This Standard Operating Procedure (SOP) establishes policy and procedures for JROTC cadets participating in the 31st Annual 49er Classic Drill Competition. The purpose of this SOP is to outline the rules, regulations and guidance established for this year’s event.

Instructions and Regulations referenced:

- **AFMAN 36-2203, Drill and Ceremonies**, dated 19 June 2018
- **TC 3-21.5, Drill and Ceremonies**, dated January 2012

The above Regulations and Instructions were used as references. For the purpose of this event, all drill and ceremonies will be based solely on **AFMAN 36-2203, Drill and Ceremonies** (dated 19 June 2018 for consistency and fairness purposes).
CHAPTER 5- Regulation Events

(Change) 5.1.1 The color guard events will be held on a 60’ by 76’ drill pad.

(Change) 5.2.1 Individual unarmed and armed events will be held on a 60’ by 76’ drill pad.

(Change) 5.3.1 Element unarmed and armed events will be performed on a 60’ by 120’ drill pad.

(Change) 5.3.2 Elements will be comprised of at least five but no more than eight cadets total including the element leader.

(Change) 5.4.1 Flight unarmed and armed sequences will be performed on a 120’ by 120’ drill pad.

(Change) 5.4.3 Flights will consist of 10+ cadets, to include the Flight Commander and optional guidon bearer.

CHAPTER 6- Exhibition Events

(Change) 6.3.3 Exhibition Elements will be comprised of at least five but no more than eight cadets total including the element leader.

(Change) 6.4.2 Exhibition Flights will consist of 10+ cadets, to include the Flight Commander and optional guidon bearer.

APPENDIXES A- G

(Change) All Regulation events changed to match Patriot Classic drill sequences.
STANDARD OPERATING PROCEDURES

BREAKDOWN

CHAPTER 1- Introduction

CHAPTER 2- Event Categories

CHAPTER 3- Rules and Regulations

CHAPTER 4- Drill Pad Procedures

CHAPTER 5- Regulation Events

CHAPTER 6- Exhibition Events

CHAPTER 7- Judging and Scoring

CHAPTER 8- Event Penalties

CHAPTER 9- Awards and Trophies

CHAPTER 10- Frequently Asked Questions

APPENDIX

A-L- Regulation/Exhibition Sequences

M- Awards and Trophies List
Chapter 1- INTRODUCTION

1.1 UNC Charlotte and Detachment 592 have been hosting the Annual 49er Classic Drill Competition for 30 years. Each year AFROTC cadets welcome several high school JROTC units to compete in various drill and ceremony events. Drill and ceremony events include sequences in both regulation and exhibition categories. As always, JROTC cadets are encouraged to invite parents, friends, and other guests to the competition.

1.2 PURPOSE

1.2.1 The purpose behind this rulebook is to inform cadets and commanders of the rules and regulations in place for the 49er Classic Drill Competition. Unit commanders are responsible for ensuring their units are well informed of the rules prior to competition day.

1.3 ARRIVAL

1.3.1 Arrival logistics, check-in procedures, meal, and parking arrangements will be published closer to the event.

Chapter 2- EVENT CATEGORIES

2.1 The drill classic will host 13 events: Eight regulation events and five exhibition events in addition to providing a free Knockout event prior to awarding trophies.

2.1.1 Regulation events will include:

a. Color Guard
b. Individual Armed
c. Individual Unarmed
d. Element Armed
e. Element Unarmed
f. Element Unarmed 1st year
g. Flight Armed
h. Flight Unarmed

2.1.2 Exhibition Events will include:

a. Individual Armed
b. Element Armed
c. Element Unarmed
d. Flight Armed
e. Flight Unarmed

Chapter 3- RULES AND REGULATIONS

3.1 General: The 49er Classic Drill Competition is a professional military event and JROTC units will be expected to conduct themselves in a professional military manner throughout the day both on and off the drill pad. Cadet behavior will be observed
throughout the day. This will be an open area with many uniformed service members; cadets are reminded to maintain all customs and courtesies while present at the 49er Classic Drill Competition.

3.2 Drill sequences will be based on Air Force drilling regulations (AFMAN 36-2203, Drill and Ceremonies, dated 19 June 2018). The drill sequences are provided in Appendix A-L of this document. The provided sequences are movements only. The proper command is not included. This will ensure cadets know the movements and will allow other branches of JROTC to participate in the events without being restricted to Air Force commands. **Memorization of each sequence is required** to participate in the events; points will be deducted for reading from a sequence sheet.

3.2.1 Units will be on schedule for their respective drill time. Units should arrive five minutes early for their drill time. If events are ahead of schedule, units may perform early if they arrive early to the drill pad.

3.2.2 Units will not be allowed a restart for any of the drill sequences.

3.2.3 Appearance will be of the utmost importance. Cadets will wear their uniform properly and respectfully. **Points will be deducted from the overall score for improper dress and appearance.** Dress and Appearance will be consistently enforced throughout the event IAW AFI 36-2903, Dress and Personal Appearance of Air Force Personnel or service equivalent.

3.2.3.1 Female Grooming Standards: Females will wear their hair pulled back in a professional manner according to AFI 36-2903, Dress and Personal Appearance of Air Force Personnel, dated 7 February 2020, or equivalent standards. Females will have all loose ends or stray hairs secured while in uniform. Females will not wear excessive or inappropriate jewelry. Fingernails will only be painted colors that are within the regulations (i.e. light pink or natural pink).

3.2.3.2 Male Grooming Standards: Males will be clean shaven and have their hair cut to the appropriate length according to AFI 36-2903, Dress and Personal Appearance of Air Force Personnel, dated 7 February 2020 or equivalent standards.

3.2.3.3 All uniforms will be clean and pressed and shoes will be shined. Cadets will present a well-groomed and professional image at all times.

Chapter 4- DRILL PAD PROCEDURES

4.1 Entry Procedures: Units will stop in the clearly marked staging area prior to entering the drill pad. When the unit is formed in the staging area, the head judge will approach the unit. The cadet unit commander will salute and report into the drill pad while in the
staging area. The cadet unit commander will request permission to enter the drill pad with the following verbiage:

4.1.1 “Good Morning/Afternoon Sir/Ma’am ______________ High School reports with a drill time of _______ we arrived at ________. Permission to enter drill pad?” The judge will return the cadet’s salute and grant permission to enter the drill pad.

4.1.2 The cadet unit commander will then proceed to forward march their unit to the clearly marked entrance of the designated drill pad. Once the unit has fully entered the drill pad, the sequence timer will start.

4.2 Exit Procedures: Once the drill sequence is complete the unit will halt in front of the Head judge, and then request permission to exit the drill pad

4.2.1 The unit commander will salute the judge and report out of the drill pad using the following phrase: “Good Morning/Afternoon Sir/Ma’am ______________ High School has completed the drill sequence. Permission to exit the drill pad?” The judge will return the salute and grant permission to exit the drill pad. Units will march off the drill pad using the appropriate route.

4.2.2 Sequence time will stop after the cadet unit commander has received the return salute from the judges.

4.3 Each event drill pad is reserved for the schools participating in those events. Please remain off the drill pads while other schools or cadets are performing.

4.3.1 DO NOT step on or inside the barriers of the drill pad.

4.3.2 DO NOT cross the corners of the drill pad.

4.3.3 Please remain quiet while other units are performing.

Chapter 5- REGULATION EVENTS

5.1 Color Guard:

5.1.1 The color guard events will be held on a 60’ by 76’ drill pad.

5.1.2 This event will be performed by 4 cadets, including 2 flag bearers and 2
The color guard sequence and scoresheet is found in Appendix A.

5.2 Individual:

5.2.1 Individual unarmed and armed events will be held on a 60’ by 76’ drill pad.

5.2.2 Individual events will consist of one person to call the commands while another person executes the movements.

5.2.3 Both individuals will begin the sequence in the staging area. When both individuals are prepared, the head judge will approach the individuals while in the staging area.

5.2.4 Both individuals will salute the judge, the individual calling the commands will then report into the judge using the following phrase:

“Good Morning/Afternoon Sir/Ma’am, ___________High School Cadets report in with a drill time of ________, we arrived at ______________. Permission to begin the drill sequence?”

5.2.4.1 Upon reporting in, the judge will perform a visual inspection of both cadets, return the salute, and grant permission to begin the sequence.

5.2.5 The individual calling the commands will take the appropriate movements to place themselves in the clearly marked position near the judge. The individual will call commands from this stationary position while standing at attention.

5.2.5.1 The individual executing the commands must stay within the parameters of the drill pad or points will be deducted.

5.2.5.2 Points will be deducted for improper commands or improper execution.

5.2.6 When the sequence is complete, both cadets will take appropriate movements to position themselves in front of the judge. The cadet giving commands will salute the judge and report out of the drill pad using the following verbage: “Good Morning/Afternoon Sir/Ma’am, this concludes our drill sequence, permission to exit drill pad?”
5.2.6.1 Both individuals will take the appropriate movements to exit the drill pad.

5.2.7 Individual regulation unarmed and armed sequences and score sheets are found in Appendix B and Appendix C.

5.3 Element:

5.3.1 Element unarmed and armed events will be performed on a 60’ by 120’ drill pad. Elements will be comprised of at least five but no more than eight cadets including the element leader.

5.3.3 Element Unarmed 1st Year: This event is designated for JROTC cadets who are new to the program.

Element unarmed 1st year sequence is the same as element unarmed.

5.3.4 Element unarmed and armed sequences and score sheets are found in Appendix D and Appendix E. **Element unarmed 1st year sequence is the same as element unarmed.**

5.4 Flight:

5.4.1 Flight unarmed and armed sequences will be performed on a 120’ by 120’ drill pad.

5.4.2 Flights will consist of 2-4 elements.

5.4.3 Flights will consist of 10+ cadets to include the Flight Commander and **optional** guidon bearer.

5.4.4 Flight unarmed and armed sequences and score sheets are found in Appendix F and Appendix G.
Chapter 6- EXHIBITION EVENTS

6.1 Overview: There is no specific sequence for exhibition events. Units will be scored largely on uniqueness, precision, difficulty and their ability to execute movements. All exhibition events will be performed under time constraints. The amount of time allotted for each event is noted on the respective score sheets provided in the corresponding appendix.

6.1.2 The time it takes to complete the sequence will be noted on the scoresheet.

6.1.3 Points will be deducted if sequence runs over time.

6.2 Individual armed exhibition individual events will be performed with a weapon provided by the JROTC unit.

6.2.2 This event will be performed within 2-4 minutes.

6.2.3 Individuals performing the event will report in using proper weapon execution. The exhibition armed individual scoresheet is found in Appendix H.

6.3 Element:

6.3.1 The exhibition element event will be performed both as unarmed and armed, with a time constraint of 3-5 minutes.

6.3.2 Armed exhibition events will be scored on uniqueness and ability to perform.

6.3.2.1 All cadets performing in the unit must use the same type of weapon.

6.3.2.2 Cadets will not use weapons or perform in such a way that puts other cadets in danger.

6.3.2.3 This event may only be performed by cadets and their weapons. Props, special effects, or additional equipment may NOT be used.

6.3.3 Exhibition elements will be comprised of at least five but no more than eight cadets total including the element leader.

6.3.3.1 The exhibition element unarmed and armed score sheets are found in Appendix I and Appendix J.
6.4 Flight:

6.4.1 Exhibition flight events will both be performed as unarmed and armed.

6.4.1.1 All cadets performing in the unit must use the same type of weapon.

6.4.1.2 Cadets will not use weapons or perform in such a way that puts other cadets in danger.

6.4.1.3 This event may only be performed using cadets and their weapons. Props, special effects, or additional equipment may **NOT** be used.

6.4.1.4 Exhibition flight size will consist of 2-4 elements.

6.4.2 Exhibition flights will consist of 10+ cadets, to include the Flight Commander and **optional** guidon bearer.

6.4.3 Exhibition flight events will have a time constraint of 3-5 minutes.

6.4.4 The flight exhibition unarmed and armed score sheets are found in Appendix K and Appendix L.

**Chapter 7- JUDGING AND SCORING**

7.1 Judging and Scoring:

7.1.1 Judging and scoring will be conducted by the cadets of UNC Charlotte, Detachment 592. Judges are provided the same scoring sheets that are included in this manual. These sheets will not be altered prior to the day of the competition. Schools are encouraged to review these score sheets while practicing for the 49er Classic Drill Competition. Judges will be trained and briefed prior to the drill competition.

7.1.2 Each of the events will be judged by two Det 592 cadets. The two judges will be accompanied by two assisting Det 592 cadets. All judgements are at the discretion of the judges. The additional cadets are present to help provide consistency and fairness across drill sequences. **Once the school has finished their event, judges will average scores of both judges. The averaged final score for the event will then be submitted to the score booth.**
7.1.3 Judge Expectations:

7.1.3.1 Uniqueness in drill sequences

7.1.3.2 Excellent military bearing

7.1.3.3 Proper movement onto, inside, and off the drill area

7.1.3.4 Correct drill movements and commands

7.1.3.5 Proper dress and appearance

7.1.3.6 Ability to overcome and adapt to the surroundings and situation

7.1.3.7 Professionalism throughout the competition

7.1.4 All scores are final as decided by the judges and will not be negotiated with coaches or parents.

7.1.5 Coaches or cadets may not see their scores prior to being averaged.

7.2 Judging Standards:

7.2.1 All judges are selected from upperclassman cadets at Det. 592

7.2.2 Each drill event will have 2 judges observing the units, a head judge and a secondary judge. There are 2 judges to compare scorings and provide consistency among grading.

7.2.3 Both judges will be scoring units. Scores will be averaged and that average will be the final score for the event. The head judge will be in charge of giving penalties to units. Judges may have a Det 592 cadet as an assistant, but it is not required.

7.2.4 All score sheets will be initialed by the judge for any case of protest.

7.2.5 Judges may move around during a performance to better observe movements.

7.2.6 Armed events will be judged solely on the performance of the unit/cadet. Judges will not score events based on the weight/type of weapon used.

7.2.7 Any scoring left blank after being sent to scoring room will be awarded a score of 5 by the cadets calculating the scores.
7.2.8 All judges will remain standardized in their judging style for the entirety of the competition.

7.2.9 Judges will not change mid drill sequence

7.2.10 In the event of a tie, the score sheets of the schools in question will be recounted and thoroughly analyzed. The score keeping staff will determine specific tie breaking criteria that will not be announced prior to the decision.

7.3 Knockout Drill:

7.3.1 After all competition events are completed, schools may play a round of voluntary knockout drill. This will take place before trophies are awarded to units.

7.3.2 Knockout drill **will not** be called in any specific sequence. Commands will be called at random.

7.3.3 The following rules will apply to Knockout Drill:

7.3.3.1 All schools are encouraged to compete in knockout, however it is not a mandatory competition.

7.3.3.2 Knockout is intended to be a fun, fast paced competition to test cadet’s ability to react to commands.

7.3.3.3 Judges from other competition events will also judge knockout.

7.3.3.4 Knockout will consist of one large flight with cadets from all schools. There will be numerous judges observing from all angles of the flight.

7.3.3.5 If a judge taps a cadet’s shoulder, they are out. If judges see a mistake, they will notify the cadet of the mistake. Cadets that are dismissed from the flight must step out immediately.
7.3.3.6 Knockout commands will not deviate from proper commands. Preparatory commands are intended to prepare the flight for the upcoming command. Therefore, incorrect execution commands, or “trick commands” will not be called (i.e. ‘Order-Pizza’ or ‘Order-Armbands’).

7.3.3.7 Tie breakers will be determined by judges.

Chapter 8- EVENT PENALTIES

8.1 Penalties for units will fall under 2 categories: Event and Overall

8.2 Event Penalties: Event penalties will be evaluated at the time of the event. These penalties will be recorded on their respective score sheets.

8.2.1 All events will be subject to the following penalties:

8.2.1.1 Failure to remain inside the drill pad boundaries: 10 Points
8.2.1.2 Deviation from drill sequence: 10 Points
8.2.1.3 Late arrival causing delay of events: 5 Points
8.2.1.4 Improper reporting in/out procedures: 5 Points
8.2.1.5 Entering drill pad prior to asking permission: 10 Points
8.2.1.6 Improper dress and appearance: 10 Points
8.2.1.7 Dropping weapons (1 sec time deduction): 5 Points
8.2.1.8 Reading from sequence sheet: 10 Points
8.2.1.9 Exceeding allotted time: 5 Points per 30 sec
8.2.1.10 Judges Discretion __ Points

8.3 Additional penalties may be given to units if the judges witness cadets showing poor sportsmanship or if the unit acts in poor taste. These penalties will be evaluated with the discretion of the judges.

8.4 Overall Penalties: Overall penalties will also be assessed by judges. Overall penalties will be a deduction of five points from the total score of the event for each penalty. Overall penalties will include:

8.4.1 Anyone who disrespectfully approaches the judges for arguments of scoring or performance of the drill unless requested to do so.

8.4.2 Anyone who enters the scoring computation room or approaches the scoring booth.

8.4.3 Anyone who acts with an unprofessional attitude toward the judges.
Chapter 9- AWARDS AND TROPHIES

9.1 When units complete a drill event, judges will send the averaged scores to the scoring room, at which time they will be double check for accuracy. At the end of all of the events, trophies will be awarded for first, second and third place for each event listed in the table in Appendix M.

Chapter 10- Frequently Asked Questions

10.1 Can our unit have a ‘do-over’?

10.1.1 No, due to time constraints, a ‘do-over’ will not be permitted.

10.2 Can we have some pointers or feedback about our performance?

10.2.1 Judges may make notes for feedback after all performances have been completed. All Score sheets will be available soon after the conclusion of the entire competition.

10.3 Can our team restart?

10.3.1 No. Restarts will not be permitted at any time after the sequence has started.

10.4 Can we have a copy of the scoring sheet?

10.4.1 Blank Scoring sheets are attached to this document. We encourage you train according to these grading sheets, and print/bring this SOP with you for your reference.

10.5 Can we have a copy of our scores?

10.5.1 Scoring sheets for each school will be available at the conclusion of the competition.

10.6 Can our team show you what they were supposed to do during their performance?

10.6.1 No. After the units have properly exited the drill pad, their event is concluded.

10.7 Can our team practice ahead of time on empty drill pads or other parking areas?
10.7.1 Absolutely, so long as your practice does not interfere with ongoing events or other schools. Practice makes perfect, so if a team has time and wants to go over some last-minute things please feel free.

10.8 Can we see the scores before they are calculated?

10.8.1 No, Coaches, participants, commanders, and parents will not be allowed to see scores prior to conclusion of Event. Scores will be published electronically shortly after the event is concluded.
APPENDIX A
Color Guard

COLOR GUARD

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There should be no deviation. You are expected to memorize the sequence:

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

TOTAL POINTS EARNED: _______ / 168 POINTS

AVERAGED SCORE FOR EVENT: __________
APPENDIX B
Individual Regulation Unarmed

INDIVIDUAL REGULATION UNARMED

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There will be no deviation. You will memorize the sequence:

1. REPORT IN 0 1 2 3 4
2. RIGHT FACE 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4
4. ABOUT FACE 0 1 2 3 4
5. PARADE REST 0 1 2 3 4
6. ATTENTION 0 1 2 3 4
7. ABOUT FACE 0 1 2 3 4
8. RIGHT STEP 0 1 2 3 4
9. HALT 0 1 2 3 4
10. PRESENT ARMS 0 1 2 3 4
11. ORDER ARMS 0 1 2 3 4
12. RIGHT FACE 0 1 2 3 4
13. FORWARD MARCH 0 1 2 3 4
14. RIGHT FLANK MARCH 0 1 2 3 4
15. RIGHT FLANK MARCH 0 1 2 3 4
16. CHANGE STEP MARCH 0 1 2 3 4
17. TO THE REAR MARCH 0 1 2 3 4
18. LEFT FLANK MARCH 0 1 2 3 4
19. LEFT FLANK MARCH 0 1 2 3 4
20. RIGHT FLANK MARCH 0 1 2 3 4
21. HALT 0 1 2 3 4
22. LEFT STEP MARCH 0 1 2 3 4
23. HALT 0 1 2 3 4
24. REPORT OUT 0 1 2 3 4
25. MILITARY BEARING 0 1 2 3 4

TOTAL POINTS EARNED: _______ / 100 POINTS

AVERAGED SCORE FOR EVENT: ____________
APPENDIX C
Individual Regulation Armed

INDIVIDUAL REGULATION ARMED

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There will be no deviation. You will memorize the sequence:

1. FALL IN
2. PRESENT ARMS
3. REPORT IN
4. ORDER ARMS
5. LEFT FACE
6. ABOUT FACE
7. RIGHT SHOULDER ARMS
8. LEFT SHOULDER ARMS
9. PORT ARMS
10. FORWARD MARCH
11. RIGHT FLANK MARCH
12. HALT
13. ORDER ARMS
14. PARADE REST
15. ATTENTION
16. ABOUT FACE
17. LEFT FACE
18. PORT ARMS
19. FORWARD MARCH
20. RIGHT FLANK MARCH
21. RIGHT SHOULDER ARMS
22. CHANGE STEP MARCH
23. INDIVIDUAL HALT
24. PRESENT ARMS
25. REPORT OUT
26. ORDER ARMS
27. LEFT FACE
28. PORT ARMS
29. FORWARD MARCH (exit)

TOTAL POINTS EARNED: _______ / 116 POINTS

AVERAGED SCORE FOR EVENT: ____________
APPENDIX D
Element Regulation Unarmed (Applies to First-Years as well)

ELEMENT REGULATION UNARMED

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There will be no deviation. You will memorize the sequence:

1. FALL IN 0 1 2 3 4
2. DRESS RIGHT DRESS 0 1 2 3 4
3. READY FRONT 0 1 2 3 4
4. PRESENT ARMS 0 1 2 3 4
5. REPORT IN 0 1 2 3 4
6. ORDER ARMS 0 1 2 3 4
7. LEFT FACE 0 1 2 3 4
8. ABOUT FACE 0 1 2 3 4
9. RIGHT FACE 0 1 2 3 4
10. FORWARD MARCH 0 1 2 3 4
11. LEFT FLANK MARCH 0 1 2 3 4
12. RIGHT FLANK MARCH 0 1 2 3 4
13. TO THE REAR MARCH 0 1 2 3 4
14. ELEMENT HALT 0 1 2 3 4
15. LEFT STEP MARCH 0 1 2 3 4
16. ELEMENT HALT 0 1 2 3 4
17. RIGHT STEP MARCH 0 1 2 3 4
18. ELEMENT HALT 0 1 2 3 4
19. PARADE REST 0 1 2 3 4
20. ATTENTION 0 1 2 3 4
21. ABOUT FACE 0 1 2 3 4
22. FORWARD MARCH 0 1 2 3 4
23. RIGHT FLANK MARCH 0 1 2 3 4
24. COLUMN RIGHT MARCH 0 1 2 3 4
25. TO THE REAR MARCH 0 1 2 3 4
26. COLUMN LEFT MARCH 0 1 2 3 4
27. COLUMN LEFT MARCH 0 1 2 3 4
28. LEFT FLANK MARCH (exit) 0 1 2 3 4

TOTAL POINTS EARNED: _______ / 112 POINTS

AVERAGED SCORE FOR EVENT: ____________
APPENDIX E

Element Regulation Armed

ELEMENT REGULATION ARMED

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There will be no deviation. You will memorize the sequence:

1. FALL IN 0 1 2 3 4 23. LEFT FLANK MARCH 0 1 2 3 4
2. PRESENT ARMS 0 1 2 3 4 24. RIGHT FLANK MARCH 0 1 2 3 4
3. REPORT IN 0 1 2 3 4 25. COLUMN RIGHT MARCH 0 1 2 3 4
4. ORDER ARMS 0 1 2 3 4 26. MARK TIME MARCH 0 1 2 3 4
5. PARADE REST 0 1 2 3 4 27. FORWARD MARCH 0 1 2 3 4
6. ATTENTION 0 1 2 3 4 28. TO THE REAR MARCH 0 1 2 3 4
7. RIGHT SHOULDER ARMS 0 1 2 3 4 29. LEFT SHOULDER ARMS 0 1 2 3 4
8. ORDER ARMS 0 1 2 3 4 30. COLUMN LEFT MARCH 0 1 2 3 4
9. RIGHT FACE 0 1 2 3 4 31. LEFT FLANK MARCH (exit) 0 1 2 3 4
10. PORT ARMS 0 1 2 3 4
11. FORWARD MARCH 0 1 2 3 4
12. COLUMN RIGHT MARCH 0 1 2 3 4
13. RIGHT FLANK MARCH 0 1 2 3 4
14. ELEMENT HALT 0 1 2 3 4
15. ORDER ARMS 0 1 2 3 4
16. ABOUT FACE 0 1 2 3 4
17. LEFT SHOULDER ARMS 0 1 2 3 4
18. ORDER ARMS 0 1 2 3 4
19. LEFT FACE 0 1 2 3 4 TOTAL POINTS EARNED: _______ / 124 POINTS
20. RIGHT SHOULDER ARMS 0 1 2 3 4
21. FORWARD MARCH 0 1 2 3 4 AVERAGED SCORE FOR EVENT: __________
22. TO THE REAR 0 1 2 3 4
FLIGHT REGULATION UNARMED

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There will be no deviation. You will memorize the sequence:

1. FALL IN 0 1 2 3 4 23. FORWARD MARCH 0 1 2 3 4
2. PRESENT ARMS 0 1 2 3 4 24. EYES RIGHT 0 1 2 3 4
3. REPORT IN 0 1 2 3 4 25. READY FRONT 0 1 2 3 4
4. ORDER ARMS 0 1 2 3 4 26. TO THE REAR MARCH 0 1 2 3 4
5. OPEN RANKS MARCH 0 1 2 3 4 27. TO THE REAR MARCH 0 1 2 3 4
6. READY FRONT 0 1 2 3 4 28. LEFT FLANK MARCH 0 1 2 3 4
7. CLOSE RANKS MARCH 0 1 2 3 4 29. RIGHT FLANK MARCH 0 1 2 3 4
8. COUNT OFF 0 1 2 3 4 30. COLUMN RIGHT MARCH 0 1 2 3 4
9. LEFT STEP MARCH 0 1 2 3 4 31. FORWARD MARCH 0 1 2 3 4
10. FLIGHT HALT 0 1 2 3 4 32. COLUMN RIGHT MARCH 0 1 2 3 4
11. LEFT FACE 0 1 2 3 4 33. FORWARD MARCH 0 1 2 3 4
12. ABOUT FACE 0 1 2 3 4 34. FLIGHT HALT 0 1 2 3 4
13. FORWARD MARCH 0 1 2 3 4 35. LEFT FACE 0 1 2 3 4
14. RIGHT FLANK MARCH 0 1 2 3 4 36. PRESENT ARMS 0 1 2 3 4
15. LEFT FLANK MARCH 0 1 2 3 4 37. REPORT OUT 0 1 2 3 4
16. COLUMN LEFT MARCH 0 1 2 3 4 38. ORDER ARMS 0 1 2 3 4
17. FORWARD MARCH 0 1 2 3 4 39. RIGHT FACE 0 1 2 3 4
18. COUNTER MARCH 0 1 2 3 4 40. FORWARD MARCH (exit) 0 1 2 3 4
19. FORWARD MARCH 0 1 2 3 4
20. COUNTER MARCH 0 1 2 3 4 TOTAL POINTS EARNED: _______ / 160
21. FORWARD MARCH 0 1 2 3 4
22. COLUMN LEFT MARCH 0 1 2 3 4 AVERAGED EVENT SCORE: __________
APPENDIX G
Flight Regulation Armed

FLIGHT REGULATION ARMED

Instructions to Cadets: You are to adhere to the following sequence of commands in the chronological order they are presented. There will be no deviation. You will memorize the sequence:

1. FALL IN
2. PRESENT ARMS
3. REPORT IN
4. ORDER ARMS
5. RIGHT FACE
6. PORT ARMS
7. FORWARD MARCH
8. TO THE REAR MARCH
9. RIGHT SHOULDER ARMS
10. LEFT FLANK MARCH
11. RIGHT FLANK MARCH
12. TO THE REAR MARCH
13. FLIGHT HALT
14. ORDER ARMS
15. RIGHT FACE
16. ABOUT FACE
17. PARADE REST
18. ATTENTION
19. RIGHT FACE
20. LEFT SHOULDER ARMS
21. RIGHT SHOULDER ARMS
22. FORWARD MARCH
23. COLUMN RIGHT MARCH
24. FORWARD MARCH
25. LEFT FLANK MARCH
26. TO THE REAR MARCH
27. RIGHT FLANK MARCH
28. LEFT FLANK MARCH
29. LEFT SHOULDER ARMS
30. RIGHT SHOULDER ARMS
31. RIGHT FLANK MARCH
32. TO THE REAR MARCH
33. COLUMN LEFT MARCH
34. FORWARD MARCH
35. FLIGHT HALT
36. REPORT OUT

TOTAL POINTS Earned: _______ / 144 Points
AVERAGED Score FOR event: _________
APPENDIX H
Individual Exhibition Armed

EXHIBITION INDIVIDUAL ARMED

<table>
<thead>
<tr>
<th>Time Allocated: 2 – 4 Minutes</th>
<th>Time Conducted: __________________</th>
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</table>

1. SPECIFIED POINTS (90 POINTS POSSIBLE)

<table>
<thead>
<tr>
<th>Originality, Uniqueness of Movements</th>
<th>(0 – 10) _______</th>
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<tbody>
<tr>
<td>Degree of Difficulty of Movements</td>
<td>(0 – 25) _______</td>
</tr>
<tr>
<td>Precision of Movements Variety,</td>
<td>(0 – 25) _______</td>
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<tr>
<td>Extent of Repertoire Ability to Finesse</td>
<td>(0 – 15) _______</td>
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2. OVERALL IMPRESSION (25 POINTS POSSIBLE)

<table>
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<tr>
<th>Enthusiasm</th>
<th>(0 – 05) _______</th>
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<tbody>
<tr>
<td>Military Bearing and Appearance</td>
<td>(0 – 10) _______</td>
</tr>
<tr>
<td>Showmanship, Eye Appeal</td>
<td>(0 – 10) _______</td>
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</tbody>
</table>

TOTAL POINTS EARNED: _______ / 115 POINTS

AVERAGED SCORE FOR EVENT: ___________
APPENDIX I
Element Exhibition Unarmed

EXHIBITION ELEMENT UNARMED

TIME ALLOCATED: 3 – 5 MINUTES  TIME CONDUCTED: ____________

1. COMMANDER (30 POINTS POSSIBLE)

   COMMANDER VOICE INFLECTION, CADENCE, SHARPNESS (0 – 10) _______
   (NOTE: SILENT DRILL WILL BE SCORED MAX VALUE)

   MILITARY BEARING (0 – 10) _______

   PROFICIENCY (0 – 10) _______

2. SPECIFIED POINTS (115 POINTS POSSIBLE)

   ORIGINALITY, UNIQUENESS OF MOVEMENTS (0 – 10) _______

   DEGREE OF DIFFICULTY OF MOVEMENTS (0 – 25) _______

   PRECISION OF MOVEMENTS (0 – 25) _______

   VARIETY, EXTENT OF REPERTOIRE (0 – 15) _______

   ABILITY TO FINESSE (0 – 15) _______

   MARCHING DISCIPLINE-INTERVAL, DRESS, COVER (0 – 20) _______

   FIELD COVERAGE (0 – 05) _______

3. OVERALL IMPRESSION (20 POINTS POSSIBLE)

   ENTHUSIASM (0 – 05) _______

   MILITARY BEARING AND APPEARANCE (0 – 05) _______

   SHOWMANSHIP, EYE APPEAL (0 – 10) _______

TOTAL POINTS EARNED: ______ / 165 POINTS

AVERAGED SCORE FOR EVENT: ____________
APPENDIX J
Element Exhibition Armed

EXHIBITION ELEMENT ARMED

TIME ALLOTTED: 3 – 5 MINUTES
TIME CONDUCTED: ____________

1. COMMANDER (30 POINTS POSSIBLE)

   COMMANDER VOICE INFLECTION, CADENCE, SHARPNESS (0 – 10) _________
   (NOTE: SILENT DRILL WILL BE SCORED MAX VALUE)

   MILITARY BEARING (0 – 10) _________

   PROFICIENCY (0 – 10) _________

2. SPECIFIED POINTS (115 POINTS POSSIBLE)

   ORIGINALITY, UNIQUENESS OF MOVEMENTS (0 – 10) _________

   DEGREE OF DIFFICULTY OF MOVEMENTS (0 – 25) _________

   PRECISION OF MOVEMENTS VARIETY, (0 – 25) _________

   EXTENT OF REPERTOIRES (0 – 15) _________

   ABILITY TO FINESSE (0 – 15) _________

   MARCHING DISCIPLINE-INTERVAL, DRESS, COVER (0 – 20) _________

   FIELD COVERAGE (0 – 05) _________

3. OVERALL IMPRESSION (20 POINTS POSSIBLE)

   ENTHUSIASM (0 – 05) _________

   MILITARY BEARING AND APPEARANCE (0 – 05) _________

   SHOWMANSHIP, EYE APPEAL (0 – 10) _________

TOTAL POINTS EARNED: _______ / 165 POINTS

AVERAGED SCORE FOR EVENT: ____________
APPENDIX K
Flight Exhibition Unarmed

EXHIBITION FLIGHT UNARMED

TIME ALLOTTED: 3 – 5 MINUTES
TIME CONDUCTED: _____________

1. COMMANDER (30 POINTS POSSIBLE)

COMMANDER VOICE INFLECTION, CADENCE, SHARPNESS
(0 – 10) _________
(NOTE: SILENT DRILL WILL BE SCORED MAX VALUE)

MILITARY BEARING
(0 – 10) _________

PROFICIENCY
(0 – 10) _________

2. SPECIFIED POINTS (115 POINTS POSSIBLE)

ORIGINALITY, UNIQUENESS OF MOVEMENTS
(0 – 10) _________

DEGREE OF DIFFICULTY OF MOVEMENTS
(0 – 25) _________

PRECISION OF MOVEMENTS
(0 – 25) _________

VARIETY, EXTENT OF REPERTOIRES
(0 – 15) _________

ABILITY TO FINESSE
(0 – 15) _________

MARCHING DISCIPLINE-INTERVAL, DRESS, COVER
(0 – 20) _________

FIELD COVERAGE
(0 – 05) _________

3. OVERALL IMPRESSION (20 POINTS POSSIBLE)

ENTHUSIASM
(0 – 05) _________

MILITARY BEARING AND APPEARANCE
(0 – 05) _________

SHOWMANSHIP, EYE APPEAL
(0 – 10) _________

TOTAL POINTS EARNED: _______/ 165 POINTS

AVERAGED SCORE FOR EVENT: _____________
APPENDIX L
Exhibition Flight Armed

EXHIBITION FLIGHT ARMED

TIME ALLOTTED: 3 – 5 MINUTES

TIME CONDUCTED: ____________

1. COMMANDER (30 POINTS POSSIBLE)

   COMMANDER VOICE INFLECTION, CADENCE, SHARPNESS (0 – 10) ________
   (NOTE: SILENT DRILL WILL BE SCORED MAX VALUE)
   MILITARY BEARING (0 – 10) ________
   PROFICIENCY (0 – 10) ________

2. SPECIFIED POINTS (115 POINTS POSSIBLE)

   ORIGINALITY, UNIQUENESS OF MOVEMENTS (0 – 10) ________
   DEGREE OF DIFFICULTY OF MOVEMENTS (0 – 25) ________
   PRECISION OF MOVEMENTS (0 – 25) ________
   VARIETY, EXTENT OF REPERTOIRES (0 – 15) ________
   ABILITY TO FINESSE (0 – 15) ________
   MARCHING DISCIPLINE-INTERVAL, DRESS, COVER (0 – 20) ________
   FIELD COVERAGE (0 – 05) ________

3. OVERALL IMPRESSION (20 POINTS POSSIBLE)

   ENTHUSIASM (0 – 05) ________
   MILITARY BEARING AND APPEARANCE (0 – 05) ________
   SHOWMANSHIP, EYE APPEAL (0 – 10) ________

TOTAL POINTS EARNED: _______ / 165 POINTS

AVERAGED SCORE FOR EVENT: ____________
## APPENDIX M
Awards and Trophies

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Trophies subject to change based on number of units participating