

Department of JROTC Citywide Unarmed Flight\Platoon Drill, Color Guard, and Individual Rifle Drill Competition

Standard Operating Procedures (SOP)

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REGULATIONS FOR MASTERS AND CHALLENGE DIVISIONS

SECTION 1 - THE UNARMED COMPETITION

A. Competition Guidelines

1. **Entering units should drill in accordance with the drill manual they wish to use.** All schools should follow the directions written within this SOP. For all items not covered by this SOP, teams should be judged under the guidelines of the service manual they wish to compete under. The Unarmed Divisions of the Competition are written in the vernacular of the U.S. Air Force. Therefore Flight (Platoon) and Element (Squad) are in use on sequences, scoresheets, etc. A team wishing to obtain a copy of any service manual should look on-line.
2. One major exception to the Air Force verbiage is that the AFMAN 36-2203 is NOT authorized for use during the Color Guard competition.
3. Some events WILL REQUIRE the use of the Army manual (as in Case Colors in Color Guard).

B. Drill Rifle Requirements & Regulations

1. Because this is an UNARMED division, no cadet may utilize any form of drill rifle except during Unarmed Division Color Guard competition. Regulations for rifle bearers within the color guard event are maintained within the Color Guard section of this SOP.
2. As the AFMAN 36-2203 manual maintains no regulations regarding correct handling of a rifle, rifle handling maneuvers will be judged in accordance with Army regulations contained within TC 3-21.5.

C. Cadet Commander Regulations: Allowing that each drill team is instructed differently, judges will evaluate the vocal projection of cadet commanders in the following manner. During Inspection and Regulation Drill events, an individual's voice projection, confidence, and tone will be the criteria upon which judges will base their evaluations.

SECTION 2 - UNIT INSPECTION

A. General Information

1. The team will select 24 cadets to stand Unit Inspection, as well as select the Cadet Commander to lead the unit.
2. The score sheet for Inspection should be studied to see how your performance can receive the maximum score in each area.

B. Inspection Procedures

1. Just prior to the Inspection, all spectators should have a seat inside the Inspection room in the spectator seating area. The unit forms outside the Inspection room in the hallway just outside the entrance door.
2. The Head Judge will approach the Cadet Commander in the hallway, impart a few words of wisdom, ensure the unit is ready, and then return back into the Inspection room. The Head Judge will ensure the other judges are ready, and then command in a very loud voice, "**XYZ High School, REPORT!**" The Cadet Commander will then verbally command the unit to enter the Inspection area through a doorway. An extra cadet, parent or team follower is designated to open, hold and close the door for this entry.
3. The unit will be formed with 4 elements (Squads) of 6 cadets each and centered on the Head Judge in the formation. Ensure you maintain four elements, so each judge has their own element to inspect!
4. Once inside the room, the Cadet Commander halts the platoon and faces the platoon, if necessary. At this point, the Cadet Commander will command, "**Open Ranks, March**", "**Dress Right, Dress**" "**Ready Front**", execute an About Face, salute, and Report In to the Head Judge with the unit at attention. Due to the room size, units must be centered and should not "crowd" the Head Judge when executing "Open Ranks". However, done correctly, the C/CDR should be a minimum of three paces away from the Head Judge.

Important Note!

UNIT INSPECTION CADET COMMANDERS WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS & COVER! Cadets will be instructed to dress & cover only. Removing this time-consuming process will allow more time for face-to-face questions from judges to cadets. Cadet Commanders who move to review the ranks for correct spacing **will be graded down** for their efforts - **DON'T DO IT!**

5. To report in correctly, the Cadet Commander should state: 1-school name & team name; 2-the drill manual you will perform in accordance with and 3-the military "reg" your uniform is inspected under (AR 670-1; MC Order P1020.34F; Cadet Field Manual, AFJROTC Uniform and Awards Guide, etc.). **NOTE: DO NOT have the entire formation salute the judge!**
6. Cadets in ranks should provide a very brief greeting to the Inspection judges when they halt in front of them. An example would be, "Sir\Ma'am Good morning, Cadet Phillips ready for your inspection" or similar.
7. When all judges finish their inspections, the commander then executes "About Face", closes ranks and executes either the correct "File" or "Column of Files" command (squad leaders give appropriate supplemental commands) to exit out the doorway. When the commander gives "Close Ranks", an extra cadet, parent or team follower moves quickly and quietly to open and hold the exit door for the team.
8. After exiting the room, move away from the door and QUIETLY bring the unit to a halt, and dismiss the unit. Because a doorway is involved, the Cadet Commander should remain inside the room and follow the 4th squad out the door as they leave.

C. Related Inspection Matters

1. Hair length should correspond to the team's particular service regulations. Appearance should be well-groomed and uniforms should be impeccably clean.

2. Teams will be inspected using their own uniforms as “the standard”. The way one looks, is the way they all should look. The difficulty any given uniform takes to ready itself for Unit Inspection (amount of brass and other peripheral items) will certainly be taken into consideration when judging the appearance of a cadet. Cadets ARE EXPECTED to wear THEIR uniform to include ALL authorized ribbons, etc. appropriate for that uniform – no exceptions!
3. Either leather shoes or corfram shoes are appropriate wear for all portions of the Competition. While corframs are comparatively easy to maintain, leather shoes require more effort to achieve the same appearance and just be so maintained. Should corfram shoes be worn, absolute perfection will be needed to achieve the same score as a well-maintained leather shoe due to the additional difficulty involved.

D. Cadet Verbal Responses

1. Unit Inspection will include several questions to determine every cadet's poise, confidence, and overall knowledge of the questions that were previously published. Study, but know that the Inspection will test knowledge AND thinking on your feet!

Important Note!

Judges will ask questions from a previously published list. Answers are intended to test a cadets Knowledge and bearing. Do not allow your cadets to become flustered. If a cadet doesn't know the answer to a question posed to him/her, a confident, "Sir, this cadet does not know at this time, sir!" or similar is the best response.

2. While rare, a judge may incorrectly apply a regulation from their service to your team's service branch or other type of mistake. If your cadets feel a rule has been incorrectly applied, do not let them belabor the point with the judge during Inspection! If the judge presses a point a cadet knows is incorrect, the correct response should be "Sir, I have been instructed that "thus & so" is correct, sir". Do not lose military bearing! After completing the Inspection process, immediately reach the SNI judging director and discuss the incident. He will then contact the judges and assure the scoresheets reflect the correct rule interpretation and scoring.

SECTION 3 - FLIGHT REGULATION DRILL

A. General Information: The required movements in this event must be done regardless of the team's service affiliation, in the order they are listed. This allows every team to perform in other languages & dialects, along with allowing service variations (i.e., "rear march" vs. "to the rear march", etc.). Obvious mis-statements by the Commander may result in point deductions in overall impression of the unit, etc. ALL UNITS MUST UTILIZE A FULL 30" STEP REGARDLESS OF SERVICE AFFILIATION—THIS IS A REQUIREMENT OF ALL TEAMS IN THIS COMPETITION.

B. Judging & Scoring

1. The Regulation Drill sequence is composed of many individual scoring opportunities. Also, teams will receive point scores for their report in and report out, and points on the judges' for the overall impression of the routine, for a grand total of 300 points, per judge.
2. Some of these movement combinations are relatively easy while a few are quite difficult. While the execution of many of these movements within the given drill area size is challenging for any drill unit, it can be executed by any well-prepared team at any competition level. The unit's ability to perform this sequence **without extra commands** is vital to the team's overall success at this meet.
3. The position of the Head Judge is fixed and denoted by a large "X" placed on the floor. Teams will report in and report out to this spot. It is responsibility of the Head Judge to ensure he or she is on this spot during both the report-in and report-out. Teams are reminded during the verbal report-in to tell the Head Judge which manual you will be drilling in accordance with.

C. Regulation Sequence Movements

1. The sequence is designed to be executed with FOUR squads/elements of SIX cadets each.
2. All teams should carefully review the Regulation Sequence for their team to ensure their entry and/or exit from the drill floor keeps the element leaders in the correct position to execute the drill as written. Teams may find the need to execute various column commands (left or right, depending on the drill area) to properly enter and/or exit the drill floor with the squad/element leaders kept to the front of the formation.

Important Note!

Judges are encouraged to discuss matters of rule interpretation, boundary violations, and missed commands among themselves immediately after both Regulation and Color Guard sequences. With the all-service format of the event, this remains the best way to ensure a school is graded correctly. Judges DO NOT discuss matters of preference or opinions regarding a performance AT ANY TIME.

SECTION 4 - COLOR GUARD DRILL

A. General Information

1. As in Regulation Drill, all of the required movements in this event must be done regardless of the team's service affiliation. However, the actual language used to accomplish these movements is at the discretion of each unit. Only extra movements required by your unit's service manual to complete any movement prescribed within this sequence will be allowed.
2. Non-Army units competing in Color Guard competition may use ONLY Army TC 3-21.5 OR MCO P5060.20 for their routine (NJROTC Cadet Field Manual, while nearly identical to the MCO is not an officially recognized manual for Marine Corps judges to have knowledge of this document. AFMAN 36-2203 is NOT authorized for use at this meet for color guard as it is "too loose" on reg structure). ALL UNITS will use the Army manual for case and/or uncase procedures. Using the Army manual is CERTAINLY easier for your team and the judges as you will execute EVERYTHING in accordance with Army regs. However, for clarity, we wish to spell out for competitors and judges what is expected of NON-ARMY teams wishing to compete using either the Army manual or USMC manual.
 - a) Any non-Army school wishing to use the Army manual to compete in Color Guard MUST state their desire during report-in. All functions of their routine MUST be done in strict accordance with the Army TC-3-21.5 manual (including all Air Force units which MUST use the Army TC 3-21.5 for all aspects of the sequence).
 - b) Any Navy/Marine Corps unit wishing to drill in accordance with the MCO P5060.20 will do just that for all items OUTSIDE case & uncase procedures (rifles outboard, no armswing, etc.), HOWEVER, when the unit gets to the section on case and/or uncase, judges and teams are instructed to have Marine units move the rifles to Right Shoulder Arms and then complete all items listed under case and/or uncase procedures as outlined within the Army manual. Judges and teams are directed to allow the ability for the USMC/Navy units to march utilizing 2" toe/4' heel, but all other items during case & uncase should be done as per the Army manual. Therefore, while doing case and/or uncase, Marine/Navy units using the MCO P5060.20 will not use Ready, Cut, locked arms, or any other non-Army commands or movements – everything will be verbalized and executed as outlined within the text of the Army Manual. When COMPLETED with case and/or uncase, unit should move the rifles back to outboard. This will signify to the judges that the unit is back in full-on MCO P5060.20 mode.3. Unlike procedures outlined within Army TC 3-21.5, no SGM commands the unit - the Color Guard Commander (cadet carrying the National colors) will lead the team through the entire performance.
3. As you can see, executing the procedures unlike procedures outlined within Army TC 3-21.5, no SGM commands the unit - the Color Guard Commander (cadet carrying the National colors) will lead the team through the entire performance.
4. The flagstaves and flag casings may be made out of any material and may contain any personalized markings (school name, color, service, etc.) you so desire. **All flagstaves in use at this competition MUST be equipped with finials (spear, spade, eagle, etc.) required by a service manual.** Failure to utilize a correct finial will allow the judges to subjectively deduct what they feel is appropriate for this deficiency on the Overall Impression segment of the scoresheet.
5. Several drill events across the country now maintain an event called "exhibition" or "special" color guard. These events often allow fancy foot movements, facing movements and other creative flag and rifle maneuvers during a color guard performance. **THIS IS NOT A PART OF ANY FACET OF COLOR GUARD COMPETITION AT THIS MEET!** Every command, movement and procedure you undertake throughout your Color Guard performance in this competition needs to be DIRECTLY and STRICTLY out of your competition manual and this SOP.
6. Teams may compete utilizing either a "flag" or a "color" (usually, a flag adorned with gold fringe). In either case, the item will be treated as a flag for the purposes of cadet actions/grading.

B. Judging & Scoring

1. The position of the Head Judge is fixed and denoted by a large "X" placed on the floor. Teams will report in and report out to this spot. It is the responsibility of the Head Judge to ensure he or she is on this spot during both the report-in and report-out.
2. The sequence for drill is comprised of many graded regulation movements and a Judge's Overall Impression Score yielding 275 points per scoresheet. This will yield a combined 1,100 points from the four scoring judges.

C. Color Guard Regulations & Performance Issues

1. As the sequence outlines, CG units should enter the Color Guard area, then uncase the colors (***WHERE*** this occurs is left up to the competing unit). The team should THEN report in with uncased colors and complete the routine. A special area has been set-up just outside the Color Guard area for these schools to re-case the colors (again, ungraded) before proceeding back to their seats.
2. All units must contain 4 cadets only. Two cadets will bear arms and two cadets will bear flags. The rifles used within the Unarmed Division Color Guard competition can be any weight or style regardless of the gender of the person holding the drill rifle - however they must have a fully functional sling to execute the drill properly. The National Colors will be the senior flag with a state, service, or other appropriate flag used as the second color. The Cadet Commander for the Color Guard unit must be the National Colors bearer. However, the Cadet Commander is not required to be the highest ranking member of the Color Guard unit.
3. Standard minimum flag dimension for color guard are 3'x4' not including fringe. Judges will note teams utilizing a larger flag will take this into consideration during event scoring, especially during case and uncase procedures.
4. While the Navy does not perform case/uncase colors movement, it is required in the Color Guard event of this competition. Additionally, Air Force regs do not cover the correct execution of Colors Reverse. All movements on the scoresheet are to be executed by all services and are detailed within TC 3-21.5.
5. Units should ensure their entire uniform in Color Guard is in full compliance with their service's JROTC uniform regulations.
6. Navy/Marine Corps units MUST use the Army manual for the correct procedures to case and/or uncase colors. When doing so, ensure every movement you execute during this timeframe is done as per the Army Manual to ensure judges grade you correctly (except step style/height).
7. To Case / Uncase colors: the proper commands shall be given as follows: **UNCASE**: 1. Sling, Arms, 2. **POST** (move 45-degrees, turn about facing your origin); 3. **Uncase the Colors** (move to colors, remove covers, place in left hand); 4. **Present, Arms / Order, Arms** (render honors); 5. **POST** (move to rear of formation, tuck covers in color bearer's cartridge belt, move back on-line, sling arms). **CASE**: 1. **Sling, Arms**, 2. **POST** (untuck cases put in left hand, move back on-line and immediately move to a 45-degree angle to colors, turn about, 3. **Present Arms / Order Arms** (render honors), 4. **Case the Colors** (move to colors, put the covers on the colors, move back on-line, sling and halt)
8. All other prescribed movements in the Color Guard sequence are located on the event scoresheet.
9. While not major, we want to clarify the language in use during several commands for uniformity and correctness during the Color Guard sequence. The TC 3-21.5 does not specify the verbal command to use to take the colors from the order to the carry position, nor does it specify what to say to move from the carry position to the order position. Therefore, the decision has been made to: 1) address the color guard formation as "Color Guard" (as in "Color Guard, Halt"). Moving positions with the colors will be done with "Carry, COLORS" and "Order, COLORS". During Casing, Report Out, etc., or any time when rendering honors, the correct command remains "Present, Arms" and "Order, Arms". While most units were executing it this way now, we felt the scoresheets should reflect this issue and take the lead for uniformity where the manual is lacking.

SECTION 5 – INDIVIDUAL RIFLE DRILL

A. General Information: The required movements in this event must be done regardless of the INDIVIDUAL'S service affiliation, in the order they are listed. This allows every INDIVIDUAL to BE EVALUATED IN THE SAME ORDER.

B. Judging & Scoring

1. The sequence allows for effective grading regardless of service affiliation and will be given in the order identified.
2. No commands will be changed or given out of sequence.
3. No improper or incomplete commands will be given.
4. Cadets will be graded on their ability to correctly execute the commands outlined.
5. Scoring will be done by marking every incorrect movement the cadet performs. The cadet with the least number of mistakes will be declared the winner.
6. The individual rifle drill competition will count towards the school's overall position in their respective divisions (masters and challenge).
7. Each cadet will be scored by a succession of instructors; each instructor grading one section of commands.
8. One instructor will act as the "tie breaker" judge in the event of a tie between cadets.
9. The sequence is designed to test the cadets' ability to execute the basic drill commands issued to the schools.

SECTION 6 – FLIGHT\PLATOON LEADER

A. General Information: The Flight\Platoon Leader overall performance in the Regulation Drill and Unit inspection is key to the overall success of the unit and therefore the top five Flight\Platoon Leaders will be recognized.

B. Judging & Scoring

1. The Head Judges in both the Flight Regulation Drill and the Unit Inspection will score each Flight\Platoon Leader using the using the Head Judge Unarmed Division Flight Regulation Score Sheet and the Unarmed Inspection Score Sheet.
2. In the Flight Regulation Drill the Flight\Platoon Leader will be scored on each of the following:
 - a. The Sequence of Commands he\she gives and how he or she executes those commands.
 - b. The Report in Score
 - c. The Report Out Score
 - d. Technical Impression
 - e. Precision Impression
 - f. Cadet Commander Score (1-100)
3. Penalties will be subtracted for the following violations only:
 - a. Boundary violations
 - b. Incorrect or out of sequence commands
 - c. Pause Violations
 - d. Uniform violations of the commander only (not for uniform violations of the team members)
4. In the Unit Inspection the Flight\Platoon Leader will be scored on each of the following:

- a. Minor Items
 - i. Entry and Exit of Unit
 - ii. Team Positioning
 - iii. Overall Commanders Score
 - b. Major Items
 - i. Correct Inspection Procedures
 - ii. Personal Hygiene
 - iii. Uniform Preparation and Appearance
 - iv. Position of Attention and Bearing
 - v. Confidence and Intensity
 - vi. Overall Knowledge
5. Penalties will be subtracted in the Unit Inspection for uniform violations of the commander only (not for uniform violations of the team members)