



2023-2024
MARINE CORPS JROTC
NATIONAL DRILL
CHAMPIONSHIP

Competition Drill Standard Operation Procedures

USMC JROTC NATIONAL CHAMPIONSHIP LOCATION:
FREDERICKSBURG EXPO CENTER
FREDERICKSBURG, VIRGINIA

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

SECTION 1 – COMPETITION OVERVIEW

1. Overview

This document provides operational procedures pertinent to the conduct of all Regional Drill Meets for School Year 2023-2024 (SY 23-24).

2. Drill Meet Overview

This SOP applies to all Marine Corps specific drill meets.

3. Attendance

Schools will be allowed to have a maximum of 20 cadets for the unarmed division and 20 cadets for the armed division. Cadets are allowed to participate in both divisions, but only in Regulation and Exhibition events. You must compete in all events in both Divisions in order to bring **40 Cadets**. Cadets are authorized to compete in as many events as their instructor authorizes, within one division and may only crossover Divisions to participate in the Regulation or Exhibition events. **The Unit Leader is NOT allowed to have any free movements during Regulation or Color Guard in either Division.**

Events will consist of:

a. Armed Division: 20 Cadets Max

(1). Armed Inspection Platoon - (10 cadets) Uniform for the inspection platoon will be Blue Dress "B" with ribbons and badges. White gloves will be optional. **May not use any Cadets from the Unarmed Division.**

(2). Armed Regulation Drill - (Minimum 10 cadets) Deck size: 90'W x 60'L*. *Uniform: Any authorized MCJROTC Uniform. **May use cadets from the Unarmed Division if you have a team competing in both Divisions.**

(3). Armed Exhibition Drill - (Minimum 10 cadets) Deck size: 90'W x 60' L*. Uniform: Any authorized MCJROTC uniform. If wearing Blue Dress "B", ribbons, badges, and white gloves are optional. **May use cadets from the Unarmed Division if you have a team competing in both Divisions.**

(4). Color Guard (Armed Division) - (Male, female, or mixed) Deck Size: 55'W x 55' L*. The only authorized uniform is Blue Dress "B". Ribbons, badges, and white gloves are optional. **May not use any Cadets from the Unarmed Division.**

b. **Unarmed Division: 20 Cadets Max**

(1). Unarmed Inspection Platoon - (10 cadets). Uniform for the inspection platoon will be Blue Dress "B" with ribbons and badges. White gloves will be worn. **May not use any Cadets from the Armed Division.**

(2). Unarmed Regulation Drill - (Minimum 10 cadets) Deck size: 90'W x 60' L*. Uniform: Any authorized MCJROTC Uniform. Ribbons and badges (if applicable) are required with Blue Dress and Service uniforms.

May use cadets from the Armed Division if you have a team competing in both Divisions.

(3). Unarmed Exhibition Drill - (Minimum 10 cadets) Deck size: 90'W x 60' L*. Uniform: Any authorized MCJROTC uniform. If wearing Blue Dress "B", ribbons and badges are optional. **May use cadets from the Armed Division if you have a competing in both divisions.**

(4). Color Guard (Unarmed Division) - (Male, female, or mixed) Deck Size: 55'W x 55' L*. The only authorized uniform is Blue Dress "B". Ribbons, badges, and white gloves are optional. **May not use any Cadets from the Armed Division.**

*As close to dimensions as possible.

4. **EQUIPMENT**

1. Only the authorized Glendale Drill Rifle will be utilized for Armed Regulation drill. Any faux 1903 rifle specifically manufactured for close order drill may be used for Armed Exhibition. Color Guard will be executed with the Glendale (faux wood and chrome) Drill Rifle. Indoor events require the rubber butt plate.

2. For Armed Regulation Drill, slings may be white or black and taping of sling is at the instructors' discretion. Only black tape will be used. For Exhibition, any color sling or tape that compliments the rifle may be used.

3. Gloves may be moistened for safety purposes.

4. Armed Regulation - The Armed Drill Commander will be equipped with NCO Sword, Scabbard, and FROG.

5. Armed Exhibition - The Armed Exhibition Drill Commander will be equipped with either an NCO sword with scabbard and frog or a drill rifle. Any faux rifle explicitly manufactured for close order drill is authorized.

6. Armed Inspection - The Armed Inspection Commander will be equipped with an NCO sword.

7. Unarmed Regulation - The Unarmed Regulation Drill Commander will not carry a sword.

8. Unarmed Exhibition - The Unarmed Exhibition Drill Commander will not carry a sword or Glendale Drill rifle.

9. Color Guard - The Color Guard will utilize the standard issued National Ensign and MCJROTC Colors. These Colors must be on the standard 9 ½ foot pole with pike. Rifleman will use the Glendale (faux wood and chrome) Drill Rifle with a rubber butt plate.

SECTION 2 - COMPETITION SPECIFICS

A. Competition Specifics

1. Regional Directors or MCJROTC representative(s) on-site will maintain sole judgment pertaining to rule enforcement. All decisions made by the Regional Directors 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. We encourage all parents and spectators to attend this celebration worthy of the finest teams in the nation.

3. **TENTATIVE** times and schedules 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** to the competition date. The Final Event Schedule will include the finalized event start times for each attending school.

4. The schedules for Armed & Unarmed will be offset to ensure no school is forced to compete first in any event or go early in every event. **EVERY TEAM** has exacting, tight timeslots to compete in all **FOUR** team drill events, therefore **PLANNING** and **ORGANIZATION** become critical. Do not be late for your scheduled event times.

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) Events have been structured to support scoring in alignment with the competition score sheets 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. All 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., marching at a vastly faster cadence while turning compared to standard marching cadence 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 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 cadets chosen by the instructors to perform, without bonus or deduction for the team's gender composition.
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 overall 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 judges' 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.

6. 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

1. 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.

C. Tie-Breaking

For Team Events:

- ◆ Level #1 - total only Head Judge scores
- ◆ Level #2 - total only overall evaluation scores
- ◆ Level #3 - 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

1. All Drill Competitions are judged 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. 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.

2. 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 event. This prevents "judge's preference". Additionally, judges will receive, in advance, paperwork & on-site training to best prepare them for the event.

3. Event Head Judges will meet with the cadet commander just prior to entry to the competition deck 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. Interactions with judges are completely forbidden. 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 Competition.

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:** The Regional Director will allow YOUR scoresheets to be reviewed by a 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. 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, and 15' for color guard. 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. **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. Cadets who are on an inspection team (armed or unarmed) may not watch the inspection of their school's cadets.

3. Boundary violations are enforced 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. School Instructors **YOU** control the area being inspected! Only those spectators who are with your program should be inside your inspection watching. The Regional Director or 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 contact the Competition Director and that individual will likely be removed from the area.

B. Inspection Procedures

1. The inspection will be held **IN A COMPLETEY** isolated area or room **AWAY** from **OTHER** cadet activities. The Inspection area will maintain a 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. **There will be one Inspection Team for the Unarmed Division and a totally separate Inspection Team for Armed Division. NO CADET can crossover divisions for the Inspection Portion.**
3. While the preceding unit is being inspected, the C/CMDR will **QUIETLY** assemble their inspection cadets in the inspection ready area, as shown in the floor diagram.
4. 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.
5. The unit will be formed with **3 squads of 3 cadets** each, centered on the Head Judge in the formation.
6. Once inside the area, the Cadet Commander will command, "Open Ranks, March". He/She will 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 cadets in formation.

7. 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.

8. 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.

9. 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.

10. 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.

11. 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.

12. 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.

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 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 optional for Armed teams. 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. **May use cadets from the Armed Division in Unarmed Exhibition or vice versa if you have a team competing in both Divisions. Cadets may crossover Divisions to participate in the Exhibition and Regulation portion of the competition.**
7. 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 given by the Cadet Commander.

8. 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"**.

9. 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.

10. 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.

11. 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.

12. Unit Leaders **WILL NOT** check alignment during Dress Right Dress.

13. 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 Competitions.

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. NO CADET can crossover Divisions for the Color Guard Portion.**
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. Uncase Colors

The Color Guard will start and enter the Floor with the cased Colors. Utilizing the commands listed on the drill card, they will march forward and turn so they will be centered on the Head Judge. The Color guard will be in a line formation with the cased Colors at the Carry Position. National Color Bearer directs the Color Guard. **At this point, they will Transition to the ARMY TC to Conduct UNCASE.**

The commands is "**LEFT GUARD, RIGHT SHOULDER ARMS**". Once the Guard is at Right Shoulder, they will cut automatically. At the same time the Guard cuts the flag bearers will grasp the harness at the harness socket with their left hand. It will remain there for the remainder of the movement. Both flags will also incline slightly forward.

15-14: CARRY COLORS: At the Carry, rest the ferrule of the staff in the socket of the sling. The socket is below the waist and adjusted to ensure that the finials of all Colors are of equal height. Grasp the staff with the right hand (even with the mouth) and incline it slightly to the front with the left hand securing the ferrule in the socket.

The command is then "**SLING, ARMS**". The Color guards immediately adjust their slings and assume the position of Sling Arms.

5-12. SLING ARMS: To execute Sling Arms: On the command of execution **ARMS**, grasp the rifle barrel with the right hand and raise it vertically. Grasp the sling near the upper sling swivel with the left hand, and release the right hand. Place the right hand and arm between the sling and rifle and place the sling over the right shoulder. Regrasp the sling with the right hand so that the wrist is straight, the right forearm is horizontal, the elbow is tight against the side, and the rifle is vertical.

The command is then "**POST**". The Color guards face to the Half Left (Right) as in marching, take four steps swinging their free arm, halt, and execute About Face.

The command is "**UNCASE THE COLORS**". The Color bearers lower the Colors (the Colors SHOULD NOT be lowered to the position of attention and thrust under the arm) until they are parallel to the deck. The two guards move forward and untie and uncase the Colors. The Color bearers unfurl (Colors should be rolled) and immediately return the Colors to the Carry Position. While the Colors are being unfurled, the guards fold the cases and secure them in their left hand.

When the Colors are in the Carry Position, the command is "**PRESENT, ARMS**". The Color guards, and the organizational Colors, Salute immediately on the command Arms. The organizational Color Bearer shall, on the first count, raise their right hand several inches (such that their arm will be parallel to the marching surface) and **thrust** the Colors forward on the second count. **The pike will remain flat to the front.** The rifle bearers will grasp the sling with the left hand and render a hand salute on the second count with the right hand.

The command is then "**ORDER, ARMS**". On the command of execution, the Rifle bearers will cut their salute and the right hand will drop as in the position of attention, then immediately return up to grasp the sling of the rifle. The wrist should be straight and the forearm should be horizontal to the deck with the elbow tight to the body. The left hand will cut after the sling is grasped on order arms. The organizational Color Bearer shall snap the Colors back to a point inclined slightly forward, and then lower their right hand slightly several inches placing the hand back even with the mouth.

The command is then "**POST**". On the command of execution POST, the Color guards march with a coordinated arm swing until they are one step beyond the Color Bearers and halt. Then face inboard, take one more step forward so they are behind their Color Bearer then face left or right so they are facing the back of the color bearer. They will place the folded cases inside the white belt (center rear) of the Dress Blue Uniform (NOTE: can be draped OVER the belt).

Once they are complete, the Color guards will assume their original positions, by taking two side steps and then one step forward so they are on line with the Color bearers. Adjusting their slings is automatic and they return to Right Shoulder Arms.

The command is then "**LEFT GUARD, LEFT SHOULDER ARMS**". Once the rifle is back in the guards left shoulder, the left guard and both Color Bearers will cut. The Color bearers will drop their left hand back to their side as in the position of attention and the left Guard will cut his right hand back to their side as in the position of attention. **THIS WILL COMPLETE THE PORTION OF DRILL THAT IS CONDUCTED IN ACCORDANCE WITH THE ARMY TC.**

C. 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.

D. 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 9 - 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. Both ARMED and UNARMED exhibition routines may contain a variety of styles and sequences. Traditionally, 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 movements 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 any 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 immediately disqualified from the Exhibition event.

5. No cadet may be lifted off the 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.
5. Armed and Unarmed drill decks will be 90' W x 60' L (As close to these dimensions as possible).
6. **May use cadets from the Armed Division in Unarmed Exhibition or vice versa if you have a team competing in both Divisions. Cadets may crossover Divisions to participate in the Exhibition and Regulation portion of the competition.**

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 performance. 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 Competitions 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 offense from a team, with 25-point penalty occurring for 2nd and subsequent drops. Rifle safety & control are major emphasis points at MCJROTC Drill Competitions. 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 and 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 only for Armed Regulation Drill.

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.**