

DEPARTMENT OF THE ARMY

Headquarters, Fourth Brigade (ROTC)

ATTN: ATCC-DDJ

Building 2-1120 Macomb Street

Fort Bragg, North Carolina 28310-5000

ATCC-DDJ

13 August 2013

MEMORANDUM FOR Fourth Brigade JROTC Units

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

1. Purpose. To establish standards, responsibilities and procedures for the conduct of all Fourth Brigade Army JROTC Drill Competitions, to include the Fourth Brigade Best of the Best Competition.
2. References.
 - a. US Army Field Manual, FM 3-21.5, Drill and Ceremonies, Jul 03.
 - b. AR 840-10, Jun 98.
 - c. CCR 385-10, 1 Apr 02
3. Objectives.
 - a. To provide cadets the opportunity to compete in Army JROTC Drill Competitions.
 - b. To judge participating teams/individuals and designate a Brigade champion.
 - c. To promote esprit de corps, teamwork, and self confidence.
4. Concept. Approved JROTC units will host state/regional drill competitions to determine the best teams to compete in a Best of the Best Brigade Drill Competition. Winners of the Best of the Best Drill Competition will be designated as the Fourth Brigade Drill Champions. In order to be eligible units must compete in one of the Brigade approved state/regional drill championships NLT 21 days prior to the 4th Brigade Best of the Best Drill Competition.
5. Responsibilities.
 - a. Fourth Brigade.
 - 1) Serve as proponent for Brigade drill program.
 - 2) Approve state/regional drill competition within the Brigade footprint.
 - 3) Select the top teams from the state/regional competition to compete in the 4th Brigade Best of the Best Drill Competition.
 - 4) Brigade will task evaluators that understand the technical and leadership standards for each event.
 - 5) Conduct a 4th Brigade Best of the Best Drill Competition annually.
 - 6) Provide 1st, 2nd, 3rd place team trophies for the Fourth Brigade Best of the Best Competition. The 1st, 2nd, 3rd place overall winners will receive individual medals.

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- 7) If funds are available, assist with costs associated with transportation, meals and lodging for the 4th Brigade Best of the Best Competition.
- 8) Task Host OIC.

b. State/Host OIC.

- 1) Overall responsibility for the conduct of the competition.
- 2) Coordinate and thoroughly brief judges prior to the competition.
- 3) Provide trophies for 1st, 2nd, and 3rd place overall winners and each event (at a minimum).
- 4) Final approving authority for any grievances or judging decisions.
- 5) Send overall results, to include raw scores, to 4th Brigade NLT 48 hours after completion of competition.
- 6) Fully comply with this SOP with no exceptions.
- 7) Judges should be drill sergeants, but may be active duty, reserve or National Guard NCOs, SAIs/AIs, SROTC cadre and cadets may also be utilized as judges. No high school cadets or students will be used. Judges will be well versed in all drill regulations, to include the manual of arms for all authorized rifles.
- 8) Submit a registration form (Annex – E) to Brigade (Steve Anderson) NLT 30 days prior to competition.

c. Instructors, Coaches and Advisors.

- 1) Prepare teams/individuals for competition IAW provisions of this SOP.
 - 2) Make arrangements for all matters associated with transportation, lodging, meals, emergency procedures, security of personal belongings, and accountability of personnel and equipment while at competitions. All drill rifles must be accounted for at completion of competition and any discrepancies must be reported to OIC immediately.
 - 3) Upon arrival at the meet site, or sooner, notify the competition OIC of any last minute changes affecting the teams' competition schedule.
 - 4) Prior to the start of the meet, provide the competition OIC a memorandum (Annex - D) certifying all participating cadets meet the minimum requirements for participation in extra-curricular activities for their state. (i.e. if a cadet is not eligible to compete in football because of grades, then he/she is not eligible to compete in any JROTC competition). Failure to provide the certification memorandum is cause for disqualification of the team. Fifth school year cadets are not eligible to compete in any 4th Brigade competitions.
 - 5) Ensure teams are in designated areas prior to start of the awards/closing ceremony.
 - 6) Supervise cadets at all times, especially in latrine areas and dressing rooms.
- DESTRUCTION OF HOST SCHOOL FACILITIES WILL NOT BE TOLERATED AND WILL RESULT IN IMMEDIATE DISQUALIFICATION AND POSSIBLE PROSECUTION.**
- 7) Ensure teams/individuals follow the meet schedule.
 - 8) All teams are responsible for policing the competition area prior to departure.

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9) Prior to departing meet site, notify OIC that all personnel and equipment are accounted for. Ensure all weapons have physically been accounted for and are under positive control of JROTC cadre.

6. Coordinating Instructions.

a. General.

1) Participating teams will attend all scheduled events as outlined in the Itinerary of Events. Crossover of cadets from event to event is allowed to support smaller schools. Allowances will be made for teams who have members participating in two events at the same time or near same time. This fact should be immediately brought to the attention of the competition OIC. All competing teams will be present for the awards/closing ceremony.

2) Teams should arrive at the meet site prior to the start of competition. Arriving teams will assemble in designated areas. A changing area will be provided for each team that requests one. Park vehicles in designated parking areas. The awards/closing ceremony will be conducted in the competition area. All competition sites will be prepared and checked by site Head Judges prior to the start of competition. All site dimensions will be in accordance with Annex - B.

3) There will be a lunch break for judges. The OIC will advise SAIs/AIs/Coaches/Advisors of the locations of local restaurants or concession stands. It is the responsibility of each coach/advisor to ensure teams are available for scheduled events. If possible there will be concession stands available in the vicinity of the competition site.

4) Upon completion of all events teams will reassemble at their assigned areas for the awards presentations and closing remarks.

5) Inclement weather procedures will be provided by the OIC.

b. Uniform.

1) All instructors, coaches, and advisors will wear the ACU uniform with soft cap or ASU or class A or class B uniform. There is no exception. Judges will wear ACU's with soft cap. Teams will be disqualified if their instructors are not in the correct uniform. Note: Instructors attending drill events above brigade must wear the ASU or class A or class B uniform.

2) All cadets competing in regulation drill will wear only the Army issued ASU, class A or short sleeved class B uniform with authorized accessories to include rank, nameplate, and ribbons (nameplates must be worn during all regulation events). All cadets must be in the same uniform (no mixed uniforms within the drill team). The only authorized head gear is the JROTC distinctive grey berets. **DRESS BLUE, AND NON-STANDARD UNIFORMS ARE NOT AUTHORIZED** for regulation drill. Additionally, Color Guard may wear white, green or black belts and harnesses. Color guards must use standard issued flagstuffs wood or aluminum (either eight feet or nine and one-half feet in length). Wrist/sweat bands of any type or color, spats, ascots, colored shoe laces (other than black), masks/blind folds, multi-colored gloves are unauthorized for regulation. Personal items such as watches, bracelets, ear rings as allowed by regulation may be worn by individuals.

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3) Hair styles will be in compliance with CCR 145-2, para 10-6 and AR 670-1. Scrunches of black or neutral color may be used to secure the hair. Competing cadets should remain in an appropriate uniform throughout the day, including the awards/closing ceremony. All members of a drill team must be armed with the same type rifle. All must have a sling on the rifle; however, the rifle sling may be taped for exhibition. Drill Commander may carry a saber. Weapons will be of standard issue/weight. Weapons may not be modified except for chrome or nickel plating and sights may be removed. All rifle butts should be padded. Uniform exceptions can be made for exhibition drill events but must be approved 2 weeks in advance of competition by 4th Bde JROTC. Any exception must be of military style and in good taste.

4) Teams will be given five (5) minutes to take corrective action prior to entering the competition area. Upon entering the area all unauthorized clothing items will be penalized up to and including disqualification.

c. Drill/Color Guard Events. Competitions may include the following categories of events:

*Armed Platoon	Regulation	*Armed Platoon	Exhibition
Armed Squad	Regulation	*Unarmed Platoon	Exhibition
*Unarmed Platoon	Regulation	Unarmed Dual	Exhibition
Unarmed Squad	Regulation	Armed Dual/Individual	Exhibition
*Color Guard	Regulation	Armed/Unarmed Squad	Exhibition
Knockout Drill Unarmed	Regulation	Unarmed Inspection	Regulation
Knockout Drill Armed	Regulation	*Armed Inspection	Regulation

*Mandatory events for Best of the Best eligibility

1) Crib sheets are not authorized.

2) Teams armed with the M1903-A3 rifle will conduct the Manual of Arms IAW current JROTC FM 3-21.5 Teams armed with the M1 rifle will conduct the Manual of Arms IAW Annex G, Manual of Arms except "PRESENT ARMS" and "ORDER ARMS", in which case the cadets will take the weapon to "PORT ARMS" while executing this sequence of movements (See Annex - C). Teams armed with the Replica Rifles will comply with Manual of Arms for the replicated rifle (M1903 or M1).

d. Competition Area. (If unable to meet space requirements adjust according to your facility)

1) Platoon Drill Areas: 100 feet X 100 feet.

2) Squad Drill areas: 100 feet X 100 feet

3) Color Guard areas: 55 feet X 55 feet

4) Individual Exhibition area: 33 feet X 33 feet

5) Only cadets performing in individual events or competing team members in team events will be allowed on or near (inside 10 feet) the drill competition area, **violation of this will**

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result in disqualification. This specifically precludes extraneous persons from being on or near the drill area to act as boundary guides, or personnel to retrieve, catch or pass equipment, etc. Only exhibition team commanders may remain stationary on the field while commanding. Personnel used as boundary markers or any type of artificial boundary marker are prohibited.

e. Time Limits.

1) Teams will form in the ready area five minutes prior to the scheduled competition time. Once in the immediate vicinity of the competition area, ready area or entry/exit box there will be no motivational chants, etc. This is distracting to judges and other competitors on the field and delays the competition sequence. The Head Judge may assess penalty points. Team Commanders will ensure their teams are properly formed and silence is maintained while other teams are performing.

2) Platoon/Squad Regulation Armed: no time limit.

3) Platoon/Squad Exhibition Armed: min 6 max 9 minutes.

4) Color Guard: no time limit.

5) Individual/Dual Exhibition: min 2 max 3 minutes.

6) Squad/Platoon Regulation Unarmed: no time limit

7) Squad/Platoon Regulation Unarmed Exhibition: min 6 max 9 minutes.

8) Time begins when the first /individual **enters** the competition area and ends when the last individual **exits** the competition area.

f. Team Size.

1) Platoons will consist of no fewer than 13 members -- Team Commander and **three squads of four cadets**.

2) Squads will consist of no fewer than seven (7) members -- Team Commander and six (6) cadets. The maximum number of cadets is 11.

3) Color Guard will consist of four cadets.

4) For exhibition drill you must have no fewer than 8 members but no more than 13.

g. Scoring Procedures.

1) Score sheets are verified for administrative accuracy while the team is in the ready area. The competing team's score sheets will be completed prior to the beginning of competition by the next team. Immediately after the event the Head Judge will notify the coach of any penalties. The Head Judge will give the score sheets to the scoring committee that will be responsible for tabulating the scores. When the tabulation process has been completed for each team's performance, the team Coach/Advisor may review the score sheets for their team.

2) Protests and Appeals: Should any protest, discrepancy in scoring, dispute or appeal of a judge's scoring or any other similar circumstance arise, it will be the responsibility of the Host OIC to decide the outcome. No further appeal is available. **Protests will be made to the OIC within 30 minutes of the conclusion of the protested event**. Failure to observe the OIC's decision may result in disqualification. It is the responsibility of the judges to judge each team.

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If judges make a blatant mistake, the event Head Judge or the OIC will immediately determine the necessary corrective action.

3) Selection of winners will be based on the quality point system. The lower the total quality points the higher a team will finish. For example in color guard if a team finishes 1st in scoring they will receive a rating of one quality point. If a team finishes 11th in scoring in Armed Regulation they receive 11 quality points. At the end of the completion all quality point are added for each team and the lowest ones will win.

4) In the Event of Tie Scores. The team with the least penalties will be declared the winner. If a tie still persists, the team with the highest score on the Head Judges score sheet will be declared the winner. Finally, if a tie still persists, the OIC will use the Head Judges score sheet item by item to break the tie.

h. Penalties.

1) Less than 10 minutes late in reporting to the ready area – May result in 10 penalty points. Ten minutes late - disqualification.

2) Too few/too many team members - 25 penalty points per missing/extra team member.

3) Unauthorized rifles - disqualification.

4) Failure to stay within the prescribed drill area - 5 penalty points per occurrence.

Touching a boundary line will constitute a boundary violation.

5) Dropped rifles in the drill area by a competing unit - 25 penalty points per person per occurrence.

6) Extra commands - (Regulation Drill and Color Guard) - 5 penalty points per extra command.

7) Commands given out of sequence in Regulation Drill and Color Guard events - no points will be scored on the score sheet for each missed command.

8) Discharge of weapons or possession of igniting pyrotechnic devices - disqualification.

9) Teams performing to music - disqualification.

10) Stacking of cadets, elevating cadets or suicide throws during Exhibition Drill - disqualification.

11) The Color Guard will be commanded by the U.S. Flag Bearer or the team will be disqualified.

12) Any case of unsportsmanlike conduct involving team members or Coaches/Advisors, the OIC will determine the severity of the infraction and may assess any penalty up to and including disqualification.

13) Any team Coach/Advisor or team member approaching a judge with the intent to influence the competition, or who enters the drill area without permission will cause his or her team to be immediately disqualified, except in the event of an emergency (i.e. cadet faints).

14) Failure to observe the OIC's final decision on a protest will result in immediate disqualification.

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15) Cadets missing a nametag will be assessed two penalty points per missing nametag. Nametags that break during the day of competition must be shown to the Head Judge or another judge prior to leaving the ready area. Event OIC has final say in total assessed penalty points.

16) Failure of Coaches/Advisors to provide appropriate memorandum verifying all team members are eligible to compete IAW State guidelines will result in disqualification of the team.

17) Color Guards with flags in wrong positions (U.S. Colors and other flag reversed) and any flag touching the ground will be immediately disqualified with no opportunity for a "redo."

18) Regulation Drill and Color Guard teams should march at the prescribed 120 steps per minute (SPM). The timekeeper will measure the cadence once during the performance and this will be the official cadence. The timekeeper will assess one penalty point per second that a team competes over the maximum allowable time or under the prescribed times in Exhibition drill.

i. INCLEMENT WEATHER PROCEDURES: In the event of light rain all competition will continue as scheduled. Judges will be conscious of the rain and will not downgrade performance because of wet uniforms. In the event of severe storms or lightning, competition will be immediately stopped. Judges and coaches will move to the JROTC facility for instructions as soon as cadets are under positive control. At that time a weather decision will be made based on weather reports. If the competition must be halted, the following rules will apply. Any event that is more than half completed will stand and awards will be presented. Any event that is less than half completed will not be scored and no awards will be presented.

j. Safety.

1) Cadre at every level are responsible for conducting a continuous, rigorous safety program. Cadre must ensure that adequate provisions for safe physical standards are incorporated into all aspects of training.

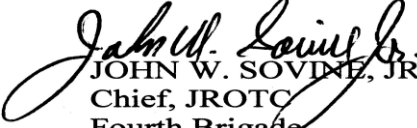
2) Risk Management will be incorporated into training and competitions.

3) Applicable training safety publications will be available and adhered to during training and competitions.

4) Accident/injury reporting requirements are contained in CCR 385-10, Cadet Command Safety Program dated 1 Apr 02.

5) Medical support and/or medical evacuation plan (strip map to the nearest medical facility) will be provided during the competition. There will be emergency care (to include ice sheets) and water points available on site throughout the competitions.

7. POC for this action is Mr. Steve Anderson at (910)396-0136 or fax (910)396-3854.


JOHN W. SOVINE, JR.
Chief, JROTC
Fourth Brigade

ANNEXES:

A – Description of Events

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B – Drill Area Layout

C – Score Sheets

D – Certificate of Eligibility

E – Registration Form for Best of the Best

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition Standard Operating Procedures (SOP)

1. General Information:

a. Teams and individuals, regulation and exhibition will enter and exit the drill areas through the "enter/exit area." Commanders will be the only person saluting when reporting in and out of drill areas exception will be color guard.

b. Regulation and Color Guard events will be judged for compliance with FM 3-21.5 with respect to pace count and length of step.

c. Goose Stepping or slamming of the rifle butts against the ground during regulation and color guard events are not authorized. Penalty points and/or point deductions will be assessed against these violations.

d. No cadence calling during ANY event.

e. Drill sequence score sheets are provided at ANNEX C.

f. Schools and cadets using M1 rifles will execute "Present Arms" and "Order Arms as a three count movement instead of the two count movement in the curriculum. (This is to keep the 15-Count Manual of Arms as a 15-count movement vice a 14-count movement).

g. All teams must report to the ready area 5 minutes before each event.

h. Entering/Exiting the Drill Area. Drill teams will enter the drill area from the entrance/exit area at the direction of the event Head Judge. Once in the drill area the Team Commander will report to the event Head Judge. The Drill Team Commander/Individual will verbally announce, **as a minimum**, "school name prepared to conduct drill team sequence" and upon completion he/she will verbally announce, **as a minimum**, "school name completed drill team sequence." Once permission to drill has been granted by the event Head Judge, team commanders will pause and proceed to drill their teams as prescribed on the applicable score sheet. No lists of commands or other assistance may be used; **violation of this will result in disqualification**. Upon completion of drill and upon the direction of the event Head Judge, the drill team will exit the drill area. The team will take whatever required movements are needed to exit the drill area through the entrance/exit area.

2. Color Guard:

a. Teams will consist of four members. The use of the Battalion Sergeant Major as a fifth member of the team is not authorized.

b. The team will carry the U.S. Flag and either the Army, State or the JROTC Flag.

c. Cases or modifications of the standard Army issue cases are authorized.

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition Standard Operating Procedures (SOP)

d. Flag bearers may hold the flags in both hands or as stated in FM 3-21.5. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.

e. The Color Guard will be in the waiting area 5 minutes before their time to compete and move into the ready area and assume the position of parade rest as the previous competing team moves into the competition area. When signaled by the head judge, the team will come to attention, carry (cased colors) and center themselves in front of the head judge by the most direct route and begin their drill sequence of UNCASING THE COLORS. Commands will be given by the Color Guard Commander (U.S. Flag Bearer). After uncasing the colors the team will Present the Colors and report in. The team commander will report out PRIOR to casing the colors. The team will then move by the most direct means to exit the drill area through the "enter/exit area".

f. Flag staffs will be 9 1/2 feet or **8 feet long**. No flag smaller than 3' X 4' or larger than 4' X 5' may be used in the competition.

g. "Eyes Right" will be called prior to the head judge's original position (the requisite 6 steps is not required for this competition).

h. DURING CASING AND UNCASING THE COLORS, JUDGES WILL ONLY ACCEPT RIFLE BEARERS MOVING AT AN OUTWARD 45 DEGREE ANGLE. Moving inward is not allowed for this competition, points will be deducted. Rifle bearers will conduct the about face movement then they will move back to the flag staffs to uncase The Colors.

i. As a minimum the flag bearers must wear a pistol belt (white, green or black cartridge belt) as part of their uniform. This is for the purpose of properly securing the cases.

j. U.S. Flag and flag staff will be even or slightly higher than the other flag. There will be a 25 point penalty if the height of the U.S. Flag is lower than the other flag/flag staff.

k. Flag bearers may hold the flags in both hands or as stated in FM 3-21.5. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.

3. Platoon Regulation (Armed and Unarmed) Drill Team: Teams will be graded on uniformity, sharpness, precision, and military bearing. Showmanship will not be graded in regulation drill. Fancy movements, stomping, and slamming rifle butts on the ground are out of place in these events and will result in points being deducted. The use of drums or other cadence devices in this event are strictly prohibited.

4. Squad Regulation (Armed and Unarmed) Drill Team: Teams will be graded on uniformity, sharpness, precision, and military bearing. Showmanship will not be graded in regulation drill. Fancy movements, stomping, and slamming rifle butts on the ground are out of place in these events and will cause points to be deducted. The use of drums or other cadence devices in this event are strictly prohibited.

5. Platoon Exhibition (Armed) Drill Team:

- a. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.
- b. For safety reasons the following applies: at no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Dangerous throws are prohibited. **Dangerous throws are defined as throwing the weapon over the heads of more than one cadet or along a line parallel to a line of cadets, where there is risk of a cadet being hit with the flying weapon. Over the head of a cadet is defined as an imaginary box from the outside of the shoulders to the sky above a cadet. Blind throws over more than one cadet are not authorized. Violation of these rules will result in immediate disqualification.**
- c. See the Exhibition Squad Drill score sheet in ANNEX C.

6. Squad Exhibition (Armed) Drill Team:

- a. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.
- b. For safety reasons the following applies: at no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Dangerous throws are prohibited. **Dangerous throws are defined as throwing the weapon over the heads of more than one cadet or along a line parallel to a line of cadets, where there is risk of a cadet being hit with the flying weapon. Over the head of a cadet is defined as an imaginary box from the outside of the shoulders to the sky above a cadet. Blind throws over more than one cadet are not authorized.** Violation of these rules will result in immediate disqualification.
- c. Teams will enter and exit the drill area through the same point (from the "enter/exit area").
- d. See the Squad Exhibition Drill Team score sheet in ANNEX C.

7. Individual (Armed) Exhibition:

- a. The cadet will enter the drill area at the direction of the Head Judge. The cadet will report to the Head Judge and request permission to use the drill field.
- b. Upon completion of the routine the cadet will report out to the Head Judge and request permission to leave the drill field. The cadet will depart at the same location he/she entered the drill area.
- c. Time limits for these events are 2 - 3 minutes minimum - maximum. Time begins when the individual enters the drill area and ends when the cadet departs the drill area.
- d. See the Individual Exhibition score sheet in ANNEX C.

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition Standard Operating Procedures (SOP)

8. Knockout Drill:

- a. Knockout Drill is open to all cadets attending the drill meet.
- b. For Armed Knockout Drill only meet approved rifles are authorized.
- c. Cadets will perform all movements IAW FM 3-21.5.

9. Team Inspection.

a. Inspection Preparation.

(1) The cadet commander on the head judge's signal, leads his cadets into the inspection area centering his unit on the Head Judge (4 squads of 3)

(2) The unit should then be instructed to Open Ranks by the Cadet Commander. The commander should get the unit ready by "Aligning the Platoon" (Dress Right Dress and Cover).

(3) The unit is then ready to be inspected by the judges. Formation in this manner allows all of the judges the best alignment for the inspection process. Failure to form the unit in this manner will result in a significant point deduction on the Inspection Score sheet.

b. Inspection Judging. At this point the Cadet Commander will report into the inspection, "Sir/Ma'am". Upon completion of this report in, the event Head Judge, as well as the other three judges, will begin the inspection. The Head Judge will briefly inspect the Cadet Commander, and then move on to the first row of cadets. The other judges will take the 2nd, 3rd and 4th ranks. This ensures each cadet is fronted and inspected by a judge.

c. Related Inspection Matters.

(1) Male hair length should correspond to Army JROTC Standards. No hair may touch the collar. Females with long hair will have their hair "put-up" to ensure conformity to the Army JROTC Standard. General appearance should be well groomed and uniforms should be well prepared.

(2) Teams will be inspected using the authorized Army JROTC uniform as the standard. All cadets should wear all ribbons that have been awarded. No exceptions.

(3) Leather soles or corafram shoes are appropriate wear for all portions of the competition. While poromerics are comparatively easy to maintain, leather shoes will require a great deal more effort to achieve the same appearance and must be so maintained. Should corafram shoes be worn, the judging standard will demand absolute perfection to achieve the same score as a well maintained leather shoe.

d. Cadet Verbal Responses.

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition Standard Operating Procedures (SOP)

(1) Inspection will include questions asked to determine a cadet's poise, confidence, and overall military/government/historical knowledge, along with specific questions about the Army.

Examples of possible questions include the following:

Basic Level (Every Cadet should know all of these)

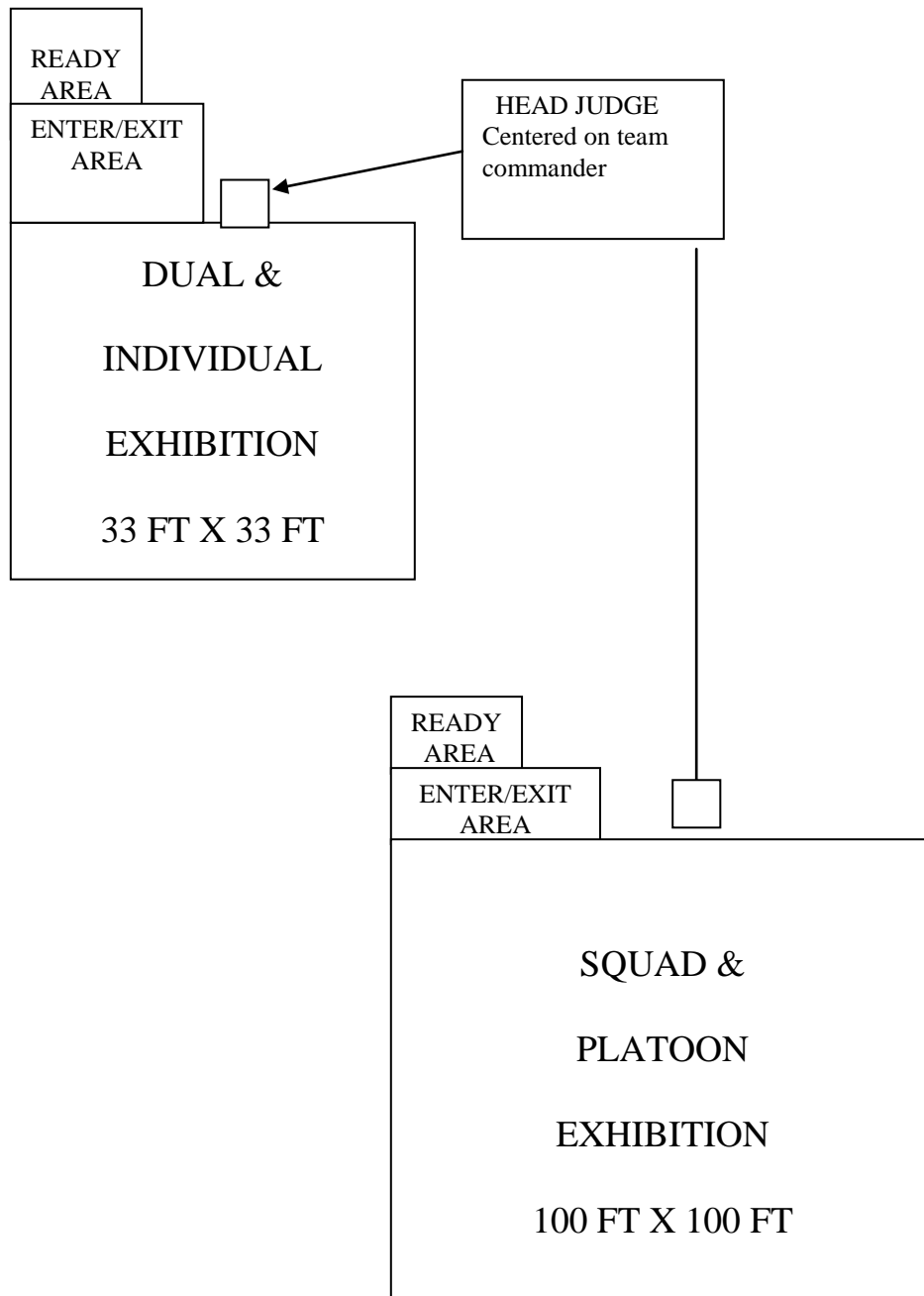
- Name of present and very recent past Presidents and Vice Presidents
- A question about any accessory on the cadet's uniform
- Their respective service chain of command from the Commander-in-Chief down to their JROTC instructors

- Home State capital. Nation's capital
- Common knowledge of current events, as well as, topics covered in the JROTC classes

Note: Only the platoon being inspected is allowed in the inspection room. Spectators should be from the same school. Violators will be disqualified.

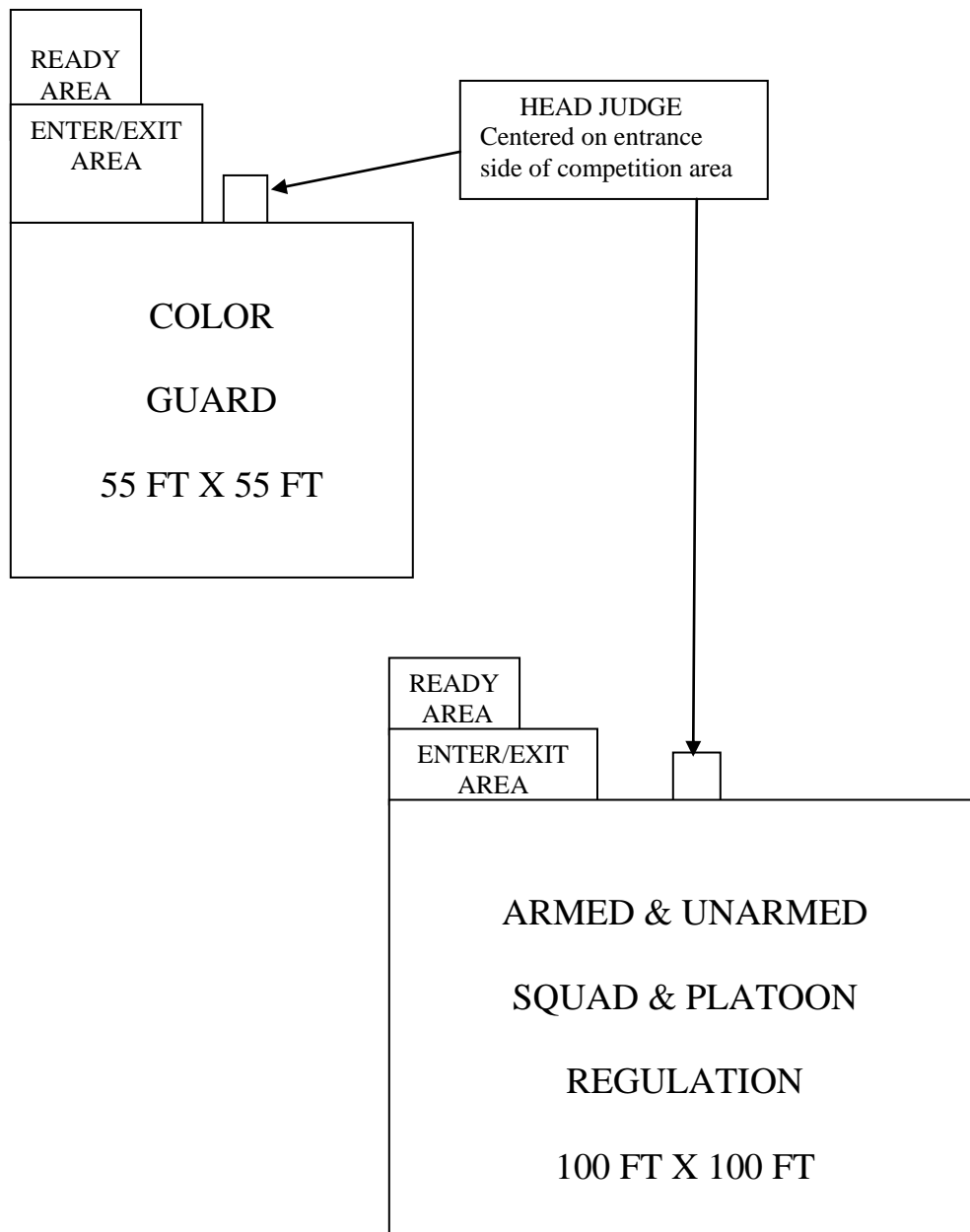
(2) While it is rare, a judge may incorrectly apply a regulation from their service to that of your team's service branch. If your cadets feel a rule has been incorrectly applied to their unit, **DON'T ARGUE THE POINT WITH THE JUDGE!** If the judge presses a point a cadet feels is incorrect, the correct response should be: "Sir/Ma'am, I have been instructed that "thus and so" is correct". Don't lose military bearing!

ANNEX B (Drill Field Layout) to Fourth Brigade JROTC Drill Team Competition Standard Operating Procedures (SOP)



*Team will report in and center on Head Judge

ANNEX B (Drill Field Layout) to Fourth Brigade JROTC Drill Team Competition Standard Operating Procedures (SOP)



*Team will report in and center on Head Judge

HEAD JUDGE 4th BRIGADE COLOR GUARD

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

THE COLOR GUARD COMMANDER UPON ENTERING MARCHES THE COLOR GUARD USING ANY MOVEMENTS NEEDED TO PLACE THE COLORS CENTERED ON THE HEAD JUDGE. ALL COLOR GUARDS WILL REPORT IN.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE COMMANDS**.

ENTER THE DRILL AREA to begin routine

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

Cadence Checked Here

SUBTOTAL _____ (250 POINTS)

ALL JUDGES SCORE THIS AREA

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

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____

TOTAL SCORE _____ (possible 350 points) JUDGES NAME _____

4th BRIGADE COLOR GUARD

SCHOOL NAME _____ CDR'S NAME _____ INITIALS _____

THE COLOR GUARD COMMANDER UPON ENTERING MARCHES THE COLOR GUARD USING ANY MOVEMENTS NEEDED TO PLACE THE COLORS CENTERED ON THE HEAD JUDGE. ALL COLOR GUARDS WILL REPORT IN.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE COMMANDS**.

ENTER THE DRILL AREA to begin routine

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

SUBTOTAL _____ (250 POINTS)

ALL JUDGES SCORE THIS AREA

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

OVERALL IMPRESSION (0-30) _____

JUDGES' TOTAL SCORE (Possible 100 points): _____



TOTAL SCORE _____ (possible 350 points)

JUDGES NAME _____

HEAD JUDGE BRIGADE REGULATION UNARMED PLATOON

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

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

JUDGES SCORE ALL FOUR ITEMS BELOW:

Report IN Score (0-20) _____

Overall Impression (0-30) _____

Report OUT Score (0-20) _____

Cadet Commanders Score (0-100) _____

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

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

Cadet Commander's Initials:

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

FILLED OUT BY HEAD JUDGE **ONLY IF MISSING**

4th BRIGADE REGULATION UNARMED PLATOON

CC Initials

School Name: _____

Team Name: _____

Grand Total

Five second pause after all GREYED, BOLD UPPERCASE COMMANDS

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

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

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

JUDGES SCORE ALL FOUR ITEMS BELOW:

Report IN Score (0-20) _____

Overall Impression (0-30) _____

Report OUT Score (0-20) _____

Cadet Commanders Score (0-100) _____

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4TH BRIGADE REGULATION ARMED PLATOON

School Name: _____

Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

Cadence Checked Here

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

JUDGES SCORE ALL FOUR ITEMS BELOW:

Report IN Score (0-15) _____

Overall Impression (0-30) _____

Report OUT Score (0-15) _____

Cadet Commanders Score (0-100) _____

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

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

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

Cadet Commander's Initials:

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

FILLED OUT BY HEAD JUDGE
ONLY IF MISSING CADETS

4TH BRIGADE REGULATION ARMED PLATOON

School Name: _____

Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

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

Cadence Checked Here

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

JUDGES SCORE ALL FOUR ITEMS BELOW:

Report IN Score (0-15) _____

Overall Impression (0-30) _____

Report OUT Score (0-15) _____

Cadet Commanders Score (0-100) _____

Total Score (max 400) _____

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4th BRIGADE REGULATION UNARMED SQUAD

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

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

SCORE FROM ABOVE _____ (POSSIBLE 430 POINTS)

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

SCORE FROM LEFT _____
 (POSSIBLE 100 POINTS)

TOTAL: _____
 (Possible 530Points)

Penalty - 25 points per missing cadet: (6 cadets + cadet cmdr required) (Max 11)	
Unit Missing One Cadet -25	Unit Missing Two Cadets -50
Cadet Commander's Initials: _____	

FILL OUT ONLY IF UNIT IS MISSING CADETS
--

Judge's Name: _____
 Judge Remarks: _____

4th BRIGADE REGULATION UNARMED SQUAD

CC Initials

School Name: _____

Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

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

SCORE FROM ABOVE _____ (POSSIBLE 430 POINTS)

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

SCORE FROM LEFT _____
(POSSIBLE 100 POINTS)

TOTAL: _____
(Possible 530 Points)

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4th BRIGADE REGULATION ARMED SQUAD

CC Initials

School Name: _____

Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

SCORE FROM ABOVE _____ (POSSIBLE 465 POINTS)

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

SCORE FROM LEFT _____
(POSSIBLE 100 POINTS)

TOTAL: _____
(Possible 565 Points)

<p>Penalty - 25 points per missing cadet: (6 cadets + cadet cmdr required) (Max 11)</p>	
<p>Unit Missing One Cadet</p> <p>-25</p>	<p>Unit Missing Two Cadets</p> <p>-50</p>
<p>Cadet Commander's Initials:</p> <p>_____</p>	
<p>FILL OUT ONLY IF UNIT IS MISSING CADETS</p>	

Judge's Name: _____

Judge Remarks: _____

4th BRIGADE REGULATION ARMED SQUAD

CC Initials

School Name: _____

Team Name: _____

Grand Total

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

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

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

SCORE FROM ABOVE _____ (POSSIBLE 465 POINTS)

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

SCORE FROM LEFT _____
(POSSIBLE 100 POINTS)

TOTAL: _____
(Possible 565 Points)

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4th BRIGADE INSPECTION ARMED

CC Initials

School Name: _____
 Team Name: _____

Grand Total

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

PENALTIES - HEAD JUDGE ONLY

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

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

Judge's Name: _____

Judge Remarks: _____

FILLED OUT BY HEAD JUDGE ONLY IF MISSING
--

4th BRIGADE INSPECTION ARMED

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

Judge's Name: _____

Judge's Remarks: _____

HEAD JUDGE 4th BRIGADE INSPECTION UNARMED

CC Initials

School Name: _____
 Team Name: _____

Grand Total

Head Judge

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements	15	1-4	5-11	12-15	
Entry/Exit Overall Quality Unit dress & cover, distance, interval, centering, marching quality	15	1-4	5-11	12-15	
Team Unity, Snap & Pop Is the unit "Locked In"	15	1-4	5-11	12-15	
Overall Commander Score Verbal projection, presence, bearing, movements of Cdr	15	1-4	5-11	12-15	
Individual Inspections					
Personal Hygiene Including breath, nails, shave, and overall grooming	35	1-8	9-27	28-35	
Uniform Preparation & Appearance Uniform prepared as per Regs, attention to detail	35	1-8	9-27	28-35	
Position of Attention/Bearing Cadet correct position of attention & bearing displayed at all times	35	1-8	9-27	28-35	
Confidence & Intensity Solid, self-assured, focused	35	1-8	9-27	28-35	
Overall Unit Impression Taken in total, how impressive was the entire unit?	35	1-8	9-27	28-35	
Overall Knowledge Correctness & depth of all responses given to judge	65	1-16	17-49	50-65	
TOTAL EARNED IN UNARMED INSPECTION		300	_____		

PENALTIES - HEAD JUDGE ONLY

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

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

Judge's Name: _____

Judge Remarks: _____

FILLED OUT BY HEAD JUDGE ONLY IF MISSING
--

4th BRIGADE INSPECTION UNARMED

CC Initials

School Name: _____

Team Name: _____

Grand Total

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements	15	1-4	5-11	12-15	
Entry/Exit Overall Quality Unit dress & cover, distance, interval, centering, marching quality	15	1-4	5-11	12-15	
Team Unity, Snap & Pop Is the unit "Locked In"	15	1-4	5-11	12-15	
Overall Commander Score Verbal projection, presence, bearing, movements of Cdr	15	1-4	5-11	12-15	
Individual Inspections					
Personal Hygiene Including breath, nails, shave, and overall grooming	35	1-8	9-27	28-35	
Uniform Preparation & Appearance Uniform prepared as per Regs, attention to detail	35	1-8	9-27	28-35	
Position of Attention/Bearing Cadet correct position of attention & bearing displayed at all times	35	1-8	9-27	28-35	
Confidence & Intensity Solid, self-assured, focused	35	1-8	9-27	28-35	
Overall Unit Impression Taken in total, how impressive was the entire unit?	35	1-8	9-27	28-35	
Overall Knowledge Correctness & depth of all responses given to judge	65	1-16	17-49	50-65	
TOTAL EARNED IN UNARMED INSPECTION		300	_____		

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4th BRIGADE ARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

PENALTIES - HEAD JUDGE ONLY

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

Judge's Name: _____

Judge Remarks: _____

4th BRIGADE ARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4th BRIGADE ARMED SOLO/DUAL EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

PENALTIES - HEAD JUDGE ONLY

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

Judge's Name: _____

Judge Remarks: _____

4th BRIGADE ARMED SOLO/DUAL EXHIBITION

CC Initials

School Name: _____
 Team Name: _____

Grand Total

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

PENALTIES - HEAD JUDGE ONLY

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

Judge's Name: _____

Judge Remarks: _____

HEAD JUDGE 4th BRIGADE UNARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

PENALTIES - HEAD JUDGE ONLY

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

Judge's Name: _____

Judge Remarks: _____

4th BRIGADE UNARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

Judge's Name: _____

Judge Remarks: _____

CC Initials

HEAD JUDGE 4th BRIGADE UNARMED DUAL EXHIBITION

School Name: _____

Grand Total

Team Name: _____

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

PENALTIES - HEAD JUDGE ONLY

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

Judge's Name: _____

Judge Remarks: _____

4th BRIGADE UNARMED DUAL EXHIBITION

CC Initials

School Name: _____

Team Name: _____

Grand Total

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

Judge's Name: _____

Judge Remarks: _____

4th BRIGADE CADENCE & PENALTY SCORESHEET

Point Loss Range

Cadence	Penalty
107 or below.....	- 50
108 - 111	- 25
112 - 115	- 10
116 - 124	0
125 - 128	- 10
129 - 132	- 25
133 or above	- 50

Total Cadence – One Minute _____

OR

Any Cadence Counting.... -50

Team Cadence Penalty (From Above) = _____

Too many/too few cadets penalty (from Head Judge Sheet) = _____

Boundary Violations

_____ Occurrences @ 5 points per occurrence = _____

Incorrect Commands

_____ Occurrences @ 5 points per occurrence = _____

Pause Violations:

_____ Occurrences @ 5 points per occurrence = _____

Uniform Violations:

Major (-50 pts) per violation = _____

___ Exhibition Uniform ___ Scarves/Ascots

___ Head Gear Violation ___ Spatz boots

___ Other (be specific)

TOTAL PENALTY POINTS ASSESSED..... _____

Judge's Name: _____

Judge Remarks: _____

ATCC-DDJ

ANNEX D (Certificate of Eligibility) to Fourth Brigade JROTC Drill Team Standard Operating Procedures (SOP)

1. I certify that I have confirmed with the Counselors office at _____ High School that all cadets from _____ High School are eligible to participate in extra-curricular activities in accordance with state guidelines.
2. POC for this action is the undersigned.

Signature Block

ATCC-DDJ

ANNEX E (Competition Registration Form) to Fourth Brigade JROTC Drill Team Standard Operating Procedures (SOP)

4TH BRIGADE BEST OF THE BEST
COMPETITION REGISTRATION/QUALIFICATION FORM

Name of Competition (State/Regional): _____

Date/Time/Location of Competition: _____

Point of Contact/OIC: _____ Phone: () _____

Email: _____ Number of Team Competing: _____

School Phone: () _____ Fax: () _____

Categories of Competition: (Please check the events your competition will be hosting)

- Armed Inspection (Mandatory)
- Color Guard (Mandatory)
- Armed Regulation Squad
- Armed Regulation Platoon (Mandatory)
- Armed Exhibition Squad
- Armed Exhibition Platoon (Mandatory)
- Unarmed Regulation Squad
- Unarmed Regulation Platoon (Mandatory)
- Unarmed Exhibition Squad
- Unarmed Exhibition Platoon (Mandatory)
- Other _____
- Other _____
- Other _____

SIGNING THIS FORM CERTIFIES THAT YOUR COMPETITION WILL FOLLOW THE 4TH BRIGADE DRILL COMPETITION SOP IS ITS ENTIRETY.

COMPETITION OIC

DATE

Fax this completed/signed form to 4th Brigade, Steve Anderson at (910) 396-3854