

New Orleans MMA MCJROTC  
Competition Rules

Competition Specifics

1. The event maintains two divisions (Armed and Unarmed) and three events for each division. Armed Regulation, Armed Exhibition, (Armed) Color Guard, Unarmed Regulation, Unarmed Exhibition, and (Unarmed) Color Guard. All cadets are eligible to compete in either, but not both, divisions. Essentially, you have Armed cadets or Unarmed cadets. No individual cadet can be both an unarmed and armed cadet. There will also be an Unarmed Personnel Inspection platoon which can come from either division.

Inspection Platoon (10 cadets) Uniform for the inspection platoon will be Blue Dress "B" with ribbons and badges. White gloves will be worn.

Events for both Armed and Unarmed Divisions will consist of:

Regulation Drill – (Minimum 10 cadets) Deck size: 90'W x 60' L  
Any Authorized uniform may be worn.

Exhibition Drill – (Minimum 10 cadets) Deck size: 90'W x 60' L  
Any Authorized uniform may be worn.

Color Guard – (Male, female or mixed) Deck Size: 55'W x 55' L  
Only authorized Uniform is Blue Dress "B". White gloves may be worn. Ribbons and badges may be removed for the Color Guard performance.

2. Schedule of event times for the competition will be posted on the google site NLT 6 Oct 2023. Once all entry forms have been received, we will begin working the schedule. All events will take place in the areas indicated on the Site Map in the Meet website which will be uploaded at a later date.

D. Weapon Requirements & Regulations

1. All armed teams will use the black and chrome Glendale Drill Rifles (GDR). All Color Guards will use the brown and chrome GDR. All teams are required to use the rubber butt pad for the rifle stock at this event.

2. Slings may only be white for both Armed and (Unarmed) Color Guards and black for Armed Regulation and Armed Exhibition. Teams are permitted to use black tape on their slings to the stock of weapons only during the Armed Exhibition portion of the competition. Teams may not remove the slings during any event at the Marine Corps JROTC Nationals.

3. Although all team members must compete with the rifles detailed during each particular event, teams are allowed to utilize a different set of weapons for different team events (i.e. one set for Armed

Exhibition, another for Armed Regulation, another for CG). However, all weapons will fulfill all the requirements set forth herein.

4. During Exhibition Drill, a "dropped" drill rifle (a rifle striking the marching surface through a loss of control by a cadet) will result in a deduction of 5 points for the first occurrence and 25 points per occurrence thereafter. Judges will also reduce scores for bobbles and other poor rifle control. This element of the Armed Exhibition competition is stressed for safety and excellence.

5. All teams' rifles should have a working bolt. Judges will expect these teams to execute the physical hand movements and opening of the bolt when going to Inspection Arms to display to the judge the correct execution.

6. At no time may any GDR be intentionally struck on the marching surface by the barrel. This can cause severe floor damage and poses a greater chance of damage to the rifles as they are not constructed to absorb this impact. Units can be disqualified from that segment of the competition for severe examples and a more modest subjective deduction initiated by the judges and/or the Competition Director as warranted for lesser offenses.

#### E. Cadet Commander Regulations

1. Swords may be carried by a unit commander; however, the sword is not permitted to leave a commander's hand at any time (generally only an issue in exhibition).

2. For all events, the Cadet Commander (C/CMDR) will be six paces and centered on the unit per MCO and verbally report three paces from the Head judge. Additionally, the verbal report-in must contain greeting, school name, and "...in accordance with (list the reference or references)". At the conclusion of your performance, the C/CMDR will verbally report out, again stating the name of the school and some statement letting the judge know they have completed their performance. Additional information such as requesting permission is common, can be stated, but is not required.

3. Considering each drill team is instructed differently, judges will evaluate any vocal projection of C/CMDR in the following manner during the Inspection and Regulation event(s); voice projection, confidence, tone, and adherence to the MCO will be the criteria upon which judges will base any vocal evaluations.

#### F. Uniform Regulations

1. Cadets will be required to wear the Blue Dress B uniform for Personnel Inspections and Color Guards. Cadets may wear any authorized MCJROTC uniform, or other service equivalents, for all other events.

2. Gloves may be worn per MCO 1020.34 H (USMC uniform regulations) and may be moistened for safety purposes.

3. MCJROTC instructors and other JROTC personnel attending the event are required to adhere to the regulations set forth by their respective JROTC HQ for appropriate attire.

## PERFORMANCE REGULATION SPECIFICS

### A. Performance Regulations

1. Please remember, Marine Corps Drill Regulations were not written to judge a military drill competition to find the “best of the best.” Therefore, keep this in mind

(a) Several events have been modified to use for a scored drill competition.

(b) Scoring in all events comes down to two basic items – adherence to drill regulations and precision of movements. Those schools delivering excellence in both areas will gain the top scores. Teams only following regulations without crisp, near mirror-like precision while marching and performing will likely not score as high. Both aspects are needed in competition drill.

2. Bayonets, handguns (demilitarized or otherwise), props, special effects, music, or musical instruments, or pyrotechnics are not allowed. Also, no horns, whistles, bells, beeping hardware, or any other artificial noise-making device may be used by anyone.

3. Signaling to let the unit on the floor know they are approaching their performance time limit is prohibited and when detected will render the marching team disqualified.

4. Except for Color Guards, all events in both divisions will consist of one unit commander and at least nine marching cadets (9 and 1). Color Guards will consist of four cadets. NOTE: Guides are optional.

5. A cadet is “performing” and is considered a “competitor” when he/she enters the competition area and materially participates within the competition.

6. No separate cadence judge will be in place for a competition using judges of this caliber. The Head Judge and other judges may reduce scores and add notation if they know the performance was out of the standard cadence range, or for any team who displays “uneven cadence” (i.e., turn marching at a vastly faster cadence than standard marching for Color Guard), a 20-point penalty (minor violation) and a 50-point penalty (for egregious incorrect cadence such as ceremonial cadence or other cadence where no attempt at regulation marching cadence is made) will be in play.

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

8. Several stationary movements listed in Regulation and Color Guard Drill cards have been **CAPITALIZED IN BOLD PRINT** with shaded background. Teams performing these movements will pause for roughly five seconds before giving the following verbal command. Failure to display this pause will result in a 5-point per-occurrence penalty.

9. No cadet may be lifted off the marching surface by any means. All cadets must drill and perform entirely on the floor. Any cadet raised off the floor in any manner will cause the judge to direct the raised cadet to dismount and the team to leave the floor. The team will be disqualified from that event.

10. Unit Leaders WILL NOT check alignment during Dress Right Dress. Unit Leaders WILL check alignment during Open Ranks.

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

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

1. All event score sheets can be found in advance of the competition on the Ponchatoula Drill Meet website. Please review these sheets in advance to ensure your school gains the maximum score available.

2. The time limit for Exhibition Drill is 5-8 minutes (1 point penalty per second over/under). Time starts when the first cadet enters the floor and ends when the last cadet leaves the floor.

3. Personnel Inspection, Regulation Drill events, and/or Color Guard have no overall timing component as the completion of the movements within the score sheet in cadence, is sufficient.

##### **B. Overall Scoring**

1. Scoring is straightforward and standard. In no event will the number of males or females on a team be considered for judges when evaluating teams, nor the size of the program or any other external factors. The teams are composed of the genders they choose to perform without bonus or deduction.

2. The scoring system for the MCJROTC Drill Nationals is known as a “Proportional Scoring System”. In short, it ensures all drill events receive the exact same percentage of points available, while rewarding the excellence each school displays in their raw score total compared to their competitors in each event.

3. Overview – all team events are worth exactly 1,000 points each, regardless of point totals awarded by the judges. The school who is the winner of any event receives the maximum points available in that event (1,000). For example, the school with the highest raw point total earned in Unarmed Personnel Inspection will receive 1,000 points regardless of the actual points awarded by the judges. The team finishing in 2nd place will receive a percentage of the 1,000 points identical to the percentage they finished behind the first-place team. 3rd place, 4th place, etc. to the final team, all receive points in the same manner.

4. A practical example of this application is shown in the shortened table below. The judges’ raw points earned is listed, along with the percentage each team finished behind the winner. These percentages then multiply into the total max points available to generate a Scoring Points total for each school within that event.

Event

Finish Judge

Raw Score Earned      Actual Score/  
% of Winning Score      Proportional Scoring  
Points Earned

|                |                            |                                    |
|----------------|----------------------------|------------------------------------|
| 1st place team | 900 pts.100% (900 of 900)  | 1,000 pts. awarded (100% of 1,000) |
| 2nd place team | 810 pts.90% (810 of 900)   | 900 pts. awarded (90% of 1,000)    |
| 3rd place team | 788 pts.87.6% (788 of 900) | 876 pts. awarded (87.6% of 1,000)  |
| 4th place team | 733 pts.81.4% (733 of 900) | 814 pts. awarded (81.4% of 1,000)  |
| 5th place team | 600 pts.66.7% (600 of 900) | 667 pts. awarded (66.7% of 1,000)  |

5. 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 uploaded to the PHS Drill Meet website. Every score sheet will be triple-checked by SNI personnel, as well as inputted and totaled on a computer program specially designed for Drill Meets.

C. Tie-Breaking

For Team Events:

- ◆ Level #1 - total only Head Judge's scores
- ◆ Level #2 - total only overall evaluation scores
- ◆ Level #3 - total only Judge #2, then #3, etc.
- ◆ Level #4 - team w/least total penalty points
- ◆ Level #5 – team that competed EARLIEST

For Event Championship Totals:

- ◆ Level #1 - highest total raw points earned
- ◆ Level #2 – most 1st place trophies, then 2nd, etc.
- ◆ Level #3 - highest Regulation points earned (both combined)