

JROTC DRILL COMPETITION

CAROWINDS
300 Detective Mike Doty Memorial Hwy
Charlotte, NC 28273

1 March 2018

MEMORANDUM FOR All Service JROTC Units

FOR: All Eligible JROTC Units from all Service branches

SUBJECT: CAROWINDS JROTC Drill Team Competition Standard Operating Procedures (SOP)

ANNEX A: General Instructions for JROTC Drill Team Competition SOP

1. **Purpose.** To establish standards, responsibilities and procedures for the conduct of the annual Carowinds JROTC Drill competition.
2. **Objectives.**
 - a. To provide cadets the opportunity to compete in multi-service JROTC Drill Competition.
 - b. To judge participating teams/individuals and designate a competition champion.
 - c. To promote esprit de corps, teamwork, and self-confidence.
3. **Responsibilities**
 - a. **Carowinds**
 - i. Serve as proponent for multi-service competition.
 - ii. Overall responsibility for the conduct of the competition.
 - iii. Coordinate and thoroughly brief judges prior to the competition.
 - iv. Provide awards for 1st, 2nd, and 3rd place overall winners and each event (at a minimum).
 - v. Final approving authority for any grievances or judging decisions.
 - vi. Fully comply with this SOP with no exceptions.
 - vii. Judges should be drill sergeants, but may be active duty, reserve or National Guard NCOs, SAIs/AIs, SROTC cadre and cadets may also be utilized as judges. No high school cadets or students will be used. Judges will be well versed in all drill regulations, to include the manual of arms for all authorized rifles.
 - viii. Each unit must bring a unit guide and runner.
 - b. **Instructors, Coaches and Advisors.**
 - i. Prepare teams/individuals for competition IAW provisions of this SOP.
 - ii. Make arrangements for all matters associated with transportation, lodging, meals, emergency procedures, security of personal belongings, and accountability of personnel and equipment while at competitions. All drill rifles must be accounted for at completion of competition and any discrepancies must be reported to Competition Coordinator immediately.

- iii. Upon arrival at the meet site, or sooner, notify the Competition Coordinator of any last-minute changes affecting the teams' competition schedule.
- iv. Ensure teams are in designated areas prior to start of the awards/closing ceremony.
- v. Supervise cadets at all times, especially in latrine areas and dressing rooms.
DESTRUCTION OF HOST FACILITIES WILL NOT BE TOLERATED AND WILL RESULT IN IMMEDIATE DISQUALIFICATION AND POSSIBLE PROSECUTION.
- vi. Ensure teams/individuals follow the meet schedule.
- vii. All teams are responsible for policing the competition area prior to departure.
- viii. Prior to departing meet site, notify Competition Coordinator that all personnel and equipment are accounted for. Ensure all weapons have physically been accounted for and are under positive control of JROTC cadre.

4. Coordinating Instructions.

- a. Participating teams will attend all scheduled events as outlined in the Itinerary of Events. Crossover of cadets from event to event is allowed to support smaller schools. 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 Competition Coordinator. All competing teams will be present for the awards/closing ceremony.
- b. 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 for each team that requests one. Park vehicles in designated parking areas. The awards/closing ceremony will be conducted in the competition area. All competition sites will be prepared and checked by site Head Judges prior to the start of competition. All site dimensions will be in accordance with Annex - B.
- c. There will be a lunch break for judges. The OIC will advise SAs/As/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. If possible, there will be concession stands available in the vicinity of the competition site.
- d. Upon completion of all events teams will reassemble at their assigned areas for the awards presentations and closing remarks.
- e. Inclement weather procedures will be provided by the Competition Coordinator.

5. Uniform.

- a. All instructors, coaches, and advisors will wear professional attire, but it can be casual in nature (e.g., shorts/khakis and polo shirts are preferred. No t-shirts).
- b. All cadets competing in regulation drill will wear only Service-authorized class A or short sleeved class B uniform with authorized accessories to include rank, nameplate, and ribbons (nameplates must be worn during all regulation events). All cadets must be in the same uniform (no mixed uniforms within the drill team). Additionally, Color Guard may wear white, green or black belts and harnesses, and ascots may be worn. Color guards must use standard issued flagstaffs wood or aluminum (either eight feet or nine and one-half feet in length). Wrist/sweat bands of any type or color, spats, colored shoe laces (other than black), masks/blind folds, multi-colored gloves are unauthorized for regulation. Personal items such as watches, bracelets, ear rings as allowed by regulation may be worn by individuals.
- c. Hair styles will be in compliance with Service-specific regulations. Scrunchies of black or neutral color may be used to secure the hair. Competing cadets should remain in an appropriate uniform throughout the competition, including the awards/closing ceremony.
- d. All members of a drill team must be armed with the same type rifle. All must have a sling on the rifle; however, the rifle sling may be taped for exhibition. Drill Commander may carry a saber. Weapons will be of standard issue/weight. Weapons may not be modified except for chrome or nickel plating and sights may be removed. All rifle butts should be padded. Uniform exceptions can be made for exhibition drill events but must be approved 2 weeks in advance of competition by the Competition Coordinator. Any exception must be of military style and in good taste.
- e. Teams will be given five (5) minutes to take corrective action prior to entering the competition area. Upon entering the area all unauthorized clothing items will be penalized up to and including disqualification.

6. Drill/Color Guard Events. The competitive events include the following categories:

REGULATION	Armed Platoon/Flight	Unarmed Platoon/Flight	Armed Squad/Element	Unarmed Squad/Element	Color Guard	Armed Inspection w/questions
EXHIBITION	Armed Platoon/Flight	Unarmed Platoon/Flight	Armed Squad/Element	Unarmed Squad/Element	Individual Armed	Duo Armed

- a. The events that are included for each annual competition are determined by Carowinds and included in a separate registration sheet available on their website.
- b. Crib sheets are not authorized.
- c. Teams armed with the with either the M1903 or M1 will follow their Service regulations on how to execute the proper movements and procedures utilizing their replica weapons.

7. Competition Area.

- a. Platoon/Flight Drill Areas: 100 feet X 100 feet.
- b. Squad/Element Drill areas (Regulation and Exhibition): 100 feet X 100 feet
- c. Color Guard areas: 55 feet X 55 feet
- d. Individual Exhibition area: 33 feet X 33 feet 5) 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 area to act as boundary guides, or personnel to retrieve, catch or pass equipment, etc. Only exhibition team commanders may remain stationary on the field while commanding. Personnel used as boundary markers or any type of artificial boundary marker are prohibited.

8. Time Limits.

- a. Teams will form in the ready area five minutes prior to the scheduled competition time. Once in the immediate vicinity of the competition area, ready area 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. Team Commanders will ensure their teams are properly formed and silence is maintained while other teams are performing.
- b. Platoon/Squad Regulation Armed: no time limit.
- c. Platoon/Squad Exhibition Armed: min 5 max 9 minutes.
- d. Color Guard: no time limit.
- e. Individual/Dual Exhibition: min 2 max 3 minutes.
- f. Squad/Platoon Regulation Unarmed: no time limit
- g. Squad/Platoon Regulation Unarmed Exhibition: min 5 max 9 minutes.
- h. Time begins when the first /individual enters the competition area and ends when the last individual exits the competition area.

9. Team Size.

- a. Platoons/Flights will consist of no fewer than 13 members -- Team Commander and three squads/elements of four cadets.
- b. Squads/elements will consist of no fewer than seven (7) members -- Team Commander and six (6) cadets. The maximum number of cadets is 11.
- c. Color Guard will consist of four cadets.
- d. For exhibition drill you must have no fewer than 6 members but no more than 10.

10. Scoring Procedures.

- a. Score sheets are 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 event the Head Judge will notify the coach of any penalties. The Head Judge will give the score sheets to the scoring committee that will be responsible for 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 their team.
- b. 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 Competition Coordinator to decide the outcome. No further appeal is available. Protests will be made to the Competition Coordinator within 30 minutes of the conclusion of the protested event. Failure to observe the OIC'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 Competition Coordinator will immediately determine the necessary corrective action.
 - c. Selection of winners will be based on the quality point system. The lower the total quality points the higher a team will finish. For example, in Color Guard if a team finishes 1st in scoring they will receive a rating of one quality point. If a team finishes 11th in scoring in Armed Regulation they receive 11 quality points. At the end of the completion all quality points are added for each team and the lowest ones will win.
 - d. In the event of tie scores, the team with the least penalties will be declared the winner. If a tie still exists, the team with the highest score on the Head Judges score sheet will be declared the winner. Finally, if a tie still exists, the Competition Coordinator will use the Head Judges score sheet item by item to break the tie.

11. Penalties.

- a. Less than 10 minutes late in reporting to the ready area – May result in 10 penalty points. Ten minutes late - disqualification.
- b. Too few/too many team members - 25 penalty points per missing/extra team member.
- c. Unauthorized rifles - disqualification.
- d. Failure to stay within the prescribed drill area - 5 penalty points per occurrence. Touching a boundary line will constitute a boundary violation.
- e. Dropped rifles in the drill area by a competing unit - 25 penalty points per person per occurrence.
- f. Extra commands - (Regulation Drill and Color Guard) - 5 penalty points per extra command.
- g. Commands given out of sequence in Regulation Drill and Color Guard events - no points will be scored on the score sheet for each missed command.
- h. Discharge of weapons or possession of igniting pyrotechnic devices - disqualification.
- i. Teams performing to music - disqualification.
- j. Stacking of cadets, elevating cadets or suicide throws during Exhibition Drill - disqualification.
- k. The Color Guard will be commanded by the U.S. Flag Bearer or the team will be disqualified.
- l. Any case of unsportsmanlike conduct involving team members or Coaches/Advisors, the Competition Coordinator will determine the severity of the infraction and may assess any penalty up to and including disqualification.

- m. 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 (i.e. cadet faints).
- n. Failure to observe the Competition Coordinator's final decision on a protest will result in immediate disqualification.
- o. Cadets missing a nametag will be assessed two penalty points per missing nametag. Nametags that break during the day of competition must be shown to the Head Judge or another judge prior to leaving the ready area. Event OIC has final say in total assessed penalty points.
- p. Color Guards with flags in wrong positions (U.S. Colors and other flag reversed) and any flag touching the ground will be immediately disqualified with no opportunity for a "redo."
- q. Regulation Drill and Color Guard teams should march at the prescribed steps per minute (SPM) in accordance with their Service's regulations. The timekeeper will measure the cadence once during the performance and this will be the official cadence. The timekeeper will assess one penalty point per second that a team competes over the maximum allowable time or under the prescribed times in Exhibition drill. Teams should come with written guidance to show the judges prior to their events.
- r. 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 covered facilities 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. Any event that is more than half completed will stand and awards will be presented. Any event that is less than half completed will not be scored and no awards will be presented.

12. Safety.

- a. Cadre at every level are 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.
- b. Risk Management will be incorporated into training and competitions.
- c. Applicable training safety publications will be available and adhered to during training and competitions.
- d. 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 (to include ice sheets) and water points available on site throughout the competitions. 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.

13. Regulation Drill Sequence Guidance

- a. Regulation and Color Guard events will be judged for compliance with respect to pace count and length of step.
- b. Goose Stepping or 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.
- c. No cadence calling during ANY event.
- d. 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). g. All teams must report to the ready area 5 minutes before each event.
- e. Entering/Exiting the Drill Area. 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. The Drill Team Commander/Individual will verbally announce, as a minimum, "school name prepared to conduct drill team sequence" and upon completion he/she will verbally announce, as a minimum, "school name completed drill team sequence." 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.
- f. Platoon/Flight Regulation, Squad/Element Regulation (Armed and Unarmed) 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.

14. 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 Service, State or the JROTC Flag.
- c. Flag bearers may hold the flags in both hands or as stated in their Service manuals. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.
- d. The Color Guard will be in the waiting area 5 minutes before their time to compete and move into the ready area and assume the position of parade rest as the previous competing team moves into the competition area. When signaled by the head judge, the team will come to attention, carry (cased colors) and center themselves in front of the head judge by the most direct route and begin their drill sequence of UNCASING THE

COLORS. Commands will be given by the Color Guard Commander (U.S. Flag Bearer). After uncasing the Colors, the team will Present the Colors and report in. 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."

- e. 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.
- f. "Eyes Right" will be called prior to the head judge's original position (the requisite 6 steps are not required for this competition).
- g. DURING CASING AND UNCASING THE COLORS, JUDGES WILL ONLY ACCEPT RIFLE BEARERS MOVING AT AN OUTWARD 45 DEGREE ANGLE. 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 uncase The Colors.
- h. 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.
- i. 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.
- j. Flag bearers may hold the flags in both hands or as stated in your respective Service manual. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.

15. Squad/Element/Duo Exhibition (Armed) Drill Team

- a. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.
- b. 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 will result in immediate disqualification.
- c. Teams will enter and exit the drill area through the same point (from the "enter/exit area").

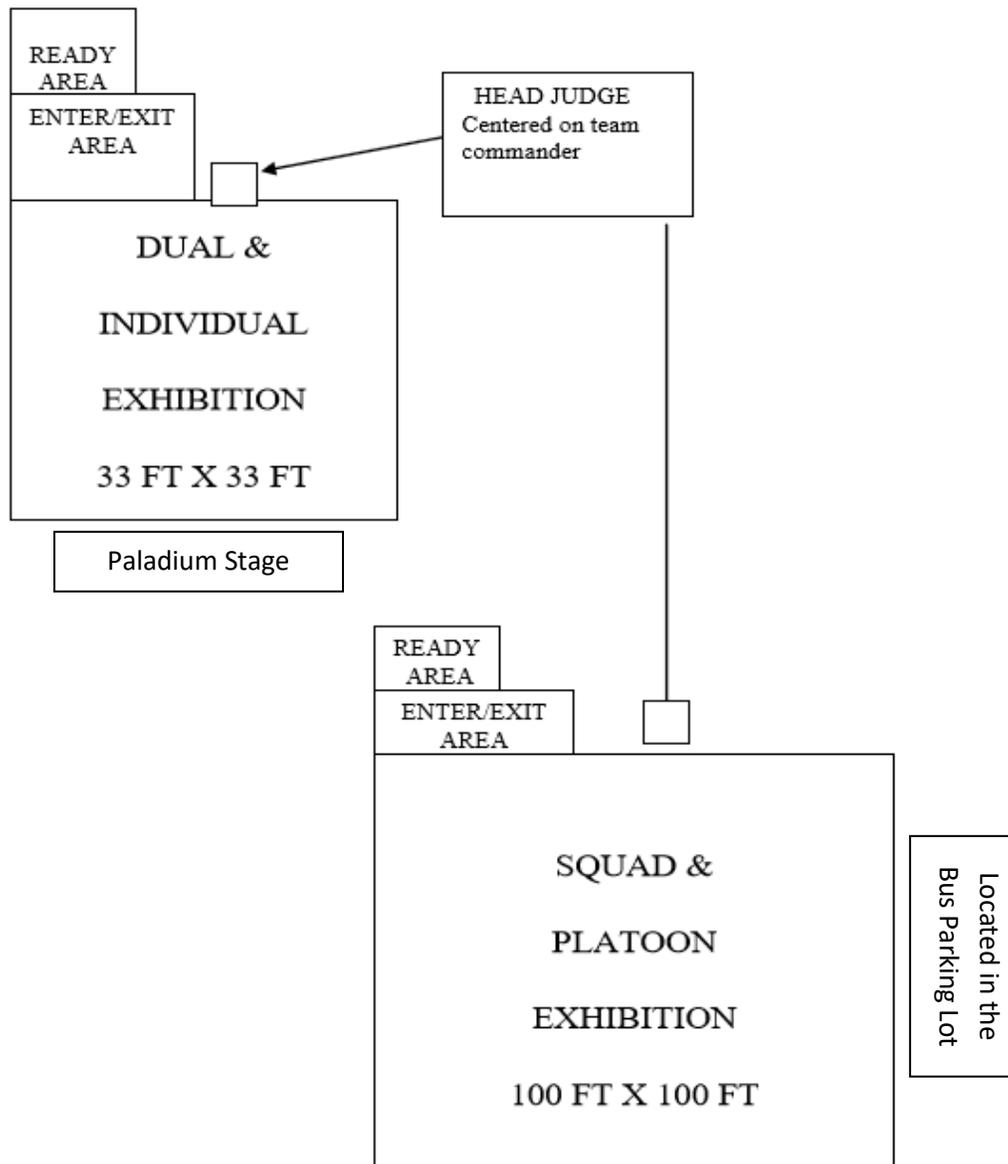
16. Individual (Armed) Exhibition

- 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.
- b. 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.

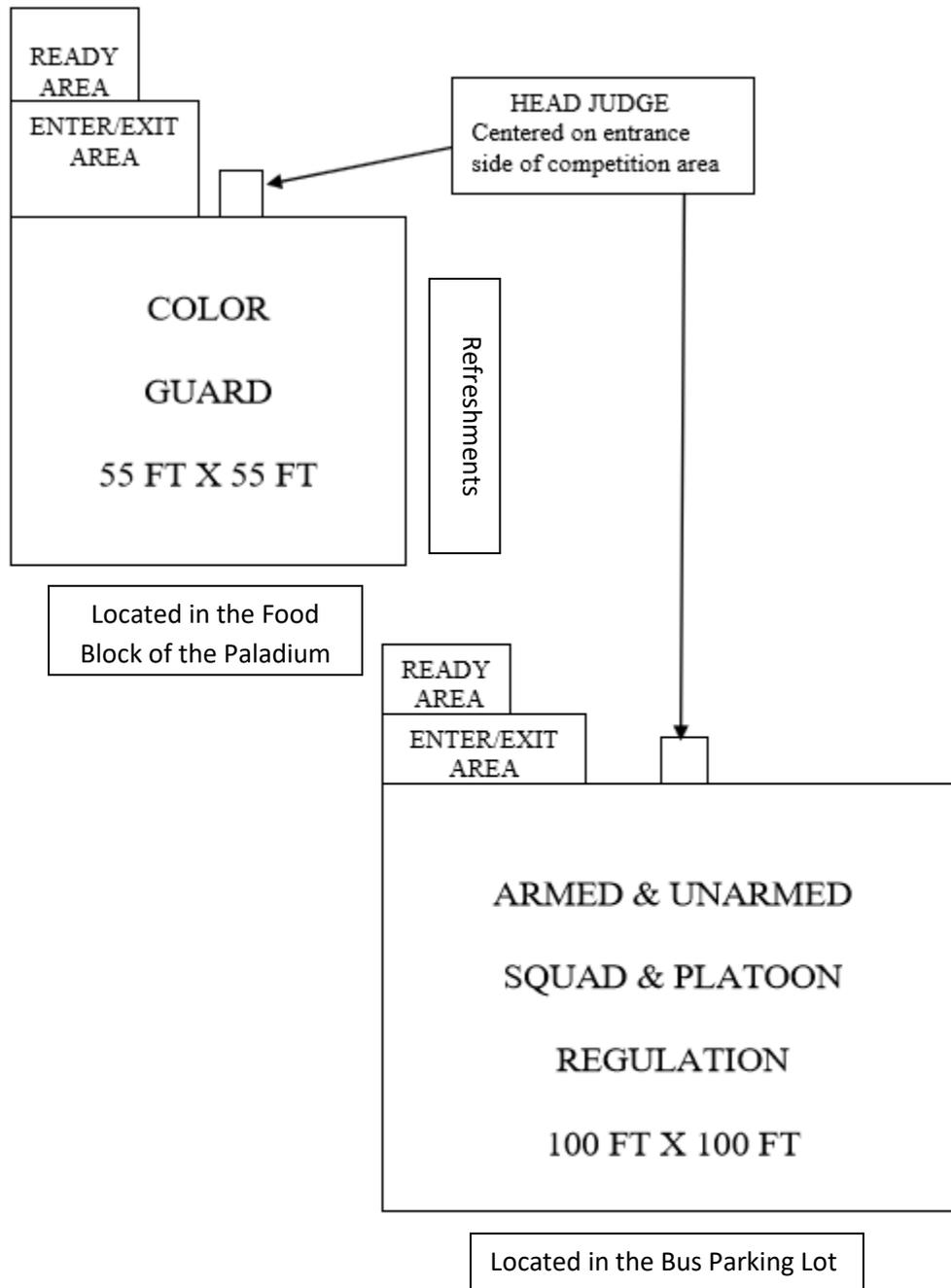
17. Team Inspection (Armed)

- a. The cadet commander, on the head judge's signal, leads his cadets into the inspection area centering his unit on the Head Judge (4 squads of 3). The Commander may also position himself in front of the head judge and give the command "Fall In", and the formation will be marched in by a representative in the formation.
- b. The unit should then be instructed to Open Ranks by the Cadet Commander. The commander ensures they complete "Dress Right and Cover" commands as necessary.
- c. The unit is then ready to be inspected by the judges. Formation in this manner allows all of the judges the best alignment for the inspection process. Failure to form the unit in this manner will result in a significant point deduction on the Inspection Score sheet.
- d. Inspection Judging. At this point the Cadet Commander will report into the inspection, "Sir/Ma'am". Upon completion of this report in, the event Head Judge, as well as the other three judges, will begin the inspection. The Head Judge will briefly inspect the Cadet Commander, and then move on to the first row of cadets. The other judges will take the 2nd, 3rd and 4th ranks. This ensures each cadet is fronted and inspected by a judge.
- e. As the judge/evaluator approaches each cadet, rifles will be taken to a posture of "Inspection Arms." After the evaluator has left, either wait for the command from the evaluator to return to "Order Arms" or do it automatically after they have left.
- f. Male hair length should correspond to JROTC Standards. No hair may touch the collar. Females with long hair will have their hair "put-up" to ensure conformity to the JROTC Standard. General appearance should be well groomed, and uniforms should be well prepared.
- g. Teams will be inspected on how well the uniform presents the Service standard. All cadets should wear all ribbons that have been awarded. No exceptions.
- h. Leather soles or corfam shoes are appropriate wear for all portions of the competition. While poromerics are comparatively easy to maintain, leather shoes will require a great deal more effort to achieve the same appearance and must be so maintained. Should corfam shoes be worn, the judging standard will demand absolute perfection to achieve the same score as a well-maintained leather shoe.
- i. Inspection will include questions asked to determine a cadet's poise, confidence, and overall military/government/historical knowledge.
- j. Only the platoon/Flight being inspected is allowed in the inspection area. Spectators should be from the same school. Violators will be disqualified.
- k. While it is rare, a judge may incorrectly apply a regulation from their Service to that of your team's Service branch. If your cadets feel a rule has been incorrectly applied to their unit, DON'T ARGUE THE POINT WITH THE JUDGE! If the judge presses a point a cadet feels is incorrect, the correct response should be: "Sir/Ma'am, I have been instructed that "thus and so" is correct". Don't lose military bearing!

ANNEX B (Drill Field Layout) for JROTC Drill Team Competition SOP



*Team will report in and center on Head Judge



*Team will report in and center on Head Judge

CAROWINDS ANNUAL JROTC STANDARD OPERATING PROCEDURES

[Type a quote from the document or the summary of an interesting point. You can position the text box anywhere in the document. Use the Drawing Tools tab to change the formatting of the pull quote text box.]

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**.

ENTER THE DRILL AREA to begin routine

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

SUBTOTAL _____ (250 POINTS)

ALL JUDGES SCORE THIS AREA

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

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____

TOTAL SCORE _____ (possible 350 points) JUDGES NAME _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

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**.

ENTER THE DRILL AREA to begin routine

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

Cadence Checked Here

SUBTOTAL _____ (250 POINTS)

ALL JUDGES SCORE THIS AREA

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

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____

TOTAL SCORE _____ (possible 350 points) JUDGES NAME _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE UNARMED PLATOON/FLIGHT

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS
NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

TEAM ENTERS & REPORTS IN*							
		1 2 3 4 5	20. About Face	1 2 3 4 5	40. PLATOON HALT		
01.	Dress Right Dress	1 2 3 4 5	21. Forward March		41. Column Left March	Cadence Checked Here	1 2 3 4 5
02.	Ready Front	1 2 3 4 5	22. Column Right March	1 2 3 4 5	42. Column ½ Lft March		1 2 3 4 5
03.	PARADE REST	1 2 3 4 5	23. Column Right March	1 2 3 4 5	43. Column ½ Lft March		1 2 3 4 5
04.	Platoon Attention	1 2 3 4 5	24. Column Right March	1 2 3 4 5	44. Rear March		1 2 3 4 5
05.	Present Arms	1 2 3 4 5	25. Left Flank March	1 2 3 4 5	45. Rear March		1 2 3 4 5
06.	Order Arms	1 2 3 4 5	26. Right Flank March	1 2 3 4 5	46. Eyes Right		1 2 3 4 5
07.	COUNT OFF	1 2 3 4 5	27. PLATOON HALT		47. Ready Front		1 2 3 4 5
08.	Close Interval March	1 2 3 4 5	28. Column Left March	1 2 3 4 5	48. Column Left March		1 2 3 4 5
09.	Normal Interval March	1 2 3 4 5	29. Rear March	1 2 3 4 5	49. Column Left March		1 2 3 4 5
10.	Right Face	1 2 3 4 5	30. Rear March	1 2 3 4 5	50. PLATOON HALT		
11.	Left Face	1 2 3 4 5	31. PLATOON HALT		51. Forward March		
12.	Open Ranks March	1 2 3 4 5	32. File from the Right March	1 2 3 4 5	52. Rear March	1 2 3 4 5	
13.	Close Ranks March	1 2 3 4 5	33. Platoon Halt		53. Rear March	1 2 3 4 5	
14.	Left Step March	1 2 3 4 5	34. Column of threes to the left march	1 2 3 4 5	54. Half Step March	1 2 3 4 5	
15.	PLATOON HALT		35. Column Left March	1 2 3 4 5	55. Forward March		
16.	Left Face	1 2 3 4 5	36. Double Time March	1 2 3 4 5	56. Left Flank March	1 2 3 4 5	
17.	Right Step March	1 2 3 4 5	37. Quick Time March	1 2 3 4 5	57. Platoon Halt		
18.	Platoon Halt		38. Column Left March	1 2 3 4 5			
19.	Four Steps forward March	1 2 3 4 5	39. Change Step March	1 2 3 4 5	TM REPORTS OUT/EXITS* (Score below)		

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

JUDGES SCORE ALL FOUR ITEMS BELOW:

Report IN Score (0-20) _____

Overall Impression (0-30) _____

Report OUT Score (0-20) _____

Cadet Commanders Score (0-100) _____

Penalty - 25 points per missing cadet:
 (12 cadets + cadet cmdr required)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials:

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

FILLED OUT BY HEAD JUDGE ONLY IF MISSING

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

UNARMED PLATOON/FLIGHT

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS
 NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

TEAM ENTERS & REPORTS IN*			20. About Face	1 2 3 4 5	40. PLATOON HALT	
01. Dress Right Dress	1 2 3 4 5		21. Forward March		41. Column Left March	1 2 3 4 5
02. Ready Front	1 2 3 4 5		22. Column Right March	1 2 3 4 5	42. Column ½ Lft March	1 2 3 4 5
03. PARADE REST	1 2 3 4 5		23. Column Right March	1 2 3 4 5	43. Column ½ Lft March	1 2 3 4 5
04. Platoon Attention	1 2 3 4 5		24. Column Right March	1 2 3 4 5	44. Rear March	1 2 3 4 5
05. Present Arms	1 2 3 4 5		25. Left Flank March	1 2 3 4 5	45. Rear March	1 2 3 4 5
06. Order Arms	1 2 3 4 5		26. Right Flank March	1 2 3 4 5	46. Eyes Right	1 2 3 4 5
07. COUNT OFF	1 2 3 4 5		27. PLATOON HALT		47. Ready Front	1 2 3 4 5
08. Close Interval March	1 2 3 4 5		28. Column Left March	1 2 3 4 5	48. Column Left March	1 2 3 4 5
09. Normal Interval March	1 2 3 4 5		29. Rear March	1 2 3 4 5	49. Column Left March	1 2 3 4 5
10. Right Face	1 2 3 4 5		30. Rear March	1 2 3 4 5	50. PLATOON HALT	
11. Left Face	1 2 3 4 5		31. PLATOON HALT		51. Forward March	
12. Open Ranks March	1 2 3 4 5		32. File from the Right March	1 2 3 4 5	52. Rear March	1 2 3 4 5
13. Close Ranks March	1 2 3 4 5		33. Platoon Halt		53. Rear March	1 2 3 4 5
14. Left Step March	1 2 3 4 5		34. Column of threes to the left march	1 2 3 4 5	54. Half Step March	1 2 3 4 5
15. PLATOON HALT			35. Column Left March	1 2 3 4 5	55. Forward March	
16. Left Face	1 2 3 4 5		36. Double Time March	1 2 3 4 5	56. Left Flank March	1 2 3 4 5
17. Right Step March	1 2 3 4 5		37. Quick Time March	1 2 3 4 5	57. Platoon Halt	
18. Platoon Halt			38. Column Left March	1 2 3 4 5		
19. Four Steps forward March	1 2 3 4 5		39. Change Step March	1 2 3 4 5	TM REPORTS OUT/EXITS* (Score below)	

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

JUDGES SCORE ALL FOUR ITEMS BELOW:

Report IN Score (0-20) _____

Overall Impression (0-30) _____

Report OUT Score (0-20) _____

Cadet Commanders Score (0-100) _____

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE ARMED PLATOON/FLIGHT

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**
NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

TEAM ENTERS & REPORTS IN*			20. Right Shoulder Arms	1 2 3 4 5	40. PLATOON HALT	
01. Inspection Arms	1 2 3 4 5		21. Forward March		41. Column Left March	1 2 3 4 5
02. Port Arms	1 2 3 4 5		22. Column Right March	1 2 3 4 5	42. Column ½ Lt March	1 2 3 4 5
03. Order Arms	1 2 3 4 5		23. Column Right March	1 2 3 4 5	43. Column ½ Lt March	1 2 3 4 5
04. Dress Right Dress	1 2 3 4 5		24. Column Right March	1 2 3 4 5	44. Rear March	1 2 3 4 5
05. READY, FRONT	1 2 3 4 5		25. Left Flank March	1 2 3 4 5	45. Rear March	1 2 3 4 5
06. Parade Rest	1 2 3 4 5		26. Right Flank March	1 2 3 4 5	46. Eyes Right	1 2 3 4 5
07. Platoon Attention	1 2 3 4 5		27. Column Left March	1 2 3 4 5	47. Ready Front	1 2 3 4 5
08. 15 Count Manual Arms**	4 8 12 16 20		28. Rear March	1 2 3 4 5	48. Column Left March	1 2 3 4 5
09. Count Off	1 2 3 4 5		29. Rear March	1 2 3 4 5	49. Left Shoulder Arms	1 2 3 4 5
10. Close Interval March	1 2 3 4 5		30. PLATOON HALT		50. Column Left March	1 2 3 4 5
11. Normal Interval March	1 2 3 4 5		31. Port Arms	1 2 3 4 5	51. Left Flank March	1 2 3 4 5
12. Open Ranks March	1 2 3 4 5		32. Files from the Right March	1 2 3 4 5	52. PLATOON HALT	
13. Close Ranks March	1 2 3 4 5		33. Platoon Halt			
14. Left Step March	1 2 3 4 5		34. Column of threes to the left march	1 2 3 4 5		
15. PLATOON HALT			35. Column Left March	1 2 3 4 5		
16. Left Face	1 2 3 4 5		36. Double Time March	1 2 3 4 5		
17. Right Step March	1 2 3 4 5		37. Quick Time March	1 2 3 4 5		
18. Platoon Halt			38. Column Left March	1 2 3 4 5		
19. About Face	1 2 3 4 5		39. Right Shoulder Arms	1 2 3 4 5	TEAM REPORTS OUT/EXITS*	

Cadence Checked Here

**Consists of: Order, right shoulder, left shoulder, present, order arms (FM 3-21.5, page 4-10)

<p>JUDGES SCORE ALL FOUR ITEMS BELOW:</p> <p>Report IN Score (0-15) _____</p> <p>Overall Impression (0-30) _____</p> <p>Report OUT Score (0-15) _____</p> <p>Cadet Commanders Score (0-100) _____</p>
--

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

Penalty - 25 points per missing cadet: (12 cadets + cadet cmdr required)	
Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50
Cadet Commander's Initials: _____	

Total Score (max 400) _____

Judge's Name: _____
 Judge Remarks: _____

FILLED OUT BY HEAD JUDGE ONLY IF MISSING CADETS

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

ARMED PLATOON/FLIGHT

School Name: _____

Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS
NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

****Consists of: Order, right shoulder, left shoulder, present, order arms (FM 3-21.5, page 4-10)**

TEAM ENTERS & REPORTS IN*		20. Right Shoulder Arms	1 2 3 4 5	40. PLATOON HALT	
01. <i>Inspection Arms</i>	1 2 3 4 5	21. Forward March		41. Column Left March	1 2 3 4 5
02. <i>Port Arms</i>	1 2 3 4 5	22. Column Right March	1 2 3 4 5	42. Column ½ Lt March	1 2 3 4 5
03. <i>Order Arms</i>	1 2 3 4 5	23. Column Right March	1 2 3 4 5	43. Column ½ Lt March	1 2 3 4 5
04. <i>Dress Right Dress</i>	1 2 3 4 5	24. Column Right March	1 2 3 4 5	44. Rear March	1 2 3 4 5
05. READY, FRONT	1 2 3 4 5	25. Left Flank March	1 2 3 4 5	45. Rear March	1 2 3 4 5
06. <i>Parade Rest</i>	1 2 3 4 5	26. Right Flank March	1 2 3 4 5	46. Eyes Right	1 2 3 4 5
07. <i>Platoon Attention</i>	1 2 3 4 5	27. Column Left March	1 2 3 4 5	47. Ready Front	1 2 3 4 5
08. <i>15 Count Manual Arms**</i>	4 8 12 16 20	28. Rear March	1 2 3 4 5	48. Column Left March	1 2 3 4 5
09. <i>Count Off</i>	1 2 3 4 5	29. Rear March	1 2 3 4 5	49. Left Shoulder Arms	1 2 3 4 5
10. <i>Close Interval March</i>	1 2 3 4 5	30. PLATOON HALT		50. Column Left March	1 2 3 4 5
11. <i>Normal Interval March</i>	1 2 3 4 5	31. <i>Port Arms</i>	1 2 3 4 5	51. Left Flank March	1 2 3 4 5
12. <i>Open Ranks March</i>	1 2 3 4 5	32. <i>Files from the Right March</i>	1 2 3 4 5	52. PLATOON HALT	
13. <i>Close Ranks March</i>	1 2 3 4 5	33. <i>Platoon Halt</i>			
14. <i>Left Step March</i>	1 2 3 4 5	34. <i>Column of threes to the left march</i>	1 2 3 4 5		
15. PLATOON HALT		35. <i>Column Left March</i>	1 2 3 4 5		
16. <i>Left Face</i>	1 2 3 4 5	36. <i>Double Time March</i>	1 2 3 4 5		
17. <i>Right Step March</i>	1 2 3 4 5	37. <i>Quick Time March</i>	1 2 3 4 5		
18. <i>Platoon Halt</i>		38. <i>Column Left March</i>	1 2 3 4 5		
19. <i>About Face</i>	1 2 3 4 5	39. <i>Right Shoulder Arms</i>	1 2 3 4 5	TEAM REPORTS OUT/EXITS*	

Cadence Checked Here

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

<p>JUDGES SCORE ALL FOUR ITEMS BELOW:</p> <p>Report IN Score (0-15) _____</p> <p>Overall Impression (0-30) _____</p> <p>Report OUT Score (0-15) _____</p> <p>Cadet Commanders Score (0-100) _____</p>
--

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE UNARMED SQUAD/ELEMENT

CC Initials

School Name: _____
Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS

NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

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

Sequence of Events		21.	Left Flank March	2 4 6 8 10	
01.	Report In	5 10 15 20 25	22.	Right Flank March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	23.	Rear March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	24.	Column Right March	2 4 6 8 10
04.	Right Face	2 4 6 8 10	25.	Right Flank March	2 4 6 8 10
05.	Left Face	2 4 6 8 10	26.	SQUAD HALT	2 4 6 8 10
06.	Left Step March	2 4 6 8 10	27.	Forward March	2 4 6 8 10
07.	SQUAD HALT	2 4 6 8 10	28.	Left Flank March	2 4 6 8 10
08.	2 Steps Forward March	2 4 6 8 10	29.	Column Right March	2 4 6 8 10
09.	Right Step March	2 4 6 8 10	30.	Right Flank March	2 4 6 8 10
10.	Squad Halt	2 4 6 8 10	31.	Left Flank March	2 4 6 8 10
11.	About Face	2 4 6 8 10	32.	Rear March	2 4 6 8 10
12.	Left Face	2 4 6 8 10	33.	Rear March	2 4 6 8 10
13.	Left Face	2 4 6 8 10	34.	Half Step March	2 4 6 8 10
14.	Dress Right Dress (Aligned)	3 6 9 12 15	35.	Forward March	2 4 6 8 10
15.	READY FRONT	2 4 6 8 10	36.	Right Flank March	2 4 6 8 10
16.	Right Face	2 4 6 8 10	37.	Left Flank March	2 4 6 8 10
17.	Forward March	2 4 6 8 10	38.	Column Right March	2 4 6 8 10
18.	Change Step March	2 4 6 8 10	39.	Squad Halt	2 4 6 8 10
19.	Column Right March	2 4 6 8 10	40.	Left Face	2 4 6 8 10
20.	Rear March	2 4 6 8 10	41.	Report Out	2 4 6 8 10

SCORE FROM ABOVE _____ (POSSIBLE 430 POINTS)

JUDGES SCORE BOTH ITEMS BELOW:
Overall Impression (0-30) _____
Cadet Cdr Score (0-70) _____

SCORE FROM LEFT _____
(POSSIBLE 100 POINTS)

TOTAL: _____
(Possible 530Points)

Penalty - 25 points per missing cadet:
(6 cadets + cadet cmdr required) (Max 11)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials: _____

FILL OUT ONLY IF UNIT IS MISSING CADETS

Judge's Name: _____
Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

UNARMED SQUAD/ELEMENT

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS

NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

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

Sequence of Events			21.	Left Flank March	2 4 6 8 10
01.	Report In	5 10 15 20 25	22.	Right Flank March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	23.	Rear March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	24.	Column Right March	2 4 6 8 10
04.	Right Face	2 4 6 8 10	25.	Right Flank March	2 4 6 8 10
05.	Left Face	2 4 6 8 10	26.	SQUAD HALT	2 4 6 8 10
06.	Left Step March	2 4 6 8 10	27.	Forward March	2 4 6 8 10
07.	SQUAD HALT	2 4 6 8 10	28.	Left Flank March	2 4 6 8 10
08.	2 Steps Forward March	2 4 6 8 10	29.	Column Right March	2 4 6 8 10
09.	Right Step March	2 4 6 8 10	30.	Right Flank March	2 4 6 8 10
10.	Squad Halt	2 4 6 8 10	31.	Left Flank March	2 4 6 8 10
11.	About Face	2 4 6 8 10	32.	Rear March	2 4 6 8 10
12.	Left Face	2 4 6 8 10	33.	Rear March	2 4 6 8 10
13.	Left Face	2 4 6 8 10	34.	Half Step March	2 4 6 8 10
14.	Dress Right Dress (Aligned)	3 6 9 12 15	35.	Forward March	2 4 6 8 10
15.	READY FRONT	2 4 6 8 10	36.	Right Flank March	2 4 6 8 10
16.	Right Face	2 4 6 8 10	37.	Left Flank March	2 4 6 8 10
17.	Forward March	2 4 6 8 10	38.	Column Right March	2 4 6 8 10
18.	Change Step March	2 4 6 8 10	39.	Squad Halt	2 4 6 8 10
19.	Column Right March	2 4 6 8 10	40.	Left Face	2 4 6 8 10
20.	Rear March	2 4 6 8 10	41.	Report Out	2 4 6 8 10

SCORE FROM ABOVE _____ (POSSIBLE 430 POINTS)

JUDGES SCORE BOTH ITEMS BELOW:
 Overall Impression (0-30) _____
 Cadet Cdr Score (0-70) _____

SCORE FROM LEFT _____
 (POSSIBLE 100 POINTS)

TOTAL: _____
 (Possible 530 Points)

Judge's Name: _____

Judge Remarks: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE ARMED SQUAD/ELEMENT

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS

NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

TEAM ENTERS & REPORTS IN*			17. Squad Halt	2 4 6 8 10	34. Left Flank March	2 4 6 8 10
01. Report In	5 10 15 20 25		18. Forward March	2 4 6 8 10	35. Column Right March	2 4 6 8 10
02. Parade Rest	2 4 6 8 10		19. Left Shoulder Arms	2 4 6 8 10	36. Column Half-Right March	2 4 6 8 10
03. Squad Attention	2 4 6 8 10		20. SQUAD HALT	2 4 6 8 10	37. Right Shoulder Arms	2 4 6 8 10
04. Count Off	2 4 6 8 10		21. Right Shoulder Arms	2 4 6 8 10	38. Column Half-Right March	2 4 6 8 10
05. Close Interval March	2 4 6 8 10		22. Forward March	2 4 6 8 10	39. Rear March	2 4 6 8 10
06. NORMAL INTERVAL MARCH	2 4 6 8 10		23. Change Step March	2 4 6 8 10	40. SQUAD HALT	2 4 6 8 10
07. Dress Right Dress	3 6 9 12 15		24. Column Right March	2 4 6 8 10	41. Order Arms	2 4 6 8 10
08. Ready Front	2 4 6 8 10		25. Port Arms	2 4 6 8 10	42. Right Face	2 4 6 8 10
09. 4 Steps to the Left March	2 4 6 8 10		26. Double Time March	2 4 6 8 10	43. Report Out	5 10 15 20 25
10. Right Face	2 4 6 8 10		27. Quick Time March	2 4 6 8 10		
11. Right Shoulder Arms	2 4 6 8 10		28. Rear March	2 4 6 8 10		
12. Forward March	2 4 6 8 10		29. Left Shoulder Arms	2 4 6 8 10		
13. Half Step March	2 4 6 8 10		30. Rear March	2 4 6 8 10		
14. Squad Halt	2 4 6 8 10		31. SQUAD HALT	2 4 6 8 10		
15. Forward March	2 4 6 8 10		32. Forward March	2 4 6 8 10		
16. Column Right March	2 4 6 8 10		33. Right Flank March	2 4 6 8 10		

SCORE FROM ABOVE _____ (POSSIBLE 465 POINTS)

JUDGES SCORE BOTH ITEMS BELOW:
 Overall Impression (0-30) _____
 Cadet Cdr Score (0-70) _____

SCORE FROM LEFT _____
 (POSSIBLE 100 POINTS)

TOTAL: _____
 (Possible 565 Points)

Penalty - 25 points per missing cadet:
 (6 cadets + cadet cmdr required) (Max 11)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials: _____

**FILL OUT ONLY IF
UNIT IS MISSING CADETS**

Judge's Name: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

ARMED SQUAD/ELEMENT

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS
NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!

TEAM ENTERS & REPORTS IN*						
		17.	Squad Halt	2 4 6 8 10	34. Left Flank March	2 4 6 8 10
01.	Report In	5 10 15 20 25	18. Forward March	2 4 6 8 10	35. Column Right March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	19. Left Shoulder Arms	2 4 6 8 10	36. Column Half-Right March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	20. SQUAD HALT	2 4 6 8 10	37. Right Shoulder Arms	2 4 6 8 10
04.	Count Off	2 4 6 8 10	21. Right Shoulder Arms	2 4 6 8 10	38. Column Half-Right March	2 4 6 8 10
05.	Close Interval March	2 4 6 8 10	22. Forward March	2 4 6 8 10	39. Rear March	2 4 6 8 10
06.	NORMAL INTERVAL MARCH	2 4 6 8 10	23. Change Step March	2 4 6 8 10	40. SQUAD HALT	2 4 6 8 10
07.	Dress Right Dress	3 6 9 12 15	24. Column Right March	2 4 6 8 10	41. Order Arms	2 4 6 8 10
08.	Ready Front	2 4 6 8 10	25. Port Arms	2 4 6 8 10	42. Right Face	2 4 6 8 10
09.	4 Steps to the Left March	2 4 6 8 10	26. Double Time March	2 4 6 8 10	43. Report Out	5 10 15 20 25
10.	Right Face	2 4 6 8 10	27. Quick Time March	2 4 6 8 10		
11.	Right Shoulder Arms	2 4 6 8 10	28. Rear March	2 4 6 8 10		
12.	Forward March	2 4 6 8 10	29. Left Shoulder Arms	2 4 6 8 10		
13.	Half Step March	2 4 6 8 10	30. Rear March	2 4 6 8 10		
14.	Squad Halt	2 4 6 8 10	31. SQUAD HALT	2 4 6 8 10		
15.	Forward March	2 4 6 8 10	32. Forward March	2 4 6 8 10		
16.	Column Right March	2 4 6 8 10	33. Right Flank March	2 4 6 8 10		

SCORE FROM ABOVE _____ (POSSIBLE 465 POINTS)

JUDGES SCORE BOTH ITEMS BELOW:
 Overall Impression (0-30) _____
 Cadet Cdr Score (0-70) _____

SCORE FROM LEFT _____
 (POSSIBLE 100 POINTS)

TOTAL: _____
 (Possible 565 Points)

Judge's Name: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE ARMED INSPECTION

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Unit. Snap & Smartness of the Unit	10	1-3	4-7	8-10	
Precision, Hesitation & Anticipation of the Unit	10	1-3	4-7	8-10	
Dress/Alignment of the Unit	10	1-3	4-7	8-10	
Correct Procedures Followed to include Entry/Exit	10	1-3	4-7	8-10	
Individual Inspections					
Personal Hygiene (males-to include shave)	30	1-7	8-23	24-30	
Position of Attention/Overall Body Position	30	1-7	8-23	24-30	
Response to Questions	30	1-7	8-23	24-30	
Overall Uniform Preparation & Condition	30	1-7	8-23	24-30	
Handling/Knowledge of the Weapon	30	1-7	8-23	24-30	
Bearing & Poise	30	1-7	8-23	24-30	
Overall Commander Score (Voice/Bearing/Poise)	30	1-7	8-23	24-30	
TOTAL EARNED IN ARMED INSPECTION	250				_____

PENALTIES - HEAD JUDGE ONLY

Uniform Violations: Minor (-20) MAJOR (-50) _____
 Exhibition Uniform/Dress Blues _____ Chrome Helmets _____
 Scarves/Ascots/Gloves _____ Spatz Boots _____
 OTHER (BE SPECIFIC) _____

Penalty - 25 points per missing cadet:
 (12 cadets + cadet cmdr required)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials:

Judge's Name: _____

Judge Remarks: _____

FILLED OUT BY HEAD JUDGE ONLY IF MISSING

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

ARMED INSPECTION

CC Initials

School Name: _____

Team Name: _____

Grand Total

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Unit. Snap & Smartness of the Unit	10	1-3	4-7	8-10	
Precision, Hesitation & Anticipation of the Unit	10	1-3	4-7	8-10	
Dress/Alignment of the Unit	10	1-3	4-7	8-10	
Correct Procedures Followed to include Entry/Exit	10	1-3	4-7	8-10	
Individual Inspections					
Personal Hygiene (males-to include shave)	30	1-7	8-23	24-30	
Position of Attention/Overall Body Position	30	1-7	8-23	24-30	
Response to Questions	30	1-7	8-23	24-30	
Overall Uniform Preparation & Condition	30	1-7	8-23	24-30	
Handling/Knowledge of the Weapon	30	1-7	8-23	24-30	
Bearing & Poise	30	1-7	8-23	24-30	
Overall Commander Score (Voice/Bearing/Poise)	30	1-7	8-23	24-30	
TOTAL EARNED IN ARMED INSPECTION	250				_____

Judge's Name: _____

Judge's Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE INDIVIDUAL/DUO ARMED EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
Report In & Report Out Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12-15	
Team/Cadet APPEARANCE Uniform/overall preparation & presentation	15	1-4	5-11	12-15	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/fitting transitions	15	1-4	5-11	12-15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12-15	
Cadet BEARING Body & facial control, military carriage	30	1-7	8-23	24-30	
Cadet MARCHING Dress, alignment & marching proficiency; use of drill floor	30	1-7	8-23	24-30	
Movement VARIETY Diversity of movements to display overall excellence	30	1-7	8-23	24-30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8-23	24-30	
Movement PRECISION Exactng, flawless & meticulous maneuvers-anti-sloppy	30	1-7	8-23	24-30	
Routine SHOWMANSHIP Flair, style & wow factor that turns heads/rivets watchers	30	1-7	8-23	24-30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8-23	24-30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8-23	24-30	
TOTAL EXHIBITION DRILL POINTS	300				

PENALTIES - HEAD JUDGE ONLY

Number		Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapons @ 25 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)	
	TOTAL PENALTY POINTS	

Judge's Name: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

INDIVIDUAL/DUO ARMED EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
Report In & Report Out Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12-15	
Team/Cadet APPEARANCE Uniform/overall preparation & presentation	15	1-4	5-11	12-15	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/fitting transitions	15	1-4	5-11	12-15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12-15	
Cadet BEARING Body & facial control, military carriage	30	1-7	8-23	24-30	
Cadet MARCHING Dress, alignment & marching proficiency; use of drill floor	30	1-7	8-23	24-30	
Movement VARIETY Diversity of movements to display overall excellence	30	1-7	8-23	24-30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8-23	24-30	
Movement PRECISION Exactng, flawless & meticulous maneuvers-anti-sloppy	30	1-7	8-23	24-30	
Routine SHOWMANSHIP Flair, style & wow factor that turns heads/rivets watchers	30	1-7	8-23	24-30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8-23	24-30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8-23	24-30	
TOTAL EXHIBITION DRILL POINTS	300				

PENALTIES - HEAD JUDGE ONLY

Number	Total Points
	Boundary Violations @ 5 points each occurrence
	Dropped weapons @ 25 points each occurrence
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)
	TOTAL PENALTY POINTS

Judge's Name: _____

Judge Remarks: _____

CAROWINDS ANNUAL JROTC STANDARD OPERATING PROCEDURES

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

HEAD JUDGE ARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
Report In & Report Out <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
Team/Cadet APPEARANCE <small>Uniform/overall preparation & presentation</small>	15	1-4	5-11	12-15	
Routine COMPOSITION & FLOW <small>Routine is unique & well constructed w/fitting transitions</small>	15	1-4	5-11	12-15	
OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	15	1-4	5-11	12-15	
Team Cadet BEARING <small>Body & facial control, military carriage</small>	30	1-7	8-23	24-30	
Team/Cadet MARCHING <small>Dress, alignment & marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30	
Movement VARIETY <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30	
Movement DIFFICULTY <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30	
Movement PRECISION <small>Exacting, flawless & meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30	
Routine SHOWMANSHIP <small>Flair, style & wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30	
Handling of the WEAPON <small>Weapon maneuvers & manipulation look skilled & effortless</small>	30	1-7	8-23	24-30	
MILITARY Flavor <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30	
TOTAL EXHIBITION DRILL POINTS	300				

PENALTIES - HEAD JUDGE ONLY

Number	Total Points
	Boundary Violations @ 5 points each occurrence
	Dropped weapons @ 25 points each occurrence
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)
	TOTAL PENALTY POINTS

Judge's Name: _____

Judge Remarks: _____

ANNEX C: Scoresheets for JROTC Drill Team Competition SOP

ARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
Report In & Report Out <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
Team/Cadet APPEARANCE <small>Uniform/overall preparation & presentation</small>	15	1-4	5-11	12-15	
Routine COMPOSITION & FLOW <small>Routine is unique & well constructed w/fitting transitions</small>	15	1-4	5-11	12-15	
OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	15	1-4	5-11	12-15	
Team Cadet BEARING <small>Body & facial control, military carriage</small>	30	1-7	8-23	24-30	
Team/Cadet MARCHING <small>Dress, alignment & marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30	
Movement VARIETY <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30	
Movement DIFFICULTY <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30	
Movement PRECISION <small>Exacting, flawless & meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30	
Routine SHOWMANSHIP <small>Flair, style & wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30	
Handling of the WEAPON <small>Weapon maneuvers & manipulation look skilled & effortless</small>	30	1-7	8-23	24-30	
MILITARY Flavor <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30	
TOTAL EXHIBITION DRILL POINTS	300				

Judge's Name: _____

Judge Remarks: _____