

# THE PHOENIX ARMY CADET BRIGADE



- Carl Hayden Invitational Drill Meet @ Carl Hayden
- Gallegos Memorial Drill Meet @ South Mountain HS
- Desert Classic Drill Meet @ Alhambra HS

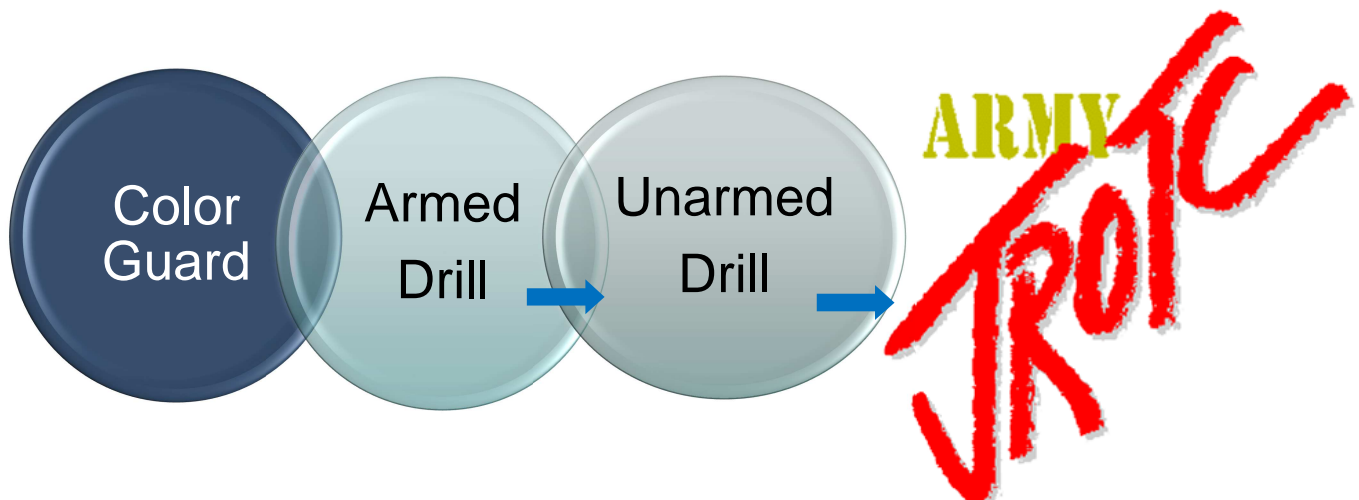
## **STANDING OPERATING PROCEDURES DRAFT**

Phoenix Union High School Dist. #210  
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## PURPOSE

This Standing Operation Procedure (SOP) contains the policies and procedure to be followed in the conduct of the Desert Classic, the Gallegos Memorial, and the Phoenix Brigade All Army Drill Meets sponsored by the Phoenix Army Cadet Brigade, Phoenix Union High School District.

## SECTION I - GENERAL PROVISIONS

- 1) **Concept of Operation:** The Phoenix Army Cadet Brigade Drill Meets will be conducted in accordance with the policies and procedures set forth in this Standing Operation Procedure. The Desert Classic meet is open to all Arizona Junior ROTC units desiring to participate. The Gallegos Drill Meet is an invitational drill meet. The Phoenix Brigade All Army Meet is limited to Army Units only. All three meets have the approval of the Arizona Interscholastic Association.
- 2) **Competition:** Competition will be conducted in the following categories:
  - (a) Unit Inspection, Armed and Unarmed
  - (b) Unit Regulation Drill, Armed and Unarmed
  - (c) Unit Exhibition Drill, Armed and Unarmed
  - (d) Color Guard Competition - Varsity
  - (e) 4 - Person Exhibition Drill, Armed and Unarmed
  - (f) Armed Solo and Unarmed Duo Exhibition
  - (g) Individual Drill Down, Armed and Unarmed
  - (h) Color Guard Competition - Challenge
  - (i) Unit Sweepstakes Competition combined total score of (a), (b), and (c) above.
  - (j) Grand Sweepstakes [combined total score of (a), (b), (c), (d), and (e) above.
- 3) **Check-in Times:**
  - a) Drill meet coordinators will determine starting times one to two weeks prior to competition.
  - b) For the Phoenix Army Cadet Brigade Drill Meets, all teams need to check-in **30 minutes prior to first event**.
  - c) Teams should be at the drill pad holding area 10 minutes prior to their start time.
  - d) If unforeseeable problems arise, please contact the drill meet coordinators.

- 4) **Scoring Room:** No Coach or team member is allowed in the scoring room at any time. Violations will result in disqualification. There may be a designated room/area for **coaches only** to check progress of the drill meet as scores are confirmed. This is an unofficial reader board per event. This is up to the discretion of the drill meet coordinator.
- 5) **Security and Safety:**
  - a) Security of weapons and equipment is the responsibility of each individual team. When a team exits the dressing area, all equipment, personal belongings and trash must be taken from the room. **Neither the Phoenix Union High School District nor the host school will be responsible for any lost, stolen, or misplaced property.**
  - b) Safety is the responsibility of each individual both on and off the drill pad. **ALL** accidents **WILL** be reported immediately to the Drill Meet Command Post.

## SECTION II – THE COMPETITION: REGULATIONS

### PERFORMANCE REGULATIONS

1. Teams must Report In& Report Out in each event AND they must do so verbally to the Head Judge by the cadet leading the unit. During the report in of any event, the team should announce the name of their school loudly and clearly. Other items may certainly be mentioned but are not required. The verbiage of the report out is left up to the unit but it *must make clear the unit has completed their performance*.
2. **Team Size:** The minimum Unit size for both Armed and Unarmed Units is 10 (A commander and 9 other Unit Members) no maximum. However, no more than 13 (commander plus 12) Unit Members can participate in the Unit Inspection phase.
  - a. All Unit Members do not have to perform in all three Unit phases; Inspection, Regulation, and Exhibition. **The Unit Commander plus at least 5 Unit Members must perform in all three phases**; Inspection, Regulation, and Exhibition. Team rosters are required and will list all participants and the events they are competing in. Team Rosters must be turned-in at time of Check-in or teams cannot compete. (SEE APPENDIX N)
3. **No cadet may be lifted off the marching surface by any means.** Therefore, all cadets must drill and perform ENTIRELY on the floor. Any cadet who is raised off the floor in any manner will cause the judge to direct the raised cadet to dismount and the team to leave the floor. The team will be disqualified from that event.
4. The only persons allowed on the drill pads will be judges, meet officials, and the performing team members. Violations will result in disqualification.
5. No coach, parent or team member will “signal” the team or otherwise try to influence the time of performance or sequence. Violations will result in disqualification.

### UNIFORM REGULATIONS

1. The commander in any of the armed phases must be under arms (saber or rifle), and the commander must follow the regulations in accordance with Army FM 3-21.5 Appendix F.
2. All JROTC units must wear their service uniforms during the Regulation, Inspection, and Color Guard Phase. All teams competing in Phoenix Army Cadet Brigade Drill Meets will compete in cadet regulation uniform, Class A/B, in accordance with (IAW) Chapter 7, AR 145-2. No **JROTC unit is allowed to wear Berets** of any type or color for the **Regulation, Inspection or Color Guard Phases**. Failure to follow this directive will result in your team being disqualified from competition.

3. **Berets, gloves, helmets, spats, taps, and ascots etc., will be allowed during the Exhibition Competition ONLY.** (These uniforms should still reflect good military standards.)
4. **During the Exhibition Phase all members will have a nametag.**
5. JROTC items may be worn without restriction concerning placement or authorization: for example, all team members might wear "team rank" (not their actual cadet rank); all team members might wear "ROTC" lapel brass (even though they are not all officers); unit crests may be worn on the epaulets, lapels or caps.
6. JROTC rank and awards, if worn, will be worn as prescribed by regulation.
7. **TEAMS MAY NOT WEAR ANY FORM OF SHOE TAP during the Inspection, Regulation, or Color Guard phase of the competition. Teams found using ANY FORM of shoe tap WILL be utilizing an improper uniform and penalized accordingly.**

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#### WEAPON REGULATIONS

1. In order for any team to compete, the weapons in use by the entire unit must fit a series of standards that qualify it to be considered "Regulation". These criteria require that the weapon **MUST**:
  - a. be rendered un-fire-able by one of several methods including but not limited to: - leading the barrel; -removing the firing pin; or any other means leaving the weapon unable to mechanically fire.
  - b. If a trigger is present, the weapon must maintain a trigger guard.
  - c. The weapon must have an adjustable sling.
  - d. Weapons for teams participating in any armed phases of the meet will be regulation service drill rifles (M1903, M1). **Lightweight weapons are not permitted.**
2. Teams are permitted to strap/tape their slings to the stock of their weapons. Teams MAY apply tape to their weapons in any manner they deem appropriate. Teams MAY NOT REMOVE their weapon slings during any event. If this is done, a subjective penalty WILL be added to the offending score sheet by the Judging Director.
3. Although all team members must compete with the same style weapon during each particular event, teams are allowed to utilize a different set of weapons for different team events (i.e. one set for Exhibition, another for Regulation). However, all weapons used must fulfill all of the requirements set forth for a regulation weapon.
4. The definition of a "dropped" drill rifle is when a drill rifle unintentionally leaves the CONTROL of a cadet and strikes the drill surface. With this definition, little judgment should be in play. Judges

will certainly reduce scores for bobbles and other poor rifle control as well. No other element of the armed competition is more stressed than drill rifle control.

5. Security of weapons and equipment is the responsibility of each individual team. When a team exits the dressing area, all equipment, personal belongings and trash must be taken from the room. Neither the Phoenix Union High School District nor the host school will be responsible for any lost, stolen, or misplaced property.

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## EVENT JUDGING REGULATIONS

1. Representatives of the local military units, recruiting commands, and cadets from Senior ROTC units will accomplish judging normally.
2. **The SAME SET OF JUDGES within each event will judge each unit.** It is the responsibility of the designated drill meet coordinator to be sure the judges understand they are to maintain their post until competition is done for the day, which should be addressed in the judges briefing (see APPENDIX Q). All judges' scoring & decisions are final. The Drill Team Coach ONLY will address any question concerning the judging and / or scoring of this meet to the Director of Army Instruction, PUHSD, or the Senior Army Instructor of the host school. Violation of this procedure may result in disqualification of the team.
3. All judges are instructed to move around the competition area -- much like a boxing judge -- to allow the best angle to judge. Cadets may use every inch of all drill areas. Judges are instructed to move out of any cadet's path, allowing cadets free access to all drill area space. Judges may come within close proximity of a cadet to gain the best possible judging perspective while the cadet is stationary or moving - tell your cadets to be ready for this.
4. Judges **WILL NOT** discuss evaluations concerning performances among themselves, during the **Inspection or Exhibition phase**. They will, however gather after **Regulation and Color Guard** performances to discuss correct rulings on any boundary violations, omitted commands & other non-subjective items. This ensures correct rulings on these crucial items. It is the responsibility of the designated drill meet coordinator to be sure the judges understand this, which should be addressed in the judges briefing (see APPENDIX Q).
5. When there is an insufficient amount of judges, **less than 2 judges per drill pad**, the judges for the unarmed duo and armed solo events will share judges for these events. This may result in a change in times for these events in the competitions.



## SECTION III: PROCEUDRES FOR EVENTS

- 1) The actual size & dimensions of the drill floor(s), as well as the positioning of the Head Judge where the Report-In / Report-Out will take place will be given to each Unit with the schedule for the events, as well are listed through this manual. (SEE APPENDIX A FOR DRAWINGS OF THESE DETAILS)
- 2) Only one entry/exit point will be shown on the drill area map per drill area (with the exception of Inspection where there is an entrance and a different exit. PLEASE DON'T CALL OR ASK FOR AN EXCEPTION to allow entry or exit at another location.

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### UNIT INSPECTION (SEE APPENDIX B& C)

#### INSPECTION - GENERAL INFORMATION

1. Units will be formed into 3 squads for the Unit Inspection. Units are allowed a minimum of 10 and a maximum of 13 unit members (12 plus a commander).
2. While the preceding unit is being inspected, the Cadet Commander will QUIETLY assemble their inspection cadets in the inspection ready area. This area is located just outside the entry/exit point for the area. At this point, all other team members and followers will be required to leave the immediate area.
3. Upon completion of the inspection, the head judge will instruct the Cadet Commander to exit the drill floor. The Cadet Commander should then close ranks and then exit the drill area by commanding the team to leave through the exit door found on the event diagram. This should be done in a formal military movement, chosen and executed by the cadet commander.

#### INSPECTION – JUDGING AND PROCEDURE

1. The Head Judge will state, “\_\_\_\_\_ HIGH SCHOOL, REPORT!,” Cadet Commander will then command the cadets into the inspection area centering the unit on the Head Judge with correct spacing into four squads of three cadets each. **It is the responsibility of the designated drill meet coordinator to be sure the judges understand this and should be addressed in the judges briefing (see APPENDIX Q).**
2. The Cadet Commander should then instruct the unit to “Open Ranks”. The commander should then ready his/her unit through "Aligning the Company" (Dress & Cover). NOTE: DO NOT have the entire formation salute the judge – this is an exhibition movement! **It is the responsibility of the designated drill meet coordinator to be sure the judges understand these rules and should be addressed in the judges briefing (see APPENDIX Q).** The unit is then ready to be inspected by the judges. Important Note: UNIT INSPECTION CADET COMMANDERS WILL NOT MOVE TO

REVIEW THE CADETS FOR PERFECT DRESS & COVER! Cadets will be instructed to dress & cover only. Cadets at this level are expected to maintain adequate dress & cover without supplemental review from the Cadet Commander. **Commanders who move to review the ranks will be graded down for their efforts.** With this, the logic for the need to “count off” is also gone. Therefore, units are not expected to count off and judges will be instructed to not expect the unit to count off. Unit Commanders will not accompany the Head Judge during inspection.

3. To begin the inspection, the Cadet Commander will report in to the Inspection Head Judge, stating (for example) "Sir, \_\_\_\_\_ High School, Army JROTC, Phoenix, Arizona is ready for inspection". Upon completion of this report in, the event Head Judge, as well as the other (three) judges, will begin the inspection. The Head Judge may briefly inspect the cadet commander then will move on to the first row of cadets. The other judges will each take their corresponding ranks of three cadets each.
4. Cadets in ranks should provide a very brief greeting to the Inspection judges when they halt in front of them (and BEFORE they move to “Inspection, Arms” in the Armed Division). An example would be, “Good morning Staff Sergeant, Cadet Phillips ready for your inspection” or similar.
5. Inspection of individuals will be based on uniformity, neatness, military grooming to include jewelry violations, polish of accessories, uniform placement of brass, etc.
  - a. Females Hats are not allowed to be folded in the back. All JROTC Units are not allowed to wear Berets of any type or color. Violations will result in disqualification.
  - b. Weapons will be inspected for cleanliness.
  - c. Questions: Acceptable questions are listed in **APPENDIX P**. Military knowledge questions will not be asked. **"Trick" or harassing questions will not** be asked. Judges may ask questions about uniform items, LET level, etc., solely to check military bearing and courtesy. Armed Unit members will be expected to know weapon serial number and nomenclature (e.g., M-1903 Springfield or M-1).

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#### UNIT REGULATION (SEE APPENDIX D & E)

1. All of the Regulation Drill movements must be done, in the order they are listed, using the commands listed on the score sheet in strict accordance with FM 3-21.5.
2. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. However, each Cadet Commander may keep a copy of the score sheet in their pocket or under their cover in case the drill is forgotten and the team becomes hopelessly disoriented. Should this occur, the Cadet Commander should halt the unit, pull out the score sheet and utilize it to finish the drill sequence, however in doing this, the team will receive a zero

from each judge for all individual graded commands performed after the score sheet has been utilized and will also certainly produce a diminished score in the "Overall Evaluation" score sheet segment.

3. The Unit Commander will move the Unit to the ready line of the regulation drill pad. The Unit will be formed in at least three, and not more than four, squads. Units must have a minimum of 10 Unit Members, but no maximum. The Head Judge will approach the Unit, issue final instructions, and have the Unit Commander initial the score sheet. Per the coordination with the Head Judge, the Unit Commander will commence the prescribed drill sequence as indicated on the Unit Regulation Drill Score Sheets. *The Unit Commander reports in and out as part of the sequence for example "Sir, Sergeant, \_\_\_\_\_ High School is present for Regulation Drill. Sir/Sergeant, this completes our Regulation Drill Sequence."*
4. The prescribed sequence of commands and actions will be followed exactly as indicated on the Unit Regulation Drill Score Sheets. Please note that there is a **five second pause after each command of "Platoon Halt,"** this will count as a sequence violation if not executed.
5. Unit Regulation Drill marching movements will be executed in the cadence of quick time, (120 steps per minute), and utilizing the 30" step where required. **Calling of cadence is prohibited.** There is no minimum or maximum time limit to complete the Regulation Phase.
6. Exhibition movements will not be permitted, **and will result in disqualification. It is the responsibility of the designated drill meet coordinator to be sure the judges understand the difference between these movements and should be addressed in the judges briefing (see APPENDIX Q).**
7. *The Regulation Drill pad will be 80 feet x 100 feet, with the exception of the Desert Classic drill meet where it will be 100 feet x 100 feet.* The boundary will be marked appropriately. A five point penalty will be assessed for any boundary violations. A boundary violation is when the Unit Commander or any member of the Unit steps **on or over** the boundary marker.
8. Sequence violations, either omitting or adding commands/actions, will result in a 5 point penalty.

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## UNIT EXHIBITION (SEE APPENDIX F & G)

### EXHIBITION – GENERAL INFORMATION

1. Exhibition routines consist of stationary/marching drill movements as well as trick rifle maneuvers in the armed division that are limited only by the imagination & creativity of the drill unit. Units should remember this is a military competition with military judges-- therefore design your routines with good military taste.

2. Teams should design their routine to ensure they have solid participation by all members during the bulk of the TEAM exhibition routine (it is perfectly OK to highlight the talents of soloists briefly).
3. For any dangerously risky or very long rifle tosses, please DO NOT have the rifle travel in a manner that places anyone except the receiver at risk of being hit with the rifle. Place the cadets in a "V" formation or similar to remove the risk for non-participants. This prohibition is due exclusively to safety concerns where rifles are sent soaring through the air and placing non-involved team members in physical danger near the receiver. If undertaken, this may result in your unit being disqualified from this Exhibition event.
4. The Head Judge will center himself/herself along the sideline of the drill area. The unit should enter and exit on the Head Judges right. When the unit reports in the team must be in front of and centered on the Head Judge (the distance from the Head Judge does not matter).
5. *The Exhibition Drill pad will be 80 feet x 100 feet, with the exception of the Desert Classic where it will be 100 feet x 100 feet, with the boundary marked appropriately.*
6. Units must have a minimum of 10 Unit Members, but no maximum. **For units under 10 members zero points will be awarded for the unit.**

#### EXHIBITION – JUDGING AND PROCEDURES

1. Event timing will begin when the first cadet crosses the drill area entry point and ends when the last cadet crosses the exit point. In Exhibition, the unit is pre placed within the competition area. Therefore, timing will begin at the first movement of the drill team when the judge is in place and ready to begin judging.
2. The penalty assessed for a performance not falling between these time periods is one (1) point per second over/under the time range. The time limit for Exhibition Drill is between 6 minutes and 9 minutes.
3. Teams performing any synchronized, team display just prior to entering the drill floor for their performance with judges waiting will have the clock start (if applicable) and judging will begin to include this exhibition display. We are not discouraging this action, we are just ensuring this display is judged and graded as a part of the performance. Please ensure your performance does not go over the maximum time limit if this is a part of your performance. The official time will end when the team exits the drill area.
4. As a minimum, Unit Commanders must report in and out using the following verbiage: "Sir/Sergeant, \_\_\_\_\_ is present for Exhibition Drill." "Sir/Sergeant, this completes our Exhibition Drill Sequence." The Unit Commander must be centered on the Head Judge for both the report in and report out.

5. Judges are asked to look at the routine mechanics as well as the togetherness, "snap" and style of the performance. Also, while the degree of difficulty a unit displays is most certainly a consideration, the flawless perfection of a performance cannot be overlooked.
6. Teams may choose to wear alternative forms of uniforms for the Exhibition Competition including, gloves, ascots, berets, and helmets.
7. The Exhibition score sheet above all others should be studied in detail to see how your performance may be designed to receive the maximum amount of points available.
  - a. A 25point major penalty is assessed for each dropped weapon during Armed Exhibition. Weapon safety & control are major emphasis points. Design and practice your routines to maintain complete weapon control.
  - b. The Exhibition Drill competition is limited only by the teams/units imagination and ingenuity. Scoring during the sequence is based on precision, showmanship, timing and degree of difficulty.
  - c. Team/Unit Commanders should be involved with the sequence; commanders who stand in one place and do not perform steps/movements/actions will be penalized.
  - d. The entire team/unit must be involved; routines where some members execute a series of actions, while other members stand and watch will be penalized.
  - e. Teams/Units should use the available space, multiple formations, and methods of changing formations.
  - f. The commander may use verbal or audible commands to direct the team/unit. However music, singing/chanting, counting, or any means of maintaining cadence or step count is prohibited.
  - g. Martial arts type actions or actions that appear to threaten other team/unit members or spectators are prohibited.
8. *The Exhibition Drill pad will be 80 feet x 100 feet, with the exception of the Desert Classic where it will be 100 feet x 100 feet, with the boundary marked appropriately. A five-point penalty will be assessed for any boundary violations. A boundary violation is when the Unit Commander or any member of the Unit steps **on or over** the boundary tape. A five-point penalty will be assessed for each dropped weapon.*

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## COLOR GUARD (SEE APPENDIX H & I)

### COLOR GUARD – GENERAL INFORMATION

1. All of the Color Guard Drill movements must be done, in the order they are listed, using the commands listed on the score sheet in strict accordance with Army FM 3-21.5.
2. All units must contain four cadets only. Two cadets will bear arms and two cadets will bear flags. The National Colors will be the senior flag with a state, service, or other appropriate flag (POW

Flag, and Unit or Military Service Flag) used as the second color. The Cadet Commander for the Color Guard unit must be the National Colors bearer.

3. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill.
4. Teams will be disqualified if any portions of the Flags touch the ground.
5. *The Color Guard Drill Pad will be 60 feet by 60 feet.* The boundary will be marked appropriately.
6. This sequence should be performed using the 30" step where required for a successful performance.
7. Flags should not measure less than 3' x4'.
8. **Teams are NOT allowed to wear Exhibition items in the Color Guard Event**, including:
  - a. Helmets, ascots, jump boots, berets, color guard pouches, or other similar items. It is the responsibility of the designated drill meet coordinator to be sure the judges understand these regulations which should be addressed in the judges briefing (see APPENDIX Q).

#### COLOR GUARD – JUDGING AND PROCEDURES

1. **Each school may enter one four person Varsity Color Guard in the Desert Classic, Gallegos, and Phoenix All Army drill meet as a main team to be considered for the overall trophy. The Color Guard will be required to perform the prescribed sequence of commands and actions exactly as indicated on the Color Guard Score Sheets. The Color Guard Team will be inspected prior to the start of the sequence.**
2. Given that much of the skill of marching is doing this within cadence (with appropriate penalty deductions for improper cadence), it should be noted that teams are not allowed to sing, call cadence or otherwise generate any sounds for the purpose of maintaining proper cadence. These sounds are used for training purposes and/or for exhibition drill only and have no place during non-exhibition events at a meet of this caliber. Any team doing this within Color Guard will receive the maximum cadence penalty allowed.
3. The Color Guard Commander will form his/her team at the entry point of the drill pad at Order Arms. After initialing the score sheet, the Head Judge will inspect the Color Guard for appearance and basic flag knowledge. After the inspection and upon notification by the Head Judge, the commander will move the Color Guard to a position centered on the judge's table and commence the sequence indicated on the score sheet. The commands and the movements will be executed in accordance with Army Field Manual FM 3-21-5. **NO EXHIBITION MOVEMENTS WILL BE ALLOWED.** Reporting-in and reporting-out is required as part of the sequence.

4. The Color Guard Sequence begins and ends in front of the Head Judge during the inspection. Team Commander will execute all necessary movements to center on Head Judge prior to starting the sequence, and also to exit the drill pad upon completion of the sequence, these movements will be scored. **The team enters and exit through the same entrance.**
5. There is no time limit on the Color Guard sequence. However, all marching segments will be executed at a cadence between 116 and 120 steps per minute. Teams marching slower or faster than this cadence will be penalized 10 points. Teams should also be utilizing the 30" step where required.
6. Sequence violations, either omitting or adding commands/actions, will result in a 5-point penalty.
7. There is a five second pause after "**Colors Halt,**" "**Carry Colors,**" and the last "**Colors Halt.**" These commands or in **Bold Uppercase** on the Color Guard Score Sheets. Teams not executing the five-second pause will be penalized.
8. *The Color Guard Drill Pad will be 60 feet x 60 feet.* The boundary will be marked appropriately. A five-point penalty will be assessed for any boundary violations. A boundary violation is when any member of the team steps **on or over** the boundary tape.

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#### 4 – PERSON, UNARMED DUO EXHIBITION DRILL, AND ARMED SOLO (APPENDIX J-M)

##### GENERAL INFORMATION

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1. The 4-Person, Armed Solo and Unarmed Duo Exhibition Drill categories are limited only by the teams or individual (s) imagination and ingenuity. Scoring during the sequence is based on precision, showmanship, and degree of difficulty. Some of the guidance for Unit Exhibition Drill may also apply to these categories. Members of these teams do not have to be a member of the Armed or Unarmed Units.
2. The Head Judge will approach the team commander or individual; issue final instructions, and have the commander or individual initial the score sheet.
3. The Commanders or the Individual cadet must Report In as part of their exhibition sequence and Report Out upon completion of the sequence, prior to exit.
4. The Head Judge will be centered on the bottom of the drill pad and for the report in and report out the commander should be centered on the Head Judge.

- Judging of the team or individual, as a whole and timing will start when the individual or any cadet crosses the boundary line onto the field. Timing will end when the last or only individual crosses the line exiting the drill pad. **Maximum and minimum time warning signals will not be utilized.**

#### 4 – PERSON ARMED AND UNARMED (SEE APPENDIX – J& K)

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- Each school may enter only one team in the Unarmed and Armed category of the 4-person Competition, unless special permission is given by the drill meet coordinator.
- The 4-person category of the competition consists of four cadets, including a commander, working together as a team to present an exhibition routine of their choice.
- Time: 4-Person Armed and Unarmed Teams - minimum 3 minutes, maximum 5 minutes. One penalty point will be assessed for each second over or under the prescribed time limits.
- The 4- Person Exhibition Drill Pad will be 60 feet x 60 feet .* The boundary will be marked appropriately. A five-point penalty will be assessed for any boundary violations. A boundary violation is when the commander or any member of the team steps **on or over** the boundary tape. A five-point penalty will be assessed for each dropped weapon.

#### UNARMED DUO EXHIBITION (SEE APPENDIX - L)

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- Each school may enter two teams in the unarmed portion of the Duo Competition.
- The team upon check-in selects the start time for the Unarmed Duo Competition. It is a first-come, first choice basis.
- The Unarmed Duo category consists of two cadets, one acting as commander, working together as a team to present an Unarmed Exhibition routine of their choice.
- Time: Unarmed Duo- minimum 2 minutes, maximum 3 minutes. One penalty point will be assessed for each second over or under the prescribed time limits.
- The Unarmed Duo Exhibition Drill Pad will be 33 feet x 33 feet.* The boundary will be marked appropriately. A five-point penalty will be assessed for any boundary violations. A boundary violation is when the commander or any member of the team steps **on or over** the boundary tape. A five-point penalty will be assessed for each dropped weapon.

#### ARMED SOLO (SEE APPENDIX -M)

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1. Each school may enter two teams in the Armed Solo Competition.
2. The team upon check-in selects the start time for the Solo Competition. It is a first-come, first choice basis.
3. The Armed Solo category consists of one individual cadet working alone and presenting an Armed Exhibition routine of his/her choice.
4. Time: Armed Solo - minimum 2 minutes, maximum 3 minutes. One penalty point will be assessed for each second over or under the prescribed time limits.
5. *The Armed Solo Exhibition Drill Pad will be 33 feet x 33 feet.* The boundary will be marked appropriately. A five-point penalty will be assessed for any boundary violations. A boundary violation is when the commander or any member of the team steps **on or over** the boundary tape. A five-point penalty will be assessed for each dropped weapon.

---

#### INDIVIDUAL DRILL COMPETITION (DRILL DOWN)

1. Competition will be held in both the Armed and Unarmed category.
  - a. Any team member(s) desiring to compete may do so in any category they wish as long as they purchase a ticket for \$1.00.
  - b. Tickets will be available during the drill meet.
  - c. Team members competing in the armed category must provide their own regulation drill rifles; **lightweight rifles are not permitted.**
2. The commands used in the competition are designated by the Drill Meet Coordinator and are listed below.
  - a. The commands may not necessarily be given in the same order or some might not be given at all; however, only these commands will be used.
  - b. The movements used are common to all services and are listed in the appropriate services drill manuals, in the event of a conflict between service manuals, the Army Field Manual 3-21-5 will prevail.
  - c. The competition will begin with the Head Judge giving commands, both stationary and marching.
  - d. Judging will not take place during the first five commands.
  - e. Any competitor failing to execute the movement in the manner prescribed by the appropriate service manual will be eliminated.
  - f. The last remaining competitor will be declared the winner.

- 3. **The competitor must be in the same uniform that they wore in the other phases of the competition.**
- 4. The judging will be accomplished by a Head Judge and a representative of each of the services represented. **THE DECISION OF THE JUDGES WILL BE FINAL.** Any question concerning the results and/or the elimination of any competitor may be addressed to the Director of Army Instruction, Phoenix Union High School District, or the Senior Army Instructor of the host school by the team coach or advisor **ONLY.**

Individual Drill Commands are as follows:

- |                     |                      |
|---------------------|----------------------|
| a. Forward March    | k. About Face        |
| b. Present Arms     | l. Dress Right Dress |
| c. Order Arms       | m. Ready Front       |
| d. Parade Rest      | n. Change Step       |
| e. Attention        | o. Column Left       |
| f. Left Step March  | p. Column Right      |
| g. Right Step March | q. Rear March        |
| h. Half Step        | r. Right Flank       |
| i. Right Face       | s. Left Flank        |
| j. Left Face        | t. Mark Time         |

Additional Commands for Armed Teams:

- |                        |               |
|------------------------|---------------|
| a. Right Shoulder Arms | d. Port Arms  |
| b. Left Shoulder Arms  | e. Order Arms |
| c. Inspection Arms     |               |
- 1. Start time for “Drill Down” will be as soon as possible after the completion of the last scheduled team’s performance. Teams that have competed earlier in the day should be available for the drill down competition at least 30 minutes prior to the last scheduled teams start times, in the event that one or more teams have dropped or cancelled.

SECTION IV - SCORING PROCEDURES

<b>COMPETITION - FOR SWEEPSTAKES</b>	<b>ARMED</b>	<b>UNARMED</b>	<b>COLOR GUARD</b>
<b>INSPECTION TOTAL</b>	<b>730</b>	<b>730</b>	
Head Judge	250	250	
Judge #2	240	240	
Judge #3	240	240	
<b>REGULATION TOTAL</b>	<b>930</b>	<b>930</b>	
Head Judge	350	350	
Judge #2	340	340	
Judge #3	340	340	
<b>EXHIBITION TOTAL</b>	<b>930</b>	<b>930</b>	
Head Judge	350	350	
Judge #2	340	340	
Judge #3	340	340	
<b>4-PERSON TOTAL</b>	<b>910</b>	<b>910</b>	
Head Judge	310	310	
Judge #2	300	300	
Judge #3	300	300	
<b>COLOR GUARD Varsity</b>			<b>930</b>
Head Judge			350
Judge #2			340
Judge #3			340
<b>TOTALS</b>	<b>3500</b>	<b>3500</b>	<b>4430</b> <small>(w/armed or unarmed)</small>
<b>Non sweepstakes events</b>			
<b>Unarmed DUO TOTAL</b>	May have 2 entries for unarmed duo	<b>900</b>	
Head Judge		300	
Judge #2		300	
Judge #3		300	
<b>Armed SOLO TOTAL</b>		May have 2 entries for armed solo	
Head Judge	300		
Judge #2	300		
Judge #3	300		
<b>Challenge Color Guard</b>			<b>930</b>
Head Judge			350
Judge #2			340
Judge #3			340

<b>Grand TOTAL (w/3 Judges)</b>	<b>4400</b>	<b>4400</b>	<b>(w/ max of everything)</b>
<b>If there are 2 solo/duo</b>	<b>5300</b>	<b>5300</b>	<b>12480</b>

**SCORING ROOM PROCEDURES:**

**SCORING RULES**

1. Judges scores should be entered on the same line of the scoring rubric for each school.
2. If judge's scores for any school does not return to the scoring room for ANY reason, that judges scores become null and void across that category, therefore the scores for that category will only reflect the two judges.
  - a. Score sheets will still all be returned to the school with void written on the top of the sheet.

**EXAMPLE**

Judge	School A	School B	School C
Head Judge 1	310	295	300
Judge 2 – Smith	295	290	300
Judge 3 - Medina	300(VOID)	310 (VOID)	No Sheet FOUND

(IN THIS EXAMPLE JUDGE 3 WOULD BE VOIDED)

<b>TOTALS</b>	<b>605*</b>	<b>585</b>	<b>600</b>
<b>PLACE</b>	<b>1<sup>st</sup></b>	<b>3<sup>rd</sup></b>	<b>2<sup>nd</sup></b>

3. Schools will receive all score sheets back within one week of competition – preferable at the end of the day of the competition.

4. Schools will receive a tabulation of all scores (a print out or email of grading spreadsheet) to see where their teams fall in all categories for that competition.
  - a. If errors are found, schools should be notified and a new spreadsheet should be emailed out to effected schools.
  - b. Host school is responsible to make sure trophies make to correct schools if errors are made in the scoring room.

## CATEGORIES

---

### UNIT INSPECTION:

- The Head Judge will inspect the Unit Commander and the first squad and award points on the Head Judge's Unit Inspection Score Sheet (APPENDICES B&C). The Assistant Judges will inspect the second and third squad and award points on the Assistant Judges Unit Inspection Score Sheet. Only the Head Judge will score the Unit Commander and award points. The Unit scoring the highest number of points will be declared the winner.

### UNIT REGULATION DRILL:

- All Judges will score the Unit for specific points as indicated on the Unit Regulation Drill Score Sheets (APPENDICES D&E). Only the Head Judge will score the Unit Commander and award points, including how the Unit Commander reports-in and reports-out. The Unit scoring the highest number of points will be declared the winner.

### EXHIBITION DRILL: UNIT, 4-PERSON, UNARMED DUO, ARMED SOLO

- All Judges will score the team for specific points as indicated on the Exhibition Score Sheets; Unit Exhibition Score Sheets (APPENDICES F&G) and the 4-Person, Armed Solo & Unarmed Duo Score Sheet (APPENDICES J-M). Only the Head Judge will score the Unit Commander and award points for the Unit Exhibition Phase. The Team/Unit or Individual (s) (Armed Solo & Unarmed Duo) scoring the highest number of points will be declared the winner.
- Scoring of the Exhibition Phases is highly subjective. There is no perfect sequence.

### COLOR GUARD:

- All Judges will score the team for specific points as indicated on the Color Guard Score Sheets (APPENDICES H&I ). Only the Head Judge will inspect the team and award points for the commander and the inspection portion. The team scoring the highest number of points will be declared the winner.

### UNIT COMMANDERS:

- The Head Judge will score the Unit Commanders in all four phases of the Armed and Unarmed Unit Competition; Unit Inspection, Unit Regulation, Unit Exhibition, and 4-person

Exhibition. The Unit Commander with the highest number of points from all four Unit Phases will be awarded the Unit Commander's Trophy.

UNIT SWEEPSTAKES:

- For a Unit to be eligible for the Unit Sweepstakes trophy, the Unit must compete in the Armed or Unarmed Unit Inspection, Unit Regulation, and Unit Exhibition Drill Phases, of the competition.
- The total number of points that a Unit receives in each phase will be totaled. The Unit scoring the highest number of points will be declared the winner.

GRAND SWEEPSTAKES:

- For a Unit to be eligible for the Grand Sweepstakes trophy, the Unit must compete in the Armed **AND** Unarmed Unit Inspection, Unit Regulation, Unit Exhibition Drill, Color Guard-Varsity, 4-Person Armed and 4-Person Unarmed phases of the competition.
- The total number of points that the team receives in each phase will be totaled (armed and unarmed combined). The team scoring the highest number of points will be declared the winner.

TIES:

In the event of a tie, the tie will be broken using the following criteria to break the tie in the order listed.

- a. In any phase, the winner shall be determined by:
  1. Commanders' Score
  2. The Head Judge's Score of the team minus the Commanders' Score
  3. Team's Overall Impression score on the Head Judge's Score Sheet
  4. Total of Team's Overall Impression scores on all the Judges Score Sheets.
  5. Eliminating the lowest Assistant Judge's score
  6. For Color Guard ties, the Inspection score will be used if items 1-5 fail.
- b. In the Unit Sweepstakes Competition:
  1. Unit Commanders' Score
  2. The Unit having the highest score in the Unit Inspection Phase of the meet
  3. The Unit having the highest score in the Unit Regulation Phase of the meet.
- c. In the Grand Sweepstakes (meet winner):
  1. The Color Guard total score.
  2. The Unarmed Unit Sweepstakes total score.
  3. The Armed Unit Sweepstakes total score.

## SECTION V – AWARDS PRESENTATION

1. The awards will be presented in a ceremony at the conclusion of the drill competition. No schedule start time will be designated for the award ceremony. It will follow, as soon as possible, after the “Drill Down.” Teams will form in a designated area. Sufficient space will be left in front of the awards so that photographs of the presentation may be taken.
2. Trophies will be awarded to the top three Teams or Individuals in each Event of the competition as outlined in Section I of this SOP.
3. A Unit Sweepstakes Trophy will be awarded to the Unit scoring the highest number of points in all three **Unit Phases** (Inspection, Regulation and Exhibition) of the competition for both Armed and Unarmed.
4. A Unit Commander’s Trophy will be awarded to the top Drill Unit Commander based on the total number of points they accumulate from the Unit Inspection, Regulation, and Exhibition phases.
5. A Grand Sweepstakes Trophy will be awarded at the Gallegos and Desert Classic Drill Meets to the team with the highest number of points overall. To be eligible for the Grand Sweepstakes Trophy a team must compete in all of the following events: Color Guard, 4-Person Armed and Unarmed, and all three Unit Phases of the Armed and Unarmed Unit Competition.

---

### AWARDS ORDER:

Awards will be presented in the following order (SEE APPENDIX N for Blank Form for Awards Ceremony)

1. Individual Drill Down Awards
  - a. Individual Regulation Drill – Unarmed
  - b. Individual Regulation Drill – Armed
2. Unarmed Duo Awards
3. Armed Solo Awards
4. 4-Person Exhibition Drill Awards
  - a. Armed
  - b. Unarmed
5. Color Guard Awards
  - a. Varsity
  - b. Challenge
6. Unarmed Unit Category Awards
  - a. Unit Inspection Phase
  - b. Unit Regulation Drill Phase
  - c. Unit Exhibition Drill Phase

7. Armed Unit Category Awards
  - a. Unit Inspection Phase
  - b. Unit Regulation Drill Phase
  - c. Unit Exhibition Drill Phase
8. Unarmed Unit Commander's Awards
9. Armed Unit Commander's Awards
10. Unit Sweepstakes Awards
  - a. Unarmed Unit
  - b. Armed Unit
11. Grand Sweepstakes Award



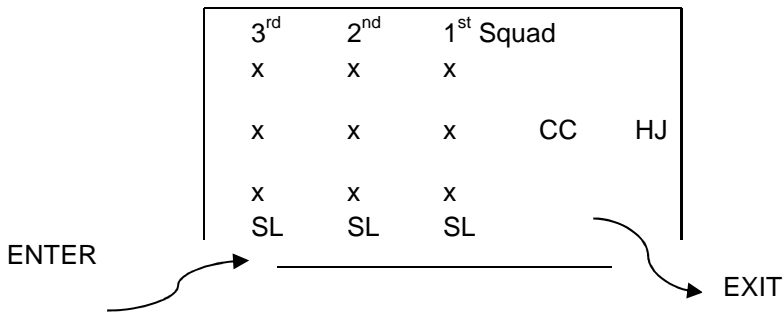
## APPENDICES

APPENDIX	A	DRILL PADS
APPENDIX	B	UNIT INSPECTION SCORE SHEET ARMED
APPENDIX	C	UNIT INSPECTION SCORE SHEET UNARMED
APPENDIX	D	UNIT REGULATION SCORE SHEET ARMED
APPENDIX	E	UNIT REGULATION SCORE SHEET UNARMED
APPENDIX	F	UNIT EXHIBITION DRILL SCORE SHEET ARMED
APPENDIX	G	UNIT EXHIBITION DRILL SCORE SHEET UNARMED
APPENDIX	H	VARSITY COLOR GUARD SCORE SHEET
APPENDIX	I	CHALLENGE COLOR GUARD SCORE SHEET
APPENDIX	J	4-PERSON DRILL SCORE SHEET ARMED
APPENDIX	K	4-PERSON DRILL SCORE SHEET UNARMED
APPENDIX	L	UNARMED DUO EXHIBITION DRILL SCORE SHEET
APPENDIX	M	ARMED SOLO EXHIBITION DRILL SCORE SHEET
APPENDIX	N	AWARDS CEREMONY LIST – BLANK FORM
APPENDIX	O	TEAM ROSTER
APPENDIX	P	INSPECTION QUESTIONS

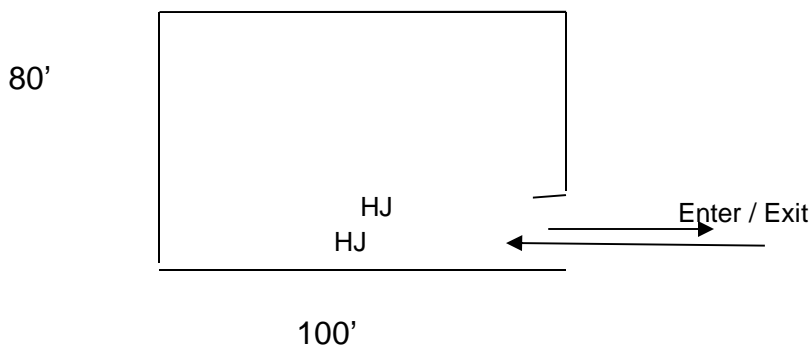
**\*\*\*\*\*UPON DOUBLE CLICKING THE APPENDICES YOU CAN VIEW and PRINT THE FULL VERSION OF THE SCORE SHEETS, AS WELL AS TYPE IN CADET NAMES, JUDGE NAMES, OR SCHOOL NAMES SHOULD YOU DESIRE. \*\*\*\***

APPENDIX A – DRILL PADS

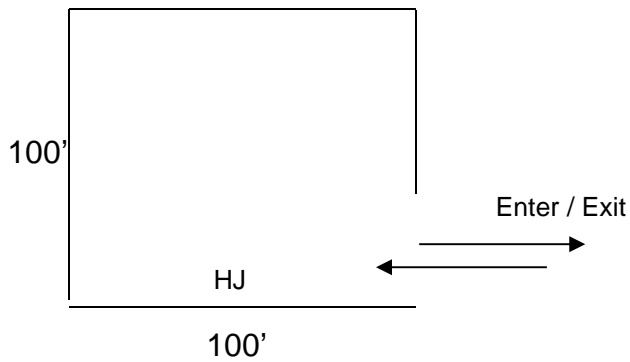
**INSPECTION** – (venues may vary in locale, and have the same exit/entrance location; however should be set up as close to diagram as possible) **Teams will be informed of entrance/exit prior to inspection.**



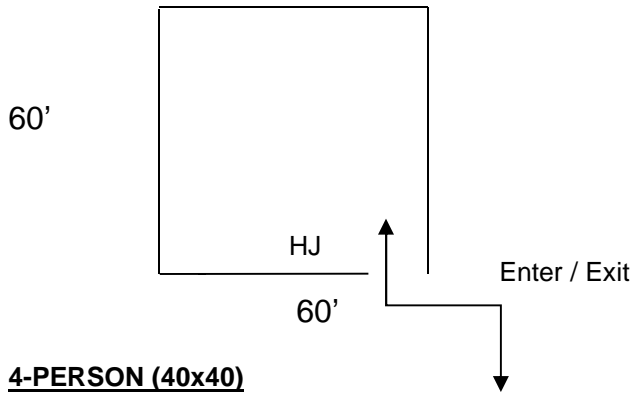
**REGULATION** (80'X100') (Except Desert Classic – 100' x 100')



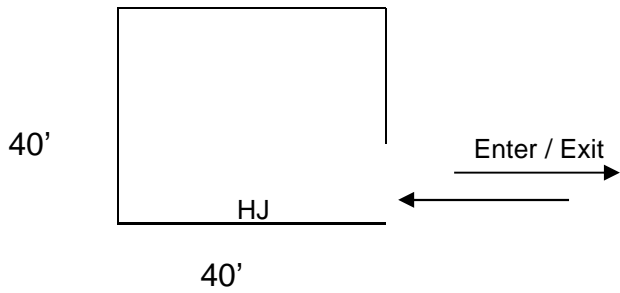
**EXHIBITION**(80'X100') (Except Desert Classic – 100' x 100')



**COLOR GUARD (60'X60')**

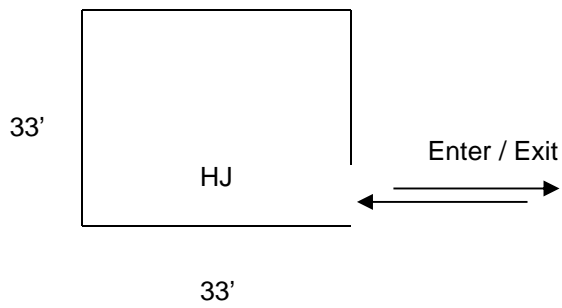


**4-PERSON (40x40)**



**UNARMED DUO (33'X33')**

**ARMED SOLO (33'X33')**



**APPENDIX B – ARMED UNIT INSPECTION**

**Document Contains 3 pages – Expandable\*\*\***

# ARMED INSPECTION - PUHSD ARMY JROTC - **HEAD JUDGE\*\***

## ARMED Team Inspection

CC Initials
----------------

SCHOOL: \_\_\_\_\_

HEAD JUDGE: \_\_\_\_\_

(Printed)

Grand Total
-------------

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>UNIT &amp; COMMANDER OVERALL</b>					
Correct Inspection Procedures <small>Correct formation, open ranks, salutes, verbal requirements, etc.</small>	10	1-2	3-8	9-10	
Entry / Exit Overall Quality <small>Unit dress &amp; cover distance, interval centering, marching quality</small>	10	1-2	3-8	9-10	
Team Unity, Snap & Pop <small>Is the unit "Locked on" and tight or just going through motions</small>	10	1-2	3-8	9-10	
<b>INDIVIDUAL INSPECTIONS</b>					
Personal Hygiene <small>To include hair, breath, nails, shave, facial hair, &amp; overall</small>	30	1-6	7-24	25-30	
Uniform Preparation & Appearance <small>Uniform preparation as per regulations; attention to detail</small>	30	1-6	7-24	25-30	
Position of Attention / Bearing <small>Cadet correct position of attention &amp; bearing displayed at all times</small>	30	1-6	7-24	25-30	
Confidence & Intensity <small>Solid, self-assured demeanor with laser focus sharpness</small>	30	1-6	7-24	25-30	
Handling of the Weapon <small>Weapon maneuvers as per manual, smooth &amp; well-rehearsed</small>	30	1-6	7-24	25-30	
Overall Unit Impression <small>Taken in total, how impressive was the entire unit</small>	30	1-6	7-24	25-30	
Overall Knowledge <small>Correctness &amp; depth of all responses given to judge</small>	30	1-6	7-24	25-30	
<b>Total Inspection Drill Points</b>	<b>240</b>				

\*Any score in the POOR category above MUST have details written below:

**Uniform violations:**

Minor (-20 pts.) OR Major (-50pts.) Violation = \_\_\_\_\_

Uniform Violation (circle the specific violation):

- Exhibition Uniform                      - Chrome Helmets
- Scarves / Ascots                         - Spatz / Boots
- Other \_\_\_\_\_

\*\*Commanders Score is for **Head Judge ONLY\*\***

Commanders Score (1-10)  _____
---

Notes:
--------

NOTE: Complete this box only if team is MISSING Cadets
Penalty - 0 points awarded if team does not have minimum of 10 cadets: (9 cadets + c /CDR Min.) (13 Cadets MAXIMUM for Inspection) Cadet Commanders Initials:  _____

**APPENDIX C – UNARMED UNIT INSPECTION**

**Document Contains 3 pages – Expandable\*\*\***

# UNarmed INSPECTION – PUHSD ARMY JROTC – **HEAD JUDGE\*\***

## UNarmed Team Inspection

CC Initials
----------------

SCHOOL: \_\_\_\_\_

HEAD JUDGE: \_\_\_\_\_

(Printed)

<u>Grand Total</u>
--------------------

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>UNIT &amp; COMMANDER OVERALL</b>					
<b>Correct Inspection Procedures</b> <small>Correct formation, open ranks, salutes, verbal requirements, etc.</small>	10	1-2	3-8	9-10	
<b>Entry / Exit Overall Quality</b> <small>Unit dress &amp; cover distance, interval centering, marching quality</small>	10	1-2	3-8	9-10	
<b>Team Unity, Snap &amp; Pop</b> <small>Is the unit "Locked on" and tight or just going through motions</small>	10	1-2	3-8	9-10	
<b>INDIVIDUAL INSPECTIONS</b>					
<b>Personal Hygiene</b> <small>To include hair, breath, nails, shave, facial hair, &amp; overall Grooming</small>	35	1-7	8-28	29-35	
<b>Uniform Preparation &amp; Appearance</b> <small>Uniform preparation as per regulations; attention to detail</small>	35	1-7	8-28	29-35	
<b>Position of Attention / Bearing</b> <small>Cadet correct position of attention &amp; bearing displayed at all times</small>	35	1-7	8-28	29-35	
<b>Confidence &amp; Intensity</b> <small>Solid, self-assured demeanor with laser focus sharpness</small>	35	1-7	8-28	29-35	
<b>Overall Unit Impression</b> <small>Taken in total, how impressive was the entire unit?</small>	35	1-7	8-28	29-35	
<b>Overall Knowledge</b> <small>Correctness &amp; depth of all responses given to judge</small>	35	1-7	8-28	29-35	
<b>Total Inspection Drill Points</b>	<b>240</b>				

\*Any score in the POOR category above MUST have details written below:

**Uniform violations:**

Minor (-20 pts.) OR Major (-50pts.) Violation = \_\_\_\_\_

**Uniform Violation** (circle the specific violation):

- Exhibition Uniform                      - Chrome Helmets
- Scarves / Ascots                        - Spatz / Boots
- Other \_\_\_\_\_

\*\*Commanders Score is for **Head Judge ONLY\*\***

<b>Commanders Score (1-10)</b>  _____
---

Notes:
--------

NOTE: Complete this box only if team is MISSING Cadets
<b>Penalty - 0 points awarded if team does not have minimum of 10 cadets:</b> (9 cadets + c /CDR Min.) (13 Cadets MAXIMUM for Inspection) <b>Cadet Commanders Initials:</b> _____



**APPENDIX D: ARMED UNIT REGULATION**

**Document Contains 3 pages – Expandable\*\*\***

**ARMED REGULATION – PUHSD ARMY JROTC –HEAD JUDGE\*\***

ARMED Team REGULATION

Grand Total

CC Initials	SCHOOL: _____
	HEAD JUDGE: _____ <small>(Printed)</small>

\*\*\*\*\*WILL PRINT IN  
REGULAR SIZE WHEN  
YOU DOUBLE CLICK  
ON PAGE\*\*\*\*\*

A 5-second pause must be maintained after executing BOLDUPPERCASE COMMANDS

TEAM ENTERS & REPORTS IN	1	2	3	4	5		1	2	3	4	5
1. Inspection Arms							24. Column Left March				
2. Ready, Port Arms (or Port arms)							25. Rear March				
3. Order Arms							26. Rear March				
4. Dress Right Dress							<b>26a. PLATOON HALT</b>				
5. Ready Front							27. Port Arms				
<b>6. PARADE REST</b>							28. Files from the Right				
7. Platoon, Attention							<b>28a. PLATOON HALT</b>				
8. 15-Count Manual Arms**	5	10	15	20	25		29. Column of Threes to the left March				
9. Count Off							30. Column Left March				
10. Close Interval March							31. Double Time March				
11. Normal Interval March							32. Quick Time March				
12. Open Ranks March							33. Column Left March				
13. Close Ranks March							34. Right Shoulder Arms				
14. Left Step March							<b>34a. PLATOON HALT</b>				
<b>14a. PLATOON HALT</b>							35. Column Left March				
15. Left Face							36. Column ½ Left March				
16. Right Step March							37. Column ½ Left March				
<b>16a. PLATOON HALT</b>							38. Rear March				
17. About Face							<b>39 Rear March/Platoon, Halt</b>				
18. Right Shoulder Arms							40. Forward March / Eyes Right				
18a. Forward March							41. Ready Front				
19. Column Right March							42. Column Left March				
20. Column Right March							43. Left Shoulder Arms				
21. Column Right March							44. Column Left March				
22. Left Flank March							45. Change Step, March				
23. Right Flank March							46. Left Flank March				
							<b>46a. PLATOON HALT</b>				
							<b>TEAM REPORTS OUT &amp; EXITS*</b>				

Commanders Score is for Head Judge ONLY

Cadet Commander Score (1-10)	Boundary Violations -5 for each violation	JUDGE TOTAL
_____	_____	/340

NOTE: \* Report in/Out will front the unit on the HEAD JUDGE, VERBALLY Report In/Out, then Enter/Exit the floor.

<b>JUDGES SCORE ALL FOUR ITEMS PLUS CADET CMDR SCORE</b>		<b>Complete this ONLY if team is MISSING CADETS</b>
Report IN Score (0-15) _____	Technical Impression (0-30) _____ <small>(adherence to service/meet regulations)</small>	Penalty - 0 points awarded if team does not have minimum of 10 cadets. <small>(9 cadets + c./CDR Min.)</small> Cadet Commanders Initials: _____
Report OUT Score (0-15) _____	Precision Impression (0-30) _____ <small>(Overall precision displayed by unit)</small>	



**APPENDIX E: UNARMED UNIT REGULATION**

**Document Contains 3 pages – Expandable\*\*\***

\*\*\*\*WILL PRINT IN REGULAR SIZE WHEN YOU DOUBLE CLICK ON PAGE\*\*\*\*

# UNarmed REGULATION - PUHSD ARMY

## Unarmed Team REGULATION

CC Initials
----------------

SCHOOL: \_\_\_\_\_ 34

HEAD JUDGE: \_\_\_\_\_  
(Printed)

TEAM ENTERS & REPORTS IN	1	2	3	4	5
1. Dress Right Dress					
2. Ready Front					
<b>3. PARADE REST</b>					
4. Platoon, Attention					
5. Present Arms					
6. Order Arms					
7. Count Off					
8. Close Interval March					
9. Normal Interval March					
10. Right Face					
11. Left Face					
12. Open Ranks March					
13. Close Ranks March					
14. Left Step March					
<b>14a. PLATOON HALT</b>					
15. Left Face					
16. Right Step March					
<b>16a. PLATOON HALT</b>					
17. Four steps Forward March					
18. About Face					
<b>18a. Forward March</b>					
19. Column Right March					
20. Column Right March					
21. Column Right March					
22. Left Flank March					
23. Right Flank March					
<b>23a. PLATOON HALT</b>					
24. Column Left March					

25. Re
26. Re
26a. F
27. Fil
27a. F
28. Col
29. Co
30. Do
31. Qu
32. Co
33. Ch
<b>33a. P</b>
34. Co
35. Co
36. Co
37. Co
38. Co
39. Ey
40. Re
41. Co
42. Co
<b>42a. P</b>
42b. F
43. Re
44. Re
45. Ha
<b>45a. F</b>
46. Le
<b>46a. I</b>
<b>TEAM I</b>

Commanders Score is for Head Judge ONLY

Cadet Commander Score (1-10)	Boundary Violations - 5pts for each	JUDGE TOTAL  /340
---------------------------------	--	-------------------------

NOTE  
JUDGE, V

JUDGES SCORE ALL FOUR ITEMS PLUS CADET CMDR S	
Report IN Score (0-25) _____	Technical Impression (0-30) <small>(adherence to service/meet regulations)</small>
Report OUT Score (0-25) _____	Precision Impression (0-30) <small>(Overall precision displayed by unit)</small>

**APPENDIX F: ARMED UNIT EXHIBITION**

**Document Contains 3 pages – Expandable\*\*\***

# ARMED EXHIBITION – PUHSD ARMY JROTC –**HEAD JUDGE\*\***

## ARMED Team Exhibition

CC Initials	SCHOOL: _____
	HEAD JUDGE: _____
	(Printed)

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-3	4-12	13-15	
<b>Team/Cadet APPEARANCE</b> <small>Uniform / overall preparation &amp; presentation</small>	15	1-3	4-12	13-15	
<b>REPORT IN &amp; REPORT OUT</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	25	1-5	7-19	21-25	
<b>OVERALL IMPRESSION</b> <small>Routine is unique &amp; well constructed w/ fitting transitions</small>	25	1-5	7-19	21-25	
<b>Team/Cadet BEARING</b>					
<small>Body &amp; facial control, military carriage</small>	30	1-6	7-24	25-30	
<b>Team/Cadet MARCHING</b>					
<small>Dress, alignment and marching proficiency; use of drill floor</small>	30	1-6	7-24	25-30	
<b>Movement VARIETY</b>					
<small>Diversity of movements to display overall excellence</small>	30	1-6	7-24	25-30	
<b>Movement DIFFICULTY</b>					
<small>Routine as presented required MUCH PRACTICE!</small>	30	1-6	7-24	25-30	
<b>Movement PRECISION</b>					
<small>Exacting, flawless &amp; meticulous maneuvers – “anti-sloppy”</small>	30	1-6	7-24	25-30	
<b>Routine SHOWMANSHIP</b>					
<small>Flair, style and wow factor that turns heads/ rivets watchers</small>	30	1-6	7-24	25-30	
<b>Handling of the WEAPON</b>					
<small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-6	7-24	25-30	
<b>MILITARY FLAVOR</b>					
<small>Routine proudly befits a military competition</small>	50	1-10	11-40	41-50	
<b>Total Exhibition Drill Points</b>	<b>340</b>				

\*Any score in the POOR category above MUST have details written below:

<b>Number</b>	<b>PENALTIES – HEAD JUDGE ONLY</b>	<b>TOTAL PTS</b>
	Boundary Violations@5 points each occurrence	
	Dropped Weapons @ 25 points per occurrence	
	Seconds over/under time @ 1 point per second (Minimum of 6 minutes – Maximum 9 minutes)	
	<b>TOTAL PENALTY POINTS</b>	

\*\*Commanders Score is for **Head Judge ONLY\*\***

Commanders Score (1-10)

Notes:

NOTE: Complete this box only if team is MISSING Cadets

**Penalty – 0 points awarded if team does not have minimum of 10 cadets:**  
(9 cadets + c /CDR Min.)  
**Cadet Commanders Initials:**

**APPENDIX G: UNARMED UNIT EXHIBITON**

**Document Contains 3 pages – Expandable\*\*\***



# UNarmed EXHIBITION – PUHSD ARMY JROTC – **HEAD JUDGE\*\***

## Unarmed Team Exhibition

CC Initials	SCHOOL: _____
	HEAD JUDGE: _____
	(Printed)

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> <small>Verbal report in; all movements to enter floor &amp; report in to HJ</small>	20	1-4	5-16	17-20	
<b>REPORT OUT</b> <small>Verbal report out; all movements to report out to HJ&amp; exit floor</small>	20	1-4	5-16	17-20	
<b>Team/Cadet APPEARANCE</b> <small>Uniform / overall preparation &amp; presentation</small>	20	1-4	5-16	17-20	
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/ fitting transitions</small>	20	1-4	5-16	17-20	
<b>Team/Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>					
<b>Team/Cadet MARCHING</b> <small>Dress, alignment and marching proficiency; use of drill floor</small>	30	1-6	7-24	25-30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-6	7-24	25-30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-6	7-24	25-30	
<b>Movement PRECISION</b> <small>Exacting, flawless&amp; meticulous maneuvers – “anti-sloppy”</small>	30	1-6	7-24	25-30	
<b>Routine SHOWMANSHIP</b> <small>Flair, style and wow factor that turns heads/ rivets watchers</small>	30	1-6	7-24	25-30	
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	30	1-6	7-24	25-30	
<b>MILITARY FLAVOR</b> <small>Routine proudly befits a military competition</small>	50	1-10	11-40	41-50	
<b>Total Exhibition Drill Points</b>	<b>340</b>				

\*Any score in the POOR category above MUST have details written below:

**Number PENALTIES – HEAD JUDGE ONLY TOTAL PTS**

	Boundary Violations@5 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum of 6 minutes – Maximum 9 minutes)	
	<b>TOTAL PENALTY POINTS</b>	

\*\*Commanders Score is for **Head Judge ONLY\*\***

Commanders Score (1-10)

---

NOTE: Complete this box only if team is MISSING Cadets

**Penalty – 0 points awarded if team does not have minimum of 10 cadets:**  
(9 cadets + c /CDR Min. )

**Cadet Commanders Initials:**

**APPENDIX H: VARSITY COLOR GUARD**

**Document Contains 3 pages – Expandable\*\*\***

# VARSITY COLOR GUARD – PUHSD ARMY JROTC – **HEAD JUDGE\*\***

VARSITY Team COLOR GUARD

CC Initials
----------------

SCHOOL: \_\_\_\_\_

HEAD JUDGE: \_\_\_\_\_

(Printed)

Grand Total
-------------

**A 5-second pause must be maintained after executing BOLDUPPERCASE COMMANDS**

Color Guard Sequence	Point Range	Judge Score
<b>ENTER THE DRILL FLOOR TO BEGIN SCORING</b>		
1. Uncase Colors	0-50	
2. Report In (Center on color guard pad, in front of Head Judge)	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverses March (forward march)	0-10	
<b>6. Colors Halt</b>	0-10	
7. Order Arms	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
<b>10. CARRY COLORS</b>	0-20	
11. Forward March	0-10	
12. Right Wheel March (forward march)	0-10	
13. Right Wheel March (forward march)	0-10	
14. Colors Reverse March (forward march)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
19. Left Wheel March (forward march)	0-10	
<b>20. COLORS HALT</b>	0-20	
21. Report Out	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-30	
<b>TOTAL SCORE</b>	<b>340</b>	

**\*REPORT IN-** movements needed to enter the drill floor, center the colors on the head judge, & verbally report in.

**\*REPORT OUT** – movements needed to center the colors on the head judge, verbally report out, then march off the color guard pad.

**UNCASE COLORS** - all of the movements required to correctly uncase the colors. Inspection questions per SOP(Center team on head judge when reporting in).

**PENALTIES:**

Boundary Violations:  
 \_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_

Incorrect Commands:  
 \_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_

Pause Violation:  
 \_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_

Uneven/Improper Cadence:  
 Minor (-20pts) OR MAJOR (-50pts) = \_\_\_\_\_

Uniform Violation:  
 Minor (-20pts) OR MAJOR (-50pts) = \_\_\_\_\_

TOTAL PENALTIES:        = \_\_\_\_\_

\*\*Commanders Score is for **Head Judge ONLY\*\***

Commanders Score (1-10)
-------------------------

NOTES:

**APPENDIX I: CHALLENGE COLOR GUARD**

**Document Contains 3 pages – Expandable\*\*\***

# Challenge **COLOR GUARD** – PUHSD ARMY JROTC – **HEAD JUDGE\*\***

Varsity Team COLOR GUARD

CC Initials
----------------

SCHOOL: \_\_\_\_\_

HEAD JUDGE: \_\_\_\_\_

(Printed)

<u>Grand Total</u>
--------------------

**A 5-second pause must be maintained after executing BOLDUPPERCASE COMMANDS**

Color Guard Sequence	Point Range	Judge Score
<b>ENTER THE DRILL FLOOR TO BEGIN SCORING</b>		
1. Uncase Colors	0-50	
2. Report In	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverses March (forward march)	0-10	
6. Colors Halt	0-10	
7. Order Arms	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
<b>10. CARRY COLORS</b>	0-20	
11. Forward March	0-10	
12. Right Wheel March (forward march)	0-10	
13. Right Wheel March (forward march)	0-10	
14. Colors Reverse March (forward march)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
19. Left Wheel March (forward march)	0-10	
<b>20. COLORS HALT</b>	0-20	
21. Report Out	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-30	
<b>TOTAL SCORE</b>	340	

**\*REPORT IN-** movements needed to enter the drill floor, center the colors on the head judge, & verbally report in.

**\*REPORT OUT** – movements needed to center the colors on the head judge, verbally report out, then leave the floor.

**UNCASE COLORS** - all of the movements required to correctly uncase the colors. Inspection questions per SOP.(CAN BE DONE ANYWHERE ON THE DRILL PAD)

**PENALTIES:**

Boundary Violations:  
 \_\_\_\_ Occurrences @ 5 points per = \_\_\_\_  
 Incorrect Commands:  
 \_\_\_\_ Occurrences @ 5 points per = \_\_\_\_  
 Pause Violation:  
 \_\_\_\_ Occurrences @ 5 points per = \_\_\_\_  
 Uneven/Improper Cadence:  
 Minor (-20pts) OR MAJOR (-50pts) = \_\_\_\_  
 Uniform Violation:  
 Minor (-20pts) OR MAJOR (-50pts) = \_\_\_\_

TOTAL PENALTIES: = \_\_\_\_\_

\*\*Commanders Score is for **Head Judge ONLY\*\***

Commanders Score (1-10)
----------------------------

NOTES:
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**APPENDIX J: ARMED 4-PERSON EXHIBITION**

**Document Contains 3 pages – Expandable\*\*\***

# 4-PERSON ARMED EXHIBITION – PUHSD ARMY JROTC – **HEAD JUDGE\*\***

## ARMED 4-PERSON Exhibition

CC Initials	SCHOOL: _____
	HEAD JUDGE: _____ <span style="font-size: small;">(Printed)</span>

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/ fitting transitions</small>	15	1-4	5-11	12-15	
<b>Team/Cadet APPEARANCE</b> <small>Uniform / overall preparation &amp; presentation</small>	15	1-4	5-11	12-15	
<b>REPORT IN &amp; REPORT OUT</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
<b>OVERALL IMPRESSION</b> <small>Routine is unique &amp; well constructed w/ fitting transitions</small>	15	1-4	5-11	12-15	
<b>Team/Cadet BEARING</b>					
<b>Team/Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-6	7-24	25-30	
<b>Team/Cadet MARCHING</b> <small>Dress, alignment and marching proficiency; use of drill floor</small>	30	1-6	7-24	25-30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-6	7-24	25-30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-6	7-24	25-30	
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers – “anti-sloppy”</small>	30	1-6	7-24	25-30	
<b>Routine SHOWMANSHIP</b> <small>Flair, style and wow factor that turns heads/ rivets watchers</small>	30	1-6	7-24	25-30	
<b>Handling of the WEAPON</b> <small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-6	7-24	25-30	
<b>MILITARY FLAVOR</b> <small>Routine proudly befits a military competition</small>	30	1-6	7-24	25-30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below:

\*\*Commanders Score is for **Head Judge ONLY\*\***

Commanders  
Score (1-10)

	PENALTIES – HEAD JUDGE ONLY	TOTAL PTS
	Boundary Violations @ 5 points each occurrence	
	Dropped Weapons @ 25 points per occurrence	
	Seconds over/under time @ 1 point per second (Minimum of 3 minutes – Maximum 5 minutes)	
	<b>TOTAL PENALTY POINTS</b>	

Notes:

**APPENDIX K: UNARMED 4-PERSON EXHIBITION**

**Document Contains 3 pages – Expandable\*\*\***



# 4-PERSON UNarmed EXHIBITION – PUHSD ARMY JROTC –HEAD JUDGE\*\*

Unarmed 4-PERSON Exhibition

CC Initials	SCHOOL: _____
	HEAD JUDGE: _____ <small>(Printed)</small>

<u>Grand Total</u>
--------------------

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	15	1-4	5-11	12-15	
<b>REPORT OUT</b> Verbal report out; all movements to report out to HJ& exit floor	15	1-4	5-11	12-15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1-4	5-11	12-15	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	15	1-4	5-11	12-15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage					
<b>Team/Cadet MARCHING</b> Dress, alignment and marching proficiency; use of drill floor	30	1-6	7-24	25-30	
<b>Movement VARIETY</b> Diversity of movements to display overall excellence	30	1-6	7-24	25-30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	30	1-6	7-24	25-30	
<b>Movement PRECISION</b> Exactng, flawless& meticulous maneuvers - "anti-sloppy"	30	1-6	7-24	25-30	
<b>Routine SHOWMANSHIP</b> Flair, style and wow factor that turns heads/ rivets watchers	30	1-6	7-24	25-30	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	30	1-6	7-24	25-30	
<b>MILITARY FLAVOR</b> Routine proudly befits a military competition	30	1-6	7-24	25-30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below:

Number	PENALTIES - HEAD JUDGE ONLY	TOTAL PTS
	Boundary Violations@5 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum of 3 minutes - Maximum 5 minutes)	
	<b>TOTAL PENALTY POINTS</b>	

\*\*Commanders  
Score is for  
**Head Judge  
ONLY\*\***

Commanders Score (1-10)
_____

## NOTES:

**APPENDIX L: UNARMED DUO EXHIBITION**

**Document Contains 3 pages – Expandable\*\*\***

# DUO UNarmed EXHIBITION – PUHSD ARMY JROTC – HEAD JUDGE\*\*

## Unarmed DUAL Exhibition

CC Initials
----------------

SCHOOL: \_\_\_\_\_ CADET 1: \_\_\_\_\_

HEAD JUDGE: \_\_\_\_\_ CADET 2: \_\_\_\_\_

(Printed)

Grand Total
-------------

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	15	1-4	5-11	12-15	
<b>REPORT OUT</b> Verbal report out; all movements to report out to HJ& exit floor	15	1-4	5-11	12-15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1-4	5-11	12-15	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	15	1-4	5-11	12-15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage					
<b>Team/Cadet MARCHING</b> Dress, alignment and marching proficiency; use of drill floor	30	1-6	7-24	25-30	
<b>Movement VARIETY</b> Diversity of movements to display overall excellence	30	1-6	7-24	25-30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	30	1-6	7-24	25-30	
<b>Movement PRECISION</b> Exacting, flawless& meticulous maneuvers – “anti-sloppy”	30	1-6	7-24	25-30	
<b>Routine SHOWMANSHIP</b> Flair, style and wow factor that turns heads/ rivets watchers	30	1-6	7-24	25-30	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	30	1-6	7-24	25-30	
<b>MILITARY FLAVOR</b> Routine proudly befits a military competition	30	1-6	7-24	25-30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below:

<b>Number</b>	<b>PENALTIES – HEAD JUDGE ONLY</b>	<b>TOTAL PTS</b>
	Boundary Violations@5 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum of 2 minutes – Maximum 3 minutes)	
	<b>TOTAL PENALTY POINTS</b>	

## NOTES:

**APPENDIX M: ARMED SOLO EXHIBITION**

**Document Contains 3 pages – Expandable\*\*\***

# SOLO ARMED EXHIBITION – PUHSD ARMY JROTC – **HEAD JUDGE\*\***

ARMED SOLO Exhibition

CC Initials	SCHOOL: _____
	HEAD JUDGE: _____ <span style="font-size: small;">(Printed)</span>

CADET : \_\_\_\_\_

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15	
<b>Cadet APPEARANCE</b> <small>Uniform / overall preparation &amp; presentation</small>	15	1-4	5-11	12-15	
<b>REPORT IN &amp; REPORT OUT</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
<b>OVERALL IMPRESSION</b> <small>Routine is unique &amp; well constructed w/ fitting transitions</small>	15	1-4	5-11	12-15	
<b>Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>					
<b>Cadet MARCHING</b> <small>Dress, alignment and marching proficiency; use of drill floor</small>	30	1-6	7-24	25-30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-6	7-24	25-30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-6	7-24	25-30	
<b>Movement PRECISION</b> <small>Exactng, flawless&amp; meticulous maneuvers - "anti-sloppy"</small>	30	1-6	7-24	25-30	
<b>Routine SHOWMANSHIP</b> <small>Flair, style and wow factor that turns heads/ rivets watchers</small>	30	1-6	7-24	25-30	
<b>Handling of the WEAPON</b> <small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-6	7-24	25-30	
<b>MILITARY FLAVOR</b> <small>Routine proudly befits a military competition</small>	30	1-6	7-24	25-30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below:

<b>Number</b>	<b>PENALTIES - HEAD JUDGE ONLY</b>	<b>TOTAL PTS</b>
	Boundary Violations@5 points each occurrence	
	Dropped Weapons @ 25 points per occurrence	
	Seconds over/under time @ 1 point per second (Minimum of 2 minutes - Maximum 3 minutes)	
	<b>TOTAL PENALTY POINTS</b>	

Notes:

**APPENDIX N: AWARDS TEMPLATE**

**Document Contains 4 pages – Expandable\*\*\***

# AWARDS TEMPLATE

## 1. Individual Drill Down Awards

### a. Individual Regulation Drill – Unarmed

3 <sup>RD</sup>	NAME:/SCHOOL	
2 <sup>ND</sup>	NAME:/SCHOOL	
1 <sup>ST</sup>	NAME:/SCHOOL	

### b. Individual Regulation Drill – Armed

3 <sup>RD</sup>	NAME:/SCHOOL	
2 <sup>ND</sup>	NAME:/SCHOOL	
1 <sup>ST</sup>	NAME:/SCHOOL	

## 2. Unarmed Duo Awards

3 <sup>RD</sup>	NAME:/SCHOOL	
2 <sup>ND</sup>	NAME:/SCHOOL	
1 <sup>ST</sup>	NAME:/SCHOOL	

## 3. Armed Solo Awards

3 <sup>RD</sup>	NAME:/SCHOOL	
2 <sup>ND</sup>	NAME:/SCHOOL	
1 <sup>ST</sup>	NAME:/SCHOOL	

**APPENDIX O: TEAM ROSTER**

**Document Contains 2 pages – Expandable\*\*\***



**COMPETITION TEAM ROSTER**

**SCHOOL:** \_\_\_\_\_

**INSPECTION**

<b>ARMED</b>		<b>UNARMED</b>		<b>COLOR GUARD – VARSITY</b>	
1.				1.	
2.				2.	
3.				3.	
4.				4.	
5.				<b>4-PERSON ARMED</b>	
6.				1.	
7.				2.	
8.				3.	
9.				4.	
10.					
11.					
12.					
13.					

**REGULATION**

<b>ARMED</b>		<b>UNARMED</b>		<b>4-PERSON UNARMED</b>	
1.				1	
2.				2.	
3.				3.	
4.				4.	
5.				<b>DUAL UNARMED</b>	
6.				1.	
7.				2.	

**APPENDIX P: INSPECTION QUESTIONS**

**Document Contains 4 pages – Expandable\*\*\***

## DRILL TEAM/COLOR GUARD INSPECTION KNOWLEDGE

### General Knowledge Questions (For Armed and Unarmed Unit Inspection Only)

1. When did Arizona become a state?  
A. 14 February 1912
2. What is the state nickname?  
A. The Grand Canyon State
3. What is the Capital of Arizona?  
A. Phoenix
4. What is the State Bird?  
A. Cactus Wren
5. What is the State Flower?  
A. Saguaro Cactus Blossom
6. Who wrote the National Anthem?  
A. Francis Scott Key
7. What is the name of the National Anthem?  
A. The Star Spangled Banner
8. When was the National Anthem written?  
A. During the bombardment of Fort McHenry (War of 1812)
9. What are the first ten Amendments to the U.S. Constitution called?  
A. The Bill of Rights
10. Who is the Commander-in-Chief?  
A. The President, the Honorable Barack H. Obama

APPENDIX Q: JUDGES BRIEFING

# Judges Briefing:

---

1. NEVER LEAVE YOUR POST. In order to ensure consistency in grading, please stay at your post until all teams have completed competition.
2. If you need something let one of the runners know.
3. If you are the **HEAD JUDGE**: Please be sure to give a **COMMANDERS SCORE** and mark any violations. (only the head judge give a commanders score)
4. If you need to use the restroom, have the next team wait if they are there, then continue upon your return.
5. Be sure to write your name Legibly on your score card- and that you ALWAYS have the same one – IE Head Judge, Judge # 2, Judge #3.
6. Judges should not compare notes. These are individual scores not a joint effort. THERE WILL BE NO BERETS, GLOVES, HELMETS, ASCOTS, SPATS, or any other garments used during any phase of the competition, with the exception of Exhibition.
7. If you feel you have incorrectly marked something on the score sheet, please place a line through the number, write the new number and initial by the correction.
8. Please feel free to give the commander / or unit comments after their performance if time allows. If you would rather notes on the score sheets are also very welcomed to help these young cadets improve.

## REGULATION OR INSPECTION JUDGES

- During the regulation and inspection phase there should be no exhibition moves. This results in disqualification. If you are unsure as to what this looks like and you are a judge for one of these phases, please ask for further clarification before the competition begins.

## INSPECTION JUDGES

### PER OUR PHOENIX UNION SOP:

- Each unit should then also have a cadet or “helper” to hold open the doors to enter and exit the room.
- The Head Judge will state, “\_\_\_\_\_ HIGH SCHOOL, REPORT!,” Cadet Commander will then command the cadets into the inspection area centering the unit on the Head Judge with correct spacing into four squads of three cadets each. Please follow this for each unit.
- The Cadet Commander should then instruct the unit to “Open Ranks”. The commander should then ready his/her unit through "Aligning the Company" (Dress & Cover). NOTE: DO NOT have the entire formation salute the judge – this is an exhibition movement!