

DEPARTMENT OF THE ARMY
HEADQUARTERS SIXTH BRIGADE,
UNITED STATES ARMY CADET COMMAND
BUILDING 1031, 246 BLANTON ROAD
SAVANNAH, GEORGIA 31409-4615

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13 November 2023

MEMORANDUM FOR Sixth Brigade DAI's, SAI's, AI's and PMS's

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

1. References:

a. US Army Field Manual, TC 3-21.5, Drill and Ceremonies, dtd 3 May 2021.

2. Purpose: To establish responsibilities and procedures for the conduct of the 6th Brigade Army JROTC Drill Team and Color Guard Meets.

3. Acknowledgments: This document contains excerpts from the official SOP of the National High School Drill Team Championships. Permission has been granted for this use by NHSDTC Event Manager, Sports Network International.

4. Objectives:

a. To assist participating teams in the preparation for and conduct of the 6th Brigade state level drill meets.

b. To judge participating teams and individuals and designate the state champions in specific events.

5. Concept and Policy:

a. Headquarters, 6th Bde, USACC will represent the Brigade in all matters requiring coordination with facilities or activities at the State Meets.

b. Participating teams are required to meet all scheduled events as outlined in the State Meet Itinerary of Events (TBP once participating teams are identified). Allowances will be made for teams, who have members participating in two events at the same time or near same time. This fact should be immediately brought to the attention of the State Drill Meet Director (DMD). All competing teams should be present for the awards/closing ceremony.

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

c. The SAI's and/or Coaches/Advisors of competing teams will make arrangements for all matters associated with travel, billeting, feeding, emergency procedures, security of personal belongings, and accountability of personnel and equipment while at the State Meets.

d. DAI's, SAI's, Coaches/Advisors, and all instructors in attendance will wear the Class B/ASU uniform with beret. There is no exception other than judges that will be in ACU'S with patrol cap. If the only cadre member at the meet is a judge, your program may not have the opportunity to contest/protest decisions made on the fields. Judges will wear the ACU uniform with patrol caps (no booney caps). All cadets will wear only the Army issued JROTC short sleeved Class B or ASU uniform (Florida) or the Class A uniform or ASU (Georgia) with authorized accessories (to include rank, nameplate, and ribbons) -- nameplates must be worn during all competition events. Authorized accessories are scarves, solid white or solid black gloves (with full fingers) for regulation drill and exhibition drill. Additionally, Color Guard may wear white, green, blue or black belts and harnesses. **DRESS BLUE AND NON-STANDARD UNIFORMS ARE NOT AUTHORIZED.**

e. Unauthorized Clothing items for Cadets: Cadets will not wear wrist/sweat bands of any type or color, spats, colored shoe laces (other than black), masks/blinds, multi-colored gloves, and helmets. Schools will be given three (3) minutes to take corrective action prior to moving on to the field or may be penalized up to and including disqualification. Personal items such as watches, bracelets, ear rings as allowed by regulation may be worn by individuals. Hair styles will be in compliance with CCR 145-2, para 11-6.A.2. Cadets in violation of haircut guidance will be assessed a 25 pt penalty. Scrunches of black or neutral color may be used to secure the hair.

f. Deviations from this SOP must be approved by 6BDE or the State DMD.

g. Judges will be Coaches/Advisors from JROTC programs throughout the States in 6th Brigade footprint. Specific requirements for each Area are provided at ANNEX B. Judges will be well versed in TC 3-21.5, and the Manual of Arms for all authorized weapons for competition.

h. Meet Overview:

(1) Teams should arrive at the meet site prior to the start of competition. Arriving teams will assemble in designated areas. A changing area will be provided to each team that requests one. Vehicles are to be parked in designated parking areas. The awards/closing ceremony will be conducted in the competition area. All competition sites will be prepared and checked out by site Head Judges prior to the start of competition.

(2) Teams should be in the vicinity of the competition area in preparation for the start of competition. The sequence of competition and times will be determined by the DMD.

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

(3) Competing cadets should remain in an appropriate uniform throughout the day, including the awards/closing ceremony.

(4) There will be a lunch break for judges. The DMD will advise Coaches/Advisors of the locations of local restaurants or concession stands. It is the responsibility of each coach/advisor to ensure teams are available for scheduled events. There will be concession stands available in the vicinity of the competition site.

(5) Upon completion of all competition and at the designated time, teams will reassemble at their assigned areas for the awards presentations and closing remarks.

(6) Inclement weather procedures will be provided by the DMD.

i. Cadre and Cadet Travel.

(1) JROTC CADRE EXCEPT JUDGES MAY NOT TRAVEL TO THE STATE LEVEL DRILL MEET AT THE GOVERNMENT'S EXPENSE.

(2) Judges will be able to travel at government expense for the night prior to the event and the event day. Once identified, judges should create their Authorizations/Orders in DTS. DTS Authorizations/Orders should be created NLT two weeks prior to the events.

(3) Chaperones will not be provided travel or per diem. Chaperones will travel at the schools' expense.

(4) Schools may request to utilize their own OMA funds to pay for travel for cadets. These funds will be from a school's own OMA budget.

6. Responsibilities:

a. 6th Bde, USACC.

(1) Overall responsibility for the conduct of the State Meet.

(2) Provide trophies and awards for the State Meet.

(3) Coordinate for meet judges.

(4) Provide the DMD for the State Meet

b. State DMD.

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

(1) Responsible to the Brigade Commander for conduct of the meet.

(2) Final approving authority for any grievances or judging decisions at the State Meets.

c. Area Meet Host/Director:

(1) Overall responsibility for the conduct of the Area Meet. Ensure cadets meet eligibility to participate.

(2) Coordinate with participating schools to fill judge requirements outlined in Warning Order. Provide names of judges and events that judges will be judging to 6th BDE.

(3) Ensure Head Judges bring stopwatch and judges bring their own clipboards.

d. SAI's and/or Team Coaches/Advisors.

(1) Prepare teams/individuals for competition IAW provisions of this MOI.

(2) Upon arrival at the meet site, or sooner if possible, notify the DMD or their designated representative of any last minute changes affecting the teams' competition schedule.

(3) Prior to the start of the meet, provide the DMD or designated representative a memorandum certifying that all participating Cadets meet the minimum requirements for participating in extra-curricular activities for the States of Florida, Georgia, Alabama, Louisiana, and Mississippi as outlined in the Florida High School Activities Association (FHSAA), Georgia High School Activities Association (GHSAA), Alabama High School Athletic Association (AHSAA), Louisiana High School Athletic Association (LHSAA), or the Mississippi High School Activities Association (MHSAA) (e.g., if a Cadet is not eligible to compete in football because of grades, then he should not be competing on a drill team for the same reason). The FHSAA/GHSAA handbook should be available with your guidance department. Failure to provide the certification memorandum is cause for disqualification of the entire team. Fifth year seniors are not eligible to compete in State or Area qualification meets.

(4) Ensure teams are in designated areas prior to the start of the awards/closing ceremony.

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

(5) Prior to departing meet site, notify DMD or State Drill Meet Host that all personnel and equipment are accounted for. Ensure all weapons have physically been accounted for and are under positive control of JROTC Cadre.

(6) Ensure teams/individuals follow the meet schedule.

(7) Supervise Cadets at all times, especially in latrine areas and dressing rooms. **DESTRUCTION OF HOST SCHOOL FACILITIES WILL NOT BE TOLERATED.**

7. Drill Team and Color Guard Competition:

a. References: TC 3-21.5 (May 21) is the basic reference governing individual and team movements during all regulation drill, Color Guard and individual competitions. Manual of Arms for all weapons will be IAW Manual of Arms for the M1903-A3.

b. Competition Events. The State Meet in FL/GA will consist of the following categories of competition:

Color Guard Regulation	Female Color Guard
Regulation Armed Platoon Regulation	Female Armed Platoon Regulation
Armed Platoon Exhibition	Female Armed Platoon Exhibition
Armed Squad Regulation	Female Armed Squad Regulation
Armed Squad Exhibition	Female Armed Squad Exhibition
Male Individual Armed Exhibition	Female Individual Armed Exhibition
Unarmed Platoon Regulation	Female Unarm Platoon Regulation
Unarmed Squad Regulation	Female Unarm Squad Regulation
Dual Exhibition	Female Dual Exhibition
Knockout Drill (Unarmed) Regulation	Knockout Drill (Armed) Regulation

NOTE: For descriptions of events, refer to ANNEX C (Description of Events).

NOTE: AL, LA and MS may include all or some of these events.

c. Male/Mix events require all weapons to be standard issue/weight weapons. Weapons may not be modified except for chrome or nickel plating and sights may be removed.

d. Female events require all weapons to be standard issue/weight weapons. Weapons may not be modified except for chrome or nickel plating and sights may be removed.

e. Eligibility: 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

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

compete in both Male/Mix Color Guard and Female Color Guard. Cadets at schools on 4 X 4 block schedule may compete as long as they spent one term of the current school year in JROTC. Only current active Cadets will be allowed to compete at the State and Area qualifying meets. Current and active Cadets are Cadets that are enrolled as a Cadet during current school year. They are not previous year Cadets or future year Cadets.

f. Drill team/Color Guard commanders will be required to memorize drill sequences. Crib sheets for commanders are not authorized.

g. Competition Area: Only Cadets performing in individual events or competing team members in team events will be allowed on or near (inside 10 feet) the drill competition area, violation of this will result in disqualification. This specifically precludes extraneous persons from being on or near the drill field to act as boundary guides, or personnel to retrieve, catch or pass equipment, etc. Non-participating members of teams will not be allowed in the competition area, this does not preclude spectators. Only the team commander of exhibition teams may remain stationary on the field while commanding exhibition teams. Personnel used as boundary markers or any type of artificial boundary marker are prohibited.

h. Weapons: All members of a drill team must be armed with the same weapon. All rifles must have a sling on the rifle; however, the rifle slings may be taped for Regulation and/or Exhibition events. Authorized weapons are:

(1) M1903-A3 rifle

i. Time Limits: Time limits are as follows:

(1) Platoon/Squad Regulation Armed: 8 minutes maximum.

(2) Platoon/Squad Exhibition Armed: 6 - 9 minutes, minimum-maximum.

(3) Color Guard: 8 minutes maximum.

(4) Individual/Dual Exhibition: 2 - 3 minutes, minimum-maximum.

(5) Squad/Platoon Regulation Unarmed: 8 minutes maximum.

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

j. Drill Teams/Individual: Time for Regulation and Exhibition Drill events begins when the Drill Team/individual enters the drill area and ends when the Drill Team/individual exits the drill area. The Drill Team Commander/Individual will verbally announce, as a minimum, “school name prepared to conduct Drill Team sequence” and upon completion he will verbally announce, as a minimum, “School name completed Drill Team sequence.” Once in the immediate vicinity of the competition area, ready box or entry/exit box there will be no motivational chants, etc. This is distracting to judges and other competitors on the field, and delays the competition sequence. The Head Judge may assess penalty points.

k. Color Guards: Time for the Color Guard events begin when the Color Guard enters the drill area and ends when the Color Guard leaves the drill area. The Color Guard Commander (U.S. Flag bearer) will verbally announce, as a minimum, “school name prepared to conduct Color Guard sequence” and upon completion he will verbally announce, as a minimum, “school name completed Color Guard sequence.” Male/Mix Color Guards must use standard issued flag staffs (either eight feet or nine and one-half feet in length). Female Color Guards may use aluminum staffs, but they must be standard length (eight feet or nine and one-half feet in length). Color Guards must use standard Army issue flag cases.

l. Ready Area: Teams will form in the ready area five minutes prior to the scheduled competition time. Team Commanders will ensure their teams are properly formed and that silence is maintained while other teams are performing.

m. Entering/Exiting the Drill Area:

(1) Drill teams will enter the drill area from the entrance/exit area at the direction of the event Head Judge. Once in the drill area the Team Commander will report to the event Head Judge and request permission to use the drill area. Once permission to drill has been granted by the event Head Judge, Team Commanders will pause and proceed to drill their teams as prescribed on the applicable score sheet. No lists of commands or other assistance may be used; violation of this will result in disqualification. Upon completion of drill and upon the direction of the event Head Judge, the drill team will exit the drill area. The team will take whatever required movements are needed to exit the drill area through the entrance/exit area.

(2) Exhibition Drill Competition: At no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Suicide throws are prohibited, violation of this will result in disqualification. Suicide throws are defined as throwing the weapon over the heads of more than one Cadet or along a line parallel to a line of Cadets, where there is risk of a Cadet being hit with the flying weapon. Over the head of a Cadet is defined as an imaginary box from the outside of the shoulders to the sky above the cadet.

(3) Drill Team Sizes:

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

(a) Platoons will consist of no less than 13 members -- Team Commander and three squads of four cadets. There will be a 20 point penalty for each cadet under the required minimum. There will be no blind folds or masks allowed for platoon exhibition.

(b) Squads will consist of no less than seven (7) members -- Team Commander and six (6) cadets. The maximum number of Cadets is 11. There will be a 20 point penalty for each cadet over or under the maximum and minimum number of cadets. There will be no blind folds or masks allowed for squad exhibition.

(4) Color Guards will consist of four Cadets. Color Guards will carry the flag of the United States and either the state flag or the JROTC flag. They will enter the ready area with their Colors cased and assume the position of parade rest. At the direction of the event Head Judge, the Color Guard will come to attention, carry Colors and enter the drill area. Commands will be given by the Color Guard Commander (U.S. Flag Bearer). The Colors will be uncased and cased as part of the Color Guard competition. Flag staffs will be 9 1/2 feet or 8 feet long. No flag smaller than 3' X 4' or larger than 4' X 5' may be used in the competition. Flag cases will be Army issue cases.

(5) Individual Exhibition & Dual Exhibition: The Cadet(s) will enter the drill area from the entrance/exit area at the direction of the event Head Judge. The Cadet(s) will report to the event Head Judge and request permission to use the drill field. Time will begin upon entering the drill area and end when the individual(s) exits the drill area. The individual(s) will exit the drill field through the entrance/exit area. There will be no blind folds or masks allowed for individual or dual exhibition.

(6) Drill Area Dimensions: Below are the dimensions for the competition drill team/Color Guard areas: (For schematic see ANNEX D).

(a) All Platoon Drill areas: 100 feet X 100 feet

(b) All Squad Drill areas: 100 feet X 100

(c) All Color Guard areas: 55 feet X 55 feet

(d) Individual Exhibition area: 33 feet X 33 feet

n. Scoring Procedures: Score sheets will be verified for administrative accuracy while the team is in the ready area. The competing team's score sheets will be completed prior to the beginning of competition by the next team. Immediately after the performance is completed, the event Head Judge will let the CDR and coach quickly review the scoresheet so the CDR can initial the score sheet but any protests will not be on the field but brought to the DMD. The Head Judge will give the score sheets to the runner to bring to the scoring room who will be

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

tabulating the scores. When the tabulation process has been completed for each team's performance, the team Coach/Advisor may review the score sheets for his team. Only written appeals will be considered by the DMD. His decision is final.

o. Protests and Appeals: Should any protest, discrepancy in scoring, dispute or appeal of a judge's scoring or any other similar circumstance arise, it will be the responsibility of the DMD to decide on the question. No further appeal is available. Protests will be submitted in writing to the DMD within 30 minutes of the conclusion of the protested event. Failure to observe the DMD's decision may result in disqualification. It is the responsibility of the judges to judge each team. If judges make a blatant mistake, the event Head Judge or the DMD will immediately determine the necessary corrective action.

p. Penalties:

(1) Ready Area:

(a) Greater than 10 minutes late in reporting to the ready area - 10 penalty points. (See paragraph 5, c)

(b) Ten minutes late - disqualification. (See paragraph 5, c)

(c) Too few/too many team members - 20 penalty points per missing/extra team member.

(d) Unauthorized weapons - disqualification.

(2) Drill Area:

(a) Failure to stay within the prescribed drill area - five (5) penalty points per cadet occurrence. Touching a boundary line will constitute a boundary violation.

(b) Dropped weapon in the drill area by a competing unit - five (5) penalty points per cadet occurrence.

(c) Extra commands - (Regulation Drill and Color Guard) - five (5) penalty points per extra command.

(d) Commands given out of sequence in Regulation Drill and Color Guard events – max points will be scored against each missed command on the score sheet.

(e) Discharge of weapons or possession of or igniting pyrotechnic devices - disqualification.

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

(f) Teams performing to music - disqualification.

(g) Stacking of Cadets, elevating Cadets or suicide throws during Exhibition Drill - disqualification. (See paragraph 7. m. (2))

(h) Commands not given by the Color Guard Commander (U.S. Flag Bearer) - 20 penalty points.

(i) US Flag touching ground during any part of the drill sequence -25 points.

(j) There will be a 25 point penalty if the height of the US Flag is lower than the State or JROTC flag.

(3) Timekeeper: Regulation Drill and Color Guard teams should march at the prescribed 120 steps per minute (SPM). The timekeeper will measure the cadence once during the performance and this will be the official cadence. Points will be assessed as follows:

(a) 116-124 SPM - no penalty.

(b) Below 116 and above 124 SPM - ten (10) penalty points.

(c) The timekeeper will assess one penalty point per second that a team competes over the maximum allowable time in Regulation Drill and Color Guard or under or over the prescribed time limits in Exhibition Drill.

(4) Other:

(a) In any case of unsportsmanlike conduct involving team members or Coaches/Advisors, the DMD will determine the severity of the infraction and may assess any penalty up to and including disqualification.

(b) Any team Coach/Advisor or team member approaching a judge with the intent to influence the competition, or who enters the drill area without permission will cause his or her team to be immediately disqualified, except in the event of an emergency (e.g. a Cadet faints).

(c) Failure to observe the DMD's final decision on a protest will result in immediate disqualification.

(d) Too few Cadets for squad or platoon competitions will result

ATCC-FFJ

SUBJECT: Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

in 20 penalty points per missing cadet from the formation.

(e) All members of a team event, both regulation and exhibition, and Color Guard and individuals must have a name tag. Cadets missing a nametag will be assessed 2 penalty points per missing nametag. Nametags that break during the day of competition must be shown to the head judge or one of the other judges prior to leaving the ready area. Event DMD has final say in total assessed penalty points. Identifiable missing ribbons will be assessed two penalty points.

(f) Failure of Coaches/Advisors to provide the appropriate memorandum verifying that all team members are eligible to compete IAW FHSA or GHSA guidelines will result in disqualification of the team.

(g) Color Guards that have flags in the wrong position (U.S. Colors and other flag reversed) is immediate disqualification, there is no opportunity for a “redo”.

9. Qualification Criteria for the State Meet: The top three or four Army JROTC event team/individual winners in the above listed categories from the twelve (Florida) or twelve (Georgia) Drill Meet Areas (see ANNEX A) qualify to compete in the State Meet. Schools may send only one team per event to the state meet, but may qualify/send more than one individual in individual events.

10. Event Score Sheets: See ANNEX E

11. Awards: As a minimum, drill competition trophies will be awarded to 1st, 2nd, 3rd, 4th and 5th place teams. Individual and Dual Exhibition will receive medallions for the top 5 in each category. There will be medallions for the top 10 individuals in armed and unarmed knockout competitions.

12. INCLEMENT WEATHER PROCEDURES: In the event of light rain all competition will continue as scheduled. Judges will be conscious of the rain and will not downgrade performance because of wet uniforms. In the event of severe storms or lightning, competition will be immediately stopped. Judges and coaches will move to the JROTC facility for instructions as soon as Cadets are under positive control. At that time a weather decision will be made based on weather reports. If the competition must be halted, the following rules will apply.

a. Any event that is more than half completed the results to that point will stand and awards will be awarded to the teams placing up to that point.

b. Events that are less than half completed, no results will be scored and no awards will

ATCC-FFJ

ANNEX A (Drill Areas) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

be awarded.

c. Due to the nature of the event, all funds are used to purchase trophies and awards. 6th Brigade will not be in a position to reimburse schools if the Inclement Weather Procedures are utilized.

13. Safety

a. Responsibility: Cadre at every level is responsible for conducting a continuous, rigorous safety program. Cadre must ensure that adequate provisions for safe physical standards are incorporated into all aspects of training (see CC Reg 385-10, Cadet Command Safety Program dated 1 Apr 02).

b. Safety Requirements:

(1) Risk Management Program methodology will be incorporated into training and competitions.

(2) Applicable training safety publications will be available and adhered to during training and competitions.

(3) Accident/injury reporting requirements are contained in CC Reg 385-10, Cadet Command Safety Program dated 1 Apr 02.

(4) Medical support and/or medical evacuation plan (strip map to the nearest medical facility) will be provided during the competition. There will be emergency care and water points available on site throughout the competitions.

ATCC-FFJ

ANNEX A (Drill Area Schools) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

DRILL AREA UPDATES WILL BE POSTED SEPARATELY AS AN ATTACHMENT

ATCC-FFJ

ANNEX B (Judge Requirements by Areas) to Standard Operating Procedures (SOP) 6th BDE
JROTC Drill Meet Competitions

JUDGING ASSIGNMENTS ARE POSTED IN THE WARNING ORDER

ATCC-FFJ

ANNEX C (Description of Events) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

1. General Information:

a. Teams and individuals, regulation and exhibition will enter and exit the drill areas through the "enter/exit area". Commanders will be the only person saluting when reporting in and out of drill areas exception will be color guard.

b. Regulation and Color Guard events will be judged for compliance with TC 3-21.5 with respect to pace count and length of step.

c. "Goose stepping" and slamming of the rifle butts against the ground during regulation and Color Guard events are not authorized. Penalty points and/or point deductions will be assessed against these violations.

d. No cadence calling will be allowed except when regulation drill teams go to "quick time, march" from double time. Cadence calling at this time is authorized but not required.

e. Drill sequence score sheets are provided at ANNEX E.

f. Schools and cadets using M1 rifles will execute "Present Arms" and "Order Arms as a three count movement instead of the two count movement in the curriculum. (This is to keep the 15-Count Manual of Arms as a 15-count movement vice a 14-count movement).

2. Color Guard:

a. Teams will consist of four members. The use of the Battalion Sergeant Major as a fifth member of the team is not authorized.

b. The team will carry the U.S. Flag and either the State Flag or the JROTC Flag. Staffs for the U.S. Flag must be either nine and one half (9 1/2) feet long or 8 feet long IAW with the Nov 98 AR 840-10.

c. Cases will be standard issue cases. Vinyl cases or modifications to the standard Army issue cases are not authorized.

d. All commands will be given by the U.S. Flag bearer per TC 3-21.5.

e. The time limit for this event is eight (8) minutes. Time starts when the team crosses into the drill area and ends when the team crosses the exit boundary, back into the "enter/exit area".

f. Flag bearers may hold the flags in both hands or as stated in TC 3-21.5. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.

ATCC-FFJ

ANNEX C (Description of Events) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

g. The Color Guard will be in the waiting area 5 minutes before their time to compete and move into the ready area as the previous competing team moves into the competition area. When signaled by the head judge, the team will center themselves in front of the head judge by the most direct route and begin their drill sequence of UNCASING THE COLORS. After uncasing the colors the team will Present the colors and report in with the guards at present arms and organizational/state flag dipped. The team commander will report out PRIOR to casing the colors. The team will then move by the most direct means to exit the drill area through the "enter/exit area".

h. Reporting procedures: After the Colors are uncased and before the Colors are cased the team commander will report verbally as a minimum "school name prepared to conduct Color Guard sequence." Upon completion of the routine and before casing the Colors the team commander will verbally announce as a minimum "school name completed Color Guard sequence." State/organizational flags will dip during "Report in" and "Report out".

i. Cadence Calling: At no time will there be cadence calling during the Color Guard routine. Only commands by the team commander will be audible.

j. "Eyes Right" will be called in front of the head judge's original position (the requisite 6 steps is not required for this competition). State/JROTC flag dips.

k. DURING CASING AND UNCASING THE COLORS, JUDGES WILL ONLY ACCEPT RIFLE BEARERS MOVING AT AN OUTWARD 45 DEGREE ANGLE. Marching straight forward two or four steps is a violation of TC 3-21.5, points will be deducted. Moving inward is not allowed for this competition, points will be deducted. Rifle bearers will conduct the about face movement then they will move back to the flag staffs to uncasing The Colors.

l. As a minimum the flag bearers must wear a pistol belt (white, green or black cartridge belt) as part of their uniform. This is for the purpose of properly securing the cases.

m. U.S. Flag and flag staff will be even or slightly higher than the other flag. There will be a 25 point penalty if the height of the U.S. Flag is lower than the other flag/flag staff and 25 point penalty if flags touches the ground during any part of the routine.

3. Platoon Regulation (Armed and Unarmed) Drill Team:

a. A platoon will consist of a minimum of 13 members (three squads of four cadets). Less than 13 members will result in a 20 point penalty per missing cadet.

b. The time limit for these events is 8 minutes maximum. Time begins when the Drill Team enters the drill area and ends when the drill team exits the drill area.

ATCC-FFJ

ANNEX C (Description of Events) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

c. Teams will be graded on uniformity, sharpness, precision, and military bearing. Showmanship will not be graded in regulation drill. Fancy movements, stomping, and slamming rifle butts on the ground are out of place in these events and will result in points being deducted. The use of drums or other cadence devices in this event are strictly prohibited.

d. Reporting procedures: After the platoon is centered on the Head Judge the team commander will report verbally, as a minimum, "school name prepared to conduct Drill Team sequence." Upon completion of the routine, the team commander will verbally announce, as a minimum, "school name completed Drill Team sequence."

e. Teams will enter (ENTER AREA) and exit (EXIT AREA) the drill area through the designated enter and exit boxes. Enter on the right and exit on the left.

f. When the command of "Dress Right Dress" is given the commander must check alignment.

4. Squad Regulation (Armed and Unarmed) Drill Team:

a. A squad will consist of a minimum of seven (7) members and no more than eleven (11) members counting the team commander.

b. The time limit for these events is 8 minutes maximum. Time begins when the Drill Team enters the drill area and ends when the drill team exits the drill area.

c. Teams will be graded on uniformity, sharpness, precision, and military bearing. Showmanship will not be graded in regulation drill. Fancy movements, stomping, and slamming rifle butts on the ground are out of place in these events and will cause points to be deducted. The use of drums or other cadence devices in this event are strictly prohibited.

d. Reporting procedures: After the squad is centered on the Head Judge the team commander will report verbally, as a minimum, "school name prepared to conduct Drill Team sequence." Upon completion of the routine, the team commander will verbally announce, as a minimum, "school name completed Drill Team sequence."

e. Teams will enter (ENTER AREA) and exit (EXIT AREA) the drill area through the designated enter and exit boxes. Enter on the right and exit on the left.

f. When the command of "Dress Right Dress" is given the commander must check alignment.

g. BACKWARD MARCH: Due to the vagueness of TC 3-21.5 with respect to what the Squad Leader should do during "BACKWARD MARCH", the following instructions are provided for the movements leading up to and including Item 25 - BACKWARD MARCH. Note. Backward march is normally given for short distances; however, in order to fit the movements following the command "BACKWARD MARCH" Squad Leaders will have to march the unit a great distance. The following instructions apply to the Squad Leader for this competition.

"Squad Leader will face the squad and will be centered on the squad at Item 24 - Order Arms. The Squad Leader will give the command "BACKWARD MARCH" (Item 25). Upon giving the command "BACKWARD MARCH", the Squad Leader will "face to the right in marching" and march at the half step next to the squad. He will then halt the squad when he has determined he has sufficient room to execute subsequent moves."

5. Platoon Exhibition (Armed) Drill Team:

a. A platoon will consist of a minimum of thirteen (13) members counting the team commander. Those teams with less than the requisite number of cadets will be assessed a 20 point penalty per missing cadet.

b. Time limits for these events are 6 - 9 minutes minimum - maximum. Time begins when the team enters the drill area and ends when the team leaves the drill area.

c. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.

d. For safety reasons the following applies: at no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Dangerous throws are prohibited. Dangerous throws are defined as throwing the weapon over the heads of more than one cadet or along a line parallel to a line of cadets, where there is risk of a cadet being hit with the flying weapon. Over the head of a cadet is defined as an imaginary box from the outside of the shoulders to the sky above a cadet. Blind throws over more than one cadet are not authorized. Violation of these rules are grounds for immediate disqualification with no appeal.

e. Teams will enter (ENTER AREA) and exit (EXIT AREA) the drill area through the designated enter and exit boxes. Enter on the right and exit on the left.

f. See the Exhibition Squad Drill score sheet in ANNEX E.

6. Squad Exhibition (Armed) Drill Team:

ATCC-FFJ

ANNEX C (Description of Events) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

a. A squad will consist of a minimum of seven (7) members and no more than eleven (11) members. Those teams with less than or more than the requisite number of cadets will be assessed a 20 point penalty.

b. Time limits for these events are 6 - 9 minutes minimum - maximum. Time begins when the team enters the drill area and ends when the team leaves the drill area.

c. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.

d. For safety reasons the following applies: at no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Dangerous throws are prohibited. Dangerous throws are defined as throwing the weapon over the heads of more than one cadet or along a line parallel to a line of cadets, where there is risk of a cadet being hit with the flying weapon. Over the head of a cadet is defined as an imaginary box from the outside of the shoulders to the sky above a cadet. Blind throws over more than one cadet are not authorized. Violation of these rules are grounds for immediate disqualification with no appeal.

e. Teams will enter (ENTER AREA) and exit (EXIT AREA) the drill area through the designated enter and exit boxes. Enter on the right and exit on the left.

f. See the Squad Exhibition Drill Team score sheet in ANNEX E.

7. Individual (Armed) Exhibition:

a. The cadet will enter the drill area at the direction of the Head Judge. The cadet will report to the Head Judge and request permission to use the drill field.

b. Upon completion of the routine the cadet will report out to the Head Judge and request permission to leave the drill field. The cadet will depart at the same location he/she entered the drill area.

c. Time limits for these events are 2 - 3 minutes minimum - maximum. Time begins when the individual enters the drill area and ends when the cadet departs the drill area.

d. Each Drill Area can send a total of 5 individuals per MALE and FEMALE Category.

e. See the Individual Exhibition score sheet in ANNEX E.

8. Knockout Drill:

ATCC-FFJ

ANNEX C (Description of Events) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

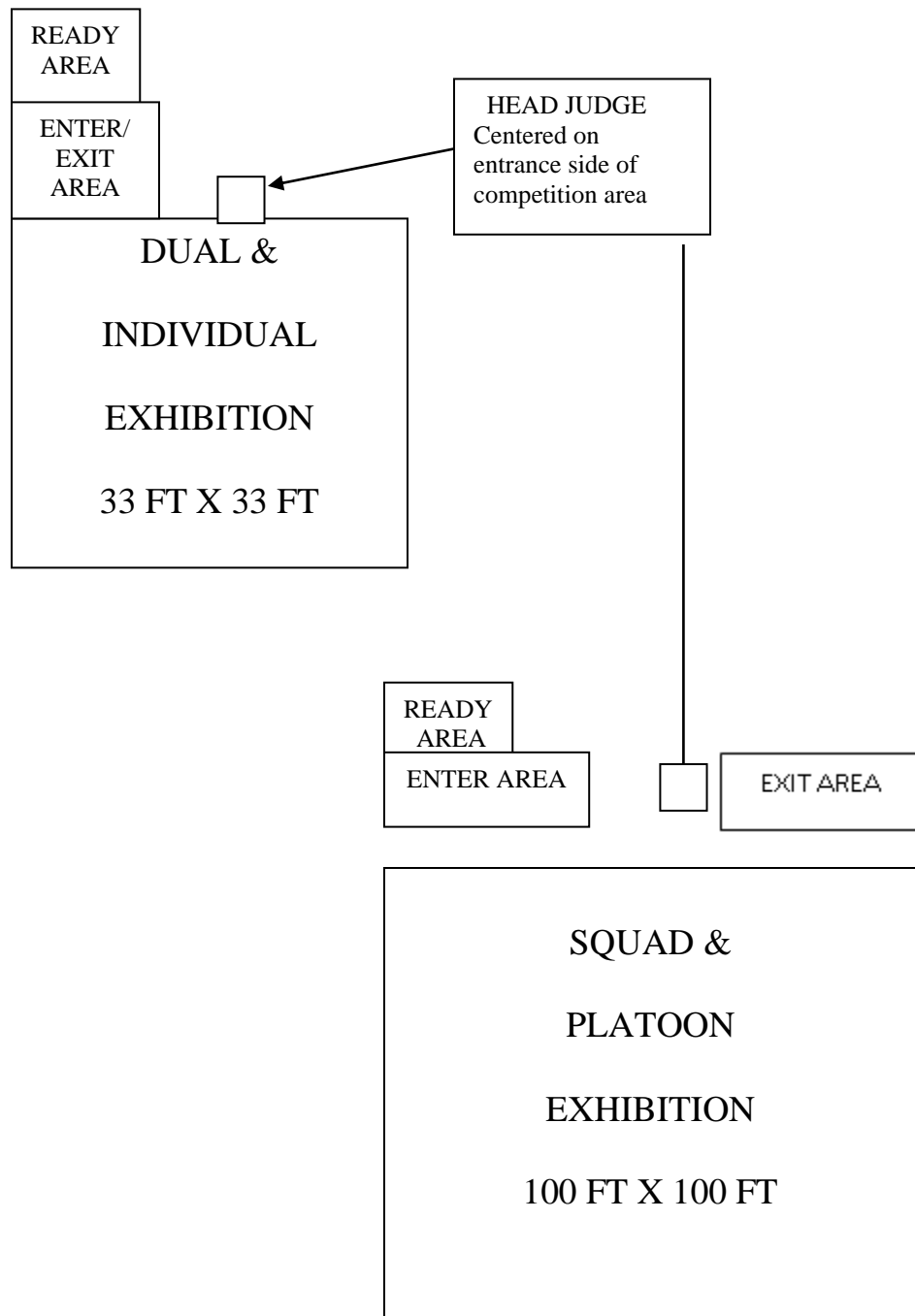
- a. Knockout Drill is open to all cadets attending the drill meet.
- b. For Armed Knockout drill only meet approved weapons are authorized.
- c. Cadets will perform all movements IAW TC 3-21.5.

9. In the Event of Tie Scores:

- a. The team with the least penalties will be declared the winner.
- b. If a tie still persists, the team with the highest score on the Head Judges score sheet will be declared the winner.
- c. Finally, if a tie still persists, the State DMD will use the Head Judges score sheet item by item to break the tie.

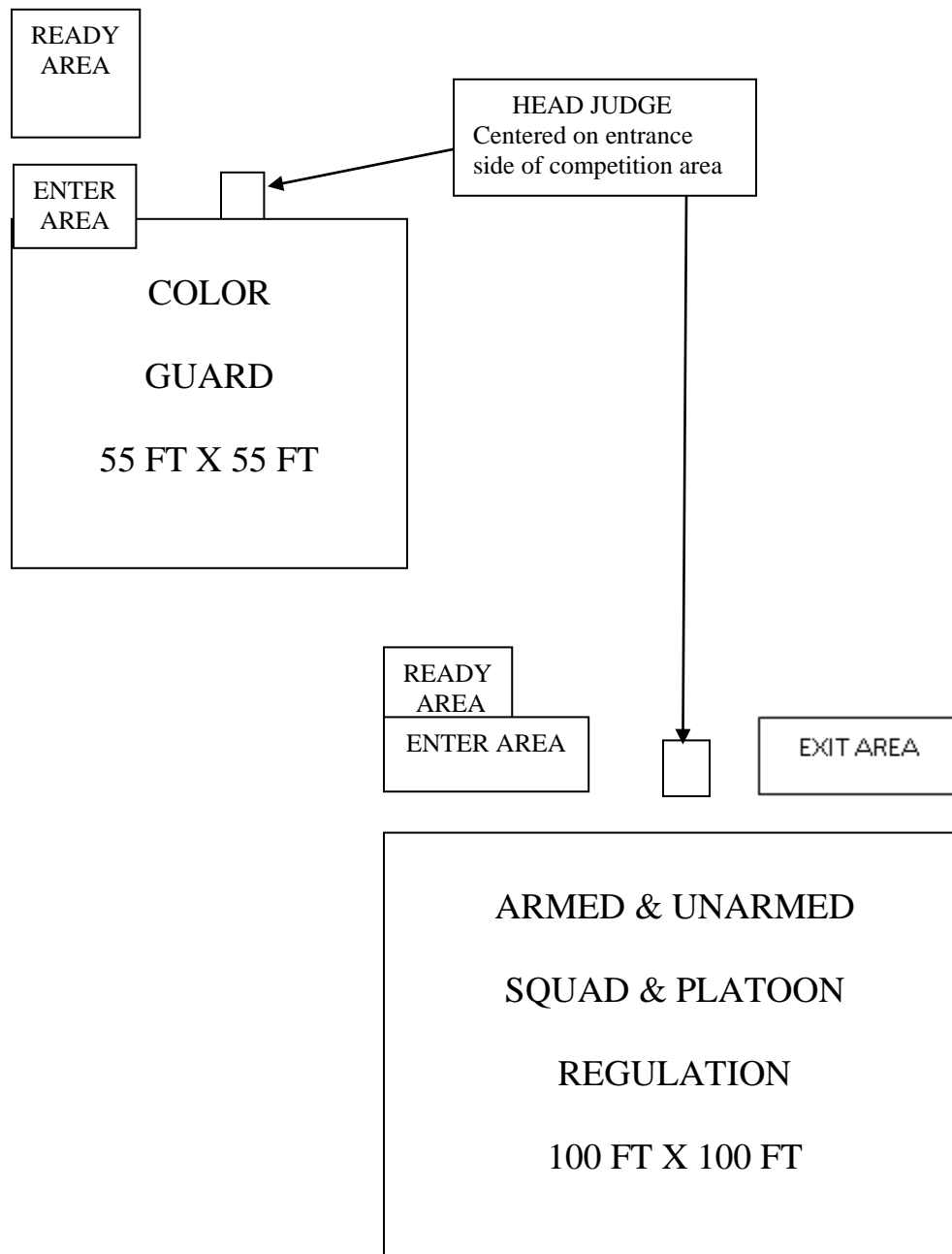
ATCC-FFJ

ANNEX D (Drill Field Layout) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions



ATCC-FFJ

ANNEX D (Drill Field Layout) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions



ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**COLOR GUARD**
HEAD JUDGESCHOOL NAME _____
INITIALS _____

CDR'S NAME _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOWPOSSIBLE SCORE 150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**COLOR GUARD**SCHOOL NAME _____
INITIALS _____

CDR'S NAME _____

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 COMMANDS**.

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Forward March											23	Right Wheel March (FM)										
2.	Left Wheel March (FM)											24.	Right Wheel March (FM)										
3.	Left Wheel March (FM)											25.	Colors Reverse March (FM)										
4.	Colors Halt											26.	Eyes Right										
5.	Sling Arms											27.	Ready Front										
6.	Post											28.	Left Wheel March (FM)										
7.	Uncase the Colors											29.	Left Wheel March (FM)										
8.	Present Arms											30.	Left Wheel March (FM)										
9.	Order Arms											31.	Colors Halt										
10.	Post											32.	Present Arms										
11.	Present Arms											33.	Report Out										
12.	Report In											34.	Order Arms										
13.	Order Arms											35.	Sling Arms										
14.	Colors Reverse March (FM)											36.	Post										
15.	Left Wheel March (FM)											37.	Present Arms										
16.	Colors Reverse March (FM)											38.	Order Arms										
17.	Colors Halt											39.	Case the Colors										
18.	Order Colors											40.	Post										
19.	Parade Rest											41.	Colors Reverse March (FM)										
20.	Colors Attention											42.	Right Wheel March (FM)										
21.	Carry Colors											43.	Right Wheel March (FM)										
22.	Forward March																						

NOTE: (FM) Stands for Forward March

TOTAL SCORE _____ (possible 430 points)

JUDGES NAME _____

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

FEMALE COLOR GUARD
HEAD JUDGE

SCHOOL NAME _____
 INITIALS _____

CDR'S NAME _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOW

POSSIBLE SCORE 150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions

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 COMMANDS**.

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Forward March											23.	Right Wheel March (FM)										
2.	Left Wheel March (FM)											24.	Right Wheel March (FM)										
3.	Left Wheel March (FM)											25.	Colors Reverse March (FM)										
4.	Colors Halt											26.	Eyes Right										
5.	Sling Arms											27.	Ready Front										
6.	Post											28.	Left Wheel March (FM)										
7.	Uncase the Colors											29.	Left Wheel March (FM)										
8.	Present Arms											30.	Left Wheel March (FM)										
9.	Order Arms											31.	Colors Halt										
10.	Post											32.	Present Arms										
11.	Present Arms											33.	Report Out										
12.	Report In											34.	Order Arms										
13.	Order Arms											35.	Sling Arms										
14.	Colors Reverse March (FM)											36.	Post										
15.	Left Wheel March (FM)											37.	Present Arms										
16.	Colors Reverse March (FM)											38.	Order Arms										
17.	Colors Halt											39.	Case the Colors										
18.	Order Colors											40.	Post										
19.	Parade Rest											41.	Colors Reverse March (FM)										
20.	Colors Attention											42.	Right Wheel March (FM)										
21.	Carry Colors											43.	Right Wheel March (FM)										
22.	Forward March																						

NOTE: (FM) Stands for Forward March

TOTAL SCORE _____ (possible 430 points)

JUDGES NAME _____

ATCC-FFJ
 ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
 Meet Competitions

REGULATION ARMED PLATOON
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____
 INITIALS _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOW

POSSIBLE SCORE 150
 MINUS TOTAL PENALTY POINTS _____
 TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

REGULATION ARMED PLATOON

SCHOOL NAME _____ CDR'S NAME _____

On Forward March, position your platoon with correct marching movements so that they will be positioned in front of and centered on the Head Judge to Report In. After Report Out, use correct marching movements to exit the drill area. Head Judge will count this in the overall impression.

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

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Forward March (Enter)											31.	Platoon Halt										
2.	Inspection Arms											32.	Port Arms										
3.	Port Arms											33.	Column Left March										
4.	Order Arms											34.	Change Step										
5.	Report In											35.	March Time March (5 Sec)										
6.	Parade Rest											36.	Forward March										
7.	Platoon Attention											37.	Column Left March										
8.	15 Count Manual Arms											38.	Right Shoulder Arms										
9.	Count Off											39.	Platoon Halt										
10.	Open Ranks March											40.	Forward March										
11.	Close Ranks March											41.	Column Left March										
12.	Left Step March											42.	Column ½ Left March										
13.	Platoon Halt											43.	Column ½ Left March										
14.	Left Face											44.	Rear March										
15.	Right Step March											45.	Rear March										
16.	Platoon Halt											46.	Platoon Halt										
17.	About Face											47.	Forward March										
18.	Right Shoulder Arms											48.	Eyes Right										
19.	Forward March											49.	Ready Front										
20.	Column Right March											50.	Column Left March										
21.	Column Right March											51.	Left Shoulder Arms										
22.	Column Right March											52.	Column Left March										
23.	Left Flank March											53.	Left Flank March										
24.	Right Flank March											54.	Right Flank March										
25.	Platoon Halt											55.	Platoon Halt										
26.	Column Left March											56.	Order Arms										
27.	Rear March											57.	Left Face										
28.	Rear March											58.	Report Out										
29.	Close Interval March (FM)											59.	Depart Drill Area										
30.	Normal Interval March (FM)																						

TOTAL SCORE: _____ (possible 590 points)

JUDGES NAME: _____

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE REGULATION ARMED PLATOON**
HEAD JUDGESCHOOL NAME _____
INITIALS _____

CDR'S NAME _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOW

POSSIBLE SCORE

150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

FEMALE REGULATION ARMED PLATOON

SCHOOL NAME _____ CDR'S NAME _____

On Forward March, position your platoon with correct marching movements so that they will be positioned in front of and centered on the Head Judge to Report In. After Report Out, use correct marching movements to exit the drill area. Head Judge will count this in the overall impression.

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

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Forward March (Enter)											31.	Platoon Halt										
2.	Inspection Arms											32.	Port Arms										
3.	Port Arms											33.	Column Left March										
4.	Order Arms											34.	Change Step										
5.	Report In											35.	March Time March (5 Sec)										
6.	Parade Rest											36.	Forward March										
7.	Platoon Attention											37.	Column Left March										
8.	15 Count Manual Arms											38.	Right Shoulder Arms										
9.	Count Off											39.	Platoon Halt										
10.	Open Ranks March											40.	Forward March										
11.	Close Ranks March											41.	Column Left March										
12.	Left Step March											42.	Column ½ Left March										
13.	Platoon Halt											43.	Column ½ Left March										
14.	Left Face											44.	Rear March										
15.	Right Step March											45.	Rear March										
16.	Platoon Halt											46.	Platoon Halt										
17.	About Face											47.	Forward March										
18.	Right Shoulder Arms											48.	Eyes Right										
19.	Forward March											49.	Ready Front										
20.	Column Right March											50.	Column Left March										
21.	Column Right March											51.	Left Shoulder Arms										
22.	Column Right March											52.	Column Left March										
23.	Left Flank March											53.	Left Flank March										
24.	Right Flank March											54.	Right Flank March										
25.	Platoon Halt											55.	Platoon Halt										
26.	Column Left March											56.	Order Arms										
27.	Rear March											57.	Left Face										
28.	Rear March											58.	Report Out										
29.	Close Interval March (FM)											59.	Depart Drill Area										
30.	Normal Interval March (FM)																						

TOTAL SCORE: _____ (possible 590 points)

JUDGES NAME: _____

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**REGULATION UNARMED PLATOON**
HEAD JUDGESCHOOL NAME _____
INITIALS _____

CDR'S NAME _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOWPOSSIBLE SCORE 150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

REGULATION UNARMED PLATOON

SCHOOL NAME _____

CDR'S NAME _____

On Forward March, position your platoon with correct marching movements so that they will be positioned in front of and centered on the Head Judge to Report In. After Report Out, use correct marching movements to exit the drill area. Head Judge will count this in the overall impression.

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

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Forward March											32.	Rear March										
2.	Column Left March											33.	Close Interval March										
3.	Platoon Halt											34.	Forward March										
4.	Left Face											35.	Normal Interval March										
5.	Report In											36.	Forward March										
6.	Parade Rest											37.	Column Left March										
7.	Platoon Attention											38.	Change Step March										
8.	Present Arms											39.	March Time March										
9.	Order Arms											40.	Platoon Halt										
10.	Count Off											41.	Forward March										
11.	Close Interval March											42.	Column Left March										
12.	Normal Interval March											43.	Change Step March										
13.	Right Face											44.	Platoon Halt										
14.	Left Face											45.	Column Left March										
15.	Open Ranks March											46.	Column ½ Left March										
16.	Close Ranks March											47.	Column ½ Left March										
17.	Left Step March											48.	Rear March										
18.	Platoon Halt											49.	Rear March										
19.	Left Face											50.	Platoon Halt										
20.	Right Step March											51.	Forward March										
21.	Platoon Halt											52.	Eyes Right										
22.	About Face											53.	Ready Front										
23.	Forward March											54.	Column Left March										
24.	Column Right March											55.	Half Step March										
25.	Column Right March											56.	Forward March										
26.	Column Right March											57.	Column Left March										
27.	Left Flank March											58.	Left Flank March										
28.	Right Flank March											59.	Right Flank March										
29.	Platoon Halt											60.	Platoon Halt										
30.	Column Left March											61.	Left Face										
31.	Rear March											62.	Report Out										
												63.	Depart Drill Area (Graded)										

TOTAL SCORE: _____ (possible 630 points)

JUDGE'S NAME AND SIGNATURE: _____

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE REGULATION UNARMED PLATOON**
HEAD JUDGE

SCHOOL NAME _____

CDR'S NAME _____

INITIALS _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOWPOSSIBLE SCORE 150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

FEMALE REGULATION UNARMED PLATOON

SCHOOL NAME _____

CDR'S NAME _____

On Forward March, position your platoon with correct marching movements so that they will be positioned in front of and centered on the Head Judge to Report In. After Report Out, use correct marching movements to exit the drill area. Head Judge will count this in the overall impression.

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

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Forward March											32.	Rear March										
2.	Column Left March											33.	Close Interval March										
3.	Platoon Halt											34.	Forward March										
4.	Left Face											35.	Normal Interval March										
5.	Report In											36.	Forward March										
6.	Parade Rest											37.	Column Left March										
7.	Platoon Attention											38.	Change Step March										
8.	Present Arms											39.	March Time March (5 Secs)										
9.	Order Arms											40.	Platoon Halt										
10.	Count Off											41.	Forward March										
11.	Close Interval March											42.	Column Left March										
12.	Normal Interval March											43.	Change Step March										
13.	Right Face											44.	Platoon Halt										
14.	Left Face											45.	Column Left March										
15.	Open Ranks March											46.	Column ½ Left March										
16.	Close Ranks March											47.	Column ½ Left March										
17.	Left Step March											48.	Rear March										
18.	Platoon Halt											49.	Rear March										
19.	Left Face											50.	Platoon Halt										
20.	Right Step March											51.	Forward March										
21.	Platoon Halt											52.	Eyes Right										
22.	About Face											53.	Ready Front										
23.	Forward March											54.	Column Left March										
24.	Column Right March											55.	Half Step March										
25.	Column Right March											56.	Forward March										
26.	Column Right March											57.	Column Left March										
27.	Left Flank March											58.	Left Flank March										
28.	Right Flank March											59.	Right Flank March										
29.	Platoon Halt											60.	Platoon Halt										
30.	Column Left March											61.	Left Face										
31.	Rear March											62.	Report Out										
												63.	Depart Drill Area (Graded)										

TOTAL SCORE: _____ (possible 630 points)

JUDGE'S NAME: _____

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**REGULATION ARMED SQUAD**
HEAD JUDGESCHOOL NAME _____
INITIALS _____

CDR'S NAME _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOWPOSSIBLE SCORE 150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

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 COMMANDS**.

	1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6	7	8	9	10
1. Report In											26. File From the Left March										
2. Parade Rest											27. Change Step March										
3. Squad Attention											28. Column Right March										
4. Count Off											29. Squad Halt										
5. Close Interval March											30. Column of 2's to the left March										
6. Normal Interval March											31. Forward March										
7. Dress Right Dress											32. Port Arms										
Alignment Must Be Checked											33. Double Time March										
8. Ready Front											34. Quick Time March										
9. Four Steps to the left Mch											35. Rear March										
10. Right Face											36. Left Shoulder Arms										
11. Right Shoulder Arms											37. Rear March										
12. Forward March											38. Squad Halt										
13. Half Step March											39. File From the Right MCH										
14. Squad Halt											40. Right Flank March										
15. Forward March											41. Left Flank March										
16. Column Right March											42. Column Right March										
17. Squad Halt											43. Column Half Right March										
18. Forward March											44. Right Shoulder Arms										
19. Left Shoulder Arms											45. Column Half Right March										
20. Squad Halt											46. Rear March										
21. Column of 2's to the right march											47. Squad Halt										
22. Order Arms											48. Order Arms										
23. Backwards March											49. Right Face										
24. Squad Halt											50. Report Out										
25. Right Shoulder Arms											51. Depart Drill Area (Graded)										

TOTAL SCORE: _____ (possible 510 points)

JUDGES NAME: _____

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE REGULATION ARMED SQUAD**
HEAD JUDGE

SCHOOL NAME _____

CDR'S NAME _____

INITIALS _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOW

POSSIBLE SCORE

150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

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 COMMANDS**.

	1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6	7	8	9	10
1. Report In											26. File From the Left March										
2. Parade Rest											27. Change Step March										
3. Squad Attention											28. Column Right March										
4. Count Off											29. Squad Halt										
5. Close Interval March											30. Column of 2's to the left March										
6. Normal Interval March											31. Forward March										
7. Dress Right Dress											32. Port Arms										
Alignment Must Be Checked											33. Double Time March										
8. Ready Front											34. Quick Time March										
9. Four Steps to the left Mch											35. Rear March										
10. Right Face											36. Left Shoulder Arms										
11. Right Shoulder Arms											37. Rear March										
12. Forward March											38. Squad Halt										
13. Half Step March											39. File From the Right MCH										
14. Squad Halt											40. Right Flank March										
15. Forward March											41. Left Flank March										
16. Column Right March											42. Column Right March										
17. Squad Halt											43. Column Half Right March										
18. Forward March											44. Right Shoulder Arms										
19. Left Shoulder Arms											45. Column Half Right March										
20. Squad Halt											46. Rear March										
21. Column of 2's to the right march											47. Squad Halt										
22. Order Arms											48. Order Arms										
23. Backwards March											49. Right Face										
24. Squad Halt											50. Report Out										
25. Right Shoulder Arms											51. Depart Drill Area (Graded)										

TOTAL SCORE: _____ (possible 510 points)

JUDGES NAME: _____
(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**REGULATION UNARMED SQUAD****HEAD JUDGE**

SCHOOL NAME _____

CDR'S NAME _____

INITIALS _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOWPOSSIBLE SCORE 150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

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 COMMANDS**.

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Report In											21.	Left Flank March										
2.	Parade Rest											22.	Right Flank March										
3.	Squad Attention											23.	Rear March										
4.	Right Face											24.	Column Right March										
5.	Left Face											25.	Right Flank March										
6.	Left Step March											26. Squad Halt											
7. Squad Halt												27.	Forward March										
8.	2 Steps Forward March											28.	Left Flank March										
9.	Right Step March											29.	Column Right March										
10. Squad Halt												30.	Right Flank March										
11.	About Face											31.	Left Flank March										
12.	Left Face											32.	Rear March										
13.	Left Face											33.	Rear March										
14.	Dress Right Dress											34.	Half Step March										
	Alignment Checked											35.	Forward March										
15. Ready Front												36.	Right Flank March										
16.	Right Face											37.	Left Flank March										
17.	Forward March											38.	Column Right March										
18.	Change Step March											39. Squad Halt											
19.	Column Right March											40.	Left Face										
20.	Rear March											41.	Report Out										

TOTAL SCORE: _____ (possible 410 points)

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE REGULATION UNARMED SQUAD****HEAD JUDGE**SCHOOL NAME _____
INITIALS _____

CDR'S NAME _____

COMMANDER'S EVALUATION (0-100 POINTS)

0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

PENALTIES

	1	2	3	4	5	6	7	8	9	10
UNEVEN/IMPROPER CADENCE (Too fast/too slow)										
BOUNDARY VIOLATIONS										
INCORRECT COMMANDS										
UNIFORM VIOLATIONS										
TIME VIOLATION (Over 8 Minute time limit)										

HEAD JUDGE'S NAME: _____

FOR SCORING ROOM ONLY BELOW

POSSIBLE SCORE

150

MINUS TOTAL PENALTY POINTS _____

TOTAL SCORE: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions)

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 COMMANDS**.

		1	2	3	4	5	6	7	8	9	10			1	2	3	4	5	6	7	8	9	10
1.	Report In											21.	Left Flank March										
2.	Parade Rest											22.	Right Flank March										
3.	Squad Attention											23.	Rear March										
4.	Right Face											24.	Column Right March										
5.	Left Face											25.	Right Flank March										
6.	Left Step March											26. Squad Halt											
7. Squad Halt												27.	Forward March										
8.	2 Steps Forward March											28.	Left Flank March										
9.	Right Step March											29.	Column Right March										
11. Squad Halt												30.	Right Flank March										
11.	About Face											31.	Left Flank March										
12.	Left Face											32.	Rear March										
13.	Left Face											33.	Rear March										
14.	Dress Right Dress											34.	Half Step March										
	Alignment Checked											35.	Forward March										
15. Ready Front												36.	Right Flank March										
16.	Right Face											37.	Left Flank March										
17.	Forward March											38.	Column Right March										
18.	Change Step March											39. Squad Halt											
19.	Column Right March											40.	Left Face										
20.	Rear March											41.	Report Out										

TOTAL SCORE: _____ (possible 410 points)

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

EXHIBITION ARMED PLATOON
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____
 CDR'S INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340) _____

PENALTIES - HEAD JUDGE ONLY

_____ Too few cadets @ 20 points per cadet = _____
 _____ Boundary Violations @ 5 points each = _____
 _____ Dropped weapons @ 5 points per dropped weapon = _____
 _____ Seconds over/under time (6 – 9 min) @ 1 point per second = _____
 _____ Nametag Violation @ 2 points per occurrence = _____

TOTAL PENALTY POINTS = _____

JUDGE'S NAME: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

EXHIBITION ARMED PLATOON

SCHOOL NAME _____ CDR'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE EXHIBITION ARMED PLATOON**
HEAD JUDGESCHOOL NAME _____ CDR'S NAME _____
CDR'S INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers – "anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340) _____

PENALTIES - HEAD JUDGE ONLY

_____ Too few cadets @ 20 points per cadet = _____
 _____ Boundary Violations @ 5 points each = _____
 _____ Dropped weapons @ 5 points per dropped weapon = _____
 _____ Seconds over/under time (6 – 9 min) @ 1 point per second = _____
 _____ Nametag Violation @ 2 points per occurrence = _____

TOTAL PENALTY POINTS = _____

JUDGE'S NAME: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE EXHIBITION ARMED PLATOON**

SCHOOL NAME _____ CDR'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

EXHIBITION ARMED SQUAD
HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____
 CDR'S INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

PENALTIES - HEAD JUDGE ONLY

_____ Too few/many cadets @ 20 points per cadet = _____
 _____ Boundary Violations @ 5 points each = _____
 _____ Dropped weapons @ 5 points per dropped weapon = _____
 _____ Seconds over/under time (6 – 9 min) @ 1 point per second = _____
 _____ Nametag Violation @ 2 points per occurrence = _____

TOTAL PENALTY POINTS _____

TOTAL SCORE _____

JUDGE'S NAME: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

EXHIBITION ARMED SQUAD

SCHOOL NAME _____ CDR'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions

FEMALE EXHIBITION ARMED SQUAD

HEAD JUDGE

SCHOOL NAME _____ CDR'S NAME _____
 CDR'S INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment& marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

PENALTIES - HEAD JUDGE ONLY

_____ Too few/many cadets @ 20 points per cadet = _____
 _____ Boundary Violations @ 5 points each = _____
 _____ Dropped weapons @ 5 points per dropped weapon = _____
 _____ Seconds over/under time (6 – 9 min) @ 1 point per second = _____
 _____ Nametag Violation @ 2 points per occurrence = _____
 TOTAL PENALTY POINTS = _____

JUDGE'S NAME:

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE EXHIBITION ARMED SQUAD**

SCHOOL NAME _____ CDR'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment& marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

EXHIBITION ARMED INDIVIDUAL
HEAD JUDGE

SCHOOL NAME _____ CADET'S NAME _____
 CADET INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exact, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

PENALTIES - HEAD JUDGE ONLY

_____ Too few/many cadets @ 20 points per cadet = _____
 _____ Boundary Violations @ 5 points each = _____
 _____ Dropped weapons @ 5 points per dropped weapon = _____
 _____ Seconds over/under time (2 – 3 min) @ 1 point per second = _____
 _____ Nametag Violation @ 2 points per occurrence = _____

TOTAL PENALTY POINTS = _____

JUDGE'S NAME: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions

EXHIBITION ARMED INDIVIDUAL

SCHOOL NAME _____ CADET'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment& marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers --"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

FEMALE INDIVIDUAL
HEAD JUDGESCHOOL NAME _____ CADET'S NAME _____
CADET INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

PENALTIES - HEAD JUDGE ONLY

_____ Too few/many cadets @ 20 points per cadet	=	_____
_____ Boundary Violations @ 5 points each	=	_____
_____ Dropped weapons @ 5 points per dropped weapon	=	_____
_____ Seconds over/under time (2 – 3 min) @ 1 point per second	=	_____
_____ Nametag Violation @ 2 points per occurrence	=	_____
TOTAL PENALTY POINTS	=	_____

JUDGE'S NAME:

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE EXHIBITION ARMED INDIVIDUAL**

SCHOOL NAME _____ CADET'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency; use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers --"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

EXHIBITION ARMED DUAL

HEAD JUDGE

SCHOOL NAME _____ CADET'S NAME _____
 CADET'S INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
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Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

PENALTIES - HEAD JUDGE ONLY

_____ Boundary Violations @ 5 points each = _____
 _____ Dropped weapon @ 5 points per occurrence = _____
 _____ Seconds over/under time (2 – 3 min) @ 1 point per second = _____
 _____ Nametag Violation @ 2 points per occurrence = _____
 TOTAL PENALTY POINTS = _____

JUDGE'S NAME: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**EXHIBITION ARMED DUAL**

SCHOOL NAME _____ CADET'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment& marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE EXHIBITION ARMED DUAL**
HEAD JUDGESCHOOL NAME _____ CADET'S NAME _____
CADET'S INITIALS _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment & marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exact, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

PENALTIES - HEAD JUDGE ONLY

_____ Boundary Violations @ 5 points each = _____

_____ Dropped weapon @ 5 points per occurrence = _____

_____ Seconds over/under time (2 – 3 min) @ 1 point per second = _____

_____ Nametag Violation @ 2 points per occurrence = _____

TOTAL PENALTY POINTS = _____

JUDGE'S NAME: _____

J1	J2	J3	HJ	Total

ATCC-FFJ

ANNEX E (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill
Meet Competitions**FEMALE EXHIBITION ARMED DUAL**

SCHOOL NAME _____ CADET'S NAME _____

JUDGE #	MAX PTS	Poor	Average	Exceptional	NOTES
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter /exit area	15	13-15	4-12	1-3	
TEAM/CADET APPEARANCE Uniform/overall preparation & presentation	15	13-15	4-12	1-3	
ROUTINE SHOWMANSHIP Flair, style and "wow factor" that turns heads/rivets watchers	15	13-15	4-12	1-3	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	13-15	4-12	1-3	
Team/Cadet BEARING Body & facial control, military carriage	30	25-30	7-24	1-6	
Routine MARCHING Dress, alignment& marching proficiency: use of flavor	30	25-30	7-24	1-6	
Routine VARIETY Diversity of movements to display overall excellence	30	25-30	7-24	1-6	
Routine PRECISION Exacting, flawless & meticulous maneuvers –"anti sloppy"	30	25-30	7-24	1-6	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	25-30	7-24	1-6	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	25-30	7-24	1-6	
Routine DIFFICULTY (DRILL AREA) Cadence Changes, interweaving and other difficult marching	30	25-30	7-24	1-6	
Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	25-30	7-24	1-6	
MILITARY FLAVOR Routine proudly befits a military competition	40	33-40	9-32	1-8	

TOTAL EARNED IN EXHIBITION DRILL (340 points) _____

JUDGE'S NAME: _____

(PLEASE WRITE OR PRINT LEGIBLE)

ANNEX F (Event Score Sheets) to Standard Operating Procedures (SOP) 6th BDE JROTC Drill Meet Competitions

High School that all cadets from _____ High School are eligible to participate in extra-curricular activities in accordance with FHSAA guidelines.

[illegible]

Signature Block F-1