

**STANDARD OPERATING
PROCEDURES
CLARK COUNTY
SCHOOL DISTRICT
JROTC DRILL MEET**



FOR SY2022-23

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PARTICIPATING UNITS

School	Last	First
Basic HS	Kasal	Brad
Basic HS	Van Slyke	Bradley
Bonanza HS	Oberg	David
Bonanza HS	Sanders	Gregory L.
Canyon Springs HS		
Canyon Springs HS		
Canyon Springs HS	Long	Darren
Canyon Springs HS	Stradford	Velma
Centennial HS	Sayre	Dean
Centennial HS		
Centennial HS	Pokropski	Richard
Chaparral HS		
Chaparral HS	Becker	John
Chaparral HS	Belford	Larry
Cheyenne HS	Williams	Ivy
Cheyenne HS	Krauss	Michael
Cheyenne HS	Grawburg	Robert
Cheyenne HS		
Cheyenne HS		
Cimarron-Memorial HS	Williams	Jamal
Cimarron-Memorial HS	Green	Curtis
Clark HS	Lee	Tae
Clark HS	Ballard	Ken
Clark HS	Webster	Douglas
Del Sol HS	Nary	Patrick
Desert Pines HS		
Desert Pines HS	Bearden	Ron
Durango HS	Kimbrell	Jason
Durango HS	Jordan	Timothy
Durango HS	Orr	Jicela
Eldorado HS	Hook	Todd
Eldorado HS	Paje	Russ
Las Vegas HS	Rosario	Juan
Las Vegas HS		

Las Vegas HS		
Liberty HS	Chin	Arthur
Liberty HS	Wilcox	Travis
Liberty HS		
Mojave HS	Addison	Andrew
Mojave HS	Wright	Nathan
Mojave HS	Tiedeman	Darcy
Palo Verde HS	Doughty	Gordon
Palo Verde HS	Fabunan	Isaac
Palo Verde HS	Chatman	Sonja
Rancho HS	Richmond	Michael P.
Rancho HS		
Rancho HS	Beltran	Ramon
Rancho HS	Beausoleil	Lee
Shadow Ridge HS	Stanley	Jack
Shadow Ridge HS	Zimmerman	Jackie
Shadow Ridge HS	Valladolid	Robert
Shadow Ridge HS		
Sierra Vista	Crathers	Loyd
Sierra Vista	Brown	Robert
Silverado HS	Valdez	Ben
Spring Valley HS	Asuncion	Exequiel
Sunrise Mountain HS		
Sunrise Mountain HS	LeBoeuf	Darryl
Valley HS	Glen	Darren
Valley HS	Giddens	Guy
Valley HS	Rose	Fred
Western HS	Johnson	Marcus
Western HS	Starling	Donald
Veterans Tribute CTA	Horton	Randy
Veterans Tribute CTA	Schoolfield	Gary

General Rules

1. The hosting school will select the drill meet coordinator (DMC), who has final say and authority as granted in this Standard Operating Procedure (SOP) and any and all decisions by the DMC are final
2. The following is the sequence of the events at the opening of the competition. The first teams to be inspected will form in the inspection area. After the inspection phase the team will prepare for the regulation phase immediately followed by the exhibition phase. This routine will continue until all teams are inspected. The color guard will follow the same procedure and be inspected in a different location by different judges. Immediately after the inspection the color guard will prepare for regulation drill.
3. Each competing school may enter one Armed Drill Team (ADT), one Unarmed Drill Team (UDT), one Color Guard A (CGA), one Color Guard B (CGB), one Novice Color Guard (NCG), one Rifle Twirl Off (RTO) and up to ten Cadets for the drill down. Team participants must be active cadets in good standing with their respective programs. With the exception of the NCG teams may be composed of first-, second-, third- or fourth-year cadets. The NCG team, on the other hand, will be composed of at least three first-year cadets and the commander of the team may be any school-year cadet. Teams may consist of all male, all female, or coed. Each team must use the same team commander in all phases/events.
4. All ADT, UDT and CG teams must use the same core members who competed in the inspection phase, in all phases of competition. During inspection phase, ADT and UDT will be composed of 10 cadets. Less than ten will lead to point deductions as indicated on the score cards. ADT and UDT may add additional members during the regulation and exhibition phases at the discretion of the participating school. During inspection and regulation phase all Color Guard teams (CGA, CGB and NCG) must have four members. Any penalty points and/or disqualifications for infractions of this rule will be at the DMC's discretion.
5. During regulation and exhibition drill phase, counting the team commander, ADT and UDT must have no less than 10 and no more than 17 cadets. Team size will not factor into the overall team score. If a team has a last minute accident or injury, the DMC may authorize that team to march with a hole. This must be reported to the Head Judge by the DMC. Failure to notify the DMC may result in the team losing competition points for that specific event.
6. In order to qualify for the CCSD Drill Team Overall Competition Trophy participating schools must have teams competing in in all phases of CGA (inspection and regulation), ADT (inspection, regulation and exhibition) and UDT (inspection, regulation and exhibition). CGB, NCG, the Drill Down and the Rifle Twirl Off scores are not included in this category.
7. Each school will submit the events they intend to compete in and pay entry fees to the hosting school one month prior to the event. Each school will submit a chain of command (found in attachment on page 43) to the hosting school 2 weeks prior to the event. Failure to meet these deadlines will eliminate a school from the competition.
8. The event order of performance schedule will be determined 2 weeks prior to the event. The DMC will use a randomizing program to determine the school order of performance in each category: CGA; CGBNCG; ADT); UDT); RTO. The DMC will de-conflict CGA, CGB and ADT in order to ensure they do not compete at the same time (for equipment purposes) and will do their best to de-conflict the rest of the

team events for cadet multi-event participation. In some instances the DMC may need to de-conflict individual teams by hand in order to save time during the randomization. It is ultimately the DMC's decision on whether or not a team de-confliction is needed and/or justified.

9. All four services are participating in the drill meet and the differences in drill movements and terminology must be considered when judging. Drill movements will be executed in accordance with TC 3-21.5 (Army Drill and Ceremonies), MCO P5060.20 (Navy, Marine Corps Drill and Ceremonies), and DAFP 34-1203 (Air Force, Space Force Drill and Ceremonies).
10. Teams must use the same weapons, personal equipment, and uniforms in all phases of competition in accordance with their service's JROTC instructions. Teams changing equipment for other than safety reasons/damage during an event will receive 0 points for that phase of competition. For safety reasons a team member may not exchange a broken or defective rifle during a specific performance (for instance a cadet drops and breaks a rifle during regulation phase will not be able to exchange said rifle until after the regulation sequence is over). In this case the cadet should hold the rifle and continue with the rest of that event. If the rifle is critical, teams may exchange weapons within teams during the competition as long as safety is not violated. For safety purposes rifle slings must be taped to the rifle at both ends during Armed Exhibition Drill. Other than optional removal of weapon rear sights, weapons may not be modified (i.e. removing bolt action or other removable items). Only service-issued weapons in accordance with the service's JROTC instructions are authorized for competition. ADT Commanders may use a saber in lieu of a rifle. Lightweight parade rifles are not allowed. Failure to comply will result in that team's disqualification for that specific event. Only service-issued shoes will be worn (regulation for Air Force and Navy units, regulation or issued corfam/patent leather shoes for Army and USMC units). Boots are not authorized. The DMC will determine points lost for any violations of this section, up to including 0 points for the competing category/phase.
11. Protests and Complaints. Any person/school that feels they are being graded unfairly or has a complaint during the drill meet must funnel these grievances/complaints to one of their respective school JROTC instructors who then may submit their protests to the DMC. The DMC then will determine if the grievance is warranted, or may hold a quorum of other school instructors to discuss the grievance. However, subjected to the rules and limitations of this SOP, the DMC's decision on any/all grievances is final. **At no time** should any cadet and/or instructor approach a judge with a grievance before, during or after this competition. Failure to comply with this rule and the DMC may choose to disqualify said team and school from this competition.
12. The Scoring Data Instructor will post all scores in the judge's room during the competition and finalize the scores at the completion of the last event. During the Drill Down one instructor must review their team scores and initial verifying their team scores. Errors will be reported to the DMC immediately and before the results of the competition are announced. Instructors will not release any placement results prior to the awarding of the trophies and public announcement of the winners. Complaint on scoring after the drill meet will be presented at the next instructor meeting to help prevent future occurrences. Scores will stand as posted at the meet. Again, the DMC decisions are final. At the conclusion of the drill meet each school's score sheets will be given to one of the instructors.
13. Absolutely no prompting (written, electronic display, etc.) by any means will be allowed while the teams are on the drill floor or in the inspection areas. If prompting occurs the team will be disqualified from that phase. No notes are allowed.

14. Cadets will not attach metal heel plates, taps, etc., on their shoes. Any teams in violation may be subject to disqualification from said event by the DMC.
15. The size of the drill floor will be determined by the available facility but no smaller than 100' X 80' for Armed and Unarmed and 50' X 50' for Color Guard. Color Guard regulation drill will be conducted concurrently with Armed/Unarmed Drill, in a separate drill area. Inspection pad sizes will be contingent upon the facility used for this drill meet.
16. A boundary violation will be called when a member of a team or team commander steps on or over a boundary line. Penalty points will be assessed for each person who violates the boundary rule for each instance. One penalty point per violation will be assessed. Team commander points will be deducted from the team commander.
17. Disqualification of the teams can result from any infraction of the rules of the competition, which is deemed serious enough to warrant disqualification. The DMC will judge the seriousness of any rule infraction reported and determine if disqualification is warranted. Disqualification means that the involved team will be awarded zero points for the affected event. If the infraction is not deemed serious enough to warrant disqualification the DMC may award additional penalty points for the affected area.
 - A. If the reason for disqualification continues into later events, the involved team will be awarded zero points for each affected event.
 - B. If the disqualification is for unacceptable conduct, individual or group, the team will have the disqualification applied on the next event, or if they have no further performances, applied to their last performance.
 - C. In the event of any disqualification, and if so desired by the involved school instructors, and in recognition of the teams time and effort in preparing for the drill competition, a disqualified team may perform and the fact of the teams disqualification will be announced to the spectators prior to the team's performance.
 - D. The DMC will be the final authority for disqualification and will use this section as a basis for a decision.
18. A team that enters the competition area in such a manner that distracts a team that is currently competing, as determined by the DMC or the judges presiding over the specific area of competition, will be disqualified.
19. If changes are made to the rules prior to team competition, all teams must be notified. Team commanders or their authorized representatives will attend the team commanders meeting prior to the competition, to be chaired by the DMC.
20. To prepare for each phase of the competition, each school will be assigned a dressing room or dressing area, to be decided prior to the drill meet. Each school will be responsible for their area and under no circumstances will a cadet from another school enter any room or area other than their own without permission from the appropriate instructor. If desired, schools may post a guard to protect valuables left in the rooms or areas. Noise abatement and cleanliness is the responsibility of the school assigned a particular room or area.

21. **Cadet Conduct:** All cadets , while at the competition facility are in the public eye and represent their respective branch of service and school, and should act accordingly. While in uniform and to enhance the military image, there will be no Public Display of Affection such as holding hands, kissing, arms around each other, etc. Throughout the competition, celebrations and congratulations will be in good taste and in good order. Obscene gestures and obscene language will not be used at any time. Common sense is the key to cadet conduct. The DMC may disqualify any school found in violation of this rule based on the significance and/or frequency of said infraction.
22. Smoking by cadets will not be allowed and violators will be subject to removal from the premises by their school and/or legal guardian/parent.
23. Cadets will be allowed to change into school identifiable clothing before and after their performances. CCSD and respective school dress code rules apply.
24. There will be no saluting inside the competition facility except by teams during competition phases. Hats/covers will not be worn inside the competition facility except during the competition or under arms.
25. During the drill down, personnel on the sidelines will be instructed that they are not to assist any cadet in the drill area, and are to refrain from speaking in a loud manner that may distract those listening for drill commands.
26. The aggregate of all scores for each team event will be used to determine the winner of the Sweepstakes Trophy in the categories of CGA, UDT and ADT. (Note: The Team Commander scores are for Team Commander Trophies and tiebreakers only. They will have no impact on determining Sweepstakes Trophies).
27. If a tie exists during inspection phase (for ADT, UDT and CG) the commander's inspection total score will be the first tie breaker. If a tie still exists then the combined Overall Unit Impression Scores will be used. If a tie still exists then the combined Overall Knowledge/Response to Questions Scores will be used. If a tie still exists then the results will end in an overall tie.
28. During regulation drill phase (ADT and UDT) the tie will be broken by using the commander's score. If a tie still exists the commander's inspection score will be used. If there is still a tie, the combined Head Judge scores for First Impression & Report In, Team/Cadet Bearing, Adherence to Manual, and Report Out & Last Impression will be used. If a tie still exists then the results will end in an overall tie.
29. During CG regulation drill phase the tie will be broken using the commander's score. If a tie still exists the three or more judges combined Overall Technical Score will be used. If a tie still exists then the Overall Precision Scores will be used. If a tie still exists then the results will end in an overall tie.
30. During Exhibition phase (ADT and UDT) the tie will be broken by using the commander total points. If a tie still exists then the combined Military Flavor score between the three or more judges will be used. If a tie still exists then the combined Overall Execution (UDT) and Movement Complexity (ADT) Scores will be used. If a tie still exists then the results will end in an overall tie.
31. Sweepstakes for ADT, UDT and CG ties will be broken by combined Commander scores. If a tie still exists then by combined Inspection scores. If a tie still exists then by combined Regulation scores. If a tie still exists then it will remain a tie.

32. Commander's trophies ties will be broken by the combined Overall Unity, Snap, & Smartness score. If a tie still exists the regulation Report-In score will be used. If a tie still exists the team overall regulation performance score will be used. If a tie still exists then the results will end in an overall tie.
33. Drill meet overall and sweepstakes ties will be broken by using the commander's scores for all events and then the team inspection score. If there is still a tie, the combined regulation scores of ADT, UDT and CGA will be used. If a tie still exists then the results will end in an overall tie.

DRAFT

JUDGES

1. There will be one Head Judge and at least two Field Judges who will judge all ADT and UDT regulation and exhibition events. Three additional judges will judge the Color Guard event. The Head judge will view the drill from the front of the drill area and receive the commanders. The Field Judges may observe the drill from anywhere on the drill pad so long as not to interfere with the team's performance. The judges starting a particular phase of the competition must complete that phase before being relieved. A side judge is required for each regulation and exhibition performance to verify sequence, boundary and timing.
2. The judges will not confer while sequences are being executed. Throughout the competition day judges will avoid discussing team performances.
3. Each judge will develop, to the best of their ability, criteria for scoring to insure all teams are rated on the same basis and that basis will not change as the competition progresses.
4. The judges will complete their rating forms immediately after each team completes its performance. They may make remarks concerning the team's performance on the provided area and/or on the back of the form. While these remarks will not alter the scoring, they should serve to help teams understand their ratings.
5. There will be a minimum of three judges to grade the Individual Drill Down and Rifle Twirl Off.
6. The decision of the judges will be final unless overruled by the DMC.
7. Care must be exercised in the selection of the Drill Instructor for the Individual Drill Down. Their command voice must be understandable by all contestants and knowledge of drill must be unquestionable.
8. Personnel needed to assist the DMC and Judges:
 - A. Two runners for the Inspection Judges and two runners for the drill area judges.
 - B. Additional personnel needed to handle computations and checking score sheets.
9. Judges should pay close attention to the scoring sheets to insure each cadet/team gets a fair evaluation.
10. In order to maintain as much consistency as possible throughout the competition judges will remain in their assigned position throughout the entire meet. EXAMPLE (factitious name): If MSgt Smith begins judging ADT exhibition as the head judge he/she will remain in that same position for all teams competing in that event. Refrain from moving, cycling or replacing this judge from this event. After this event is completed MSgt Smith (again factitious name) may judge another event as long as he/she is able to judge all competitors in said event (example RTO competition). In the event a judge has to depart the event prior to completion the DMC will not replace said judge and any previously completed scoresheets by that judge will be pulled from all scoring.
11. It is extremely important that each cadet/team be graded using the same criteria. The first team judged must be graded by the same standards as the last team.
12. For Inspection Phase, please refer to attached scoresheets for scoring instructions.

INSPECTION PHASE

1. Teams will be inspected before proceeding to all other phases. Movements in the inspection phase will be in accordance with MCO P5060.20, TC 3.21.5 and DAFP 34-1203.
2. Teams will be inspected in accordance with the scheduled times. Units will remain clear of the Inspection Area until it is their turn to be inspected. After one unit completes the inspection, the next unit will march into the inspection area designated and be ready for inspection at the designated time. Spectators will be asked to remain outside hearing distance of the group being inspected.
3. The team will center itself in the Inspection Area. The team commander will present arms and report, (grading begins) “SIR/MAAM, (SCHOOL NAME), (BRANCH OF SERVICE), JUNIOR ROTC, (TYPE OF TEAM), REPORTS FOR INSPECTION, SIR/MAAM”. The Head Judge will acknowledge the report and command, “Prepare for Inspection”. The team commander will acknowledge the command, open ranks and dress the team. (Color guard does not perform Open Ranks.) When the team commander is satisfied, he/she will report to the Head Judge, “SIR/MAAM, (SCHOOL NAME), (BRANCH OF SERVICE), JUNIOR ROTC, (TYPE OF TEAM), IS PREPARED FOR INSPECTION, SIR/MAAM”. The team commander will report any distinctive uniform peculiarities, i.e., brass. Upon completion of the inspection, the team commander will command close ranks march. The Head Judge will dismiss the team. Grading will cease upon the exchange of salutes at dismissal.
4. Three judges will inspect during the Armed/Unarmed inspection. The Head Judge will inspect the commander and the first element/squad. The commander will not accompany the judges but should be prepared to answer any questions about their team. When the judge stops in front of each individual team member they will sound off with the appropriate “greeting of the day” and their name and rank.
5. All items of the uniform and personal equipment, except arms and Color Guard Equipment will be inspected. Choice of uniforms is up to the school: however, each cadet will wear all parts of the uniform including the hat/cover, name tags, **JROTC authorized** insignia, and all ribbons earned. The same uniform and equip items must be worn in all phases of the competition. A team found in violation of this will be penalized 10 points per person. Drill teams with arms may remove name tags, ribbons and insignia after the personnel inspection to prevent possible damage to uniforms or injury to individuals during the marching competition. If gloves are worn the judges may request their removal for inspection of the hands. Any form of utility or work uniform is not authorized.
6. All individuals will be judged on haircut, shave, brass, leather and general appearance. All units are considered representatives of their respective branch of service. Poor appearance contrary to regulation will be reflected in the inspection score.
7. Judges will limit the questioning of the cadets and commanders to those items covered in section 2, paragraph 4 & 5.
8. The Color Guard will form for inspection with the commander marching one element/squad and will report in accordance with the format in paragraph 3 above. After aligning the element/squad the team commander will then report their team ready for inspection following the same format in paragraph 3. One judge will inspect the Color Guard Commander and the right rifle guard; a second judge will inspect the other 2 members of the Color Guard. The same judges will inspect the same positions of all the Color Guards.

9. Questions asked during inspection:

9.1 Inspection packets will include that school's/service chain of command. In order to avoid confusion regarding the chain of command please use the provided packet as the guideline.

9.2 Questions and answers are part of the personnel inspection process. There is no requirement to ask a set number of questions of the cadets, but it may be done at the discretion of the judge as a means of determining scores for knowledge, bearing and poise. The ability of cadets to respond may be taken into account when determining the inspection grade. Not more than 90 seconds should be needed to inspect any one cadet.

9.3 There are limits to the knowledge of the cadets and in keeping with the spirit of the JROTC program; it is not the intent to unnecessarily embarrass the cadets. Accordingly, a specific list of questions may be asked by the judges. The list is limited in scope because of different academic requirements between services, and does not include standard items such as General Orders of a Sentry. Judges will confine their questions within the limits provided and refrain from asking opinionated, confusing, and derogatory type questions.

9.4 Cadets are to begin their response with "Sir" or "Ma'am" as appropriate. "Sir" or "Ma'am" may or may not be repeated again at the end of the response.

9.5 Cadets are expected to Know the following:

- A. Uniform. General uniform questions such as placement of ribbons, name tags, patches and badges, length of pants, correct wear of hat/cover and maintenance of shoes, etc. (IAW service and JROTC guidance)
- B. Chain of Command. As prescribed by the attached chain of command as found in the inspection packet.
- C. Day and Date. Cadets should know the day and date.
- D. Cadet Name and Rank. Cadets should know their correct rank. Name should match name tag.
- E. Years in JROTC. Cadets should know how many years they have been in JROTC. This should be indicated by stars, ribbons or oak leaf clusters.
- F. Year in School/Class. Each cadet should know what year they are graduating. Such as 10th grade/sophomore, class of 2000.
- G. Clarifying Questions. If the questions above disclose a discrepancy such as a name given that does not match the answer, clarifying questions may be asked.

10. Each judge should inspect only one squad/element of each platoon/flight and assign a grade to each cadet in that squad/element. Not more than 90 seconds should be required for any cadet.

11. The judges may request the cadets to remove their headgear for inspection and will hand the cover back to the cadet and allow time to replace the headgear.

REGULATION DRILL PHASE (CG, ADT, UDT)

1. For clarification, the team commander is considered the Platoon/Flight commander and their position will be judged accordingly. Team commanders should make their commands distinct and complete. They will be judged on their command voice and presence.
2. Grading will start when the first Element/Squad marches onto the floor and will end when the last Element/Squad departs the floor.
3. Report using the following format.

“SIR/MA’AM, (SCHOOL NAME), (BRANCH OF SERVICE), JUNIOR ROTC, (TYPE OF TEAM), DRILLING IN ACCORDANCE WITH (SERVICE DRILL MANUAL/REGULATION), REQUESTS PERMISSION TO CONTINUE WITH REGULATION DRILL PHASE, SIR/MA’AM”
4. Extra flourishes during regulation drill such as three counts, about faces, smiling while marching, calling cadence, etc., will be subject to penalty points per violation at the discretion of the Head Judge.
5. When reporting out use the following format:

“SIR/MA’AM, (SCHOOL NAME), (BRANCH OF SERVICE), JUNIOR ROTC, (TYPE OF TEAM), HAS COMPLETED REGULATION DRILL AND REQUESTS PERMISSION TO EXIT THE DRILL PAD, SIR/MA’AM”
6. For further information please refer to the attached score sheets.
7. Color Guard:
 - a. At all times Color Guards must insure that the dignity and respect to the National Flag is maintained.
 - b. The Color Guard Commander must carry the U.S. Flag and issue commands.
 - c. In the case of Regulation Drill for Color Guards, when executing a “Counter March” the two step rule is waived.
 - d. Color Guard team size: 4.
 - e. Harnesses, weapons or flags will not be taken into the inspection phase.

EXHIBITION DRILL PHASE

1. The judging of the exhibition drill is very subjective in that the variety of the routine, content and degree of precision with which each team executes its drill is characteristically individual with each team judged. There is no standard criterion for routines or movements or a “Perfect Score”. Each team must be judged according to its own routine and performance in accordance with the judges score sheet. A side judge is required for each exhibition performance to verify boundary and timing,
2. This competition will be limited only by the ingenuity of the performing unit. Smiling while marching, trick drill etc., are completely acceptable as long as it is uniform among the team. “Blind Tosses” (The cadet tossing or receiving the rifle cannot be seen.) or any movement considered a safety hazard by the Head Judge of the event will result in the team being disqualified.
3. The use of ammunition, fireworks or other pyrotechnics is prohibited. Teams in violation will be disqualified.
4. Each Armed/Unarmed team will have five to seven minutes to perform Exhibition Drill.
5. Reporting while on the floor is optional.

“SIR/MA’AM, (SCHOOL NAME), (BRANCH OF SERVICE), JUNIOR ROTC, (TYPE OF TEAM), REQUESTS PERMISSION TO CONTINUE WITH EXHIBITION DRILL PHASE, SIR/MA’AM”
6. Time will start when the first Element/Squad/Individual marches onto the floor and end when the last Element/Squad/Individual departs the drill floor.
7. Please refer to the attached score sheets for further instructions.

INDIVIDUAL DRILL DOWN

1. The Individual Drill Down is designed to demonstrate and test the ability of the individual cadet. It is an individual competition based on the elimination system.
2. The competition is open to **a maximum of ten (10)** JROTC cadets selected by each individual school.
3. All participants must be in a complete uniform including hat/cover and in accordance with grooming standards, and will perform without arms or equipment.
4. The competition will be mass close order drill with commands given by a person selected by and agreed upon by all instructors. The person will be known as the Drill-Down Instructor. Individuals will be watched constantly to determine if a mistake is made during drill movements. If a mistake is detected the individual will be eliminated from the competition. This process will continue until one participant is remaining.
5. Care must be exercised by the Drill-Down Instructor to avoid calling drill movements which are not listed on page 7-2.
6. The competition will be handled as follows: Entrants will form up facing the judging stand. They will be given commands by the Drill-Down Instructor. The commands will be taken from regulation drill as interpreted in MCO P5060.20, TC 3-21.5 and DAFP 34-1203. While commands are given field judges will observe the responses of the competitors. The slightest irregularity in performance will be grounds for elimination. The judge spotting the error will point to the competitor and the competitor will fall out to the rear and leave the area.
7. As space begins to occur, the Drill-Down Instructor will close up the formation and continue with the competition.
8. We realize that judging will always be controversial. When the finest drill team members are the only competitors, errors will in fact be minute and difficult to judge. Our only solution is to provide judges for the event, each of whom has had regulation drill experience. **THE DECISION OF THE JUDGES WILL NOT BE QUESTIONED!!**
9. The purpose of the event is to permit more students to participate and have a chance to earn an individual award. It is a fun event and participants must be reminded to enter with that thought in mind.

DRILL DOWN COMMANDS

Only the following commands may be given to cadets during the Drill Down Phase of the competition. The commands do not have to be in any order.

FALL-IN
ATTENTION
PARADE REST (AIR FORCE CADETS WILL HAVE ARMS EXTENDED)
FORWARD MARCH
MARK TIME
HALT
LEFT STEP
RIGHT STEP
LEFT FACE
HALF LEFT FACE
RIGHT FACE
HALF RIGHT FACE
ABOUT FACE (ARMY CADETS MAY FLEX THE KNEE OF THE RIGHT LEG)
PRESENT ARMS
ORDER ARMS
DRESS RIGHT DRESS
READY FRONT
TO THE REAR
FALL-OUT

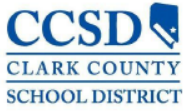
NOTE 1: The Drill Meet Coordinator will insure the person giving the commands gives commands in a clear concise manner.

NOTE 2: The person giving commands must not purposely give false commands.

RIFLE TWIRL OFF (RTO)

1. Judging of this event will be similar to that of the Exhibition Drill Phase in that there are no standard criteria for routines or movements. Individuals must be judged on their own performance.
2. The uniform for the RTO participant will be the same uniform as that which is worn by the other teams with modifications allowed the same as for the armed drill team.
3. The competition is open to Clark County cadets, both male and female, in proper uniforms. A maximum of one cadet from each school. Each school will determine ahead of time which cadet will compete. Names of participants will be submitted to the Drill Meet Coordinator during the meeting to be held prior to the competition.
4. Rifles will be furnished by the contestant's respective unit. All rifles will be checked in with the RTO judge immediately prior to the RTO competition to ensure the weapon has not been modified in any manner. If the weapon is found to have been modified the cadet will be disqualified. When each individual is ready to compete they will retrieve their weapon from the judges.
5. A maximum time limit of one and one half minutes and a minimum of one minute will be allowed for each performance. Each contestant will be penalized one point per second over or under the time limit. Time will start when the contestant steps inside the **four foot square box** in front of the judges and will stop when the contestant reports the conclusion of their performance. A contestant may not start any part of their routine, including warm-up spins, prior to stepping into the box and officially beginning the routine.
6. Disqualification will occur if the cadet completely drops their weapon or steps on the boundary line or outside the line during their performance.
7. No body acrobatics, such as somersaults are allowed. This will be grounds for disqualification.
8. Because judging is very subjective the same judges will grade all participants.
9. Score sheets will be maintained by each judge on each contestant. After all the contestants have performed, the scores will be checked and the winner announced during the Awards Ceremony.
10. The cadet performing the RTO will be allowed to use only one rifle.
11. Each participant will report to the Head Judge as Follows:

“SIR/MA'AM (CADET RANK AND NAME), REPRESENTING, (SCHOOL AND UNIT), JROTC REQUESTS PERMISSION TO PERFORM THE RIFLE TWIRL OFF SIR/MA'AM”.



2022 CCSD JROTC Drill Meet

Color Guard Unit Inspection

School Name: _____

Team Name: _____

c/CDR Initials

Head Judge #1															
	Position of Attention / Overall Body Position			Overall Uniform Prep. / Correct Wearing of the Uniform			Overall Knowledge / Response to Questions			Bearing & Poise			Overall Hygiene		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Left Rifle															
American Flag															
Cadet Commander															

Overall Unity, Snap & Smartness of the Unit....

(0-25)

Overall Unit Impression...

(0-25)

Commander Score

Command Voice, Command Presence & Control of Unit

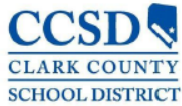
0-100

*For Trophy ONLY

Judge's Name: _____

Judge's Notes: _____

DRAFT



2022 CCSD JROTC Drill Meet

Color Guard Unit Inspection

School Name: _____

Team Name: _____

Field Judge #2															
	Position of Attention / Overall Body Position			Overall Uniform Prep. / Correct Wearing of the Uniform			Overall Knowledge / Response to Questions			Bearing & Poise			Overall Hygiene		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Organizational Flag															
Right Rifle															

Overall Unity, Snap & Smartness of the Unit....	(0-25)	
Overall Unit Impression...	(0-25)	

Judge's Name: _____

Judge's Notes:

Judge's Notes:

Commander Score
Command Voice, Command Presence & Control of Unit
0-100
*For Trophy ONLY

DRAFT

2022 CCSD JROTC Drill Meet

Color Guard



School Name: _____

Team Name: _____

g/CDR Initials

Color Guard A

Color Guard B
(CIRCLE ONE OF THE ABOVE)

Novice Color Guard

Head Judge #1		
DRILL SEQUENCE	SCORE RANGE	SCORE
Team ENTERS the drill floor		
1 Verbal Report-In	0-5	
2 Colors Reverse March (MC: Counter March)	0-10	
3 Left Wheel March (MC: Left Turn)	0-10	
4 Colors Reverse March (MC: Counter March)	0-10	
5 COLOR GUARD HALT	0-10	
6 Order Colors	0-10	
7 Parade Rest	0-10	
8 Color Guard Attention	0-10	
9 CARRY COLORS	0-10	
10 Forward March	0-10	
11 Right Wheel March (MC: Right Turn)	0-10	
12 Right Wheel March (MC: Right Turn)	0-10	
13 Colors Reverse March (MC: Counter March)	0-10	
14 Eyes Right & Ready Front	0-10	
15 Left Wheel March (MC: Left Turn)	0-10	
16 Left Wheel March (MC: Left Turn)	0-10	
17 Left Wheel March (MC: Left Turn)	0-10	
18 Color Guard Halt	0-10	
19 Verbal Report-Out	0-5	
Team EXITS the drill floor		

NOTE: There will be no graded casing/uncasing of the colors for this competition.

NOTE: Teams MUST add "Forward March" after all Wheels/Turns & Reverses

Overall Impressions:

Unit First Impression	0-20	
Unit Last Impression	0-20	
Overall Technical Score	0-15	
Overall Precision Score	0-15	

PENALTIES:

# of Occurrences	Type of Penalty
	Boundary @ 1pts each
	Missed/Added Commands @ 5pts each
	Pause Violations @ 5pts each

Judges 2-4 Initials:

g/CDR Score

0-100

*For Trophy ONLY

Judge's Name:

Judge's Notes:

2022 CCSD JROTC Drill Meet

Color Guard



School Name: _____

Team Name: _____

a/cdr Initials

Color Guard A

Color Guard B
(CIRCLE ONE OF THE ABOVE)

Novice Color Guard

Field Judge #2		
DRILL SEQUENCE	SCORE RANGE	SCORE
Team ENTERS the drill floor		
1 Verbal Report-In	0-5	
2 Colors Reverse March (MC: Counter March)	0-10	
3 Left Wheel March (MC: Left Turn)	0-10	
4 Colors Reverse March (MC: Counter March)	0-10	
5 COLOR GUARD HALT	0-10	
6 Order Colors	0-10	
7 Parade Rest	0-10	
8 Color Guard Attention	0-10	
9 CARRY COLORS	0-10	
10 Forward March	0-10	
11 Right Wheel March (MC: Right Turn)	0-10	
12 Right Wheel March (MC: Right Turn)	0-10	
13 Colors Reverse March (MC: Counter March)	0-10	
14 Eyes Right & Ready Front	0-10	
15 Left Wheel March (MC: Left Turn)	0-10	
16 Left Wheel March (MC: Left Turn)	0-10	
17 Left Wheel March (MC: Left Turn)	0-10	
18 Color Guard Halt	0-10	
19 Verbal Report-Out	0-5	
Team EXITS the drill floor		

NOTE: There will be no graded casing/uncasing of the colors for this competition.

NOTE: Teams MUST add "Forward March" after all Wheels/Turns & Reversees

Overall Impressions:

Unit First Impression	0-20	
Unit Last Impression	0-20	
Overall Technical Score	0-15	
Overall Precision Score	0-15	

a/cdr Score

0-100

*For Trophy ONLY

Judge's Name: _____

Judge's Notes: _____

2022 CCSD JROTC Drill Meet

Color Guard



School Name: _____

Team Name: _____

gCDR Initials

Color Guard A

Color Guard B
(CIRCLE ONE OF THE ABOVE)

Novice Color Guard

Field Judge #3		
DRILL SEQUENCE	SCORE RANGE	SCORE
Team ENTERS the drill floor		
1 Verbal Report-In	0-5	
2 Colors Reverse March (MC: Counter March)	0-10	
3 Left Wheel March (MC: Left Turn)	0-10	
4 Colors Reverse March (MC: Counter March)	0-10	
5 COLOR GUARD HALT	0-10	
6 Order Colors	0-10	
7 Parade Rest	0-10	
8 Color Guard Attention	0-10	
9 CARRY COLORS	0-10	
10 Forward March	0-10	
11 Right Wheel March (MC: Right Turn)	0-10	
12 Right Wheel March (MC: Right Turn)	0-10	
13 Colors Reverse March (MC: Counter March)	0-10	
14 Eyes Right & Ready Front	0-10	
15 Left Wheel March (MC: Left Turn)	0-10	
16 Left Wheel March (MC: Left Turn)	0-10	
17 Left Wheel March (MC: Left Turn)	0-10	
18 Color Guard Halt	0-10	
19 Verbal Report-Out	0-5	
Team EXITS the drill floor		

NOTE: There will be no graded casing/un casing of the colors for this competition.

NOTE: Teams MUST add "Forward March" after all Wheels/Turns & Reverses

Overall Impressions:

Unit First Impression	0-20	
Unit Last Impression	0-20	
Overall Technical Score	0-15	
Overall Precision Score	0-15	

gCDR Score

0-100

*For Trophy ONLY

Judge's Name: _____

Judge's Notes: _____

2022 CCSD JROTC Drill Meet

Color Guard



School Name: _____

Team Name: _____

a/CDR Initials

Color Guard A

Color Guard B
(CIRCLE ONE OF THE ABOVE)

Novice Color Guard

Field Judge #4		
DRILL SEQUENCE	SCORE RANGE	SCORE
Team ENTERS the drill floor		
1 Verbal Report-In	0-5	
2 Colors Reverse March (MC: Counter March)	0-10	
3 Left Wheel March (MC: Left Turn)	0-10	
4 Colors Reverse March (MC: Counter March)	0-10	
5 COLOR GUARD HALT	0-10	
6 Order Colors	0-10	
7 Parade Rest	0-10	
8 Color Guard Attention	0-10	
9 CARRY COLORS	0-10	
10 Forward March	0-10	
11 Right Wheel March (MC: Right Turn)	0-10	
12 Right Wheel March (MC: Right Turn)	0-10	
13 Colors Reverse March (MC: Counter March)	0-10	
14 Eyes Right & Ready Front	0-10	
15 Left Wheel March (MC: Left Turn)	0-10	
16 Left Wheel March (MC: Left Turn)	0-10	
17 Left Wheel March (MC: Left Turn)	0-10	
18 Color Guard Halt	0-10	
19 Verbal Report-Out	0-5	
Team EXITS the drill floor		

NOTE: There will be no graded casing/ungrading of the colors for this competition.

NOTE: Teams MUST add "Forward March" after all Wheels/Turns & Reversees

Overall Impressions:

Unit First Impression	0-20	
Unit Last Impression	0-20	
Overall Technical Score	0-15	
Overall Precision Score	0-15	

a/CDR Score

0-100

*For Trophy ONLY

Judge's Name: _____

Judge's Notes: _____



2022 CCSD JROTC Drill Meet

Unarmed Unit Inspection

School Name: _____

Team Name: _____

Total # of Cadets

c/CDR Initials

Head Judge #1															
	Position of Attention / Overall Body Position			Overall Knowledge / Response to Questions			Overall Hygiene			Overall Uniform Prep. / Correct Wearing of the Uniform			Bearing & Poise		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Cadet Commander															
Inspection															
Squad Leader															
1st Squad															
2nd Cadet															
1st Squad															
3rd Cadet															
1st Squad															
4th Cadet															
1st Squad															

Open Ranks...	(0-20)
Close Ranks...	(0-20)
Overall Unity, Snap & Smartness of the Unit....	(0-25)
Overall Unit Impression....	(0-25)

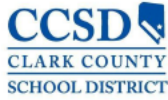
Commander Score
Command Voice, Command Presence & Control of Unit
0-100
*For Trophy ONLY

PENALTIES	
Penalty -25 points per cadet out of range (9 cadets+c/CDR required)	
Unit Missing One Cadet (-25)	Unit Missing Two Cadets (-50)
Judges 2-4 Initials: _____	

Judge's Name: _____

Judge's Notes: _____

DRAFT



2022 CCSD JROTC Drill Meet

Unarmed Unit Inspection

School Name: _____

Team Name: _____

Field Judge #2															
	Position of Attention / Overall Body Position			Overall Knowledge / Response to Questions			Overall Hygiene			Overall Uniform Prep. / Correct Wearing of the Uniform			Bearing & Poise		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Squad Leader															
2nd Squad															
2nd Cadet															
2nd Squad															
3rd Cadet															
2nd Squad															
4th Cadet															
2nd Squad															

Open Ranks...	(0-20)
Close Ranks...	(0-20)
Overall Unity, Snap & Smartness of the Unit....	(0-25)
Overall Unit Impression...	(0-25)

Commander Score
Command Voice, Command Presence & Control of Unit
0-100
*For Trophy ONLY

Judge's Name: _____

Judge's Notes:

DRAFT



2022 CCSD JROTC Drill Meet

Unarmed Unit Inspection

School Name: _____

Team Name: _____

Field Judge #3															
	Position of Attention / Overall Body Position			Overall Knowledge / Response to Questions			Overall Hygiene			Overall Uniform Prep. / Correct Wearing of the Uniform			Bearing & Poise		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Squad Leader <i>3rd Squad</i>															
2nd Cadet <i>3rd Squad</i>															
3rd Cadet <i>3rd Squad</i>															
4th Cadet <i>3rd Squad</i>															

Open Ranks...	(0-20)	
Close Ranks...	(0-20)	
Overall Unity, Snap & Smartness of the Unit....	(0-25)	
Overall Unit Impression...	(0-25)	

Commander Score <i>Command Voice, Command Presence & Control of Unit</i>
0-100
<i>*For Trophy ONLY</i>

Judge's Name: _____

Judge's Notes:

DRAFT



2022 CCSD JROTC Drill Meet Unarmed Platoon Regulation

School Name: _____

Total # of Cadets _____

Team Name: _____

oCDR Initials _____

HEAD JUDGE #1

DRILL SEQUENCE			
REPORT IN			
1 Dress Right Dress			
2 Ready Front			
3 Parade Rest			
4 Platoon Attention			
5 Present Arms			
6 Order Arms			
7 Count Off			
8 Close Interval March (AF/MC: Close March)			
9 Normal Interval March (AF/MC: Extend March)			
10 Right Face			
11 Left Face			
12 Open Ranks March			
13 Close Ranks March			
14 Left Step March (4 steps min.)			
15 Platoon Halt			
16 Left Face			
17 Right Step March (4 steps min.)			
18 Platoon Halt			
19 Four Steps Forward March			
20 About Face			
21 Forward March			
22 Column Right March (AF: Forward March)			
23 Column Right March (AF: Forward March)			
24 Column Right March (AF: Forward March)			
25 Left Flank March (MC: By the Left Flank March)			
26 Right Flank March (MC: By the Right Flank March)			
27 Platoon Halt			
28 Column Left March (AF: Forward March)			
29 Rear March (AF/MC: To the Rear March)			
30 Rear March (AF/MC: To the Rear March)			
31 Platoon Halt			
32 File from the Right (AF: Forward March)			
33 Platoon Halt			
34 Column of Threes to the Left			
35 Column Left March (AF: Forward March)			
36 Double Time March			
37 Quick Time March			
38 Column Left March (AF: Forward March)			
39 Change Step March			
40 Platoon Halt			
41 Column Left March (AF: Forward March)			
42 Column 1/2 Left March			
43 Column 1/2 Left March			
44 Counter Column March			
45 Counter Column March			
46 Eyes Right			
47 Ready Front			
48 Column Left March (AF: Forward March)			
49 Column Left March (AF: Forward March)			
50 Platoon Halt			
51 Forward March			
52 Rear March (AF/MC: To the Rear March)			
53 Rear March (AF/MC: To the Rear March)			
54 Half Step			
55 Forward March			
56 Left Flank March (MC: By the Left Flank March)			
57 Platoon Halt			
REPORT OUT			

SCOREABLE ITEMS	POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)	
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor, & oCDR Verbal Report in</i>	15	1-5	6-10	11-15
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	15	1-5	6-10	11-15
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	15	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION <i>oCDR Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	15	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	30	1-10	11-20	21-30
TEAM ALIGNMENT <i>Overall Dress/Column/Interval/Distance of team on all movements</i>	30	1-10	11-20	21-30
ARM SWING <i>Overall execution of Arm Swing throughout routine</i>	30	1-10	11-20	21-30
STATIONARY MOVEMENTS <i>Overall execution of all in-place commands</i>	30	1-10	11-20	21-30
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	30	1-10	11-20	21-30
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	30	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flanks, Rear, & Left Step movements</i>	30	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	30	1-10	11-20	21-30
Total Regulation Drill Points...	300			
PENALTIES				
MISSED/ADDED COMMANDS TOTAL NUMBER of Missed and/or Added Commands	# OF OCCURRENCES	Judge 3-4 Initials: _____		
PAUSE VIOLATIONS TOTAL NUMBER of Pause Violations	# OF OCCURRENCES	Judge 3-4 Initials: _____		
BOUNDARY VIOLATIONS TOTAL NUMBER of Boundary Violations	# OF OCCURRENCES	Judge 3-4 Initials: _____		
UNIFORM VIOLATIONS TOTAL NUMBER of Uniform Violations	# OF OCCURRENCES	Judge 3-4 Initials: _____		
Missing Cadet Penalty				
Penalty -35 points per cadet out of range (Bracketed oCDR required)				
Unit Missing One Cadet (-35)	Unit Missing Two Cadets (-60)	oCDR Score		
Cadet Commander's Initials: _____		0-100		
Judges 3-4 Initials: _____		*For Trophy ONLY		

Judge's Name: _____

UNIT Notes:

SCORESHEET GUIDELINES:	
1 Follow Drill Sequence as Executed (BOLD Commands require 5 sec. pause)	
2 Check POOR (-), AVERAGE (+), or EXCEPTIONAL (+) for each command	
3 Fully STROKEDOUT any Missed commands	
4 When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS	
5 Any score in the POOR category MUST have notes.	
6 READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials	
7 Verify that you have scored EVERY item	
8 THANK YOU! for your time and effort!	



2022 CCSD JROTC Drill Meet

Unarmed Platoon Regulation

School Name: _____

Total # of Cadets _____

Team Name: _____

FIELD JUDGE #2

DRILL SEQUENCE			
1	REPORT IN		
2	Dress Right Dress		
3	Ready Front		
4	Parade Rest		
5	Platoon Attention		
6	Present Arms		
7	Order Arms		
8	Count Off		
9	Close Interval March (A/IMC: Close March)		
10	Normal Interval March (A/IMC: Extend March)		
11	Right Face		
12	Left Face		
13	Open Ranks March		
14	Close Ranks March		
15	Left Step March (4 steps min.)		
16	Platoon Halt		
17	Left Face		
18	Right Step March (4 steps min.)		
19	Platoon Halt		
20	Four Steps Forward March		
21	About Face		
22	Forward March		
23	Column Right March (A/IMC: Forward March)		
24	Column Right March (A/IMC: Forward March)		
25	Column Right March (A/IMC: Forward March)		
26	Left Flank March (MC: By the Left Flank March)		
27	Right Flank March (MC: By the Right Flank March)		
28	Platoon Halt		
29	Column Left March (A/IMC: Forward March)		
30	Rear March (A/IMC: To the Rear March)		
31	Rear March (A/IMC: To the Rear March)		
32	Platoon Halt		
33	File from the Right (A/IMC: Forward March)		
34	Platoon Halt		
35	Column of Threes to the Left		
36	Column Left March (A/IMC: Forward March)		
37	Double Time March		
38	Quick Time March		
39	Column Left March (A/IMC: Forward March)		
40	Change Step March		
41	Platoon Halt		
42	Column Left March (A/IMC: Forward March)		
43	Column 1/2 Left March		
44	Column 1/2 Left March		
45	Counter Column March		
46	Counter Column March		
47	Eyes Right		
48	Ready Front		
49	Column Left March (A/IMC: Forward March)		
50	Column Left March (A/IMC: Forward March)		
51	Platoon Halt		
52	Forward March		
53	Rear March (A/IMC: To the Rear March)		
54	Rear March (A/IMC: To the Rear March)		
55	Half Step		
56	Forward March		
57	Left Flank March (MC: By the Left Flank March)		
58	Platoon Halt		
59	REPORT OUT		

UNIT Notes:

SCOREABLE ITEMS		POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor, & o/COR Verbal Report in</i>	15	1-5	6-10	11-15
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	15	1-5	6-10	11-15
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	15	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION <i>o/COR Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	15	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	30	1-10	11-20	21-30
TEAM ALIGNMENT <i>Overall Oweas/Closest/Interval/Distance of team on all movements</i>	30	1-10	11-20	21-30
ARM SWING <i>Overall execution of Arm Swing throughout routine</i>	30	1-10	11-20	21-30
STATIONARY MOVEMENTS <i>Overall execution of all in-Place commands</i>	30	1-10	11-20	21-30
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	30	1-10	11-20	21-30
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	30	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flanks, Rear, & Left Step movements</i>	30	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	30	1-10	11-20	21-30
Total Regulation Drill Points...	300			

SCORESHEET GUIDELINES:

- 1. Follow Drill Sequence as Executed (BOLDRED Commands require 5 sec. pause)
- 2. Check POOR (-), AVERAGE (+/-), or EXCEPTIONAL (+) for each command
- 3. Fully STROKEOUT any missed commands
- 4. When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS
- 5. Any score in the POOR category MUST have notes.
- 6. READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials
- 7. Verify that you have scored EVERY item
- 8. THANK YOU for your time and effort!

Judge's Name: _____

o/COR Score

0-100

*For Trophy ONLY



2022 CCSD JROTC Drill Meet

Unarmed Platoon Regulation

School Name: _____

Total # of Cadets

Team Name: _____

FIELD JUDGE #3

DRILL SEQUENCE			
REPORT IN			
1 Dress Right Dress			
2 Ready Front			
3 Parade Rest			
4 Platoon Attention			
5 Present Arms			
6 Order Arms			
7 Count Off			
8 Close Interval March (A/I/MC: Close March)			
9 Normal Interval March (A/I/MC: Extend March)			
10 Right Face			
11 Left Face			
12 Open Ranks March			
13 Close Ranks March			
14 Left Step March (4 steps min.)			
15 Platoon Halt			
16 Left Face			
17 Right Step March (4 steps min.)			
18 Platoon Halt			
19 Four Steps Forward March			
20 About Face			
21 Forward March			
22 Column Right March (A/I: Forward March)			
23 Column Right March (A/I: Forward March)			
24 Column Right March (A/I: Forward March)			
25 Left Flank March (MC: By the Left Flank March)			
26 Right Flank March (MC: By the Right Flank March)			
27 Platoon Halt			
28 Column Left March (A/I: Forward March)			
29 Rear March (A/I/MC: To the Rear March)			
30 Rear March (A/I/MC: To the Rear March)			
31 Platoon Halt			
32 File from the Right (A/I: Forward March)			
33 Platoon Halt			
34 Column of Threes to the Left			
35 Column Left March (A/I: Forward March)			
36 Double Time March			
37 Quick Time March			
38 Column Left March (A/I: Forward March)			
39 Change Step March			
40 Platoon Halt			
41 Column Left March (A/I: Forward March)			
42 Column 1/2 Left March			
43 Column 1/2 Left March			
44 Counter Column March			
45 Counter Column March			
46 Eyes Right			
47 Ready Front			
48 Column Left March (A/I: Forward March)			
49 Column Left March (A/I: Forward March)			
50 Platoon Halt			
51 Forward March			
52 Rear March (A/I/MC: To the Rear March)			
53 Rear March (A/I/MC: To the Rear March)			
54 Half Step			
55 Forward March			
56 Left Flank March (MC: By the Left Flank March)			
57 Platoon Halt			
REPORT OUT			

UNIT Notes:

SCOREABLE ITEMS	POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor & a/cdr Verbal Report in</i>	15	1-5	6-10
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	15	1-5	6-10
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	15	1-5	6-10
REPORT OUT & LAST IMPRESSION <i>a/cdr Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	15	1-5	6-10
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	30	1-10	11-20
TEAM ALIGNMENT <i>Overall Dress/Governance/Distance of team on all movements</i>	30	1-10	11-20
ARM SWING <i>Overall execution of Arm Swing throughout routine</i>	30	1-10	11-20
STATIONARY MOVEMENTS <i>Overall execution of all In-Place commands</i>	30	1-10	11-20
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	30	1-10	11-20
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	30	1-10	11-20
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flank, Rear, & Left Step movements</i>	30	1-10	11-20
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	30	1-10	11-20
Total Regulation Drill Points...	300		

SCORESHEET GUIDELINES:

- Follow Drill Sequence as Trained (BOLD Commands require 5 sec. pause)
- Check POOR (-), AVERAGE (+), or EXCEPTIONAL (+) for each command
- Polly STRIKEOUT any Manual commands
- When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS
- Any score in the POOR category MEET have notes
- READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials
- Verify that you have scored EVERY item
- THANK YOU! for your time and effort!

a/cdr Score

0-100

*For Trophy ONLY

Judge's Name: _____



2022 CCSD JROTC Drill Meet Unarmed Platoon Regulation

School Name: _____

Total # of Cadets _____

Score Name: _____

FIELD JUDGE #4

DRILL SEQUENCE	-	✓	+
REPORT IN			
1 Dress Right Dress			
2 Ready Front			
3 Parade Rest			
4 Platoon Attention			
5 Present Arms			
6 Order Arms			
7 Count Off			
8 Close Interval March (AF/MC: Close March)			
9 Normal Interval March (AF/MC: Extend March)			
10 Right Face			
11 Left Face			
12 Open Ranks March			
13 Close Ranks March			
14 Left Step March (4 steps min.)			
15 Platoon Halt			
16 Left Face			
17 Right Step March (4 steps min.)			
18 Platoon Halt			
19 Four Steps Forward March			
20 About Face			
21 Forward March			
22 Column Right March (AF: Forward March)			
23 Column Right March (AF: Forward March)			
24 Column Right March (AF: Forward March)			
25 Left Flank March (MC: By the Left Flank March)			
26 Right Flank March (MC: By the Right Flank March)			
27 Platoon Halt			
28 Column Left March (AF: Forward March)			
29 Rear March (AF/MC: To the Rear March)			
30 Rear March (AF/MC: To the Rear March)			
31 Platoon Halt			
32 File from the Right (AF: Forward March)			
33 Platoon Halt			
34 Column of Threes to the Left			
35 Column Left March (AF: Forward March)			
36 Double Time March			
37 Quick Time March			
38 Column Left March (AF: Forward March)			
39 Change Step March			
40 Platoon Halt			
41 Column Left March (AF: Forward March)			
42 Column 1/2 Left March			
43 Column 1/2 Left March			
44 Counter Column March			
45 Counter Column March			
46 Eyes Right			
47 Ready Front			
48 Column Left March (AF: Forward March)			
49 Column Left March (AF: Forward March)			
50 Platoon Halt			
51 Forward March			
52 Rear March (AF/MC: To the Rear March)			
53 Rear March (AF/MC: To the Rear March)			
54 Half Step			
55 Forward March			
56 Left Flank March (MC: By the Left Flank March)			
57 Platoon Halt			
REPORT OUT			

SCOREABLE ITEMS	POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor, & oCDR Verbal Report in</i>	1-5	6-10	11-15
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	1-5	6-10	11-15
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION <i>oCDR Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	1-10	11-20	21-30
TEAM ALIGNMENT <i>Overall Dress/Column/Interval/Distance of team on all movements</i>	1-10	11-20	21-30
ARM SWING <i>Overall execution of Arm Swing throughout routine</i>	1-10	11-20	21-30
STATIONARY MOVEMENTS <i>Overall execution of all In-Place commands</i>	1-10	11-20	21-30
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	1-10	11-20	21-30
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flanks, Rear, & Left Step movements</i>	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	1-10	11-20	21-30
Total Regulation Drill Points...	300		

SCORESHEET GUIDELINES:

- Follow Drill Sequence as Executed (BOLDED Commands require 7 sec. pause)
- Check POOR (-), AVERAGE (+), or EXCEPTIONAL (+) for each command
- Putty STRIKEDOUT any Misled commands
- When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS
- Any score in the POOR category MUST have notes.
- READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judge & collect Initials
- Verify that you have scored EVERY item
- THANK YOU! for your time and effort!

oCDR Score

0-100

*For Trophy ONLY

Judge's Name: _____

UNIT Notes: _____



2022 CCSD JROTC Drill Meet

Unarmed Platoon Exhibition

School Name: _____

uCDR Initials:

Team Name: _____

	Head Judge #1	Max Points	-	✓	+	Score
Military Adherence 25 pts	Dress/Cover/Interval/Distance Degree to which drillers exercise precision & control of space throughout routine	30				
	Facial Bearing Degree to which drillers maintain an intentional military expression/demeanor throughout routine	15				
	Body Bearing Degree to which drillers carry their bodies with intentionality throughout routine	15				
	Military Flavor Degree to which the routine appeals to a military aesthetic in design & construction	15				
Movement Variety 45 pts	Formation Variety Degree to which the team demonstrates a variety of shapes/formations throughout routine	15				
	Rhythmic Variety Degree to which the team varies cadence and rhythm throughout routine	15				
	Visual Variety Degree to which the team utilizes a variety of visual effects throughout routine	15				
Movement Precision 45 pts	Movement Uniformity Degree to which each driller executes each movement with identical technique	15				
	Movement Clarity Degree to which sequences/movements are clear & understandable throughout routine	15				
	Movement Timing Degree to which each driller is moving intentionally in time with teammates throughout routine	15				
Movement Difficulty 30 pts	Movement Complexity Degree to which movements throughout routine are designed to require extreme coordination between teammates	15				
	Movement Intensity Degree to which drillers execute each sequence/movement with intentionality & physicality throughout routine	15				
Routine Composition & Flow 45 pts	Floor Coverage Degree to which the team utilizes the given performance space throughout routine	15				
	Routine Flow Degree to which the overall presentation feels cohesive & intentional	15				
	Routine Impact Degree to which the routine was aesthetically, intellectually, & emotionally impressive	15				
Total Exhibition Drill Points... (includes below categories)		300				

	Score Range	Score
First Impression...	(0-15)	
Report In/Out...	(0-15)	
Team/Cadet Appearance...	(0-15)	
Last Impression...	(0-15)	

Penalty: -25 points per cadet out of range (3 cadets = uCDR required)	
Unit Missing One Cadet (-25)	Unit Missing Two Cadets (-50)
uCDR Initials: _____	
Total # of Cadets: _____	

Judge's Name: _____

Judge's Notes: _____

uCDR Score	Number:	Penalties
0-100		Boundary Violations @ 1pt per each occurrence
		Duration of Routine (Minimum 5 minutes - Maximum 7 minutes)
*For Trophy ONLY	Judges 2-4 Initials:	



2022 CCSD JROTC Drill Meet

Unarmed Platoon Exhibition

School Name: _____

Team Name: _____

	Field Judge #2	Max Points	-	✓	+	Score
Military Adherence	Dress/Cover/Interval/Distance Degree to which drillers exercise precision & control of space throughout routine	30				
	Facial Bearing Degree to which drillers maintain an intentional military expression/temperament throughout routine	15				
	Body Bearing Degree to which drillers carry their bodies with intentionality throughout routine	15				
	Military Flavor Degree to which the routine appeals to a military aesthetic in design & construction	15				
Movement Variety	Formation Variety Degree to which the team demonstrates a variety of shapes/formations throughout routine	15				
	Rhythmic Variety Degree to which the team varies cadence and rhythm throughout routine	15				
	Visual Variety Degree to which the team utilizes a variety of visual effects throughout routine	15				
Movement Precision	Movement Uniformity Degree to which each driller executes each movement with identical technique	15				
	Movement Clarity Degree to which sequences/movements are clear & understandable throughout routine	15				
	Movement Timing Degree to which each driller is moving intentionally in time with teammates throughout routine	15				
Movement Difficulty	Movement Complexity Degree to which movements throughout routine are designed to require extreme coordination between teammates	15				
	Movement Intensity Degree to which drillers execute each sequence/movement with intentionality & physicality throughout routine	15				
Routine Composition & Flow	Floor Coverage Degree to which the team utilizes the given performance space throughout routine	15				
	Routine Flow Degree to which the overall presentation feels cohesive & intentional	15				
	Routine Impact Degree to which the routine was aesthetically, intellectually, & emotionally impressive	15				
Total Exhibition Drill Points... (includes below categories)		300				

	Score Range	Score
First Impression...	(0-15)	
Report In/Out...	(0-15)	
Team/Cadet Appearance...	(0-15)	
Last Impression...	(0-15)	

qCDR Score
0-100
*For Trophy ONLY

Judge's Name: _____

Judge's Notes: _____



2022 CCSD JROTC Drill Meet

Unarmed Platoon Exhibition

School Name: _____

Team Name: _____

		Field Judge #3	Max Points	-	✓	+	Score
Military Adherence	75 pts	Dress/Cover/Interval/Distance Degree to which drillers exercise precision & control of space throughout routine	30				
		Facial Bearing Degree to which drillers maintain an intentional military expression/demeanor throughout routine	15				
		Body Bearing Degree to which drillers carry their bodies with intentionality throughout routine	15				
		Military Flavor Degree to which the routine appeals to a military aesthetic in design & construction	15				
Movement Variety	45 pts	Formation Variety Degree to which the team demonstrates a variety of shapes/formations throughout routine	15				
		Rhythmic Variety Degree to which the team varies cadence and rhythm throughout routine	15				
		Visual Variety Degree to which the team utilizes a variety of visual effects throughout routine	15				
Movement Precision	45 pts	Movement Uniformity Degree to which each driller executes each movement with identical technique	15				
		Movement Clarity Degree to which sequences/movements are clear & understandable throughout routine	15				
		Movement Timing Degree to which each driller is moving intentionally in time with teammates throughout routine	15				
Movement Difficulty	30 pts	Movement Complexity Degree to which moments throughout routine are designed to require extreme coordination between teammates	15				
		Movement Intensity Degree to which drillers execute each sequence/movement with intentionality & physicality throughout routine	15				
Routine Composition & Flow	45 pts	Floor Coverage Degree to which the team utilizes the given performance space throughout routine	15				
		Routine Flow Degree to which the overall presentation feels cohesive & intentional	15				
		Routine Impact Degree to which the routine was aesthetically, intellectually, & emotionally impressive	15				
Total Exhibition Drill Points... (includes below categories)			300				

	Score Range	Score
First Impression...	(0-15)	
Report In/Out...	(0-15)	
Team/Cadet Appearance...	(0-15)	
Last Impression...	(0-15)	

oCDR Score

 0-100

*For Trophy ONLY

Judge's Name: _____

Judge's Notes:



2022 CCSD JROTC Drill Meet

Unarmed Platoon Exhibition

School Name: _____

Team Name: _____

	Field Judge #4	Max Points	-	✓	+	Score
Military Adherence	Dress/Cover/Interval/Distance Degree to which drillers exercise precision & control of space throughout routine	30				
	Facial Bearing Degree to which drillers maintain an intentional military expression/demeanor throughout routine	15				
	Body Bearing Degree to which drillers carry their bodies with intentionality throughout routine	15				
	Military Flavor Degree to which the routine appeals to a military aesthetic in design & construction	15				
Movement Variety	Formation Variety Degree to which the team demonstrates a variety of shapes/formations throughout routine	15				
	Rhythmic Variety Degree to which the team varies cadence and rhythm throughout routine	15				
	Visual Variety Degree to which the team utilizes a variety of visual effects throughout routine	15				
Movement Precision	Movement Uniformity Degree to which each driller executes each movement with identical technique	15				
	Movement Clarity Degree to which sequences/movements are clear & understandable throughout routine	15				
	Movement Timing Degree to which each driller is moving intentionally in time with teammates throughout routine	15				
Movement Difficulty	Movement Complexity Degree to which movements throughout routine are designed to require extreme coordination between teammates	15				
	Movement Intensity Degree to which drillers execute each sequence/movement with intentionality & physicality throughout routine	15				
Routine Composition & Flow	Floor Coverage Degree to which the team utilizes the given performance space throughout routine	15				
	Routine Flow Degree to which the overall presentation feels cohesive & intentional	15				
	Routine Impact Degree to which the routine was aesthetically, intellectually, & emotionally impressive	15				
Total Exhibition Drill Points... (includes below categories)		300				

	Score Range	Score
First Impression...	(0-15)	
Report In/Out...	(0-15)	
Team/Cadet Appearance...	(0-15)	
Last Impression...	(0-15)	

gCDR Score
0-100
*For Trophy ONLY

Judge's Name: _____

Judge's Notes: _____



2022 CCSD JROTC Drill Meet Armed Unit Inspection

School Name: _____

Team Name: _____

Total # of Cadets

c/CDR Initials

Head Judge #1															
	Position of Attention / Overall Body Position			Overall Knowledge / Response to Questions			Overall Hygiene			Overall Uniform Prep. / Correct Wearing of the Uniform			Bearing & Poise		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Cadet Commander <i>Inspection</i>															
Squad Leader <i>1st Squad</i>															
2nd Cadet <i>1st Squad</i>															
3rd Cadet <i>1st Squad</i>															
4th Cadet <i>1st Squad</i>															

Open Ranks...	(0-20)
Close Ranks...	(0-20)
Overall Unity, Snap & Smartness of the Unit....	(0-25)
Overall Unit Impression...	(0-25)

Commander Score
Command Voice, Command Presence & Control of Unit
0-100
*For Trophy ONLY

PENALTIES	
Penalty -25 points per cadet out of range (9 cadets+c/CDR required)	
Unit Missing One Cadet (-25)	Unit Missing Two Cadets (-50)
Judges 2-4 Initials: _____	

Judge's Name: _____

Judge's Notes: _____



2022 CCSD JROTC Drill Meet Armed Unit Inspection

School Name: _____

Team Name: _____

Field Judge #2															
	Position of Attention / Overall Body Position			Overall Knowledge / Response to Questions			Overall Hygiene			Overall Uniform Prep. / Correct Wearing of the Uniform			Bearing & Poise		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Squad Leader															
2nd Squad															
2nd Cadet															
2nd Squad															
3rd Cadet															
2nd Squad															
4th Cadet															
2nd Squad															

Open Ranks...	(0-20)
Close Ranks...	(0-20)
Overall Unity, Snap & Smartness of the Unit....	(0-25)
Overall Unit Impression...	(0-25)

Commander Score
<i>Command Voice, Command Presence & Control of Unit</i>
0-100
<i>*For Trophy ONLY</i>

Judge's Name: _____

Judge's Notes:

DRAFT



2022 CCSD JROTC Drill Meet

Armed Unit Inspection

School Name: _____

Team Name: _____

Field Judge #3															
	Position of Attention / Overall Body Position			Overall Knowledge / Response to Questions			Overall Hygiene			Overall Uniform Prep. / Correct Wearing of the Uniform			Bearing & Poise		
Score Range:	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)	(1-4)	(5-8)	(9-12)
Squad Leader															
3rd Squad															
2nd Cadet															
3rd Squad															
3rd Cadet															
3rd Squad															
4th Cadet															
3rd Squad															

Open Ranks...	(0-20)	
Close Ranks...	(0-20)	
Overall Unity, Snap & Smartness of the Unit....	(0-25)	
Overall Unit Impression...	(0-25)	

Commander Score	
Command Voice, Command Presence & Control of Unit	
0-100	
*For Trophy ONLY	

Judge's Name: _____

Judge's Notes:

DRAFT



2022 CCSD JROTC Drill Meet

Armed Platoon Regulation

School Name: _____

Total # of Cadets

Team Name: _____

a/cdr Initials

HEAD JUDGE #1

DRILL SEQUENCE			
REPORT IN			
1 Inspection Arms			
2 Port Arms			
3 Order Arms			
4 Dress Right Dress			
5 Ready Front			
6 Parade Rest			
7 Platoon Attention			
8 15-Count Manual			
9 Count Off			
10 Close Interval March (AF/MC: Close March)			
11 Normal Interval March (AF/MC: Extend March)			
12 Open Ranks March			
13 Close Ranks March			
14 Left Step March (4 steps min)			
15 Platoon Halt			
16 Left Face			
17 Right Step March (4 steps min)			
18 Platoon Halt			
19 About Face			
20 Right Shoulder Arms			
21 Forward March			
22 Column Right March (AF: Forward March)			
23 Column Right March (AF: Forward March)			
24 Column Right March (AF: Forward March)			
25 Left Flank March (MC: By the Left Flank March)			
26 Right Flank March (MC: By the Right Flank March)			
27 Column Left March (AF: Forward March)			
28 Rear March (AF/MC: To the Rear March)			
29 Rear March (AF/MC: To the Rear March)			
30 Platoon Halt			
31 Port Arms			
32 File from the Right			
33 Platoon Halt			
34 Column of Threes to the Left March			
35 Column Left March (AF: Forward March)			
36 Double Time March			
37 Quick Time March			
38 Column Left March (AF: Forward March)			
39 Right Shoulder Arms			
40 Platoon Halt			
41 Column Left March (AF: Forward March)			
42 Column 1/2 Left March			
43 Column 1/2 Left March			
44 Rear March (AF/MC: To the Rear March)			
45 Rear March (AF/MC: To the Rear March)			
46 Platoon Halt			
47 Forward March			
48 Eyes Right			
49 Ready Front			
50 Column Left March (AF: Forward March)			
51 Left Shoulder Arms			
52 Column Left March (AF: Forward March)			
53 Change Step			
54 Left Flank March (MC: By the Left Flank March)			
55 Platoon Halt			
REPORT OUT			

Judge's Name: _____

UNIT Notes:

SCOREABLE ITEMS	POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)	
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor, & a/cdr Verbal Report In</i>	15	1-5	6-10	11-15
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	15	1-5	6-10	11-15
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	15	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION <i>a/cdr Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	15	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	30	1-10	11-20	21-30
TEAM ALIGNMENT <i>Overall Dress/Column/Interval/Distance of team on all movements</i>	30	1-10	11-20	21-30
RIFLE MANUAL <i>Overall execution of all Rifle Manual movements (including 15-Count & 14-Count for Navy/MC teams)</i>	30	1-10	11-20	21-30
STATIONARY MOVEMENTS <i>Overall execution of all In-Place commands</i>	30	1-10	11-20	21-30
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	30	1-10	11-20	21-30
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	30	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flanks, Rear, & Left Step movements</i>	30	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	30	1-10	11-20	21-30
Total Regulation Drill Points...	300			
PENALTIES				
MISSED/ADDED COMMANDS TOTAL NUMBER of Missed and/or Added Commands	-5pts	Judge 2-4 Initials:		
PAUSE VIOLATIONS TOTAL NUMBER of Pause Violations	-5pts	Judge 2-4 Initials:		
BOUNDARY VIOLATIONS TOTAL NUMBER of Boundary Violations	-1pt	Judge 2-4 Initials:		
UNIFORM VIOLATIONS TOTAL NUMBER of Uniform Violations	-5pts	Judge 2-4 Initials:		
Missing Cadet Penalty				
Penalty -25 points per cadet out of range (10 cadets=a/cdr required)		a/cdr Score		
Unit Missing One Cadet (-25)		0-100		
Unit Missing Two Cadets (-50)				
Cadet Commander's Initials				
Judges 2-4 Initials:		*For Trophy ONLY		

SCORESHEET GUIDELINES:

- Follow Drill Sequence as Executed (HIGHLIGHTED Commands require 5 sec. pause)
- Check POOR (-), AVERAGE (+/-), or EXCEPTIONAL (+) for each command
- Fully STREK/OUT any Missed commands
- When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS
- Any score in the POOR category MUST have notes
- READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials
- Verify that you have scored EVERY Item
- THANK YOU! for your time and effort!



2022 CCSD JROTC Drill Meet

Armed Platoon Regulation

School Name: _____

Total # of Cadets _____

Score Name: _____

FIELD JUDGE #2

SCORABLE ITEMS	POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)	
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor, & aCCDR Verbal Report In</i>	15	1-5	6-10	11-15
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	15	1-5	6-10	11-15
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	15	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION <i>aCCDR Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	15	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	30	1-10	11-20	21-30
TEAM ALIGNMENT <i>Overall Dress/Column/Interval/Distance of team on all movements</i>	30	1-10	11-20	21-30
RIFLE MANUAL <i>Overall execution of all Rifle Manual movements (Including 15-Count & 14-Count for Navy/MC teams)</i>	30	1-10	11-20	21-30
STATIONARY MOVEMENTS <i>Overall execution of all In-Place commands</i>	30	1-10	11-20	21-30
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	30	1-10	11-20	21-30
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	30	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flank, Rear, & Left Step movements</i>	30	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	30	1-10	11-20	21-30
Total Regulation Drill Points...	300			

SCORESHEET GUIDELINES:

- Follow Drill Sequence as Executed (BOLD/DR commands require 1 sec. pause)
- Check POOR (-), AVERAGE (+), or EXCEPTIONAL (+) for each command
- Putty STROKED OUT any Manual commands
- When Sequence is complete, use your checks as a GUIDE for the SCORABLE ITEMS
- Any score in the POOR category MUST have notes.
- READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials
- Verify that you have scored EVERY item
- THANK YOU for your time and effort!

aCCDR Score

0-100

*For Trophy ONLY

Judge's Name: _____

UNIT Notes: _____

DRILL SEQUENCE	-	+	+
REPORT IN			
1 Inspection Arms			
2 Port Arms			
3 Order Arms			
4 Dress Right Dress			
5 Ready Front			
6 Parade Rest			
7 Platoon Attention			
8 15-Count Manual			
9 Count Off			
10 Close Interval March (A/I/MC: Close March)			
11 Normal Interval March (A/I/MC: Extend March)			
12 Open Ranks March			
13 Close Ranks March			
14 Left Step March (4 steps min)			
15 Platoon Halt			
16 Left Face			
17 Right Step March (4 steps min)			
18 Platoon Halt			
19 About Face			
20 Right Shoulder Arms			
21 Forward March			
22 Column Right March (A/I: Forward March)			
23 Column Right March (A/I: Forward March)			
24 Column Right March (A/I: Forward March)			
25 Left Flank March (MC: By the Left Flank March)			
26 Right Flank March (MC: By the Right Flank March)			
27 Column Left March (A/I: Forward March)			
28 Rear March (A/I/MC: To the Rear March)			
29 Rear March (A/I/MC: To the Rear March)			
30 Platoon Halt			
31 Port Arms			
32 File from the Right			
33 Platoon Halt			
34 Column of Threes to the Left March			
35 Column Left March (A/I: Forward March)			
36 Double Time March			
37 Quick Time March			
38 Column Left March (A/I: Forward March)			
39 Right Shoulder Arms			
40 Platoon Halt			
41 Column Left March (A/I: Forward March)			
42 Column 1/2 Left March			
43 Column 1/2 Left March			
44 Rear March (A/I/MC: To the Rear March)			
45 Rear March (A/I/MC: To the Rear March)			
46 Platoon Halt			
47 Forward March			
48 Eyes Right			
49 Ready Front			
50 Column Left March (A/I: Forward March)			
51 Left Shoulder Arms			
52 Column Left March (A/I: Forward March)			
53 Change Step			
54 Left Flank March (MC: By the Left Flank March)			
55 Platoon Halt			
REPORT OUT			



2022 CCSD JROTC Drill Meet Armed Platoon Regulation

School Name: _____

Total # of Cadets

Team Name: _____

FIELD JUDGE #3

DRILL SEQUENCE		-	✓	+
REPORT IN				
1 Inspection Arms				
2 Port Arms				
3 Order Arms				
4 Dress Right Dress				
5 Ready Front				
6 Parade Rest				
7 Platoon Attention				
8 15-Count Manual				
9 Count Off				
10 Close Interval March (AF/MC: Close March)				
11 Normal Interval March (AF/MC: Extend March)				
12 Open Ranks March				
13 Close Ranks March				
14 Left Step March (4 steps min)				
15 Platoon Halt				
16 Left Face				
17 Right Step March (4 steps min)				
18 Platoon Halt				
19 About Face				
20 Right Shoulder Arms				
21 Forward March				
22 Column Right March (AF: Forward March)				
23 Column Right March (AF: Forward March)				
24 Column Right March (AF: Forward March)				
25 Left Flank March (MC: By the Left Flank March)				
26 Right Flank March (MC: By the Right Flank March)				
27 Column Left March (AF: Forward March)				
28 Rear March (AF/MC: To the Rear March)				
29 Rear March (AF/MC: To the Rear March)				
30 Platoon Halt				
31 Port Arms				
32 File from the Right				
33 Platoon Halt				
34 Column of Threes to the Left March				
35 Column Left March (AF: Forward March)				
36 Double Time March				
37 Quick Time March				
38 Column Left March (AF: Forward March)				
39 Right Shoulder Arms				
40 Platoon Halt				
41 Column Left March (AF: Forward March)				
42 Column 1/2 Left March				
43 Column 1/2 Left March				
44 Rear March (AF/MC: To the Rear March)				
45 Rear March (AF/MC: To the Rear March)				
46 Platoon Halt				
47 Forward March				
48 Eyes Right				
49 Ready Front				
50 Column Left March (AF: Forward March)				
51 Left Shoulder Arms				
52 Column Left March (AF: Forward March)				
53 Change Step				
54 Left Flank March (MC: By the Left Flank March)				
55 Platoon Halt				
REPORT OUT				

SCOREABLE ITEMS	POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)
FIRST IMPRESSION & REPORT IN First impression of the unit, all movements to enter the floor, & a/cdr Verbal Report in	1-5	6-10	11-15
TEAM/CADET BEARING Facial & Body control, Military demeanor throughout the routine	1-5	6-10	11-15
ADHERENCE TO MANUAL Correct procedures in accordance w/ stated Drill Manual	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION a/cdr Verbal Report Out, all movements to exit the floor & last impression of the unit	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP Overall uniformity & intensity of unit	1-10	11-20	21-30
TEAM ALIGNMENT Overall Dress/Conformity/Distance of team on all movements	1-10	11-20	21-30
RIFLE MANUAL Overall execution of all Rifle Manual movements (Including 15-Count + 14-Count for Navy/MC teams)	1-10	11-20	21-30
STATIONARY MOVEMENTS Overall execution of all In-Place commands	1-10	11-20	21-30
TEAM MARCHING & CADENCE Overall execution of March Step & Cadence throughout routine	1-10	11-20	21-30
COLUMN MOVEMENTS Overall execution of Column (1/2) Left and Column (Left/Right) movements	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS Overall execution of Flanks, Rear, & Left Step movements	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS Overall execution of YELLOW commands ONLY	1-10	11-20	21-30
Total Regulation Drill Points...	300		

SCORESHEET GUIDELINES:

- Follow Drill Sequence as Executed (BOLD commands require 5 sec. pause)
- Check POOR (-), AVERAGE (+), or EXCEPTIONAL (+) for each command
- Putty STRIKEOUT any Manual commands
- When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS
- Any score in the POOR category MUST have notes.
- READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials
- Verify that you have scored EVERY item
- THANK YOU for your time and effort!

a/cdr Score

0-100

*For Trophy ONLY

Judge's Name: _____

UNIT Notes:



2022 CCSD JROTC Drill Meet

Armed Platoon Regulation

School Name: _____

Total # of Cadets _____

Team Name: _____

FIELD JUDGE #4

DRILL SEQUENCE			
	-	✓	+
REPORT IN			
1 Inspection Arms			
2 Port Arms			
3 Order Arms			
4 Dress Right Dress			
5 Ready Front			
6 Parade Rest			
7 Platoon Attention			
8 15-Count Manual			
9 Count Off			
10 Close Interval March (AF/MC: Close March)			
11 Normal Interval March (AF/MC: Extend March)			
12 Open Ranks March			
13 Close Ranks March			
14 Left Step March (4 steps min)			
15 Platoon Halt			
16 Left Face			
17 Right Step March (4 steps min)			
18 Platoon Halt			
19 About Face			
20 Right Shoulder Arms			
21 Forward March			
22 Column Right March (AF: Forward March)			
23 Column Right March (AF: Forward March)			
24 Column Right March (AF: Forward March)			
25 Left Flank March (MC: By the Left Flank March)			
26 Right Flank March (MC: By the Right Flank March)			
27 Column Left March (AF: Forward March)			
28 Rear March (AF/MC: To the Rear March)			
29 Rear March (AF/MC: To the Rear March)			
30 Platoon Halt			
31 Port Arms			
32 File from the Right			
33 Platoon Halt			
34 Column of Threes to the Left March			
35 Column Left March (AF: Forward March)			
36 Double Time March			
37 Quick Time March			
38 Column Left March (AF: Forward March)			
39 Right Shoulder Arms			
40 Platoon Halt			
41 Column Left March (AF: Forward March)			
42 Column 1/2 Left March			
43 Column 1/2 Left March			
44 Rear March (AF/MC: To the Rear March)			
45 Rear March (AF/MC: To the Rear March)			
46 Platoon Halt			
47 Forward March			
48 Eyes Right			
49 Ready Front			
50 Column Left March (AF: Forward March)			
51 Left Shoulder Arms			
52 Column Left March (AF: Forward March)			
53 Change Step			
54 Left Flank March (MC: By the Left Flank March)			
55 Platoon Halt			
REPORT OUT			

UNIT Notes: _____

SCOREABLE ITEMS	POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)	
FIRST IMPRESSION & REPORT IN <i>First impression of the unit, all movements to enter the floor, & oCDR Verbal Report in</i>	15	1-5	6-10	11-15
TEAM/CADET BEARING <i>Facial & Body control, Military demeanor throughout the routine</i>	15	1-5	6-10	11-15
ADHERENCE TO MANUAL <i>Correct procedures in accordance w/ stated Drill Manual</i>	15	1-5	6-10	11-15
REPORT OUT & LAST IMPRESSION <i>oCDR Verbal Report Out, all movements to exit the floor & last impression of the unit</i>	15	1-5	6-10	11-15
OVERALL TEAM PRECISION & SNAP <i>Overall uniformity & intensity of unit</i>	30	1-10	11-20	21-30
TEAM ALIGNMENT <i>Overall Dress/Column/Interval/Distance of team on all movements</i>	30	1-10	11-20	21-30
RIFLE MANUAL <i>Overall execution of all Rifle Manual movements (Including 15-Count + 14-Count for Navy/MC teams)</i>	30	1-10	11-20	21-30
STATIONARY MOVEMENTS <i>Overall execution of all In-Place commands</i>	30	1-10	11-20	21-30
TEAM MARCHING & CADENCE <i>Overall execution of March Step & Cadence throughout routine</i>	30	1-10	11-20	21-30
COLUMN MOVEMENTS <i>Overall execution of Column (1/2) Left and Column (Left/Right) movements</i>	30	1-10	11-20	21-30
FLANKING/REAR/SIDE-STEP MOVEMENTS <i>Overall execution of Flanks, Rear, & Left Step movements</i>	30	1-10	11-20	21-30
HIGHLIGHTED MOVEMENTS <i>Overall execution of YELLOW commands ONLY</i>	30	1-10	11-20	21-30
Total Regulation Drill Points...	300			

SCORESHEET GUIDELINES:

- Follow Drill Sequence as Enclosed (BOLD/Italic Commands require 5 sec. pause)
- Check POOR (-), AVERAGE (+/-), or EXCEPTIONAL (+) for each command
- Fully STRETCH/OUT any Manual commands
- When Sequence is complete, use your checks as a GUIDE for the SCOREABLE ITEMS
- Any score in the POOR category MUST have notes.
- READ JUDGE ONLY: Verify ALL PENALTIES w/ Field Judges & collect Initials
- Verify that you have scored EVERY item
- THANK YOU! for your time and effort!

oCDR Score

0-100

*For Trophy ONLY

Judge's Name: _____



2022 CCSD JROTC Drill Meet

Armed Platoon Exhibition

School Name: _____

Team Name: _____

oCDR Initials

HEAD JUDGE #1						
To be Graded THROUGHOUT the Routine:		POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)	NOTES:	
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION Overall presentation & condition of both uniform and drill rifle(s)	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed	15	1-5	6-10	11-15	
	VERBAL REPORTS Quality of command voice/presence when VERBALLY delivering report-in/out	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:			POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)	NOTES:
ROUTINE EXECUTION	DRILLER BEARING Degree of facial & body-form control throughout the duration of the routine	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT Degree to which all marching/footwork movements are executed with quality and intentionality	30	1-10	11-20	21-30	
	OVERALL EXECUTION Degree to which the drillers perform each movement/sequence at a high level of excellence	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination	15	1-5	6-10	11-15	
	DRILLER INTERACTION Degree to which all drillers intentionally interact throughout the routine	15	1-5	6-10	11-15	
	ROUTINE IMPACT Degree to which the routine was aesthetically, intellectually, & emotionally impressive	30	1-10	11-20	21-30	
	MILITARY FLAVOR Degree to which the routine appeals to a military aesthetic in design & execution	30	1-10	11-20	21-30	
Total Exhibition Drill Points...		300				
PENALTIES						
DROPPED WEAPONS TOTAL NUMBER of Dropped Weapons w/ TOTAL loss of Control	-1 pts	# OF OCCURRENCES		Routine Duration:		
BOUNDARY VIOLATIONS TOTAL NUMBER of Boundary Violations	-1 pts	Judge 2-4 Initials:		Judge 2-4 Initials:		
Judge's Notes:		Penalty -25 points per cadet out of range (9 cadets/oCDR required)		oCDR Score		
		Unit Missing One Cadet (-25) oCDR Initials:		Unit Missing Two Cadets (-50) Total # of Cadets		
				0-100		
				*For Trophy ONLY		

Judge's Name: _____



2022 CCSD JROTC Drill Meet

Armed Platoon Exhibition

School Name: _____
 Team Name: _____

Total # of Cadets

FIELD JUDGE #2						
To be Graded THROUGHOUT the Routine:		POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)	NOTES:	
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION <i>Overall presentation & condition of both uniform and drill rifle(s)</i>	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION <i>Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing</i>	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION <i>Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging</i>	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION <i>Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed</i>	15	1-5	6-10	11-15	
	VERBAL REPORTS <i>Quality of command voice/presence when VERBALLY delivering report-in/out</i>	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:		POOR (-)	AVERAGE (+/-)	EXCEPTIONAL (+)	NOTES:	
ROUTINE EXECUTION	DRILLER BEARING <i>Degree of facial & body-form control throughout the duration of the routine</i>	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT <i>Degree to which all marching/footwork movements are executed with quality and intentionality</i>	30	1-10	11-20	21-30	
	OVERALL EXECUTION <i>Degree to which the drillers perform each movement/sequence at a high level of excellence</i>	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON <i>Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine</i>	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY <i>Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination</i>	15	1-5	6-10	11-15	
	DRILLER INTERACTION <i>Degree to which all drillers intentionally interact throughout the routine</i>	15	1-5	6-10	11-15	
	ROUTINE IMPACT <i>Degree to which the routine was aesthetically, intellectually, & emotionally impressive</i>	30	1-10	11-20	21-30	
	MILITARY FLAVOR <i>Degree to which the routine appeals to a military aesthetic in design & execution</i>	30	1-10	11-20	21-30	
Total Exhibition Drill Points...		300				

Judge's Notes:

Judge's Name: _____

αCDR Score

0-100

*For Trophy ONLY



2022 CCSD JROTC Drill Meet

Armed Platoon Exhibition

School Name: _____

Team Name: _____

Total # of Cadets

FIELD JUDGE #3						
To be Graded THROUGHOUT the Routine:		POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)	NOTES:	
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION Overall presentation & condition of both uniform and drill rifle(s)	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed	15	1-5	6-10	11-15	
	VERBAL REPORTS Quality of command voice/presence when VERBALLY delivering report-in/out	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:		POOR (-)	AVERAGE (+)	EXCEPTIONAL (+)	NOTES:	
ROUTINE EXECUTION	DRILLER BEARING Degree of facial & body-form control throughout the duration of the routine	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT Degree to which all marching/footwork movements are executed with quality and intentionality	30	1-10	11-20	21-30	
	OVERALL EXECUTION Degree to which the drillers perform each movement/sequence at a high level of excellence	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination	15	1-10	11-20	21-30	
	DRILLER INTERACTION Degree to which all drillers intentionally interact throughout the routine	15	1-10	11-20	21-30	
	ROUTINE IMPACT Degree to which the routine was aesthetically, intellectually, & emotionally impressive	30	1-10	11-20	21-30	
	MILITARY FLAVOR Degree to which the routine appeals to a military aesthetic in design & execution	30	1-10	11-20	21-30	
Total Exhibition Drill Points...		300				

Judge's Notes: _____

Judge's Name: _____

aCDR Score

0-100

*For Trophy ONLY



2022 CCSD JROTC Drill Meet

Armed Platoon Exhibition

School Name: _____

Team Name: _____

Total # of Cadets

FIELD JUDGE #4						
To be Graded THROUGHOUT the Routine:			POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION Overall presentation & condition of both uniform and drill rifle(s)	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed	15	1-5	6-10	11-15	
	VERBAL REPORTS Quality of command voice/presence when VERBALLY delivering report-in/out	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:			POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:
ROUTINE EXECUTION	DRILLER BEARING Degree of facial & body-form control throughout the duration of the routine	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT Degree to which all marching/footwork movements are executed with quality and intentionality	30	1-10	11-20	21-30	
	OVERALL EXECUTION Degree to which the drillers perform each movement/sequence at a high level of excellence	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination	15	1-10	11-20	21-30	
	DRILLER INTERACTION Degree to which all drillers intentionally interact throughout the routine	15	1-10	11-20	21-30	
	ROUTINE IMPACT Degree to which the routine was aesthetically, intellectually, & emotionally impressive	30	1-10	11-20	21-30	
	MILITARY FLAVOR Degree to which the routine appeals to a military aesthetic in design & execution	30	1-10	11-20	21-30	
Total Exhibition Drill Points...		300				

Judge's Notes: _____

Judge's Name: _____

eCOR Score

0-100

*For Trophy ONLY



2022 CCSD JROTC Drill Meet

Rifle Twirl-Off

School Name: _____

Team Name: _____

oCDR Initials

HEAD JUDGE #1						
To be Graded THROUGHOUT the Routine:			POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION <i>Overall presentation & condition of both uniform and drill rifle(s)</i>	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION <i>Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing</i>	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION (30) <i>Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging</i>	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION (15) <i>Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed</i>	15	1-5	6-10	11-15	
	VERBAL REPORTS (15) <i>Quality of command voice/presence when VERBALLY delivering report-in/out</i>	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:			POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:
ROUTINE EXECUTION	DRILLER BEARING (30) <i>Degree of facial & body-form control throughout the duration of the routine</i>	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT (30) <i>Degree to which all marching/footwork movements are executed with quality and intentionality</i>	30	1-10	11-20	21-30	
	OVERALL EXECUTION (30) <i>Degree to which the drillers perform each movement/sequence at a high level of excellence</i>	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON (30) <i>Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine</i>	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY (30) <i>Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination</i>	30	1-10	11-20	21-30	
	ROUTINE IMPACT (30) <i>Degree to which the routine was aesthetically, intellectually, & emotionally impressive</i>	30	1-10	11-20	21-30	
	MILITARY FLAVOR (30) <i>Degree to which the routine appeals to a military aesthetic in design & execution</i>	30	1-10	11-20	21-30	
PENALTIES			# OF OCCURRENCES			
DROPPED WEAPON <i>Occurs with a TOTAL loss of control resulting in full drop</i>	8		Judge 2-4 Initials:		Routine Duration:	
BOUNDARY VIOLATION <i>Occurs if the cadet steps on or out of the boundary line</i>	8		Judge 2-4 Initials:			

Judge's Notes:

Judge's Name: _____



2022 CCSD JROTC Drill Meet

Rifle Twirl-Off

School Name: _____

Team Name: _____

FIELD JUDGE #2

To be Graded THROUGHOUT the Routine:		POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:	
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION Overall presentation & condition of both uniform and drill rifle(s)	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION (30) Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION (15) Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed	15	1-5	6-10	11-15	
	VERBAL REPORTS (15) Quality of command voice/presence when VERBALLY delivering report-in/out	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:		POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:	
ROUTINE EXECUTION	DRILLER BEARING (30) Degree of facial & body-form control throughout the duration of the routine	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT (30) Degree to which all marching/footwork movements are executed with quality and intentionality	30	1-10	11-20	21-30	
	OVERALL EXECUTION (30) Degree to which the drillers perform each movement/sequence at a high level of excellence	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON (30) Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY (30) Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination	30	1-10	11-20	21-30	
	ROUTINE IMPACT (30) Degree to which the routine was aesthetically, intellectually, & emotionally impressive	30	1-10	11-20	21-30	
	MILITARY FLAVOR (30) Degree to which the routine appeals to a military aesthetic in design & execution	30	1-10	11-20	21-30	

Judge's Notes:

Judge's Name: _____



2022 CCSD JROTC Drill Meet

Rifle Twirl-Off

School Name: _____

Team Name: _____

FIELD JUDGE #3						
To be Graded THROUGHOUT the Routine:		POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:	
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION <i>Overall presentation & condition of both uniform and drill rifle(s)</i>	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION <i>Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing</i>	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION (30) <i>Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging</i>	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION (15) <i>Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed</i>	15	1-5	6-10	11-15	
	VERBAL REPORTS (15) <i>Quality of command voice/presence when VERBALLY delivering report-in/out</i>	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:		POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:	
ROUTINE EXECUTION	DRILLER BEARING (30) <i>Degree of facial & body-form control throughout the duration of the routine</i>	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT (30) <i>Degree to which all marching/footwork movements are executed with quality and intentionality</i>	30	1-10	11-20	21-30	
	OVERALL EXECUTION (30) <i>Degree to which the drillers perform each movement/sequence at a high level of excellence</i>	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON (30) <i>Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine</i>	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY (30) <i>Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination</i>	30	1-10	11-20	21-30	
	ROUTINE IMPACT (30) <i>Degree to which the routine was aesthetically, intellectually, & emotionally impressive</i>	30	1-10	11-20	21-30	
	MILITARY FLAVOR (30) <i>Degree to which the routine appeals to a military aesthetic in design & execution</i>	30	1-10	11-20	21-30	

Judge's Notes:

Judge's Name: _____

2022 CCSD JROTC Drill Meet

Rifle Twirl-Off



School Name: _____

Team Name: _____

FIELD JUDGE #4						
To be Graded THROUGHOUT the Routine:		POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:	
ROUTINE COMPOSITION	UNIFORM & EQUIPMENT PREPARATION Overall presentation & condition of both uniform and drill rifle(s)	15	1-5	6-10	11-15	
	ROUTINE INTRO CONSTRUCTION Degree to which the beginning of the routine (to verbal report-in) is thoughtfully/intentionally constructed & attention-grabbing	15	1-5	6-10	11-15	
	ROUTINE BODY CONSTRUCTION (30) Degree to which the body of the routine (end of verbal report-in to start of verbal report-out) is thoughtfully/intentionally constructed & engaging	30	1-10	11-20	21-30	
	ROUTINE CONCLUSION CONSTRUCTION (15) Degree to which to ending of the routine (from end of verbal report-out) is thoughtfully & intentionally constructed	15	1-5	6-10	11-15	
	VERBAL REPORTS (15) Quality of command voice/presence when VERBALLY delivering report-in/out	15	1-5	6-10	11-15	
To be Graded IN TOTALITY:		POOR (-)	AVERAGE (✓)	EXCEPTIONAL (+)	NOTES:	
ROUTINE EXECUTION	DRILLER BEARING (30) Degree of facial & body-form control throughout the duration of the routine	30	1-10	11-20	21-30	
	MARCHING/MOVEMENT (30) Degree to which all marching/footwork movements are executed with quality and intentionality	30	1-10	11-20	21-30	
	OVERALL EXECUTION (30) Degree to which the driller performs each movement/sequence at a high level of excellence	30	1-10	11-20	21-30	
	HANDLING OF THE WEAPON (30) Degree to which comfort, control, & proficiency with the drill rifle are demonstrated throughout routine	30	1-10	11-20	21-30	
	PERCEIVED DIFFICULTY (30) Degree to which movements APPEAR physically challenging, complex, and/or seem to require great coordination	30	1-10	11-20	21-30	
	ROUTINE IMPACT (30) Degree to which the routine was aesthetically, intellectually, & emotionally impressive	30	1-10	11-20	21-30	
	MILITARY FLAVOR (30) Degree to which the routine appeals to a military aesthetic in design & execution	30	1-10	11-20	21-30	

Judge's Notes:

Judge's Name: _____

DRILL DOWN

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

RIFLE TWIRLOFF

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

PERSONNEL INSPECTION – COLOR GUARD A

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

PERSONNEL INSPECTION – COLOR GUARD B

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

PERSONNEL INSPECTION – NOVICE COLOR GUARD

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

PERSONNEL INSPECTION – UNARMED DRILL

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

PERSONNEL INSPECTION – ARMED DRILL

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

REGULATION DRILL – COLOR GUARD A

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

REGULATION DRILL – COLOR GUARD B

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

REGULATION DRILL – NOVICE COLOR GUARD

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

REGULATION DRILL – UNARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

REGULATION DRILL – ARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

EXHIBITION DRILL – UNARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

EXHIBITION DRILL – ARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

TEAM COMMANDER – COLOR GUARD A

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

TEAM COMMANDER – COLOR GUARD B

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

TEAM COMMANDER – NOVICE COLOR GUARD

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

TEAM COMMANDER - UNARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

TEAM COMMANDER - ARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

SWEEPSTAKES – COLOR GUARD

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

SWEEPSTAKES – UNARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

SWEEPSTAKES – ARMED

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

OVERALL DRILL MEET

5th PLACE _____

4th PLACE _____

3RD PLACE _____

2ND PLACE _____

1st PLACE _____

CHAIN OF COMMAND

SCHOOL: _____

PRESIDENT _____

SECRETARY OF DEFENSE _____

SERVICE SECRETARY _____

CHAIRMAN JOINT CHIEF OF STAFF _____

SERVICE CHIEF OF STAFF _____

SERVICE JROTC COMMANDER _____

SCHOOL PRINCIPAL _____

SENIOR INSTRUCTOR _____

INSTRUCTOR _____

INSTRUCTOR _____

INSTRUCTOR _____

INSTRUCTOR _____

CADET CORPS COMMANDER _____

SENIOR ENLISTED CADET _____

COLOR GUARD COMMANDER #1 _____

COLOR GUARD COMMANDER #2 _____

UNARMED DRILL TEAM COMMANDER #1 _____

UNARMED DRILL TEAM COMMANDER #2 _____

ARMED DRILL TEAM COMMANDER #1 _____

ARMED DRILL TEAM COMMANDER #2 _____

* SUBMIT 1 COPY FOR EACH INSPECTION JUDGE

CEREMONY RESPONSIBILITIES

OPENING CEREMONIES

1. If we have an opening ceremony school teams will form on the drill floor IAW Pg. 1-1 in order of performance from right to left. Teams will “Fall In” on the floor to expedite the ceremony. Each schools teams will form up, front to back as follows: Color Guard #1, Color Guard #2, Armed Drill Team, and Unarmed Drill Team. The Color Guard #1 will form up 20 paces from the front boundary. All other teams will align on them. There will be ten paces between teams.
2. During the playing of the National Anthem, teams will follow their sponsor service regulations concerning indoor honors and ceremonies.
3. Teams will “Fall Out” on the floor to expedite the start of the drill meet.

DUTIES:

1. Drill Meet Coordinator:

The Drill Meet Coordinator will be one of the instructors of the host school. This individual will have the final authority in any decisions concerning the drill meet. The Drill Meet Coordinator also has the ultimate responsibility for the entire drill meet.

2. TROPHY INSTRUCTOR:

- A. Deliver trophies/awards to the drill meet.
- B. Locate and position trophy table and set up the trophy table for presentation.
- C. Hand each trophy to the presenter during the awards ceremony.
- D. Coordinate order of presentation with announcer.

3. PROGRAMS INSTRUCTOR:

- A. Deliver and distribute the drill meet programs prior to the meet start.

4. PUBLICITY INSTRUCTOR:

- A. Invite and coordinate news/media coverage.
- B. Arrive early and advise TV crews of drill meet procedures.
- C. Coordinate with the TV announcer throughout the drill meet
- D. Schedule and advise other instructors of their commentary times.
- E. Provide necessary scripts and schedules to the announcer.
- F. Coordinate any special requirements or the appearance of any guests.

5. RULES INSTRUCTOR:

- A. Deliver and distribute current copies of drill meet rules to judges and instructors.
- B. Assist Drill Meet Coordinator in interpreting the rules if necessary.
- C. Collect and distribute team rosters and chain of command.

6. JUDGE INSTRUCTOR:

- A. Provide judges for all phases of the drill meet.
- B. Brief judges prior to the start of the drill meet on the judging procedures.

7. TAPING INSTRUCTOR:

- A. Arrive early and have all drill areas taped prior to 0730 on the day of the meet.
- B. Provide necessary materials for taping the drill areas.

8. HOSPITALITY INSTRUCTOR:

- A. Arrive early and provide coffee and doughnuts for instructors and judges.
- B. Make arrangements for delivery or pick up of lunch for the judges and TV crew.

9. SCORING INSTRUCTOR:

- A. Provide all necessary score sheets for the judges and score keepers.
- B. Provide clip boards or folders and pencils for the judges and score keepers.
- C. Provide a stop watch for the time keeper.

10. ALL INSTRUCTORS:

- A. Insure cadet commanders arrive on time for the commanders meeting. At least one instructor from each school must attend the commanders meeting.
- B. Stress personal honor and military courtesy to all cadets during the drill meet. Brief all cadets on common courtesy and good sportsmanship when observing other teams perform.
- C. Monitor drill inspection and drill phases to insure the appropriate team is ready in turn, not necessarily by the time line set forth in the program.

11. SCORING DATA INSTRUCTOR:

- A. Compile scores using score sheets provided.

CLOSING CEREMONIES

1. School teams will form on the drill floor IAW Pg. 1-1 in order of performance from right to left. Teams will “Fall In” on the floor to expedite the ceremony. Each schools teams will form up, front to back as follows: Color Guard #1, Color Guard #2, Armed Drill Team #1, Unarmed Drill Team #1. The Color Guard #1 will form up 20 paces from the front boundary. All other teams will align on them. There will be ten paces between teams. Down and Rifle Twirl Off winners will form behind the last unarmed team.
2. The presenter will be positioned centered in front of the formation.
3. The Senior Instructor or their assistant from the school responsible for the trophies will select each trophy as it is announced and hand it to the presenter.
4. CCSD will award trophies as follows:
 - Armed Drill team, 1st through 5th place, all categories.
 - Unarmed Drill Team 1st through 5th place, all categories
 - Color Guard team, 1st through 5th place, all categories
 - Novice Color Guard team, 1st through 3rd place, all categories
 - Drill down, 1st through 3rd place
 - Rifle Twirl-off, 1st through 5th place
5. To receive awards the winning commander comes forward, halts 3 paces in front of the presenter and salutes. The commander will then step forward, shake hands with the presenter and accept the award with the left hand. The commander will then step back one pace, salute, do an about face and proceed to the area in front of their schools Color Guard. The commander will place the trophy on the floor in front of the Color Guard. The commander will then proceed to their original position in the formation. To expedite the awards ceremony the announcer will only leave a small amount of time before announcing the next winner. If the commander arrives prior to the previous commander completing their presentation, the team commander will wait at least five paces away from the current presentation. When that presentation is completed the commander will take their place in front of the presenter
6. If more than one school has won the same award both team commanders will come forward. The commander with the lowest letter in the alphabet will receive the award. The other school will get their trophy at a later time.
7. All instructors will ensure that their respective dressing rooms are cleaned of trash and all school equipment removed.

Appendix A

DRILL MEET AND CADET BALL COORDINATOR ROTATION

SY	DRILL MEET COORDINATOR	CADET BALL
2008-2009	Rancho High School	Clark High School
2009-2010	Las Vegas High School	Rancho High School
2010-2011	Canyon Springs High School	Liberty High School
2011-2012	Liberty High School	Shadow Ridge High School
2012-2013	Shadow Ridge High School	Canyon Springs High School
2013-2014	Cheyenne High School	Mojave High School
2014-2015	Mojave High School	Cheyenne High School
2015-2016	Clark High School	Durango High School
2016-2017	Valley High School	Las Vegas High School
2017-2018	Durango High School	Valley High School
2018-2019	Chaparral High School	Bonanza High School
CCSD Drill Meet/Military Ball not held in SYs 19-20 and 20-21		
2021-2022	Cimarron High School	Sunrise Mountain High School
2022-2023	Sunrise Mountain High School	Cimarron High School
2023-2024	Western High School	Basic High School
2024-2025	Basic High School	Chaparral High School
2025-2026	Bonanza High School	Eldorado High School
2026-2027	Desert Pines High School	Centennial High School
2027-2028	Centennial High School	Palo Verde High School
2028-2029	Palo Verde High School	Desert Pines High School
2029-2030	Eldorado High School	Western High School

NOTE: Bolded is current year.

APPENDIX B
DRILL MEET DUTIES AND RESPONSIBILITIES
(Legacy Duty Assignments)

Basic--Marine Judges

Bonanza--Trophies

Canyon Springs--Scoring Sheets

Centennial--Hospitality & Meals

Chaparral--Programs

Cheyenne--Army Judges

Cimarron-Memorial--Runners

Clark--Navy Judges

Desert Pines--Timers

Durango--SOP and AF Judges

Eldorado--Timers

Las Vegas High--

Liberty--Runners

Mojave--

Palo Verde--Computer Scoring

Rancho--Publicity

Shadow Ridge--Runners

Sunrise Mountain--Runners

Valley--T-shirt Competition

Western--Taping Floor