This Standard Operating Procedure (SOP) establishes policy and procedures for JROTC cadets participating in the 30th 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 05 May 2003

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

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APPENDIX
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 set 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: 8 regulation events and 5 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 5 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 13 July 2018, 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 13 July 2018, or equivalent standards.

3.2.3.2 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 unit has fully entered the drill pad the sequence time 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 off 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 of 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 drill pad will be a 50’ by 76’ rectangular area.

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 score sheet is found in Appendix A.

5.2 Individual:

5.2.1 Individual armed and unarmed events will be held on a 50’ by 76’ rectangular 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 deducted for improper commanders given or improper execution of commands.

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 sequence: "Good Morning/Afternoon Sir/Ma’am, this concludes our drill sequence, permission to exit drill pad?"

5.2.6.1 Both individuals will then 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 armed and unarmed events will be performed on a 60’ by 100’ drill pad.

5.3.2 Elements will be comprised of at least 8, but no more than 13 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.

5.3.4 Element armed and unarmed sequences and score sheets are found in Appendix D and Appendix E.

5.4 Flight:

5.4.1 Flight unarmed and armed sequences will be performed on a 75’ by 100’ drill pad.

5.4.2 Flights will consist of 2-4 elements.

5.4.3 Flights will consist of 16-50 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 appendix.

6.1.1 The time it takes to complete the sequence will be noted on the score sheet.
6.1.2 Points will be deducted if sequence runs over.

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 element events will be performed with at least 8, but no more than 12 cadets.
6.3.3.1 The exhibition element unarmed and armed scoresheets 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 Flights will consist of 16-50 cadets, to include the Flight Commander and 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 scoresheets 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 of 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 the 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 (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

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 5 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 event.

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 and will be made available online after the event. We encourage you train according to these grading sheets, and print/bring this SOP with you for your reference.

10.5 Can our team show you what they were supposed to do during their performance?
   10.5.1 No. After the units have properly exited the drill pad, their event is concluded.

10.6 Can our team practice ahead of time on empty drill pads or other parking areas?
   10.6.1 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.

10.7 Can we see the scores before they are calculated?
   10.7.1 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

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. FORWARD MARCH 0 1 2 3 4
2. LEFT WHEEL MARCH 0 1 2 3 4
3. HALT IN FRONT OF JUDGE 0 1 2 3 4
4. MILITARY BEARING 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. ORDER ARMS 0 1 2 3 4
10. POST 0 1 2 3 4
11. LEFT WHEEL MARCH 0 1 2 3 4
12. FORWARD MARCH 0 1 2 3 4
13. COLORS REVERSE MARCH 0 1 2 3 4
14. FORWARD MARCH 0 1 2 3 4
15. RIGHT WHEEL MARCH 0 1 2 3 4
16. FORWARD MARCH 0 1 2 3 4
17. HALT 0 1 2 3 4
18. ORDER COLORS 0 1 2 3 4
19. PARADE REST 0 1 2 3 4
20. ATTENTION 0 1 2 3 4
21. CARRY COLORS 0 1 2 3 4
22. FORWARD MARCH 0 1 2 3 4
23. COLORS REVERSE MARCH 0 1 2 3 4
24. FORWARD MARCH 0 1 2 3 4
25. LEFT WHEEL MARCH 0 1 2 3 4
26. FORWARD MARCH 0 1 2 3 4
27. EYES RIGHT 0 1 2 3 4
28. READY FRONT 0 1 2 3 4
29. RIGHT WHEEL MARCH 0 1 2 3 4
30. FORWARD MARCH 0 1 2 3 4
31. HALT IN FRONT OF JUDGE 0 1 2 3 4
32. SLING ARMS 0 1 2 3 4
33. POST 0 1 2 3 4
34. PRESENT ARMS 0 1 2 3 4
35. ORDER ARMS 0 1 2 3 4
36. CASE THE COLORS 0 1 2 3 4
37. POST 0 1 2 3 4
38. RIGHT WHEEL MARCH 0 1 2 3 4
39. MARCH OFF AREA 0 1 2 3 4

TOTAL POINTS EARNED:_______ / 156 POINTS

AVERAGED SCORE FOR EVENT:_________
APPENDIX B
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. FORWARD MARCH
2. HALT IN FRONT OF JUDGE
3. MILITARY BEARING
4. LEFT FACE
5. PRESENT ARMS
6. ORDER ARMS
7. RIGHT FACE
8. LEFT FACE
9. ABOUT FACE
10. PARADE REST
11. ATTENTION
12. ABOUT FACE
13. RIGHT STEP
14. HALT
15. PRESENT ARMS
16. ORDER ARMS
17. RIGHT FACE
18. FORWARD MARCH
19. RIGHT FLANK MARCH
20. RIGHT FLANK MARCH
21. CHANGE STEP MARCH
22. RIGHT FLANK MARCH
23. RIGHT FLANK MARCH
24. CHANGE STEP MARCH
25. TO THE REAR MARCH
26. LEFT FLANK MARCH
27. LEFT FLANK MARCH
28. LEFT FLANK MARCH
29. HALT
30. LEFT STEP MARCH
31. HALT
32. PRESENT ARMS
33. REPORT OUT
34. ORDER ARMS
35. LEFT FACE
36. MARCH OFF AREA

TOTAL POINTS EARNED:_______ / 144 POINTS
AVERAGED SCORE FOR EVENT:__________
APPENDIX C

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. FORWARD MARCH 0 1 2 3 4
2. HALT IN FRONT OF JUDGE 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4
4. PRESENT ARMS 0 1 2 3 4
5. ORDER ARMS 0 1 2 3 4
6. RIGHT SHOULDER ARMS 0 1 2 3 4
7. LEFT SHOULDER ARMS 0 1 2 3 4
8. PORT ARMS 0 1 2 3 4
9. ORDER ARMS 0 1 2 3 4
10. PRESENT ARMS 0 1 2 3 4
11. ORDER ARMS 0 1 2 3 4
12. LEFT FACE 0 1 2 3 4
13. ABOUT FACE 0 1 2 3 4
14. RIGHT SHOULDER ARMS 0 1 2 3 4
15. FORWARD MARCH 0 1 2 3 4
16. LEFT SHOULDER ARMS 0 1 2 3 4
17. TO THE REAR MARCH 0 1 2 3 4
18. PORT ARMS 0 1 2 3 4
19. LEFT FLANK MARCH 0 1 2 3 4
20. LEFT FLANK MARCH 0 1 2 3 4
21. TO THE REAR MARCH 0 1 2 3 4
22. RIGHT FLANK MARCH 0 1 2 3 4
23. HALT 0 1 2 3 4
24. PRESENT ARMS 0 1 2 3 4
25. ORDER ARMS 0 1 2 3 4
26. RIGHT FACE 0 1 2 3 4
27. PARADE REST 0 1 2 3 4
28. ATTENTION 0 1 2 3 4
29. LEFT FACE 0 1 2 3 4
30. PRESENT ARMS 0 1 2 3 4
31. REPORT OUT 0 1 2 3 4
32. ORDER ARMS 0 1 2 3 4
33. LEFT FACE 0 1 2 3 4
34. MARCH OFF AREA 0 1 2 3 4

TOTAL POINTS EARNED:_______ / 136 POINTS
AVERAGED SCORE FOR EVENT:_________
APPENDIX D
Element Regulation Unarmed

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. FORWARD MARCH 0 1 2 3 4
2. HALT IN FRONT OF JUDGE 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4
4. DRESS RIGHT DRESS 0 1 2 3 4
5. READY FRONT 0 1 2 3 4
6. PRESENT ARMS 0 1 2 3 4
7. ORDER ARMS 0 1 2 3 4
8. LEFT FACE 0 1 2 3 4
9. ABOUT FACE 0 1 2 3 4
10. RIGHT FACE 0 1 2 3 4
11. FORWARD MARCH 0 1 2 3 4
12. LEFT FLANK MARCH 0 1 2 3 4
13. RIGHT FLANK MARCH 0 1 2 3 4
14. TO THE REAR MARCH 0 1 2 3 4
15. ELEMENT HALT 0 1 2 3 4
16. LEFT STEP MARCH 0 1 2 3 4
17. ELEMENT HALT 0 1 2 3 4
18. RIGHT STEP MARCH 0 1 2 3 4
19. ELEMENT HALT 0 1 2 3 4
20. PARADE REST 0 1 2 3 4
21. ATTENTION 0 1 2 3 4
22. ABOUT FACE 0 1 2 3 4
23. FORWARD MARCH 0 1 2 3 4
24. RIGHT FLANK MARCH 0 1 2 3 4
25. COLUMN RIGHT MARCH 0 1 2 3 4
26. TO THE REAR MARCH 0 1 2 3 4
27. COLUMN LEFT MARCH 0 1 2 3 4
28. ELEMENT HALT 0 1 2 3 4
29. LEFT FACE 0 1 2 3 4
30. PRESENT ARMS 0 1 2 3 4
31. REPORT OUT 0 1 2 3 4
32. ORDER ARMS 0 1 2 3 4
33. LEFT FACE 0 1 2 3 4
34. MARCH OFF AREA 0 1 2 3 4

TOTAL POINTS EARNED:_______ / 136 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. FORWARD MARCH 0 1 2 3 4
2. HALT IN FRONT OF JUDGE 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4
4. DRESS RIGHT DRESS 0 1 2 3 4
5. READY FRONT 0 1 2 3 4
6. PRESENT ARMS 0 1 2 3 4
7. ORDER ARMS 0 1 2 3 4
8. PARADE REST 0 1 2 3 4
9. ATTENTION 0 1 2 3 4
10. RIGHT SHOULDER ARMS 0 1 2 3 4
11. ORDER ARMS 0 1 2 3 4
12. RIGHT FACE 0 1 2 3 4
13. PORT ARMS 0 1 2 3 4
14. FORWARD MARCH 0 1 2 3 4
15. COLUMN RIGHT MARCH 0 1 2 3 4
16. RIGHT FLANK MARCH 0 1 2 3 4
17. ELEMENT HALT 0 1 2 3 4
18. ORDER ARMS 0 1 2 3 4
19. ABOUT FACE 0 1 2 3 4
20. LEFT SHOULDER ARMS 0 1 2 3 4
21. ORDER ARMS 0 1 2 3 4
22. LEFT FACE 0 1 2 3 4
23. RIGHT SHOULDER ARMS 0 1 2 3 4
24. FORWARD MARCH 0 1 2 3 4
25. TO THE REAR MARCH 0 1 2 3 4
26. LEFT FLANK MARCH 0 1 2 3 4
27. RIGHT FLANK MARCH 0 1 2 3 4
28. COLUMN RIGHT MARCH 0 1 2 3 4
29. MARK TIME MARCH 0 1 2 3 4
30. FORWARD MARCH 0 1 2 3 4
31. TO THE REAR MARCH 0 1 2 3 4
32. LEFT SHOULDER ARMS 0 1 2 3 4
33. HALT 0 1 2 3 4
34. ORDER ARMS 0 1 2 3 4
35. LEFT FACE 0 1 2 3 4
36. PRESENT ARMS 0 1 2 3 4
37. REPORT OUT 0 1 2 3 4
38. ORDER ARMS 0 1 2 3 4
39. LEFT FACE 0 1 2 3 4
40. MARCH OFF AREA 0 1 2 3 4

TOTAL POINTS EARNED:______ / 160 POINTS

AVERAGED SCORE FOR EVENT:__________
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:

1. FORWARD MARCH  0 1 2 3 4  23. FORWARD MARCH  0 1 2 3 4
2. HALT IN FRONT OF JUDGE  0 1 2 3 4  24. RIGHT FLANK MARCH  0 1 2 3 4
3. LEFT FACE  0 1 2 3 4  25. LEFT FLANK MARCH  0 1 2 3 4
4. DRESS RIGHT DRESS  0 1 2 3 4  26. FLIGHT HALT  0 1 2 3 4
5. READY FRONT  0 1 2 3 4  27. CLOSE MARCH  0 1 2 3 4
6. PRESENT ARMS  0 1 2 3 4  28. EXTEND MARCH  0 1 2 3 4
7. ORDER ARMS  0 1 2 3 4  29. FORWARD MARCH  0 1 2 3 4
8. PARADE REST  0 1 2 3 4  30. COLUMN RIGHT MARCH  0 1 2 3 4
9. FLIGHT ATTENTION  0 1 2 3 4  31. FORWARD MARCH  0 1 2 3 4
10. RIGHT FACE  0 1 2 3 4  32. COLUMN RIGHT MARCH  0 1 2 3 4
11. COUNT OFF  0 1 2 3 4  33. FORWARD MARCH  0 1 2 3 4
12. FORWARD MARCH  0 1 2 3 4  34. MARK TIME MARCH  0 1 2 3 4
13. TO THE REAR MARCH  0 1 2 3 4  35. FLIGHT HALT  0 1 2 3 4
14. TO THE REAR MARCH  0 1 2 3 4  36. LEFT FACE  0 1 2 3 4
15. CLOSE MARCH  0 1 2 3 4  37. PRESENT ARMS  0 1 2 3 4
16. FORWARD MARCH  0 1 2 3 4  38. REPORT OUT  0 1 2 3 4
17. EXTEND MARCH  0 1 2 3 4  39. ORDER ARMS  0 1 2 3 4
18. FORWARD MARCH  0 1 2 3 4  40. LEFT FACE  0 1 2 3 4
19. COLUMN RIGHT MARCH  0 1 2 3 4  41. MARCH OFF AREA  0 1 2 3 4
20. FORWARD MARCH  0 1 2 3 4  TOTAL POINTS EARNED:_______ / 164
21. CHANGE STEP MARCH  0 1 2 3 4
22. COLUMN RIGHT 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. **FORWARD MARCH**
2. **HALT IN FRONT OF JUDGE**
3. **LEFT FACE**
4. **DRESS RIGHT DRESS**
5. **READY FRONT**
6. **PRESENT ARMS**
7. **ORDER ARMS**
8. **RIGHT FACE**
9. **PORT ARMS**
10. **FORWARD MARCH**
11. **TO THE REAR MARCH**
12. **RIGHT SHOULDER ARMS**
13. **LEFT FLANK MARCH**
14. **RIGHT FLANK MARCH**
15. **TO THE REAR MARCH**
16. **FLIGHT HALT**
17. **ORDER ARMS**
18. **RIGHT FACE**
19. **ABOUT FACE**
20. **PARADE REST**
21. **FLIGHT ATTENTION**
22. **RIGHT FACE**
23. **LEFT SHOULDER ARMS**
24. **RIGHT SHOULDER ARMS**
25. **FORWARD MARCH**
26. **COLUMN RIGHT MARCH**
27. **FORWARD MARCH**
28. **LEFT FLANK MARCH**
29. **TO THE REAR MARCH**
30. **LEFT FLANK MARCH**
31. **COLUMN RIGHT MARCH**
32. **FORWARD MARCH**
33. **COLUMN RIGHT MARCH**
34. **FORWARD MARCH**
35. **COLUMN RIGHT MARCH**
36. **FORWARD MARCH**
37. **FLIGHT HALT**
38. **ORDER ARMS**
39. **LEFT FACE**
40. **PRESENT ARMS**
41. **REPORT OUT**
42. **ORDER ARMS**
43. **LEFT FACE**
44. **MARCH OFF AREA**

**TOTAL POINTS EARNED:**_______ / **176 POINTS**

**AVERAGED SCORE FOR EVENT:**___________
APPENDIX H
Individual Exhibition Armed

EXHIBITION INDIVIDUAL ARMED

TIME ALLOTED: 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                (0 – 25) _______
   VARIETY, EXTENT OF REPERTOIRE         (0 – 15) _______
   ABILITY TO 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  (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:____________
EXHIBITION ELEMENT ARMED

TIME ALLOTED: 3 – 5 MINUTES

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 K
Flight Exhibition Unarmed

EXHIBITION FLIGHT UNARMED

TIME ALLOTED: 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

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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: __________
M. Trophies and Awards

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**** Trophies subject to change based on number of units participating