SECTION 1 – COMPETITION OVERVIEW

1. **Overview**

This document provides operational procedures pertinent to the conduct of all Drill Meets for School Year 2026-2027 (SY 26-27) and beyond. This document specifically defines MCJROTC National level competitions; however, units will abide by the rules and regulations of other service and all-service SOPs if participating in those events. **Other JROTCs are not required to be held to the same standard as the MCJROTC National level and can utilize local standard SOPs.**

2. Events will consist of:

a. **Armed Division: 20 Cadets Max**

(1). Armed Inspection Platoon - (12 cadets + Commander) Uniform for the inspection platoon will be Blue Dress "B" with ribbons and badges or service equivalent. All cadets shall wear all earned ribbons and badges and appropriate rank *(but at the minimum must have the drill team ribbon for MCJROTC units)*. White gloves will be optional, chin straps will not be worn over the chin. **A cadet can only compete in either Armed or Unarmed inspection, not both. If other service local SOPs have utilized a minimum of (9 cadets + Commander) is authorized. No additional points will be deducted.**

(2). Armed Regulation Drill – (Minimum 12 cadets + Commander) Deck size: 90'W x 60'L*. Uniform: Any authorized Uniform. White gloves and chinstraps are optional. **May use cadets from the Unarmed Division if you have a team competing in both divisions. If other service local SOPs have utilized a minimum of (9 cadets + Commander) is authorized. No additional points will be deducted.**

(3). Armed Exhibition Drill – (Minimum 9 cadets) Deck size: 90'W x 60' L*. Uniform: Any authorized uniform. If wearing Blue Dress "B", ribbons, badges, and White gloves and chinstraps 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” or service equivalent. Ribbons, badges, and white gloves are optional. Chinstraps are required. **A cadet can only compete in either Armed division or Unarmed division CG, not both.**

b. **Unarmed Division: 20 Cadets Max (1).**

(1). Unarmed Inspection Platoon – (12 cadets + commander). Uniform for the inspection platoon will be Blue Dress “B” with ribbons and badges or service equivalent. All cadets shall wear all earned ribbons and badges and appropriate rank (but at the minimum must have the drill team ribbon for MCJROTC units). White gloves will be worn; chin straps will not be worn over the chin. **A cadet can only compete in either Armed or unarmed inspection, not both. If other service local SOPs have utilized a minimum of (9 cadets + Commander) is authorized. No additional points will be deducted.**

(2). Unarmed Regulation Drill – (Minimum 12 cadets + commander) Deck size: 90’W x 60' L*. Uniform: Any authorized Uniform. Ribbons, badges, and chinstraps are optional. **May use cadets from the Armed Division if you have a team competing in both Divisions. If other service local SOPs have utilized a minimum of (9 cadets + Commander) is authorized. No additional points will be deducted.**

(3). Unarmed Exhibition Drill – (Minimum 9 cadets) Deck size: 90’W x 60’ L*. Uniform: Any authorized uniform. If wearing Blue Dress “B”, gloves, ribbons, chinstraps, 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” or service equivalent. Ribbons, badges, and white gloves are optional. Chinstraps are required. **A cadet can only compete in either Armed or Unarmed inspection, not both.**

*As close to dimensions as possible.

Note: Unarmed CG and Armed CG are comprised of a standard CG and the delineation only refers to the division the individuals are competing in, both are executed with rifles)

4. **EQUIPMENT**

1. Only the authorized Glendale Drill Rifle will be used for Armed Regulation drill. Any faux 1903 rifle specifically manufactured for close order drill may be used for Armed Exhibition, but must have a working bolt and weight no less than 8 pounds. Color Guard will be executed with the Glendale (faux wood and chrome) Drill Rifle. A rubber butt plate is required on all rifles.

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.

3. Gloves may be moistened for safety purposes.

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

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. For Exhibition, alternate stock colors, any color sling, or tape that compliments the rifle may be used. Weight of the rifle must remain relatively the same and will factor into the difficulty of the routine (8 pounds minimum).

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 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 poles with pikes. Rifleman shall use the Glendale (faux wood and chrome) Drill Rifle with a rubber butt plate. Teams can use either the white velcro sling or the white standard clasp slings. **Other services are authorized by their service rules.**

10. Chinstraps - Are authorized for use to prevent cover displacement in all events except Color Guard, where they are required per the drill manual.

11. **If other service local SOPs utilize a rifle for the commander instead of the is authorized by local SOPs.**

SECTION 2 – COMPETITION SPECIFICS

Competition Specifics

1. Host school will maintain sole judgment pertaining to rule enforcement. All decisions made by the host school regarding rules, procedures or other matters necessary to the running of the drill competition are final. *(The purpose of this event is allow the cadets to showcase talent, get valuable feedback and have fun)*

2. The competition day will end with an awards ceremony open to all spectators. 1st - 3rd placements will be awarded for each event, in addition to overall 1st - 3rd in both divisions.

3. Tentative times and schedules for the competition day are posted at Eagle Claw Main Site. The schedule will be posted approximately one week 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. Teams shall be at each event check-in area 15 minutes prior to their timeslots. Penalties will be enforced if a timeslot is missed without prior communication. Inform event representatives if you are running late for an event.

SECTION 3 – PERFORMANCE REGULATION SPECIFICS

Performance Regulations

1. Events have been structured to support scoring in alignment with the competition score sheets and scoring in all events comes down to adherence to drill regulations,precision of movements, and creativity and ingenuity in exhibition drills. Those schools that deliver excellence in all areas will gain the top scores.

2. Bayonets, handguns (demilitarized or otherwise), props, special effects, music or musical instruments (bugles, drums... any musical instrument), or pyrotechnics are not allowed.

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 (112-120 steps per minute), 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. Boundaries violations occur when a cadet clearly passes a coned boundary or makes contact with a cordoned or tape boundary. Penalties will be assessed per occurrence in regulation drills. If the team continues to march outside the boundary with no attempt at correction, additional penalties will occur for each command outside the boundary. During exhibition penalties are accessed for each cadet outside the boundary.

7. All halts and stationary movements require a **5-count PAUSE** before giving the following verbal command. Failure to pause will result in a penalty for each occurrence.

SECTION 4 - EVENT SCORING & TIMING

Score sheets & Score Tabulation

1. All event score sheets can be found in advance of the competition on the Eagle Claw Main Site. Please review these sheets in advance to ensure your school gains the maximum score available.

2. Scoring is straightforward 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 composed 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 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. The shortened table below shows a practical example of this application. The judges' raw points earned is listed, along with the percentage each team finished behind the winner. These percentages are then multiplied into the total max points available to generate a scoring points total for each school within that event.

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)

6. Unit leader scores will not be added into platoon scores for an overall total. It will be calculated only for the unit leader competition.

B. Overall Scoring

1. 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 accordance with MCO 5060.20 dated 15 May 2019, with the exception of "Uncase The Colors" executed during the Armed and Unarmed Color Guard sequences. This will be judged in accordance with Army Training Circular 3-21.5. Judges shall be 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 must enforce rules from the manual, not those rules written specifically or applied specifically for individual units and the recruit depots. (example, the commander must travel with the platoon on a flank, we do not flair out, this means your back will be to the platoon on a left flank)

3. 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.

4. Judges do not have the discretion to exclude penalties based on their opinion, if a rifle is dropped, a flag or equipment touches the ground, or a cadet goes out of bounds etc. they will mark it appropriately.

5. 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, allow them to ask questions, 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.

6. During exhibition events, the judge must make every effort to

promptly acknowledge both reporting in and reporting out, as the units are operating under strict time constraints.

7. Judges are instructed to move around the competition areas to allow the best angle to judge. Consistency is key, judges should do the same thing for each platoon. 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.
8. Each team is judged by the same set of judges within each event, the head judge and field judges must remain consistent.

9. Interactions with judges are completely **forbidden**. As a matter of proper conduct, discussion with judges during the competition about any aspect of judging will result in disqualification. 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.

10. 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.

11. All regulation, Color guard, and exhibition events will have a minimum of 1 judge (one head judge). Inspection will have no more than 4 judges, one per squad.

11. **SCORESHEET REVIEW:** The Head Judge will allow your score sheets to be reviewed by either the SMI or MI 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. Do not discuss issues with judges.

SECTION 5 – GENERAL TEAM COMPETITION INFORMATION

A. Drill Area Specifications

1. 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.

SECTION 6 – TEAM INSPECTION (In-person only)

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 to ensure strict compliance. 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. Example - the 1st squad leader in the first platoon inspected should be asked the same two knowledge questions as the last platoon inspected. Unarmed and Armed divisions will have different questions. These questions are not given to teams in advance. Questions will pertain to Marine Corps Leadership subjects, chain of command, first Aid, history, general orders, drill, uniform, civics and current events. These questions will come directly from the study guide provided in the enclosure. Cadets will be asked two knowledge questions and one thought provoking question.

3. Due to space, entry/exit will be coordinated with head judge.

4. School Instructors control the area being inspected in regards to spectators! 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. If you are not familiar with someone in the inspection area, politely ask them to leave.

B. Inspection Procedures

1. The inspection will be held in a completely 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 separate Inspection Team for the Armed Division. **A cadet shall only compete in either Armed or Unarmed inspection, not both.**

3. While the preceding unit is being inspected, the C/CMDR will assemble their inspection cadets in the inspection ready area, as shown in the floor diagram after determining space available at the specific venue.

4. After the previous team departs the inspection area, the team up next 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 off cell phones. 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 initiated, 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"**!

5. The Cadet Commander will march to a position in front of the head judge, maintaining an appropriate distance from the formation to properly execute commands and movements. The Cadet Commander will position themselves centered on the Head Judge, and command, "Fall In." Upon the command, the unit will enter the inspection area through the designated entry as depicted in the diagram and form the platoon in accordance with prescribed drill procedures.

6. The unit will be formed with 4 squads of 3 cadets each,

centered on the Head Judge in the formation.

7. Once inside the area, the Cadet Commander will command, "Open Ranks, March". The Cadet Commander will step off and position three paces in front of and one pace to the right of the first squad leader. He/She will not check the alignment and distance of the four squads. Once the unit finishes adjusting, He/She will command "Ready Front Cover". On the command "cover" the Cadet Commander takes one step in, faces right and then reports into the head judge (*Example Good Morning Master Sergeant, Bellville High School is reporting in for inspection, we will performing in accordance with Marine Corps Order 5060.20 respectfully request permission to utilize your drill area*). 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.

8. Upon completion of the cadet commander's inspection the Head Judge will tell the cadet commander to precede his/her inspection of 1st squad. Once the inspection of 1st squad is complete, the cadet commander will return to 3 paces in front of the 1st squad leader and wait for the debrief.

9. As an inspector halts in front of each cadet, Cadets in ranks shall salute and 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 inspection". Once the inspection is complete the judge will notify the cadet in a clear manner, the cadet will salute and give the greeting of the day. The judges will depart.

10. When the inspection is complete the head judge returns to the commander and provides a short debrief. After the debrief, he/she faces left, closes ranks, and returns to six and centered. The cadet commander will then command "right face" and "1st squad, forward march". The 1st squad will exit, preceded by the remaining squads and exit the inspection area. (it is understood that it is not completely inline with the drill manual, but has been adjusted for brevity).

11. After exiting the area, the team should continue marching completely out of the room as directed by the diagram.

12. 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.

13. 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.

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. The question should not be designed to confuse the cadet. Straightforward questions shall be used in the areas of cadet leadership knowledge, Marine Corps history, current events, chain of command, and first aid.

Examples:

Who is the Secretary of State?

What are three leadership traits?

Who was the 1st Commandant of the Marine Corps?

What country just experienced a devastating

earthquake? What are three cold injuries?

3. If a judge incorrectly applies a regulation during the 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.

4. Judges control the cadet interaction. If a judge asks for more volume or less volume on responses, etc., give the judge what they seek.

E. Related Inspection Matters

1. Hair length should correspond to current Marine Corps Uniform Regulations, but understand this is an inspection and fresh haircuts and well manicured female hair will likely score higher. 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 required to wear their uniform to include all authorized ribbons, badging, etc. appropriate for that uniform. At a minimum each cadet will have at least the drill team ribbon and be ranked a Private First Class or above.

3. Judges will inspect each cadet and consolidate findings into a squad score starting 2027.

F. Individual Reporting in/out Procedures

1. Armed. Once the inspector steps in front of the cadet, the cadet will report in and then execute inspection arms. The inspection will proceed, the judge may or may not take the rifle. Once the rifle is handed back or if given a verbal command the cadet will complete the inspection arms process and return to order arms. The inspection will proceed until completion. When the judge acknowledges the completion of the inspection or departs the cadet. The cadet will report out, and conduct a rifle salute.

2. Unarmed. Once the inspector steps in front of the cadet, the cadet will salute and report in. Once receiving the salute, the cadet cuts their salute and the inspection proceeds. When the judge acknowledges the completion of the inspection or departs the cadet. The cadet will salute and report out.

G. Gear Requirements and Regulations

1. The uniform for inspection is Dress Blue Bravos with ribbons and badges. White gloves are required for unarmed, but will be optional for Armed teams. Chinstraps will not be worn over the chin.

2. Cadets competing in the armed division will use the Marine Corps issued 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 the 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 3 squads of a minimum of 4 cadets per rank 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 which is directly outside the 25’ entry access to the right of the drill deck. The Head Judge will approach the team in the

Ready Area and ask the Unit Leader if the team is ready to begin and ask if the commander has any questions. Once the Head Judge and unit leader agree the unit is ready, the unit leader can begin by exiting the ready area when the head judge commands "School name, Report". All cadets including the cadet commander must start from the ready area and enter and exit through the access points in the diagram. The Unit Leader will have the platoon "Fall In" 6 paces from her/him centered on the drill deck while allowing enough space between the boundary and the commander to call the card properly, stay in bounds, and maintain 6 paces from the platoon for the halted portions of the card. The head judge shall not dictate the distance from he/she to the commander to allow the commander to optimize the available space. The head judge will be positioned directly behind the center cone. 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 and by what manual they will be performing in accordance with.

(***Example Good Morning Master Sergeant, Bellville High School is reporting in for armed/unarmed regulation, we will performing in accordance with Marine Corps Order 5060.20 respectfully request permission to utilize your drill area***)

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. During the marching portion of the drill card, the Unit Leader must position himself/herself where they can best control the platoon, but at the same time following the drill manual. When Halted the Unit Leader shall be 6 paces and centered. On each halt during the march it is required that the commander reposition to 6 paces and centered before giving the next command.

9. To report out, the unit leader will halt the platoon and reposition himself/herself 6 paces from the platoon. The unit leader will face, salute, and report out. Ideally you should complete the drill where the platoon reported in. (example - "Cadet XXXX from XXXX High School has complete the drill card, respectfully request to leave the drill area)

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 go through the motions of checking alignment during Open Ranks, but will not adjust individuals in each squad. Following "ready front cover" the commander will position 6 and center on the platoon, pause and return to 3 paces and left of the 1st squad leader to "Close ranks". Then return to 6 and centered.

B. Gear Requirements and Regulations

1. Teams competing in the Armed Division will use the issued Glendale drill rifle. Drill rifles must have a 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 service or dress MCJROTC Uniform may be worn for Regulation Drill. Short-sleeve khakis shirts are authorized for year-round wear for competitions. Chin straps are authorized.

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. Review the score sheet to maximize your points. No extra/free commands are authorized. You must follow the drill card exactly. Utilizing a 30" step is required as prescribed by the drill manual, chopping or adjusting steps to stay in bounds will result in a boundary violation regardless if a cadet exceeds the

limitations of the drill deck.

3. Teams must avoid movements unauthorized in the MCO. These movements will result in penalties at 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. **Other services are authorized to use flags per their SOP standards.**

3. The entire sequence must be completed from memory. No external assistance may be used to complete the drill. If assisted, the team will receive a zero from each judge.

4. A five-second delay is required after all "stationary" commands.

5. Color Guard drill deck: 55' W x 55' L

6. There will be one Color Guard for the Unarmed Division and a completely separate Color Guard for the Armed Division. **A cadet shall only compete in either Armed or Unarmed CG, not both. Violations will result in both teams being disqualified.**

7. **Procedures.** 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 commanded "School name, Report" by the Head Judge. At that time the Color Guard Commander can begin the execution of the card.

a. The Color Guard Commander will march and halt the Color

Guard six paces and centered on the Head Judge who will be even with the boundary and centered on the front of the drill deck, and proceed with uncasing procedures.

b. 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 (*Example Good Morning Master Sergeant, Bellville High School is reporting in for Color Guard, we will perform in accordance with Marine Corps Order 5060.20 and Army Training Circular 3-21.5 for uncasing, respectfully request permission to utilize your drill area)*.

c. The entire Color Guard will be judged from the time the team is called to attention outside the drill deck, until they exit the drill area and receive fallout. The sequence must be committed to memory. 5 points will be deducted from the overall score for each incorrect command or sequence violation. A minimum of two judges will accomplish the Color Guard grading.

9. To report out, the unit leader will halt the platoon 6 paces and center on the head judge. The unit leader will present colors and report out. (example - "Cadet XXXX from XXXX High School has completed the drill card, respectfully request to leave the drill area). The Head Judge will dismiss the Color Guard upon completion of the Performance Phase.

10. 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 for the uncasing portion.

11. There will be a 5-point deduction if at any point a rifle, rifle sling, or flag bag makes contact with the deck inappropriately. There will be a 50-point deduction if at any point the Colors touch the deck or the flags are not properly positioned for height. The U.S. flag must be higher or even with the service flag. Deductions for significant flag height differences are at the discretion of the judges.

B. Uncase Colors

The Color Guard will start and enter the Floor with the Colors cased. 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. The National Color Bearer directs the Color Guard. **At this point, they will Transition to the ARMY TC to Conduct UNCASE.**

The command 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.

> 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.**

***The Unit Leader is NOT allowed to have any free movements. Marktime prior to uncasing procedures is similarly not allowed during Color Guard.**

****All commands shall be given from the position of attention, including parade rest to attention.**

- ***C. Gear Requirements and Regulations***

1. Color Guards will be armed with the issued Glendale (faux wood and chrome) Drill Rifle. Rubber buttplates are required.

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. **Other service equipment is authorized by their SOPs.**

3. The Color Guard will utilize the standard-issued National Ensign and MCJROTC Colors with the Marine Corps procured sling harness. **Other service equipment is authorized by their SOPs.**

4. The only authorized uniform for Color Guard is Dress Blue "B". Ranks, Ribbons, badges, and white gloves are optional. **Other service equipment is authorized by their SOPs.**

D. Judging and Scoring

1. The color guard sequence consists of many scoring opportunities. Review the score sheet to maximize your points.

2. Color guard should be conducted at a normal cadence of 112-120 and maintain a consistent cadence (Do not speed up in turns, mark times, or counter marches. Ceremonial pace or inconsistent speed will result in deductions per movement in addition to overall penalty points of -20 or -50 depending on severity. 30" step where required is appropriate, modifying steps to avoid boundary violations will result in an out of bound penalty of -10.

SECTION 9 – PLATOON EXHIBITION (Armed and Unarmed) ***A. General Information***

1. Exhibition routines consist of stationary and marching drill movements as well as 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.

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 acceptable 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. Cadets must have direct eye contact prior to any person-to-person aerial toss. Violations or excessive risk will result in disqualification from the Exhibition event.

5. No cadet may not be lifted off the drill deck by any means. The team will be disqualified from that event and receive no points.

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 will be disqualified.

B. Gear Requirements and Regulations

1. Any authorized service or dress MCJROTC uniform may be worn for Exhibition Drill. Short-sleeved khaki shirts are authorized for wear year-round for competitions. Chinstraps are authorized.

2. Routine Length - 5-8 minutes once the first cadet enters the drill deck or a portion of the routine begins off the drill deck.

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. Drill Rifle - Any faux rifle explicitly manufactured for close order drill; however, must be in a similar weight tolerance as Marine Corps issued rifles (8 pound minimum). All rifles must have rubber butt plates and a working bolt. For Armed exhibition, all members must have a rifle or in the case of the commander, a sword or rifle upon entering the drill deck and will not ground the rifle at any time during the performance.

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). Observe the drill deck diagrams for prescribed entry and exit points. These are mandatory, the team must enter from the right, front of the drill deck, and exit the left, front between the 25’ access points. Violation of this will result in disqualification.

6. The entire team must start off the deck, but the cadet commander can position the judge where he/she chooses to report in.

7. **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 injury.

2. Judges look at many categories when it comes to the degree of difficulty of a team performance in exhibition drill. These items can include the total number of competitors performing on the floor, extreme precision, rifle maneuvers, formations, intricacy, slap sequences, use of deck space etc. Remember that exhibition drill is subjective, but judges should observe the categories on the scoring sheet and award scores appropriately.

3. Judges at the MCJROTC Drill Competitions are asked to look at the routine mechanics as well as the togetherness, flow, and style of the performance.

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 10-point penalty occurring for 2nd and subsequent drops. Rifle safety & control are major emphasis points at MCJROTC Drill Competitions.

6. Judging will be based on, but not limited to the following areas (look at the scorecards for more detailed information):

Report In All movements to HJ and verbal report-in

Report Out Verbal report-out up until the Command order arms

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.

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. Any team that performs synchronized movements, demonstrations, or other exhibition displays immediately prior to entering the drill floor while judges are present and awaiting the performance will have the official performance clock started at the beginning of that display. Judging will also commence at that time, and the pre-entry exhibition will be evaluated as part of the overall performance.

This policy is not intended to discourage such displays. Rather, it ensures that all elements of a team's performance are judged and scored consistently. Teams electing to include a pre-entry exhibition as part of their routine are responsible for ensuring that the total performance time, including the exhibition display, does not exceed the maximum authorized time limit.

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.**

E. Deductions and Penalties

Penalties and deductions are not at the discretion of the judge, if a violation occurs the judge must access a penalty.

1. **Boundary Violations - 10 points per occurrence.** Any time an individual breaks the midpoint of the coned area or makes contact with a taped area. Also applicable if the team changes from a 30in step or adjusts marching to specifically avoid going out of bounds.
2. **Missed or incorrect commands - 5 points per occurrence.** A commander misses a command, says a command out of sequence or calls a command incorrectly. Does not apply if the commander corrects his/herself before the execution command. Missed commands will be lined through and given no points.
3. **Pause Violation - 5 points per occurrence.** Any time a commander does not wait 5 seconds before calling the next command in halted or after halting on the march.
4. **Uneven/Improper Cadence - 20 points minor/50 Major.** At the judges discretion, any time a unit is marched at a speed different than the standard quick time cadence, such as a ceremonial pace for CG or regulation or when the speed varies dramatically when transitioning between movements.
5. **Improper Flag Height/Formation - 50 points. Any time the any flag is above the U.S. flag height or the height of the any flags is excessively different in height from the U.S. Flag.** By rule the U.S. flag must be even or slightly higher than the Service flag. Or the CG is lined up with the U.S. flag on the wrong side.
6. **Uniform/Equipment Violations - 20 minor/50 Major.** Includes wearing the wrong uniform, not wearing ribbons or devices as prescribed, using the wrong type of flags, or flags making contact with the ground.
7. **Dropped equipment - 5 points per occurrence.** Any time an item other than a rifle makes contact with the ground. This includes covers, flag bags, and slings, but does not include smaller items such as ribbons that become dislodged.
8. **Missing Cadets - 25 points per cadet.** Accessed on regulation when the number of cadets is less than 13 including the commander or less than 9 in exhibition.

9. Time Violations - 1 point per second. Accessed only on exhibition for anytime under 5 minutes and over 8 minutes. **10. Dropped Rifles - 5 points first and 10 points each subsequent.** In exhibition drill, anytime a rifle departs a cadet's hands and makes contact with the ground outside of

the cadets control, if the cadet maintains one point of contact it is not considered a drop. All other rifle strikes and accidental hits on the deck will be critically assessed under the rifle handling portion of the scoresheet.

11. Disqualification - The following violation will result in disqualification from the event.

a. Not following virtual video recording, one-take ,or time rules

b. Entering the drill deck incorrectly or starting on the drill deck.

c. Arguing with judges

d. Using regulation rifles well outside specifications set forth in the SOP

e. Improper uniform in CG/Inspection, or wearing cammies in any event.

f. Purposely being late to an event to change position in the schedule.

g. Using a cadet in both unarmed/armed CG or inspection

5. G. AWARDS

1. Awards will be following the overall schedule during the closing ceremony. The following awards will be presented:

(a) School: Overall 1st, 2nd, 3rd trophies (Drill, Marksmanship, PFT, Academics)

(b) 1st through 3rd third place trophies Armed Regulation (Armed DIV)

(c) 1st through 3rd third place trophies Armed Exhibition (Armed DIV)

(d) 1st through 3rd third place trophies Color Guard (Armed DIV)

(e) 1st through 3rd third place trophies Inspection (Armed DIV)

(f) 1st through 3rd third place trophies Unarmed Regulation (Unarmed DIV)

(g) 1st through 3rd third place trophies Unarmed Exhibition (Unarmed DIV)

(h) 1st through 3rd third place trophies Color Guard (Unarmed DIV)

(i) 1st through 3rd third place trophies Inspection (Unarmed DIV)

SECTION 4 – ACADEMICS

A. Academic Instructions

10 Cadets will be taking a 25-question test in a time limit of 20 minutes. Cadets are allowed to be in any JROTC Uniform or can wear whatever their Instructor authorizes. Once everyone is seated and briefed the Judges will start the time and tell the Cadets to begin. They will have 20 minutes to complete the exam and will not be allowed to leave the area until the time has expired. The 25 questions will be multiple choice.

The questions will be taken from the following areas:
General Military Knowledge
JLAB
Current events, people who are Military, DOD and US

B. AWARDS

1. Awards will be following the overall schedule during the closing ceremony. The following awards will be presented:

(a) School: Overall 1st, 2nd, 3rd trophies

SECTION 5 – PFT

A. PFT Instructions

PULL-UPS

Grasp the bar with palms facing away or toward the body; hang with arms and legs fully extended. Feet must be free of the ground/floor. A student may stand to one side of the competitor being tested, to stop the competitor from

swinging. Mount the bar and come to a complete dead hang position. The Scorer/Instructor will then command the cadet to begin. Pull body up until the chin is placed over the bar and lower body until the elbows are fully extended. The Scorer/Instructor will count each correct repetition as the cadet drops to a dead hang. Incorrect repetitions will not be counted.

RULES:

1. The pull up cannot be a snap or jerking movement.

2. Knees cannot be raised above the waist and kicking/bicycling the legs is not permitted.

3. The body must not have an exaggerated swing. If the competitor starts to swing, an assistant will stop the motion by holding an extended arm across the front of the competitors' thigh.

4. One complete pull-up is counted each time the competitor places his chin over the bar and returns to a dead hang position.

Each pull ups = 5pts

OR

PUSH-UPS

The competitor will begin in the front-leaning rest position. Hands will be placed approximately shoulder-width apart or slightly wider, with fingers generally pointing forward. Feet may be together or reasonably spread for balance. The body will form a generally straight line from the shoulders through the hips to the ankles. Arms will be fully extended without excessive hyperextension.

On the command "BEGIN," the competitor will lower the entire body as one unit by bending the elbows. The competitor must descend until the elbows reach at least a 90-degree angle. The competitor will then return to the starting position by extending the arms until the elbows are fully extended. The body should remain

generally straight throughout the repetition.

Rules:

1. The competitor begins from the full up position.
2. The body is lowered under control.
3. The elbows reach at least 90 degrees.
4. The competitor returns to the full up position.
5. The body moves as a unit without excessive sagging, arching, or bending at the waist.

Each push up = 1pt

PLANKS

The competitor begins face down on the deck with the **forearms, elbows, and toes in contact with the deck**. The elbows will be positioned directly beneath or slightly inside the shoulders, with the forearms resting on the deck. Feet may be placed together or up to shoulder-width apart.

On the command to begin, the competitor will raise the body from the deck and assume the **plank position**. The body will remain generally straight from the head through the shoulders, hips, and legs. The competitor will maintain this position for as long as possible while the designated Cadet/timekeeper monitors proper form and announces the elapsed time.

The event ends when the competitor can no longer maintain the required plank position or voluntarily stops.

RULES:

1. The **forearms, elbows, and toes** will remain in contact with the deck throughout the event. The competitor may not transition to the hands or knees.
2. The body will remain in a **generally straight line from the head through the shoulders, hips, and legs**. Excessive raising or lowering of the hips is not permitted.
3. The competitor may make **minor adjustments of the feet or elbows** as necessary, provided the required plank position is maintained and the competitor does not rest another part of the body on the deck.
4. The competitor may not rest the **knees, hips, stomach, chest, or head** on the deck. Doing so terminates the event.
5. The timekeeper/judge may provide a **verbal warning to correct**

improper body position. If the competitor fails to immediately return to the proper plank position, the event will be terminated.

6. The competitor will maintain the authorized plank position for **as long as possible.** The competitor's score is the total amount of time the proper plank position is maintained.

ONE MILE RUN

The competitor stands behind the starting line. On the signal, "Ready! Go!" the competitors start running the one-mile distance.

RULES:

1. The object is to cover the distance in the shortest possible time.

2. Record times in minutes and seconds.3. Uniforms will be either MCJROTC issued or unit directed athletic attire authorized by the SMI.

B. SCORING

Will be conducted using enclosure 5 based off the

age and capability of the cadets.

C. AWARDS

1. Awards will be following the overall schedule during the closing ceremony. The following awards will be presented:

(a) School: Overall 1st, 2nd, 3rd trophies (does

not count towards overall points)

(b) 1st through 3rd third place 1-mile run

medallion

(c) 1st through 3rd third place pullups medallion

(d) 1st through 3rd third place crunches medallion

SECTION 6 – INDIVIDUAL RIFLE/SWORD

A. Individual Rifle/Sword Instructions

1. Individual rifle will be a freestyle event and graded utilizing the armed division exhibition drill card.

2. The same rules that are applicable to the armed

division exhibition will be adhered to. 3. Any MCJROTC

authorized uniform may be worn.

4. Individual Sword manuals will be executed

according to the sword manual drill card.

B. AWARDS

1. Awards will be following the overall schedule during the closing ceremony. The following awards will be presented:

(a) Individual: Overall 1st, 2nd, 3rd medals

SECTION 8 – CIVILIAN MARKSMANSHIP PROGRAM

A. EQUIPMENT

1. This is a Sporter Class only competition with rifles limited to National Three Position Air Rifle Council approved Sporter air rifles: Air Force Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009/CH2021 (CO2 or compressed air), Daisy M599 Competition Air Rifle, Daisy M853/753/953/ 853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks. Each school will provide their own pellets; only .177 (flat-nosed) pellets are permitted.

B. SQUADDING

1. All members of a team will be on the same relay/target. Teams will be assigned relays based on their entry request and availability when their entry request is received. The match director will assign firing lanes (points) when all other schedule of times has been published.

C. COURSE OF FIRE

1. Competitors will shoot 60 shots standing in the time limit of 45 minutes. There will not be finals.

D. COACHING

1. Coaching assistance on the firing line will be allowed during the preparation period and sighting shots only. After the first record shot is complete, shooters may not return to the sighting target. Non-verbal coaching is permitted, provided it does not disturb other athletes. Coaches should review the 2020-2022 National Standard Three-Position Air Rifle Rules with regard to equipment and shooter clothing, e.g. all types of high-top boots/shoes, including combat boots are prohibited

E. SCORING TARGETS

1. SIUS targeting system will accurately score the targets.

F. CONDUCT OF MATCH

1. 8 firing points will be set up at ILTexas KSHS Rifle Range

2. The positions will be fired in timed stages IAW the Civilian Marksmanship Handbook.

SIGHT	**POSITION**	**TIME LIMIT**
SIGHTING	STANDING UNLIMETED SIGHTING SHOTS	8 MINUTES

RECORD FIRE	**STANDING, 60 RECORD SHOTS**	**45 MINUTES**
	TOTAL TIME:	**53 MINUTES**

G. CHALLENGE PERIOD

1. Targets should be ready for challenge approximately 10 minutes after the end of a relay. Section 8.5.5 of the official rule book addresses VIS score protests.

H. AWARDS

1. Awards will be following the overall schedule during the closing ceremony. The following awards will be presented:

(a) School: Overall 1st, 2nd, 3rd trophies

(b) 1st through 3rd third place Individual

standing, kneeling, and prone medallions