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
MCO P5060.20, Marine Corps Drill and Ceremonies Manual, dated 15 May 2020
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.
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 the past 30 years. Each year AFROTC cadets welcome several high school JROTC units to compete in various drill and ceremony events. Events include sequences in both regulation and exhibition categories. Although we will not be hosting a physical drill competition this year, we are excited to host this years 49er drill competition virtually. We welcome cadets to invite parents, friends, and other guests to the Zoom awards ceremony.

1.2 The cost for this event will be a flat rate of $50. You have a few options on how you would like to pay. You can either pay via Venmo to APSO at @Just-APSO, when using Venmo please put the name of your school and the state your school in the description of your payment. You also have the option to mail in a check. The address for mailing 8904 University Road, Charlotte NC 28262 address the letter to AFROTC Detachment 592. If you choose to mail a check please put the name of your school in the description area. If paying by check please make the check out to Anna Weeks.

1.3 Registration will be capped at 150 schools with a waiting list for any excess registration. The first 150 schools are based on registration, not payment. Money must be in by 25 Oct 2020, if not received; the school will then be moved to the waiting list and the next school on the waiting list will be added.

1.4 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. Sequence commanders are responsible for ensuring their units are well informed of the rules prior to competition day.

Chapter 2- EVENT CATEGORIES

2.1 The drill classic will host 13 events: Eight regulation events and five exhibition events.

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. This includes keeping within the COVID-19 restrictions nationally as well as locally.
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.

3.2.2 Units will be allowed to restart their sequence and send their best drill sequence within their allotted 20-minute slot.

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 All participants will wear their uniform in a professional manner according to AFI 36-2903, Dress and Personal Appearance of Air Force Personnel, or service equivalent.

3.3 Each school will be required to follow the schedule, which breaks each sequence down into 20-minute time slots. Prior to and at the conclusion of each sequence commanders must show the time and date on a cell phone or watch. This ensures integrity of the cadets while performing the drill sequences.

3.3.1 Camera position will be stationary while filming drill sequences and will be positioned where head judge location would normally be located as shown in the demonstration video. To capture the entire sequence, the camera will pan from left to right as required, at a consistent and stable height off the ground. It is recommended that a tripod be used during filming to ensure a more stable recording. The camera will follow the unit during the entirety of the sequence. If the unit is out of frame at any point during the video, there will be a 5-point deduction for every 5 seconds the unit is not fully visible.

3.3.2 The drill pad corners will be marked and visible with cones or other brightly objects that extend in height at least 3 inches off the ground. There will be, at minimum, four markers used.
3.3.3 **There will be no staging area during this drill competition.** Sequences will start centered on the camera. This is where the sequence commander will show the time and date using a cell phone and then report in directly in front of the camera.

3.3.4 Once the sequence has concluded, the sequence commander will report out directly in front of the camera. Once the sequence commander reports out, the time and date must be shown on a cell phone.

**Chapter 4- DRILL PAD PROCEDURES**

4.1 **Entry Procedures:** The time will be shown before reporting in for the drill sequence. The cadet sequence commander will salute and report into the drill pad while inside the drill pad, directly in front of the camera. The unit will be staged directly behind the sequence commander while reporting in. The cadet sequence commander will report in to the camera with the following verbiage:

4.1.1 “**Good Morning/Afternoon Sir/Ma’am** __________ High School reports with a drill time of **(time that sequence is on schedule)**. **Performing** **(name drill sequence)** drill sequence.”

4.2 **Exit Procedures:** Once the drill sequence is complete the unit will halt in front of the camera, using the necessary movements to be centered on the camera. After the sequence commander and unit is centered, the sequence commander will request permission to exit the drill pad. Once the unit have exited the time must be shown.

4.2.1 The sequence commander will salute the camera 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.**” Directly after the verbiage, units will march off the drill pad using the appropriate route.

4.2.2 Sequence time will stop after the cadet sequence commander has reported out.

**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 guards.
5.1.3 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 drill pad.

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

“Good Morning/Afternoon Sir/Ma’am, __________ High School Cadets report in with a drill time of ________.

5.2.5 The individual calling the commands will take the appropriate movements to place themselves on the opposite side of the drill pad, directly across and visible from the camera. The individual will call commands from this stationary position while 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 camera. The cadet giving commands will salute the camera and report out of the drill pad using the following verbiage:

“Good Morning/Afternoon Sir/Ma’am, this concludes our drill sequence, permission to exit the 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.

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

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

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 and bring any questions to the Zoom meeting on 5 Oct 2020. Judges will be trained and briefed prior to the drill competition.

7.1.2 Each of the events will be judged by one Det 592 cadet. All judgements are at the discretion of the judge. The videos you submit will be watched by these cadets. They will grade you on a google sheet with the same commands as the drill sequence. Scores are calculated automatically on google sheets and sorted to find the winners.
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 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.

7.2 Judging Standards:

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

7.2.2 Each drill event will have one judge observing the video. He/She will be able to stop and start the video to properly judge the routine.

7.2.3 The head judge will oversee giving penalties to units with a time stamp of the penalty placed in the scoring area.

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

7.2.5 Judges will be in a quiet, private place while judging the 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.

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 with time stamp.

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 (1sec 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

Chapter 9- AWARDS AND TROPHIES

9.1 When units complete a drill event, judges will input scores into google sheet and it will be calculated automatically. Trophies will be mailed 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 Yes, you may record your sequence as many times as you want in your allotted time.

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 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.

10.4 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.

10.5 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.

10.6 Is “permission to exit the drill pad” really necessary?

10.7.1 Yes, we are trying to keep the filming of the video as true to an in person competition as we can.

10.7 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 the 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 21. HALT 0 1 2 3 4
2. RIGHT FACE 0 1 2 3 4 22. LEFT STEP MARCH 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4 23. HALT 0 1 2 3 4
4. ABOUT FACE 0 1 2 3 4 24. REPORT OUT 0 1 2 3 4
5. PARADE REST 0 1 2 3 4 25. MILITARY BEARING 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 TOTAL POINTS EARNED: ______ / 100 POINTS
18. LEFT FLANK MARCH 0 1 2 3 4
19. LEFT FLANK MARCH 0 1 2 3 4 AVERAGED SCORE FOR EVENT: ___________
20. RIGHT FLANK MARCH 0 1 2 3 4
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:

<table>
<thead>
<tr>
<th></th>
<th>Command</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FALL IN</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>2</td>
<td>PRESENT ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>3</td>
<td>REPORT IN</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>4</td>
<td>ORDER ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>5</td>
<td>LEFT FACE</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>6</td>
<td>ABOUT FACE</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>7</td>
<td>RIGHT SHOULDER ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>8</td>
<td>LEFT SHOULDER ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>9</td>
<td>PORT ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>10</td>
<td>FORWARD MARCH</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>11</td>
<td>RIGHT FLANK MARCH</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>12</td>
<td>HALT</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>13</td>
<td>ORDER ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>14</td>
<td>PARADE REST</td>
<td>0 1 2 3 4</td>
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<tr>
<td>15</td>
<td>ATTENTION</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>16</td>
<td>ABOUT FACE</td>
<td>0 1 2 3 4</td>
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<tr>
<td>17</td>
<td>LEFT FACE</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>18</td>
<td>PORT ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>19</td>
<td>FORWARD MARCH (exit)</td>
<td>0 1 2 3 4</td>
</tr>
</tbody>
</table>

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 20. ATTENTION 0 1 2 3 4
2. DRESS RIGHT DRESS 0 1 2 3 4 21. ABOUT FACE 0 1 2 3 4
3. READY FRONT 0 1 2 3 4 22. FORWARD MARCH 0 1 2 3 4
4. PRESENT ARMS 0 1 2 3 4 23. RIGHT FLANK MARCH 0 1 2 3 4
5. REPORT IN 0 1 2 3 4 24. COLUMN RIGHT MARCH 0 1 2 3 4
6. ORDER ARMS 0 1 2 3 4 25. TO THE REAR MARCH 0 1 2 3 4
7. LEFT FACE 0 1 2 3 4 26. COLUMN LEFT MARCH 0 1 2 3 4
8. ABOUT FACE 0 1 2 3 4 27. COLUMN LEFT MARCH 0 1 2 3 4
9. RIGHT FACE 0 1 2 3 4 28. LEFT FLANK MARCH (exit) 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  TOTAL POINTS EARNED: ______ / 112 POINTS
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  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
APPENDIX F  
Flight Regulation Unarmed

**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:

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<thead>
<tr>
<th>Command</th>
<th>Sequence</th>
<th>Command</th>
<th>Sequence</th>
</tr>
</thead>
<tbody>
<tr>
<td>FALL IN</td>
<td>0 1 2 3 4</td>
<td>FORWARD MARCH</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>PRESENT ARMS</td>
<td>0 1 2 3 4</td>
<td>EYES RIGHT</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>REPORT IN</td>
<td>0 1 2 3 4</td>
<td>READY FRONT</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>ORDER ARMS</td>
<td>0 1 2 3 4</td>
<td>TO THE REAR MARCH</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>OPEN RANKS MARCH</td>
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<td>TO THE REAR MARCH</td>
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<td>READY FRONT</td>
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<td>LEFT FLANK MARCH</td>
<td>0 1 2 3 4</td>
</tr>
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<td>CLOSE RANKS MARCH</td>
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<td>RIGHT FLANK MARCH</td>
<td>0 1 2 3 4</td>
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<td>COUNT OFF</td>
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<td>COLUMN RIGHT MARCH</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>LEFT STEP MARCH</td>
<td>0 1 2 3 4</td>
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<td>0 1 2 3 4</td>
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<tr>
<td>FLIGHT HALT</td>
<td>0 1 2 3 4</td>
<td>COLUMN RIGHT MARCH</td>
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<td>LEFT FACE</td>
<td>0 1 2 3 4</td>
<td>FORWARD MARCH</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>ABOUT FACE</td>
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<td>FLIGHT HALT</td>
<td>0 1 2 3 4</td>
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<td>0 1 2 3 4</td>
<td>LEFT FACE</td>
<td>0 1 2 3 4</td>
</tr>
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<td>0 1 2 3 4</td>
<td>PRESENT ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>LEFT FLANK MARCH</td>
<td>0 1 2 3 4</td>
<td>REPORT OUT</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>COLUMN LEFT MARCH</td>
<td>0 1 2 3 4</td>
<td>ORDER ARMS</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>FORWARD MARCH</td>
<td>0 1 2 3 4</td>
<td>RIGHT FACE</td>
<td>0 1 2 3 4</td>
</tr>
<tr>
<td>COUNTER MARCH</td>
<td>0 1 2 3 4</td>
<td>FORWARD MARCH (exit)</td>
<td>0 1 2 3 4</td>
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<td>FORWARD MARCH</td>
<td>0 1 2 3 4</td>
<td>TOTAL POINTS Earned: ________ / 160</td>
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<tr>
<td>COUNTER MARCH</td>
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<td>AVERAGED EVENT SCORE: __________</td>
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<tr>
<td>COLUMN LEFT MARCH</td>
<td>0 1 2 3 4</td>
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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 0 1 2 3 4
2. PRESENT ARMS 0 1 2 3 4
3. REPORT IN 0 1 2 3 4
4. ORDER ARMS 0 1 2 3 4
5. RIGHT FACE 0 1 2 3 4
6. PORT ARMS 0 1 2 3 4
7. FORWARD MARCH 0 1 2 3 4
8. TO THE REAR MARCH 0 1 2 3 4
9. RIGHT SHOULDER ARMS 0 1 2 3 4
10. LEFT FLANK MARCH 0 1 2 3 4
11. RIGHT FLANK MARCH 0 1 2 3 4
12. TO THE REAR MARCH 0 1 2 3 4
13. FLIGHT HALT 0 1 2 3 4
14. ORDER ARMS 0 1 2 3 4
15. RIGHT FACE 0 1 2 3 4
16. ABOUT FACE 0 1 2 3 4
17. PARADE REST 0 1 2 3 4
18. ATTENTION 0 1 2 3 4
19. RIGHT FACE 0 1 2 3 4
20. LEFT SHOULDER ARMS 0 1 2 3 4
21. RIGHT SHOULDER ARMS 0 1 2 3 4
22. FORWARD MARCH 0 1 2 3 4
23. COLUMN RIGHT MARCH 0 1 2 3 4
24. FORWARD MARCH 0 1 2 3 4
25. LEFT FLANK MARCH 0 1 2 3 4
26. TO THE REAR MARCH 0 1 2 3 4
27. RIGHT FLANK MARCH 0 1 2 3 4
28. LEFT FLANK MARCH 0 1 2 3 4
29. LEFT SHOULDER ARMS 0 1 2 3 4
30. RIGHT SHOULDER ARMS 0 1 2 3 4
31. RIGHT FLANK MARCH 0 1 2 3 4
32. TO THE REAR MARCH 0 1 2 3 4
33. COLUMN LEFT MARCH 0 1 2 3 4
34. FORWARD MARCH 0 1 2 3 4
35. FLIGHT HALT 0 1 2 3 4
36. REPORT OUT 0 1 2 3 4

TOTAL POINTS EARNED: ______ / 144 POINTS

AVERAGED SCORE FOR EVENT: __________
APPENDIX H
Individual Exhibition Armed

EXHIBITION INDIVIDUAL ARMED

TIME ALLOCATED: 2 – 4 MINUTES       TIME CONDUCTED: ___________________

1. SPECIFIED POINTS (90 POINTS POSSIBLE)

   ORIGINALITY, UNIQUENESS OF MOVEMENTS   (0 – 10) ______
   DEGREE OF DIFFICULTY OF MOVEMENTS   (0 – 25) ______
   PRECISION OF MOVEMENTS VARIETY,   (0 – 25) ______
   EXTENT OF REPERTOIRE ABILITY TO   (0 – 15) ______
   FINESSE   (0 – 15) ______

2. OVERALL IMPRESSION (25 POINTS POSSIBLE)

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

TOTAL POINTS EARNED: ______ / 115 POINTS

AVERAGED SCORE FOR EVENT: ____________
APPENDIX I
Element Exhibition Unarmed

EXHIBITION ELEMENT UNARMED

TIME ALLOTTED: 3 – 5 MINUTES  TIME CONDUCTED: __________

1. COMMANDER (30 POINTS POSSIBLE)

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

   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 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 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 ALLOCATED: 3 – 5 MINUTES

1. COMMANDER (30 POINTS POSSIBLE)

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

   MILITARY BEARING
   (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) _______

   SHOWMANSHP, 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