This instruction implements AFI 36-2903, *Dress and Personal Appearance of Air Force Personnel*, dated 9 February 2017. It establishes policy and procedures for JROTC cadets participating in the drill competition. The purpose of this Standard Operating Procedure is to state the rules and regulations set forth for the annual drill competition.
I. INTRODUCTION
UNC Charlotte and AFROTC Detachment 592 have been hosting the Annual 49er Classic Drill Competition for 29 years. Each year AFROTC cadets welcome a number of 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, or other guests to the competition.

II. PURPOSE
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.

Please read the following sections carefully.

III. ARRIVAL

*Campus Entrances* – The UNC Charlotte campus can be accessed through a number of routes. If you have not visited the campus before, you may find the best entrances to the campus to be the front/main entrance located directly off of University City Blvd and a second entrance located on the East side of campus. The second preferred entrance is located closer to the drill pads and competition location. This entrance is located across from the ‘Circle K’ which is located at the intersection of University City Blvd. and John Kirk Dr. A map of both routes can be found on the UNC Charlotte AFROTC website and in the appendix of this publication. Maps for the campus can be found and printed from the UNC Charlotte AFROTC website. The provided maps can also be found in Appendix M.

It is advised that units bring a map of the campus to the drill competition.

As schools are arriving in the competition areas, the buses will be directed in by Detachment 592 cadets and into designated parking areas.

After buses are parked, units may unload and prepare themselves for the events.

*Check-In* – Commanders will check their units in upon arrival to the competition area. Check-in will be held from 0730-0815. A check-in table will be located by the bus parking area. Once schools have checked in, commanders and units will begin to prepare for the commanders’ meeting and the opening events. Should schools arrive late to the competition, their units will perform at the end of each event they registered for instead of competing at their original drill time.
IV. EVENT CATEGORIES

The drill classic will host 13 events, 8 regulation events and 5 exhibition events. 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

Exhibition Events will include:

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

V. RULES AND REGULATIONS

A. General:
   1. 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.
   2. Drill sequences will be called based on Air Force and Army drilling regulations (AFMAN 36-2203 and Army FM 3-21.5) or equivalent standards for other JROTC branches. 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 their commands and movements. This will also 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. 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.
   4. Units will not be allowed a restart for any of the drill sequences.
5. Appearance will be of the upmost importance. Cadets will wear their uniform properly and respectfully. Points will be deducted from the overall score for improper dress and appearance.
   a. Female Grooming standards: Females will wear their hair pulled back in a professional manner according AFI 36-2903, or equivalent standards. Females will have all loose ends or stray hairs secured while in uniform. Females will not wear excessive or incorrect jewelry. Fingernails will only be painted colors that are within the regulations (i.e. light pink or natural pink).
   b. Male Grooming Standards: Males will be clean shaved and have their hair cut to the appropriate length according to AFI 36-2903, or equivalent standards.
   c. All uniforms will clean and pressed, and shoes will be shined.

B. Drill Pad Entrance Procedures:
   1. Units will stop in the staging area prior to entering the drill pad. The head judge will approach the unit while in the staging area. The unit commander will salute and report into the drill pad and request permission to enter the drill pad with the following phrase:
      a. “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.
      b. To exit the drill pad, units will halt in front of the judge at attention. The flight commander will take the appropriate route to the judge, salute and say: “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.
      c. Each event drill pad is reserved for the schools participating in those events. Please remain off of the drill pads while other schools or cadets are performing. DO NOT step on or inside the barriers of the drill pad. DO NOT cross the corners of the drill pad. Please remain quiet while other units are performing.

C. Regulation Events:
   1. Color Guard: The color guard drill pad will be a 50’ by 76’ rectangular area. This event will be performed by 4 cadets, including 2 flagbearers and 2 guards. The color guard sequence and score sheet is found in Appendix A.
   2. Individual: Individual armed and unarmed events will be held on a 50’ by 76’ rectangular drill pad. Individual events will consist of one person to call the commands while another person executes the movements. Both cadets will report into the judge. Both cadets will wait in the staging area. The head judge will approach the cadets, both cadets will salute the judge. The cadet calling the
commands will then use the verbiage: “Sir/Ma’am, Cadets ___________ and
_____________ report in with a drill time of _______, we arrived at
______________. Permission to begin the drill sequence?” Upon reporting in,
the judge will inspect the cadet that will be executing the movements, return the
salute and grant permission to begin the sequence. Individual regulation unarmed
and armed sequences and scoresheets are found in Appendix B and Appendix C.

3. Element: Element armed and unarmed events will be performed on a 60’ by 100’
drill pad. Elements will be comprised of at least 8, but no more than 13 cadets,
including the element leader. Element armed and unarmed sequences and
scoresheets are found in Appendix D and Appendix E.
   a. Element Unarmed 1st Year: This event is designated for JROTC cadets
      who are new the program.

4. Flight: Flight unarmed and armed sequences will be performed on a 75’ by 100’
drill pad. Flights will be at least 2 elements but no more than 4 elements. Flights
will consist of at least 13 cadets, but no more than 50 cadets. Flights may choose
to have a guidon bearer. The flight size will include the guidon bearer in both the
minimum amount and the maximum amount (i.e. flights will not have 50 cadets
and a guidon bearer). Flight unarmed and armed sequences and scoresheets are
found in Appendix F and Appendix G

D. Exhibition Events:
   1. All exhibition events will be limited to the indicated time allotted for each event.
The amount of time allotted for each event is noted on the respective score sheets
provided in the appendix.
   2. Individual: Armed exhibition individual events will be performed with a weapon
provided by the JROTC unit. This event will be performed within 2-4 minutes.
Individuals performing the event will report in using proper weapon execution.
There is no specific sequence for exhibition events. Units will be scored largely
on uniqueness and their ability to execute movements. The exhibition armed
individual scoresheet is found in Appendix H.
   3. Element: The exhibition element event will be performed both unarmed and
armed, both will be performed for 3-5 minutes. Armed exhibition events will be
scored on uniqueness and ability to perform. All cadets performing in the unit
must use the same type of weapon. Cadets will not use weapons or perform in
such a way that puts other cadets in danger. This event may only be performed
using cadets and their weapons. Props, special effects, or additional equipment
may NOT be used. Exhibition element events will be performed with at least 8,
but no more than 12 cadets. The exhibition element unarmed and armed
scoresheets are found in Appendix I and Appendix J.
   4. Flight: Exhibition flight events will also be performed unarmed and armed. All
cadets performing in the unit must use the same type of weapon. Cadets will not
use weapons or perform in such a way that puts other cadets in danger. This event
may only be performed using cadets and their weapons. Props, special effects, or
additional equipment may **NOT** be used. Exhibition flight events will be performed with at least 2 elements, but no more than 4 elements. Flights will consist of at least 13 cadets, but no more than 50 cadets, including the flight commander. Exhibition flight events will be performed for 3-5 minutes. The flight exhibition unarmed and armed scoresheets are found in Appendix K and Appendix L.

E. Judging and Scoring:

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. The score sheets are available in the appendix of this manual. Judges will be prepared and briefed prior to the drill competition.

Each of the events will be judged by 2 cadets. The 2 judges will be accompanied by 2 additional cadets, however, these cadets will only be assisting the judges. The additional cadets are present to help ensure the event judges are able to observe all the moves executed. Once the school has finished their event, judges will compare scores before scores are sent to the scoring room.

**Judges also expect to see:**

1. Uniqueness in drill sequences
2. Excellent military bearing
3. Proper movement onto, off of, and inside the drill area
4. Correct drill movements and commands
5. Proper dress and appearance
6. Ability to overcome and adapt to the surroundings and situations
7. Professionalism throughout the competition

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

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

All scores are final.

F. Knockout Drill:

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.

Knockout drill **will not** be called in any specific sequence. Commands will be called at random.
The following rules will apply Knockout Drill:
1. All schools are encouraged to compete in knockout, however it is not a mandatory competition.
2. Knockout is intended to be a fun, fast paced competition to test cadet’s ability to react to commands.
3. Judges from other competition events will also judge knockout.
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.
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.
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. Tie breakers will be determined by judges.

VI. EVENT PENALTIES
Penalties for units will fall under 2 categories, Event and Overall

A. Event Penalties: Event penalties will be evaluated at the time of the event. These penalties will be recorded on the respective score sheets.
   1. All events will be subject to the following penalties:
      a. Failure to remain inside the drill pad boundaries: 10 Points
      b. Deviation from drill sequence: 10 Points
      c. Late arrival causing delay of events: 5 Points
      d. Improper reporting in/out procedures: 5 Points
      e. Entering drill pad prior to asking permission: 10 Points
      f. Improper dress and appearance: 10 Points
      g. Dropping weapons (1 time deduction): 5 Points
      h. Reading from sequence sheet: 10 Points

   2. Additional penalties may be given to units if the judges witness cadets showing poor sportsmanship or if the unit acts in a way which may be of bad taste. These penalties will be evaluated upon the discretion of the judges.

B. 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:
   1. Anyone who disrespectfully approaches the judges for arguments of scoring or performance of the drill unless requested to so.
   2. Anyone who enters the scoring computation room.
3. Anyone who acts with an unprofessional attitude toward the judges.

VII. JUDGING STANDARDS
A. All judges are selected from upperclassman cadets at Det. 592. Each drill event will have 2 judges observing the units, a head judge and a secondary judge. There are 2 judges to compare scores and provide additional observance. Both judges will be scoring units and both score sheets will be used for the competition. The head judge will be the judge in charge of giving penalties to units. Judges may have a cadet as an assistant, but it is not required.

B. All score sheets will be initialized by the judge for any case of protest.

C. Judges may move around during a performance in order to better observe movements.

D. 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.

E. Any scoring left blank after being sent to scoring room will be awarded a score of 5 by the cadets calculating the scores.

F. All judges will remain standardized in their judging style for the entirety of the competition. If judges start off scoring strictly, they will score strictly throughout the 49er Classic Drill Competition. If judges begin scoring easily, they will score easily throughout.

G. Judges will not change during events or performances. The same judge will score the first and last unit of their designated event.

H. 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.

VIII. AWARDS AND TROPHIES
When units complete a drill event, judges will send the scores to the scoring room to be calculated. At the end of all of the events, trophies will be handed out for first, second, and third place for the categories listed in the table in Appendix N.

IX. FAQ
A. Can our unit have a ‘do over’?
   a. No, due to time constraints, a ‘do-over’ will not be permitted.

B. Can we have some pointers or feedback about our performance?
   b. Judges may make notes for feedback after all performances have been completed.

C. Can our team restart, it’s only been about 30 seconds since they began the drill sequence?
   c. No.

D. Can we have a copy of the scoring sheet?
   d. Scoring sheets are posted on the website. A limited number of scoring sheets may be available on competition day. It is encouraged to bring a copy so cadets are aware of their expectations.

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

F. Can our team practice ahead of time on empty drill pads or other parking areas?
   f. Absolutely. Practice makes perfect, so if a team has time and wants to go over some last-minute things please feel free.

G. Can we see the scores before they are calculated?
   g. Coaches, participants, commanders, and parents will not be allowed to see scores prior to calculating.
X. 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. 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
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 0 1 2 3 4
2. HALT IN FRONT OF JUDGE 0 1 2 3 4
3. MILITARY BEARING 0 1 2 3 4
4. LEFT FACE 0 1 2 3 4
5. PRESENT ARMS 0 1 2 3 4
6. ORDER ARMS 0 1 2 3 4
7. RIGHT FACE 0 1 2 3 4
8. LEFT FACE 0 1 2 3 4
9. ABOUT FACE 0 1 2 3 4
10. PARADE REST 0 1 2 3 4
11. ATTENTION 0 1 2 3 4
12. ABOUT FACE 0 1 2 3 4
13. RIGHT STEP 0 1 2 3 4
14. HALT 0 1 2 3 4
15. PRESENT ARMS 0 1 2 3 4
16. ORDER ARMS 0 1 2 3 4
17. RIGHT FACE 0 1 2 3 4
18. FORWARD MARCH 0 1 2 3 4
19. RIGHT FLANK MARCH 0 1 2 3 4
20. RIGHT FLANK MARCH 0 1 2 3 4
21. CHANGE STEP MARCH 0 1 2 3 4
22. RIGHT FLANK MARCH 0 1 2 3 4
23. RIGHT FLANK MARCH 0 1 2 3 4
24. CHANGE STEP 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. LEFT FLANK MARCH 0 1 2 3 4
28. LEFT FLANK MARCH 0 1 2 3 4
29. HALT 0 1 2 3 4
30. LEFT STEP MARCH 0 1 2 3 4
31. HALT 0 1 2 3 4
32. PRESENT ARMS 0 1 2 3 4
33. REPORT OUT 0 1 2 3 4
34. ORDER ARMS 0 1 2 3 4
35. LEFT FACE 0 1 2 3 4
36. MARCH OFF AREA 0 1 2 3 4
TOTAL POINTS EARNED:______ / 132 POINTS
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 19. LEFT FLANK MARCH 0 1 2 3 4
2. HALT IN FRONT OF JUDGE 0 1 2 3 4 20. LEFT FLANK MARCH 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4 21. TO THE REAR MARCH 0 1 2 3 4
4. PRESENT ARMS 0 1 2 3 4 22. RIGHT FLANK MARCH 0 1 2 3 4
5. ORDER ARMS 0 1 2 3 4 23. HALT 0 1 2 3 4
6. RIGHT SHOULDER ARMS 0 1 2 3 4 24. PRESENT ARMS 0 1 2 3 4
7. LEFT SHOULDER ARMS 0 1 2 3 4 25. ORDER ARMS 0 1 2 3 4
8. PORT ARMS 0 1 2 3 4 26. RIGHT FACE 0 1 2 3 4
9. ORDER ARMS 0 1 2 3 4 27. PARADE REST 0 1 2 3 4
10. PRESENT ARMS 0 1 2 3 4 28. ATTENTION 0 1 2 3 4
11. ORDER ARMS 0 1 2 3 4 29. LEFT FACE 0 1 2 3 4
12. LEFT FACE 0 1 2 3 4 30. PRESENT ARMS 0 1 2 3 4
13. ABOUT FACE 0 1 2 3 4 31. REPORT OUT 0 1 2 3 4
14. RIGHT SHOULDER ARMS 0 1 2 3 4 32. ORDER ARMS 0 1 2 3 4
15. FORWARD MARCH 0 1 2 3 4 33. LEFT FACE 0 1 2 3 4
16. LEFT SHOULDER ARMS 0 1 2 3 4 34. MARCH OFF AREA 0 1 2 3 4
17. TO THE REAR MARCH 0 1 2 3 4 TOTAL POINTS EARNED:______/136 POINTS
18. PORT ARMS 0 1 2 3 4
**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:

| Command         | Points
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<td>1. FORWARD MARCH</td>
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<td>2. HALT IN FRONT OF JUDGE</td>
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<td>3. LEFT FACE</td>
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<td>4. DRESS RIGHT DRESS</td>
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<td>5. READY FRONT</td>
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<td>6. PRESENT ARMS</td>
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<td>13. RIGHT FLANK MARCH</td>
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<td>14. TO THE REAR MARCH</td>
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<td>15. ELEMENT HALT</td>
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<td>16. LEFT STEP MARCH</td>
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<td>19. ELEMENT HALT</td>
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<td>22. ABOUT FACE</td>
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<td>23. FORWARD MARCH</td>
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<td>24. RIGHT FLANK MARCH</td>
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<td>25. COLUMN RIGHT MARCH</td>
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<td>26. TO THE REAR MARCH</td>
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<tr>
<td>27. COLUMN LEFT MARCH</td>
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<td>30. PRESENT ARMS</td>
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<td>31. REPORT OUT</td>
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<td>32. ORDER ARMS</td>
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<td>33. LEFT FACE</td>
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<tr>
<td>34. MARCH OFF AREA</td>
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TOTAL POINTS EARNED: _______ / 140 POINTS
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: ______ / 164 POINTS
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 22. COLUMN RIGHT MARCH 0 1 2 3 4
2. HALT IN FRONT OF JUDGE 0 1 2 3 4 23. FORWARD MARCH 0 1 2 3 4
3. LEFT FACE 0 1 2 3 4 24. RIGHT FLANK MARCH 0 1 2 3 4
4. DRESS RIGHT DRESS 0 1 2 3 4 25. LEFT FLANK MARCH 0 1 2 3 4
5. READY FRONT 0 1 2 3 4 26. FLIGHT HALT 0 1 2 3 4
6. PRESENT ARMS 0 1 2 3 4 27. CLOSE MARCH 0 1 2 3 4
7. ORDER ARMS 0 1 2 3 4 28. EXTEND MARCH 0 1 2 3 4
8. PARADE REST 0 1 2 3 4 29. FORWARD MARCH 0 1 2 3 4
9. FLIGHT ATTENTION 0 1 2 3 4 30. COLUMN RIGHT MARCH 0 1 2 3 4
10. RIGHT FACE 0 1 2 3 4 31. FORWARD MARCH 0 1 2 3 4
11. COUNT OFF 0 1 2 3 4 32. COLUMN RIGHT MARCH 0 1 2 3 4
12. FORWARD MARCH 0 1 2 3 4 33. FORWARD MARCH 0 1 2 3 4
13. TO THE REAR MARCH 0 1 2 3 4 34. MARK TIME MARCH 0 1 2 3 4
14. TO THE REAR MARCH 0 1 2 3 4 35. FLIGHT HALT 0 1 2 3 4
15. CLOSE MARCH 0 1 2 3 4 36. LEFT FACE 0 1 2 3 4
16. FORWARD MARCH 0 1 2 3 4 37. PRESENT ARMS 0 1 2 3 4
17. EXTEND MARCH 0 1 2 3 4 38. REPORT OUT 0 1 2 3 4
18. FORWARD MARCH 0 1 2 3 4 39. ORDER ARMS 0 1 2 3 4
19. COLUMN RIGHT MARCH 0 1 2 3 4 40. LEFT FACE 0 1 2 3 4
20. FORWARD MARCH 0 1 2 3 4 41. MARCH OFF AREA 0 1 2 3 4
21. CHANGE STEP MARCH 0 1 2 3 4

**TOTAL POINTS EARNED:_______ / 140 POINTS**
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** 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. **RIGHT FACE** 0 1 2 3 4
9. **PORT ARMS** 0 1 2 3 4
10. **FORWARD MARCH** 0 1 2 3 4
11. **TO THE REAR MARCH** 0 1 2 3 4
12. **RIGHT SHOULDER ARMS** 0 1 2 3 4
13. **LEFT FLANK MARCH** 0 1 2 3 4
14. **RIGHT FLANK MARCH** 0 1 2 3 4
15. **TO THE REAR MARCH** 0 1 2 3 4
16. **FLIGHT HALT** 0 1 2 3 4
17. **ORDER ARMS** 0 1 2 3 4
18. **RIGHT FACE** 0 1 2 3 4
19. **ABOUT FACE** 0 1 2 3 4
20. **PARADE REST** 0 1 2 3 4
21. **FLIGHT ATTENTION** 0 1 2 3 4
22. **RIGHT FACE** 0 1 2 3 4
23. **LEFT SHOULDER ARMS** 0 1 2 3 4
24. **RIGHT SHOULDER ARMS** 0 1 2 3 4
25. **FORWARD MARCH** 0 1 2 3 4
26. **COLUMN RIGHT MARCH** 0 1 2 3 4
27. **FORWARD MARCH** 0 1 2 3 4
28. **LEFT FLANK MARCH** 0 1 2 3 4
29. **TO THE REAR MARCH** 0 1 2 3 4
30. **LEFT FLANK MARCH** 0 1 2 3 4
31. **COLUMN RIGHT MARCH** 0 1 2 3 4
32. **FORWARD MARCH** 0 1 2 3 4
33. **COLUMN RIGHT MARCH** 0 1 2 3 4
34. **FORWARD MARCH** 0 1 2 3 4
35. **COLUMN RIGHT MARCH** 0 1 2 3 4
36. **FORWARD MARCH** 0 1 2 3 4
37. **FLIGHT HALT** 0 1 2 3 4
38. **ORDER ARMS** 0 1 2 3 4
39. **LEFT FACE** 0 1 2 3 4
40. **PRESENT ARMS** 0 1 2 3 4
41. **REPORT OUT** 0 1 2 3 4
42. **ORDER ARMS** 0 1 2 3 4
43. **LEFT FACE** 0 1 2 3 4
44. **MARCH OFF AREA** 0 1 2 3 4

**TOTAL POINTS EARNED:**______ / 156 POINTS
H. Individual Exhibition Armed

EXHIBTION INDIVIDUAL ARMED

TIME ALLOTED: 2 – 4 MINUTES

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 FINESE (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
I. Element Exhibition Unarmed

EXHIBITION ELEMENT UNARMED

TIME ALLOTED: 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) _________

   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
J. Element Exhibition Armed

**EXHIBITION ELEMENT ARMED**

TIME ALLOTED: 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) ________

   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
K. Flight Exhibition Unarmed

**EXHIBITION FLIGHT UNARMED**

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**
L. Exhibition Flight Armed

**EXHIBITION FLIGHT ARMED**

TIME ALLOTTED: 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) __________

   PROFICIENCY  
   (0 – 10) __________

2. SPECIFIED POINTS (115 POINTS POSSIBLE)

   ORIGINALLITY, 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

21
Lot 5 Drill Pads: A – Element Unarmed 1st year; B – Element Unarmed; C – Element Armed; D – Flight Armed; E – Flight Unarmed; F – Color Guard; Food station; Recruiting Table

Lot 5A: Bus parking; registration table

Lot 6: Overflow parking; parent parking
Sidewalk route from drill pad areas to the Fretwell building. Restrooms, water fountains, and vending machines are located on the bottom floor of the Fretwell Building.
### N. Trophies and Awards

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