

**DEPARTMENT OF THE ARMY**

Headquarters, Fourth Brigade (ROTC)

ATTN: ATCC-DDJ

Building 2-1120 Macomb Street

Fort Bragg, North Carolina 28310-5000

ATCC-DDJ

1 July 2010

MEMORANDUM FOR Fourth Brigade JROTC Units

SUBJECT: Fourth Brigade JROTC Drill Team Competition Memorandum of Instruction (MOI)

1. Purpose. To establish standards, responsibilities and procedures for the conduct of all Fourth Brigade Army JROTC Drill Competitions, to include the Fourth Brigade Best of the Best Competition.
2. References.
  - a. US Army Field Manual, FM 3-21.5, Drill and Ceremonies, Jul 03.
  - b. AR 840-10, Jun 98.
  - c. CCR 385-10, 1 Apr 02
3. Objectives.
  - a. To provide cadets the opportunity to compete in Army JROTC Drill Competitions.
  - b. To judge participating teams/individuals and designate a brigade champion.
  - c. To promote esprit de corps, teamwork, and self confidence.
4. Concept. Approved JROTC units will host state/regional drill competitions to determine the best teams to compete in a Best of the Best Brigade Drill Competition. Winners of the Best of the Best Drill Competition will be designated as the Fourth Brigade Drill Champions. In order to be eligible units must compete in one of the brigade approved state/regional drill championships NLT 21 days prior to the Fourth Brigade Best of the Best Drill Competition.
5. Responsibilities.
  - a. Fourth Brigade.
    - 1) Serve as proponent for brigade drill program.
    - 2) Approve state/regional drill competition within the Brigade footprint.
    - 3) Select the top teams from the state/regional competition to compete in the 4<sup>th</sup> Brigade Best of the Best Drill Competition.
    - 4) Brigade will task evaluators that understand the technical and leadership standards for each event.
    - 5) Conduct a fourth Brigade Best of the Best Drill Competition annually.
    - 6) Provide 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> place team trophies for the Fourth Brigade Best of the Best Competition. The 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place overall winners will receive individual medals.

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- 7) If funds are available, assist with costs associated with transportation, meals and lodging for the 4<sup>th</sup> Brigade Best of the Best Competition.
  - 8) Task Host OIC.
- b. Host OIC.
- 1) Overall responsibility for the conduct of the competition.
  - 2) Coordinate and thoroughly brief judges prior to the competition.
  - 3) Provide trophies for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place overall winners overall and each event.
  - 4) Final approving authority for any grievances or judging decisions.
  - 5) Send overall results, to include raw scores, to Fourth Brigade NLT 48 hours after completion of competition.
  - 6) Fully comply with this MOI with no exceptions.
  - 7) Judges should be drill sergeants, but may be active duty, reserve, or National Guard NCOs, SAIs/AIs, SROTC cadre and cadets may also be utilized as judges. Judges will be well versed in all drill regulations, to include the manual of arms for all authorized rifles.
  - 8) Submit a registration form (Annex – E) NLT 30 days prior to competition.
- c. Instructors, Coaches and Advisors.
- 1) Prepare teams/individuals for competition IAW provisions of this MOI.
  - 2) Make arrangements for all matters associated with transportation, lodging, meals, emergency procedures, security of personal belongings, and accountability of personnel and equipment while at competitions. All drill rifles must be accounted for at completion of competition and any discrepancies must be reported to OIC immediately.
  - 3) Upon arrival at the meet site, or sooner, notify the competition OIC of any last minute changes affecting the teams' competition schedule.
  - 4) Prior to the start of the meet, provide the competition OIC a memorandum (Annex - D) certifying that all participating cadets meet the minimum requirements for participation in extra-curricular activities for their state. (e.g., if a cadet is not eligible to compete in football because of grades, then he/she is not eligible to compete in any JROTC competition). Failure to provide the certification memorandum is cause for disqualification of the team. Fifth school year cadets are not eligible to compete in any 4th Brigade competitions.
  - 5) Ensure teams are in designated areas prior to start of the awards/closing ceremony.
  - 6) Supervise cadets at all times, especially in latrine areas and dressing rooms.
- DESTRUCTION OF HOST SCHOOL FACILITIES WILL NOT BE TOLERATED AND WILL RESULT IN IMMEDIATE DISQUALIFICATION AND POSSIBLE PROSECUTION.**
- 7) Ensure teams/individuals follow the meet schedule.
  - 8) All teams are responsible for policing the competition area prior to departure.
  - 9) Prior to departing meet site, notify OIC that all personnel and equipment are accounted for. Ensure all weapons have physically been accounted for and are under positive control of JROTC cadre.
6. Coordinating Instructions.
- a. General.

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1) Participating teams will attend all scheduled events as outlined in the Itinerary of Events. Crossover of cadets from event to event is allowed to support smaller schools. Allowances will be made for teams who have members participating in two events at the same time or near same time. This fact should be immediately brought to the attention of the competition OIC. All competing teams will be present for the awards/closing ceremony.

2) Teams should arrive at the meet site prior to the start of competition. Arriving teams will assemble in designated areas. A changing area will be provided for each team that requests one. Park vehicles in designated parking areas. The awards/closing ceremony will be conducted in the competition area. All competition sites will be prepared and checked by site Head Judges prior to the start of competition. All site dimensions will be in accordance with Annex - B.

3) There will be a lunch break for judges. The OIC will advise SAIs/AIs/Coaches/Advisors of the locations of local restaurants or concession stands. It is the responsibility of each coach/advisor to ensure teams are available for scheduled events. If possible there will be concession stands available in the vicinity of the competition site.

4) Upon completion of all events teams will reassemble at their assigned areas for the awards presentations and closing remarks.

5) Inclement weather procedures will be provided by the OIC.

b. Uniform.

1) All instructors, coaches, and advisors will wear the Class B uniform with beret. There is no exception. Judges will wear ACU with soft cap. Teams will be disqualified if their instructors are not in uniform.

2) All cadets competing in regulation drill will wear only the Army issued JROTC short sleeved class B uniform or the class A uniform with authorized accessories to include rank, nameplate, and ribbons -- nameplates must be worn during all regulation events. Authorized accessories are distinctive berets (black, green, maroon, or tan colored are unauthorized). Additionally, Color Guard may wear white, green or black belts and harnesses. Color guards must use standard issued flagstuffs wood or aluminum (either eight feet or nine and one-half feet in length). **DRESS BLUE, AND NON-STANDARD UNIFORMS ARE NOT AUTHORIZED.** Wrist/sweat bands of any type or color, spats, colored shoe laces (other than black), masks/blind folds, multi-colored gloves are unauthorized for regulation and exhibition. Personal items such as watches, bracelets, ear rings as allowed by regulation may be worn by individuals. Hair styles will be in compliance with CCR 145-2, para 10-6 and AR 670-1. Scrunches of black or neutral color may be used to secure the hair. Competing cadets should remain in an appropriate uniform throughout the day, including the awards/closing ceremony. All members of a drill team must be armed with the same type rifle. All must have a sling on the rifle; however, the rifle sling may be taped. Weapons will be of standard issue/weight. Weapons may not be modified except for chrome or nickel plating and sights may be removed. All rifle butts must be padded indoors. Uniform exceptions can be made for exhibition drill events but must be approved 2 weeks in advance of competition by 4<sup>th</sup> Bde JROTC. Any exception must be of military style and in good taste.

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3) Teams will be given five (5) minutes to take corrective action prior to entering the competition area. Upon entering the area all unauthorized clothing items will be penalized up to and including disqualification.

c. Drill/Color Guard Events. Competitions may include the following categories of events:

*Armed Platoon	Regulation	*Armed Platoon	Exhibition
Armed Squad	Regulation	*Unarmed Platoon	Exhibition
*Unarmed Platoon	Regulation	Unarmed Dual	Exhibition
Unarmed Squad	Regulation	Armed Dual/Individual	Exhibition
*Color Guard	Regulation	Armed/Unarmed Squad	Exhibition
Knockout Drill Unarmed	Regulation	Unarmed Inspection	Regulation
Knockout Drill Armed	Regulation	*Armed Inspection	Regulation

\*Mandatory events for Best of the Best eligibility

1) Crib sheets are not authorized..

2) Teams armed with the M1903-A3 rifle will conduct the Manual of Arms IAW current JROTC FM 3-21.5 Teams armed with the M1 rifle will conduct the Manual of Arms IAW Annex G, Manual of Arms except "PRESENT ARMS" and "ORDER ARMS", in which case the cadets will take the weapon to "PORT ARMS" while executing this sequence of movements (See Annex - C). Teams armed with the Replica Rifles will comply with Manual of Arms for the replicated rifle (M1903 or M1).

d. Competition Area. (If unable to meet space requirements adjust according to your facility)

1) Platoon Drill Areas: 100 feet X 100 feet.

2) Squad Drill areas: 100 feet X 100 feet

3) Color Guard areas: 55 feet X 55 feet

4) Individual Exhibition area: 33 feet X 33 feet

5) Only cadets performing in individual events or competing team members in team events will be allowed on or near (inside 10 feet) the drill competition area, **violation of this will result in disqualification**. This specifically precludes extraneous persons from being on or near the drill area to act as boundary guides, or personnel to retrieve, catch or pass equipment, etc. Non-participating members of teams will not be allowed in the competition area, this does not preclude spectators. Only exhibition team commanders may remain stationary on the field while commanding. Personnel used as boundary markers or any type of artificial boundary marker are prohibited.

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e. Time Limits.

1) Teams will form in the ready area five minutes prior to the scheduled competition time. Once in the immediate vicinity of the competition area, ready area or entry/exit box there will be no motivational chants, etc. This is distracting to judges and other competitors on the field and delays the competition sequence. The Head Judge may assess penalty points. Team Commanders will ensure their teams are properly formed and that silence is maintained while other teams are performing.

2) Platoon/Squad Regulation Armed: no time limit.

3) Platoon/Squad Exhibition Armed: min 6 max 9 minutes.

4) Color Guard: no time limit.

5) Individual/Dual Exhibition: min 2 max 3 minutes.

6) Squad/Platoon Regulation Unarmed: no time limit

7) Squad/Platoon Regulation Unarmed Exhibition: min 6 max 9 minutes.

8) Time begins when the first /individual **enters** the competition area and ends when the last individual **exits** the competition area.

f. Team Size.

1) Platoons will consist of no fewer than 13 members -- Team Commander and **three squads of four cadets.**

2) Squads will consist of no fewer than seven (7) members -- Team Commander and six (6) cadets. The maximum number of cadets is 11.

3) Color Guard will consist of four cadets.

g. Scoring Procedures.

1) Score sheets are verified for administrative accuracy while the team is in the ready area. The competing team's score sheets will be completed prior to the beginning of competition by the next team. Immediately after the event the Head Judge will notify the coach of any penalties. The Head Judge will give the score sheets to the scoring committee that will be responsible for tabulating the scores. When the tabulation process has been completed for each team's performance, the team Coach/Advisor may review the score sheets for their team.

2) Protests and Appeals: Should any protest, discrepancy in scoring, dispute or appeal of a judge's scoring or any other similar circumstance arise, it will be the responsibility of the Host OIC to decide the outcome. No further appeal is available. **Protests will be made to the OIC within 30 minutes of the conclusion of the protested event.** Failure to observe the OIC's decision may result in disqualification. It is the responsibility of the judges to judge each team. If judges make a blatant mistake, the event Head Judge or the OIC will immediately determine the necessary corrective action.

3) Selection of winners will be based on the quality point system. The lower the total quality points the higher a team will finish. For example in color guard if a team finishes 1<sup>st</sup> in scoring they will receive a rating of one quality point. If a team finishes 11<sup>th</sup> in scoring in Armed Regulation they receive 11 quality points. At the end of the completion all quality point are added for each team and the lowest ones will win.

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4) In the Event of Tie Scores. The team with the least penalties will be declared the winner. If a tie still persists, the team with the highest score on the Head Judges score sheet will be declared the winner. Finally, if a tie still persists, the OIC will use the Head Judges score sheet item by item to break the tie.

h. Penalties.

1) Less than 10 minutes late in reporting to the ready area - 10 penalty points. Ten minutes late - disqualification.

2) Too few/too many team members - 25 penalty points per missing/extra team member.

3) Unauthorized rifles - disqualification.

4) Failure to stay within the prescribed drill area - 5 penalty points per occurrence. Touching a boundary line will constitute a boundary violation.

5) Dropped rifles in the drill area by a competing unit – 25 penalty points per person per occurrence.

6) Extra commands - (Regulation Drill and Color Guard) - 5 penalty points per extra command.

7) Commands given out of sequence in Regulation Drill and Color Guard events - no points will be scored on the score sheet for each missed command.

8) Discharge of weapons or possession of igniting pyrotechnic devices - disqualification.

9) Teams performing to music - disqualification.

10) Stacking of cadets, elevating cadets or suicide throws during Exhibition Drill - disqualification.

11) The Color Guard will be commanded by the U.S. Flag Bearer or the team will be disqualified.

12) Any case of unsportsmanlike conduct involving team members or Coaches/Advisors, the OIC will determine the severity of the infraction and may assess any penalty up to and including disqualification.

13) Any team Coach/Advisor or team member approaching a judge with the intent to influence the competition, or who enters the drill area without permission will cause his or her team to be immediately disqualified, except in the event of an emergency (e.g., cadet faints).

14) Failure to observe the OIC's final decision on a protest will result in immediate disqualification.

15) Cadets missing a nametag will be assessed two penalty points per missing nametag. Nametags that break during the day of competition must be shown to the Head Judge or another judge prior to leaving the ready area. Event OIC has final say in total assessed penalty points.

16) Failure of Coaches/Advisors to provide the appropriate memorandum verifying that all team members are eligible to compete IAW State guidelines will result in disqualification of the team.

17) Color Guards with flags in the wrong positions (U.S. Colors and other flag reversed) and any flag touching the ground will be an immediate disqualification. There is no opportunity for a "redo."

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18) Regulation Drill and Color Guard teams should march at the prescribed 120 steps per minute (SPM). The timekeeper will measure the cadence once during the performance and this will be the official cadence. The timekeeper will assess one penalty point per second that a team competes over the maximum allowable time or under the prescribed times in Exhibition drill.

i. **INCLEMENT WEATHER PROCEDURES:** In the event of light rain all competition will continue as scheduled. Judges will be conscious of the rain and will not downgrade performance because of wet uniforms. In the event of severe storms or lightning, competition will be immediately stopped. Judges and coaches will move to the JROTC facility for instructions as soon as cadets are under positive control. At that time a weather decision will be made based on weather reports. If the competition must be halted, the following rules will apply. Any event that is more than half completed will stand and awards will be presented. Any event that is less than half completed will not be scored and no awards will be presented.

j. **Safety.**

1) Cadre at every level are responsible for conducting a continuous, rigorous safety program. Cadre must ensure that adequate provisions for safe physical standards are incorporated into all aspects of training.

2) Risk Management will be incorporated into training and competitions.

3) Applicable training safety publications will be available and adhered to during training and competitions.

4) Accident/injury reporting requirements are contained in CCR 385-10, Cadet Command Safety Program dated 1 Apr 02.

5) Medical support and/or medical evacuation plan (strip map to the nearest medical facility) will be provided during the competition. There will be emergency care and water points available on site throughout the competitions.

7. POC for this action is Mr. Steve Anderson at (910)396-0136 or fax (910)396-3854.

ANNEXES:

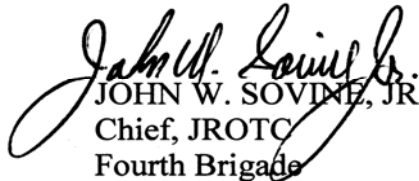
A – Description of Events

B – Drill Area Layout

C – Score Sheets

D – Certificate of Eligibility

E – Registration Form for Best of the Best

  
JOHN W. SOVINE, JR.  
Chief, JROTC  
Fourth Brigade

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition  
Memorandum of Instruction (MOI)

1. General Information:

a. Teams and individuals, regulation and exhibition will enter and exit the drill areas through the "enter/exit area." Commanders will be the only person saluting when reporting in and out of drill areas exception will be color guard.

b. Regulation and Color Guard events will be judged for compliance with FM 3-21.5 with respect to pace count and length of step.

c. Goose Stepping or slamming of the rifle butts against the ground during regulation and color guard events are not authorized. Penalty points and/or point deductions will be assessed against these violations.

d. No cadence calling during ANY event.

e. Drill sequence score sheets are provided at ANNEX C.

f. Schools and cadets using M1 rifles will execute "Present Arms" and "Order Arms as a three count movement instead of the two count movement in the curriculum. (This is to keep the 15-Count Manual of Arms as a 15-count movement vice a 14-count movement).

g. All teams must report to the ready area 5 minutes before each event.

h. Entering/Exiting the Drill Area. Drill teams will enter the drill area from the entrance/exit area at the direction of the event Head Judge. Once in the drill area the Team Commander will report to the event Head Judge. The Drill Team Commander/Individual will verbally announce, **as a minimum**, "school name prepared to conduct drill team sequence" and upon completion he/she will verbally announce, **as a minimum**, "school name completed drill team sequence." Once permission to drill has been granted by the event Head Judge, team commanders will pause and proceed to drill their teams as prescribed on the applicable score sheet. No lists of commands or other assistance may be used; **violation of this will result in disqualification**. Upon completion of drill and upon the direction of the event Head Judge, the drill team will exit the drill area. The team will take whatever required movements are needed to exit the drill area through the entrance/exit area.

2. Color Guard:

a. Teams will consist of four members. The use of the Battalion Sergeant Major as a fifth member of the team is not authorized.

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition  
Memorandum of Instruction (MOI)

- b. The team will carry the U.S. Flag and either the State Flag or the JROTC Flag.
  - c. Cases or modifications of the standard Army issue cases are authorized.
  - d. Flag bearers may hold the flags in both hands or as stated in FM 3-21.5. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.
  - e. The Color Guard will be in the waiting area 5 minutes before their time to compete and move into the ready area and assume the position of parade rest as the previous competing team moves into the competition area. When signaled by the head judge, the team will come to attention, carry (cased colors) and center themselves in front of the head judge by the most direct route and begin their drill sequence of UNCASING THE COLORS. Commands will be given by the Color Guard Commander (U.S. Flag Bearer). After uncasing the colors the team will Present The Colors and report in. The team commander will report out PRIOR to casing the colors. The team will then move by the most direct means to exit the drill area through the "enter/exit area".
  - f. Flag staffs will be 9 1/2 feet or **8 feet long**. No flag smaller than 3' X 4' or larger than 4' X 5' may be used in the competition.
  - g. "Eyes Right" will be called in front of the head judge's original position (the requisite 6 steps is not required for this competition).
  - h. DURING CASING AND UNCASING THE COLORS, JUDGES WILL ONLY ACCEPT RIFLE BEARERS MOVING AT AN OUTWARD 45 DEGREE ANGLE. Moving inward is not allowed for this competition, points will be deducted. Rifle bearers will conduct the about face movement then they will move back to the flag staffs to uncase The Colors.
  - i. As a minimum the flag bearers must wear a pistol belt (white, green or black cartridge belt) as part of their uniform. This is for the purpose of properly securing the cases.
  - j. U.S. Flag and flag staff will be even or slightly higher than the other flag. There will be a 25 point penalty if the height of the U.S. Flag is lower than the other flag/flag staff.
  - k. Flag bearers may hold the flags in both hands or as stated in FM 3-21.5. Teams will be scored on confidence, military bearing, competence of routine, pace, and step.
3. Platoon Regulation (Armed and Unarmed) Drill Team: Teams will be graded on uniformity, sharpness, precision, and military bearing. Showmanship will not be graded in regulation drill. Fancy movements, stomping, and slamming rifle butts on the ground are out of place in these events and will result in points being deducted. The use of drums or other cadence devices in this event are strictly prohibited.

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition  
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4. Squad Regulation (Armed and Unarmed) Drill Team: Teams will be graded on uniformity, sharpness, precision, and military bearing. Showmanship will not be graded in regulation drill. Fancy movements, stomping, and slamming rifle butts on the ground are out of place in these events and will cause points to be deducted. The use of drums or other cadence devices in this event are strictly prohibited.

5. Platoon Exhibition (Armed) Drill Team:

a. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.

b. For safety reasons the following applies: at no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Dangerous throws are prohibited. Dangerous throws are defined as throwing the weapon over the heads of more than one cadet or along a line parallel to a line of cadets, where there is risk of a cadet being hit with the flying weapon. Over the head of a cadet is defined as an imaginary box from the outside of the shoulders to the sky above a cadet. Blind throws over more than one cadet are not authorized. Violation of these rules are

c. See the Exhibition Squad Drill score sheet in ANNEX C.

6. Squad Exhibition (Armed) Drill Team:

a. The team will be graded on uniformity, sharpness, precision, military bearing, showmanship, and cover throughout their performance.

b. For safety reasons the following applies: at no time during exhibition drill will the team stack cadets or elevate cadets on rifles. Dangerous throws are prohibited. Dangerous throws are defined as throwing the weapon over the heads of more than one cadet or along a line parallel to a line of cadets, where there is risk of a cadet being hit with the flying weapon. Over the head of a cadet is defined as an imaginary box from the outside of the shoulders to the sky above a cadet. Blind throws over more than one cadet are not authorized. Violation of these rules are grounds for immediate disqualification with no appeal.

c. Teams will enter and exit the drill area through the same point (from the "enter/exit area").

d. See the Squad Exhibition Drill Team score sheet in ANNEX C.

7. Individual (Armed) Exhibition:

a. The cadet will enter the drill area at the direction of the Head Judge. The cadet will report to the Head Judge and request permission to use the drill field.

b. Upon completion of the routine the cadet will report out to the Head Judge and request permission to leave the drill field. The cadet will depart at the same location he/she entered the drill area.

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ANNEX A (Description of Events) to Fourth Brigade JROTC Drill Team Competition  
Memorandum of Instruction (MOI)

c. Time limits for these events are 2 - 3 minutes minimum - maximum. Time begins when the individual enters the drill area and ends when the cadet departs the drill area.

d. See the Individual Exhibition score sheet in ANNEX C.

8. Knockout Drill:

a. Knockout Drill is open to all cadets attending the drill meet.

b. For Armed Knockout Drill only meet approved rifles are authorized.

c. Cadets will perform all movements IAW FM 3-21.5.

9. Team Inspection.

a. Inspection Preparation.

(1) The cadet commander on the head judge's signal, leads his cadets into the inspection area centering his unit on the Head Judge (4 squads of 3)

(2) The unit should then be instructed to Open Ranks by the Cadet Commander. The commander should get the unit ready by "Aligning the Platoon" (Dress Right Dress and Cover).

(3) The unit is then ready to be inspected by the judges. Formation in this manner allows all of the judges the best alignment for the inspection process. Failure to form the unit in this manner will result in a significant point deduction on the Inspection Score sheet.

b. Inspection Judging. At this point the Cadet Commander will report into the inspection, "Sir/Ma'am". Upon completion of this report in, the event Head Judge, as well as the other three judges, will begin the inspection. The Head Judge will briefly inspect the Cadet Commander, and then move on to the first row of cadets. The other judges will take the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> ranks. This ensures each cadet is fronted and inspected by a judge.

c. Related Inspection Matters.

(1) Male hair length should correspond to the team's particular service regulation. No hair may touch the collar. Females with long hair will have their hair "put-up" to ensure conformity to the

service manual in use by the cadet. General appearance should be well groomed and uniforms should be well prepared.

(2) Teams will be inspected using their own uniforms as the standard. All cadets should wear all ribbons that have been awarded. No exceptions.

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(3) Leather soles or corafram shoes are appropriate wear for all portions of the competition. While poromerics are comparatively easy to maintain, leather shoes will require a great deal more effort to achieve the same appearance and must be so maintained. Should corafram shoes be worn, the judging standard will demand absolute perfection to achieve the same score as a well maintained leather shoe.

d. Cadet Verbal Responses.

(1) Inspection will include questions asked to determine a cadet's poise, confidence, and overall military/government/historical knowledge, along with specific questions about the Army. Examples of possible questions include the following:

Basic Level (Every Cadet should know all of these)

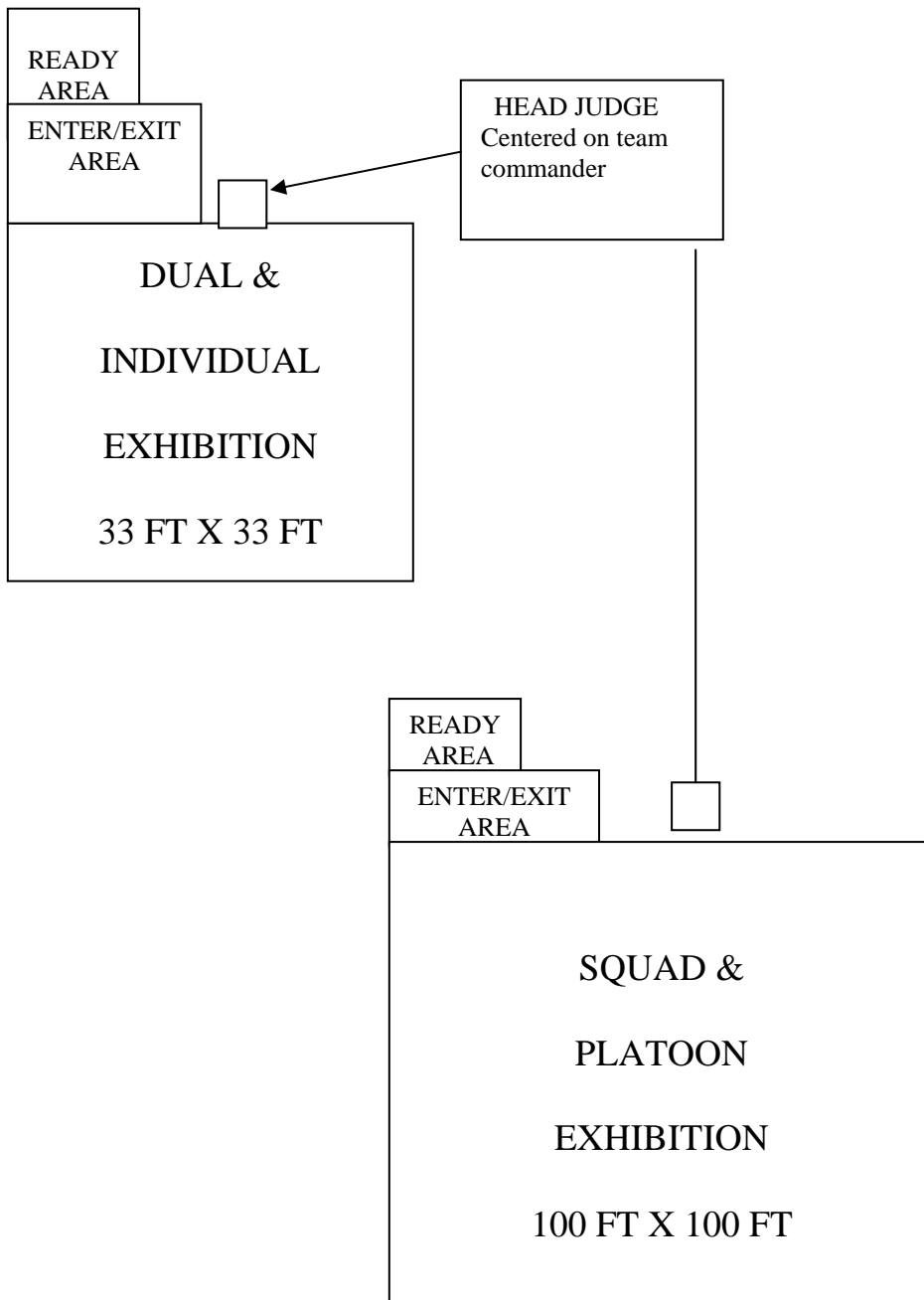
- Name of present and very recent past Presidents and Vice Presidents
- A question about any accessory on the cadet's uniform
- Their respective service chain of command from the Commander-in-Chief down to their JROTC instructors

- Home State capital. Nation's capital
- Common knowledge of current events, as well as, topics covered in the JROTC classes

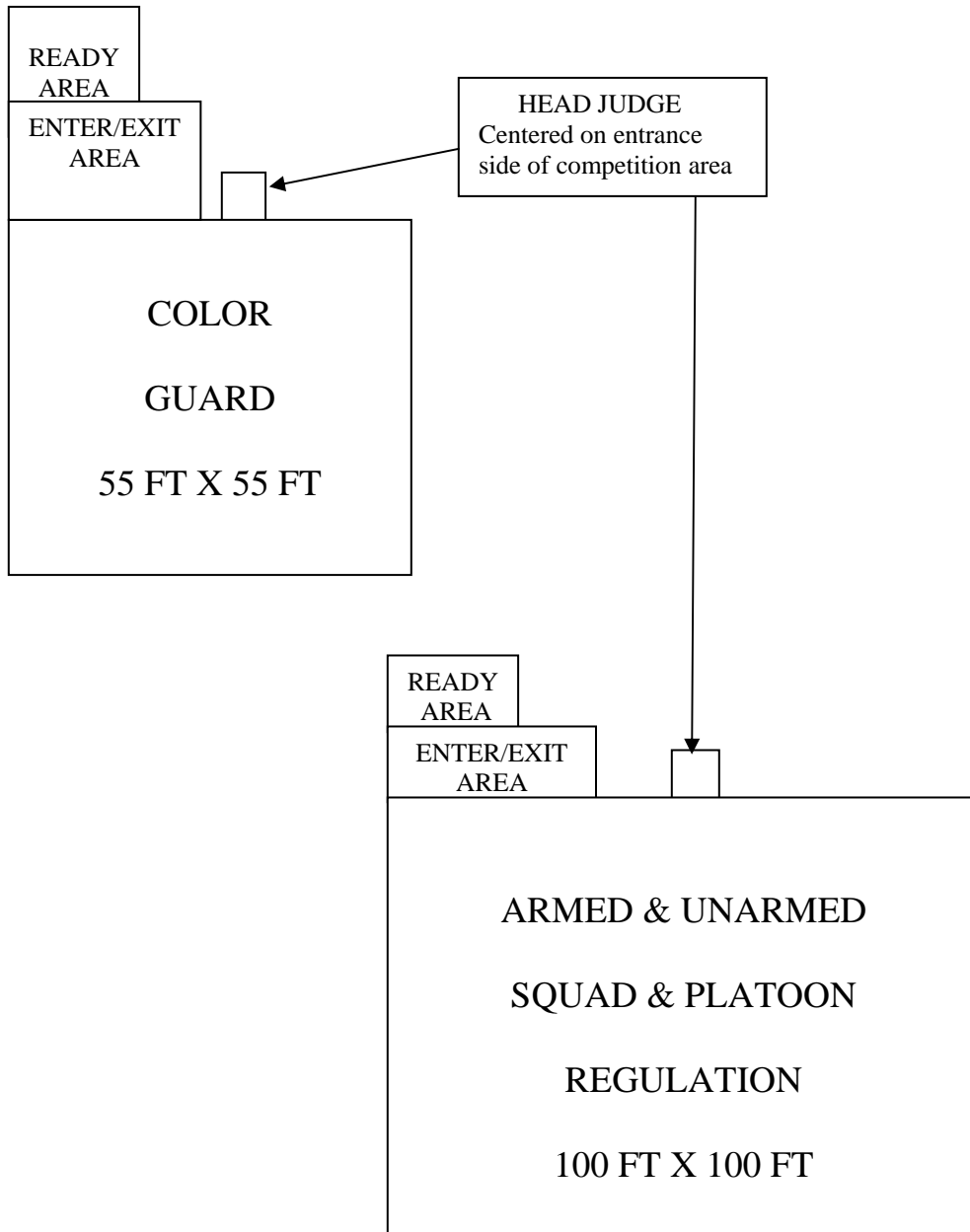
Note: Only the platoon being inspected is allowed in the inspection room. Spectators should be from the same school. Violators will be disqualified.

(2) While it is rare, a judge may incorrectly apply a regulation from their service to that of your team's service branch. If your cadets feel a rule has been incorrectly applied to their unit, DON'T ARGUE THE POINT WITH THE JUDGE! If the judge presses a point a cadet feels is incorrect, the correct response should be: "Sir/Ma'am, I have been instructed that "thus and so" is correct". Don't lose military bearing!

ANNEX B (Drill Field Layout) to Fourth Brigade JROTC Drill Team Competition Memorandum of Instruction (MOI)



ANNEX B (Drill Field Layout) to Fourth Brigade JROTC Drill Team Competition Memorandum of Instruction (MOI)



HEAD JUDGE 4th BRIGADE COLOR GUARD

SCHOOL NAME \_\_\_\_\_ CDR'S NAME \_\_\_\_\_ INITIALS \_\_\_\_\_

THE COLOR GUARD COMMANDER UPON ENTERING MARCHES THE COLOR GUARD USING ANY MOVEMENTS NEEDED TO PLACE THE COLORS CENTERED ON THE HEAD JUDGE. ALL COLOR GUARDS WILL REPORT IN.

A 5 second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.

ENTER THE DRILL AREA to begin routine

- 1. FORWARD MARCH 0-5
2. LEFT WHEEL MARCH (Forward March) 0-5
3. LEFT WHEEL MARCH (Forward March) 0-5
4. COLORS HALT 0-5
5. SLING ARMS 0-5
6. POST 0-10
7. UNCASE THE COLORS 0-10
8. PRESENT ARMS 0-5
9. ORDER ARMS 0-5
10. POST 0-10
11. PRESENT ARMS 0-5
12. REPORT IN 0-10
13. ORDER ARMS 0-5
14. COLORS REVERSE MARCH (Fwd Mch) 0-5
15. LEFT WHEEL MARCH (Forward March) 0-5
16. COLORS REVERSE MARCH (Forward March) 0-5
17. COLORS HALT 0-5
18. ORDER ARMS (COLORS) 0-5
19. PARADE REST 0-5
20. COLORS ATTENTION 0-5
21. CARRY COLORS 0-5
22. FORWARD MARCH 0-5
23. RIGHT WHEEL MARCH (Forward March) 0-5
24. RIGHT WHEEL MARCH (Forward March) 0-5
25. COLORS REVERSE MARCH (Forward March) 0-5
26. EYES RIGHT 0-5
27. READY FRONT 0-5
28. LEFT WHEEL MARCH (Forward March) 0-5
29. LEFT WHEEL MARCH (Forward March) 0-5
30. LEFT WHEEL MARCH (Forward March) 0-5
31. COLORS HALT 0-5
32. PRESENT ARMS 0-5
33. REPORT OUT 0-5
34. ORDER ARMS 0-5
35. SLING ARMS 0-5
36. POST 0-10
37. PRESENT ARMS 0-5
38. ORDER ARMS 0-5
39. CASE THE COLORS 0-10
40. POST 0-10
41. COLORS REVERSE MARCH (Forward March) 0-5
42. RIGHT WHEEL MARCH (Forward March) 0-5
43. RIGHT WHEEL MARCH (Forward March) 0-5

SUBTOTAL \_\_\_\_\_ (250 POINTS)

\*\*\*\*\*

ALL JUDGES SCORE THIS AREA

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) \_\_\_\_\_

OVERALL IMPRESSION (0-30) \_\_\_\_\_

JUDGES' TOTAL SCORE (Possible 100 points): \_\_\_\_\_

\*\*\*\*\*

TOTAL SCORE \_\_\_\_\_ (possible 350 points)

JUDGES NAME \_\_\_\_\_

March)

March)

SUBTOTAL \_\_\_\_\_ (250 POINTS)

\*\*\*\*\*

ALL JUDGES SCORE THIS AREA

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) \_\_\_\_\_

OVERALL IMPRESSION (0-30) \_\_\_\_\_

JUDGES' TOTAL SCORE (Possible 100 points): \_\_\_\_\_

\*\*\*\*\*

TOTAL SCORE \_\_\_\_\_ (possible 350 points)

JUDGES NAME \_\_\_\_\_

### 4<sup>th</sup> BRIGADE COLOR GUARD

SCHOOL NAME \_\_\_\_\_ CDR'S NAME \_\_\_\_\_ INITIALS \_\_\_\_\_

THE COLOR GUARD COMMANDER UPON ENTERING MARCHES THE COLOR GUARD USING ANY MOVEMENTS NEEDED TO PLACE THE COLORS CENTERED ON THE HEAD JUDGE. ALL COLOR GUARDS WILL REPORT IN.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE COMMANDS**.

ENTER THE DRILL AREA to begin routine

- |                                      |              |                                      |              |
|--------------------------------------|--------------|--------------------------------------|--------------|
| 1. FORWARD MARCH                     | 0 - 5 _____  | 24. RIGHT WHEEL MARCH (Forward       | 0 - 5 _____  |
| 2. LEFT WHEEL MARCH (Forward March)  | 0 - 5 _____  | March)                               |              |
| 3. LEFT WHEEL MARCH (Forward March)  | 0 - 5 _____  | 25. COLORS REVERSE MARCH (Forward    | 0 - 5 _____  |
| 4. COLORS HALT                       | 0 - 5 _____  | March)                               |              |
| 5. SLING ARMS                        | 0 - 5 _____  | 26. EYES RIGHT                       | 0 - 5 _____  |
| 6. POST                              | 0 - 10 _____ | 27. READY FRONT                      | 0 - 5 _____  |
| 7. UNCASE THE COLORS                 | 0 - 10 _____ | 28. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____  |
| 8. PRESENT ARMS                      | 0 - 5 _____  | 29. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____  |
| 9. ORDER ARMS                        | 0 - 5 _____  | 30. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____  |
| 10. POST                             | 0 - 10 _____ | 31. <b>COLORS HALT</b>               | 0 - 5 _____  |
| 11. PRESENT ARMS                     | 0 - 5 _____  | 32. PRESENT ARMS                     | 0 - 5 _____  |
| 12. REPORT IN                        | 0 - 10 _____ | 33. REPORT OUT                       | 0 - 5 _____  |
| 13. ORDER ARMS                       | 0 - 5 _____  | 34. ORDER ARMS                       | 0 - 5 _____  |
| 14. COLORS REVERSE MARCH (Fwd Mch)   | 0 - 5 _____  | 35. SLING ARMS                       | 0 - 5 _____  |
| 15. LEFT WHEEL MARCH (Forward March) | 0 - 5 _____  | 36. POST                             | 0 - 10 _____ |
| 16. COLORS REVERSE MARCH (Forward    | 0 - 5 _____  | 37. PRESENT ARMS                     | 0 - 5 _____  |
| March)                               |              | 38. ORDER ARMS                       | 0 - 5 _____  |
| 17. <b>COLORS HALT</b>               | 0 - 5 _____  | 39. CASE THE COLORS                  | 0 - 10 _____ |
| 18. ORDER ARMS (COLORS)              | 0 - 5 _____  | 40. POST                             | 0 - 10 _____ |
| 19. PARADE REST                      | 0 - 5 _____  | 41. COLORS REVERSE MARCH (Forward    | 0 - 5 _____  |
| 20. COLORS ATTENTION                 | 0 - 5 _____  | March)                               |              |
| 21. <b>CARRY COLORS</b>              | 0 - 5 _____  | 42. RIGHT WHEEL MARCH (Forward       | 0 - 5 _____  |
| 22. FORWARD MARCH                    | 0 - 5 _____  | March)                               |              |
| 23. RIGHT WHEEL MARCH (Forward       | 0 - 5 _____  | 43. RIGHT WHEEL MARCH (Forward       | 0 - 5 _____  |
| March)                               |              | March)                               |              |

SUBTOTAL \_\_\_\_\_ (250 POINTS)

\*\*\*\*\*

ALL JUDGES SCORE THIS AREA

COMMANDER'S SCORE (COMMAND VOICE, ETC.) (0-70) \_\_\_\_\_

OVERALL IMPRESSION (0-30) \_\_\_\_\_

JUDGES' TOTAL SCORE (Possible 100 points): \_\_\_\_\_

\*\*\*\*\*

TOTAL SCORE \_\_\_\_\_ (possible 350 points)

JUDGES NAME \_\_\_\_\_

## HEAD JUDGE BRIGADE REGULATION UNARMED PLATOON

CC Initials
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School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**  
**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAMENTERS &amp; REPORTS IN*</i>							
		20.	About Face	1 2 3 4 5	40.	<b>PLATOON HALT</b>	
01.	Dress Right Dress	1 2 3 4 5	21.	Forward March		41.	Column Left March
02.	Ready Front	1 2 3 4 5	22.	Column Right March	1 2 3 4 5	42.	Column ½ Lft March
03.	<b>PARADE REST</b>	1 2 3 4 5	23.	Column Right March	1 2 3 4 5	43.	Column ½ Lft March
04.	Platoon Attention	1 2 3 4 5	24.	Column Right March	1 2 3 4 5	44.	Rear March
05.	Present Arms	1 2 3 4 5	25.	Left Flank March	1 2 3 4 5	45.	Rear March
06.	Order Arms	1 2 3 4 5	26.	Right Flank March	1 2 3 4 5	46.	Eyes Right
07.	<b>COUNT OFF</b>	1 2 3 4 5	27.	<b>PLATOON HALT</b>		47.	Ready Front
08.	Close Interval March	4 8 12 16 20	28.	Column Left March	1 2 3 4 5	48.	Column Left March
09.	Normal Interval March	1 2 3 4 5	29.	Rear March	1 2 3 4 5	49.	Column Left March
10.	Right Face	1 2 3 4 5	30.	Rear March	1 2 3 4 5	50.	<b>PLATOON HALT</b>
11.	Left Face	1 2 3 4 5	31.	<b>PLATOON HALT</b>		51.	Forward March
12.	Open Ranks March	1 2 3 4 5	32.	File from the Right March	1 2 3 4 5	52.	Rear March
13.	Close Ranks March	1 2 3 4 5	33.	Platoon Halt		53.	Rear March
14.	Left Step March	1 2 3 4 5	34.	Column of threes to the left march	1 2 3 4 5	54.	Half Step March
15.	<b>PLATOON HALT</b>		35.	Column Left March	1 2 3 4 5	55.	Forward March
16.	Left Face	1 2 3 4 5	36.	Double Time March	1 2 3 4 5	56.	Left Flank March
17.	Right Step March	1 2 3 4 5	37.	Quick Time March	1 2 3 4 5	57.	Platoon Halt
18.	Platoon Halt		38.	Column Left March	1 2 3 4 5		
19.	Four Steps forward March	1 2 3 4 5	39.	Change Step March	1 2 3 4 5		
							TM REPORTS OUT/EXITS* (Score below)

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

<p><b>JUDGES SCORE ALL FOUR ITEMS BELOW:</b></p> <p>Report IN Score (0-15) _____</p> <p>Overall Impression (0-25) _____</p>
-----------------------------------------------------------------------------------------------------------------------------

<p><b>Penalty - 25 points per missing cadet:</b> (12 cadets + cadet cmdr required)</p>	
<p><b>Unit Missing One Cadet</b></p> <p><b>-25</b></p>	<p><b>Unit Missing Two Cadets</b></p> <p><b>-50</b></p>
<p><b>Cadet Commander's Initials:</b></p> <p>_____</p>	
<p><b>FILLED OUT BY HEADJUDGE ONLY IF MISSING CADETS</b></p>	

Judge's Name: \_\_\_\_\_  
 Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE REGULATION UNARMED PLATOON

CC Initials
-------------

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**  
**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAMENTERS &amp; REPORTS IN*</i>								
		20.	About Face	1 2 3 4 5	40.	<b>PLATOON HALT</b>		
01.	Dress Right Dress	1 2 3 4 5	21.	Forward March		41.	Column Left March	1 2 3 4 5
02.	Ready Front	1 2 3 4 5	22.	Column Right March	1 2 3 4 5	42.	Column ½ Lft March	1 2 3 4 5
03.	<b>PARADE REST</b>	1 2 3 4 5	23.	Column Right March	1 2 3 4 5	43.	Column ½ Lft March	1 2 3 4 5
04.	Platoon Attention	1 2 3 4 5	24.	Column Right March	1 2 3 4 5	44.	Rear March	1 2 3 4 5
05.	Present Arms	1 2 3 4 5	25.	Left Flank March	1 2 3 4 5	45.	Rear March	1 2 3 4 5
06.	Order Arms	1 2 3 4 5	26.	Right Flank March	1 2 3 4 5	46.	Eyes Right	1 2 3 4 5
07.	<b>COUNT OFF</b>	1 2 3 4 5	27.	<b>PLATOON HALT</b>		47.	Ready Front	1 2 3 4 5
08.	Close Interval March	4 8 12 16 20	28.	Column Left March	1 2 3 4 5	48.	Column Left March	1 2 3 4 5
09.	Normal Interval March	1 2 3 4 5	29.	Rear March	1 2 3 4 5	49.	Column Left March	1 2 3 4 5
10.	Right Face	1 2 3 4 5	30.	Rear March	1 2 3 4 5	50.	<b>PLATOON HALT</b>	
11.	Left Face	1 2 3 4 5	31.	<b>PLATOON HALT</b>		51.	Forward March	
12.	Open Ranks March	1 2 3 4 5	32.	File from the Right March	1 2 3 4 5	52.	Rear March	1 2 3 4 5
13.	Close Ranks March	1 2 3 4 5	33.	Platoon Halt		53.	Rear March	1 2 3 4 5
14.	Left Step March	1 2 3 4 5	34.	Column of threes to the left march	1 2 3 4 5	54.	Half Step March	1 2 3 4 5
15.	<b>PLATOON HALT</b>		35.	Column Left March	1 2 3 4 5	55.	Forward March	1 2 3 4 5
16.	Left Face	1 2 3 4 5	36.	Double Time March	1 2 3 4 5	56.	Left Flank March	1 2 3 4 5
17.	Right Step March	1 2 3 4 5	37.	Quick Time March	1 2 3 4 5	57.	Platoon Halt	1 2 3 4 5
18.	Platoon Halt		38.	Column Left March	1 2 3 4 5			
19.	Four Steps forward March	1 2 3 4 5	39.	Change Step March	1 2 3 4 5			
<b>TM REPORTS OUT/EXITS* (Score below)</b>								

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

<p><b>JUDGES SCORE ALL FOUR ITEMS BELOW:</b></p> <p>Report IN Score (0-15) _____</p> <p>Overall Impression (0-25) _____</p>
-----------------------------------------------------------------------------------------------------------------------------

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>TH</sup> BRIGADE REGULATION ARMED PLATOON

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

**Grand Total**

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAM ENTERS &amp; REPORTS IN*</i>								
		20.	Right Shoulder Arms	1 2 3 4 5	40.	PLATOON HALT		
01.	Inspection Arms	1 2 3 4 5	21.	Forward March		41.	Column Left March	1 2 3 4 5
02.	Port Arms	1 2 3 4 5	22.	Column Right March	1 2 3 4 5	42.	Column ½ Lft March	1 2 3 4 5
03.	Order Arms	1 2 3 4 5	23.	Column Right March	1 2 3 4 5	43.	Column ½ Lft March	1 2 3 4 5
04.	Dress Right Dress	1 2 3 4 5	24.	Column Right March	1 2 3 4 5	44.	Rear March	1 2 3 4 5
05.	<b>READY, FRONT</b>	1 2 3 4 5	25.	Left Flank March	1 2 3 4 5	45.	Rear March	1 2 3 4 5
06.	Parade Rest	1 2 3 4 5	26.	Right Flank March	1 2 3 4 5	46.	Eyes Right	1 2 3 4 5
07.	Platoon Attention	1 2 3 4 5	27.	Column Left March	1 2 3 4 5	47.	Ready Front	1 2 3 4 5
08.	15 Count Manual Arms**	4 8 12 16 20	28.	Rear March	1 2 3 4 5	48.	Column Left March	1 2 3 4 5
09.	Count Off	1 2 3 4 5	29.	Rear March	1 2 3 4 5	49.	Left Shoulder Arms	1 2 3 4 5
10.	Close Interval March	1 2 3 4 5	30.	<b>PLATOON HALT</b>		50.	Port Arms	1 2 3 4 5
11.	Normal Interval March	1 2 3 4 5	31.	Port Arms	1 2 3 4 5	51.	Column Left March	1 2 3 4 5
12.	Open Ranks March	1 2 3 4 5	32.	Files from the Right March	1 2 3 4 5	52.	<b>PLATOON HALT</b>	
13.	Close Ranks March	1 2 3 4 5	33.	Platoon Halt		53.	Forward March	
14.	Left Step March	1 2 3 4 5	34.	Column of threes to the left march	1 2 3 4 5	54.	Left Flank March	1 2 3 4 5
15.	<b>PLATOON HALT</b>		35.	Column Left March	1 2 3 4 5	55.	Platoon Halt	
16.	Left Face	1 2 3 4 5	36.	Double Time March	1 2 3 4 5			
17.	Right Step March	1 2 3 4 5	37.	Quick Time March	1 2 3 4 5			
18.	Platoon Halt		38.	Column Left March	1 2 3 4 5			
19.	About Face	1 2 3 4 5	39.	Right Shoulder Arms	1 2 3 4 5	<b>TEAM REPORTS OUT/EXITS*</b>		

Cadence Checked Here

**\*\*Consists of: Order, right shoulder, left shoulder, present, order arms (FM 3-21.5, page 4-10)**

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

**JUDGES SCORE ALL FOUR ITEMS BELOW:**

Report IN Score (0-15) \_\_\_\_\_

Overall Impression (0-25) \_\_\_\_\_

**Penalty - 25 points per missing cadet:**  
(12 cadets + cadet cmdr required)

<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>

**Cadet Commander's Initials: Filled out by Headjudge only if missing cadets**

\_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>TH</sup> BRIGADE REGULATION ARMED PLATOON

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

**Grand Total**

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAM ENTERS &amp; REPORTS IN*</i>																				
		20	Right Shoulder Arms	1	2	3	4	5												
		40	<b>PLATOON HALT</b>																	
01	<i>Inspection Arms</i>	1	2	3	4	5	21	Forward March		41	Column Left March	1	2	3	4	5				
02	<i>Port Arms</i>	1	2	3	4	5	22	Column Right March	1	2	3	4	5	42	Column ½ Lft March	1	2	3	4	5
03	Order Arms	1	2	3	4	5	23	Column Right March	1	2	3	4	5	43	Column ½ Lft March	1	2	3	4	5
04	Dress Right Dress	1	2	3	4	5	24	Column Right March	1	2	3	4	5	44	Rear March	1	2	3	4	5
05	<b>READY, FRONT</b>	1	2	3	4	5	25	Left Flank March	1	2	3	4	5	45	Rear March	1	2	3	4	5
06	Parade Rest	1	2	3	4	5	26	Right Flank March	1	2	3	4	5	46	Eyes Right	1	2	3	4	5
07	Platoon Attention	1	2	3	4	5	27	Column Left March	1	2	3	4	5	47	Ready Front	1	2	3	4	5
08	15 Count Manual Arms**	4	8	12	16	20	28	Rear March	1	2	3	4	5	48	Column Left March	1	2	3	4	5
09	Count Off	1	2	3	4	5	29	Rear March	1	2	3	4	5	49	Left Shoulder Arms	1	2	3	4	5
10	Close Interval March	1	2	3	4	5	30	<b>PLATOON HALT</b>						50	Port Arms	1	2	3	4	5
11	Normal Interval March	1	2	3	4	5	31	Port Arms	1	2	3	4	5	51	Column Left March	1	2	3	4	5
12	Open Ranks March	1	2	3	4	5	32	Files from the Right March	1	2	3	4	5	52	<b>PLATOON HALT</b>					
13	Close Ranks March	1	2	3	4	5	33	Platoon Halt						53	Forward March					
14	Left Step March	1	2	3	4	5	34	Column of threes to the left march	1	2	3	4	5	54	Left Flank March	1	2	3	4	5
15	<b>PLATOON HALT</b>						35	Column Left March	1	2	3	4	5	55	Platoon Halt					
16	Left Face	1	2	3	4	5	36	Double Time March	1	2	3	4	5							
17	Right Step March	1	2	3	4	5	37	Quick Time March	1	2	3	4	5							
18	Platoon Halt						38	Column Left March	1	2	3	4	5							
19	About Face	1	2	3	4	5	39	Right Shoulder Arms	1	2	3	4	5	<b>TEAM REPORTS OUT/EXITS*</b>						

Cadence Checked Here

**\*\*Consists of: Order, right shoulder, left shoulder, present, order arms (FM 3-21.5, page 4-10)**

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

**JUDGES SCORE ALL FOUR ITEMS BELOW:**

Report IN Score (0-15) \_\_\_\_\_

Overall Impression (0-25) \_\_\_\_\_

**Penalty - 25 points per missing cadet:**  
(6 cadets + cadet cmdr required) (Max 11)

<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>

**Cadet Commander's Initials:**

\_\_\_\_\_

**FILL OUT ONLY IF  
UNIT IS MISSING CADETS**

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

## 4<sup>TH</sup> BRIGADE REGULATION ARMED PLATOON

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

<b>Grand Total</b>
--------------------

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAM ENTERS &amp; REPORTS IN*</i>							
			20. Right Shoulder Arms	1 2 3 4 5		40. <b>PLATOON HALT</b>	
01.	<i>Inspection Arms</i>	1 2 3 4 5	21. Forward March			41. Column Left March	1 2 3 4 5
02.	<i>Port Arms</i>	1 2 3 4 5	22. Column Right March	1 2 3 4 5		42. Column ½ Lft March	1 2 3 4 5
03.	Order Arms	1 2 3 4 5	23. Column Right March	1 2 3 4 5		43. Column ½ Lft March	1 2 3 4 5
04.	Dress Right Dress	1 2 3 4 5	24. Column Right March	1 2 3 4 5		44. Rear March	1 2 3 4 5
05.	<b>READY, FRONT</b>	1 2 3 4 5	25. Left Flank March	1 2 3 4 5		45. Rear March	1 2 3 4 5
06.	Parade Rest	1 2 3 4 5	26. Right Flank March	1 2 3 4 5		46. Eyes Right	1 2 3 4 5
07.	Platoon Attention	1 2 3 4 5	27. Column Left March	1 2 3 4 5		47. Ready Front	1 2 3 4 5
08.	15 Count Manual Arms**	4 8 12 16 20	28. Rear March	1 2 3 4 5		48. Column Left March	1 2 3 4 5
09.	Count Off	1 2 3 4 5	29. Rear March	1 2 3 4 5		49. Left Shoulder Arms	1 2 3 4 5
10.	Close Interval March	1 2 3 4 5	30. <b>PLATOON HALT</b>			50. Port Arms	1 2 3 4 5
11.	Normal Interval March	1 2 3 4 5	31. Port Arms	1 2 3 4 5		51. Column Left March	1 2 3 4 5
12.	Open Ranks March	1 2 3 4 5	32. Files from the Right March	1 2 3 4 5		52. <b>PLATOON HALT</b>	
13.	Close Ranks March	1 2 3 4 5	33. Platoon Halt			53. Forward March	
14.	Left Step March	1 2 3 4 5	34. Column of threes to the left march	1 2 3 4 5		54. Left Flank March	1 2 3 4 5
15.	<b>PLATOON HALT</b>		35. Column Left March	1 2 3 4 5		55. Platoon Halt	
16.	Left Face	1 2 3 4 5	36. Double Time March	1 2 3 4 5			
17.	Right Step March	1 2 3 4 5	37. Quick Time March	1 2 3 4 5			
18.	Platoon Halt		38. Column Left March	1 2 3 4 5			
19.	About Face	1 2 3 4 5	39. Right Shoulder Arms	1 2 3 4 5		<b>TEAM REPORTS OUT/EXITS*</b>	

\*\*Consists of: Order, right shoulder, left shoulder, present, order arms (FM 3-21.5, page 4-10)

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

<p><b>JUDGES SCORE ALL FOUR ITEMS BELOW:</b></p> <p>Report IN Score (0-15) _____</p> <p>Overall Impression (0-25) _____</p>
--------------------------------------------------------------------------------------------------------------------------------

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>th</sup> BRIGADE REGULATION UNARMED SQUAD

<b>CC Initials</b>
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School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

<b>Grand Total</b>
--------------------

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

Sequence of Events					
			21.	Left Flank March	2 4 6 8 10
01.	Report In	5 10 15 20 25	22.	Right Flank March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	23.	Rear March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	24.	Column Right March	2 4 6 8 10
04.	Right Face	2 4 6 8 10	25.	Right Flank March	2 4 6 8 10
05.	Left Face	2 4 6 8 10	26.	<b>SQUAD HALT</b>	2 4 6 8 10
06.	Left Step March	2 4 6 8 10	27.	Forward March	2 4 6 8 10
07.	<b>SQUAD HALT</b>	2 4 6 8 10	28.	Left Flank March	2 4 6 8 10
08.	2 Steps Forward March	2 4 6 8 10	29.	Column Right March	2 4 6 8 10
09.	Right Step March	2 4 6 8 10	30.	Right Flank March	2 4 6 8 10
10.	Squad Halt	2 4 6 8 10	31.	Left Flank March	2 4 6 8 10
11.	About Face	2 4 6 8 10	32.	Rear March	2 4 6 8 10
12.	Left Face	2 4 6 8 10	33.	Rear March	2 4 6 8 10
13.	Left Face	2 4 6 8 10	34.	Half Step March	2 4 6 8 10
14.	Dress Right Dress (Aligned)	3 6 9 12 15	35.	Forward March	2 4 6 8 10
15.	<b>READY FRONT</b>	2 4 6 8 10	36.	Right Flank March	2 4 6 8 10
16.	Right Face	2 4 6 8 10	37.	Left Flank March	2 4 6 8 10
17.	Forward March	2 4 6 8 10	38.	Column Right March	2 4 6 8 10
18.	Change Step March	2 4 6 8 10	39.	Squad Halt	2 4 6 8 10
19.	Column Right March	2 4 6 8 10	40.	Left Face	2 4 6 8 10
20.	Rear March	2 4 6 8 10	41.	Report Out	2 4 6 8 10

SCORE FROM ABOVE \_\_\_\_\_ (POSSIBLE 445 POINTS)

<p><b>JUDGES SCORE BOTH ITEMS BELOW:</b></p> <p>Overall Impression (0-30) _____</p>
-------------------------------------------------------------------------------------

SCORE FROM LEFT \_\_\_\_\_  
 (POSSIBLE 100 POINTS)

**TOTAL:** \_\_\_\_\_  
 (Possible 545 Points)

<p><b>Penalty - 25 points per missing cadet:</b>                  (6 cadets + cadet cmdr required) (Max 11)</p>	
<p><b>Unit Missing One Cadet</b></p> <p><b>-25</b></p>	<p><b>Unit Missing Two Cadets</b></p> <p><b>-50</b></p>
<p><b>Cadet Commander's Initials:</b></p> <p>_____</p>	
<p><b>FILL OUT ONLY IF UNIT IS MISSING CADETS</b></p>	

Judge's Name: \_\_\_\_\_  
 Judge Remarks: \_\_\_\_\_

## 4<sup>th</sup> BRIGADE REGULATION UNARMED SQUAD

CC Initials
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School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
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Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

**NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor**

Sequence of Events					
01.	Report In	5 10 15 20 25	21.	Left Flank March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	22.	Right Flank March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	23.	Rear March	2 4 6 8 10
04.	Right Face	2 4 6 8 10	24.	Column Right March	2 4 6 8 10
05.	Left Face	2 4 6 8 10	25.	Right Flank March	2 4 6 8 10
06.	Left Step March	2 4 6 8 10	26.	<b>SQUAD HALT</b>	2 4 6 8 10
07.	<b>SQUAD HALT</b>	2 4 6 8 10	27.	Forward March	2 4 6 8 10
08.	2 Steps Forward March	2 4 6 8 10	28.	Left Flank March	2 4 6 8 10
09.	Right Step March	2 4 6 8 10	29.	Column Right March	2 4 6 8 10
10.	Squad Halt	2 4 6 8 10	30.	Right Flank March	2 4 6 8 10
11.	About Face	2 4 6 8 10	31.	Left Flank March	2 4 6 8 10
12.	Left Face	2 4 6 8 10	32.	Rear March	2 4 6 8 10
13.	Left Face	2 4 6 8 10	33.	Rear March	2 4 6 8 10
14.	Dress Right Dress (Aligned)	3 6 9 12 15	34.	Half Step March	2 4 6 8 10
15.	<b>READY FRONT</b>	2 4 6 8 10	35.	Forward March	2 4 6 8 10
16.	Right Face	2 4 6 8 10	36.	Right Flank March	2 4 6 8 10
17.	Forward March	2 4 6 8 10	37.	Left Flank March	2 4 6 8 10
18.	Change Step March	2 4 6 8 10	38.	Column Right March	2 4 6 8 10
19.	Column Right March	2 4 6 8 10	39.	Squad Halt	2 4 6 8 10
20.	Rear March	2 4 6 8 10	40.	Left Face	2 4 6 8 10
			41.	Report Out	2 4 6 8 10

SCORE FROM ABOVE \_\_\_\_\_ (POSSIBLE 445 POINTS)

<p><b>JUDGES SCORE BOTH ITEMS BELOW:</b></p> <p>Overall Impression (0-30) _____</p>
-------------------------------------------------------------------------------------

SCORE FROM LEFT \_\_\_\_\_  
 (POSSIBLE 100 POINTS)

**TOTAL:** \_\_\_\_\_  
 (Possible 545 Points)

Judge's Name: \_\_\_\_\_  
 Judge Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>th</sup> BRIGADE REGULATION ARMED SQUAD

CC Initials
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School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**

**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAM ENTERS &amp; REPORTS IN*</i>						
			17. Squad Halt	2 4 6 8 10	34. Left Flank March	2 4 6 8 10
01.	Report In	5 10 15 20 25	18. Forward March	2 4 6 8 10	35. Column Right March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	19. Left Shoulder Arms	2 4 6 8 10	36. Column Half-Right March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	20. <b>SQUAD HALT</b>	2 4 6 8 10	37. Right Shoulder Arms	2 4 6 8 10
04.	Count Off	2 4 6 8 10	21. Right Shoulder Arms	2 4 6 8 10	38. Column Half-Right March	2 4 6 8 10
05.	Close Interval March	2 4 6 8 10	22. Forward March	2 4 6 8 10	39. Rear March	2 4 6 8 10
06.	<b>NORMAL INTERVAL MARCH</b>	2 4 6 8 10	23. Change Step March	2 4 6 8 10	40. <b>SQUAD HALT</b>	2 4 6 8 10
07.	Dress Right Dress	3 6 9 12 15	24. Column Right March	2 4 6 8 10	41. Order Arms	2 4 6 8 10
08.	Ready Front	2 4 6 8 10	25. Port Arms	2 4 6 8 10	42. Right Face	2 4 6 8 10
09.	4 Steps to the Left March	2 4 6 8 10	26. Double Time March	2 4 6 8 10	43. Report Out	5 10 15 20 25
10.	Right Face	2 4 6 8 10	27. Quick Time March	2 4 6 8 10		
11.	Right Shoulder Arms	2 4 6 8 10	28. Rear March	2 4 6 8 10		
12.	Forward March	2 4 6 8 10	29. Left Shoulder Arms	2 4 6 8 10		
13.	Half Step March	2 4 6 8 10	30. Rear March	2 4 6 8 10		
14.	Squad Halt	2 4 6 8 10	31. <b>SQUAD HALT</b>	2 4 6 8 10		
15.	Forward March	2 4 6 8 10	32. Forward March	2 4 6 8 10		
16.	Column Right March	2 4 6 8 10	33. Right Flank March	2 4 6 8 10		

SCORE FROM ABOVE \_\_\_\_\_ (POSSIBLE 535 POINTS)

<p><b>JUDGES SCORE BOTH ITEMS BELOW:</b></p> <p>Overall Impression (0-30) _____</p>
-------------------------------------------------------------------------------------

SCORE FROM LEFT \_\_\_\_\_  
 (POSSIBLE 100 POINTS)

**TOTAL:** \_\_\_\_\_  
 (Possible 635 Points)

<p><b>Penalty - 25 points per missing cadet:</b>                  (6 cadets + cadet cmdr required) (Max 11)</p>	
<p><b>Unit Missing One Cadet</b></p> <p><b>-25</b></p>	<p><b>Unit Missing Two Cadets</b></p> <p><b>-50</b></p>
<p><b>Cadet Commander's Initials:</b></p> <p>_____</p>	
<p><b>FILL OUT ONLY IF UNIT IS MISSING CADETS</b></p>	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE REGULATION ARMED SQUAD

<b>CC Initials</b>
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School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

<b>Grand Total</b>
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Five second pause after all **GREYED, BOLD UPPERCASE COMMANDS**  
**NOTE TO JUDGES – Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>TEAM ENTERS &amp; REPORTS IN*</i>						
			17. Squad Halt	2 4 6 8 10	34. Left Flank March	2 4 6 8 10
01.	Report In	5 10 15 20 25	18. Forward March	2 4 6 8 10	35. Column Right March	2 4 6 8 10
02.	Parade Rest	2 4 6 8 10	19. Left Shoulder Arms	2 4 6 8 10	36. Column Half-Right March	2 4 6 8 10
03.	Squad Attention	2 4 6 8 10	20. <b>SQUAD HALT</b>	2 4 6 8 10	37. Right Shoulder Arms	2 4 6 8 10
04.	Count Off	2 4 6 8 10	21. Right Shoulder Arms	2 4 6 8 10	38. Column Half-Right March	2 4 6 8 10
05.	Close Interval March	2 4 6 8 10	22. Forward March	2 4 6 8 10	39. Rear March	2 4 6 8 10
06.	<b>NORMAL INTERVAL MARCH</b>	2 4 6 8 10	23. Change Step March	2 4 6 8 10	40. <b>SQUAD HALT</b>	2 4 6 8 10
07.	Dress Right Dress	3 6 9 12 15	24. Column Right March	2 4 6 8 10	41. Order Arms	2 4 6 8 10
08.	Ready Front	2 4 6 8 10	25. Port Arms	2 4 6 8 10	42. Right Face	2 4 6 8 10
09.	4 Steps to the Left March	2 4 6 8 10	26. Double Time March	2 4 6 8 10	43. Report Out	5 10 15 20 25
10.	Right Face	2 4 6 8 10	27. Quick Time March	2 4 6 8 10		
11.	Right Shoulder Arms	2 4 6 8 10	28. Rear March	2 4 6 8 10		
12.	Forward March	2 4 6 8 10	29. Left Shoulder Arms	2 4 6 8 10		
13.	Half Step March	2 4 6 8 10	30. Rear March	2 4 6 8 10		
14.	Squad Halt	2 4 6 8 10	31. <b>SQUAD HALT</b>	2 4 6 8 10		
15.	Forward March	2 4 6 8 10	32. Forward March	2 4 6 8 10		
16.	Column Right March	2 4 6 8 10	33. Right Flank March	2 4 6 8 10		

SCORE FROM ABOVE \_\_\_\_\_ (POSSIBLE 535 POINTS)

<p><b>JUDGES SCORE BOTH ITEMS BELOW:</b></p> <p>Overall Impression (0-30) _____</p>
-------------------------------------------------------------------------------------

SCORE FROM LEFT \_\_\_\_\_  
 (POSSIBLE 100 POINTS)

**TOTAL:** \_\_\_\_\_  
 (Possible 635 Points)

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### HEAD JUDGE 4<sup>th</sup> BRIGADE INSPECTION ARMED

CC Initials
-------------

School Name: \_\_\_\_\_  
Team Name: \_\_\_\_\_

Grand Total
-------------

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Unit, Snap & Smartness of the Unit	10	1-3	4-7	8-10	
Precision, Hesitation & Anticipation of the Unit	10	1-3	4-7	8-10	
Dress/Alignment of the Unit	10	1-3	4-7	8-10	
Correct Procedures Followed to include Entry/Exit	10	1-3	4-7	8-10	
<b>Individual Inspections</b>					
Personal Hygiene (males-to include shave)	30	1-7	8-23	24-30	
Position of Attention/Overall Body Position	30	1-7	8-23	24-30	
Response to Questions	30	1-7	8-23	24-30	
Overall Uniform Preparation & Condition	30	1-7	8-23	24-30	
Handling/Knowledge of the Weapon	30	1-7	8-23	24-30	
Bearing & Poise	30	1-7	8-23	24-30	
Overall Commander Score (Voice/Bearing/Poise)	30	1-7	8-23	24-30	
<b>TOTAL EARNED IN ARMED INSPECTION</b>		<b>250</b> _____			

#### PENALTIES - HEAD JUDGE ONLY

Uniform Violations: Minor (-20) MAJOR (-50) _____
Exhibition Uniform/Dress Blues _____ Chrome Helmets _____
Scarves/Ascots/Gloves _____ Spatz Boots _____

Penalty - 25 points per missing cadet: (12 cadets + cadet cmdr required)	
<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>
<b>Cadet Commander's Initials:</b> _____	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE INSPECTION ARMED

CC Initials
-------------

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Unit, Snap & Smartness of the Unit	10	1-3	4-7	8-10	
Precision, Hesitation & Anticipation of the Unit	10	1-3	4-7	8-10	
Dress/Alignment of the Unit	10	1-3	4-7	8-10	
Correct Procedures Followed to include Entry/Exit	10	1-3	4-7	8-10	
<b>Individual Inspections</b>					
Personal Hygiene (males-to include shave)	30	1-7	8-23	24-30	
Position of Attention/Overall Body Position	30	1-7	8-23	24-30	
Response to Questions	30	1-7	8-23	24-30	
Overall Uniform Preparation & Condition	30	1-7	8-23	24-30	
Handling/Knowledge of the Weapon	30	1-7	8-23	24-30	
Bearing & Poise	30	1-7	8-23	24-30	
Overall Commander Score (Voice/Bearing/Poise)	30	1-7	8-23	24-30	
TOTAL EARNED IN ARMED INSPECTION	250	_____			

Judge's Name: \_\_\_\_\_

Judge's Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>th</sup> BRIGADE INSPECTION UNARMED

CC Initials
-------------

School Name: \_\_\_\_\_  
Team Name: \_\_\_\_\_

Grand Total
-------------

### Head Judge

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
Correct Inspection Procedures <small>Correct formation, open ranks, salutes, verbal requirements</small>	15	1-4	5-11	12-15	
Entry/Exit Overall Quality <small>Unit dress &amp; cover, distance, interval, centering, marching quality</small>	15	1-4	5-11	12-15	
Team Unity, Snap & Pop <small>Is the unit "Locked In"</small>	15	1-4	5-11	12-15	
Overall Commander Score <small>Verbal projection, presence, bearing, movements of Cdr</small>	15	1-4	5-11	12-15	
<b>Individual Inspections</b>					
Personal Hygiene <small>Including breath, nails, shave, and overall grooming</small>	35	1-8	9-27	28-35	
Uniform Preparation & Appearance <small>Uniform prepared as per Regs, attention to detail</small>	35	1-8	9-27	28-35	
Position of Attention/Bearing <small>Cadet correct position of attention &amp; bearing displayed at all times</small>	35	1-8	9-27	28-35	
Confidence & Intensity <small>Solid, self-assured, focused</small>	35	1-8	9-27	28-35	
Overall Unit Impression <small>Taken in total, how impressive was the entire unit?</small>	35	1-8	9-27	28-35	
Overall Knowledge <small>Correctness &amp; depth of all responses given to judge</small>	65	1-16	17-49	50-65	
<b>TOTAL EARNED IN UNARMED INSPECTION</b>		<b>300</b>			

### PENALTIES - HEAD JUDGE ONLY

Uniform Violations: Minor (-20) MAJOR (-50) _____
Exhibition Uniform/Dress Blues _____ Chrome Helmets _____
Scarves/Ascots/Gloves _____ Spatz Boots _____

Penalty - 25 points per missing cadet: <small>(12 cadets + cadet cmdr required)</small>	
<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>
Cadet Commander's Initials: _____	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE INSPECTION UNARMED

CC Initials
-------------

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Judged Item:	MAX POINTS	Poor	Average	Exceptional	SCORE
<b>Correct Inspection Procedures</b> Correct formation, open ranks, salutes, verbal requirements	15	1-4	5-11	12-15	
<b>Entry/Exit Overall Quality</b> Unit dress & cover, distance, interval, centering, marching quality	15	1-4	5-11	12-15	
<b>Team Unity, Snap &amp; Pop</b> Is the unit "Locked In"	15	1-4	5-11	12-15	
<b>Overall Commander Score</b> Verbal projection, presence, bearing, movements of Cdr	15	1-4	5-11	12-15	
<b>Individual Inspections</b>					
<b>Personal Hygiene</b> Including breath, nails, shave, and overall grooming	35	1-8	9-27	28-35	
<b>Uniform Preparation &amp; Appearance</b> Uniform prepared as per Regs, attention to detail	35	1-8	9-27	28-35	
<b>Position of Attention/Bearing</b> Cadet correct position of attention & bearing displayed at all times	35	1-8	9-27	28-35	
<b>Confidence &amp; Intensity</b> Solid, self-assured, focused	35	1-8	9-27	28-35	
<b>Overall Unit Impression</b> Taken in total, how impressive was the entire unit?	35	1-8	9-27	28-35	
<b>Overall Knowledge</b> Correctness & depth of all responses given to judge	65	1-16	17-49	50-65	
<b>TOTAL EARNED IN UNARMED INSPECTION</b>		<b>300</b>		_____	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>th</sup> BRIGADE ARMED PLATOON/SQUAD EXHIBITION

CC Initials

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total

Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
<b>Report In &amp; Report Out</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
<b>Team/Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15	
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15	
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	15	1-4	5-11	12-15	
<b>Team Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30	
<b>Team/Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30	
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30	
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30	
<b>Handling of the WEAPON</b> <small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-7	8-23	24-30	
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30	
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>				

### PENALTIES - HEAD JUDGE ONLY

Number	Description	Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapons @ 25 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	<b>TOTAL PENALTY POINTS</b>	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE ARMED PLATOON/SQUAD EXHIBITION

CC Initials
-------------

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total
-------------

Judged Item:	MAX POINT	Poor	Average	Exceptional		JUDGE SCORE
<b>Report In &amp; Report Out</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15		
<b>Team/Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15		
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15		
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	15	1-4	5-11	12-15		
<b>Team Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30		
<b>Team/Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30		
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30		
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30		
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30		
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30		
<b>Handling of the WEAPON</b> <small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-7	8-23	24-30		
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30		
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>					

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

## HEAD JUDGE 4<sup>th</sup> BRIGADE ARMED SOLO/DUAL EXHIBITION

CC Initials
-------------

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Judged Item:	MAX POINT	Poor	Average	Exceptional		JUDGE SCORE
<b>Report In &amp; Report Out</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15		
<b>Team/Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15		
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15		
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	15	1-4	5-11	12-15		
<b>Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30		
<b>Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30		
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30		
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30		
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30		
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30		
<b>Handling of the WEAPON</b> <small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-7	8-23	24-30		
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30		
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>					

**PENALTIES - HEAD JUDGE ONLY**

Number	Description	Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapons @ 25 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)	
	<b>TOTAL PENALTY POINTS</b>	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE ARMED SOLO/DUAL EXHIBITION

CC Initials
-------------

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

Grand Total
-------------

Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
<b>Report In &amp; Report Out</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
<b>Team/Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15	
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15	
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	15	1-4	5-11	12-15	
<b>Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30	
<b>Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30	
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30	
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30	
<b>Handling of the WEAPON</b> <small>Weapon maneuvers &amp; manipulation look skilled &amp; effortless</small>	30	1-7	8-23	24-30	
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30	
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>				

**PENALTIES - HEAD JUDGE ONLY**

Number	Description	Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapons @ 25 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)	
	<b>TOTAL PENALTY POINTS</b>	

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

**HEAD JUDGE 4<sup>th</sup> BRIGADE UNARMED PLATOON/SQUAD EXHIBITION**

CC Initials
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School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total
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Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
<b>REPORT IN</b> Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12-15	
<b>REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12-15	
<b>Team/Cadet APPEARANCE</b> Uniform/overall preparation & presentation	15	1-4	5-11	12-15	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/fitting transitions	15	1-4	5-11	12-15	
<b>Team Cadet BEARING</b> Body & facial control, military carriage	30	1-7	8-23	24-30	
<b>Team/Cadet MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	30	1-7	8-23	24-30	
<b>Movement VARIETY</b> Diversity of movements to display overall excellence	30	1-7	8-23	24-30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	30	1-7	8-23	24-30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers-anti-sloppy	30	1-7	8-23	24-30	
<b>Routine SHOWMANSHIP</b> Flair, style & wow factor that turns heads/rivets watchers	30	1-7	8-23	24-30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	30	1-7	8-23	24-30	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	30	1-7	8-23	24-30	
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>				

**PENALTIES - HEAD JUDGE ONLY**

Number	Total Points
	Boundary Violations @ 5 points each occurrence
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)
	<b>TOTAL PENALTY POINTS</b>

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE UNARMED PLATOON/SQUAD EXHIBITION

CC Initials
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School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total
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Judged Item:	MAX POINT	Poor	Average	Exceptional		JUDGE SCORE
<b>REPORT IN</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15		
<b>REPORT OUT</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15		
<b>Team/Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15		
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15		
<b>Team Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30		
<b>Team/Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30		
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30		
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30		
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30		
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30		
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30		
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	30	1-7	8-23	24-30		
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>					

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

CC Initials <div style="border: 1px solid black; width: 80px; height: 40px; margin: 5px;"></div>	HEAD JUDGE 4 <sup>th</sup> BRIGADE UNARMED DUAL EXHIBITION	School Name: _____ Team Name: _____	Grand Total <div style="border: 1px solid black; width: 100%; height: 40px; margin: 5px;"></div>
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Judged Item:	MAX POINT	Poor	Average	Exceptional	JUDGE SCORE
<b>REPORT IN</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
<b>REPORT OUT</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15	
<b>Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15	
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15	
<b>Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30	
<b>Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30	
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30	
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30	
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30	
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	30	1-7	8-23	24-30	
<b>TOTAL EXHIBITION DRILL POINTS</b>	300				

**PENALTIES - HEAD JUDGE ONLY**

Number	Total Points
	Boundary Violations @ 5 points each occurrence
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)
	<b>TOTAL PENALTY POINTS</b>

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE UNARMED DUAL EXHIBITION

CC Initials
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School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total
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Judged Item:	MAX POINT	Poor	Average	Exceptional		JUDGE SCORE
<b>REPORT IN</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15		
<b>REPORT OUT</b> <small>Verbal report in/out; all movements to enter/exit floor</small>	15	1-4	5-11	12-15		
<b>Team/Cadet APPEARANCE</b> <small>Uniform/overall preparation &amp; presentation</small>	15	1-4	5-11	12-15		
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/fitting transitions</small>	15	1-4	5-11	12-15		
<b>Team Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	30	1-7	8-23	24-30		
<b>Team/Cadet MARCHING</b> <small>Dress, alignment &amp; marching proficiency; use of drill floor</small>	30	1-7	8-23	24-30		
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	30	1-7	8-23	24-30		
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	30	1-7	8-23	24-30		
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers-anti-sloppy</small>	30	1-7	8-23	24-30		
<b>Routine SHOWMANSHIP</b> <small>Flair, style &amp; wow factor that turns heads/rivets watchers</small>	30	1-7	8-23	24-30		
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	30	1-7	8-23	24-30		
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	30	1-7	8-23	24-30		
<b>TOTAL EXHIBITION DRILL POINTS</b>	<b>300</b>					

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

### 4<sup>th</sup> BRIGADE CADENCE & PENALTY SCORESHEET

**Point Loss Range**

<b>Cadence</b>	<b>Penalty</b>
107 or below.....	- 50
108 - 111 .....	- 25
112 - 115 .....	- 10
116 - 124 .....	0
125 - 128 .....	- 10
129 - 132 .....	- 25
133 or above .....	- 50

Total Cadence – One Minute \_\_\_\_\_

**OR**

Any Cadence Counting.... -50

**Team Cadence Penalty (From Above)** = \_\_\_\_\_

**Too many/too few cadets penalty (from Head Judge Sheet)** = \_\_\_\_\_

**Boundary Violations**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Incorrect Commands**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Pause Violations:**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Uniform Violations:**

**Minor (-20 pts) OR Major (-50 pts) per violation** = \_\_\_\_\_

\_\_\_ Exhibition Uniform      \_\_\_ Scarves/Ascots

\_\_\_ Chrome Helmets      \_\_\_ Spatz boots

\_\_\_ Other (be specific)

**TOTAL PENALTY POINTS ASSESSED**..... \_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks: \_\_\_\_\_

ATCC-DDJ

ANNEX D (Certificate of Eligibility) to Fourth Brigade JROTC Drill Team Memorandum of Instruction (MOI)

1. I certify that I have confirmed with the Counselors office at

\_\_\_\_\_ High School that all cadets from \_\_\_\_\_ High School are eligible to participate in extra-curricular activities in accordance with state guidelines.

2. POC for this action is the undersigned.

Signature Block

ATCC-DDJ

ANNEX E (Competition Registration Form) to Fourth Brigade JROTC Drill Team Memorandum of Instruction (MOI)

**4<sup>TH</sup> BRIGADE BEST OF THE BEST  
COMPETITION REGISTRATION/QUALIFICATION FORM**

Name of Competition (State/Regional): \_\_\_\_\_

Date/Time/Location of Competition: \_\_\_\_\_

Point of Contact/OIC: \_\_\_\_\_ Phone: (    ) \_\_\_\_\_

Email: \_\_\_\_\_ Number of Team Competing: \_\_\_\_\_

School Phone: (    ) \_\_\_\_\_ Fax: (    ) \_\_\_\_\_

Categories of Competition: (Please check the events your competition will be hosting) Inspection (Mandatory)

- Color Guard (Mandatory)
- Armed Regulation Squad
- Armed Regulation Platoon (Mandatory)
- Armed Exhibition Squad (Mandatory)
- Armed Exhibition Platoon (Mandatory)
- Unarmed Regulation Squad
- Unarmed Regulation Platoon (Mandatory)
- Unarmed Exhibition Squad (Mandatory)
- Unarmed Exhibition Platoon (Mandatory)
- Other \_\_\_\_\_
- Other \_\_\_\_\_
- Other \_\_\_\_\_

**SIGNING THIS FORM CERTIFIES THAT YOUR COMPETITION WILL FOLLOW THE 4<sup>TH</sup> BRIGADE DRILL COMPETITION MOI IS ITS ENTIRETY.**

\_\_\_\_\_  
COMPETITION OIC

\_\_\_\_\_  
DATE

Fax this completed/signed form to 4<sup>th</sup> Brigade, Steve Anderson at (910) 396-3854