



Pacific (PAC) Region 2022-23 JROTC Drill Meet

Standard Operating Procedure (SOP)

27 APR 2022

SECTION 1 – GENERAL GUIDELINES	1-2
A. Competition Guidelines	1-2
B. Pacific Region Drill Meets.....	1-2
C. Team Composition Drill	1-3
D. Drill Rifle Requirements.....	1-3
E. Performance Order Draw	1-4
F. Event Judging and Scoring.....	1-5
G. Tie Breaking Procedures.....	1-5
H. Prohibited and Authorized Uniform Items	1-6
SECTION 2 – PROTESTS	1-7
SECTION 3 - THE ARMED/UNARMED REGULATION COMPETITION.....	1-8
A. General Guidelines.....	1-9
B. Regulation Drill Sequence Movements	1-9
C. Judging and Scoring.....	1-9
SECTION 4 – COLOR GUARD COMPETITION	1-10
A. General Information.....	1-10
B. Color Guard.	1-11
C. Judging & Scoring	1-12
D. Color Guard Regulations & Performance Issues	1-12
SECTION 5 - SOLO, DUAL, KNOCK OUT, SQUAD, PLATOON & TEAM ARMED EXHIBITION COMPETITION	1-13
A. General Information.....	1-13
B. Judging and Scoring	1-15
SECTION 6 – PLATOON/FLIGHT INSPECTION	1-16
A. General Inspection.....	1-16
B. Inspection Procedures	1-16
C. Related Inspection Matters.....	1-16
SECTION 7 – DRILL PERFORMANCE AREA	
SECTION 7-1 – Regulation/Exhibition Team Performance Area Specifications.....	1-18
SECTION 7-2 – Color Guard Performance Area Specifications.....	1-19
SECTION 7-3 Solo and Duo Performance Area Specifications	1-20



Pacific (PAC) Region 2022-23 JROTC Drill Meet

Standard Operating Procedure (SOP)

SECTION 1 – GENERAL GUIDELINES

A. Competition Guidelines

1. The Armed/Unarmed and Color Guard competition score cards have been written under the guidelines of the AFAM 36-2203, NAVETRA 37116-K, Army TC 3-21.5 and (MCO) 5060.20. The only exception to this is Color Guard where the MCO 5060.20 OR the Army TC 3-21.5 (most recent version available) can be used. Only the modifications contained within this SOP are allowed.
2. All Pacific Region (PAC) JROTC Far East and District Drill Meets allow all JROTC units to perform in accordance with the requirements outlined in their military service drill manuals with a few exceptions. However, portions of some events **WILL REQUIRE** the use of the Army Drill Manual TC 3-21.5 (such as drill rifle movements for Air Force teams for Armed Drill). Specifics on **EXACTLY HOW THIS MUST BE DONE** are listed in detail under both the Regulation and Color Guard segments of this SOP. This drill meet SOP has been reviewed by PAC Region JROTC Drill Coaches representing all the military services. Although the PAC Region has unique operational requirements which impact JROTC drill meets, the goal is to create competitive all-military service drill meets which are fair and are conducted within drill meet standards.
3. Teams should review the Host School Director's Letter of Instructions (LOI) and any other drill meet correspondence in their entirety before readying their unit for the PAC Region Drill Meet.
4. **HPCON STATUS.** Impending Health Protection Conditions (HPCON) and Local Command Restrictions may impact the conduct of drill meet practices and meets. Therefore, all Drill activities must be conducted within published guidelines when appropriate HPCON measures are required. Upon heightened HPCON status, Mitigation Plans must be submitted and approved by the PAC Region Director of Student Excellence in coordination with the Principal, District Superintendent, and the Region JROTC Programs Coordinator. For person-to-person drill meets, HPCON mitigation and personal protection equipment and measures must be followed to include Installation Command and DoDEA recommendations and direction. This Drill SOP will address procedures for virtual drill meets in the appropriate section.

B. Pacific Region Drill Meets Events

The events counted towards the PAC Region Drill Meets Championship are: **Armed and Unarmed Division Platoon/Flight Regulation, Armed Division Color Guard, and Armed and Unarmed Division Team Exhibition.** The Drill Meet Champion is determined by totaling the placement evaluation for each event. The Inspection Unarmed event will be a separate

event. It will NOT COUNT towards the Drill Meet Champion scoring. First, Second, and Third Place Drill Teams will be recognized. The Head Judge will evaluate the Commander's performance in Armed, Unarmed Division- Platoon/Flight Regulation and Color Guard events. It is recommended that the same events be used for PAC Region District Meets but the events and awards can be modified with approval of the PAC Region JROTC Programs Coordinator.

C. Team Composition:

1. Unarmed Regulation: One Team Per School, Minimum of nine team members, (Eight +One CDR=Nine Total) Maximum is eleven drill team members (Ten+One CDR=Eleven Total).
2. Armed Regulation: Armed, One Team Per School, Minimum of nine team members, (Eight+One CDR=9 Nine Total) Maximum is eleven drill team members (Ten+One CDR=Eleven Total).
3. Color Guard: One Team Per School, Four Team Members only (Two Rifles and Two Flags) Note: US National Color bearer will be the Color Guard Commander.
4. Armed Exhibition: One Team Per School, Minimum of seven team members, (Six+One CDR=Seven Total) Maximum is eleven drill team members (Ten+One CDR=Eleven Total).
5. Unarmed Exhibition: One Team Per School, Minimum of seven team members, (Six +One CDR=Seven Total) Maximum is eleven drill team members (Ten+One CDR=Eleven Total).
6. Armed Solo (Exhibition Only). Number determined by the number of Team Members who volunteer and is allotted for solo performances which can be fit into the time allotted for the drill meet by the Drill Meet Director.

NOTE: It is recommended that the same events be used for PAC Region District Meets but the events and awards can be modified with approval of the PAC Region JROTC Programs Coordinator.

D. Drill Rifle Requirements

1. To compete at any PAC Region Drill Meets all teams will use the Springfield Model 1903 Drill Rifle. The following criteria must be met:
 - a. A drill rifle must weigh a minimum of 8 pounds.
 - b. A drill rifle must contain both a trigger and guard (if trigger is present) and an adjustable sling. Front/rear sights will be removed for BOTH regulation and team exhibition performance. They can cause severe injuries and serve little purpose on these drill rifles.

2. Should a drill rifle not meet any one or more of the above criteria, the team will be penalized a major 50 point penalty. Scales are used at the event should a question arise about the weight of any drill rifles.
3. No personal rifles or other drill or facsimile drill rifle is authorized.
4. Weapon slings are required equipment and may not be "taped down" or otherwise attached to the weapon stock during any phase of the competition EXCEPT during Armed Exhibition events. Tape, rubber bands or other materials may be applied to the weapon's stock during exhibition routines. A piece of tape may be wrapped around the tip of the sling, "sling to sling" during regulation drill to keep the sling from coming undone due to the sling keeper coming undone.
5. The Drill Meet Director will provide enough authorized drill rifles to use during practices and for the drill meet performances, with additional drill rifles readily available in case drill rifles are damaged. The Coach will monitor the use of issued drill rifles during all practices and drill meet performances to preclude damage and possible injury to cadets. Drill rifles sometimes break in a way where its continued use could become a danger to the cadet, nearby cadets, and/or spectators. In the event a drill rifle is damaged or broken during a drill meet where the continued use of the drill rifle may be a danger to the cadet or to anyone else, the cadet will carry the drill rifle but under no circumstances should the drill rifle be spun or otherwise moved to create a dangerous situation. Specifically, during a drill meet performance, a replacement authorized drill rifle may be handed to the cadet. This drill rifle hand-off will be made only by the performing cadet leaving the formation, moving to the boundary, handing the broken drill rifle to someone just outside the competition area, and receiving a new drill rifle. The cadet will then rejoin the formation and continue the performance. No added time will be allowed for such an occurrence. This can be done as many times as necessary during a performance. This will maintain safety and allow for the successful completion of the drill routine within stated guidelines.
6. Coaches will check prior to all performances all drill rifles to identify any potential hazards such as sharp edges, sights, cracked butt plates or wooden stocks, and damaged metal parts, since cracked metal parts can cause injury. The Coach is responsible for the accountability of the drill team rifles, swords, and sabers throughout the competition. The Host Drill Meet Director will provide a secure area for rifle, sword, and saber storage when they are not used on the designated drill meet performance field or on a practice field. Under no circumstance will they be transported to or stored in assigned billeting rooms. Host Drill Meet Director will make swords, sabers, and drill rifles available during the drill meet competition and during scheduled practices.
7. Judges can randomly inspect and check the weight of a drill team member's rifles before the drill team enters the drill floor. The Head Judge will address questions relative to rifle suitability to the Coach in the presence of the Drill Meet Director.
8. In the interest of safety, rifles will not be thrown over any competitor.

E. Performance Order Draw

1. The host school Drill Meet Director will conduct a “blind draw” prior to the drill meet and will publish the agenda and the performance order of schools for each drill performance event. Teams will be assigned staggered drill performance times to maintain a spread of start times to include some early, some middle, and some late start times. This should alleviate the issue of the same team going first after just having gone last in a previous event with only five minutes between events.
2. **AWARDS.** For the PAC Region Far East Drill Meet, there will be a standardized package of awards funded by the PAC Region Far East Program Office. For PAC Region District Drill Meets, the Drill Meet Director will determine the type of awards and publish types and award criteria before the competition. Additional District Meet awards may be funded out of the entry fees collected from the participating schools by the Host Drill Meet Director and approved by the DoDEA PAC Region JROTC Programs Coordinator.

F. Event Judging and Scoring

1. Judges will evaluate drill performances from different locations within the drill performance area. Drill Teams may use every inch of the drill performance area. Judges will move to allow teams’ access to the whole drill area. The Head Judge will assign judges to a drill evaluation area using the Drill Meet Director’s instructions.
2. The same judges will judge each team during each event. Time should be allotted to allow for judge rest time. Should there be any situation not addressed in this SOP or the drill meet instructions, the Head Judge will contact the Drill Meet Director to resolve discrepancies. All discrepancies will be resolved on the day of the competition.
3. The Drill Meet Director and the Head Judge will consult on judging and scoring clarifications and on any instructions governing the Drill Meet competition.
4. If any scores result in a tie between competitors, the tie will be resolved as outlined below.
5. If HPCON requires the Far East competition to be virtual, judging and scoring will be promulgated by the Event Director via LOI.

G. Tie Breaking Procedures

TIE-BREAKING. There should not be any ties in any portion of the drill meet. All efforts are made to prevent scoring ties. However, all drill team events to include the Overall Champion ties will be broken by re-totaling score sheets using the applicable tie-breaker in the following order until the tie is broken:

For Team Events/Individual Drill Events:

- a. Level #1 - totaling only Head Judge's scores
- b. Level #2 - totaling only overall evaluation scores
- c. Level #3 - totaling only Judge #2, then Judge #3
- d. Level #4 - fewest amount of penalty points
- e. Level #5 - earliest competitor of the day

H. Drill Variances and Authorized Uniform Items

1. These guidelines apply primarily to regulation and color guard team performances for exhibition performances have, within the standards outlined in this SOP that include good taste and non-degradation of the military image, some latitude to determine the performance uniform.
2. Wristbands, headbands, ASCOTS or other related neck wear are strictly exhibition wear and will not be worn in regulation and color guard performances. Majority of the military services have ties as an OPTION; therefore, open collar is authorized unless ties are required.
3. Spatz, boot blouses, or related fancy legging items are not authorized. Leather or corfam shoes are the desired footwear. Boots are not prohibited but should be worn without fancy leggings or shoelaces.
4. A single cord on each shoulder may be worn. Two or more cords worn on one shoulder is not authorized
5. White gloves of any type may be worn with any uniform.
6. Web belts, pistol belts, or ceremonial belts are not authorized. The only exception to this is in the Color Guard competition where at least two or all four Color Guard members may wear belts. **NOTE:** All Team Commanders carrying a sword or saber may wear the needed item to carry the sword/saber without this being considered exhibition wear.
7. All authorized name tags, medals, ribbons, and authorized badges will be worn for Inspection and Unarmed Regulation Drill. The military service directs their correct wear and placement. Following wear for Regulation Armed and Exhibition Armed and Unarmed wear would be left to the discretion of the Drill Team Coach. Additionally, the Coach shall identify to the Drill Meet Director prior to the Inspection if funding has precluded obtaining the authorized name tag, medals, ribbons, or badges.
8. The rules for wear of specific headgear have some flexibility because of service variations; however, no helmets (even for Color Guard), plumes, are authorized for wear. Berets are a common cover and will be authorized wear for Color Guard and Regulation Drill routines if only authorized by the team's military service to be worn with the service dress uniform. Military service regulations outline what are acceptable colors and styles for berets worn by JROTC cadets.

9. If a drill team member has a question about uniform wear, they should ask their Coach for guidance who can contact the Drill Meet Director for any additional guidance as needed.
10. Air Force units competing in ARMED Regulation may drill using their own Air Force Manual 2203. While drilling with drill rifles, Air Force schools looking to compete under AF Regulations will execute all RIFLE movements as listed in the Army FM 3-21.5.
The *Only Modification* is that during Parade Rest the Air Force states that the left hand goes to the tail bone versus the small of the back as stated in Army Regulations. NOTE: Air Force cadets will still do double pivots on columns, open ranks without backwards march, call forward march coming out of columns, and all marching regulations etc. as required by the Air Force Regulations. Again, ONLY the RIFLE movements are the authorized MODIFICATIONS to the Air Force Regulations while drilling under arms.
11. LIFTS, LADDERS AND TOWER FORMATIONS. These formations are not allowed. No cadet may be lifted off the drill performance area by any means. Therefore, all cadets must drill and perform entirely on the drill performance surface. During drill competitions, any cadet who is lifted or otherwise raised off the drill performance surface in any manner will cause the Head Judge to immediately move to the drill team and tell the raised cadet to dismount and the drill team to leave the drill performance area. The drill team will also be disqualified from that drill performance event.

SECTION 2 – PROTESTS

A. General Guidelines

1. The Drill Meet Director will allow scoresheets to be reviewed by a single team official after their team has left the drill floor; review can be done at the scoring table. For district meets a Coach can initiate a protest relative to scoring computation and interpretation of a specifically cited drill regulation or this SOP. The Coach should first file a protest verbally with the Drill Meet Director for single day drill meets at the end of the competition before the formal awards ceremony. If not satisfied with the decision the Coach can file a written appeal with the Host Drill Meet Director.
2. For the Far East Drill Meet a coach can initiate a protest relative to scoring computation and interpretation of a specifically cited drill regulation or this SOP. The Coach should first file a protest verbally with the Drill Meet Director. The Drill Meet Director must appoint a 3 member jury of instructors who are familiar with their military service standards. One member of the Jury must be designated as the Jury Chairman. Jury members may not rule on a matter on a team who they have a personal involvement or interest in, since this can be perceived as favoritism relating to their recommendations. Decisions of the Jury must be governed by the intent and spirit of the Rules.
3. The Drill Meet Director will accept the jury's ruling and correctly annotate the score cards immediately before the final awards ceremony. There will be no appeal of the jury's ruling. The Drill Meet Director will designate a replacement for a Jury member who

is excused. The Jury must base their decision using applicable drill standards or competition guidelines and instructions, or in cases not specifically covered by the standards, on the intent and spirit of the drill standards, guidelines, or instructions. Under no circumstance will the Jury engage in arguing the validity of a judge's score or questioning their judgment. Only computation errors or clarifying a military service standard should be addressed.

4. A protest must address the specifics of a protest, supporting documentation, and substantiated recommendations.
5. All protests must be filed and ruled upon before the formal awards ceremony. The Drill Meet Director will inform the PAC Region JROTC Program Coordinator of all protests and the final outcomes. The outcomes will be posted for a team official to review. A hard copy or a google document can be used to post protest results.
6. **For Virtual Protests:** Time will be afforded by the Event Director to allow for the review of videos for clarification. Timely submissions will be in accordance to the event LOI.

SECTION 3 - THE ARMED/UNARMED REGULATION COMPETITION

A. General Guidelines

1. The Armed/Unarmed Division competition score sheets and Color Guard have been written under the guidelines of the AFAM 36-2203, NAVETRA 37116-K, Army TC 21.5 and (MCO) 5060.20. The only exception to this is Color Guard where the MCO 5060.20 OR the Army TC 3-21.5 (most recent version available) can be used. Only the modifications contained within this SOP are allowed.
2. All PAC Region Drill Meets allow all units to perform in accordance with the requirements outlined in their particular service manual with few exceptions. However, portions of some events WILL REQUIRE the use of the Army drill manual such as all rifle movements for Air Force teams. Specifics on EXACTLY HOW THIS MUST BE DONE are listed in detail under both the Regulation and Color Guard segments of this SOP. This drill meet SOP has been reviewed by PAC Region Instructors representing all the military services.
3. Regulations for rifle bearers within the color guard event are maintained within the Color Guard section of this SOP.
4. Since the Air Force MANUAL 36-2203 contains no regulations regarding correct handling of a drill rifle, rifle handling maneuvers will be judged in accordance with Army Regulations contained within TC 3-21.5. That said, ONLY rifle maneuvers should change. Air Force cadets should not have to re-learn all basic movements simply because they are holding a drill rifle.
5. Although all team members must compete with the Springfield Model 1903 drill rifle during any armed event, teams are allowed to use multiple sets of Springfield Model 1903 drill rifles for each team event (example: one set for Regulation Drill and a different set for Exhibition) which is left to the discretion of the team

Coaches.

6. Judges will be instructed that a DROPPED RIFLE will be penalized when the cadet UNINTENTIONALLY loses TOTAL rifle control, and the rifle strikes the marching surface before gaining control. This is critical during all armed exhibition drill events and a 25-point penalty is imposed for every occurrence of a dropped drill rifle. Drill rifle control is ESSENTIAL to a solid finish!

7. PER DIRECTION FROM EACH MILITARY SERVICE, the drill rifle will not be driven into the marching surface by the BARREL! Judges generally do not LIKE IT, and therefore teams should NOT execute it. Judges or the Drill Meet Director can award deductions left to the judge's discretion.

8. All regulation team and color guard events **are not timed** but follow the drill card routine that is executed in the proper cadence and sequence where a judge may deduct points for each occurrence not to exceed 10 points. Teams are reminded that they should not prolong the report in/out process as a judge may deduct points from the drill team's overall score.

9. For armed regulation routines, Team Commanders **MUST** be armed with either a rifle, saber or sword. For unarmed regulation and exhibition routines, Team Commanders can choose to be armed. **The cadet commander should Report-In and Report-Out six (6) paces and centered on the Head Judge position.**

10. All drill team members must use a standard 24" or 30" step.

B. Regulation Drill Sequence Movements

1. The sequence is designed to be executed with THREE Squads with a minimum of eight Cadets and a platoon/flight commander for a total of nine cadets.
2. All of the prescribed movements in the Regulation Drill sequence are located on the regulation score card.
3. All teams should carefully review the Regulation Sequence to ensure their entry and/or exit from the drill floor keeps the squad leaders in the correct position to execute the drill as written. Teams may find the need to execute SEVERAL column movements to properly enter and/or exit the drill floor.
4. To report in at a minimum, the Cadet Commander should state:
"Good Morning Sir/Ma'am) (School Name) is ready for drill". A Cadet Commander may use a longer report in such as "Good Morning Sir/Ma'am) (School Name) NJROTC, from Ewa Beach, Hawaii, is reporting in for Armed Regulation phase, we will be performing IAW NAVETRA 37116-K, respectfully request permission to utilize your drill area Sir/Ma'am".
5. Drill movements must be performed in proper cadence. Cadence will be performed according to each service's drill regulation. Head Judge will have a stop watch to count cadence when prescribed on the drill cards. Due to military service cadence variations, cadence for PAC Region Drill is measured in a range from 116-124 steps per minute. There will be no Mark Time marching during Column of Files and Column of Threes. If

a Drill Team Commander misses a command a line will be drawn through the missed movement on the score card.

6. The 15-Count Manual of Arms should be executed at Quick Time (112-120 steps per minute cadence) to receive the best score. The execution of this movement at a slower cadence will receive lower scores. All regulation commands are to be completed regardless of a drill team's military service affiliation; in the order they are listed. However, it is understood that command executions may differ between military services and an additional command may be required to accomplish the same drill movement which is briefed to the judges.

a. The movement will be in the following order:

1. From ORDER ARMS to RIGHT SHOULDER ARMS
2. From RIGHT SHOULDER ARMS to LEFT SHOULDER ARMS
3. From LEFT SHOULDER ARMS to PORT ARMS
4. From PORT ARMS to PRESENT ARMS
5. From PRESENT ARMS back to PORT ARMS
6. From PORT ARMS to ORDER ARMS

7. During the "Eyes Right" sequence of Regulation Drill, Platoon Commanders will make the necessary movements to be visible by the Reviewing Officer/Head Judge.

C. Judging and Scoring

1. The Regulation Drill sequence is composed of many individual scoring opportunities. Teams will receive point scores for their report in and report out procedures, performance, and for the judge's overall impression of the routine, to tabulate a total number of points, per judge, for the regulation score card.

2. Some of these movement combinations are relatively easy while a few are quite difficult. While the execution of many of these movements within the given drill area is challenging for any drill unit, it can be executed by any well-prepared team worthy of attending any PAC Region Drill Meet. The unit's ability to perform this sequence **without extra commands** or shortening steps is vital to the team's overall success at this meet.

3. The position of the Head Judge is fixed and denoted by a parking cone placed on the floor. Teams will report in & report out to this spot. It is responsibility of the Head Judge to stand in front of the cone during both the drill team Report-In and Report-Out. **See attached drill area layouts for the exact position of the Head Judge.**

4. The Drill Team Commander will be judged on maintaining cadence, reporting in and out, and proper drill command delivery. The Drill Team Commander will not be allowed to read commands off cue cards or use artificial devices to maintain cadence. Team Commander can call cadence with a simple basic cadence call such as left/right.

Judges are encouraged to discuss rule interpretations, boundary violations, and missed commands among themselves after each Regulation, Color Guard, and Exhibition routine. Given the All Military Service format of PAC Region Drill Meets, this remains the best way to validate score cards, to discuss judge observations, and to clarify judging procedures. Judges should not discuss matters of preference or opinion regarding performance at any time prior to the awards ceremony

SECTION 4 - COLOR GUARD (CG)

A. General Information

1. As in Regulation Drill, all of the required CG movements in this routine must be done regardless of the team's military service affiliation. The CG Commander's actual commands used to accomplish required movements are in accordance with their military service. Only extra commands required by the CG's military service manual to complete any movement prescribed within this sequence will be authorized.
2. During the Report-In process, the flags are uncased. CG Teams should dip the military service or school flag but not the US or foreign national (Japan or Korea) flag during Report- In.
3. All CG teams must participate with four (4) cadets only. Two (2) cadets will bear arms and two (2) cadets will bear flags. The National Color Bearer must be the CG Commander. The CG Commander will pause two counts between stationary commands and allow four steps between moving commands.
4. Competitors other than the mandatory four (4) mentioned will be considered extra personnel and will be penalized. The US National Color will be the senior flag with the military service, school, or foreign nation (Japan or Korea) flag used as the second flag. No flag may measure less than 3' by 5' in total dimension. The CG routine will begin in the drill area. Starting point will be center, fronting at correct distance from the Head Judge. After reporting in, the CG will execute the color guard routine.
5. Regulation Uniforms are the correct uniform for the CG. No helmet liners, chrome helmets, berets, scarves, colored gloves, or any exhibition accessories is authorized.
6. CG team will not be penalized if head gear is dislodged due to the wind or a flag.
7. The flagstuffs may be made out of any material and may contain any personalized markings (school name, color, service, etc.). This is not a regulated item and is left to the team's discretion. All flagstuffs MUST be equipped with finials (spear, spade, eagle, etc.) required by the CG's military service manual. Failure to utilize a correct finial will allow the judges to deduct what is felt is appropriate for the deficiency on the Overall Impression section of the scorecard.
8. CG Teams may compete at a PAC Region Drill Meet using either a "flag" or a "color" (usually, a flag adorned with gold fringe). In either case, the item will be treated as a flag for the purposes of cadet actions/grading as outlined in this SOP.
9. CG Teams should be CENTERED on the Head Judge position, meaning the close interval maintained between the two color bearers should be centered on the head

judge.

10. CG Teams must ENTER THE DRILL FLOOR to begin grading their routine. For uniformity, judges will be instructed that teams should dip the military service or school flag but not the foreign nation (Japan or Korea) flag, if used. CG Teams should not execute CG routines before entry into the performance area.

B. Judging & Scoring

1. The position of the Head Judge is fixed and denoted by a parking cone on the floor. Teams will report in and report out to this spot. It is the responsibility of the Head Judge to stand in front of the cone during both Report-In and Report-Out. **See Section 7 Performance Area Schematics for the exact position of the Head Judge.**
2. The Color Guard sequence is comprised of many graded regulation movements and a Judge's Overall Impression for a total score yielding stated points on the score sheet.

C. Color Guard (CG) Regulations and Performance Issues

1. As the routine states, CG Teams will march into the Color Guard area and center on the Head Judge. The CG Team should THEN report in with uncased colors and complete the routine. To report in correctly, the CG Commander should state "Good Morning Sir/Ma'am) (School Name) is ready for Color Guard drill". A Cadet Commander may use a longer report in such as "Good Morning Sir/Ma'am) (School Name) NJROTC, from Ewa Beach, Hawaii, is reporting in for Color Guard, we will be performing IAW NAVETRA 37116-K, respectfully request permission to utilize your drill area Sir/Ma'am". NOTE: CG Teams Report- Out and then immediately exit the drill floor without casing their colors for the judges. A special area will be set-up adjacent to the CG performance area for CG Teams to case the colors (ungraded) before proceeding back to their seats so as not to walk through the venue with uncased colors.
2. All units must contain four (4) cadets only. Two cadets will bear arms and two cadets will bear flags. Only the Springfield Model 1903 Drill Rifle is the authorized drill rifle for the CG competition which must have a fully functional sling to execute the drill properly. The United States (US) National Colors will be the senior flag with a military service, school, or foreign national (Japan or Korea) used as the second flag. The CG Commander must be the US National Flag Colors bearer. However, the CG Commander is not required to be the highest-ranking member of the CG Team.
3. Standard minimum flag dimension for color guard routines are 3'x5' not including fringe. Judges will note teams using a larger flag will take this into consideration during event scoring.
4. Units should ensure their entire CG uniform is in full compliance with their military service CG regulations.

SECTION 5 - SOLO, DUAL, SQUAD, PLATOON & TEAM ARMED EXHIBITION, AND KNOCK OUT DRILL

A. *General Information*

1. **VERY IMPORTANT.** Exhibition drill team performances must be a minimum of five (5) minutes and a maximum of eight (8) minutes. All drill team members are required to comply with these time limits. Exhibition performances have in the past had team or individual motivation displays prior to the actual drill team moving onto the drill performance area, before event timing began. Teams may perform exhibition movements or any Team display of any movement that one would not see in regulation drill such as Tick Tock Butt slams just to name a few, prior to entering the drill floor or prior to reporting in with the Head Judge. These movements should not be performed until after all the judges are ready for the team to begin their exhibition routine. However, the clock will start and judging will begin when the first team member enters the drill performance area, and the time will end when the last team member exists the drill performance area. Time ending happens after the team reports out and leaves the drill area, since the judges have finished grading the performance and are now computing final scores. If a routine goes over the maximum time, scoring will cease, judges will continue to document infractions and the clock will keep running until the end of the routine. One point will be assessed for each second or fraction of a second, over the time limit. If a routine is under the minimum time one penalty point will be assessed for each second or fraction of a second under the minimum time limit.
2. All Solo and Dual Drill entries may be male, female or mixed (dual) teams and must be a **minimum** of three (3) minutes and a **maximum** of five (5) minutes. Gender is not a determining factor. Coaches must submit the names of their solo and dual exhibition participants by the deadline established in the Host Drill Meet Director's instructions and cite what event(s) the participants will participate in for these exhibition categories. There will not be any additional solo or dual routines added after the drill meet begins. The number of participants will determine the number of awards for each category. The policies outlined **above relating to authorized drill rifles and sabers apply to these competition categories. These events do not count towards designating the Drill Meet Champion.**
3. For the safety of all participants and spectators, standing or being raised on a weapon, tossing a weapon while blindfolded, and saber or sword tossing is strictly prohibited and will result in disqualification of the individual or team. While the rifle toss will be permitted within the SOP guidelines, any of the judges or the Host Drill Meet Director may terminate any routine they deem to be "UNSAFE". Gym floors will be covered in a tarp material to protect wood floor.
4. All exhibition routines consist of stationary or marching drill movements as well as trick rifle maneuvers that are limited by the imagination and creativity of the drill team, and the rules of the PAC Region JROTC Drill Meet competitions. Please keep in mind; however, that this is a military competition with military judges. Cadets may not use a thrown or flip dismount, basket catch or basket toss, or other "Cheer Leading-Style" maneuvers during any facet of exhibition drill.

1. 5. Teams should design their routine to ensure any dangerous or very long rifle tosses are not performed. DO NOT have the rifle travel in a manner that places anyone except the receiver at risk of being hit with the rifle. This prohibition is due exclusively to safety concerns where rifles are sent soaring through the air and place non-involved team members or spectators in physical danger. If undertaken, this may result in the team being disqualified from the Exhibition Event. No intentional pointing of a drill rifles at spectators or judges is permitted.
6. The Exhibition Drill Team Commander may be armed with a rifle, sword or saber. During all facets of exhibition drill, Cadets may also use a replacement drill rifle in accordance with Drill Rifle Requirements Section 1D(5) of this SOP.
7. No cadet may be lifted off the performance surface by any means. Therefore, all cadets must drill and perform ENTIRELY on the drill performance floor. Any cadet who is lifted or otherwise raised off the floor in any manner will cause the judge to immediately move to the team and tell the raised cadet to dismount and the team to leave the floor. The team will also be disqualified from that event at that point.
8. The Head Judge will station themselves in the designated position to allow the Exhibition Drill Team Commander to Report-In and Report-Out for all exhibition competitions.
9. Units are authorized to Report-In and Report-Out using an Exhibition Team Name. Procedures used during PAC Region JROTC Drill Meets that include Solo and Dual Exhibition competitors ARE REQUIRED to state their LAST NAME(s) during BOTH Report-In and Report-Out.
10. PER DIRECTION FROM EACH MILITARY SERVICE, at no time may any drill rifle be driven into the marching surface by the BARREL! Judges generally do not LIKE IT, and therefore teams should NOT execute it. Judges or the Drill Meet Director can award a deduction at their discretion.
11. **KNOCK OUT DRILL.** This popular exhibition only event is open to all participants with the number and type of awards determined by the host Drill Meet Director using registration fees. The host Drill Meet Director will determine who will give the commands and judge the event using judges if available, active duty volunteers, or JROTC instructors. The commands can only be performed if the magic words “(State Term)-Says” precede each Command. Participants will be informed what term will be used before the start of the competition. Judges will monitor all participants and remove competitors by either tapping them on the shoulder or directing them to leave the drill area. Judges will remove participants for incorrect execution of drill movements, hesitation, and bearing such as moving before “(State Term)-Says” is stated before the Command.
12. Units may choose to wear Army Combat Uniform (ACU), Woodland and Desert Variants (MCCUU), and the Airman Battle Uniform (ACU). Covers are a required for all Exhibition routines. No penalty will be deducted for covers falling off during the routine.

B. Judging & Scoring

1. Judging during any exhibition event is obviously quite subjective. However, all judges are asked to look primarily at the mechanics of the routine as well as the togetherness and "snap" the unit presents -- while also reviewing with equal intensity the overall style and flow of the performance. The score cards maintain points for many distinct areas of the routine and judges are trained to look in ALL OF THESE AREAS ONLY but only to provide scores.
2. However, the clock will start and judging will begin when the first team member enters the drill performance area, and the time will end when the last team member exists the drill performance area.
3. While the degree of difficulty a unit displays is also a strong consideration in judging, flawless perfection cannot be overlooked. These are the two basic components in play in judging all exhibition drill routines.
4. No exhibition drill team receives bonus points for large groups of competing cadets; however, judges are told when computing scores they **MUST** take into consideration the size and complexity of the routines when scoring several areas on the score card.
5. The score cards for Platoon/Flight, Dual & Solo Exhibition are all virtually identical. These score cards should be studied to learn how performances may be tailored to have the best chance of receiving the maximum points available in these events.
6. Space limitations just outside the entrance to the armed exhibition areas may force a team using correct formation spacing to either start their performance with cadets just inside the entrance boundary, or complete their performance with halted cadets still just inside the drill area exit. If this should occur, the team will not be penalized for boundary or time related issues related to insufficient space to enter or exit the drill area with a correctly spaced formation.
7. A 25-point penalty will be assessed on the Head Judge's score card for each occurrence of a dropped drill rifle.
8. Call-outs are prohibited. Example of a call out is: (All we do is win, win, win, no matter what! Cause we never been defeated and we won't stop now! Where you at Westfield? Where you at?).

SECTION 6 – PLATOON INSPECTION

A. General Information

Inspection of all cadets is not timed but should normally not exceed eight minutes. Judges will inspect only the cadets and will not ask questions. The inspection location will be annotated in the Host school Letter of Instruction (LOI).

B. Inspection Procedures

1. Each team will be standing by in accordance with (IAW) the schedule inspection time. Once the inspection area is clear and the Head Judge gives permission to prepare for inspection, the Commander will command “Fall In” and the team will form up in the designated area for inspection. There will be no marching into the inspection area.
2. Once in the inspection area, the Cadet Commander faces the platoon and commands the inspection IAW their prescribed service manual.
3. After Report-In where the Commander states “Good Morning Sir/Ma’am) (School Name) is ready for Inspection”, the Head Judge will inspect the Commander briefly. The Head Judge will tell the Commander, "PRECEED ME through the Inspection" or uses a similar statement. Cadet Commander will follow these instructions and LEAD the Head Judge, staying one cadet slot ahead of the judge. The remaining judges will then step off and begin their Inspection of the other squads.
4. Cadets in ranks will remain silent when judges halt in front of them for inspection. Judges will be briefed thoroughly prior to the start of the competition on the various drill meet procedures that includes inspection.
5. When the Head Judge inspects the last cadet of the 1st squad, the cadet commander is “in space” to the judges right. When completed with the final cadet inspection in their rank, the head judge then cuts in front of the cadet commander and moves to the rear of the 1st squad and at that point the cadet FOLLOWS the head judge. When the judge reaches the end of the rank, both the judge and the cadet move to their original positions at the front of the formation. The cadet then FACES THE UNIT to ensure ALL judges have completed their inspection.
6. When all judges have completed their inspection, the Cadet Commander FIRST will verbally report out to the Head Judge. Upon reply by the judge, the cadet commander will THEN execute the command to fall out and exit the inspection area.

C. Related Inspection Matters

1. Hair length and other grooming issues should correspond to the team's particular military service regulations. General appearance should be well-groomed and uniforms should be impeccably clean.
2. Teams will be inspected using their own uniforms as “the standard”. The way one looks, is the way they all should look. The difficulty any given uniform takes to ready itself for

Unit Inspection (amount of brass and other peripheral items) will certainly be taken into consideration when judging the appearance of a cadet. Cadets WILL wear THEIR uniform to include ALL authorized accoutrements to include name tags, medals, ribbons, and badges that are authorized to be worn on the uniform –no exceptions!

3. Leather shoes or corfram shoes are appropriate wear for all portions of the Pacific Region Drill Meet. While corframs are comparatively easy to maintain, leather shoes require more effort to achieve the same appearance and must be so maintained. Should corfram shoes be worn, absolute perfection will be needed to achieve the same score as a well-maintained leather shoe due to the additional difficulty involved.

SECTION 7 – DRILL PERFORMANCE AREA

1. The Drill Meet Director will designate and inform Coaches of the inspection area that includes exit and entry points. The inspection area must be large enough to allow the Drill Team Commander to perform all inspection movements.
2. The performance area specifications for Regulation, Exhibition and Color Guard drill size reflects the maximum size that schools should plan for when practicing at their school facilities impacted by local availability and weather. The host school Drill Meet Director can adjust the performance area size due to location limitations, but there will be no drill card adjustments relative to drill movements and commands that are required to be performed.
3. Five penalty points per-occurrence will be assessed for boundary violations. A violation occurs when team member(s) come in contact with or passes out of boundary markers. Boundaries should be clearly marked using cones connected with visible markers or some other means so that judges can clearly determine boundary violations. Drill performance area should be flat and not be covered or have any obstacles that preclude drill execution.
4. Drill area will use a single entrance and exit point that will not exceed 25 feet for Regulation and Exhibition. 10 feet for Color Guard, Solo, and Dual.
5. Drill performance area schematics are contained in Section 7-1, Section 7-2, and Section 7-3.

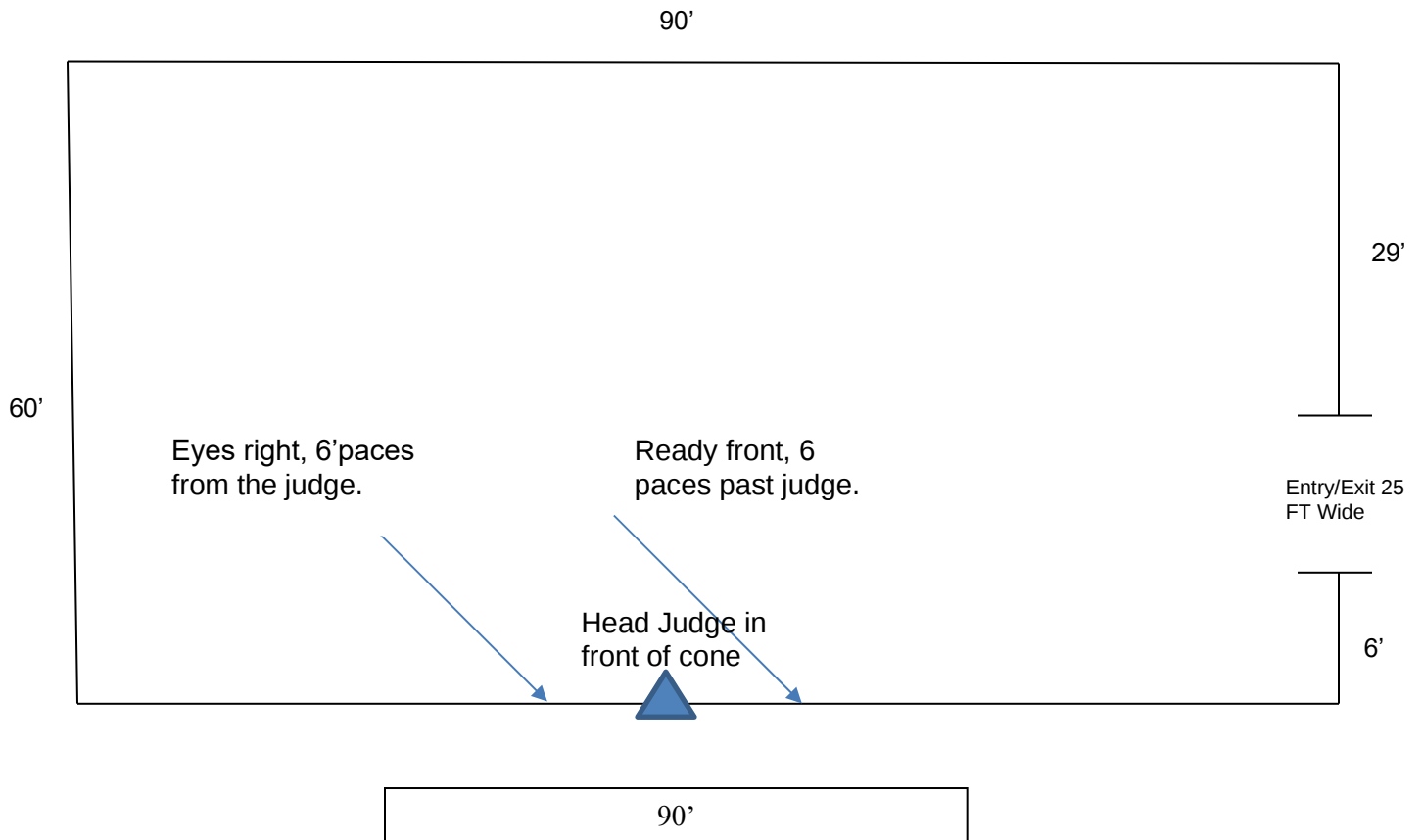
A. *Virtual Video Guidelines*

1. Use HD capable video camera (mobile phones or similar device)
 - a. 1080P resolution minimum
 - b. 60 frames/sec
 - c. Film in landscape mode
 - d. Recommend having a second camera filming as a back up
2. Camera position
 - a. Stationary in Head Judge's position (10~20 ft behind if permissible)
 - b. Elevated on platform (e.g. volleyball referee stand)
 - c. Use tripod for stability and additional height

3. Focus and zoom
 - a. Camera should follow unit during routine
 - b. Zoom in so unit fills the entire frame when possible
4. Illumination and boundaries
 - a. Ensure drill area is fully illuminated (all lights turned on as bright as possible)
 - b. Mark drill pad corners with large orange cones
 - c. Space smaller cones along the edges every ten feet
5. Time Stamp requirements
 - a. Videographer should record time on an external clock or watch just prior to start of the routine and immediately after the routine is complete
6. Uploading videos
 - a. Each team will be given an upload site/folder
 - b. Videos should be uploaded to site/folder within 30 min of recording
 - c. Video will be labeled Event_School_Time Day Month Year (e.g. Armed Reg_Perry_0900 16 Dec 2020)

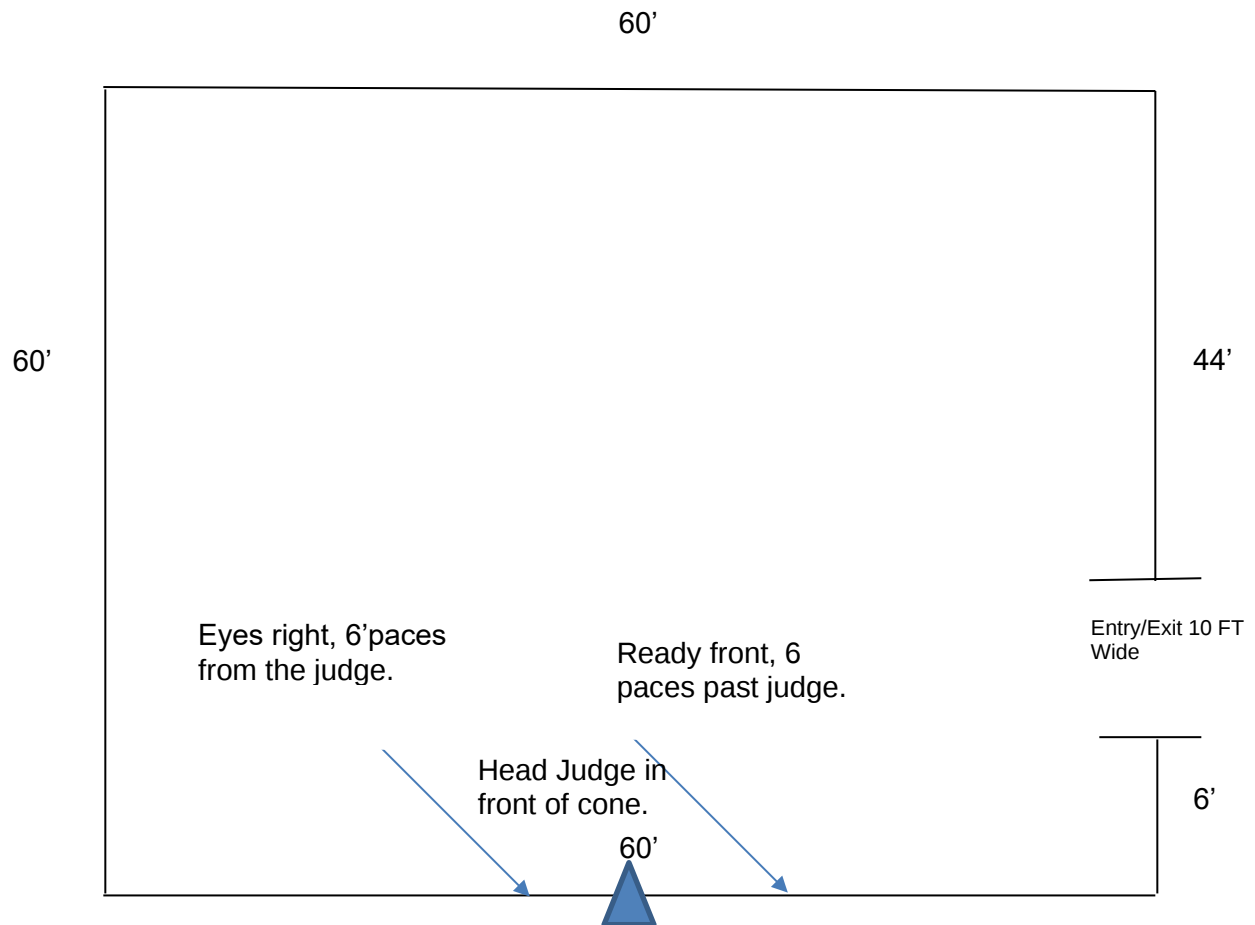
SECTION 7-1

Regulation/Exhibition Team Area Specifications.



SECTION 7-2

Color Guard Area Specifications



SECTION 7-3

Solo and Dual Area Specifications

