT	0 - 10 _____	32. PORT ARMS	0 - 10 _____
9. FOUR STEPS TO THE LEFT MARCH	0 - 10 _____	33. DOUBLE TIME MARCH	0 - 10 _____
10. RIGHT FACE	0 - 10 _____	34. QUICK TIME MARCH	0 - 10 _____
11. RIGHT SHOULDER ARMS	0 - 10 _____	35. REAR MARCH	0 - 10 _____
12. FORWARD MARCH	0 - 10 _____	36. LEFT SHOULDER ARMS	0 - 10 _____
13. HALF-STEP MARCH	0 - 10 _____	37. REAR MARCH	0 - 10 _____
14. SQUAD HALT	0 - 10 _____	38. SQUAD HALT	0 - 10 _____
15. FORWARD MARCH	0 - 10 _____	39. FILE FROM THE RIGHT MRCH	0 - 10 _____
16. COLUMN RIGHT MARCH	0 - 10 _____	40. RIGHT FLANK MARCH	0 - 10 _____
17. SQUAD HALT	0 - 10 _____	41. LEFT FLANK MARCH	0 - 10 _____
18. FORWARD MARCH	0 - 10 _____	42. COLUMN RIGHT MARCH	0 - 10 _____
19. LEFT SHOULDER ARMS	0 - 10 _____	43. COLUMN HALF-RIGHT MARCH	0 - 10 _____
20. SQUAD HALT	0 - 10 _____	44. RIGHT SHOULDER ARMS	0 - 10 _____
21. COLUMN OF TWO'S TO THE		45. COLUMN HALF-RIGHT MARCH	0 - 10 _____
RIGHT MARCH	0 - 10 _____	46. REAR MARCH	0 - 10 _____
22. ORDER ARMS	0 - 10 _____	47. SQUAD HALT	0 - 10 _____
23. BACKWARDS MARCH	0 - 10 _____	48. ORDER ARMS	0 - 10 _____
24. SQUAD HALT	0 - 10 _____	49. RIGHT FACE	0 - 10 _____
25. RIGHT SHOULDER ARMS	0 - 10 _____	50. REPORT OUT	0 - 25 _____

SCORE FROM ABOVE _____ (possible 535 points)

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) _____

OVERALL IMPRESSION (0-30) _____

----- JUDGES' TOTAL SCORE (Possible 100 points): _____ *****

TOTAL SCORE: _____ (possible 635 points)

JUDGES NAME: _____ CDR'S INIT: _____

Unarmed Regulation Drill

1. CHANGE TO READ: The regulation drill platoon event, both male and female, will consist of 13 cadets to include the Commander. For squad drill, the unit must have a minimum of 7 cadets including the Commander. A cadet may only compete in one category in like events. Female cadets may participate in either Male/Mix drill events or Female drill events, but she may not compete in both. Female cadets may compete in Female drill and Male/Mix Color Guard. She cannot compete in both Male/Mix Color Guard and Female Color Guard.

1. Uniform will be the Service Dress Uniform (Class B for the Army units and comparable uniforms for all other services).

2. The unit will form up in the ready area at normal interval. The judges will conduct a walk through inspection of the unit focusing on appearance, bearing and overall impression of the unit. Each judge can award up to 30 points for the inspection, which will be added to the regulation drill score.

3. Upon completion of the inspection, the head judge will present the unit commander with the drill card and instruct the commander to begin the drill sequence on the judge's signal. Commands must be executed in the sequence listed on the drill card. Any movement omitted will receive a zero, and a 10 point penalty will be awarded for each additional command not listed on the drill card. The unit commander will return the drill card when reporting out. Units will exit the drill field on the opposite side from which they entered.

4. The size of the drill area is 100' x 100'. Boundary violations or additional movements to avoid a boundary violation will cost 10 points per occurrence. Each judge can deduct points for these type violations and each occurrence will be subtracted from the unit's total score.

5. No assistance will be used to maintain cadence throughout the drill sequence and all movements will be executed at quick time.

6. Each judge can award up to 70 points for the unit commanders performance. These points are awarded based on command voice, bearing, proper positioning and overall presence of the commander.

8. There is a maximum of 540 points from each judge for Regulation Squad and 740 points from each judge for Regulation Platoon.

9. Tiebreaker for Squad and Platoon drill will be the number of points awarded for the walk through inspection.

10. An inclement weather plan will be as directed by the Meet Coordinator.

REGULATION UNARMED PLATOON
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE

CADENCE (30 SEC MIN)

CADENCE	PENALTY
116 - 124	- 0
Below 116	- 10
above 124	- 10

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

REGULATION UNARMED PLATOON

SCHOOL NAME _____ CDR'S NAME _____

POSITION YOUR SQUAD SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE.

NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

- | | | | |
|------------------------------|--------------|-------------------------------------|--------------|
| 1. REPORT IN | 0 - 25 _____ | 31. REAR MARCH | 0 - 10 _____ |
| 2. DRESS RIGHT DRESS | 0- 15 _____ | 32. PLATOON HALT | 0 - 10 _____ |
| 3. READY FRONT | 0- 10 _____ | 33. FILE FROM THE RIGHT MARCH | 0 - 10 _____ |
| 4. PARADE REST | 0 - 10 _____ | 34. PLATOON HALT | 0 - 10 _____ |
| 5. PLATOON, ATTENTION | 0 - 10 _____ | 35. COLUMN OF 3'S TO THE LEFT MARCH | 0 - 10 _____ |
| 6. PRESENT ARMS | 0 - 10 _____ | 36. COLUMN LEFT MARCH | 0 - 10 _____ |
| 7. ORDER ARMS | 0 - 10 _____ | 37. DOUBLE TIME MARCH | 0 - 10 _____ |
| 8. COUNT OFF | 0 - 10 _____ | 38. QUICK TIME MARCH | 0 - 10 _____ |
| 9. CLOSE INTERVAL MARCH | 0 - 10 _____ | 39. COLUMN LEFT MARCH | 0 - 10 _____ |
| 10. NORMAL INTERVAL MARCH | 0 - 10 _____ | 40. CHANGE STEP MARCH | 0 - 10 _____ |
| 11. RIGHT FACE | 0 - 10 _____ | 41. PLATOON HALT | 0 - 10 _____ |
| 12. LEFT FACE | 0 - 10 _____ | 42. COLUMN LEFT MARCH | 0 - 10 _____ |
| 13. OPEN RANKS MARCH | 0 - 10 _____ | 43. COLUMN ½ LEFT MARCH | 0 - 10 _____ |
| 14. CLOSE RANKS MARCH | 0 - 10 _____ | 44. COLUMN ½ LEFT MARCH | 0 - 10 _____ |
| 15. LEFT STEP MARCH | 0 - 10 _____ | 45. REAR MARCH | 0 - 10 _____ |
| 16. PLATOON HALT | 0 - 10 _____ | 46. REAR MARCH | 0 - 10 _____ |
| 17. LEFT FACE | 0 - 10 _____ | 47. EYES RIGHT | 0 - 10 _____ |
| 18. RIGHT STEP MARCH | 0 - 10 _____ | 48. READY FRONT | 0 - 10 _____ |
| 19. PLATOON HALT | 0 - 10 _____ | 49. COLUMN LEFT MARCH | 0 - 10 _____ |
| 20. FOUR STEPS FORWARD MARCH | 0 - 10 _____ | 50. COLUMN LEFT MARCH | 0 - 10 _____ |
| 21. ABOUT FACE | 0 - 10 _____ | 51. PLATOON HALT | 0 - 10 _____ |
| 22. FORWARD MARCH | 0 - 10 _____ | 52. FORWARD MARCH | 0 - 10 _____ |
| 23. COLUMN RIGHT MARCH | 0 - 10 _____ | 53. REAR MARCH | 0 - 10 _____ |
| 24. COLUMN RIGHT MARCH | 0 - 10 _____ | 54. REAR MARCH | 0 - 10 _____ |
| 25. COLUMN RIGHT MARCH | 0 - 10 _____ | 55. HALF STEP MARCH | 0 - 10 _____ |
| 26. LEFT FLANK MARCH | 0 - 10 _____ | 56. FORWARD MARCH | 0 - 10 _____ |
| 27. RIGHT FLANK MARCH | 0 - 10 _____ | 57. LEFT FLANK MARCH | 0 - 10 _____ |
| 28. PLATOON HALT | 0 - 10 _____ | 58. PLATOON HALT | 0 - 10 _____ |
| 29. COLUMN LEFT MARCH | 0 - 10 _____ | 59. REPORT OUT | 0 - 20 _____ |
| 30. REAR MARCH | 0 - 10 _____ | | |

SCORE FROM ABOVE _____ (possible 620 points)

COMMANDERS SCORE (COMMAND VOICE, ETC.) ---- (MAXIMUM 70 POINTS) SCORE: _____

OVERALL IMPRESSION ----- (MAXIMUM 30 POINTS) SCORE: _____

JUDGES' SCORE: _____ (possible 100 points)

TOTAL SCORE: _____ (possible 720 points)

JUDGE'S NAME AND SIGNATURE: _____

FEMALE REGULATION UNARMED PLATOON
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE

CADENCE (30 SEC MIN)

CADENCE	PENALTY
116 - 124	- 0
Below 116	- 10
above 124	- 10

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible
100 points)

HEAD JUDGE'S NAME _____

FEMALE REGULATION UNARMED PLATOON

SCHOOL NAME _____ CDR'S NAME _____

POSITION YOUR SQUAD SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE.

NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

- | | | | |
|-----------------------------|--------------|-------------------------------------|--------------|
| 1. REPORT IN | 0 - 25 _____ | 31. REAR MARCH | 0 - 10 _____ |
| 2. DRESS RIGHT DRESS | 0 - 15 _____ | 32. PLATOON HALT | 0 - 10 _____ |
| 3. READY FRONT | 0 - 10 _____ | 33. FILE FROM THE RIGHT MARCH | 0 - 10 _____ |
| 4. PARADE REST | 0 - 10 _____ | 34. PLATOON HALT | 0 - 10 _____ |
| 5. PLATOON, ATTENTION | 0 - 10 _____ | 35. COLUMN OF 3'S TO THE LEFT MARCH | 0 - 10 _____ |
| 6. PRESENT ARMS | 0 - 10 _____ | 36. COLUMN LEFT MARCH | 0 - 10 _____ |
| 7. ORDER ARMS | 0 - 10 _____ | 37. DOUBLE TIME MARCH | 0 - 10 _____ |
| 8. COUNT OFF | 0 - 10 _____ | 38. QUICK TIME MARCH | 0 - 10 _____ |
| 9. CLOSE INTERVAL MARCH | 0 - 10 _____ | 39. COLUMN LEFT MARCH | 0 - 10 _____ |
| 10. NORMAL INTERVAL MARCH | 0 - 10 _____ | 40. CHANGE STEP MARCH | 0 - 10 _____ |
| 11. RIGHT FACE | 0 - 10 _____ | 41. PLATOON HALT | 0 - 10 _____ |
| 12. LEFT FACE | 0 - 10 _____ | 42. COLUMN LEFT MARCH | 0 - 10 _____ |
| 13. OPEN RANKS MARCH | 0 - 10 _____ | 43. COLUMN 1/2 LEFT MARCH | 0 - 10 _____ |
| 14. CLOSE RANKS MARCH | 0 - 10 _____ | 44. COLUMN 1/2 LEFT MARCH | 0 - 10 _____ |
| 15. LEFT STEP MARCH | 0 - 10 _____ | 45. REAR MARCH | 0 - 10 _____ |
| 16. PLATOON HALT | 0 - 10 _____ | 46. REAR MARCH | 0 - 10 _____ |
| 17. LEFT FACE | 0 - 10 _____ | 47. EYES RIGHT | 0 - 10 _____ |
| 18. RIGHT STEP MARCH | 0 - 10 _____ | 48. READY FRONT | 0 - 10 _____ |
| 19. PLATOON HALT | 0 - 10 _____ | 49. COLUMN LEFT MARCH | 0 - 10 _____ |
| 20. FOUR STEPS FORWARD MCCH | 0 - 10 _____ | 50. COLUMN LEFT MARCH | 0 - 10 _____ |
| 21. ABOUT FACE | 0 - 10 _____ | 51. PLATOON HALT | 0 - 10 _____ |
| 22. FORWARD MARCH | 0 - 10 _____ | 52. FORWARD MARCH | 0 - 10 _____ |
| 23. COLUMN RIGHT MARCH | 0 - 10 _____ | 53. REAR MARCH | 0 - 10 _____ |
| 24. COLUMN RIGHT MARCH | 0 - 10 _____ | 54. REAR MARCH | 0 - 10 _____ |
| 25. COLUMN RIGHT MARCH | 0 - 10 _____ | 55. HALF STEP MARCH | 0 - 10 _____ |
| 26. LEFT FLANK MARCH | 0 - 10 _____ | 56. FORWARD MARCH | 0 - 10 _____ |
| 27. RIGHT FLANK MARCH | 0 - 10 _____ | 57. LEFT FLANK MARCH | 0 - 10 _____ |
| 28. PLATOON HALT | 0 - 10 _____ | 58. PLATOON HALT | 0 - 10 _____ |
| 29. COLUMN LEFT MARCH | 0 - 10 _____ | 59. REPORT OUT | 0 - 20 _____ |
| 30. REAR MARCH | 0 - 10 _____ | | |

SCORE FROM ABOVE _____ (possible 620 points)

COMMANDERS SCORE (COMMAND VOICE, ETC.) ---- (MAXIMUM 70 POINTS) SCORE: _____

OVERALL IMPRESSION ----- (MAXIMUM 30 POINTS) SCORE: _____

JUDGES' SCORE: _____ (possible 100 points)

TOTAL SCORE: _____ (possible 720 points)

JUDGE'S NAME AND SIGNATURE: _____

REGULATION UNARMED SQUAD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE

CADENCE (30 SEC MIN)

CADENCE	PENALTY
116 - 124	- 0
Below 116	- 10
above 124	- 10

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

MALE REGULATION UNARMED SQUAD

SCHOOL NAME _____ CDR'S NAME _____

POSITION YOUR SQUAD SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE.

NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

- | | | | |
|-------------------------------|--------------|------------------------|--------------|
| 1. REPORT IN | 0 - 25 _____ | 21. LEFT FLANK MARCH | 0 - 10 _____ |
| 2. PARADE REST | 0 - 10 _____ | 22. RIGHT FLANK MARCH | 0 - 10 _____ |
| 3. SQUAD ATTENTION | 0 - 10 _____ | 23. REAR MARCH | 0 - 10 _____ |
| 4. RIGHT FACE | 0 - 10 _____ | 24. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 5. LEFT FACE | 0 - 10 _____ | 25. RIGHT FLANK MARCH | 0 - 10 _____ |
| 6. LEFT STEP MARCH | 0 - 10 _____ | 26. SQUAD HALT | 0 - 10 _____ |
| 7. SQUAD HALT | 0 - 10 _____ | 27. FORWARD MARCH | 0 - 10 _____ |
| 8. 2 STEPS FORWARD MCH | 0 - 10 _____ | 28. LEFT FLANK MARCH | 0 - 10 _____ |
| 9. RIGHT STEP MARCH | 0 - 10 _____ | 29. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 10. SQUAD HALT | 0 - 10 _____ | 30. RIGHT FLANK MARCH | 0 - 10 _____ |
| 11. ABOUT FACE | 0 - 10 _____ | 31. LEFT FLANK MARCH | 0 - 10 _____ |
| 12. LEFT FACE | 0 - 10 _____ | 32. REAR MARCH | 0 - 10 _____ |
| 13. LEFT FACE | 0 - 10 _____ | 33. REAR MARCH | 0 - 10 _____ |
| 14. DRESS RIGHT DRESS | 0 - 15 _____ | 34. HALK STEP MARCH | 0 - 10 _____ |
| (ALIGNMENT MUST BE CONFIRMED) | | 35. FORWARD MARCH | 0 - 10 _____ |
| 15. READY FRONT | 0 - 10 _____ | 36. RIGHT FLANK MARCH | 0 - 10 _____ |
| 17. RIGHT FACE | 0 - 10 _____ | 37. LEFT FLANK MARCH | 0 - 10 _____ |
| 17. FORWARD MARCH | 0 - 10 _____ | 38. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 18. CHANGE STEP MARCH | 0 - 10 _____ | 39. SQUAD HALT | 0 - 10 _____ |
| 19. COLUMN RIGHT MARCH | 0 - 10 _____ | 40. LEFT FACE | 0 - 10 _____ |
| 20. REAR MARCH | 0 - 10 _____ | 41. REPORT OUT | 0 - 10 _____ |

SCORE FROM ABOVE _____ (possible 445 points)

COMMANDERS SCORE (COMMAND VOICE, ETC.) ---- (MAXIMUM 70 POINTS) SCORE: _____

OVERALL IMPRESSION ----- (MAXIMUM 30 POINTS) SCORE: _____

JUDGES' SCORE: _____ (possible 100 points)

TOTAL SCORE: _____ (possible 545 points)

JUDGE'S NAME AND SIGNATURE: _____

FEMALE REGULATION UNARMED SQUAD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE

CADENCE (30 SEC MIN)	CADENCE	PENALTY
	116 - 124	- 0
CADENCE/PACE COUNT - CHECK # ONE _____	Below 116	- 10
	above 124	- 10

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

FEMALE REGULATION UNARMED SQUAD

SCHOOL NAME _____ CDR'S NAME _____

POSITION YOUR SQUAD SO THAT WHEN THEY MARCH IN THEY WILL BE POSITIONED IN FRONT OF AND CENTERED ON THE HEAD JUDGE.

NOTE: Report In/Out will be all movements needed to front the unit on the Head Judge and then enter / exit the drill area.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

- | | | | |
|-------------------------------|--------------|------------------------|--------------|
| 1. REPORT IN | 0 - 25 _____ | 21. LEFT FLANK MARCH | 0 - 10 _____ |
| 2. PARADE REST | 0 - 10 _____ | 22. RIGHT FLANK MARCH | 0 - 10 _____ |
| 3. SQUAD ATTENTION | 0 - 10 _____ | 23. REAR MARCH | 0 - 10 _____ |
| 4. RIGHT FACE | 0 - 10 _____ | 24. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 5. LEFT FACE | 0 - 10 _____ | 25. RIGHT FLANK MARCH | 0 - 10 _____ |
| 6. LEFT STEP MARCH | 0 - 10 _____ | 26. SQUAD HALT | 0 - 10 _____ |
| 7. SQUAD HALT | 0 - 10 _____ | 27. FORWARD MARCH | 0 - 10 _____ |
| 8. 2 STEPS FORWARD MCH | 0 - 10 _____ | 28. LEFT FLANK MARCH | 0 - 10 _____ |
| 9. RIGHT STEP MARCH | 0 - 10 _____ | 29. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 10. SQUAD HALT | 0 - 10 _____ | 30. RIGHT FLANK MARCH | 0 - 10 _____ |
| 11. ABOUT FACE | 0 - 10 _____ | 31. LEFT FLANK MARCH | 0 - 10 _____ |
| 12. LEFT FACE | 0 - 10 _____ | 32. REAR MARCH | 0 - 10 _____ |
| 13. LEFT FACE | 0 - 10 _____ | 33. REAR MARCH | 0 - 10 _____ |
| 14. DRESS RIGHT DRESS | 0 - 15 _____ | 34. HALK STEP MARCH | 0 - 10 _____ |
| (ALIGNMENT MUST BE CONFIRMED) | | 35. FORWARD MARCH | 0 - 10 _____ |
| 15. READY FRONT | 0 - 10 _____ | 36. RIGHT FLANK MARCH | 0 - 10 _____ |
| 17. RIGHT FACE | 0 - 10 _____ | 37. LEFT FLANK MARCH | 0 - 10 _____ |
| 17. FORWARD MARCH | 0 - 10 _____ | 38. COLUMN RIGHT MARCH | 0 - 10 _____ |
| 18. CHANGE STEP MARCH | 0 - 10 _____ | 39. SQUAD HALT | 0 - 10 _____ |
| 19. COLUMN RIGHT MARCH | 0 - 10 _____ | 40. LEFT FACE | 0 - 10 _____ |
| 20. REAR MARCH | 0 - 10 _____ | 41. REPORT OUT | 0 - 10 _____ |

SCORE FROM ABOVE _____ (possible 445 points)

COMMANDERS SCORE (COMMAND VOICE, ETC.) ---- (MAXIMUM 70 POINTS) SCORE: _____

OVERALL IMPRESSION ----- (MAXIMUM 30 POINTS) SCORE: _____

JUDGES' SCORE: _____ (possible 100 points)

TOTAL SCORE: _____ (possible 545 points)

JUDGE'S NAME AND SIGNATURE: _____

Color Guard:

1. The color guard event will consist of four cadets. Male and female cadets will compete in separate categories. Mixed teams will compete in the male category. Female cadets may participate on either the female color guard or mixed color guard, **but not both**. The senior cadet will be the Color Guard Commander. The commander will carry the national colors and give all commands. Rifle bearers will be armed with the service rifle or facsimile. State or Organizational colors will dip on present colors and eyes right. The uniform will be Class B or service dress.
2. The color guard will form in the designated ready area and execute Parade Rest. When directed by the head judge, the unit commander will bring the color guard to attention. Grading will begin at this time. The commander will perform the drill sequence from memory as it appears on enclosure 5. The time limit for this event is eight (8) minutes. Any movements omitted or performed out of sequence will receive a score of zero. A five-point penalty will be assessed for any command given that is not part of the drill sequence. After exiting the drill area, the commander will halt the color guard and await an out brief from the head judge.
3. The color guard commander should be at the position of attention before issuing any command.
4. Color guard movements will be executed at a quick time cadence.
5. The drill area will be 55' by 55', and the drill card is tailored for this size area. A five-point penalty will be assessed for each boundary violation.
6. Maximum point total is 355 points per judge.
7. Units may use their service manual for commands. Deviations from the manual will be penalized as a rule violation.

COLOR GUARD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE		
CADENCE	PENALTY	
116 - 124	-	0
Below 116	-	10
above 124	-	10

CADENCE (30 SEC MIN)

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

COLOR GUARD

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

THE COLOR GUARD COMMANDER UPON ENTERING MARCHES THE COLOR GUARD USING ANY MOVEMENTS NEEDED TO PLACE THE COLORS CENTERED ON THE HEAD JUDGE. ALL COLOR GUARDS WILL REPORT IN.

A 5 second pause should be maintained after executing all BOLD UPPERCASE

- | | | | |
|---------------------------------------|------------|--------------------------------------|------------|
| ENTER THE DRILL AREA to begin routine | | | |
| 1. FORWARD MARCH | 0-5 _____ | 24. RIGHT WHEEL MARCH (Forward | 0-5 _____ |
| 2. LEFT WHEEL MARCH (Forward March) | 0-5 _____ | March) | |
| 3. LEFT WHEEL MARCH (Forward March) | 0-5 _____ | 25. COLORS REVERSE MARCH (Forward | 0-5 _____ |
| 4. COLORS HALT | 0-5 _____ | March) | |
| 5. SLING ARMS | 0-5 _____ | 26. EYES RIGHT | 0-5 _____ |
| 6. POST | 0-10 _____ | 27. READY FRONT | 0-5 _____ |
| 7. UNCASE THE COLORS | 0-10 _____ | 28. LEFT WHEEL MARCH (Forward March) | 0-5 _____ |
| 8. PRESENT ARMS | 0-5 _____ | 29. LEFT WHEEL MARCH (Forward March) | 0-5 _____ |
| 9. ORDER ARMS | 0-5 _____ | 30. LEFT WHEEL MARCH (Forward March) | 0-5 _____ |
| 10. POST | 0-10 _____ | 31. COLORS HALT | 0-5 _____ |
| 11. COLORS SALUTE | 0-5 _____ | 32. COLORS SALUTE | 0-5 _____ |
| 12. REPORT IN | 0-10 _____ | 33. REPORT OUT | 0-5 _____ |
| 13. CARRY COLORS | 0-5 _____ | 34. CARRY COLORS | 0-5 _____ |
| 14. COLORS REVERSE MARCH (Fwd March) | 0-5 _____ | 35. SLING ARMS | 0-5 _____ |
| 15. LEFT WHEEL MARCH (Forward March) | 0-5 _____ | 36. POST | 0-10 _____ |
| 16. COLORS REVERSE MARCH (Forward | 0-5 _____ | 37. PRESENT ARMS | 0-5 _____ |
| March) | | 38. ORDER ARMS | 0-5 _____ |
| 17. COLORS HALT | 0-5 _____ | 39. CASE THE COLORS | 0-10 _____ |
| 18. ORDER ARMS (COLORS) | 0-5 _____ | 40. POST | 0-10 _____ |
| 19. PARADE REST | 0-5 _____ | 41. COLORS REVERSE MARCH (Forward | 0-5 _____ |
| 20. COLORS ATTENTION | 0-5 _____ | March) | |
| 21. CARRY COLORS | 0-5 _____ | 42. RIGHT WHEEL MARCH (Forward | 0-5 _____ |
| 22. FORWARD MARCH | 0-5 _____ | March) | |
| 23. RIGHT WHEEL MARCH (Forward | 0-5 _____ | 43. RIGHT WHEEL MARCH (Forward | 0-5 _____ |
| March) | | March) | |

SUBTOTAL _____ (250 POINTS)

ALL JUDGES SCORE THIS AREA

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) _____

OVERALL IMPRESSION (0-30) _____

----- JUDGES' TOTAL SCORE (Possible 100 points): _____

TOTAL SCORE _____ (possible 350 points)

JUDGES NAME _____

FEMALE COLOR GUARD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

COMMANDER'S EVALUATION (0-70 POINTS) _____

POINT LOSS RANGE		
CADENCE	PENALTY	
116 - 124	-	0
Below 116	-	10
above 124	-	10

CADENCE (30 SEC MIN)

CADENCE/PACE COUNT - CHECK # ONE _____

CADENCE / PACE PER MINUTE _____

Team Cadence / Pace Penalty (from above) = _____

Too many/Too Few Violation:

_____ Cadets @ 20 points per cadet (Head Judge) = _____

Nametag Violation:

_____ Occurrences @ 2 points per occurrence = _____

Boundary Violations:

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands:

_____ Occurrences @ 5 points per occurrence = _____

Time Violation:

_____ Number seconds over max time 8 minutes..... = _____

TOTAL PENALTY POINTS ASSESSED _____

OVERALL IMPRESSION (0 - 30 POINTS) _____

TOTAL SCORE _____ (Possible 100 points)

HEAD JUDGE'S NAME _____

FEMALE COLOR GUARD

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

THE COLOR GUARD COMMANDER UPON ENTERING MARCHES THE COLOR GUARD USING ANY MOVEMENTS NEEDED TO PLACE THE COLORS CENTERED ON THE HEAD JUDGE. ALL COLOR GUARDS WILL REPORT IN.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE**

- | | | | |
|---|--------------|--------------------------------------|--------------|
| ENTER THE DRILL AREA to begin routine | | | |
| 1. FORWARD MARCH | 0 - 5 _____ | 24. RIGHT WHEEL MARCH (Forward | 0 - 5 _____ |
| 2. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____ | March) | |
| 3. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____ | 25. COLORS REVERSE MARCH (Forward | 0 - 5 _____ |
| 4. COLORS HALT | 0 - 5 _____ | March) | |
| 5. SLING ARMS | 0 - 5 _____ | 26. EYES RIGHT | 0 - 5 _____ |
| 6. POST | 0 - 10 _____ | 27. READY FRONT | 0 - 5 _____ |
| 7. UNCASE THE COLORS | 0 - 10 _____ | 28. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____ |
| 8. PRESENT ARMS | 0 - 5 _____ | 29. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____ |
| 9. ORDER ARMS | 0 - 5 _____ | 30. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____ |
| 10. POST | 0 - 10 _____ | 31. COLORS HALT | 0 - 5 _____ |
| 11. COLORS SALUTE | 0 - 5 _____ | 32. COLORS SALUTE | 0 - 5 _____ |
| 12. REPORT IN | 0 - 10 _____ | 33. REPORT OUT | 0 - 5 _____ |
| 13. CARRY COLORS | 0 - 5 _____ | 34. CARRY COLORS | 0 - 5 _____ |
| 14. COLORS REVERSE MARCH (Fwd March) | 0 - 5 _____ | 35. SLING ARMS | 0 - 5 _____ |
| 15. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____ | 36. POST | 0 - 10 _____ |
| 16. COLORS REVERSE MARCH (Forward | 0 - 5 _____ | 37. PRESENT ARMS | 0 - 5 _____ |
| March) | | 38. ORDER ARMS | 0 - 5 _____ |
| 17. COLORS HALT | 0 - 5 _____ | 39. CASE THE COLORS | 0 - 10 _____ |
| 18. ORDER ARMS (COLORS) | 0 - 5 _____ | 40. POST | 0 - 10 _____ |
| 19. PARADE REST | 0 - 5 _____ | 41. COLORS REVERSE MARCH (Forward | 0 - 5 _____ |
| 20. COLORS ATTENTION | 0 - 5 _____ | March) | |
| 21. CARRY COLORS | 0 - 5 _____ | 42. RIGHT WHEEL MARCH (Forward | 0 - 5 _____ |
| 22. FORWARD MARCH | 0 - 5 _____ | March) | |
| 23. RIGHT WHEEL MARCH (Forward | 0 - 5 _____ | 43. RIGHT WHEEL MARCH (Forward | 0 - 5 _____ |
| March) | | March) | |

SUBTOTAL _____ (250 POINTS)

ALL JUDGES SCORE THIS AREA

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) _____

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____

TOTAL SCORE _____ (possible 350 points)

JUDGES NAME _____

Marksmanship Competition:

1. The Marksmanship event is a shoulder-to-shoulder competition. Each school may enter one team of four (4) cadets. Only Sporter Rifles, to include CO2 rifles, may be used. Targets will be provided and units are expected to provide their own rifles, pellets and all other shooting equipment. **Eye protection is required.**
2. The marksmanship competition will be covered by the Civilian Marksmanship Program 2008-10 Three-Position Air Rifle Rules (6th Edition). Course of fire will be prone, two standing and kneeling with the match score computed from the prone, 1st standing target and kneeling positions. The total for both standing targets will count for a special, individual standing competition.
3. The designated range officer will have complete control of the range, including rules and schedule modifications necessary to insure the timely and smooth flow of this event. Decisions of the range officer will be final.
4. SAI's (or equivalent) may designate their team's uniform. ACU/Utility uniform and boots are not authorized. Slings may be used except in the standing position. Chairs will be available at each firing point for the standing position.
5. The only individuals allowed on the firing line are the designated range officer and individual team shooters. Coaching is not authorized on the firing line. Coaches and spectators may observe in the designated bleacher area.
6. Targets and score sheets will be prepared for each team prior to the event. Shooters must confirm that their name, school and the firing position are correct prior to hanging their targets. Shooters will hang their own targets, and will be allowed to go down range to view their targets after firing allowed spotter rounds. Host unit will pull targets after each stage of firing. Firing sequence will be prone (20 minutes), two (2) standing (40 minutes) and kneeling (15 minutes). A 5 minute preparation period will be allowed before each firing position.
7. Scorekeepers will complete all team score sheets. A total of 1200 points per team is possible. SAI/AI's (team coaches) may view their teams scored targets in the designated scoring area. Once all targets have been scored, they will be given to the designated team Captain. Individual shooters will have 10 minutes to check their targets. Shooters will provide their team captain with all targets being challenged; and team captains will return only those targets to the scorer's table to be rechecked. Any target scored and plugged (**marked with a "P"**) will not be returned for a challenge. Decision of the match coordinator will be final.
8. In event of a tie, X bulls eyes will determine the winner. If a tie still exists, the highest individual score in the 1st standing position, then kneeling, then prone will be used to break the tie.
9. Team trophies will be awarded for 1st thru 3rd place. Individual medals will be awarded to each member of the first place team and individual medals will also be awarded to the top 3 overall finishers and the top 3 finishers in the standing competition (2x10) Medallions will also be awarded to the 1st place winners in the prone, standing and kneeling positions. **Marksmanship results will not count in the team standings for the overall competition winner.**

Scoring System:

1) **Event Winners:** Scores for each event are totaled from the event score sheets. Points are assigned by the evaluators based on criteria established in the appropriate LOI enclosure. The tiebreaker system is also outlined in each event enclosure. Team trophies are awarded for the highest 3 team scores in each event.

2) **Aggregate Winner:** After each event, teams are ranked from 1st thru 10th place based upon their overall team score. Team points are then awarded based on the final standings in each event, and these team points are applied toward the school's overall aggregate score. The aggregate scores will determine the top 3 positions for the overall team standings. Points for the final standings in each event are awarded as follows:

<u>Place:</u>	<u>Points:</u>
1 st	10
2 nd	9
3 rd	8
4 th	7
5 th	6
6 th	5
7 th	4
8 th	3
9 th	2
10 th	1

3) The aggregate winner is the unit with the highest number of points after all events are completed. In the event of a tie, the tiebreaker applied will be the highest point total (raw score) of all events each unit participated in.

Monarch High School Drill Meet Schedule

Intentionally Left Blank- To Be Produced (TBP)

Monarch School Map



To see all the details that are visible on the screen, use the "Print" link next to the map.



Monarch High School Knight Battalion JROTC Drill Team & Color Guard Meet 21 Jan 2011

Concession Stand Price List

(Prices & Items subject to change)

Hamburger	\$2.50
Cheeseburger	\$2.75
Hot Dog	\$1.75
Chili Dog	\$2.00
Chili Cheese Dog	\$2.25
Cheese Pizza	\$2.00
Pepperoni Pizza	\$2.25
Cheese Nachos	\$2.00
Chili Cheese Nachos	\$2.25
French Fries	\$2.00
Soda	\$1.00
Water	\$1.00
Candy	\$.50
Chips	\$.50

Combos are served with chips, soda or water & candy

Hamburger Combo	\$4.25
Cheeseburger Combo	\$4.50
Hot Dog Combo	\$3.50
Chili Dog Combo	\$3.75
Chili Cheese Dog Combo	\$4.00
Cheese Pizza Combo	\$3.75
Pepperoni Pizza Combo	\$4.00

Schools desiring to purchase team meals should make checks payable to Knight Battalion Booster Club.