



2023 MARINE CORPS JROTC NATIONAL DRILL CHAMPIONSHIP

(SUPPLEMENTAL INSTRUCTION PACKET FOR ITEMS OMITTED FROM ORIGINAL SOP)
LOCATION: FREDERICKSBURG EXPO CENTER – FREDERICKSBURG, VIRGINIA

"MOTIVATING YOUNG PEOPLE TO BE THE BEST THEY CAN BE"

**NOTE: Any modifications will be prominently placed on the Marine Corps JROTC SOP Updates
Page: <http://thenationals.net/mc-sopupdates.htm> - PLEASE read carefully!**

Ver. 1 – 3/03/2023

SECTION 1 – THE MARINE CORPS JROTC NATIONAL DRILL CHAMPIONSHIPS OVERVIEW

A. The Competition Overview

1. The **MCJROTC Drill Nationals** are managed by Sports Network International (SNI) and the SNI Youth Foundation. As the civilian contractor for the MCJROTC Headquarters (HQTR), SNI is tasked to be responsible for administration of the competition to include arrival items, scoring, and trophies, to training necessary judges in accordance with the guidance and oversight of the MCJROTC HQTRs and this SOP.
2. All entering schools should become familiar with three websites:
 - a. The MCJROTC Drill Nationals main website (thenationals.net/mc-main.htm) is the primary web presence for all schools to begin their journey to attend or follow the competition. The official invite, general information, spectator information, maps, schedules and other vital event information can be found here. It will also host the official link for your team to enter the MCJROTC Drill Nationals once nominated.
 - b. The MySchool website (<http://myschool.thenationals.net> – large site, let it load) will be the focal point for distribution of all event information. Attending teams nominated to attend the event by their Regional Director **MUST register their team on this site, submit all required event paperwork, and list competing cadets' names and shirt sizes DIRECTLY ON-LINE**. A direct link to this site is found on the MCJROTC Drill Nationals website.
 - c. The competition Facebook page (<https://www.facebook.com/usmcjrotcdrillchampionship>) will have TONS of late breaking posts with many pictures and videos shot during the day of the event. It will also have the Awards Ceremony video live for friends and others back home to watch.
3. **A ZOOM MEETING Commander's Call will be scheduled roughly 10 days prior to the start of the competition. No opening ceremony will be utilized for this event.** Start times and all event information will be posted at the time of the ZOOM MEETING and then posted to the official website.
4. Teams that accept the invitation to the MCJROTC Drill Nationals must download, complete, and submit specific items, as well as input team information on-line. SNI does send emails with any **major** changes, however schools are responsible for and **MUST** check the website weekly as the event approaches to ensure they have the latest materials.
5. In addition to the rules and regulations of the competition, this SOP will also contain information on both the structure & management of the event by SNI. To ensure a successful MCJROTC Drill Nationals experience, please internalize all of the regulations of the event found within this SOP and the event website(s).
6. **All competitors, instructors, and team supporters are subject to comply with all of the rules & procedures of this SOP and of the MCJROTC Drill Nationals.** Any items not specifically covered by Marine Corps Orders (MCO) or by SNI regulations herein are at the sole discretion and determination of the Judging Director.
7. If you have a question regarding any facet of the **MCJROTC Drill Nationals, look through this SOP and the official website to answer your question** -- in most cases, the answer is maintained in print. If you do not find the answer, please feel free to email or call the Competition Director Justin Gates (drill@thenationals.net) or telephone SNI in advance of the event (800-327-9311 x1). **Please do not wait to ask your questions at the competition.**

B. Event Management Items

1. Schools will be nominated to attend this competition by their Regional Directors (RDs). The method of selecting schools is left up to the RDs. SNI maintains no control on entry matters.
2. **Schools will not make any payments to SNI to attend this elite competition (all competition costs and payments will be paid by the MCJROTC HQTRS and sponsors)**, however, paperwork and information will be required and submitted on the MySchool Website by every competition school in the timeframes outlined or the team is subject to being dropped by SNI.
3. The MCJROTC HQTRS will maintain sole control over any cancellation or major modifications within this competition. IF FOR ANY REASON the event is cancelled after 1 April; all schools will have their team package items (less the team photo) shipped to them at no charge. This will be the extent of any refunds from SNI.

C. Package Plan, Deadlines, Entry Info & Refund Policy

1. The MCJROTC HQTRS has contracted and paid for all entry costs for the competing teams. Each competing cadet will receive a team package including: a competition shirt to size, competition medal, and a gorgeous 8" x 10" color team photo shot on site.
2. After competing cadets and instructors are identified and listed on the MySchool website (to include shirt sizes), items will be custom printed and prepared by SNI TWO WEEKS PRIOR to the competition start date to be made available for your pick-up at event check-in the morning of the competition. After two weeks prior, changes are locked out of our system and a telephone call is the best method to gain assistance for any possible changes we CAN accept. PLEASE do not fax, email or mail any revised participant lists or other changes as they cannot be accepted. If anything can be done after this deadline, we will make the changes with you on the phone and you will see them reflected on your MY SCHOOL website.

SECTION 2 - THE MCJROTC DRILL NATIONALS COMPETITION

A. Competition Venue

1. **The MCJROTC Drill Nationals will be held in Fredericksburg, Virginia at the expansive Fredericksburg Expo & Conference Center (2371 Carl D Silver Pkwy, Fredericksburg, VA 22401).**

This indoor facility maintains concrete floors as well as smaller carpeted breakout rooms to allow a solid military drill competition. Quality lighting, plenty of parking and a staffed concession stand will yield a solid military flavor for this Marine Corps JROTC drill competition. No items may be shipped to this facility in advance. More details regarding this facility can be found on the event website under "Floor Diagrams" and "Directions & Emergency Info".



2. **Outside food and/or drink IS NOT PERMITTED.** SNI has reached a special deal where WATER for drinking and ICE may be brought into the facility. Security staff WILL CHECK ANY COOLERS brought into the facility and will have full right to confiscate and dispose of any other drinks or food brought into the building.
3. The MCJROTC HQ is planning to provide meals and they will transmit information as the event gets closer. Concessions will also be available throughout the day as well. Contact information to nearby restaurants that can furnish food nearby during your stay will be provided to all schools well in advance on the competition date.
4. Every school will be provided a table in their assigned area to utilize as a base camp during the day. Two massive bathrooms are available directly off the drill floor to use for minor uniform changes that may be needed. With a stringent competition uniform policy, few teams should require an extensive time in any changing area during any drill events.
5. All aspects of the event will be held inside under OUTDOOR conditions. Salutes are rendered where appropriate.
6. Masks are NOT required by SNI, the venue or the state of Virginia at this time. Your school district MAY require this. Please follow the guidance of your school district at all times while traveling to & from the event, and while competing.

B. Competition Mechanics

1. **The MCJROTC Drill Nationals are the official Championship of Marine Corps JROTC.** The past Marine Corps JROTC Drill Championships have provided the foundation, however many changes have been implemented this year to the event, so please read everything carefully and do not expect everything to be the same as your meets closer to home.
2. **Event Registration is the first thing you must do upon arrival at the Fredericksburg Expo Center.** No access to the building will be permitted on Friday. All schools will register on Saturday morning. They will check-in, receive their base camp location, receive written schedules, as well as all of their cadet package items. Exact time and location for this initial registration will be posted on the event schedule listed on the website as the event nears.
3. Stand up easels will be located within each competition area. All schools are **STRONGLY ENCOURAGED** to create their own School Identification Boards to place on these easels. Builds team unity and is very impressive. Many schools have their competing cadets sign the back of the board with congratulations and encouraging messages to the team for the future. These can be simple with just a school name or elaborately decorated with mascots and school colors. Either way, the SCHOOL NAME SHOULD BE PROMINENT. These boards should be a max size of 24" x 36 inches (LANDSCAPE display is best).



C. Competition Specifics

1. SNI under the direction of the designated MCJROTC representative(s) on-site will maintain sole judgment pertaining to rule enforcement. All decisions made by SNI regarding rules, procedures or other matters necessary to the running of the drill competition are final. Judges WILL make mistakes, however through selection of quality individuals with solid experience, advanced training and on-site supervision, these should be kept to a minimum.
2. The competition day will end with an awards ceremony. It will be impressive and held onsite in the primary ballroom of the facility. We encourage all parents and spectators to attend this celebration worthy of the finest teams in the nation.
3. This ceremony is explained in greater detail in the final section of this document dedicated exclusively to the awards ceremony.
4. TENTATIVE times and schedule for the competition day are posted under the Event Schedule for planning purposes months in advance. When the competition field is set The FINAL Event Schedule will be posted roughly TWO WEEKS PRIOR when the competition field is set with school start times, etc
5. While all teams will undertake their Platoon Inspection as their first event of the day, then feeding directly into Color Guard. Lunch will occur after this. After Lunch, the Basic and Exhibition events (Armed & Unarmed) will be mixed to ensure no school is forced to compete early in every event. EVERY TEAM has exacting, tight timeslots to compete in all FOUR team drill events, therefore PLANNING and ORGANIZATION become critical. This is part of the challenge of attending and competing at the Marine Corps JROTC Nationals – adapt, improvise, overcome!

D. Rifle Requirements & Regulations

1. Slings are required equipment on all drill rifles. Teams MAY NOT REMOVE the slings during any event at the Marine Corps JROTC Nationals. Specific rifle and gear requirements for specific events are provided in the relevant sections of this SOP.

SECTION 3 – PERFORMANCE REGULATION SPECIFICS

A. Performance Regulations

1. Schools must remember the Marine Corps Drill Regulations were not written to judge a military drill competition to find the “best of the best”! Therefore, two items should be kept in mind: 1) several events have been modified to use for a scored drill competition and 2) scoring in all events come down to two basic items – adherence to drill regulations AND precision of movements. Those schools that deliver excellence in BOTH areas will gain the top scores. BOTH aspects are needed in competition drill.
2. Bayonets, handguns (demilitarized or otherwise), props, special effects, music or musical instruments (bugles, drums... ANY musical instrument), or pyrotechnics are **NOT ALLOWED** to be ANYWHERE inside the building. Also, no horns, whistles, or any other artificial noise-making devices may be used inside the building by anyone.
3. A cadet is “performing” and is considered a “competitor” when he/she enters the competition area **and materially participates within the competition**. Simply being “on the floor” does not meet that bar.
4. Signaling to let the unit on the floor know that they are approaching their performance time limit is prohibited.
5. **No separate cadence judge will be in place for a competition using judges of this caliber.** The Head Judge and other judges may reduce scores and add notation if they know the performance was out of the standard cadence range, or for any team who displays “uneven cadence” (i.e., turn marching at a vastly faster cadence than standard marching for example in Color Guard). A 20-point penalty (minor violation) and a 50-point penalty (for egregious incorrect cadence such as ceremonial cadence or other cadence where no attempt at regulation marching cadence is made) will be in play.
6. A 30-inch step is mandatory during much of Inspection, Regulation, and Color Guard. Teams who find their sequences fitting easily inside all event boundaries should closely review their use of a 30" step. Teams who deviate from the 30-inch step will be marked down in the "overall evaluation" section of the score sheet.
7. All halts and stationary movements listed in Regulation and Color Guard Drill cards have been **CAPITALIZED IN BOLD PRINT with shaded background**. Teams performing these movements will require a 5-count PAUSE before giving the following verbal command. Failure to display this wait will result in a 5-point per-occurrence penalty. Please ensure this penalty is not given to your team during these drills – practice the pause!

SECTION 4 - EVENT SCORING & TIMING

A. Score sheets & Score Tabulation

1. All event score sheets can be found in advance of the competition on the MCJROTC Drill Nationals website. Please review these sheets in advance to ensure your school gains the maximum score available.
2. Scoring is straight forward and standard. In no event will the number of males or females on a team be a consideration for judges when evaluating teams. The teams are comprised of the genders they chose to perform with without bonus or deduction.
3. The scoring system in use for the Marine Corps JROTC Drill Nationals is known as a “Proportional Scoring System”. In short, it ensures all four events receive the exact same percentage of points available, while rewarding the excellence each school displays in their raw score total compared to their competitors in each event.
4. The overview of this scoring system is relatively simple. All team events are worth exactly 1,000 points each regardless of point totals awarded by the judges. The school who is the winner of any particular event receives the maximum points available in that event (1,000). For example, the school with the highest raw point total earned in Inspection will receive 1,000 points (regardless of the actual points awarded by the judges) The team finishing in 2nd place will receive a percentage of the 1,000 points identical to the percentage they finished behind the first place team. 3rd, 4th, etc. to the final team will all receive points in the same manner.
5. A practical example of this application is shown in the shortened table below. The judge’s raw points earned is listed, along with the percentage each team finished behind the winner. These percentages then multiply into the total max points available to generate a Scoring Points total for each school within that event.



- Unit leader scores will be added into platoon scores for an overall total.

Event Placement	Judge Raw Score Earned	Actual Score or % of Winning Score	Proportional Scoring Points Earned
1st place team	900 pts.	100% (900 of 900)	1,000 pts. awarded (100% of 1,000)
2nd place team	810 pts.	90% (810 of 900)	900 pts. awarded (90% of 1,000)
3rd place team	788 pts.	87.6% (788 of 900)	876 pts. awarded (87.6% of 1,000)
4th place team	733 pts.	81.4% (733 of 900)	814 pts. awarded (81.4% of 1,000)
5th place team	600 pts.	66.7% (600 of 900)	667 pts. awarded (66.7% of 1,000)

B. Overall Scoring

- A complete scoring package maintaining all of the judges' score sheets, as well as team placement information in every event will be available immediately following the Awards Ceremony (if time permits to prepare them for distribution) or they will be mailed to your team immediately following the event with your team photos. It should be noted that every score sheet will be triple-checked by SNI personnel, as well as inputted & totaled on a computer program specially designed for the MCJROTC Drill Nationals by SNI.

C. Tie-Breaking

For Team Events:

- ◆ Level #1 - total only Head Judge scores
- ◆ Level #2 - total only overall evaluation scores
- ◆ Level #2 – team who competed EARLIEST

For Event Championship Totals:

- ◆ Level #1 - highest total raw points earned
- ◆ Level #2 – most 1st place trophies, then 2nd, etc.
- ◆ Level #3 - highest Regulation points earned

D. Event Judging

- The MCJROTC Drill Nationals are judged where applicable in STRICT accordance with MCO 5060.20 dated 15 May 2019.** Judges are obtained from active duty and recently retired positions with strong backgrounds in the areas they will be grading. SNI takes the acquisition and training of the judges very seriously. While the MCO was never designed to grade cadets marching in boxes, the overwhelming majority of what is written is completely applicable. Our goal is to reinforce these areas to the judges before and during the event to make these standards hard and fast for every competing team where they apply.
- Judges will be monitored throughout the day and reminded about the boundaries and consistencies needed to provide fair judging for schools regardless of when they compete during the day. This prevents "judge's preference". Additionally, judges will receive, in advance, paperwork & on-site training to best prepare them for the event.
- Event Head Judges will meet with the cadet commander just prior to entry to ensure the correct team is ready to enter. The commander will be given very brief instructions and then the judge will return to the drill floor. The Head Judge will quickly ensure the other judges have the correct score sheet, and then summon the team to enter. This will be done with the judge commanding, ****SCHOOL NAME, REPORT!****. The team will THEN enter the competition area.

4. Judges are instructed to move around the competition areas, like a boxing judge, to allow the best angle to judge. Cadets may use the entirety of all drill areas. Judges are instructed to move out of any cadet's path, but may come within close proximity of a cadet to gain the best possible judging perspective - ensure your cadets are aware of this. Cadets will be allowed free access to all drill area space.
5. Each team is judged by the SAME SET OF JUDGES within each event.
6. Judges are completely off-limits. As a matter of proper conduct, discussion with judges during the competition **ABOUT ANY ASPECT OF COMPETITION IS STRICTLY FORBIDDEN**. Any questions from parents, cadets, or instructors regarding any portion of this competition should be directed to the Judging Director of the **MCJROTC Drill Nationals**.
7. Judges will not discuss subjective scoring matters among themselves. They will, however gather after a completed event to discuss correct rulings on boundary violations, omitted commands & manual-based non-subjective items. This helps to ensure correct rulings on these crucial items.
8. **SCORESHEET REVIEW**: SNI will allow YOUR scoresheets to be reviewed by a single team official immediately after your team has left the drill floor. They may take a photo or their own notes. If the team official feels there has been an error, simply follow the cadet runner to the scoring table and state you would like to discuss your sheet with the Competition Director to solve this issue ASAP.

SECTION 5 – GENERAL TEAM COMPETITION INFORMATION

A. General Information

1. The entry/exit position of the area, as well as the positioning of the Head Judge in Report-In & Report-Out (NOTE: exhibition allows the Head Judge to be placed anywhere on the drill floor by the competing team) is detailed on the Drill Floor map section of the MCJROTC Drill Nationals website. Design your routines to match these diagrams and **DO NOT ASK FOR AN EXCEPTION ON ANY ALTERNATE ENTRY/EXIT LOCATION**. Practice using the maps as listed.

B. Drill Area Specifications

1. Drill areas are created using blue fluorescent tape connected to 20" traffic pylons standing on the floor. The floor diagrams posted on-line maintain entry/exit points that are 25' for regulation and exhibition, 15' for color guard and 36" for inspection. These are the only points where a team may enter/exit a drill area – (**please do not call and ask for an exception!**). Again, in **EXHIBITION DRILL** teams will be allowed to place the Head Judge where they wish for them to stand for both Report In, and Report Out.
2. As stated previously, the competition floor for all drill events and color guard are concrete. ALL EVENTS (except Platoon Inspection) are held in the open easily watched by all. However, for Platoon Inspection, no spectators are allowed in the competition area, unless authorized by the SMI/MI of the competing team.
3. Boundary violations are penalized when a cadet or his/her clothing comes in contact with any part of the cones and/or boundary tape. Should the boundary tape or cones become dislodged, a violation will occur when a cadet crosses the point where the tape should have been were it not displaced.

SECTION 6 – TEAM INSPECTION

A. General Information

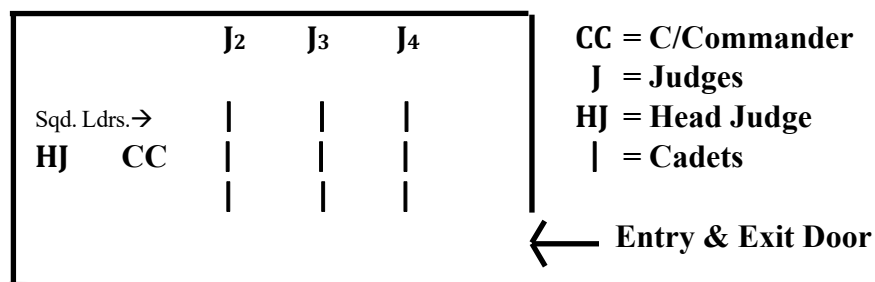
1. Teams will form their Unit Inspection team in the same way that they do every other team. The team selects the needed cadets as well as a C/CMDR for the detail. Inspection will have a different tenor than past years – please read this document CAREFULLY to ensure strict compliance. To be clear, absolutely no touching of the cadets is allowed. No repeated movement commands. Judges will address cadets from the position of attention and will limit "knife hands" and other similar movements. Judges will POINT to areas needing improvement but the overall atmosphere will NOT be belittling or overly adversarial.
2. **Each judge will have the same questions they ask of all cadets they evaluate throughout the day WITHIN THE SAME DIVISION**. These questions are NOT given to teams in advance. The depth and detail of feedback is essential in all areas to gain a top score.

3. Units **MUST** pay attention to the entry/exit described in this document and the floor diagram on-line. Execution **AS OUTLINED** is imperative for teams to earn a top score. It will be very basic and simple by design.
4. Light background sound will be directed towards the cadet forming area to ensure the questions & answers remain confidential throughout the day. This is critical as the questions will be repeated and we wish to ensure no team gains an advantage by hearing any questions in advance. See floor diagram for competition and team ready area for inspection.
5. **School Instructors YOU control the area being inspected! Only those spectators who are with your program should be inside your inspection watching.** An SNI staff member OR OTHER EVENT OFFICIAL may enter the room to ensure the judges are following the correct procedures but these people are easily identified. If someone attempts to enter your inspection area and after speaking with them you do not wish to have them inside, you ask them to leave. If they do anything but comply fully, tell the head judge to radio for the Competition Director and that individual will likely be removed from the area immediately by SNI staff.

B. Inspection Procedures

1. The inspection will be held IN A COMPLETEY isolated hall AWAY from OTHER the cadet activity. The Inspection area will maintain an air wall separating the competition area from the ready area. The Head Judge will call for the next unit when the previous team is completed and has left the area. Completed teams will march OUT of the competition area immediately without delay or stopping when completed.
2. While the preceding unit is being inspected, the C/CMDR will QUIETLY assemble their inspection cadets in the inspection ready area next to the air wall as shown in the floor diagram.
3. After the previous team departs the inspection area, the team next up will be summoned and will report in column formation just outside the entry door to the Inspection area. The Head Judge will approach the cadet commander JUST OUTSIDE the competition area. The Head Judge will DIRECT PARENTS AND SUPPORTERS INTO THE INSPECTION AREA AND TO TURN CELL PHONES OFF. The Head Judge will have the Cadet Commander review and initial the score sheet to ensure it is the correct team. Upon having the score sheet initialed, the Head Judge will then return back into the Unit Inspection area. The Head Judge will ensure the other judges are ready, and then command in a loud voice, "**XYZ High School, REPORT**"! The Cadet Commander will then verbally command the unit to enter the Inspection area through the entry/exit opening as shown on the diagram.
4. **The unit will be formed with 3 squads of 3 cadets each and centered on the Head Judge in the formation as shown on the next page.**
5. Once inside the area, the Cadet Commander will command, "Open Ranks, March". He/She will go check the alignment and distance of the three squads. Once that is completed the Cadet Commander will return to a position that is three paces in front of and one pace to the right of the first squad leader. At this point He/She will command "Ready Front, Cover". On the command "cover" the Cadet Commander will return to a position that is approximately 6 paces from the platoon and centered on the Head Judge and then Report In to the Head Judge. After Report-In, the Head Judge will STEP FORWARD to inspect the commander. This will be the cue for all other judges to begin their inspection of the positioned cadets.
6. The Head Judge will end their inspection and tell the CMDR to WAIT until they return to Report-Out and complete the inspection. The Cadet Commander will About Face and face the unit during the inspection occurring with the other judges. The Head Judge will move to positions around the unit to review the inspection by the other Marines.
7. As an inspector halts in front of each cadet, **Cadets in ranks should provide a very brief greeting to the Inspection judges when a judge halts in front of them** (BEFORE they move to "Inspection, Arms" in the Armed Division). An example would be, "Good morning Staff Sergeant, Cadet Phillips ready for your inspection" or similar.
8. When the Cadet Commander is sure all judges have completed their inspection, and the Head Judge has returned to their position at the front of the formation, the cadet commander will then About Face and face the Head Judge and **FIRST** verbally report out to the Head Judge. Upon reply by the judge to acknowledge the report out and depart, the cadet commander will THEN execute "About Face", execute "Close Ranks, March" and march from the inspection room in column formation, leaving through the entry/exit opening.
9. After exiting the area, the team should continue marching without stopping across the room and OUT to the other Hall through the small airwall opening at the opposite end of the room. The unit may march to their final destination or after all have cleared this point, may halt and dismiss the unit into a less formal team movement. **Parents and other spectators will obviously depart with the team.**

10. A single instructor or other designated team representative is encouraged to wait for the runner to execute the Scoresheet Review in the hallway area outside the exit door in the hallway.
11. The formation of the unit must be done exactly as shown in the map and in this description. Please do not ask if you can use a similar formation, entry or execution method; all teams use the method outlined.



(EXACT ROOM DIMENSIONS are shown on the floor diagram found on the official website of the event)

C. Cadet Verbal Responses

1. If a cadet doesn't know the answer to a question posed to him/her, a confident, "MSgt., this cadet does not know at this time!" or similar is the best response.

D. Inspection Judging

1. Vocalizations will be strident but not designed to intimidate or haze cadets in any manner. Judges will provide immediate feedback on deficiencies to the cadet during the review. While designed to be a forceful interaction, the judges will be briefed, trained and monitored to ensure all rules are followed. Absolutely no touching of the cadets is allowed. No repeated movement commands. Judges will address cadets from the position of attention and will limit "knife hands" and other similar movements. Judges will POINT to areas needing improvement but the overall atmosphere will NOT be adversarial.
2. Inspection will include 3 questions and 2 minutes maximum for each cadet to determine their poise, confidence, and overall bearing. One question will be asked concerning current events, uniform (the uniform being worn by the cadet) and a general opinion-based question.
3. While it is rare, a judge may incorrectly apply a regulation during inspection. If a cadet feels a rule has been applied incorrectly, DON'T BELABOR THE POINT with the judge! The correct response should be "Sir, I have been instructed that "thus & so" is correct". Don't lose military bearing!
4. If a judge incorrectly applies a regulation during inspection, IMMEDIATELY contact the SNI Judging Director and discuss the incident. He will then contact the judges and make a ruling, thereby assuring the scoresheets reflect the correct rule interpretation and scoring.
5. Judges control the cadet interaction. If a judge asks for more volume or less volume on responses, etc., give the judge what they seek. Helpful hint. If you have a cadet that maintains a physical limitation, make the event aware ON SITE and IN ADVANCE.

E. Related Inspection Matters

1. Hair length should correspond to Marine Corps Uniform Regulations. General appearance should be well-groomed and uniforms should be perfectly assembled and well-prepared for inspection.
2. How late in the day the team is competing in the inspection competition is taken into consideration by all judges during the inspection competition (judges know the difference between a uniform that was unprepared AND one that has been worn throughout the day). Cadets ARE EXPECTED to wear THEIR uniform to include ALL authorized ribbons, etc. appropriate for that uniform – no exceptions!

F. Gear Requirements and Regulations

1. Uniform for inspection is Dress Blue Bravos with ribbons and badges. White gloves will be worn. The gloves may be moistened for safety purposes.
2. ***Cadets competing in the armed division will use the Glendale Rifle with a black or white sling.***

SECTION 7 – PLATOON REGULATION DRILL

A. General Information

1. Regulation drill deck: 90' W x 60' L (As close to these dimensions as possible).
2. All of the Regulation Drill movements must be executed, in the order they are listed, using the commands listed on the scoresheet in strict accordance with the MCO and this event SOP.
3. Commanders must give each command in sequence from memory. No cue cards or prompter cards will be allowed. Each omission, addition of "extra" movements, or movements given out of sequence will be assessed a Ten (10) point penalty.
4. All stationary commands (including "Halt") must be held for a minimum of FIVE COUNTS. This means there will be at least a five second pause after a command of execution, and prior to the next preparatory command. A five-point penalty will be assessed for each infraction. The penalty points will also be assessed on the commander's score sheet. Commands on the march do not require a five second pause.
5. All units will perform utilizing a 3 x 3 formation with a single Cadet Commander.
6. The Unit Leader will position the platoon in the Ready Area. The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin by exiting the READY AREA on the Head Judges command. The Unit Leader will have the platoon "Fall In" 6 paces and centered on the Head Judge. Then, the Unit Leader will salute and report in with an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The Unit Leader will be judged from the time he/she enters the drill area, until the team departs. The platoon will be judged from the first command on the drill card.
7. These are examples of appropriate Report-In and Report-Out verbiage for all events: "Sir/Ma'am, the Unarmed Regulation/Exhibition platoon from Semper Fi HS is reporting in for (Event) and respectfully requests to proceed with the drill card", and "Sir/Ma'am, the Armed/Unarmed Regulation platoon from Semper Fi HS has completed the required drill and respectfully requests to exit the drill area".
8. During the marching portion of the drill card, the Unit Leader may position himself/herself where they can best control the platoon. When Halted the Unit Leader will be 6 paces and centered on their unit.
9. To report out, the unit leader will halt the platoon 6 paces and centered on the head judge. The unit leader will salute and report out.
10. If a school chooses to use a Platoon Guide, the Guide will be graded on their performance of the Guidon Manual and proper execution of drill movements for the platoon guide per MCO 5060.20. Guides are optional and are not required. Using a Platoon Guide will not get a school any extra points.
- 11. Unit Leaders WILL NOT check alignment during Dress Right Dress.**
- 12. Unit Leaders WILL check alignment during Open Ranks.**

B. Gear Requirements and Regulations

1. Teams competing in the Armed Division will use the authorized Glendale Drill Rifle. Drill rifles must have a functioning bolt and the rubber butt plate, no exceptions.
2. Slings may be white or black and taping of slings is at the instructors' discretion. Only black tape will be used.
3. The Armed Regulation Drill Commander will be equipped with NCO Sword, Scabbard, and FROG.
4. The Unarmed Regulation Drill Commander will not carry a sword.
5. Uniform: Any authorized MCJROTC Uniform may be worn for Regulation Drill. Short-sleeve khakis shirts are authorized for year-round wear for competitions.

C. Judging and Scoring

1. Judging will be according to the current MCO 5060.20 Marine Corps Drill and Ceremonies Manual. Teams will use the appropriate Manual of Arms, according to Manual of Arms for the MCJROTC Daisy Drill Rifle 20 Aug 2019.
2. The Platoon Regulation drill sequence is comprised of many scoring opportunities. Teams will also receive additional points for their report in and report out, and for the judges' overall impression of the performance. Please review the score sheet to maximize your points. The execution of this Platoon Regulation sequence can be quite challenging. The unit's ability to perform this sequence without extra commands, utilizing the 30" step where required, in cadence is vital to a team's success.
3. Teams must avoid movements unauthorized in the MCO. These movements may have been well received back home BUT will result in penalties at the Marine Corps JROTC Drill Nationals.

SECTION 8 - COLOR GUARD DRILL

A. General Information

1. All of the Color Guard movements must be executed, in the order they are listed, using the commands listed on the scoresheet in strict accordance with the MCO. However, no Color sergeant will be in use – the National Color bearer will command the unit.
2. All color guards must contain four cadets only. Two cadets will bear arms and two cadets will bear colors. The National Colors will be the senior flag with MCJROTC battle standard used as the second color. Both flags should be the MCJROTC HQTRs issued flags. The C/CMDR for the Color Guard unit will be the National Color bearer.
3. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. If assisted, the team will receive a zero from each judge for all individual graded commands performed after the assistance and will also receive a diminished score in the "Overall Evaluation" score sheet segment.
4. A five second delay is required after all "stationary" commands.
5. A color guard casing area will be established in close proximity to the entry/exit point of the event. Teams are directed to NOT walk through the venue with uncased colors.
6. Color Guard drill deck: 55' W x 55' L (As close to these dimensions as possible)
7. There will be one Color Guard for Unarmed Division and a totally separate Color Guard for Armed Division.
8. Upon direction of the Head Judge, the Color Guard will position themselves at the entrance of the drill deck, colors will be cased. As soon as the Color Guard is formed, the Color Guard Commander will be told to begin by the Head Judge. At that time the Color Guard Commander can begin the execution of the card. The Color Guard Commander will position the Color Guard six paces and centered on the Head Judge and proceed with uncasing procedures. Upon completion of the Uncasing the Colors sequence, the Color Guard Commander will report in to the head judge by giving an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The entire Color Guard will be judged from the time the team is called to ATTENTION, until they exit the drill area. The departure from the drill deck is graded. The sequence must be committed to memory. Ten (10) points will be deducted from the overall score for each incorrect command or sequence violation. Two judges will accomplish the Color Guard grading. The Head Judge will dismiss the Color Guard upon completion of the Performance Phase.
9. Judging will be according to the current MCO 5060.20 Marine Corps Drill and Ceremonies Manual and the current TC 3-21.5 Drill and Ceremonies - Army Publishing Directorate.
10. There will be a 25-point deduction if The Colors touch the deck at any time after the Color Guard enters the drill area and until the Color Guard exits the drill area.
11. POINTS WILL BE DEDUCTED FOR ANY FANCY DRILL CONDUCTED IN THE EXECUTION OF ANY PHASE OF THE COLOR GUARD COMPETITION.

B. Gear Requirements and Regulations

1. Color Guards will be armed with the Glendale (faux wood and chrome) Drill Rifle. SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.
2. The standard color staff consists of a 9-1/2', hardwood pole capped at each end by metal ferrules. A metal spearhead will be screwed into the top ferrule.
3. The Color Guard will utilize the standard issued National Ensign and MCJROTC Colors.
4. The only authorized uniform for Color Guard is Dress Blue "B". Ribbons, badges, and white gloves are optional.

C. Judging and Scoring

1. The color guard sequence is comprised of many scoring opportunities. Teams will also receive additional points for their report in and report out, and for the judges' overall impression of the performance. Please review the score sheet to see how you may maximize your points.
2. A solid color guard with sufficient advanced practice can execute the entire Color Guard sequence adequately. Performing this sequence without extra commands, utilizing the 30" step where required, is vital for a successful performance.

SECTION 09 – PLATOON EXHIBITION (Armed and Unarmed)

A. General Information

1. Exhibition routines consist of stationary and marching drill movements as well as trick maneuvers that are limited only by the creativity of the drill team. Teams should remember that this event is a military competition with military judges -- therefore design your routines with good military taste and flavor.
2. Obviously both ARMED and UNARMED exhibition routines are maintained. Within the Armed Ex category, little deviation is maintained between the general styles on display historically of most every performing school. Some units exchange more rifles, some throw more doubles, etc. but most are fairly straight forward and easy for judges to compare. Within the Unarmed Ex category, two distinctive styles are performed and sometimes blended together. One is a slower, more deliberate "marching" exhibition style while some use a more "high-energy" style that involves a far faster tempo, as well as more arm and hand movement (also executing many movements that are truly non-regulation, fully exhibition in nature). Teams often ask how this is scored. I will say this. Either or both styles can do quite well. The scoresheet as written has places to excel in either. Just ensure whatever style you utilize the final product shows impeccable dress, alignment and cover; numerous formations and transitions, dazzling and talented movement that make a judge wonder "how long did it take to learn that excellence" -- all tempered by an understanding that this is a MILITARY competition with MILITARY judges. Clapping between your legs, lying on the floor, unnatural, exaggerated or provocative hip swaggers generally have not been received well by judges scoring at an event of this level.
3. Teams should design their routine to ensure they have solid participation by all members during the bulk of the TEAM exhibition routine to gain a maximum score. It is FINE to highlight the talents of soloists & others briefly.
4. Any dangerously risky or very long rifle tosses (longer than a standard front to rear formation toss) is prohibited. DO NOT have any rifle travel in a manner that places a cadet except the receiver at risk of being hit. Place the cadets in a "V" formation or similar to remove the risk for non-participants. This prohibition eliminates a safety concern that serves no real purpose. If undertaken, this may result in your team being disqualified from the Exhibition event.
5. No cadet may be lifted off drill deck by any means. All cadets must drill and perform ENTIRELY on the drill deck and any cadet who is raised off the drill deck in any manner will cause the Head Judge to direct the raised cadet to dismount and the entire team to leave. The team will be disqualified from that event and receive no points. Any dangerously risky or very long rifle tosses (longer than a standard front to rear formation toss) is prohibited. **DO NOT have the rifle travel in a manner that places any cadet except the receiver at risk of being hit.**
6. At no time may any drill rifle be intentionally struck on the marching surface by the barrel. This can cause severe floor damage and poses a greater chance of damage to the rifles as they are not constructed to absorb this impact. Units can be disqualified from that segment of the competition for severe examples and a more modest subjective deduction initiated by the judges and/or the Competition Director as warranted for lesser offenses.

B. Gear Requirements and Regulations

1. Any authorized MCJROTC uniform may be worn for Exhibition Drill. Short sleeve khaki shirts are authorized for wear year-round for competitions.
2. Armed Exhibition – The Armed Exhibition Drill Commander will be equipped with either an NCO sword with scabbard and frog or a drill rifle.
3. Any faux rifle explicitly manufactured for close order drill is authorized.
4. Unarmed Exhibition – The Unarmed Exhibition Drill Commander will not carry a sword or Glendale Drill rifle.

C. Judging & Scoring

1. ALL ARMED exhibition judges **will be instructed** to take control of and visually inspect/hand-weigh a cadet's drill rifle at random in the event ready area just before all exhibition performances in all armed events. This will be done BEFORE the routine begins to ensure the judge maintains a clear picture of the degree of difficulty the rifle presents during their routine and to see any obvious rifle safety issues that could cause a needless injury.
2. Judges can and do look at many items when it comes to degree of difficulty of a team performance (largely in exhibition drill) that have nothing to do with the actual marching and/or rifle maneuvers and this is expected. These items can include the total number of competitors performing on the floor, extreme precision, etc. – not just how much your rifles fly around the drill area. This is PRECISION DRILL – be precise!
3. Exhibition judging is subjective. Judges at the **MCJROTC Drill Nationals** are asked to look at the routine mechanics as well as the togetherness, "snap" and style of the performance. Also, while the degree of difficulty a team displays is most certainly a consideration, the flawless perfection of a performance cannot be overlooked. Judging in this manner, high energy drill and more standard drill each receive a fair shake on the judging spectrum.
4. The Exhibition score sheet above all others should be studied in great detail to see how your performance may be designed to receive the maximum amount of points available.
5. Any dropped rifles will incur a 5-point penalty for a 1st offence from a team, with 25-point penalty occurring for 2nd and subsequent drops. Rifle safety & control are major emphasis points at the **MCJROTC Drill Nationals**. Design and practice your routines to maintain complete rifle control.

6. Judging will be based on the following areas:

Report In	All movements to HJ and verbal report-in
Report Out	Verbal report-out up until the Command order arms
Floor Coverage	Meaningful drill activity occurring on 70 % of entire floor
Overall Impression	Overall routine presentation
Military Flavor	Routine proudly befits a military JROTC competition
Movement Difficulty	Routine as presented required MUCH PRACTICE!
Movement Precision	Exacting, teamwork – "anti-sloppy"
Movement Variety	Diversity of movements to display overall excellence
Showmanship	Flair, style, and game face that turns heads / rivets watchers
Cadet Bearing	Supreme effort, snap, and concentration in the routine
Cadet Appearance	Uniform / overall cadet preparation & presentation
Weapons Handling*	Specific solo/team weapon maneuvers & manipulation/throwing of weapons.
Inspection Arms*	Prior to being dismissed, it is an assumed command.

*** Armed Exhibition Drill Only**

D. Event Timing

1. An official timekeeper among the judges will keep the official total performance time in Exhibition Drill only. Event timing will begin when the first cadet crosses the drill area entry point and ends when the last cadet crosses the exit point.
2. Teams performing any synchronized, team display just prior to entering the drill floor for their performance with judges waiting will have the clock start and judging will begin to include this exhibition display. We are not discouraging this action, we are just ensuring this display is judged and graded as a part of the performance. Please ensure your performance does not go over the maximum time limit if this is a part of your performance.
3. The penalty assessed for a performance not falling between these time periods is one (1) point per second over/under the time range. **The time limit for Platoon Exhibition Drill is between 5 minutes and 8 minutes.**

SECTION 10 – KNOCKOUT DRILL

A. General Information

1. The event will maintain two Knockout competitions, one Armed & one Unarmed. These events do NOT count towards any team scoring. These will both begin immediately following the conclusion of the team competitions and before the event Awards Ceremony.
2. All cadets attending are eligible are encouraged to enter both the Armed Knockout Drill and the Unarmed Knockout Drill. Knockout cadets must be in uniform and in possession of a competition DDR (armed). **There is no fee of any kind to participate.**
3. Cadets will be brought to the competition floor and placed at double-arm interval in line formation. Brief instructions and a few practice commands will be given by the judge calling the knockout event to get used to their command voice. The competition will begin soon after with “Judging Starts on the Next Valid Command”.
4. The event is a single-hit and out style event. Individuals will be eliminated one by one until only one cadet remains as the respective knockout champion in each division. Competition will stop at times with the command, “Judging STOPS” to reform the group and give them a tension break.
5. Cadets will be expected to maintain proper dress & decorum throughout this event. This will include in particular the appearance of the uniform and the appropriate manner in which hair and cover is worn. This applies particularly to females who must continue to have long hair pinned-up under their cover and not touching the collar.

B. Judging & Scoring

1. This event will be judged by 20 or so judges throughout most of the event. Judges' decisions are considered final. Mistakes are kept to a minimum but may happen. DO NOT approach a judge or anyone during the competition regarding any decision made by a judge during knockout drill.
2. Knockout commands will be given in clear, understandable language. However, a few commands will be given which either cannot be properly executed from the position issued or the preparatory command is NOT followed with the command of execution. These are not given as trick commands, but are given to test the cadet's ability to both know the military drill regulations and to keep a cadet from anticipating verbal commands.
3. No cadence is utilized. The knockout movements are not published in advance and are known only to the Knockout Judge and the Drill Meet Director. Knockout parameters will be discussed briefly with competitors immediately prior to the start of each Knockout Drill after assembly on the drill deck.
4. Upon being knocked out, cadets should leave the floor quietly and immediately. Spectators must be quiet throughout until the term “Judging STOPS” is heard. At that point, cheering and clapping for your cadets on the floor is encouraged!
5. Any cadet who refuses to leave the floor immediately after being knocked out may be cause for that cadet's entire remaining team to be eliminated from the Knockout Drill or from further participation at the **MCJROTC Drill Nationals**, including forfeiture of any trophies earned at the event.
6. Cadets should maintain military bearing while leaving the floor. Cadets and spectators in the audience are expected to have exemplary behavior throughout with encouragement to those competing always sought!

C. Knockout Awards

1. Special medallions will be awarded to the top five finalists in both the Armed and Unarmed knockout drills. These medals will be presented immediately following the Knockout event.

SECTION 11 – AWARDS CEREMONY

A. General Information

1. The Awards Ceremony is slated to be held on the main competition floor after a brief set-up. Cadets will stand in formation at Parade Rest. Instructors, parents and other spectators will have seating nearby or may stand on the left and right side of the formation to gain a better view and face the trophy presentation.
2. A keynote guest speaker will be hosted and selected by the MCJROTC HQTRs from the Washington, DC area and the ceremony will be designed to last roughly 55-60 minutes. At this ceremony, all trophies and awards will be presented to both teams and individuals.
3. The ceremony will not be “formal” in that we expect and encourage teams to cheer wildly throughout as appropriate! Parents are encouraged to come forward and gain pictures of their cadets and teams receiving their trophies. This is the culmination not only of the event, but of the entire drill season for many. SNI will hold the top finishers in all team events for one group picture for all to capture.
5. SNI will produce the event as a live stream on the MCJROTC Drill Nationals Facebook page. Teams should encourage their parents and other supporters to watch and post support!
6. **Attendance at the Awards Ceremony is mandatory** – if your team attends and competes at the MCJROTC Drill Nationals, you will be expected to attend the Awards Ceremony. Those schools who feel they have an emergency or other serious incident that could preclude their attendance must obtain permission from the MCJROTC HQTRs representatives on site to be absent from this ceremony.
7. Under no circumstances will any school receive their scoring reports or team photos BEFORE the conclusion of the Awards Ceremony. Please do not ask. Anyone that needs to leave immediately and cannot wait for their scoring reports they will be provided to the MCJROTC HQTRs representative for mailing to the unit.
8. Scoring reports will be posted on the event website within 48 hours after the event concludes, along with action, team and awards ceremony photos taken by SNI during the event.
9. The ceremony will be the final event of the evening. At the conclusion, teams will be dismissed. All teams will receive their original scoresheets and if time has allowed, scoring reports and their team photos. They will gather everything and immediately depart the facility. Many will get on the road likely at or around sunset.



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