



Department of the Air Force  
South Carolina Air National Guard  
JFHQ SCANG/RSO, McEntire JNGB  
1325 South Carolina Road Eastover South Carolina 29044



18 Sep 2012

## STANDARD OPERATING PROCEDURES

1. **GENERAL:** The South Carolina State Championship Drill Meet (Also known as the “Top Gun” Drill Meet) is an annual event that is sponsored by the SC Air National Guard. The Governor of South Carolina has in the past proclaimed the winner of the meet as the South Carolina High School Champion. The date of the meet is Saturday, 20 April 2013 and the meet will be held at McEntire Joint National Guard Base. JROTC cadets, other high school students, their parents and friends are invited and encouraged to attend the drill meet.
2. **PURPOSE:** The purpose of this SOP is to set forth rules and procedures governing the conduct of the Top Gun Drill Meet. The provisions set forth in this document are binding. Acceptance of the SOP constitutes willingness for its entries to be governed, scored, and awarded recognition by the provisions of said SOP. It is the responsibility of each unit to be familiar with the information contained herein. Questions concerning this SOP or the meet should be submitted in writing to:

169 JFHQ-SC/RSO/TOP GUN  
SCANG/MCENTIRE JNGB  
1325 SOUTH CAROLINA ROAD, Suite #5  
EASTOVER SC 29044-5005

3. **ELIGIBILITY:** Each school is responsible for insuring that their members participating meet the SC State Academic Requirements for interscholastic activities:
4. **DEFINITIONS:**
  - a. **Unit Commander:** The JROTC cadet who commands a JROTC Drill Team or individual who performs an individual event.
  - b. **School Advisor:** The Officer or NCO who administers/supervises the drill team
  - c. **Precision Infantry Drill Regulation (IDR):** The precision drill procedures as outlined in the drill manual of the appropriate service.

Air Force	AFI 36-2203
Army	FM 22-5
Navy/Marine Corps	OPNAVY P34-03 or Marine Corps Drill Manual

5. **REGISTRATION:** The registration fee is \$130.00. The registration fee entitles the school to one entry in each category. All categories need not be entered; however, the registration fee is the same. Checks are to be made payable to TOP GUN DRILL MEET. No refunds of registration fees will be made, unless fees are received after registration date in which case they will simply be returned.
6. **COMPETITION TIMES:** Competition times will be determined by random selection. Each school will be notified of its competition time prior to the date of the Meet.

7. **INCLEMENT WEATHER PLAN:** In the event of inclement weather, the drill meet will be canceled and registration fees will be refunded.
8. **WEAPONS SECURITY:** Weapons will be the responsibility of the school advisor and/or unit commander. A weapon storage area will not be provided.
9. **COMPETITIVE CATEGORIES:** The meet will consist of the following events:

<b>IDR/BASIC</b>	<b>EXHIBITION/FANCY</b>
Platoon (Armed)	Platoon (Armed)
Platoon (Unarmed)	Platoon (Unarmed)
Squad (Armed)	Squad (Armed)
Squad (Unarmed)	Squad (Unarmed)
Color Guard	Duet (Armed)
Individual (Armed)	Individual (Armed)

You may enter in 1) IDR Platoon Armed, 2) IDR Platoon Unarmed, 3) IDR Squad Armed, 4) IDR Squad Unarmed, 5) Color Guard, 6) IDR Individual, 7) Fancy Platoon Armed, 8) Fancy Platoon Unarmed, 9) Fancy Squad Armed, 10) Fancy Squad Unarmed, 11) Fancy Duet, and 12) Fancy Individual.

This means you can compete in up to 12 events. You may only enter ONE team in each category.

10. **REGULATIONS:**

a. Precision Infantry Drill Regulation (IDR) will be in accordance with the drill manual of the appropriate service. The sequence, **BUT NOT THE APPROPRIATE COMMAND**, is given on the respective score sheet in the appendices of the SOP. The Unit Commander for the Squad and Platoon Precision events must commit the sequence and appropriate commands to memory. **IMPORTANT! Fancy maneuvers, spinning rifles etc., will not be allowed during the IDR events. Penalties will be imposed at the judge's discretion.**

b. For Individual Precision IDR, the cadet will choose a fellow team member to give appropriate commands. It is to be remembered that Precision IDR calls for exactness and accuracy. The cadet entered in the Individual Precision IDR will remain at attention after reporting. At this time, the judges will inspect the individual for personal appearance. The judges leave the area and, when so instructed, the cadet may proceed.

c. Fancy Drill is scored on difficulty, precision, overall appeal, military bearing, and originality.

d. Sequence of Events:

- (1) Unit assembles in the designated area under the control of the commander five (5) minutes prior to the scheduled competition time. If the unit is early and events are running ahead of schedule, they may compete early, but a team will not be penalized for being late until their normal scheduled time.
- (2) The Unit Commander of the IDR Platoon and Squad when instructed, directs his/her unit to enter the drill competition area and reports to the Head Judge. Prior to reporting, the Unit Commander directs the Unit to approximately twelve (12) steps in front of and centered on the Head Judge. The commander then salutes the Head Judge and reports the Unit is ready for competition. The Head Judge will return the salute with a verbal directive. The Commander then directs "Order Arms." The unit's reporting will be graded at this time. Following this, the Unit commander will direct his/her Unit according to the sequence of commands listed for the particular event in the appendices of the SOP. After the sequence is completed, the Unit Commander will direct "Present Arms" and then reports, "This completes our routine." The Head Judge will return the salute. The Unit Commander will direct "Order Arms:" he /she will then direct the unit to the Specified exit area and leave the drill area.
- (3) For all Fancy Platoon, Fancy Squad, Fancy Duet, and Fancy Individualist events, the

unit or individual will report in and out as listed for IDR platoon however, the report may take place at any point in the routine. Entrance and Exit Boundary requirements will still be observed in all fancy events.

**e. Number or members and Drill Pad Size:**

- (1) Platoon will be composed of at least thirteen (13) members, including the unit Commander, and no more than twenty five (25) members, including the Unit Commander. A guidon bearer is optional and may be included in the thirteen member requirement. The size of the platoon drill pad is 100'X100'.
- (2) Squad will be composed of at least seven (7) members, including the Commander, and no more than eleven (11) members, including the Commander. IDR Squad will be formed in a single file. Fancy Squad May be formed into two (2) or more files if desired. The size of the Squad Drill pad is 100'X80'.
- (3) Color Guard will be composed of either 4 or 5 members, depending if the unit desires to compete with 2 or 3 flags. Size of the color guard drill pad is 50'X50'.
- (4) Duet, two members using any type weapon. The size of the Duet drill pad is 50'X50'.
- (5) Basic Individual using any type weapon with which the movement of the score sheet may be performed. The individual performing IDR will report to the Head Judge for Inspection. Upon completion of the Judges' inspection, the individual will perform and be graded using the Individual IDR competition score sheet. A fellow cadet will give the sequence. The size of the individual pad is 50'X30'.

**f. Time for fancy events begins when the first member of a unit crosses the boundary line and ends when the first member of a unit exits the drill area at the end of the performance. There is no maximum and minimum time for basic events. The movements performed control the length of time. Time for Fancy Events:**

	MAXIMUM TIME	MINIMUM TIME
Platoon	7 Minutes	5 Minutes
Squad	7 Minutes	5 Minutes
Duet	5 Minutes	3 Minutes
Individual	3 Minutes	2 Minutes

**g. Penalties will be of two types: event and overall.**

- (1) **Event Penalties:** These will be assessed during the conduct of an event to include actions at the ready area and during the exit from the drill area and be recorded on the Judge's score sheet. The degree of the penalties issued prior to or after a school's performance for misconduct is left to the discretion of the Head Judge. Penalties may be given for any of the following Reasons:

- 1. Failure to keep within the specified boundaries or entry or exit on wrong side of drill area. The boundary lines are considered out of bounds.

Platoon	20 Points
Squad	15 Points
Color Guard	10 Points
Duet	10 Points
Individual	5 Points

- 2. Not being prepared to perform at the scheduled time:

Platoon	40 Points
Squad	30 Points
Color Guard	20 Points
Duet	20 Points
Individual	10 Points

c. Failure to adhere to specified time limits. One (1) point for every three seconds over or under the allotted time.

d. Extraneous or insufficient personnel on the drill area:

Platoon	20 Points
Squad	15 Points

(2) Overall penalties: Each infraction resulting in an overall penalty will cause the score of each event entered by that school to be reduced by 10% of the MAXIMUM SCORE for each event entered. Therefore, the overall penalties not only lower the individual event score, but, also lowers the overall score that is computed to determine the winner of the Governor's Top Gun Trophy. Overall penalties may be assessed by the Drill Meet Director for:

a. Any school advisor who fails to adhere to established protest mediation procedures.

3. Any school advisor or JROTC cadet approaching any of the judges for the purpose of discussing the performance or scoring of an event unless requested to do so.

c. Any school advisor or JROTC cadet entering the score computation area without permission of the Drill Meet Director.

11. Review of Score Sheets: The school advisor may review his/her school's sheets. Review of the score sheets is to verify mathematical accuracy only and not to question why a particular judge gave the score he/she gave. All score sheets for the IDR drill not reviewed by 1400 will be considered final. All score sheets for fancy drill not reviewed by the start of the awards ceremony will be considered final.

12. Protest: Judging is highly subjective; however, the judges will be thoroughly briefed on the procedures and rules of the meet. In the event that you have a valid complaint regarding the overall conduct of the Meet, you are to submit a formal written protest. The protest will be turned in where the score sheets are reviewed. In order for a protest to be considered it must be submitted prior to the start of the awards ceremony. The Drill Meet Director will review the written protest and make a final decision concerning the protest.

13. JUDGES: Judges will be selected from the USA, USAF, USN, USMC, and ROTC cadets. If available, there will be four judges and one penalty judge for each drill meet event. The penalty judge will be responsible for time, boundary, late or unprepared, and correct number of competitors penalties. ALL TEAMS/COMPETITORS WILL ENTER THE DRILL AREA TO THE HEAD JUDGES RIGHT SIDE AND EXIT TO THE HEAD JUDGES LEFT SIDE. For the rectangular drill areas (Squad and Individual) the head Judge will be located on the long side of the drill area.

14. AWARDS: The following awards will be presented during the awards ceremony Immediately following the end of the competitions.

a. The TOP GUN GOVERNOR'S TROPHY – The first place for overall competition. Second, Third and Fourth place trophies for overall will also be given.

b. First place trophy for the best Air Force, Best Army and best Navy/Marine unit overall.

c. First, Second, Third and Fourth place trophies for each of the twelve categories of competition.

15. MISCELLANEOUS:

- a. **Location:** McEntire JNGB is located on Highway 378 approximately 10 miles East of I-77 on the right. There is a stoplight at the front gate, and a big brick sign that says South Carolina National Guard/McEntire Joint National Guard Base.
- b. **Concession Stands:** Food will be available at the Drill Meet for the cadets to purchase. Lunch for two instructors is provided. Meal tickets can be purchased for any instructors, or their guest, the day of the meet.
- c. **Quarters:** McEntire has no quarters available. For teams desiring to spend the night, both Fort Jackson and Shaw Air Force Base are located close to McEntire JNGB. They may or may not have quarters available at desired time. Telephone number for Ft Jackson Lodging Office is 751-5202. Shaw AFB Operator is 668-8110 and ask for the Lodging Office. Columbia also has an adequate supply of hotels/motels. All units are responsible for making their own arrangements. The Days Inn located on Garners Ferry Road (803) 783-5500 has generously offered to give high schools a discounted rate for the drill meet (refer name: Top Gun Drill Meet).
- d. **Military courtesies:** In keeping with military tradition for public gatherings the entire area surrounding the drill area is designated a NO SALUTE AREA.

## **Judging Standards**

**For all IDR drill events, judges are to select an area around the drill pad and remain basically in the same location for all judging. Should a judge decide to move to a different location to watch a specific movement, (such as judge on back side moving to a better position to observe a team reporting in) then he should make this same move when ALL teams are reporting in, in order to see each team from the same vantage point.**

**For all fancy drill events, judges are permitted to move around the drill pad at their discretion. In fancy drill no prescribed sequence exists; therefore, observing each team from the same location would have no benefit. Judges should attempt to remain spaced around the drill pad to judge from different perspectives.**

**A separate judge will be used for Time/Boundary penalties. This judge is free to move around the drill area and encouraged to do so in order to better observe teams going out of bounds.**

**Rifle selection is at the discretion of the individual unit therefore, judges will score the performance without regard to the size and weight of the rifle used. Each weapon has both advantages and disadvantages when compared to the other weapons, therefore, judging will emphasize how well a particular maneuver is performed and concentrate on the execution and not concern itself with trying to apply some formula for adjustment of weapon variations.**

**Judges are to give a score for every item on the score sheet. NO ITEMS TO BE LEFT BLANK!!!!**

**Judges may only be changed during an event in the case of an emergency as so permitted by the Director of the Meet. In the event of such an emergency every effort will be made to score Consistently with the previous judge's standards.**

**Judges are requested not to change their "standard" during an event. If a judge starts as a Hard/Easy score then judge all entries on the same standard.**

**Four judges should score each event (plus a Penalty Judge). Low score will be discarded and the three remaining scores averaged to determine winners. In the event only three judges are available low score will NOT be discarded. In the event of a tie between two or more schools, the score sheets of all four judges will be used to break the tie. If a second tie occurs, the high and low scores will be discarded and two remaining scores averaged to determine winners. If a tie still occurs the score of the Head Judge will be used to break the tie. If a tie still exists, additional trophies will be awarded.**

**INSTRUCTIONS FOR JUDGES**

**IDR (BASIC) PLATOON OR SQUAD**

The Head Judge should center himself/herself along the sideline of the drill area so the team will enter the pad to the Head Judge's right side and exit the Head Judge's left side. The Head Judge should signal (by hand or nod) to the team that they may enter the drill area. If the time schedule shows it is time for the team to perform and the team is not ready, the Penalty Judge indicates this on the Penalty Sheet showing the team was not ready. Sometimes a drill pad will get ahead of the scheduled times. Should a team wish to, and the judges agree, a team may perform early. However, under no circumstances can a team be penalized for being late until the time shown on the Time Schedule has passed.

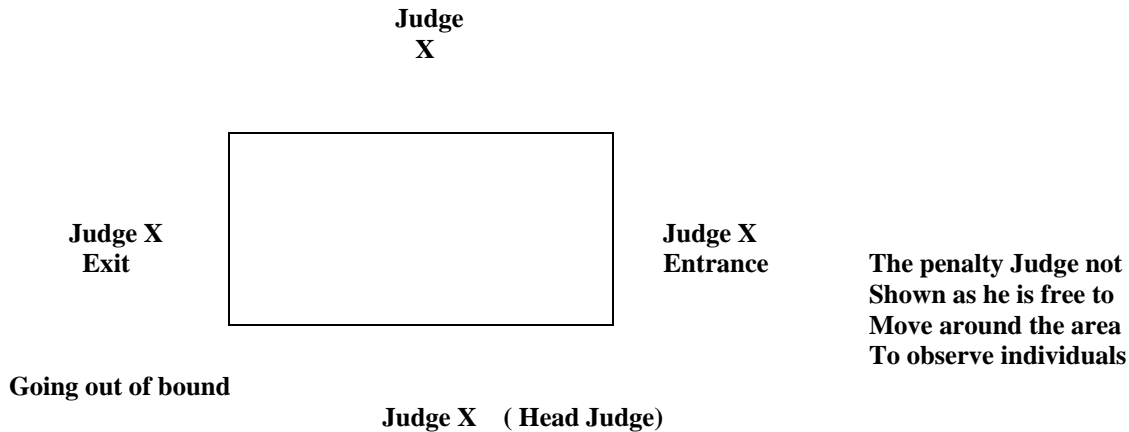
The commander of the unit, when signaled by the Head Judge, directs his or her unit to enter the drill competition area and stops the team approximately twelve (12) paces in front of and centered on the Head Judge. The commander then directs his/her unit to "Present Arms". The commander then salutes the Head Judge and reports the Unit is ready for competition. All judges start scoring at this time and continue marking their scores as each movement is done. The Head Judge will return the salute and tell the team to "carry on" or "continue". The commander then directs "Orders Arms" and continues according to the sequence of commands for the particular event. Completing the sequence in the order listed will return the unit to the same position as reporting in. The unit commander will report out to the Head Judge by stating, "This completes our routine." The Head Judge will return the salute without verbal comment and the unit commander directs the unit off the drill area. As soon as the unit reports out, all judges complete their score sheet by grading the "Reporting Out" and "Overall Appearance" of the unit. Judges should sign their score sheet. It is NOT NECESSARY for judges to fill out the "FINAL SCORE," as this will be done in the score room.

A runner will pick up the score sheets from each judge at this time and give the judge a blank sheet for the next team.

**FANCY (EXHIBITION) PLATOON OR SQUAD**

The unit will report in and out to the Head Judge; however, the report may take place at any point in the routine and need not be at the start or end of the routine.

Also for Fancy (Exhibition) events it is suggested that each judge watch the complete performance and then score the 5 items on the score sheet after the team has completed its routing.



## INSTRUCTION FOR JUDGES

### COLOR GUARD

The Head Judge should center himself/herself along the sideline of the drill area so the Color Guard will enter the pad to the Head Judge's right side and exit to the Head Judge's left side. The Head Judge should signal (by hand or nod) to the Color Guard that they may enter the drill area. If the time schedule shows it is time for the team to perform and the Color Guard is not ready, the Penalty Judge indicates this on the Penalty Sheet showing the Color Guard was not ready. Sometimes a drill pad will get ahead of the scheduled times. Should a Color Guard wish to, and the judges agree, a Color Guard may perform early. However, under no circumstances can a Color Guard be penalized for being late until the time shown on the Time Schedule has passed.

The Commander of the color Guard, when signaled by the Head Judge, directs his/her unit to the drill competition area. The Color Guard comes to a position in front of and facing the head judge. All judges start scoring at this time and continue marking their scores as each movement is done. The Color Guard commander reports into the head judge. The head judge will return the salute and tell the Color Guard to carry on or continue. All judges should observe to make sure the commands are being given by the bearer of the National Colors. (This is required by all services). If the commands are not being given by the bearer of the National colors, judges should take this into consideration when marking their score sheet.

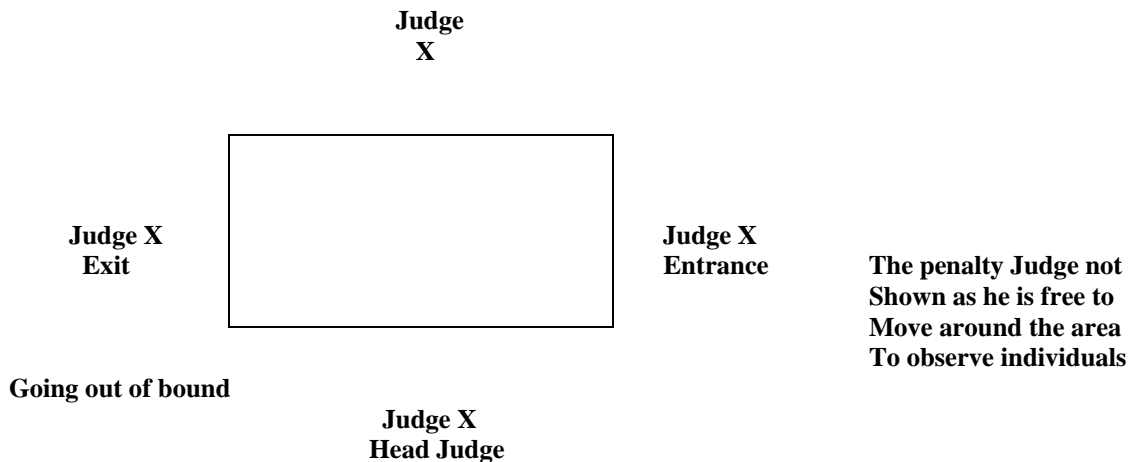
Completing the sequence in the order listed will return the Color Guard to the same position as when reporting in. As soon as the Color Guard exits the area, all judges complete their score sheet by signing the bottom of the score sheet. It is NOT NECESSARY for a judge to fill in the "FINAL SCORE" as this can be done in the score room. However, there is no objection if a judge wishes to add up and fill in the final score.

A runner will pick up the score sheets from each judge at this time and give the judge a blank sheet for the next team.

### FANCY DUET DRILL

Competitors will enter to the Head Judges right and exit to the Head Judges left. Sometime during the routine the competitors will report into the Head Judge giving their school name and before leaving the drill area will report out.

Also for Fancy (Exhibition) events it is suggested that each judge watch the complete performance and then score the 5 items on the score sheet after the team has completed its routing.





**INSTRUCTIONS FOR JUDGES**

**IDR (BASIC) – INDIVIDUAL**

The Head Judge should center himself/herself along the sideline of the drill area so the individual will enter the pad to the Head Judge’s right side and exit to the Head Judge’s left side. The Head Judge should signal (by hand or and) to the individual that he/she may enter the drill area. If the time schedule shows it is time for the individual to perform and the individual is not ready the Penalty Judge will complete a penalty sheet showing the individual was not ready. Sometimes a drill pad will go ahead of the scheduled times. Should an individual with to, and the judges agree, the individual may perform early. However, under no circumstances can an individual be penalized for being late until the time shown on the Time Schedule has passed.

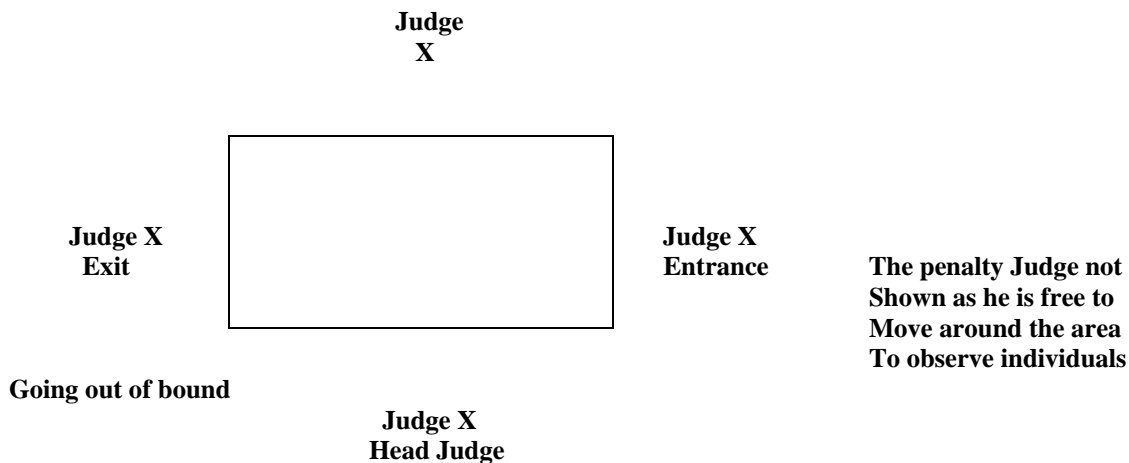
The individual, when signaled by the Head Judge, enters the drill area, stops in front of and faces the Head Judge. The individual salutes and reports to the Head Judge he/she is ready for competition the Head Judge returns the salute. The individual will go to the position of Order Arms and at this time ALL Judges move in from their position on the sidelines to personally inspect the individual. After the judges have observed enough to score the Inspection items on their score sheets they return to their positions along the sidelines. A fellow cadet, from the competitors school has stationed himself/herself beside the Head Judge. The Head Judge at this time tells the cadet to give the commands. All judges score each of the movements as they are performed. Completing the sequence in the order listed will return the individual to the same position as reporting in. At this time the individual will report out to the Head Judge by stating: “This completes my routing” The Head Judge will return the salute without verbal comment and the individual will depart the drill area. The judges complete their score sheet by signing the bottom. It is NOT necessary for a judge to fill in the “FINAL SCORE” as this will be done in the score room.

A runner will pick up the score sheets from each judge at this time and give the judge a blank sheet for the next individual.

**FANCY (EXHIBITION) INDIVIDUAL**

The individual will report in and out to the Head Judge, However, the report may take place at any point in the routine and need not be at the start or end of the routine.

Also for Fancy (Exhibition) events it is suggested that each judge watch the complete performance and then score the 5 items on the score sheet after the individual has completed his/her routine.



**PENALTY JUDGE**

**SCHOOL:** \_\_\_\_\_ **EVENT:** \_\_\_\_\_

**LATE ARRIVAL OR UNPREPARED TEAM:** A team that is late or unprepared to perform at the scheduled time will receive the following penalty:

<b>PLATOON</b>	<b>40 POINTS</b>	<b>TIME SCHEDULED TO PERFORM:</b> _____
<b>SQUAD</b>	<b>30 POINTS</b>	
<b>COLOR GUARD</b>	<b>20 POINTS</b>	<b>TIME READY TO PERFORM:</b> _____
<b>DUET</b>	<b>20 POINTS</b>	
<b>INDIVIDUAL</b>	<b>10 POINTS</b>	

**PENALTY POINTS:** \_\_\_\_\_

**INCORRECT NUMBER OF PERSONNEL:** Any team having more or less than the authorized number of personnel on the drill area.

<u>EVENT</u>	<u>MINIMUM #</u>	<u>MAXIMUM #</u>	<u>POINTS</u>
PLATOON	13	25	20
SQUAD	7	11	15

**PENALTY POINTS:** \_\_\_\_\_

**TEAM DID NOT STAY WITHIN THE PRESCRIBED BOUNDARIES OR ENTERED OR EXITED WRONG LOCATION:** The boundary lines are considered out of bounds. Entry is to the right side of the Head Judge – exit to the left side of the Head Judge.

<b>ASSESS:</b>	<b>PLATOON</b>	<b>20 POINTS</b>
	<b>SQUAD</b>	<b>15 POINTS</b>
	<b>COLOR GUARD</b>	<b>10 POINTS</b>
	<b>DUET</b>	<b>10 POINTS</b>
	<b>INDIVIDUAL</b>	<b>5 POINTS</b>

**PENALTY POINTS:** \_\_\_\_\_

**FANCY DRILL ONLY**

**TEAM DID NOT STAY WITHIN THE TIME LIMITS FOR THE EVENT.** Assess 1 point for every three (3) seconds over/under the time limits. Calculate to the nearest WHOLE NUMBER. Time starts when first member crosses entry line and stops when first person crosses exit line.

<u>FANCY EVENT</u>	<u>MINIMUM MINUTES</u>	<u>MAXIMUM MINUTES</u>	<u>TIME EVENT LASTED</u>	<u>MIN</u>	<u>SEC</u>
PLATOON	5	7		___	___
SQUAD	5	7	<b>SECONDS OVER/UND:</b> _____		
DUET	3	5			
INDIVIDUAL	2	3			

**PENALTY POINTS:** \_\_\_\_\_

**JUDGE'S SIGNATURE** \_\_\_\_\_ **TOTAL PENALTY POINTS** \_\_\_\_\_

## **DRILL PAD COORDINATORS**

- (1) You should have a folder for your drill pad containing the score sheets for all the teams scheduled to compete in the morning events. At lunch time, pick up the folder from the score room containing the score sheets for the afternoon events.**
- (2) Before each team/individual competes, give the judges the blank score sheets for that team/individual.**
- (3) After the team/individual finishes, give the score sheet for the next team to the judge and take the completed score sheet from the judge. As you take the completed score sheet from each judge, check it to make sure no item has been left blank (unscored) and also make sure the judges have signed the bottom of his/her score sheet.**
- (4) Paper clip the score sheets together and hold onto them until a runner picks them up from you (probably about every 20 minutes).**
- (5) As each team comes up to the drill pad to compete make sure it is the next scheduled team on your list. If a team does not show for an event place those score sheets in the back of your folder after you write "NO SHOW" on the front of the first score sheet.**
- (6) Should a team/individual arrive after the scheduled time and wants to compete you may let them; however, the Penalty Judge is to give them a penalty on the Penalty Score sheet from not being on time**
- (7) The "NO SHOW" score sheets should be returned to the score room after the completion of the morning afternoon events.**

**IDR PLATOON SCORE SHEET (ARMED)**

**POSSIBLE POINTS 250**

**SCHOOL: <SCHOOL\_NAME>**

**(this sequence must be memorized)**

<b>GRADED EVENT</b>	<b>POSSIBLE POINTS</b>						
Reporting In (at Present Arms)	0	2	4	6	8	10	_____
Order Arms	0	2	4	6	8	10	_____
Parade Rest	0	2	4	6	8	10	_____
Attention	0	2	4	6	8	10	_____
Left Face	0	2	4	6	8	10	_____
About Face	0	2	4	6	8	10	_____
Port Arms	0	2	4	6	8	10	_____
Forward March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Left Shoulder Arms	0	2	4	6	8	10	_____
Port Arms	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Right Shoulder Arms	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Order Arms	0	2	4	6	8	10	_____
Left Face	0	2	4	6	8	10	_____
Present Arms	0	2	4	6	8	10	_____
Report Out	0	2	4	6	8	10	_____
Platoon's Overall Appearance	0	2	4	6	8	10	_____

**JUDGE'S NAME** \_\_\_\_\_ **FINAL SCORE** \_\_\_\_\_

**IDR PLATOON SCORE SHEET (UNARMED)****POSSIBLE POINTS 250****SCHOOL: «SCHOOL NAME»****(this sequence must be memorized)**

<b>GRADED EVENT</b>	<b>POSSIBLE POINTS</b>						
Reporting In (at Present Arms)	0	2	4	6	8	10	_____
Order Arms	0	2	4	6	8	10	_____
Left Face	0	2	4	6	8	10	_____
About Face	0	2	4	6	8	10	_____
Forward March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Half Right March	0	2	4	6	8	10	_____
Column Half Left March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Left Flank March	0	2	4	6	8	10	_____
Right Flank March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Left Face	0	2	4	6	8	10	_____
Left Step March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Right Step March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Present Arms(report out)	0	2	4	6	8	10	_____
Platoon's Overall Appearance	0	2	4	6	8	10	_____

**JUDGE'S NAME** \_\_\_\_\_**FINAL SCORE** \_\_\_\_\_

**IDR SQUAD SCORE SHEET (ARMED)****POSSIBLE POINTS: 130****SCHOOL: «SCHOOL NAME»****(this sequence must be memorized)**

<b>GRADED EVENT</b>	<b>POSSIBLE POINTS</b>					
Reporting in (at Present Arms)	0	1	2	3	4	5
Order Arms	0	1	2	3	4	5
Right Shoulder Arms	0	1	2	3	4	5
Left Shoulder Arms	0	1	2	3	4	5
Order Arms	0	1	2	3	4	5
Parade Rest	0	1	2	3	4	5
Attention	0	1	2	3	4	5
Left Face	0	1	2	3	4	5
About Face	0	1	2	3	4	5
Port Arms	0	1	2	3	4	5
Forward March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Rear March	0	1	2	3	4	5
Right Shoulder Arms	0	1	2	3	4	5
Rear March	0	1	2	3	4	5
Column Half Right March	0	1	2	3	4	5
Column Half Left March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Halt	0	1	2	3	4	5
Order Arms	0	1	2	3	4	5
Left Face	0	1	2	3	4	5
Report Out (at present arms)	0	1	2	3	4	5
Squad's Overall Appearance	0	2	4	6	8	10

**JUDGE'S NAME** \_\_\_\_\_**FINAL SCORE**

**IDR SQUAD SCORE SHEET (UNARMED)****POSSIBLE POINTS: 130****SCHOOL: «SCHOOL NAME»****(this sequence must be memorized)**

GRADED EVENT	POSSIBLE POINTS						POINTS
	0	1	2	3	4	5	
Reporting in (at Present Arms)	0	1	2	3	4	5	_____
Order Arms	0	1	2	3	4	5	_____
Dress Right Dress	0	1	2	3	4	5	_____
Ready Front	0	1	2	3	4	5	_____
About Face	0	1	2	3	4	5	_____
Left Face	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Half Right March	0	1	2	3	4	5	_____
Column Half Left March	0	1	2	3	4	5	_____
Rear March	0	1	2	3	4	5	_____
Rear March	0	1	2	3	4	5	_____
Left Flank March	0	1	2	3	4	5	_____
Right Flank March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Column Right March	0	1	2	3	4	5	_____
Halt	0	1	2	3	4	5	_____
Left Face	0	1	2	3	4	5	_____
Left Step March	0	1	2	3	4	5	_____
Halt	0	1	2	3	4	5	_____
Right Step March	0	1	2	3	4	5	_____
Halt	0	1	2	3	4	5	_____
Present Arms(report out)	0	1	2	3	4	5	_____
Squad's Overall Appearance	0	2	4	6	8	10	_____

**JUDGE'S NAME: \_\_\_\_\_****FINAL SCORE \_\_\_\_\_**

**COLOR GUARD SCORE SHEET (ARMED)**

**POSSIBLE POINTS: 145**

**SCHOOL:** «SCHOOL NAME»

**(this sequence must be memorized)**

COLORS WILL ENTER DRILL AREA AT CARRY COLORS UNCASSED. THE COLOR GUARD WILL ENTER THE DRILL AREA FROM THE RIGHT SIDE OF THE HEAD JUDGE AND EXECUTE A LEFT TURN TO FACE THE HEAD JUDGE AND HALT.

GRADED EVENT	POSSIBLE POINTS						POINTS
	0	1	2	3	4	5	
Order Colors	0	1	2	3	4	5	_____
Present Colors	0	1	2	3	4	5	_____
Report In	0	1	2	3	4	5	_____
Order Colors	0	1	2	3	4	5	_____
Parade Rest	0	1	2	3	4	5	_____
Attention	0	1	2	3	4	5	_____
Carry Colors	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Left Turn	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Eyes Right	0	1	2	3	4	5	_____
Ready Front	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Right Turn	0	1	2	3	4	5	_____
Right Turn	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Counter March	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Left Turn	0	1	2	3	4	5	_____
Forward March	0	1	2	3	4	5	_____
Mark Time	0	1	2	3	4	5	_____
Halt (in front of Head Judge)	0	1	2	3	4	5	_____
Order Colors	0	1	2	3	4	5	_____
Carry Colors (Army Units) — not rated							
Present Colors	0	1	2	3	4	5	_____
Report Out	0	1	2	3	4	5	_____

**JUDGE'S NAME:** \_\_\_\_\_

**FINAL SCORE:** \_\_\_\_\_





**PLATOON DRILL, FANCY (ARMED)**

**POSSIBLE POINTS: 250**

**SCHOOL: «SCHOOL NAME»**

**POSSIBLE POINTS**

**POINTS**

**1. PRECISION:** This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

50

\_\_\_\_\_

**2. DIFFICULTY:** This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

50

\_\_\_\_\_

**3. GENERAL EFFECT:** This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.

50

\_\_\_\_\_

**4. ORIGINALITY:** This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

50

\_\_\_\_\_

**5. FLOOR COVERAGE:** This is to mean the degree to which the floor area is covered and utilized during the routine

50

\_\_\_\_\_

**JUDGE'S NAME:** \_\_\_\_\_ **FINAL SCORE:** \_\_\_\_\_

SCHOOL: «SCHOOL NAME»

**POSSIBLE POINTS**

**POINTS**

**1. PRECISION:** This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

50

\_\_\_\_\_

**2. DIFFICULTY:** This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

50

\_\_\_\_\_

**3. GENERAL EFFECT:** This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.

50

\_\_\_\_\_

**4. ORIGINALITY:** This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

50

\_\_\_\_\_

**5. FLOOR COVERAGE:** This is to mean the degree to which the floor area is covered and utilized during the routine

50

\_\_\_\_\_

**JUDGE'S NAME:** \_\_\_\_\_ **FINAL SCORE:** \_\_\_\_\_

**SQUAD DRILL, FANCY (ARMED)**

**POSSIBLE POINTS: 150**

**SCHOOL: «SCHOOL NAME»**

**POSSIBLE POINTS**

**POINTS**

**1. PRECISION:** This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

30

\_\_\_\_\_

**2. DIFFICULTY:** This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

30

\_\_\_\_\_

**3. GENERAL EFFECT:** This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.

30

\_\_\_\_\_

**4. ORIGINALITY:** This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

30

\_\_\_\_\_

**5. FLOOR COVERAGE:** This is to mean the degree to which the floor area is covered and utilized during the routine.

30

\_\_\_\_\_

**JUDGE'S NAME:** \_\_\_\_\_ **FINAL SCORE:** \_\_\_\_\_

**SQUAD DRILL, FANCY (UNARMED)**

**POSSIBLE POINTS: 150**

**SCHOOL: «SCHOOL NAME»**

**POSSIBLE POINTS**

**POINTS**

**1. PRECISION:** This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

30

\_\_\_\_\_

**2. DIFFICULTY:** This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

30

\_\_\_\_\_

**3. GENERAL EFFECT:** This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.

30

\_\_\_\_\_

**4. ORIGINALITY:** This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

30

\_\_\_\_\_

**5. FLOOR COVERAGE:** This is to mean the degree to which the floor area is covered and utilized during the routine.

30

\_\_\_\_\_

**JUDGE'S NAME:** \_\_\_\_\_

**FINAL SCORE:** \_\_\_\_\_

**SCHOOL:** «SCHOOL NAME»

	<b>POSSIBLE POINTS</b>	<b>POINTS</b>
<p><b>1. PRECISION:</b> This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.</p>	20	_____
<p><b>2. DIFFICULTY:</b> This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)</p>	20	_____
<p><b>3. GENERAL EFFECT:</b> This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.</p>	20	_____
<p><b>4. ORIGINALITY:</b> This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.</p>	20	_____
<p><b>5. FLOOR COVERAGE:</b> This is to mean the degree to which the floor area is covered and utilized during the routine</p>	20	_____

**JUDGE'S NAME:** \_\_\_\_\_ **FINAL SCORE:** \_\_\_\_\_

**INDIVIDUAL DRILL, FANCY (ARMED)**

**POSSIBLE POINTS: 75**

**SCHOOL:** «SCHOOL NAME»

**CADET'S NAME:** \_\_\_\_\_

**POSSIBLE POINTS**

**POINTS**

1. **PRECISION:** This is to mean the sharpness and exactness of the movement or maneuver and the uniformity of the maneuver within the unit.

15

\_\_\_\_\_

2. **DIFFICULTY:** This is to mean the difficulty as compared to a median, decided on by the judges, that will stress the difficulty of the movements as observed. For example: silence of routine (absence of commands, slapping of hands/bodies, and cadences)

15

\_\_\_\_\_

3. **GENERAL EFFECT:** This takes into account the appearance of the unit, variety of movements in sequence, lack of dead spaces, and smoothness of sequence when going from movement to movement.

15

\_\_\_\_\_

4. **ORIGINALITY:** This is to mean to give credit for movements, sequences, and other effects that are original, relative to the meet, and to judge novelty or rarity of the movement or routine.

15

\_\_\_\_\_

5. **FLOOR COVERAGE:** This is to mean the degree to which the floor area is covered and utilized during the routine

15

\_\_\_\_\_

**JUDGE'S NAME:** \_\_\_\_\_ **FINAL SCORE:** \_\_\_\_\_