

DEPARTMENT OF THE ARMY
U.S. ARMY ROTC INSTRUCTOR GROUP, SENIOR DIVISION
CAMPBELL UNIVERSITY
BUIES CREEK, NORTH CAROLINA 27506

ATOA-ENC-CU

January 18, 2005

MEMORANDUM FOR Selected Senior Military Instructors

SUBJECT: Memorandum of Instructions - Thirty-first Annual Campbell University Junior ROTC Invitational Drill Meet, 19 March 2005

1. Purpose: To provide information concerning the administration and conduct of Campbell University's Thirty-First Annual JROTC Invitational Drill Meet on 19 March 2005.

2. Registration:

a. Invitations were extended to all JROTC Units in the Tri-State (NC, SC, and VA.) Only the first 30 to apply are accepted as participants. Later participants are added to the alternate list, which is used to replace units that withdraw.

b. A registration fee of \$50.00 per school, \$8.00 per event and a \$1.00 per person on knockout events are charged to cover the costs of the meet. Fees are due NLT 15 February 2005. If a school cannot compete after prepaying registration and event fees, the event fees will be refunded. However, the registration fee is non-refundable. Checks should indicate the name of the registering school and be made payable to the ROTC Cadet Fund. Mail checks to Campbell ROTC, ATTN: LTC Tedson J. Campagna, P.O.Box 307, Buies Creek, NC 27506.

c. The schedule of events for each school is computed at the time of final registration (12 March 2005), and forwarded to each school at least one week prior to the meet.

d. Inprocessing will take place on 19 March 2005 at the Officials' post at Eakes Athletic Complex, Campbell University (Annex F) from 0630 to 1000. Registration information will be reverified and a packet provided to each school containing the following items:

- (1) Drill Meet Certificate for each participant.
- (2) Ribbons and lamps - Ribbons for each 1st year participant, Bronze Torch for 2nd year, Silver Torch for 3rd year and gold lamps for 4th year.
- (3) Up-to-Date Event Matrix.
- (4) Program of events for each participant.

(5) Map of the Area.

(6) Questionnaire.

3. Competitive Events:

a. Open Competition: There are no divisions in Campbell's Invitational Drill Meet. All schools (whether A, AA, AAA, or AAAA) compete on an equal basis with the others. Trophies are awarded for all events, for the two major categories of events (regulation and precision), and for the overall winner. Each school is permitted only one entry per event.

b. Weapons: There is restriction on the type of rifle which can be used in the "with weapons" events, however, a penalty of 5% of the total possible event score will be deducted from the final score if weapons other than M1, M1917, or Enfield rifles are used. Bayonets and weapons firing are not allowed.

c. Uniforms: The participants will wear (ONLY) military uniforms. The type of military uniform worn will be at the discretion of the particular school. Bearing and appearance will be judged on neatness and not on the type of uniform worn.

d. Competitive Questions: Head judges will randomly test the knowledge of the JROTC cadets during inspections conducted for regulation drill events.

e. Regulation Events: All regulation events will be judged in accordance with FM 22-5 dated Dec 86 and ROTC 145-4-1 (M-1903 Manual of Arms). Each drill unit should be in its designated waiting area prior to the start of its event in accordance with the Events Matrix. Units should be in the drill area / waiting area and be prepared to execute the first command on the score sheet on cue from the head judge. Penalties will be assessed for late starts.

(1) Individual Regulation Drill with Weapons: On cue, the competitors will Present Arms and report to the head judge. All other movements will be on order of the head judge and in sequence with the score sheet (Annex H). Penalties will be assessed for deviations from prescribed drill and for late arrival (Annex E). Drill area size is 30 feet by 50 feet (Annex C).

(2) Platoon and Squad Regulation Drill with and without weapons: On cue, the drill unit commander will move his/her unit into the drill area by commanding, "FALL IN". Units will "FALL IN" facing each direction it chooses. Judging is in accordance with the respective score sheet and terminates when the unit has executed its final command. All movements must be on order of the drill unit commander and must conform to this MOI and respective score sheet. This is Regulation Drill; any "fancy" moves will be penalized. Score sheets list only the required movements and not necessary the correct command. All drill sequences and commands must be committed by memory by the drill unit commander. Penalties will be assessed IAW Annex E. The drill area size for regulation platoon and squad drill is 100 feet by 110 feet (Annex C).

Platoons will have 12 - 25 individuals including the Platoon Leader. Squads will have 6 - 11 individuals including the Squad Leader.

(3) Color Guard: On cue, the leader will report to the head judge. Color Guard movements must be IAW FM 22-5 and on order of the Color Guard Commander. The command sequence (Annex H) must be followed. Penalties are IAW Annex E. The drill field size is 50 feet by 80 feet (Annex C). Color Guard Teams will have 4 - 6 members.

g. Precision (Fancy) Events:

(1) This competition is limited to the ingenuity of the participants. The following special effects are prohibited for safety reasons: pyrotechnics, flares, fireworks, explosives, and firing of weapons. Music and loudspeakers are prohibited so as to not interfere with simultaneous events. Drill units may perform any drill movements, and they will be judged on originality, general effect, difficulty, precision, and area coverage. (Teams are reminded that this is a drill competition and not a dancing contest).

(2) Unit's report to the respective head judge at the time specified in the Event Matrix and commence their sequence upon command. The drill area may be entered and exited at the discretion of the contestants. Time starts when the first man enters the drill area and ends when the last person exits the drill area.

(3) Time Limits:

- (a) Platoon / Squad - Maximum 8 minutes, minimum 5 minutes
- (b) Individual - Maximum 5 minutes, minimum 3 minutes

(4) Unit Size:

- (a) Platoon 12 - 25 individuals
- (b) Squad 6 - 11 individuals

4. EVALUATION:

a. Judging: Drill Sergeants from the U.S. Army Reserve Training Units will conduct Judging. Each judging team will consist of three judges. If there is a shortage of Drill Sergeants, Senior ROTC Cadets will be used to round out judging teams. To ensure uniformity of grading, the same judging team will evaluate all competition in a single event. Judges will not be consulted during judging. Any questions or protests will be presented to LTC CAMPAGNA or MSG PARKER for resolution.

b. Penalties: All penalties will be assessed IAW Annex E and will be annotated by event judges to respective score sheets prior to submission to the Scoring Point.

c. Scoring: Each judge will complete his / her score sheet at the event conclusion. Sheets will be hand carried to Scoring Point (which is off limits to all JROTC personnel) where all three sheets will be tallied and added. High score wins. The following steps will be used to resolve ties:

- (1) Drop lowest score: high score wins.
- (2) Drop next lowest score: high score wins.
- (3) Go to head judge's score: high score wins.
- (4) Go sequentially through head judge's score: sudden death.

d. Officials' Post: The officials' Post will be located in a GP Small Tent in the drill area. All announcements, scheduling, and late inprocessing will be conducted at this location. Senior Military Instructors should refer any problems to the Officials' Post or to LTC CAMPAGNA AND MSG PARKER.

5. AWARDS:

a. First, second, and third place finishers of each event for the two major categories of events (regulation and precision), and for the overall competition will receive trophies. Top drill meet winners receive the largest trophies for their accomplishments.

b. Top Awards are governed by each school's accumulation of Quality points (QP's). Quality points are as awarded as follows:

First Place	- 9 points
Second Place	- 7 points
Third Place	- 5 points
Fourth Place	- 3 points
Entry (but not placing)	- 1 point

Ties in quality points are resolved by determining which school has the most 1st place finishes, then 2nd place finishes then 3rd place finishes, etc.

c. Awards Ceremony: The awards ceremony will start at 1700 hours in D-Rich Auditorium. All awards will be presented during this ceremony. (Is this building going to be available)

6. INCLEMENT WEATHER: In the event of inclement weather, all platoon level events will be cancelled and event fees refunded. All other events will be conducted on a modified schedule to be distributed at the Officials' Post.

7. ADMINISTRATIVE NOTES:

a. Weapons Security: Weapons security is the responsibility of each visits school. Neither Campbell University nor its Military Science Department accepts responsibility for weapons security.

b. Personal Property: Rooms on the first floor of D. Rich Building or Carter Gym is available for visiting cadets to change clothes, but there is no way to secure individual property. Therefore, it is recommended that visiting schools use their respective busses for this purpose. Campbell University accepts no responsibility in the event of loss or theft of personal property.

c. Injury and Damage: Campbell University will not be held liable for personal injury occurring at the drill meet or for any malicious damage. Any expenses occurred are at the full responsibility of the individual parties concerned. Drill meet inprocessing constitutes the acknowledgment and agreement of this paragraph. The forms in Annex I need to be filled out for all participants and units. There is no need to duplicate forms that have already been filled out on students because of various High School requirements.

d. Location: Campbell University is located at Buies Creek, North Carolina. Parking is available as indicated in Annex C.

e. Lodging: On-campus overnight lodging is not available. Overnight lodging (Best Western - (910) 892-2162, and Ramada Inn - (910) 892-8101, is available in Dunn, North Carolina which is located 12 miles southeast of Buies Creek on Highway 421.

f. Meals: Cadets are authorized to eat in Marchbanks Dining Hall both at lunch (\$5.70) and at dinner (\$6.65). Senior Military Instructors are requested to provide headcount at inprocessing to assist the dining facility. The concessions stand will be open throughout the day for your convenience. Hot Dogs, Candy, Snacks, sandwiches, etc are available for purchase.

TEDSON J. CAMPAGNA
LTC, IN
Professor of Military Science

9 Encls

1. Annex A - Sequence of Events
2. Annex B - Competitive Events
3. Annex C - Drill Area
4. Annex D - Inspection Measures
5. Annex E - Penalties
6. Annex F - Road Map
7. Annex G - Campus Map
8. Annex H - Score Sheets
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ANNEX A - SEQUENCE OF EVENTS

DRILL MEET 2005 - SEQUENCE OF EVENTS

TIME	EVENT	LOCATION
0630 - 1000	In-processing	Officials' Post
0730 - 1300	Regulation Drill	Drill Area
0730 - 1700	Color Guard Competition	Drill Area
1200 - 1300	Lunch	Concessions Stand/Campus Cafeteria
1300 - 1400	Green Beret Parachute Team	Drill Area
1400 - 1700	Precision Drill Competition	Drill Area
1700 - 1800	Awards Ceremony	D-Rich Auditorium

NOTES: University Cafeteria will be open from 1130 - 1300 hours.

Static displays will be set up throughout the day.

Some regulation drill may occur after 1400 and some Precision drill before 1300 depending on the number of teams participating.

ANNEX B - COMPETITIVE EVENTS

REGULATION DRILL

	<u>UNIT</u>	<u>SIZE</u>	<u>AREA</u>	<u>POINTS</u>	<u>ANNEX</u>
1.	Plt w/wpns	12-25	100'x 110'	200	H-1
2.	Plt w/o wpns	12-25	100'x 110'	150	H-2
3.	Sqd w/wpns	6-11	100'x 110'	200	H-3
4.	Sqd w/o wpns	6-11	100'x 110'	150	H-4
5.	Ind w/wpns	1	30'x 50'	100	H-5
6.	Color Gd w/wpns	4	80'x 50'	200	H-6

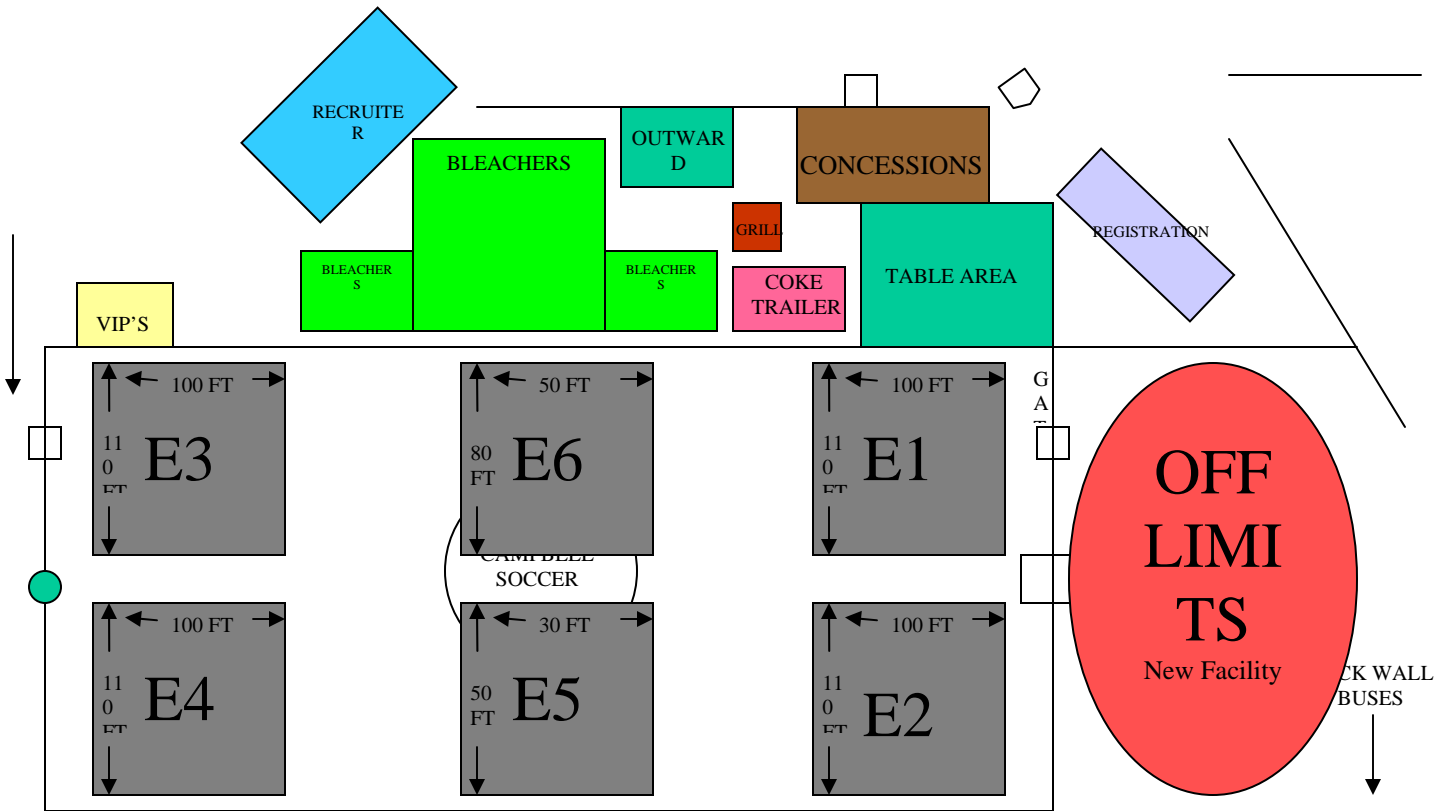
PRECISION (FANCY DRILL)

7.	Plt w/wpns	12-25	100'x 110'	200	H-7
8.	Plt w/o wpns	12-25	100'x 110'	150	H-8
9.	Sqd w/wpns	6-11	100'x 110'	200	H-9
10.	Sqd w/o wpns	6-11	100'x 110'	150	H-10
11.	Ind w/wpns	1	30'x 50'	100	H-11

KNOCKOUT

12. Ind w/wpns
13. LET w/o wpns

ANNEX C - DRILL AREA



ANNEX D - INSPECTION PROCEDURES

Appearance - Uniform, Grooming

Military Bearing - Posture, Courtesy, Response to questions

Weapons (if applicable) - Cleanliness, Uniformity, Standard vs. non-standard

Military Knowledge:

NOTES: Five questions will be asked during platoon/squad regulation events.

One question will be asked during individual regulation event.

During platoon inspection, unit will be at open ranks.

No questions will be asked during precision or color guard events.

ANNEX E - PENALTIES

<u>PENALTY</u>	<u>POINTS ASSESSED</u>
1. Nonstandard	5% of event score
2. Late Start	5 points
3. Deviations from prescribed drill	5 points for each deviation
4. Incorrect sequence.	5 points total penalty
5. Crossing boundary line	5 points
6. Exceeding precision drill time limits:	
Individual:	1 point for each second above 5 minutes or below 3 minutes.
Squad / Platoon:	1 point for each second above 8 minutes or below 5 minutes.
7. Questions: Incorrect answers to questions will be marked as a zero. Correct answers will be given 5 points	
8. Uniforms: Military uniforms worn by participants will be at the discretion of the particular school. Bearing and appearance will be judged on the neatness and uniformity of the apparel, not on the type of uniform worn.	
9. Unit Size: Unit size is as stated in the MOI. Units with too few or too many cadets are disqualified.	
10. Counting Cadence: Teams counting cadence will be penalized 40 points.	

ANNEX G - CAMPUS MAP

ANNEX H - SCORESHEETS

FOLLOWING PAGES CONSIST OF ACTUAL SCORESHEETS!

ANNEX H-1 SCORESHEET – REGULATION PLATOON WITH WEAPONS – (EVENT 1)

SCHOOL _____ MAX POINTS – 200

1. Fall in on PLT SGT(who (has previously positioned himself in drill area)	5 4 3 2 1 0	20. Order Arms	5 4 3 2 1 0
2. Inspection Arms	5 4 3 2 1 0	21. Left Face	5 4 3 2 1 0
3. Port Arms	5 4 3 2 1 0	22. About Face	5 4 3 2 1 0
4. Order Arms	5 4 3 2 1 0	23. Right Shoulder Arms	5 4 3 2 1 0
5. Open Ranks	5 4 3 2 1 0	24. Forward March	5 4 3 2 1 0
6. PLT SGT Reports to PLT Leader	5 4 3 2 1 0	25. Column Right March	5 4 3 2 1 0
7. PLT LDR reports to Head Judge	5 4 3 2 1 0	26. Column Half Right March	5 4 3 2 1 0
8. Question #1	5 0	27. Column Half Left March	5 4 3 2 1 0
9. Question #2	5 0	28. Column Left March	5 4 3 2 1 0
10. Question #3	5 0	29. Rear March	5 4 3 2 1 0
11. Question #4	5 0	30. Left Shoulder Arms	5 4 3 2 1 0
12. Military Bearing of the Group	5 4 3 2 1 0	31. Right Shoulder Arms	5 4 3 2 1 0
13. General Appearance	5 4 3 2 1 0	32. Left Flank March	5 4 3 2 1 0
14. Weapons	5 4 3 2 1 0	33. Rear March	5 4 3 2 1 0
15. Close Ranks	5 4 3 2 1 0	34. Right Flank March	5 4 3 2 1 0
16. Right Shoulder Arms	5 4 3 2 1 0	35. Column Left March	5 4 3 2 1 0
17. Left Shoulder Arms	5 4 3 2 1 0	36. Column Left March	5 4 3 2 1 0
18. Port Arms	5 4 3 2 1 0	37. Halt	5 4 3 2 1 0
19. Present Arms	5 4 3 2 1 0	38. Plt Ldr's Command Voice	5 4 3 2 1 0
		39. Plt Ldr's Appearance	5 4 3 2 1 0
		40. Plt Ldr's Command Procedure	5 4 3 2 1 0

5s _____	2s _____	Late Start (-5)	_____	Subtotal:	_____
4s _____	1s _____	Deviations (-5 per)	_____	Less Penalties:	_____
3s _____		Incorrect Seq (-5)	_____	Score:	_____
Subtotal: _____		Crossing Line (-5 per)	_____		
		Non-Standard Wpns (-10)	_____		

Judge's Initials: _____

ANNEX H-2 SCORESHEET – REGULATION PLATOON WITHOUT WEAPONS – (EVENT 2)

SCHOOL _____ MAX POINTS – 150

1. Fall in on PLT SGT(who (has previously positioned himself in drill area)	5 4 3 2 1 0	16. Forward March	5 4 3 2 1 0
2. Squad Ldr reports to PSG	5 4 3 2 1 0	17. Right Flank March	5 4 3 2 1 0
3. Open Ranks	5 4 3 2 1 0	18. Left Flank March	5 4 3 2 1 0
4. PSG reports to Plt Ldr	5 4 3 2 1 0	19. Rear March	5 4 3 2 1 0
5. Plt Ldr posts PSG	5 4 3 2 1 0	20. Halt	5 4 3 2 1 0
6. Plt Ldr reports to head judge	5 4 3 2 1 0	21. Right Face	5 4 3 2 1 0
7. Question #1	5 0	22. Left Face	5 4 3 2 1 0
8. Question #2	5 0	23. Forward March	5 4 3 2 1 0
9. Question #3	5 0	24. Column Left March	5 4 3 2 1 0
10. Question #4	5 0	25. Rear March	5 4 3 2 1 0
11. Question #5	5 0	26. Column Right March	5 4 3 2 1 0
12. Military Bearing of Unit	5 4 3 2 1 0	27. Halt	5 4 3 2 1 0
13. Close Ranks	5 4 3 2 1 0	28. Plt Ldr's Appearance	5 4 3 2 1 0
14. Left Face	5 4 3 2 1 0	29. Plt Ldr's Command Voice	5 4 3 2 1 0
15. About Face	5 4 3 2 1 0	30. Plt Ldr's Command Procedures	5 4 3 2 1 0

5s _____	2s _____	Late Start (-5)	_____	Subtotal:	_____
4s _____	1s _____	Deviations (-5 per)	_____	Less Penalties:	_____
3s _____		Incorrect Seq (-5)	_____	Score:	_____
Subtotal: _____		Crossing Line (-5 per)	_____		
		Non-Standard Wpns (-10)	_____		

Judge's Initials: _____

ANNEX H-3 SCORESHEET – REGULATION SQUAD WITH WEAPONS – (EVENT 3)

SCHOOL _____ MAX POINTS – 200

1. Fall in on SQD LDR(who (has previously positioned himself in drill area)	5 4 3 2 1 0	20. About Face	5 4 3 2 1 0
2. Inspection Arms	5 4 3 2 1 0	21. Right Shoulder Arms	5 4 3 2 1 0
3. Port Arms	5 4 3 2 1 0	22. Column Right March	5 4 3 2 1 0
4. Order Arms	5 4 3 2 1 0	23. Column Half Left March	5 4 3 2 1 0
5. SQD LDR reports to Head Judge	5 4 3 2 1 0	24. Column Half Right March	5 4 3 2 1 0
6. Question #1	5 0	25. Left Flank March	5 4 3 2 1 0
7. Question #2	5 0	26. Rear March	5 4 3 2 1 0
8. Question #3	5 0	27. Right Flank March	5 4 3 2 1 0
9. Question #4	5 0	28. Column Left March	5 4 3 2 1 0
10. Question #5	5 0	29. Left Shoulder Arms	5 4 3 2 1 0
11. Military Bearing of Squad	5 4 3 2 1 0	30. Left Flank March	5 4 3 2 1 0
12. General Appearance	5 4 3 2 1 0	31. Rear March	5 4 3 2 1 0
13. Weapons	5 4 3 2 1 0	32. Right Flank March	5 4 3 2 1 0
14. Right Shoulder Arms	5 4 3 2 1 0	33. Column Right March	5 4 3 2 1 0
15. Left Shoulder Arms	5 4 3 2 1 0	34. Right Shoulder Arms	5 4 3 2 1 0
16. Port Arms	5 4 3 2 1 0	35. Right Flank March	5 4 3 2 1 0
17. Present Arms	5 4 3 2 1 0	36. Halt	5 4 3 2 1 0
18. Order Arms	5 4 3 2 1 0	37. Order Arms	5 4 3 2 1 0
19. Left Face	5 4 3 2 1 0	38. Squad Leader's Appearance	5 4 3 2 1 0
		39. Squad Leader's Command Voice	5 4 3 2 1 0
		40. Squad Leader's Command Procedures	5 4 3 2 1 0

5s _____	2s _____	Late Start (-5)	_____	Subtotal:	_____
4s _____	1s _____	Deviations (-5 per)	_____	Less Penalties:	_____
3s _____		Incorrect Seq (-5)	_____	Score:	_____
Subtotal: _____		Crossing Line (-5 per)	_____		
		Non-Standard Wpns (-10)	_____		
		Judge's Initials: _____			

ANNEX H-4 SCORESHEET – REGULATION SQUAD WITHOUT WEAPONS – (EVENT 4)

SCHOOL _____ MAX POINTS – 150

1. Fall in on SQD LDR(who (has previously positioned himself in drill area)	5 4 3 2 1 0	16. Left Flank	5 4 3 2 1 0
2. Squad Ldr reports to Head Judge	5 4 3 2 1 0	17. Rear March	5 4 3 2 1 0
3. General Appearance and Bearing	5 4 3 2 1 0	18. Column Right	5 4 3 2 1 0
4. Question #1	5 0	19. Halt	5 4 3 2 1 0
5. Question #2	5 0	20. Right Face	5 4 3 2 1 0
6. Question #3	5 0	21. Left Face	5 4 3 2 1 0
7. Question #4	5 0	22. About Face	5 4 3 2 1 0
8. Question #5	5 0	23. Left Face	5 4 3 2 1 0
9. Count Off	5 4 3 2 1 0	24. Dress Right	5 4 3 2 1 0
10. Left face	5 4 3 2 1 0	25. Ready Front	5 4 3 2 1 0
11. About Face	5 4 3 2 1 0	26. Parade Rest	5 4 3 2 1 0
12. Right Face	5 4 3 2 1 0	27. Attention	5 4 3 2 1 0
13. Left Face	5 4 3 2 1 0	28. Squad Leader's Appearance	5 4 3 2 1 0
14. Forward March	5 4 3 2 1 0	29. Squad Leader's Command Voice	5 4 3 2 1 0
15. Right Flank	5 4 3 2 1 0	30. Squad Leader's Command Procedures	5 4 3 2 1 0

5s _____	2s _____	Late Start (-5)	_____	Subtotal:	_____
4s _____	1s _____	Deviations (-5 per)	_____	Less Penalties:	_____
3s _____		Incorrect Seq (-5)	_____	Score:	_____
Subtotal: _____		Crossing Line (-5 per)	_____		
		Non-Standard Wpns (-10)	_____		

Judge's Initials: _____

ANNEX H-5 SCORESHEET – REGULATION INDIVIDUAL WITH WEAPONS – (EVENT 5)

SCHOOL _____ MAX POINTS – 100

INDIVIDUAL: _____

1. Present Arms	5 4 3 2 1 0	11. Order Arms	5 4 3 2 1 0
2. Individual Reports to Head Judge	5 4 3 2 1 0	12. Right Face	5 4 3 2 1 0
3. Order Arms	5 4 3 2 1 0	13. Left Face	5 4 3 2 1 0
4. Question	5 0	14. About Face	5 4 3 2 1 0
5. Military Bearing & Appearance	5 4 3 2 1 0	15. Right Shoulder Arms	5 4 3 2 1 0
6. Inspection Arms	5 4 3 2 1 0	16. Forward March	5 4 3 2 1 0
7. Port Arms	5 4 3 2 1 0	17. Rear March	5 4 3 2 1 0
8. Order Arms	5 4 3 2 1 0	18. Left Shoulder Arms	5 4 3 2 1 0
9. Right Shoulder Arms	5 4 3 2 1 0	19. Halt	5 4 3 2 1 0
10. Left Shoulder Arms	5 4 3 2 1 0	20. Order Arms	5 4 3 2 1 0

5s _____	2s _____	Late Start (-5)	_____	Subtotal:	_____
4s _____	1s _____	Deviations (-5 per)	_____	Less Penalties:	_____
3s _____		Incorrect Seq (-5)	_____	Score:	_____
Subtotal: _____		Crossing Line (-5 per)	_____		
		Non-Standard Wpns (-10)	_____		

Judge's Initials: _____

ANNEX H-6 SCORESHEET – COLOR GUARD – (EVENT 6)

SCHOOL _____ **MAX POINTS – 200**

COLOR GUARD SEQUENCE:	POINT RANGE	JUDGE'S SCORE
Report In (1)	0-30	
1. Uncase Colors	0-20	
2. Colors Reverse March (forward march)	0-5	
3. Left Wheel March (forward march)	0-5	
4. Colors Reverse March (forward march)	0-5	
5. COLORS HALT	0-5	
6. Order Arms (Colors)	0-5	
7. Parade Rest	0-5	
8. Colors Attention	0-5	
9. Carry Arms	0-5	
10. Forward March	0-5	
11. Right Wheel March (forward march)	0-5	
12. Right Wheel March (forward march)	0-5	
13. Colors Reverse March (forward march)	0-5	
14. Eyes Right	0-5	
15. Ready Front	0-5	
16. Left Wheel March (forward march)	0-5	
17. Left Wheel March (forward march)	0-5	
18. Left Wheel March (forward march)	0-5	
19. COLORS HALT	0-5	
20. Case Colors (3)	0-20	
Report Out (2)	0-30	
OVERALL UNIT IMPRESSION	0-10	

- (1) **Report In** – scoring for all movements necessary to front/center the colors on the head judge & verbally report in.
- (2) **Report Out** – scoring for the verbal report out and the necessary movements used to remove the colors from the floor.
- (3) **Case/Uncase Colors** – scoring for all necessary movements required to case/uncase the colors.

Sub Total: _____ **Late Start (-5)** _____ **Deviations (-5)** _____ **Incorrect Sequence (-5)** _____

Boundary Violation (-5) _____ **Non Standard Weapon (-10)** _____

Total Penalties: _____ **Total:** _____

Judge's Initials: _____

ANNEX H-7 SCORESHEET – PRECISION PLATOON WITH WEAPONS – (EVENT 7)

SCHOOL _____ MAX POINTS – 200

1. Precision: The exactness and uniformity of the movement or maneuver.
Possible 25 Points: _____

2. Difficulty: The difficulty, decided upon by the judges, that focuses on the individual movements.
Possible 50 Points: _____

3. General Effect: Includes the appearance of the unit; the design and organization of the routine; its overall effect; and smoothness/continuity of movement.
Possible 75 Points: _____

4. Originality: Focuses on the newness and freshness of the routine.
Possible 25 Points: _____

5. Area Coverage: The degree to which the authorized drill area is covered and utilized during the routine.
Possible 25 Points: _____

Time: _____ minutes _____ seconds

Time (-1/sec above 8 min; Below 5 min)	_____	Subtotal	_____
Late Start (-5)	_____	Less Penalties	_____
Crossing Line (-5)	_____	Score	_____
Non-Standard Wpns (-10)	_____		

Judge's Initials: _____

ANNEX H-8 SCORESHEET – PRECISION PLATOON WITHOUT WEAPONS – (EVENT 8)

SCHOOL _____ MAX POINTS – 150

1. Precision: The exactness and uniformity of the movement or maneuver.
Possible 25 Points: _____

2. Difficulty: The difficulty, decided upon by the judges, that focuses on the individual movements.
Possible 50 Points: _____

3. General Effect: Includes the appearance of the unit; the design and organization of the routine; its overall effect; and smoothness/continuity of movement.
Possible 75 Points: _____

4. Originality: Focuses on the newness and freshness of the routine.
Possible 25 Points: _____

5. Area Coverage: The degree to which the authorized drill area is covered and utilized during the routine.
Possible 25 Points: _____

Time: _____ minutes _____ seconds

Time (-1/sec above 8 min; Below 5 min)	_____	Subtotal	_____
Late Start (-5)	_____	Less Penalties	_____
Crossing Line (-5)	_____	Score	_____

Judge's Initials: _____

ANNEX H-9 SCORESHEET – PRECISION SQUAD WITH WEAPONS – (EVENT 9)

SCHOOL _____ MAX POINTS – 200

1. Precision: The exactness and uniformity of the movement or maneuver.
Possible 25 Points: _____

2. Difficulty: The difficulty, decided upon by the judges, that focuses on the individual movements.
Possible 50 Points: _____

3. General Effect: Includes the appearance of the unit; the design and organization of the routine; its overall effect; and smoothness/continuity of movement.
Possible 75 Points: _____

4. Originality: Focuses on the newness and freshness of the routine.
Possible 25 Points: _____

5. Area Coverage: The degree to which the authorized drill area is covered and utilized during the routine.
Possible 25 Points: _____

Time: _____ minutes _____ seconds

Time (-1/sec above 8 min; Below 5 min)	_____	Subtotal	_____
Late Start (-5)	_____	Less Penalties	_____
Crossing Line (-5)	_____	Score	_____
Non-Standard Wpns (-10)	_____		

Judge's Initials: _____

ANNEX H-10 SCORESHEET – PRECISION SQUAD WITHOUT WEAPONS – (EVENT 10)

SCHOOL _____ MAX POINTS – 150

1. Precision: The exactness and uniformity of the movement or maneuver.
Possible 25 Points: _____

2. Difficulty: The difficulty, decided upon by the judges, that focuses on the individual movements.
Possible 50 Points: _____

3. General Effect: Includes the appearance of the unit; the design and organization of the routine; its overall effect; and smoothness/continuity of movement.
Possible 75 Points: _____

4. Originality: Focuses on the newness and freshness of the routine.
Possible 25 Points: _____

5. Area Coverage: The degree to which the authorized drill area is covered and utilized during the routine.
Possible 25 Points: _____

Time: _____ minutes _____ seconds

Time (-1/sec above 8 min; Below 5 min)	_____	Subtotal	_____
Late Start (-5)	_____	Less Penalties	_____
Crossing Line (-5)	_____	Score	_____

Judge's Initials: _____

ANNEX H-11 SCORESHEET – PRECISION INDIVIDUAL WITH WEAPON – (EVENT 11)

SCHOOL _____ MAX POINTS – 100

INDIVIDUAL: _____

1. Precision: The exactness and uniformity of the movement or maneuver.

Possible 20 Points: _____

2. Difficulty: The difficulty, decided upon by the judges, that focuses on the individual movements.

Possible 20 Points: _____

3. General Effect: Includes the appearance of the unit; the design and organization of the routine; its overall effect; and smoothness/continuity of movement.

Possible 25 Points: _____

4. Originality: Focuses on the newness and freshness of the routine.

Possible 25 Points: _____

5. Area Coverage: The degree to which the authorized drill area is covered and utilized during the routine.

Possible 10 Points: _____

Time: _____ minutes _____ seconds

Time (-1/sec above 8 min; _____ Subtotal _____
Below 5 min)

Late Start (-5) _____ Less Penalties _____

Crossing Line (-5) _____ Score _____

Non-Standard Wpns (-10) _____

Judge's Initials: _____