

GENERAL COMPETITION RULES

1. **General.** Each drill team should consist of a minimum of nine bonafide JROTC cadets **plus** a commander enrolled at the school for which they are competing. **Drill Teams with fewer than nine in the marching block will be deducted 25 points per cadet below the minimum.**

The use of a Guide is optional. Once a drill team has started the inspection phase only those cadets may participate in the regulation and exhibition phases. Teams that add or remove a cadet from the original unit will incur penalty points. However, the positioning of the team members may be rearranged between phases, including the commander.

- a. The maximum possible points in each event are:

(1)	Inspection in Ranks (armed)	280 points
(2)	Inspection in Ranks (unarmed)	280 points
(3)	Regulation Drill (armed)	600 points
(4)	Regulation Drill (unarmed)	600 points
(5)	Exhibition Drill (armed)	420 points*
(6)	Exhibition Drill (unarmed)	420 points*
(7)	Color Guard (Inspection & Drill)	640 points

* does not count to overall meet winner

- b. **Tie-breaker**

<u>Drill Team Inspection</u>	<u>Exhibition Drill</u>
<ul style="list-style-type: none"> ● Head Judge Score ● Judge #2 Score ● Judge #3 Score 	<ul style="list-style-type: none"> ● Head Judge Score ● Head Judge Overall Impression ● Total Score of Judges #2 and #3
<u>Regulation Drill</u>	<u>Color Guard</u>
<ul style="list-style-type: none"> ● Judge #2 Score ● Judge #3 Score ● Least number of penalty points (Head Judge) 	<ul style="list-style-type: none"> ● Judge #2 Drill Score ● Judge #3 Drill Score ● Judge #2 Color Bearer's Inspection Score ● Judge #3 Color Bearer's Inspection Score ● Least number of penalty points (Head Judge)

- c. A closing ceremony will be held as soon as possible after the competition is completed. It is requested that all participating cadets remain in competition or Team travel uniform for the duration of the drill meet.

2. **Uniforms.** Uniforms will be in accordance with appropriate service uniform regulations. Utility type uniforms are not permissible for competitors. No uniform or equipment changes will be allowed between phases, i.e., addition of gloves, tape, flags or guidons.

3. **Event Sequence.**

- a. **Color Guard** - Staging area, Inspection, Drill.

b. **Drill Team** - Staging area, Inspection, Regulation Drill, and Exhibition Drill (if entered).

4. **Color Guard.**

a. The Color Guard Competition will consist of two phases: Inspection of the Color Guard and the execution of a prescribed Color Guard sequence of movement by memory.

b. Color Guards are authorized to use only their service-approved rifles, flags or other similar equipment.

c. National, Organizational and State Colors/Flags will be the **standard size** issued to the respective JROTC Unit. Poles will be of **regulation size** as specified by the respective services. **Marine Corps JROTC units:** The National Colors and the Marine Corps Colors issued to the unit are the only authorized colors for the competition. Likewise, 9½' poles are required. The use of any colors/poles other than those required by MCO P5060.20 (Drill Manual) and MCO P10520.3B (Flag Manual) will result in the disqualification of the color guard in any phase of competition in which the unauthorized equipment is used.

d. The composition of the Color Guard may be male, female or coed. Coed teams will compete in the male category. Schools may enter a maximum of two teams; however, members of the Color Guard may compete only with one Color Guard.

f. The inspection of the Color Guard will be conducted prior to the execution of the sequence of movements.

5. **Color Guard Inspection**

a. The Color Guard will form for inspection in the area designated by the Head Judge.

b. The Color Guard will proceed to the drill area immediately following the inspection.

6. **Color Guard Drill**

a. 55' x 55' drill pad.

b. Color Guard commanders may position their unit anywhere within the designated boundaries when starting. It is not intended for the unit to be facing the Head Judge when reporting out.

c. Absolutely **NO** extra commands allowed!

d. Violations. All violations are 5 points per occurrence and are listed on the Color Guard score card (Encl (4)). In the case of Boundary violation, if the unit continues performing the sequence while out of bounds, only the initial boundary violation is counted. However, if the unit returns in-bounds and then goes back out of bounds, that constitutes a new violation.

7. **Drill Team Inspection.**

a. A minimum of 10 cadets is required. The marching unit must consist of the unit commander and a minimum of 9 in the marching block. The use of a Guide is optional.

b. After the team has been formed for inspection, the Head Judge will inspect the unit commander. The Head Judge will then select nine cadets from the marching block to be inspected and dismiss the remaining cadets from the inspection formation. Excused cadets will move off to the side and rejoin their unit immediately upon completion of the inspection.

Note: Spaces left vacant by dismissed members will not be filled in during the inspection.

c. The drill team will proceed to the regulation drill area immediately following the inspection.

8. **Regulation Drill.**

a. 60' x 90' drill pad.

b. A minimum of 10 cadets is required. The marching unit must consist of the unit commander and a minimum of 9 in the marching block. The use of a Guide is optional.

c. Unit commanders may position their unit anywhere within the designated boundaries when starting. It is not intended for the team to be facing the Head Judge when reporting out.

d. Units running out of space may give a maximum of **three** additional commands for positioning. Those commands must be indicated by **raising the left hand**.

e. Boundary violations. Only the initial boundary violation counts off the score. If the unit continues performing the sequence while out of bounds, only the initial boundary violation is counted. However, if the unit returns in-bounds and then goes back out of bounds, that constitutes a new violation.

f. The drill team will proceed to the exhibition drill area (if entered) immediately following the inspection.

9. **Exhibition Drill.**

- a. 60' x 90' drill pad.
- b. A minimum of 10 cadets is required. The marching unit must consist of the unit commander and a minimum of 9 in the marching block.
- c. Unit commanders may position their unit anywhere within the designated boundaries when starting. It is not intended for the team to be facing the Head Judge when reporting out.
- d. The optimum time is six and one-half minutes with no penalty points between five and eight minutes. The time starts when the drill team commander reports in to the Head Judge and stops when he requests permission to leave.
- e. A whistle will be blown at the five and eight minute marks into the Exhibition Drill routine.
- f. Boundary violations. Only the initial boundary violation counts off the score. If the unit continues the performance while out of bounds, only the initial boundary violation is counted. However, if the unit returns in-bounds and then goes back out of bounds, that constitutes a new violation.
- g. Although there are no hard and fast rules on the content of Exhibition drill, it should be derived from standard military drill. Performances that are clearly more dance routine than drill will be subject to reduced scores in overall impression. Safety is a paramount consideration in armed exhibition drill. **For armed exhibition drill, cadets tossing rifles must have direct eye contact between themselves and the cadet receiving the rifle.** Failure to do so will be cause to stop the routine and disqualify the team from that phase of competition. Instructors are responsible for ensuring the drill routines do not contain unsafe practices

10. **Penalty Points**

- a. Boundary violations – Five points off. Commanders should use their three allowable extra commands (regulation drill only) to immediately move their unit back within the drill area. Only the initial boundary violation counts off the score. If the unit continues performing the sequence while out of bounds, only the initial boundary violation is counted. However, if the unit returns in-bounds and then moves back out of bounds, that constitutes a new violation, and will result in an additional five point penalty.
- b. Timing violations – Exhibition Drill only. Five points off per minute or fraction thereof (over or under time).
- c. Omitting commands – Regulation Drill and Color Guard only. Five points off for each command.

d. Extra commands. Five points per infraction. Regulation drill is allowed three extra commands signaled by raising the left hand. Color Guards are NOT allowed any extra commands.

e. Changing of uniforms, equipment, or personnel – 25 points per infraction.

f. Unit size. Inspection, Regulation Drill, and Exhibition Drill. 25 points off for each cadet fewer than the minimum 10. The marching unit must consist of the unit commander and a minimum of 9 in the marching block. The use of a Guide is optional.

g. Failure to report to the appropriate performance location at the designated time – 15 points each minute or fraction thereof. Scheduling conflicts with a respective school's teams must be addressed one week prior to the meet. **No exceptions.**

11. **Disqualification:** A team will be disqualified should their instructor/or cadet make any attempt to stop the score sheet runner for any reason.

Knockout will start immediately following the last drill event. Instructors should be prepared to have their cadets move to the knockout area quickly.

12. **Knockout Drill:** The following commands will be given during unarmed knockout drill:

- All facing movements
- At Ease & Parade Rest
- Hand, Salute and Ready, Two. Cadets should not respond if Order Arms is given following Hand, Salute.
- Present, Arms and Order, Arms. Cadets should not respond if Ready, Two is given following Present, Arms.
- Dress Right, Dress and Ready, Front. Cover

Rules:

- Cadets must be facing the drill commander to execute all commands with the exception of facing movements. For ex, if the cadets are facing away from the drill commander and the command Parade Rest is given, then the cadets are **NOT** to execute the command.
- Cadets must be in uniform to participate.
- No protests will be allowed. The decision of any judge is final with regard to elimination of an individual.
- **It is the responsibility of the instructors to brief their cadets on the knockout rules.**

13. **Judging/Scoring.** Judging for events will be in accordance with drill manuals currently in use by the respective services. It is anticipated that all four services will be represented with judges. This instruction letter will not and does not try to cover all possible points of each drill manual. Camaraderie, good judgment and military know-how will prevail.

14. **Points of question or interest please contact:**

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b. Drill Event Coordinator; MGySgt Hart, USMC (Ret) at cell (850) 273-9153,
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