

SOUTHERN LEE HIGH SCHOOL

JROTC Department

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SUBJECT: Fall 2010 Tri Meet

I. GENERAL

- a. **Purpose:** The purpose of this SOP is to set forth the rules and procedures governing the conduct of the Fall 2010 Tri Meet (23 October 2010). The provisions set forth in this document with all succeeding revisions and changes are binding on all meet participants. Entry in this competition indicates acceptance of the SOP and constitutes willingness for unit entries to be governed, scored, and awarded recognition by the provisions of said SOP. It is the responsibility of each unit commander to ensure that his/her units are familiar with the information contained within this SOP.
- b. **Scope:** This document is applicable to all participants. Institutional SAI/AI's will ensure their cadets are familiar with its contents. Questions concerning the administration or conduct of the Raider/Rifle/Drill Meet should be directed to LTC (Ret.) Earnest McIntyre or 1SG (Ret.) David W. Jenkins, (919)-718-24145.
- c. **REGISTRATION**
- d. **Schedule Of Events:** See Annex A (Drill) or Annex E (Raider)
- e. **Commander's Caucus:** A commander's caucus will be held at 0800 for Raider commanders and at 0820 for Drill Team commanders.
- f. **Eligibility:**
 - 1. **Units:** Open to JROTC units by invitation only.
 - 2. **Members:** All members of a Drill, Raider, or Rifle unit must be presently enrolled in the high school, or preparatory school he/she is representing.
- g. **Individual, team and overall awards**
 - 1. **Drill Awards**
 - a. Awards will be given for first, second, and third place in each of the drill events. Awards will also be given for 1st, 2nd and 3rd place overall. All awards will be presented at the conclusion of the meet.
 - b. The overall drill trophy will be awarded to the school accumulating the lowest number of quality points. Quality points are awarded as follows:
 - i. 1st-1 pt.
 - ii. 2nd-2 pts.
 - iii. 3rd-3 pts.
 - iv. 4th--4 pts.
 - v. (See Annex B for trophy criteria)
 - 2. **Raider Awards:**

- a. There will be a trophy for 1st, 2nd, 3rd place overall.
 - b. There will be a streamer awarded for the 1st place overall in each of the five raider events (Rope Bridge, PT, First Aid, Land Navigation, 5 Kilometer march, Commander's Event)
 - c. There will be a Highest PT score given to the individual raider who achieves the highest score.
 - d. The overall Raider match trophy will be given to the team with the lowest number of points. Points are given based on the place finished in each event. A finish of 3rd place will produce 3 points.
3. Rifle Awards:
- a. Rifle Team trophy will be presented to the top 3 teams along with medals. In addition the top 3 high scorers will receive medals.
 - b. Quality points will be awarded based on place finished
 - i. 1st-1pt.
 - ii. 2nd-2pts.
 - iii. 3rd-3pts.
 - iv. Etc.

Registration

Initial registration NLT. 5 Oct. 2010 Registration is complete only when all fees are paid in full prior to competing in any event. If less than 4 entries are received in a category, competition in that category will be cancelled.

Formal Registration will be done on the day of the event. This period is designed to insure accuracy of registration information as received by mail, to allow for meet participants to find their march order, and passing out final instructions. To avoid congestion during registration, only the school advisor and the designated JROTC unit commander will perform the final registration.

Late Registration: Any problems meeting the designated time for formal registration (Annex A, E) should be brought to the attention of the meet OIC ASAP.

Lodging and facilities: Units requiring overnight lodging will make their own arrangements. Area Hotels include: Budget Inn 919 775-2814, Comfort Inn 919 774-6411, Days Inn 919 776-3150, Econo Lodge 919 776-5121, Economy Inn 919 775-2328, Hampton Inn 919 775-2000, Holiday Inn Express 919 776-6600, Palomino 919 776-7531, Regal Inn 919 776-4228 and Sanford Motel 919 774-8100.

Separate dressing facilities, located at football stadium, for males and females will be available. However, these facilities are open to the public and will not be secure. Each school is responsible for securing their own equipment, not limited to but including weapons.

Meals: Messing facilities are not available; however, a concession stand will be available on site to provide food on a pay as you go basis.

Medical Support: Recommend participants bring a signed medical release form should it become necessary to take anyone to a medical facility. Hospital is located 7 miles from the school.

Weather: If the weather is determined to be completely prohibitive, severely inclement, the meet will be postponed and rescheduled for the earliest possible date. We will make the weather decision at 0500 on the morning of 21 November and call all participant POC's before they make the trip.

Weapons: standard issued rifles (1903 Springfield/M1/M14) will be used in the armed events, including precision. Unit commanders may be armed with an appropriate sidearm or saber in place of a rifle. **NO BAYONETS!!!!!!**

Uniform:

Drill Team: Uniform will be worn at the school's discretion; neatness and uniformity, however, will be maintained. Distinctive items such as berets, scarves, etc. may be worn.

Raider Teams:

PT: Uniform will consist of ACU Pants, school shirt (Raider shirt, ACU issue T-shirt) and tennis shoes.

All other Events: Uniform will be ACU jacket and pants, t-shirt (raider or ACU shirt), and a LCE consisting of a pistol belt, suspenders, 1 first aid pouch (empty) and 1 canteen.

Judging of Events:

Drill Events: Judging of all events will be conducted by Active/Reserve/ Duty NCOs/ROTC Cadets. Regulation events will not be inspected prior to conducting the event. It is the responsibility of the SAI/AI's to insure that cadets are in proper dress uniform. Although fancy individuals will not be formally inspected, appearance and military bearing will be taken into account by judges.

Raider Events: Judging of events will be conducted by qualified SAI/AI's , SR ROTC Cadets and military personnel.

Rifle Events: As prescribed in the National Standard Three-Position Air Rifle Rules.

Scoring:

Drill Scoring: Judges will score each event separately. There will be two scorers (if available) for each event area. Score sheets will be turned into the Official's Post for computation.

Raider Scoring: Judges score each event separately. There will be one scorer for each (two for some) event. Score sheets will be turned into the Official's Post for computation.

Rifle Scoring: Hosted by School Rifle Team

- i. **NOTE:** Scores will NOT be posted. Scores will be announced at the end of competition.

Scoring Ties: In the event of a tie in an event:

Drill Teams:

- a. The lowest score will be dropped and the new total will determine the winner.
- b. Drop the next lowest score.
- c. Go to judge's score, high score wins.
- d. Drill off.

Raider teams

- a. PT- 1 mile run time (best PT)
- b. Rope bridge- least penalties, Least Time
- c. Land Navigation- Lowest time
- d. First Aid- Lowest time
- e. 5K- Least penalties, Lowest Time
- f. Overall Meet- Lowest 5K time

Rifle Marksmanship: In Accordance With National Standard Three-Position Air Rifle Rules.

Meet OIC/Official's Post: Once the meet begins, in case of a question or problem, the matter will be taken up between the Senior Military Instructor and the meet OIC. Ruling of the OIC is final and binding.

OIC/SAI- LTC (Ret.) McIntyre

Drill-1SG (Ret.) Jenkins

Raider-SFC (Ret.) O'Kelley

Rifle-LTC (Ret.) Oriet

Operation:

Sequence of Events: There will be several different drill and raider events functioning at the same time. Regulation event will occur first, followed by fancy events in the drill meet (Annex B). PT will occur first, followed by the other 4 events for the Raider meet (Annex F)

Procedures: It is the responsibility of each school to monitor the progress of competition so as to be ready to report to the event ready area as soon as the preceding school vacates it.

Time Limits:

Drill Meet

- a. There will be no time limits applied to any regulation drill event. However, there will be a time limit of 3 to 5 minutes for precision individual competition and duo competition and 5 to 7 minutes for PLT/SQD "fancy" drill. The time begins when the individual/unit enters the drill area and ends when the individual/team leaves the drill area.

Raider Meet:

**Events Procedures:
Drill**

- a. There will be a 30 minute limit for the land navigation event and a 60 minute limit on the 5K road march.
- a. **Regulation Drill:**
 - i. The commander for all squad/platoon events **MUST** commit the sequence and appropriate commands to memory. **CADENCE** is a matter of precision and will **NOT** be verbalized to prevent confusion with other teams.
 - ii. Entry and exit points will be designated by the team commander. There is no inspection prior to an event. The head judge will position himself accordingly. Unit commanders or an individual competitor, when instructed by the head judge, will enter the drill area in front of and centered on the head judge.
 - iii. When reporting in, the individual or unit commander will report by rendering a hand salute and stating “Sir, Sergeant, or Drill Sergeant, (Name of School), is prepared for competition.” The head judge will return the salute and judging will commence.
 - iv. **Color Guard:** The head judge will signal the color guard commander when to move his team into the drill area. The color guard commander sequence must be followed; color guard will not report out. (Annex D)
- b. **Precision drill**
 - i. This competition is limited to the ingenuity of the participants. No special effects are authorized. Evaluation of fancy drill will be based on originality, general effect, difficulty and precision. Music and loud speakers will **NOT** be used for any events. Teams are reminded that this is a drill competition and not a dance contest.

Precision teams will not stand a formal inspection. Entry and exit points will be at the discretion of the team/individual. Time begins when the team/individual enters the drill area and ends when the team/individual exits the drill field.

COLOR GUARD W/ ARMS – SCORESHEET

SCHOOL _____ MAX POINTS 190

- | | |
|--------------------------------------|--------------------------------------|
| 1. Position in front of | |
| Head Judge 5 4 3 2 1 0 | 20. Forward March 5 4 3 2 1 0 |
| 2. General Appearance 5 4 3 2 1 0 | 21. Right Wheel March 5 4 3 2 1 0 |
| 3. Military Bearing 5 4 3 2 1 0 | 22. Forward March 5 4 3 2 1 0 |
| 4. Sling Arms 5 4 3 2 1 0 | 23. Right Wheel March 5 4 3 2 1 0 |
| 5. Post 5 4 3 2 1 0 | 24. Forward March 5 4 3 2 1 0 |
| 6. Uncase the Colors 5 4 3 2 1 0 | 25. Colors Reverse March 5 4 3 2 1 0 |
| 7. Present Arms 5 4 3 2 1 0 | 26. Forward March 5 4 3 2 1 0 |
| 8. Order Arms 5 4 3 2 1 0 | 27. Eyes Right 5 4 3 2 1 0 |
| 9. Post 5 4 3 2 1 0 | 28. Ready Front 5 4 3 2 1 0 |
| 10. Colors Reverse March 5 4 3 2 1 0 | 29. Left Wheel March 5 4 3 2 1 0 |
| 11. Forward March 5 4 3 2 1 0 | 30 Forward March 5 4 3 2 1 0 |
| 12. Left Wheel March 5 4 3 2 1 0 | 31. Left Wheel March 5 4 3 2 1 0 |
| 13. Colors Reverse March 5 4 3 2 1 0 | 32. Color Guard Halt 5 4 3 2 1 0 |
| 14. Forward March 5 4 3 2 1 0 | 33. Sling Arms 5 4 3 2 1 0 |
| 15. Colors Halt 5 4 3 2 1 0 | 34. Post 5 4 3 2 1 0 |
| 16. Order Colors 5 4 3 2 1 0 | 35. Present Arms 5 4 3 2 1 0 |
| 17. Parade Rest 5 4 3 2 1 0 | 36. Order Arms 5 4 3 2 1 0 |
| 18. Colors Attention 5 4 3 2 1 0 | 37. Case The Colors 5 4 3 2 1 0 |
| 19. Carry Colors 5 4 3 2 1 0 | 38. Post 5 4 3 2 1 0 |

PENALTIES

Late Start -20 _____	Non Standard Weapon -10 _____	TOTAL SCORE _____
Incorrect Sequence -5 per _____	Subtotal _____	JUDGES NAME _____
Crossing Line -5 per _____	(-) Penalties _____	

REGULATION SQUAD W/O ARMS – SCORESHEET

SCHOOL _____ MAX POINTS 140

1. Fall in on squad

Leader 5 4 3 2 1 0

15. Right Flank March 5 4 3 2 1 0

2. Squad Leader Reports 5 4 3 2 1 0

16. Column Right March 5 4 3 2 1 0

to head judge

3. Military Bearing 5 4 3 2 1 0

17. Right Flank March 5 4 3 2 1 0

4. General Appearance 5 4 3 2 1 0

18. Left Flank March 5 4 3 2 1 0

5. Count Off 5 4 3 2 1 0

19. Column Right March 5 4 3 2 1 0

6. Dress Right Dress 5 4 3 2 1 0

20. Rear March 5 4 3 2 1 0

7. Ready Front 5 4 3 2 1 0

21. Rear March 5 4 3 2 1 0

8. Present Arms 5 4 3 2 1 0

22. Column Right March 5 4 3 2 1 0

9. Order Arms 5 4 3 2 1 0

23. Column Left March 5 4 3 2 1 0

10. Left Face 5 4 3 2 1 0

24. Column Left March 5 4 3 2 1 0

11. About Face 5 4 3 2 1 0

25. Halt 5 4 3 2 1 0

12. Forward March 5 4 3 2 1 0

26. Left Face 5 4 3 2 1 0

13. Column Left March 5 4 3 2 1 0

27. Fall Out 5 4 3 2 1 0

14. Left Flank March 5 4 3 2 1 0

28. Squad Leader 5 4 3 2 1 0

(Command voice/Proper Commands)

PENALTIES

Late Start -20 _____

SUBTOTAL _____

Incorrect Sequence -5 per _____

(-) PENALTIES _____

Crossing Line -5 per _____

JUDGES NAME _____

Non Standard Weapon -10 _____

REGULATION SQUAD W/ ARMS – SCORESHEET

SCHOOL _____ MAX POINTS 145

1. Fall in on squad

Leader 5 4 3 2 1 0

16. Right Flank March 5 4 3 2 1 0

2. Squad Leader Reports 5 4 3 2 1 0

17. Column Right March 5 4 3 2 1 0

to head judge

3. Military Bearing 5 4 3 2 1 0

18. Right Flank March 5 4 3 2 1 0

4. General Appearance 5 4 3 2 1 0

19. Left Flank March 5 4 3 2 1 0

5. Count Off 5 4 3 2 1 0

20. Column Right March 5 4 3 2 1 0

6. Dress Right Dress 5 4 3 2 1 0

21. Rear March 5 4 3 2 1 0

7. Ready Front 5 4 3 2 1 0

22. Rear March 5 4 3 2 1 0

8. Present Arms 5 4 3 2 1 0

23. Column Right March 5 4 3 2 1 0

9. Order Arms 5 4 3 2 1 0

24. Column Left March 5 4 3 2 1 0

10. Left Face 5 4 3 2 1 0

25. Column Left March 5 4 3 2 1 0

11. About Face 5 4 3 2 1 0

26. Halt 5 4 3 2 1 0

12. Right Shoulder Arms 5 4 3 2 1 0

27. Order Arms 5 4 3 2 1 0

13. Forward March 5 4 3 2 1 0

28. Left Face 5 4 3 2 1 0

14. Column Left March 5 4 3 2 1 0

29. Squad Leader 5 4 3 2 1 0

15. Left Flank March 5 4 3 2 1 0

(Command voice/Proper Commands)

PENALTIES

Late Start -20 _____

Non Standard Weapon -10____

Incorrect Sequence -5 per _____

SUBTOTAL _____

Crossing Line -5 per _____

TOTAL SCORE _____ JUDGES' NAME _____

REGULATION PLATOON W/O ARMS – SCORESHEET

SCHOOL _____ MAX POINTS 140

1. Fall in on Platoon Leader 5 4 3 2 1 0

15. Right Flank March 5 4 3 2 1 0

2. Platoon Leader 5 4 3 2 1 0

16. Column Right March 5 4 3 2 1 0

Reports to head judge

3. Military Bearing 5 4 3 2 1 0

17. Right Flank March 5 4 3 2 1 0

4. General Appearance 5 4 3 2 1 0

18. Left Flank March 5 4 3 2 1 0

5. Count Off 5 4 3 2 1 0

19. Column Right March 5 4 3 2 1 0

6. Dress Right Dress 5 4 3 2 1 0

20. Rear March 5 4 3 2 1 0

7. Ready Front 5 4 3 2 1 0

21. Rear March 5 4 3 2 1 0

8. Present Arms 5 4 3 2 1 0

22. Column Right March 5 4 3 2 1 0

9. Order Arms 5 4 3 2 1 0

23. Column Left March 5 4 3 2 1 0

10. Left Face 5 4 3 2 1 0

24. Column Left March 5 4 3 2 1 0

11. About Face 5 4 3 2 1 0

25. Halt 5 4 3 2 1 0

12. Forward March 5 4 3 2 1 0

26. Left Face 5 4 3 2 1 0

13. Column Left March 5 4 3 2 1 0

7. Fall Out 5 4 3 2 1 0

14. Left Flank March 5 4 3 2 1 0

28. Platoon Leader 5 4 3 2 1 0

(Command voice/Proper Commands)

Late Start -20 _____

Incorrect Sequence -5 per _____

Crossing Line -5 per _____

Non Standard Weapon -10 _____

SUBTOTAL _____

(-) PENALTIES _____

TOTAL SCORE _____

JUDGES' NAME _____

REGULATION PLATOON W/ ARMS – SCORESHEET

SCHOOL _____ MAX POINTS 145

1. Fall in on Platoon

Leader 5 4 3 2 1 0

2. Platoon Leader 5 4 3 2 1 0

Reports to head judge

3. Military Bearing 5 4 3 2 1 0

4. General Appearance 5 4 3 2 1 0

5. Count Off 5 4 3 2 1 0

6. Dress Right Dress 5 4 3 2 1 0

7. Ready Front 5 4 3 2 1 0

8. Present Arms 5 4 3 2 1 0

9. Order Arms 5 4 3 2 1 0

10. Left Face 5 4 3 2 1 0

11. About Face 5 4 3 2 1 0

12. Right Shoulder Arms 5 4 3 2 1 0

13. Forward March 5 4 3 2 1 0

14. Column Left March 5 4 3 2 1 0

16. Right Flank March 5 4 3 2 1 0

17. Column Right March 5 4 3 2 1 0

18. Right Flank March 5 4 3 2 1 0

19. Left Flank March 5 4 3 2 1 0

20. Column Right March 5 4 3 2 1 0

21. Rear March 5 4 3 2 1 0

22. Rear March 5 4 3 2 1 0

23. Column Right March 5 4 3 2 1 0

24. Column Left March 5 4 3 2 1 0

25. Column Left March 5 4 3 2 1 0

26. Halt 5 4 3 2 1 0

27. Order Arms 5 4 3 2 1 0

28. Left Face 5 4 3 2 1 0

29. Platoon Leader 5 4 3 2 1 0

(Command voice/Proper Commands)

15. Left Flank March 5 4 3 2 1 0

Late Start -20 _____

Incorrect Sequence -5 per _____

Crossing Line -5 per _____

Non Standard Weapon -10 _____

SUBTOTAL _____

(-) PENALTIES _____

TOTAL SCORE _____

JUDGES' NAME _____

EXHIBITION INDIVIDUAL AND DUO – SCORESHEET **TIME LIMIT**

MAX 5 MIN

SCHOOL _____ MAX POINTS 150 MIN 3 MIN

1. **PRECISION:** THIS IS TO MEAN THE EXACTNESS OF THE MOVEMENT OF MANUEVER AND UNIFORMITY OF THE MANEUVER WITHIN THE UNIT.

POSSIBLE POINTS: 0 TO 30 _____

2. **DIFFICULTY:** THIS IS TO MEAN THE DIFFICULTY AS COMPARED TO A MEDIAN, DECIDED ON BY THE JUDGES, THAT WILL STRESS THE DIFFICULTY OF THE MOVEMENTS AS OBSERVED.

POSSIBLE POINTS: 0 TO 30 _____

3. **GENERAL EFFECT:** THIS TAKES INTO ACCOUNT THE APPEARANCE OF THE INDIVIDUAL(S), AND THE FLOW OF THE MOVEMENTS. THE DESIGN AND ORGANIZATION OF THE ROUTINE, ITS EFFECTS AS A WHOLE, AND SMOOTHNESS GOING FROM MOVEMENT TO MOVEMENT.

POSSIBLE POINTS: 0 TO 30 _____

4. **ORIGINALITY :** THIS GIVES CREDIT TO MOVEMENTS , SEQUENCES , AND OTHER EFFECTS THAT ARE ORIGINAL, RELATIVE TO THE MEET, AND TO JUDGE NOVELTY OR RARITY OF THE ROUTINE.

POSSIBLE POINTS: 0 TO 30 _____

5. **FLOOR COVERAGE:** THIS IS TO INDICATE THE DEGREE TO WHICH THE AREA IS COVERED AND UTILIZED DURING THE ROUTINE.

POSSIBLE POINTS: 0 TO 30 _____

TIME: _____ (MINUTES AND SECONDS)

SUBTOTAL _____

LESS PENALTIES _____

JUDGE'S INITIALS _____ OVERALL SCORE _____

EXHIBITION SQUAD WITHOUT ARMS – SCORESHEET TIME LIMIT

MAX 7 MIN

SCHOOL _____ MAX POINTS 180 MIN 5 MIN

1. **PRECISION:** EXACTNESS AND UNIFORMITY OF MOVEMENT OR MANUEVER.

POSSIBLE POINTS: 0 TO 30 _____

2. **DIFFICULTY:** THE DIFFICULTY, DECIDED UPON BY THE JUDGES THAT FOCUSES ON INDIVIDUAL MOVEMENTS.

POSSIBLE POINTS: 0 TO 30 _____

3. **GENERAL EFFECT:** INCLUDES APPEARANCE OF UNIT, DESIGN AND THE ORGANIZATION OF ROUTINE, OVERALL EFFECT, AND SMOOTHNESS/ CONTINUITY OF MOVEMNETS.

POSSIBLE POINTS: 0 TO 30 _____

4. **AREA COVERED:** DEGREE TO WHICH DRILL AREA IS COVERED AND UTILIZED DURING THE ROUTINE.

POSSIBLE POINTS: 0 TO 30 _____

5. **UNIT COMMANDER:** PROFICIENCY OF COMMANDER, COMMANDER’S CONTRIBUTION TO SEQUENCE AND HIS PROPER POSITIONING.

POSSIBLE POINTS: 0 TO 30 _____

6. **UNIT APPEARANCE:** APPEARANCE OF UNIT, BEARING AND POISE, NEATNESS OF UNIFORMS AND INDIVIDUAL SHOWMWNSHIP.

POSSIBLE POINTS: 0 TO 30 _____

TIME: _____ (MIN. & SECONDS) **SUBTOTAL** _____

LESS PENALTIES _____

JUDGE’S INITIALS _____ **OVERALL SCORE** _____

EXHIBITION SQUAD WITH ARMS – SCORESHEET TIME LIMIT

MAX 7 MIN

SCHOOL _____ MAX POINTS 180 MIN 5 MIN

1. **PRECISION:** EXACTNESS AND UNIFORMITY OF MOVEMENT OR MANUEVER, DRESS AND COVER OF WEAPONS.

POSSIBLE POINTS: 0 TO 30 _____

2. **DIFFICULTY:** THE DIFFICULTY, DECIDED UPON BY THE JUDGES THAT FOCUSES ON INDIVIDUAL MOVEMENTS, COMPLEXITY OF SEQUENCE.

POSSIBLE POINTS: 0 TO 30 _____

3. **GENERAL EFFECT:** INCLUDES APPEARANCE OF UNIT, DESIGN AND ORGANIZATION OF ROUTINE, VARIETY OF PATTERNS, FULLNESS OF SEQUENCE (LACK OF DEAD SPACE).

POSSIBLE POINTS 0 TO 30 _____

4. **AREA COVERAGE:** DEGREE TO WHICH DRILL AREA IS COVERED AND UTILIZED DURING THE ROUTINE.

POSSIBLE POINTS: 0 TO 30 _____

5. **UNIT COMMANDER:** PROFICIENCY OF COMMANDER, COMMANDER’S CONTRIBUTION TO SEQUENCE AND HIS PROPER POSITIONING.

POSSILE POINTS: 0 TO 30 _____

6. **UNIT APPEARANCE:** OVERALL APPEARANCE OF UNIT, BEARING AND POISE, NEATNESS OF UNIFORMS AND INDIVIDUAL SHOWMANSHIP.

POSSIBLE POINTS: 0 TO 30 _____

TIME: _____ (MINUTES AND SECONDS) SUBTOTAL _____

LESS PENALTIES _____

JUDGE’S INITIALS _____ OVERALL SCORE _____

DRILL AREA

INDIVIDUAL EXHIBITION.....	50 X 25
COLOR GUARD.....	75 X 100
REGULATION PLATOON.....	80 X 100
REGULATION SQUAD.....	80 X 100
EXHIBITION SQUAD.....	80 X 100
DUO.....	50 X 75

Raider

- a. **PT: PT will consist of 1-minute pushups, 1-minute sit-ups, and a 1-mile run.**
- b. **Rope Bridge: Rope Bridge will consist of a 10 minute time of putting on seats and setting up the 120' rope, followed by the timed portion, which consists of building, crossing and tearing down an 8-man rope bridge.**
- c. **First Aid: The First Aid portion will consist of transporting a casualty through various obstacles. Event will be timed and time will be used as a tiebreaker.**
- d. **Land Navigation: The land navigation event will consist of an orienteering course with various points. Course will have a 30-minute time limit.**
- e. **5 Kilometer Road March: The 5 km road march will take place at CCCC property and will have a 60-minute time limit. A guidon must be carried.**
- f. **Commander's Event**

(e) Unit Size

1. Drill Meet

- a. **Platoon-Platoons will be composed of at least 12 members but no more than 25 members, including the platoon leader. A guidon bearer is optional will be included in the 12 to 25 member requirement. All platoons will be organized into 3 or more squads.**
- b. **Squad: Squads will be composed of at least 6 but no more than 11 members, including the squad leader.**
- c. **Color Guard: Colorguard must consist of 4 members. No 3 or 5 member colorguards will be allowed to compete.**

2. Raider Meets: Raider teams will consist of 8 members plus an optional alternate. Alternates can only be used in the event of an injured member.

3. (1) Rifle Team: 4-man team

(f) Teams: There is a limit of 1 team per event per school. Penalties will be assessed in accordance with Annex F.

Annex A

DRILL MEET SEQUENCE

DATE TIME ACTIVITY LOCATION

23 Oct. 0730-0815 Final Registration JROTC Dept.

0730-0800 Judge's Briefing JROTC Dept.

0820-0840 CMDR's Caucus JROTC Dept

0900-1600 Competition Drill Area

1600-1645 Awards Ceremony Football Field

NOTE:

1. The time of the awards ceremony is only an estimated time since the actual time will depend on the number of participating units, as well as external uncontrollable factors.
2. The drill meet officer may alter the schedule matrix in order to facilitate a more efficient and/or earlier competition of the drill meet should any unforeseen problems arise.

Annex B

CRITERIA FOR OVERALL TROPHIES

Overall Drill Meet Trophy

Team with lowest total points.

Overall Raider Meet Trophy

Team with the lowest number of points.

Overall Rifle Team Trophy

Team with the highest score.

Annex C

DRILL PENALTIES

Penalty Points Assessed

1. Late arrival at the ready area 5pts.
2. Deviation from prescribed drill 5pts. Per occurrence
3. Time limits 1pt. Per 5 seconds
4. Extraneous person on drill field 5 pts.

5. Crossing boundary during performance 5 pts. Per occurrence
6. Coaching from outside drill area 50% of event score
7. Calling cadence during regulation event 5 pts per occurrence
8. Unsportsman like conduct 10% of total score
9. Any school advisor, coach, parent or cadet approaching a judge with intent to influence a score, protest, or hinder operation of drill meet will forfeit 100% of total score.

Annex E

TRI MEET SEQUENCE

DATE TIME ACTIVITY LOCATION

23 Oct. 09 0730-0800 Final Registration JROTC Dept.

0730-0800 Judge's Briefing JROTC Dept.

0800-0820 CMDR's Meeting Auditorium

0830-1400 Competition Competition Area

1600-1645 Awards Ceremony Football Field

NOTE:

1. The time of the awards ceremony is only an estimated time since the actual time will depend on the number of participating units, as well as other external, uncontrollable factors.

2. The Raider Meet NCOIC may alter the schedule in order to facilitate the competition should any problems arise.

Annex D

RAIDER PENALTIES

IAW Fourth Brigade Raider SOP

ANNEX E

SCORE SHEETS AND EXPLANATION OF GRADING

1. **PT: PT will take place with every team competing at the same time.**
2. **Rope Bridge: Rope Bridge will get no practice runs and have a 10 minute set up time period.**
3. **Compass Course: Compass Course time limit is 30 minutes. After 30 minutes, teams will be disqualified.**
4. **First Aid: There is a possibility of 40 points on First Aid. In the event of a tie, time will be used as a tiebreaker.**
5. **5 Kilometer March: Teams must remain in uniform but may take off their ACU jackets.**
6. **Commander's Event: Elimination**

ANNEX F

RIFLE MEET SEQUENCE

0900 – Complete
Small Gymnasium

LEE COUNTY 5 KILOMETER MARCH

TEAM _____

START TIME __ (include seconds)

FINISH TIME __ (include seconds)

If Team finished with less than 8 members, each individual not carrying their own equipment, or finished over an hour, the team is disqualified

PENALTIES

Team member out of 20 meter zone 5 minutes each occurrence

Team Integrity violation (bad sportsman conduct) 5 minutes each occurrence

NO boots 3 minutes each occurrence

NO ACUs 3 minutes each occurrence

NO ACU belt 3 minutes each occurrence

NO T-shirt (ACU or JROTC logo) 3 minutes each occurrence

NO LCE (no exceptions to this) 3 minutes each occurrence

NO canteen or cover 3 minutes each occurrence

NO 1st Aid Pouch 3 minutes each occurrence

NO unit guidon 3 minutes

TOTAL TIME __

TOTAL PENALTIES __

FINAL TIME __

Subtract the penalties

DISQUALIFIED YES NO

REASON FOR DISQUALIFICATION :

GRADER NAME:

LEE COUNTY FIRST AID

TEAM ____

1st injury Stop Bleeding / Apply a Pressure Dressing

1. Uncovers the wound, unless clothing is stuck to the wound (verbal) 2 points _
2. Applies first field dressing (knots tied on side) 2 points _
3. Applies manual pressure and elevates wound 2 points _
4. Applies pressure dressing (knots tied on top) 2 points _
5. Make a tourniquet at least 2 inches wide 2 points _
6. Position tourniquet above wound, not on a joint 2 points _
7. Secure tourniquet 2 points _
8. Pad and bandage stump if limb is completely severed (verbal) 2 points _
9. Mark casualty forehead with a T 2 points _

Prevent Shock

1. Position the casualty 2 points _
2. Loosen tight clothing 2 points _
3. Keeps from chilling or overheating 2 points _
4. Reassures casualty 2 points _
5. Watch casualty closely for life threatening conditions (verbal) 2 points _

Run 100 meters

2nd Injury Splint a fracture

1. Use splint that reach beyond joints above and below fracture 2 points _

2. Checks circulation before applying splint 2 points _
3. Pad splints 2 points _
4. Uses four ties, two above, two below, to secure splint 2 points _
5. Tie non-slip knots on side away from injury 2 points _
6. Immobilizes fracture by tying it to another limb or body 2 points _
7. Checks circulation after applying splint 2 points _
8. Watch casualty for life threatening condition (verbal) 2 points _

Run 100 meters

Time: __

Total points (possible 44) __

Total Time (only as tie breaker) __

LEE COUNTY ROPE BRIDGE

TEAM NAME _____

PREPARATION (10 minutes to ties seats and prepare rope)

1. Near and far side tie around the waist seat
and install snaplinks (10 seconds penalty each) _
2. Other team members tie rappel seat and install snaplinks.
Snaplinks must face proper direction (10 second penalty each) _
3. Rope does not overlap or touch itself (10 second penalty each) _

CONSTRUCTION

1. Far side ties end of line bowline in main rope and
snaplinks into main rope (20 second penalty) _
2. Wraps around far side anchor point, and temporarily snaps
main rope into itself (20 second penalty) _
3. Near side ties wireman knot in main rope (2 snap links can be used,

but no penalties if they are not). If not team is disqualified Disqualified

4. No team member steps into obstacle to tie knots, whether they are

tied in or not. (30 second penalty each) _

5. No safety violations (open snap links). If there is a safety violation, team must be told

and remove safety violations, but time does not stop. If team continues

with safety violation they are disqualified.

6. Near side tightens rope and secures with a round turn with two

half hitches (second half hitch can be quick release). Second half hitch

must be tied before first person hooks into rope (20 second penalty) _

7. Other members cross rope by snapping in, and keeping one foot

above rope at all times. Only two cadets can be hooked into rope at

one time. (20 second penalty)

8. Cannot lose any equipment or leave it behind (45 seconds each) _

9. Person or gear cannot touch obstacle (30 seconds each person) _

10. Team cannot run across obstacle without constructing rope. Disqualified

11. Near side unties rope, ties end of line bowline and attaches into rope.

(bowline can be tied before this) (20 second penalty) _

12. All knots untied and rope does not cross over itself. Rope is not in

front of anchor point. (30 seconds each) _

TIME BEFORE PENALTIES _

PENALTIES _

FINAL TIME _

GRADER ____

Land Navigation

SCHOOL / TEAM ____

Start time ____

Finish time ____

Start Point is Point 1

(Point 1, 2, 3 and 4 are all start points.)

1st Point What number is located at that point? __

2nd Point What number is located there? __

3rd Point What number is located there? __

4th Point What number is located there? __

5th Point What number is located there? __

**SOUTHERN LEE HIGH SCHOOL
DRILL/ RAIDER/RIFLE TRI- MEET**

Who: JROTC Teams

What: Southern Lee High School
Brick City Drill/ Raider/Rifle Tri-Meet

When: 23 October 2010

Where: Southern Lee High School
2301 Tramway Road
Sanford, North Carolina 27332

Why: To foster friendships and competition amongst JROTC cadets

Cost: Drill Meet: \$60.00 registration fee plus \$5.00 per event.
** MOI to be available on web site in near future

SCHOOL: _____

Address: _____

Email: _____ **POC:** _____

Telephone #: _____

Regulation Events

_____ **SQD W/A** _____ **PLT W/A** _____ **COLOR GUARD**

_____ **SQD W/O** _____ **PLT W/O**

Exhibition events

_____ **SQD W/A** _____ **DUET**

_____ **SQD W/O** _____ **IND**

KNOCK OUT DRILL

\$1.00 PER CADET PER EVENT (TICKETS WILL BE ON SALE AT THE DRILL MEET)
ARMED & UNARMED

RAIDER MEET: \$35.00 per team. One team per school (**8 man**) _____

RIFLE MATCH (SPORTER) \$35.00 per team. One team per school (4 man) _____

****BONUS**:** Schools entering all three events (Drill, Raider & Rifle) \$ 150.00

Mail payment to: **Southern Lee High School JROTC**
2301 Tramway Road
Sanford, NC 27332

POC for this action is 1SG (Ret.) David W. Jenkins, (919) 718-2414, FAX (919)718-2408, EMAIL djenkins.sl@lee.k12.nc.us