



# Junior Reserve Officers Training Corps



Carroll County Army JROTC  
Strike Force Battalion  
Sykesville, Maryland

## 3<sup>RD</sup> ANNUAL CARROLL COUNTY Drill Competition

Mr. Drew Cockley, Principal  
LTC (R) Lee Mitchell, SAI  
1SG (R) Walt A. Sitarek, AI

10 March 2012

**CENTURY HIGH SCHOOL  
THIRD ANNUAL  
“CARROLL COUNTY STRIKEFORCE JROTC”  
DRILL COMPETITION**

TO: All JROTC Instructors;

It is with great pleasure that I announce that our Third Annual JROTC Drill Competition will be held 10 March 2012 at Century High School in Sykesville, MD. Our JROTC staff and Corps of Cadets respectfully solicit your support and eagerly anticipate your participation in this event.

**Schedule of Events:\***

**0730 – 0800 Commanders’ Meeting**  
**0830 – 0845 Opening Ceremony / Posting the Colors**  
**0900 – 1600 Drill Competition**  
**1700 – 1800 Awards Ceremony**

*\* Note: Competition window and awards ceremony times are subject to change based on the number of participating schools.*

The competition arena will be Century High School’s gymnasiums. All participating schools will provide their own weapons, transportation, and meals as required. Snacks and beverages will be sold at a concession stand in the cafeteria.

To insure proper planning and coordination, we request that all entry forms and fees be submitted by 10 February 2012.

Point of Contact for questions or concerns is 1SG Sitarek or the undersigned at (410) 386-4400 ext 2334. Thank you for your support and we look forward to seeing you and your teams.

Sincerely,

Lee Mitchell  
Lieutenant Colonel (Retired)  
Senior Army Instructor

## SECTION 1 –OVERVIEW

### ***A. The Competition SOP***

1. This SOP includes all information that is pertinent to the competition and necessary for your team's preparation & attendance at the Drill Competition.
2. All competitors, instructors, and team supporters are subject to comply with all of the rules & procedures of this SOP. Any items not specifically covered by FM 3-21.5 are at the sole discretion and determination of the Judging Director.

### ***B. Event Management & Sponsorship***

The ***Drill Competition*** is sponsored by Century High School, and The Carroll County JROTC Strike Force. There is a \$100.00 entry fee per school to cover the competition expenses (Trophies and awards).

## SECTION 2 - THE DRILL COMPETITION

### ***A. Competition Guidelines***

1. The “***Drill Competition***” will be judged in accordance with the newest revision of Army Field Manual, FM 3-21.5. This manual can be downloaded from the web in its entirety at: [http://www.usma.edu/Protocol/FM\\_3-21.htm](http://www.usma.edu/Protocol/FM_3-21.htm).
2. If you have a question regarding the ***Drill Competition***, look through the SOP. If you do not find the answer, please feel free to email the Army Instructor at Century High [wasitar@carrollk12.org](mailto:wasitar@carrollk12.org) or telephone him at (410) 386-4400 ext 2331, School or (410) 804-1803 mobile.
3. Schools may enter a maximum of one complete drill platoon and squad in armed and unarmed drill, and one Color Guard per school. All cadets may participate in knockout events.

### ***B. Drill Rifle Requirements & Regulations - Armed Teams & Color Guards***

1. In order for any team to compete, the drill rifle used by the entire unit must fit a series of standards that qualify it to be considered "Regulation". These criteria require that the drill rifle MUST:
  - Be rendered unfireable by one of several methods including but not limited to: filled barrel; removing the firing pin; or any other means that leaves the weapon unable to mechanically fire.
  - Have a trigger guard if a trigger is present.
  - Must have an adjustable sling.

***IMPORTANT NOTES: No weight requirements are listed above because any drill rifle regardless of weight may be used so long as it meets the above criteria. Also, the use of JROTC unit drill rifles and drill rifles ordered from supply room or parade catalogue are authorized.***

2. The event Head Judge may visually and/or physically inspect one or more rifles among the set the team will use during that portion of the competition. Should any weapon not meet ONE OR MORE of the above criteria, a subjective penalty WILL be added to the offending team's score sheet by the Judging Director.

3. Teams are permitted to strap their slings to the stock of their drill rifle ONLY during the Exhibition portion of the any competition. Teams MAY apply tape to their rifle in any manner they deem appropriate. Teams MAY NOT REMOVE their rifle slings during any event. If this is done, a subjective penalty WILL be added to the offending team's score sheet by the Judging Director.

4. Although all team members must compete with the same style drill rifle during each particular event, teams are allowed to utilize a different set of drill rifles for different team events.

**5. The rifle butts or any part of the weapon will not bang, slam, drop, bounce, or be pushed forcefully on the drill floor during any armed event.** *If armed exhibition teams require placing any part of the weapon on the drill floor with a bouncing motion they must have a butt pad or other form of cushion to protect the drill pad (basketball court).*

### ***C. Cadet Commander Regulations***

1. Armed Division cadet commanders MUST either carry a rifle, saber, or sword during ALL armed team events. All other cadets must carry a rifle. No other arms (i.e. demilitarized handguns) are allowed.

2. In the Unarmed Division, cadet commanders MAY, if they wish, carry a saber or sword. No other cadet may carry any arms of any type (except the rifle bearers during color guard competition).

3. It is not permitted for a saber or sword to leave a commander's hand at any time upon entering the drill floor. When using a saber or sword, the commander must remain AT LEAST three normal paces away from the event Head Judge when reporting in and reporting out. Violation of this rule will cause the Head Judge to retreat to a safe distance away from the Cadet Commander. Although there is no specific deduction for this action on the score sheet, the action will certainly be reflected in the overall evaluation scoring by the event Head Judge, as well as the other event judges.

4. Allowing that each drill team is instructed differently, judges will evaluate any vocal projection of cadet commanders in the following manner. During the Regulation event, an individual's voice projection, confidence, and tone will be the criteria upon which judges will base any vocal evaluations.

#### ***D. Uniform Regulations***

1. Cadets will be ***required to maintain either an approved class A or class B uniform*** during **Regulation and Color Guard** competition. **Only during Team Exhibition may any unit vary from the class A or B uniform policy.** This event will allow teams to wear any clothing or accessories they choose, so long as the uniform is within good taste.

2. Noted exceptions to the class A or B uniform will be the allowance of both boots and/or berets. It is important to note that these uniform accessories **MUST** maintain the approved color for Army JROTC cadets.

3. Cadets failing to meet the required dress regulations will receive subjective point deductions from their score sheet. **ENSURE YOU ARE IN COMPLIANCE** of all uniform Regulations listed above.

4. Dressing room facilities will be provided; however, uniform changes should be simple and easy to add/remove.

5. Color Guard units should note that chrome helmets, ascots and other common color guard accessories **ARE NOT ALLOWED**. Please ensure your unit is in compliance with this uniform regulation.

6. Platoon Regulation (Armed and Unarmed) Drill Team: Teams will be graded on uniformity, sharpness, precision, and military bearing. **Showmanship is not acceptable and 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 these events are strictly prohibited.**

### **SECTION 3 - COMPETITION EVENTS & AWARDS**

#### ***A. Overall School Championship Awards***

The following events are counted towards a schools Championship point totals: Armed and Unarmed Platoon Regulation, Squad Regulation, and Color Guard.

**SCHOOLS MUST ENTER AND OBTAIN A SCORE IN ALL EVENTS (including Exhibition Drill) TO BE ELIGIBLE FOR THE OVERALL TITLE.**

### ***B. Team Event Awards***

All drill teams armed / unarmed squad and platoon, as well as color guard are eligible to win team trophies within each specific event entered. 1<sup>st</sup> through 3rd place team trophies are awarded in each team event.

### ***C. Knock Out***

Individual awards will be awarded for top ten cadets standing in armed and unarmed knock out.

### ***D. Performance Regulations***

1. **Teams must Report In & Report Out in each event AND they must do so verbally to the Head Judge by the cadet leading the unit.** During the report in of any event, the team should announce the name of their school loudly and clearly. Other items may certainly be mentioned but are not required. The verbiage of the report out is left up to the unit but it ***must make clear the unit has completed their performance.***

2. Teams must contain the following prescribed numbers of competing cadets:

- COLOR GUARD: 4 cadets (two guards/two flags)
- REGULATION PLATOON DRILL (Armed): 12 cadets + commander
- REGULATION PLATOON DRILL (Unarmed): 12 cadets + commander
- REGULATION SQUAD DRILL (Armed): 8 cadets + commander
- REGULATION SQUAD DRILL (Unarmed): 8 cadets + commander
- EXHIBITION PLATOON DRILL (Armed): 12 cadets + commander
- EXHIBITION PLATOON DRILL (Unarmed): 12 cadets + commander

#### **NOTE :**

**SCHOOLS THAT HAVE A LOWER ENROLLMENT MAY USE 9 + A COMMANDER FOR PLATOON DRILL, AND 6 + A COMMANDER FOR SQUAD. THEY WILL NOT BE PENALIZED. EXCEPTIONS MUST BE SUBMITTED BY THE INSTRUCTOR AT THE TIME OF REGISTRATION.**

3. The standard cadence for Regulation Drill and Color Guard Drill is 116 to 124 steps per minute.

4. A 30-inch step is mandatory during much of Regulation Drill and Color Guard Drill. Teams who find their sequences fitting easily inside all event boundaries should closely review their use of a 30" step. Teams who deviate from this 30-inch step will be marked down by the judges in the "overall evaluation" section of the score sheet.

5. When a command is listed on the Regulation Drill & Color Guard sequence sheets and it is CAPITALIZED and in BOLD PRINT, the command must be performed with a 5-second pause between the completion of this command and the verbal command to begin the next movement. Failure to perform the drill with these required pauses will result in point loss per-occurrence penalty.

6. To maximize drill area & ready area sizes, ALL UNITS during competition will stage their unit when prepared to drill directly INSIDE the boundaries to the drill area. The judge will approach the team inside this area and ensure they are ready. He/she will then move to the Report-in/out location. The judge will motion for the team to begin, and when the team moves in unison at this point to begin, grading starts. Units should march out of the areas in a standard manner to complete their routines.

## **SECTION 4 - EVENT SCORING & TIMING**

### ***A. Score sheets & Score Tabulation***

1. All event score sheets can be found in **ANNEX C (Event Score Sheets) to Fourth Brigade JROTC Drill Team Competition Memorandum of Instruction, 1 July 2010.**

2. A complete scoring package maintaining all of the judges score sheets, as well as team placement information will be available immediately following the Awards Ceremony (if time permits to prepare them for distribution) or they will be mailed to your team immediately following the event.

### ***B. Determining Overall School Championship Award***

The overall placement is determined by a schools finish within all seven team events, by adding up all seven event raw scores. (ARMED PLT, ARMED SQD. UNARM PLT, UNARM SQD, COLOR GUARD, EXHIBITION ARMED AND UNARMED).

### ***C. Determining Drill Event Awards***

All teams are eligible to win team trophies within each specific event entered. The highest total score of all judge score cards will determine the outcome for 1<sup>st</sup> through 3rd Place team trophies.

### ***D. Determining Knock out Awards***

Cadets should remain on the drill pad till a judge dismisses them for an error or incorrect movement during knock out events. Judges may not have time to explain why cadets were eliminated due to time management of this fast paced event. Cadets should maintain their bearing and not argue or question judge's decisions. 1<sup>st</sup> through 10<sup>th</sup> place in both events will be awarded.

### ***E. Tie-Breaking***

1. All event and Overall Championship scoring ties will be broken by re-totaling the score sheets as listed below. Should a tie remain after applying these tie breaking methods, the score will officially be declared a tie and a duplicate trophy will be awarded to both teams. Tie breaking criteria are in order and as follows:

#### **For Team Events/Individual Events:**

- Level #1 - totaling only Head Judge's scores
- Level #2 - totaling only overall evaluation scores
- Level #3 – totaling only judge #1 and #2 scores
- Level #4 - team w/least amount of penalty points

**For Event Championship Totals:**

- Level #1 - highest total points earned
- Level #2 - highest Regulation points earned
- Level #3 – highest single event total

***F. Event Judging***

1. All judges are instructed to move around the competition area -- much like a boxing judge -- to allow the best angle to judge. Cadets may use every inch of all drill areas. Judges are instructed to move out of any cadet's path, allowing cadets free access to all drill area space. Judges may come within close proximity of a cadet to gain the best possible judging perspective while the cadet is stationary or moving - tell your cadets to be ready for this.

2. Each unit will be judged by the SAME JUDGES within each event. Judges will be comprised of Army National Guard personnel that have volunteered and have a firm understanding of FM 3-21.5.

3. Judges will not discuss evaluations concerning performances among themselves. They will, however gather after Regulation and Color Guard performances to discuss correct rulings on any boundary violations, omitted commands & other non-subjective items. This ensures correct rulings on these crucial items.

**SECTION 5 – GENERAL TEAM COMPETITION INFORMATION**

***A. General Information***

1. The actual size & dimensions of the Regulation drill floor(s), as well as the positioning of the Head Judge where the Report-In / Report-Out will take place are as follows:

REGULATION DRILL PLT AND SQD: 100 feet by 80 feet

COLOR GUARD: 55 feet by 55 feet

2. Entry/exit point will be shown on the map of each drill area.

**SECTION 6 – REGULATION DRILL**

***A. General Information***

1. All of the Regulation Drill movements must be done, in the order they are listed, using the commands listed on the score sheet in strict accordance with FM 3-21.5.

2. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. However, each Cadet Commander may keep a copy of the score sheet in their pocket or under their cover in case the drill is forgotten and the team becomes hopelessly disoriented. Should this occur, the Cadet Commander should halt the unit, pull out the score sheet and utilize it to finish the drill. However, this will result in a 50 point deduction from the cadet commander's score by each judge.

### ***B. Judging & Scoring***

1. The Regulation drill sequence is composed of many individual movements that will provide scoring opportunities. Teams will receive scores for their report in and report out, and for the judge's overall impression of the routine.

2. The execution of the Armed Regulation sequence can be quite challenging. Any solid unit with sufficient advanced practice can execute the entire sequence adequately. The unit's ability to perform this sequence without extra commands, utilizing the 30" step where required, is vital to a team's success.

3. Cadet Commanders may call cadence or otherwise assist the team in maintaining proper cadence.

4. Trophies / awards will be awarded through 3<sup>rd</sup> place for each event (Armed Platoon/Armed Squad; Unarmed Platoon/Unarmed Squad)

## **SECTION 7 - COLOR GUARD DRILL**

### ***A. General Information***

1. All of the Color Guard Drill movements must be done, in the order they are listed, using the commands listed on the score sheet in strict accordance with US Army Field Manual (FM) 3-21.5.

2. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. However, each Cadet Commander may keep a copy of the score sheet in their pocket or under their cover in case the drill is forgotten and the team becomes hopelessly disoriented. Should this occur, the Cadet Commander should pull out the score sheet and utilize it to finish the drill. However in

doing this, the cadet commander will receive a 50 point deduction from each judge this will certainly produce a diminished score in the "Overall Evaluation" score sheet segment.

3. While FM 3-21.5 is very specific regarding the strict definition of a "flag" and a "color", units competing within Color Guard competition may utilize either a flag or a color within the color guard competition.

4. Trophies will be awarded thru 3<sup>rd</sup> place.

### ***B. Color Guard Regulations***

1. All units will be comprised of four competing cadets, 2 rifle bearers and two flag bearers. Unarmed division color guards utilize the exact same color formation, sequence, etc.

2. The Color Guard sequence is comprised of many scoring opportunities, worth between 1 and 5 points each. Also, teams will receive additional points for their report in and report out, and for the judges' overall impression of the drill points, per judge.

3. Any solid unit with sufficient advanced practice can execute the entire Color Guard sequence adequately. Performing this sequence without extra commands, utilizing the 30" step where required, is vital for a successful performance.

4. All units must contain four cadets only. Two cadets will bear arms and two cadets will bear flags. The National Colors will be the senior flag with a state, service, or other appropriate flag used as the second color. The Cadet Commander for the Color Guard unit must be the National Colors bearer. However, the Cadet Commander is not required to be the highest ranking member of the Color Guard unit.

5. Flags should not measure less than 3' x 5' in total exterior dimension. Units using a smaller flag may face deductions under the overall evaluation segment of the competition, as well as reduced scores during the case procedures.

6. The structure and armed nature of two of the four color guard cadets does not differ between the Armed and Unarmed divisions. They are utilized only to distinguish the competition division the team has entered.

### ***C. Judging & Scoring***

1. The sequence for Color Guard is comprised of numerous graded movements, each with varying point totals, along with an Overall Impression score yielding point total per score sheet.

2. Given that much of the skill in executing Color Guard drill is marching in cadence (with appropriate penalty deductions for improper cadence), it should be noted that teams are not allowed to sing or otherwise generate any sounds for the purpose of maintaining proper cadence. **Singing, chanting or other sounds are used for training purposes and/or for exhibition drill only and have no place during non-exhibition events at a meet of this caliber.**

Any team found doing so within the Color Guard event will receive the maximum cadence penalty allowed.

## **SECTION 8 – EXHIBITION DRILL**

### ***A. General Information***

Platoon Exhibition (Armed/ Unarmed) 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 a cadet or elevate cadets on rifles (armed only). 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. Violations of these rules are:
- c. See the Exhibition Platoon Drill score sheet in Annex M. for judging and scoring.

## **SECTION 9 - KNOCKOUT DRILLS**

### ***A. General Information***

1. The event will maintain two separate Knockout competitions for both Armed & Unarmed Knockouts.  
All cadets attending the event are encouraged to enter both the Armed Knockout Drill and the Unarmed Knockout Drill. The only requirement to enter Armed Knockout is the possession of a competition rifle - no other weapons.
2. The event is a single-hit & out style competition. Individuals will be eliminated one by one until only one cadet remains as the respective knockout champion in each division.

3. Cadets will be expected to maintain proper dress & decorum throughout this event. This will include in particular the appearance of the uniform and the appropriate manner in which hair/cover is worn. This applies particularly to females who must continue to have long hair pinned-up under their cover and not touching the collar.

### ***B. Judging & Scoring***

1. This event will be judged by 4 or more judges throughout most of the event. Judges' decisions are considered final. Mistakes are kept to a minimum but they do happen. DO NOT approach a judge or anyone during the competition regarding any decision made by a judge during knockout drill. Cost of this event is \$2.00 a ticket per cadet.

2. Knockout commands will be given in clear, understandable language. However, a few commands will be given which either cannot be executed from the position issued or are a two-part command with only the first part of the command given. These are not given as trick commands, but are given to test the cadet's ability to both know the military manual of arms and to keep a cadet from anticipating verbal commands. No cadence is utilized. The knockout movements are not published in advance and are known only to the Head Judge and the Drill Meet Director. Knockout parameters will be discussed briefly with competitors immediately prior to the start of each Knockout Drill.

3. Upon being knocked out, any cadet who refuses to leave the floor immediately may be cause for that cadet's entire remaining team to be eliminated from the Knockout Drill, including forfeiture of any trophies earned. Cadets are expected to maintain military bearing while leaving the floor. Cadets and spectators in the audience are expected to have exemplary behavior, keeping noise and commentary to a minimum so that the knockout can be conducted without distractions.

4. Knockout drills in general are a HIGHLY subjective form of individual drill. All experienced drill personnel know that a certain amount of luck is just as important as skill! Do not approach the table with complaints, suggestions, and/or other interaction DURING the knockout. However, all constructive ideas are welcomed after the entire drill meet has ended.

### **ATTACHMENTS:**

**For Score Sheets and Drill Sequences, See ANNEX C (Event Score Sheets) to Fourth Brigade JROTC Drill Team Competition Memorandum of Instruction (MOI), dated 1 July 2010.**

Annex F – Drill Competition Team Roster/Registration Form

Annex G – Drill Competition Schedule of Events

Annex H – Logistics

Annex J – Driving directions

Annex L – Drill Diagrams

**ANNEX F REGISTRATION FORM**

NAME OF SCHOOL \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_

NAME OF INSTRUCTOR \_\_\_\_\_

	<b>YES</b>	<b>NO</b>
ARMED COLOR GUARD	_____	_____
ARMED REGULATION PLATOON DRILL	_____	_____
ARMED REGULATION SQUAD DRILL	_____	_____
UNARMED REGULATION PLATOON DRILL	_____	_____
UNARMED REGULATION SQUAD DRILL	_____	_____
ARMED EXHIBITION PLATOON DRILL	_____	_____
UNARMED EXHIBITION PLATOON DRILL	_____	_____
ARMED KNOCKOUT DRILL	_____	_____
UNARMED KNOCKOUT DRILL	_____	_____

The \$100.00 entry fee covers all events. Mail the registration form and entry fee to:

Century High School  
355 Ronsdale Road  
Sykesville, MD 21784  
ATTN: 1SG Sitarek

***Make checks payable to:  
Century High School JROTC***

## ANNEX G SCHEDULE OF EVENTS

10 March 2012

0730 – 0800	Check-in (Main Corridor) Judges' Meeting (Gymnasium)
0800 – 0830	Coaches' / Commanders' Meeting (Gymnasium) Uniform Preparation (Designated Areas)
0830 – 0845	Opening Ceremony / Posting the Colors (Gymnasium)
0900 – Completion	Drill Competition

### ARMED REGULATION PLATOON

### ARMED REGULATION SQUAD

### UNARMED REGULATION PLATOON

***\*LUNCH – There is no designated time for a lunch break. Competition will continue until completed. Food will be available in the cafeteria all day. Instructors should monitor the schedule to insure their cadets eat.***

### UNARMED REGULATION SQUAD

### ARMED COLOR GUARD

### ARMED EXHIBITION

### UNARMED EXHIBITION

### ARMED KNOCKOUT

### UNARMED KNOCKOUT

**\*1700 – 1800 Awards and Closing Ceremony**

***Note: Competition window and awards ceremony times are subject to change based on the number of participating schools.***

## **ANNEX H ADMINISTRATIVE AND LOGISTICS**

### **Parking**

The Drill Competition will be held at Century High School in Sykesville, MD. There is ample parking available. Please park in the lot on the west side (right side as you face the school).

### **Check-in**

Please check in at the table in the main corridor near the main gym entrance. This table will also serve as the operations and information center for the duration of the competition.

### **Dressing Rooms**

Boys and Girls Locker rooms located directly across from the gyms are available for uniform changes. Please do not leave any valuables in the locker room.

### **Lost and Found**

If you find anything while at the competition, please turn it in at the registration table. If you lose anything, please check at the registration table.

### **Lunch**

There is no designated time for a lunch break. Competition will continue until completed. Food will be available all day in the cafeteria. Instructors should monitor the schedule to insure their cadets eat. There are also vending machines located in the corridor outside the gyms. **PLEASE, NO FOOD OR DRINKS ALLOWED IN THE GYMNASIUM!**

### **Housekeeping**

All cadets are responsible for policing any trash or debris they create. Trash receptacles are conveniently located throughout the competition area. Instructors are asked to monitor their cadets conduct at all times.

### **Judging Criteria Questions**

Any cadet commander or JROTC instructor with questions regarding the judging criteria for a particular event should address those questions to 1SG Sitarek. Please do not interrupt or delay the competition process by directing your questions to the active judges. However, should you have a question that requires an immediate answer, please address it to one of the alternate judges in the vicinity.

### **Awards/Closing Ceremony**

All cadets are required to attend the closing ceremony. Cadet Commanders should walk forward briskly to receive their awards when called. The ceremony should last approximately 15 minutes.

## **ANNEX J DRIVING DIRECTIONS**

### **From I-70**

Take exit 80, SR-32 North / Sykesville Rd toward Sykesville approximately 7 miles

Turn left onto SR-26 / Liberty Rd

Turn right onto Linton Rd

Turn left onto Ronsdale Rd

Arrive at Century High School (355 Ronsdale Rd, Sykesville, MD 21784) on the left

### **From I-695**

Take Exit 18 towards Randallstown

Travel on SR-26 West / Liberty Rd toward Randallstown for approximately 14 miles

Turn right onto Linton Rd 0.5 mi

Turn left onto Ronsdale Rd 0.2 mi

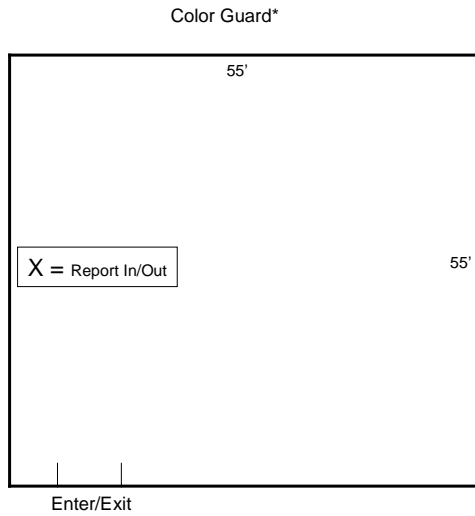
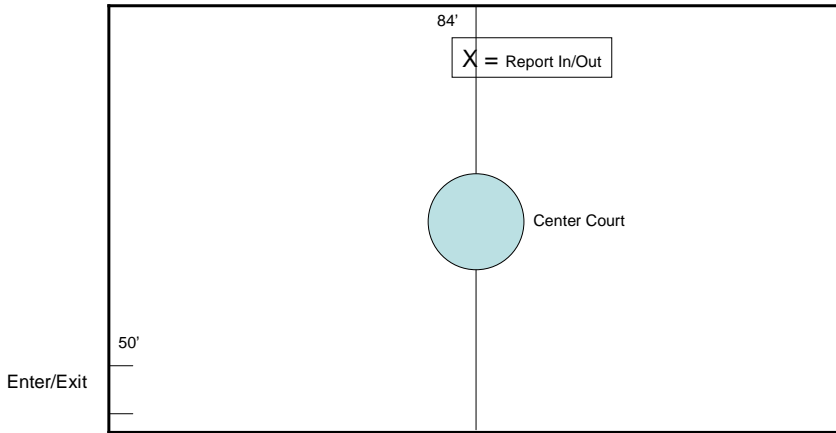
Arrive at Century High School (355 Ronsdale Rd, Sykesville, MD 21784) on the left

# ANNEX L Drill Diagrams

**Disregard dimensions below: PLT level events are 100 ft X 80 ft.**

**Color Guard remains the same.**

- Armed SQD/PLT
- Unarmed SQD/PLT
- Exhibition PLT



\*Outside, if possible

