

Naval Junior Reserve Officers Training Corps  
Osborn Park High School  
8909 Euclid Avenue  
Manassas, Virginia 20111  
Phone 703 365 6574

From: Senior Naval Science Instructor, Osborn Park High School  
Subject: Osborn Park Twelfth Annual Area 5 Sanctioned Drill & Academic Meet

1. The Osborn Park High School Area 5 Sanctioned Drill Meet will be held at Osborn Park High School, Manassas, Virginia. November 16<sup>th</sup>, 2013. All events are listed below.

- A. Commanders meeting at 0830
- B. Platoon Standard Drill (Armed)
- C. Platoon Standard Drill (Unarmed)
- D. Platoon Exhibition Drill (Armed)
- E. Platoon Exhibition Drill (Unarmed)
- F. Color Guard
- G. Inspection
- H. Unarmed knock-out competition (4 free tickets per school)
- I. Academic Exam

2. The drill cards for B-F are the NJROTC Area FIVE Drill Cards 2013-2014 (see attached).

3. Those participating in the corresponding Academic Competition can download the academic exam from the Area FIVE portal. Please ensure that all scantrons are sent to the Area FIVE Office, ATTN: Yolanda Davis by COB 13 Nov 2013.

4. The initial briefing for SNSI's, NSI's, and Team Commanders will be held in the NJROTC Classroom 1554 at 0830. The drill meet will commence promptly at 0900 with the presentation of colors followed by a drill demonstration by the US Navy Honor Guard. Units should have their teams in the gymnasium bleachers for the ceremony. The competition will commence after the presentation of the colors and will be completed prior to or by 1500.

5. Knockout tickets will be sold for two dollars during the meet.

6. Food and snack items (such as chips and drinks) will be available throughout the morning and will include pizza & Chik-Fil-A after 1100 at the concessions stand in the 1<sup>st</sup> floor cafeteria.

7. Competing teams will be judged by the US Honor Guard Team Members.

8. If you have any questions please call OPNJROTC spaces at (703) 365-6574.

## **Osborn Park High School NJROTC Drill Meet**

### **Letter of Instruction**

1. *Conduct.* Prior to the drill meet, units should brief their cadets on the requirements for sportsmanlike conduct and the traits of character expected of disciplined members of the military services. Cadets are expected to exhibit proper military bearing at all times. Participants and spectators are reminded that the public and the news media have been invited, and their actions must reflect the highest standards of the military service.
2. *Instructors/Commanders Briefing.* A mandatory meeting between judges and team commanders from each participating unit will be held at 0830 in the NJROTC classroom (room 1554). Only team commanders and instructors are to attend. Questions concerning rules and procedures will be clarified at this meeting. Subsequent to this meeting, team commanders and unit instructors may not communicate with the head judge.
3. *Uniforms.* All cadets must be in Navy Service Uniforms. Taps or metal plates on shoes must be removed prior to taking the floor. Teams with members who perform with taps will be disqualified for that event. Marine Corps units (Dress Blue Charlies) leather issue shoes only.
4. *Drill Rifles and Equipment.* Security of Drill Rifles and other drill and personal gear are the sole responsibility of each unit. It is recommended that these items are stored in buses or other vehicles in which they were transported when not required for an event. The use of bayonets is not authorized. A nine pound minimum is required on all drill rifles. Rifle butt plates must be padded with rubber protective pads. Rifle butt pads must be official pads only. This is to prevent damage to the gymnasium floor. If this rule is not adhered to, units may be disqualified or unable to compete in the respective competition. Units marching with guidons will pad the bottom of the guidon.
5. *Messing.* Arrangements are being made for pizza, Chick-Fil-A, soft drinks, and snack items to be available. Cost will depend on each item and must be paid for individually. Units may bring bag lunches. Please ensure that trash receptacles are used for throwaway items.
6. *Awards.* The awards ceremony will be at the conclusion of the meet. Trophies will be awarded to the First, Second, and Third place teams in each event. Trophies will also be awarded to those units accumulating the most points in all events, (Over All Trophies). Only team commanders will come forward to accept the unit awards.
7. *Unit Presentation and Education.* In order to ease the instructor's workload in planning for the meet, it's recommend that the cadet staff officers and team commanders carefully review the information contained in this LOI as well as the procedures contained in the Cadet Field Manual on the various maneuvers. Unit personnel who are associated with the training of the performance teams must come to the drill meet with the full knowledge of the contents in this LOI.
8. *Lessons Learned.* Instructors are requested to submit suggestions and lessons learned to the SNSI or NSI, NJROTC Unit, and Osborn Park High School.
9. *Adherence to the Rules.* Unit Instructors are reminded that certain rules will be strictly enforced (e.g., if the unit cannot enter a team with the minimum number of members, that team will not be permitted to perform. The use of butt pads on drill rifles is mandatory. NO TAPS). Please do not ask the judges to make an exception in your particular case.
10. *Penalties.* Penalties will be assessed as follows:

- A. For the execution of non-standard maneuvers, 5 points per judge per violation. Units are reminded that "non-standard" maneuvers are those that are not listed in the Drill and Ceremonies Manual.
- B. For overtime violations, 5 points (only one assessment, regardless of the number of seconds/minutes overtime).
- C. For out-of-bounds, 5 points per violation.
- D. For leaving out movements, 5 points deducted per judge for missing movement.

11. *Cadence.* The ability of the platoon to maintain a cadence of 112-120 steps per minute will be closely monitored by the Penalty Judge. Commanders will be graded on ability to maintain this cadence.

12. *Individual Knockout.* Knockout will be conducted right before the closing ceremonies, after the conclusion of all the other competitions. Drill will come from the Cadet Field Manual. Tickets will be sold for \$2.00 until an overall maximum of 100 Knockout contestants is reached. Medals will be awarded to the top ten performers in each knockout competition.

### **Guidelines for Platoon Standard Drill With Arms.**

1. *General.* The Platoon Standard Drill with Arms category is designed to evaluate the teams on selected maneuvers Cadet Field Manual. The Drill card will be the NJROTC Area FIVE Drill Cards. The drill deck will be the standard 85'X70'. Drill with arms will be held in the Gym.

2. *Team Size.* The team size will consist of at least 12 members plus the commander and the guide (if one is designated). The maximum number in the platoon is 12. Teams with less than 13 total members will be permitted to perform with a 25 point penalty per missing cadet; maximum of two missing cadets. Units with less than 11 total members will not be permitted to compete.

4. *Reporting In.* When cleared by the Head Judge, the team commander will march his/her team directly to the area in the front of the head judge for reporting-in. The commander will report in a strict military manner using the following statement: "Sir/Ma'am, The (High School Name) NJROTC Standard Drill Team With Arms requests permission to take the floor for its performance, Sir/Ma'am." .

5. *Arms.* All members of the platoon will have a standard demilitarized drill rifle except the commander who will carry a sword. Guidons are required. All rifle butts/guidons will be padded.

6. *Reporting-Out.* Team commanders are required to report out. The time ends when the team crosses the performance area out of bound line.

### **Guidelines for Platoon Standard Drill Without Arms**

1. *General.* The Platoon Standard Drill without Arms category is designed to evaluate the participants on selected drill maneuvers contained in the Cadet Field Manual. Drill should be conducted in a strict military manner. Standard Drill without Arms will be conducted outside. Jackets may be worn for events held outside.

2. *Team Size.* The Platoon will consist of a minimum of 12 members plus the commander and guide (if one is designated). The maximum team size is eighteen (18). Teams with less than 13 total members will be permitted to perform with a 25 point penalty per missing cadet; maximum of two missing cadets. Units with less than 11 total members will not be permitted to compete.

4. *Reporting-in.* When cleared by the drill official, the team commander will march his team in front of the head judge for reporting-in. The commander will report in a strict military manner using the following statement: " Sir/Ma'am, The (HIGH SCHOOL) NJROTC Standard Drill Team Without Arms requests permission to take the floor for its performance, Sir/Ma'am"

5. *Arms.* The team will carry no arms. A guidon is required.

6. *Reporting-out.* Team Commanders are required to report-out.
7. *Movements.* The required movements to be performed are from the NJROTC Area FIVE Drill Cards.

### **Guidelines for Platoon Exhibition Drill With Arms**

1. *General.* The Platoon Exhibition Drill with Arms category is an open floor exercise using innovative and imaginative maneuvers. It will be conducted in the Gym.
2. *Team Size.* The team will consist of at least 12 members plus the commander and the guide (if one is designated). The maximum number in the platoon is 12. Teams with less than 13 total members will be permitted to perform with a 25 point penalty per missing cadet; maximum of two missing cadets. Units with less than 11 total members will not be permitted to compete.
3. *Time Limits.* 6-9 minutes. If the team is still on the floor after 9 minute, the team will be penalized 5 points per judge.
4. *Reporting-in.* When cleared by the drill official, the team commander will march his team to the area in front of the head judge for reporting-in. The commander will report in a strict military manner using the following statement. "Sir/Ma'am, The (HIGH SCHOOL) JROTC Exhibition Drill Team With Arms requests permission to take the floor for its performance, Sir/Ma'am." The timing will commence with the exchange of salutes between the commander and the head judge.
5. *Arms.* All members will carry Drill Rifles except the commander who may carry a sword or rifle. Guidons are required. All rifle/guidon butts will be padded.
6. *Reporting-Out.* Team commanders are not required to report-out. The time ends when the team crosses the performance area out of bound line.
7. *Grading Criteria.* In accordance with the the attached Area FIVE Drill Cards.
8. *Penalties:* Schools will be penalized for movements out of sync, dropped rifles and overtime.

### **Guidelines for Color Guard**

1. *General.* The Color Guard category is designed to evaluate the team on selected maneuvers in the Cadet Field Manual. All movements will be standard; no innovative (flairs) maneuvers are permitted.
2. *Team Size.* The team will consist of 4 or 5 members. It is mandatory that the Color Guard Commander carries the National Ensign.
3. *Reporting-In.* When cleared by the drill official, the team commander will begin the performance that starts at the command "fall in" (at this time the unit has begun to be graded). The team commander then marches his/her team directly to the area in front of the head judge for reporting-in. The commander will report in a strict manner using the following statement: "Sir/Ma'am, The (High School Name) NJROTC Color Guard requests permission to take the floor for its performance, Sir/Ma'am."
5. *Arms.* The rifle members of the team will carry the Drill Rifles. There will be at least 2 flags carried by the team. Rifle butts will be padded.
6. *Reporting-Out.* Team commanders are required to report out.

7. *Penalties.* Penalties will be assessed as follows:

- a. For execution of non-standard maneuvers, 5 points per judge per violation. Units are reminded that "non-standard" maneuvers are those that are not listed in the Cadet Field Manual.
- b. For out of bounds, 5 points per violation will be deducted.
- c. For omitting a required maneuver, 5 points per judge per maneuver.
- d. For executing a maneuver out of sequence, 5 points per judge per occurrence.
- e. For slamming flags into deck, 5 points per judged performance.

### ***Guidelines for Inspection***

1. *Team size.* The team will consist of 14 members including a commander and a guideon. Each cadet inspection will count toward the overall score.
2. *Reporting In.* When cleared by the drill official, the team commander will call the command "fall in" and open ranks. The commander will report in a strict manner using the following statement: "Sir/Ma'am, The (High School Name) NJROTC is formed for inspection, Sir/Ma'am."
3. Inspection will be held in the Auditorium Lobby. An X will mark the spot for the guideon.
4. *Knowledge.* All cadets should know the following national chain of command and all 11 General Orders to the Sentry.

Commander in Chief: The Honorable Barack Obama

Vice Commander in Chief: The Honorable Joseph Biden

Secretary of State: The Honorable John Kerry

Secretary of Defense: The Honorable Charles Hagel

Secretary of the Navy: The Honorable Ray Mabus

Chairman, Joint Chiefs of Staff: General Martin Dempsey, US Army

Chief of Naval Operations: Admiral Jonathan Greenert

Chief of Naval Education and Training: Rear Admiral Donald Quinn

Naval Service Training Command: Rear Admiral Dee Mewbourne

Area Five Manager: Captain Gumpright

Master Chief Petty Officer of the Navy: Master Chief Petty Officer Michael Stevens

## **I. Directions**

**FROM WASHINGTON:** Take interstate 95 S (**25miles est.**), to Prince William Parkway to Manassas exit (**12 miles est.**); follow Parkway to intersection of Liberia Ave and Parkway; of a mile on the right. Take right at Liberia Ave to Euclid (**1-mile est.**); Osbourn Park High School is located about a tenth of a mile down the road on the right.

**FROM RICHMOND, VA.** Take interstate 95 N(**60 miles est.**); to the Woodbridge exit; Take a left on to 234 and proceed towards Manassas (**17 miles est.**); to Hastings and 234 intersection; take a right on to Hastings; Follow Hastings down until it meets Prince William Parkway(Hastings will become Liberia at this intersection); go straight through light and go 1 mile down to the intersection of Euclid and Liberia; take a right; proceed down Euclid 1/10 of a mile; Osbourn Park High school is on right.

**FROM WEST VA.** Take interstate 64 E to 81 N; Follow 81 N to

**Option A:** 64 E until 295 bypass of Richmond; take 295 until 95 N; Take interstate 95 N (**60 miles est.**); to the Woodbridge exit; Take a left on to 234 and proceed towards Manassas (**17 miles est.**); to Hastings and 234 intersection; take a right on to Hastings; Follow Hastings down until it meets Prince William Parkway (Hastings will become Liberia at this intersection); go straight through light and go 1 mile down to the intersection of Euclid and Liberia; take a right; proceed down Euclid 1/10 of a mile; Osbourn Park High school is on right.

**Option B:** to 66 E; take 66 E to Centerville exit on 28 S; take 28 towards Manassas Park; at intersection of 28 and Manassas Dr.; take a left on to Manassas Dr.; proceed down to next light; take right onto Euclid; Osbourn Park High School is about a tenth of a mile down the road on your left.

Osbourn Park NJROTC Drill Meet  
16 November 2013

Registration Form

The cost of the Drill meet is \$100.

Please make check payable to:           OPHS NJROTC

Please send check to:

Osbourn Park High School NJROTC,  
8909 Euclid Ave,  
Manassas, VA 20110.

Name of School \_\_\_\_\_

Check the circle for each event you will be competing

- Standard Drill without arms
- Standard Drill with arms
- Color Guard
- Exhibition Drill with arms
- Exhibition Drill without arms
- Inspection

Approximate number attending from your school: \_\_\_\_\_

Printed Name: \_\_\_\_\_

Signed \_\_\_\_\_

# Area Five - Color Guard

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

Judge Number: \_\_\_\_\_

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command  
 All units must execute this sequence EXACTLY as written – **add no additional commands!**

*Enter the drill floor, centered SIX paces from HJ - (Cadence checked anytime)*

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	Order Colors (Ready Cut)	1 2 3 4 5	20.	Countermarch, March (Forward March)	1 2 3 4 5
<b>02.</b>	<b>PRESENT COLORS (READY CUT)</b>	1 2 3 4 5	21.	<b>COLORS HALT</b>	1 2 3 4 5
03.	VERBAL REPORT-IN	1 2 3 4 5	22.	Order Colors (Ready Cut)	1 2 3 4 5
<b>04.</b>	<b>ORDER COLORS (READY CUT)</b>	1 2 3 4 5	23.	<b>PARADE REST</b>	1 2 3 4 5
<b>05.</b>	<b>PARADE REST</b>	1 2 3 4 5	24.	Color Guard, Attention	1 2 3 4 5
06.	Color Guard, Attention	1 2 3 4 5	25.	Carry Colors (Ready Cut)	1 2 3 4 5
07.	Carry Colors (Ready Cut)	1 2 3 4 5	26.	Forward March	1 2 3 4 5
08.	Left Turn, March (Forward March)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Left Turn, March (Forward March)	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
10.	Countermarch March (Forward March)	1 2 3 4 5	29.	Eyes Right	1 2 3 4 5
<b>11.</b>	<b>COLORS HALT</b>	1 2 3 4 5	30.	Ready Front	1 2 3 4 5
12.	Forward March	1 2 3 4 5	31.	Countermarch, March (Forward March)	1 2 3 4 5
13.	Right Turn, March (Forward March)	1 2 3 4 5	32.	Left Turn, March (Forward March)	1 2 3 4 5
14.	Eyes Left	1 2 3 4 5	<b>33.</b>	<b>COLORS HALT</b>	1 2 3 4 5
15.	Ready Front	1 2 3 4 5	34.	Order Colors (Ready Cut)	1 2 3 4 5
16.	Right Turn, March (Forward March)	1 2 3 4 5	<b>35.</b>	<b>PRESENT COLORS (READY CUT)</b>	1 2 3 4 5
<b>17.</b>	<b>Right Turn, March (Forward March)</b>	1 2 3 4 5	36.	Verbal Report-Out	1 2 3 4 5
18.	Mark Time, March (5 seconds)	1 2 3 4 5	37.	Order Colors (Ready Cut)	1 2 3 4 5
<b>19.</b>	<b>Forward March</b>	1 2 3 4 5	<b>38.</b>	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5
Column Subtotal:			<i>Exit the drill floor</i>	Column Subtotal:	

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- A. AL = ALIGNMENT
- B. C = COVER
- C. OS = OUT OF STEP
- D. RA = RIFLE ANGLE
- E. ICC= INCORRECT COMMAND
- F. IE = IMPROPER EXECUTION
- G. OOS= OUT OF SEQUENCE
- H. EC = EXTRA COMMANDS

**OVERALL IMPRESSION SCORE**

0 1 2 3 4 5 6 7 8 9 10  
 11 12 13 14 15 16 17 18 19 20

**Scoresheet Total**

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

Judge Remarks:



# NJROTC Area Five – Color Guard

School Name:	Cadence & Penalty Judge
Judge's Name:	

**Total Cadence – One Minute** \_\_\_\_\_

Slow Cadence	Penalty Points	Fast Cadence
103 or below	<b>50</b>	129 or above
104 – 107	<b>25</b>	125 - 128
108 – 111	<b>10</b>	121 - 124
112	<b>0</b>	120

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

**Boundary Violations:** \_\_\_\_\_ Occurrences

**Incorrect Commands :** \_\_\_\_\_ Occurrences

**Pause Violations:** \_\_\_\_\_ Occurrences

**Uniform/Equipment/Other Violations (explained below):**

\_\_\_\_\_ = \_\_\_\_\_ Points

**TOTAL PENALTY POINTS ASSESSED** = \_\_\_\_\_

**Judge Remarks:**

**Cadet Color Guard Commander's Initials:** \_\_\_\_\_

# Area Five Sanctioned - UnArmed Platoon Basic Drill

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

Grand Total
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Judge - # \_\_\_\_\_

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

Cadence will be checked between commands #34 - #46 - **Omitted Commands will be LINED THROUGH**

**NOTE TO JUDGES – As stated in event SOP, Cadet Commander WILL NOT MOVE to check cadet alignment!**

<i>Unit marches into area 3 &amp; 6 paces – face Head Judge</i>										
01.	Present Arms (Entire Unit)	1 2 3 4 5		24.	Right Flank March	1 2 3 4 5		48.	Verbal Report-Out	1 2 3 4 5
02.	<i>Verbal Report-In</i>	1 2 3 4 5		25.	Left Flank March	1 2 3 4 5		49.	Order Arms	1 2 3 4 5
03.	Order Arms	1 2 3 4 5		26.	Column Left March	1 2 3 4 5		50.		1 2 3 4 5
04.	<b>DRESS RIGHT DRESS</b>	1 2 3 4 5		27.	To the Rear March	1 2 3 4 5		51.		1 2 3 4 5
05.	<b>READY, FRONT - COVER</b>	1 2 3 4 5		28.	To the Rear March	1 2 3 4 5		52.		1 2 3 4 5
06.	Left Step	1 2 3 4 5		29.	<b>PLATOON HALT</b>	1 2 3 4 5		53.		1 2 3 4 5
07.	<b>PLATOON HALT</b>	1 2 3 4 5		30.	Forward March	1 2 3 4 5		54.		1 2 3 4 5
08.	Right Step	1 2 3 4 5		31.	Eyes Right	1 2 3 4 5		55.		1 2 3 4 5
09.	<b>PLATOON HALT</b>	1 2 3 4 5		32.	Ready Front	1 2 3 4 5		56.		1 2 3 4 5
10.	Left Face	1 2 3 4 5		33.	<b>PLATOON HALT</b>	1 2 3 4 5		57.		1 2 3 4 5
11.	About Face	1 2 3 4 5		34.	Column Left March	1 2 3 4 5		58.		1 2 3 4 5
12.	Forward March	1 2 3 4 5		35.	Mark Time March	1 2 3 4 5		59.		1 2 3 4 5
13.	Column Right March	1 2 3 4 5		36.	Forward March	1 2 3 4 5		60.		1 2 3 4 5
14.	Right Oblique	1 2 3 4 5		37.	To the Rear March	1 2 3 4 5		61.		1 2 3 4 5
15.	<b>PLATOON HALT</b>	1 2 3 4 5		38.	To the Rear March	1 2 3 4 5		62.		1 2 3 4 5
16.	Column Right March	1 2 3 4 5		39.	Change Step March	1 2 3 4 5		63.		1 2 3 4 5
17.	To the Rear March	1 2 3 4 5		40.	<b>PLATOON HALT</b>	1 2 3 4 5		64.		1 2 3 4 5
18.	To the Rear March	1 2 3 4 5		41.	Column ½ Left March	1 2 3 4 5		65.		1 2 3 4 5
19.	<b>PLATOON HALT</b>	1 2 3 4 5		42.	Column ½ Left March	1 2 3 4 5		66.		1 2 3 4 5
20.	Column Of Files from the Right,	1 2 3 4 5		43.	Left Flank March	1 2 3 4 5		67.		1 2 3 4 5
21.	<b>PLATOON HALT</b>	1 2 3 4 5		44.	Right Flank March	1 2 3 4 5		68.		1 2 3 4 5
22.	Column Of Threes to the Left	1 2 3 4 5		45.	<b>PLATOON HALT</b>	1 2 3 4 5		69.		1 2 3 4 5
23.	Column Right March	1 2 3 4 5		46.	Left Face	1 2 3 4 5		70.		1 2 3 4 5
				47.	Present Arms (Entire Unit)	1 2 3 4 5	March unit off the drill floor			

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- A. AL = ALIGNMENT
- B. C = COVER
- C. OS = OUT OF STEP
- D. RA = RIFLE ANGLE
- E. ICC= INCORRECT COMMAND
- F. IE = IMPROPER EXECUTION
- G. OOS= OUT OF SEQUENCE
- H. EC = EXTRA COMMANDS

(for SNI use only)
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**OVERALL IMPRESSION SCORE**  
(HEAD JUDGE ONLY - CIRCLE ONE)

0    2    4    6    8    10

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

**Unit Missing One Cadet                  Unit Missing Two Cadets**

**-25**

**-50**

**Cadet Commander's Initials:**

\_\_\_\_\_

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

Judge Remarks:

# Area Five Sanctioned Armed Platoon Basic Drill

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

Grand Total
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Head Judge - # \_\_\_\_\_

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

Cadence will be checked between commands #34 - #45 - ~~Omitted Commands will be LINED THROUGH~~

**NOTE TO JUDGES – As stated in event SOP, Cadet Commander WILL NOT MOVE to check cadet alignment!**

Unit marches into area 3 & 6 paces – face Head Judge								
01.	Present Arms	1 2 3 4 5	24.	<b>PLATOON HALT</b>	1 2 3 4 5	48.	Present Arms	1 2 3 4 5
02.	Verbal Report-In	1 2 3 4 5	25.	Forward March	1 2 3 4 5	49.	Verbal Report-Out	1 2 3 4 5
03.	Order Arms	1 2 3 4 5	26.	Eyes Right	1 2 3 4 5	50.	Order Arms	1 2 3 4 5
04.	<b>INSPECTION ARMS</b>	1 2 3 4 5	27.	Ready Front	1 2 3 4 5	51.	March unit off the drill floor	1 2 3 4 5
05.	<b>ORDER ARMS</b>	1 2 3 4 5	28.	<b>PLATOON HALT</b>	1 2 3 4 5	52.		1 2 3 4 5
06.	<b>DRESS RIGHT DRESS</b>	1 2 3 4 5	29.	Order Arms	1 2 3 4 5	53.		1 2 3 4 5
07.	<b>READY, FRONT - COVER</b>	1 2 3 4 5	30.	Left Face	1 2 3 4 5	54.		1 2 3 4 5
08.	Right Face	1 2 3 4 5	31.	Count Off	1 2 3 4 5	55.		1 2 3 4 5
09.	Port Arms	1 2 3 4 5	32.	Close March	1 2 3 4 5	56.		1 2 3 4 5
10.	Forward March	1 2 3 4 5	33.	<b>EXTEND MARCH</b>	1 2 3 4 5	57.		1 2 3 4 5
11.	Column Right March	1 2 3 4 5	34.	Right Face	1 2 3 4 5	58.		1 2 3 4 5
12.	Right Oblique	1 2 3 4 5	35.	Right Shoulder Arms	1 2 3 4 5	59.		1 2 3 4 5
13.	<b>PLATOON HALT</b>	1 2 3 4 5	36.	Column Left March	1 2 3 4 5	60.		1 2 3 4 5
14.	Column Right March	1 2 3 4 5	37.	Left Shoulder Arms	1 2 3 4 5	61.		1 2 3 4 5
15.	Close March (Forward March)	1 2 3 4 5	38.	Mark Time March	1 2 3 4 5	62.		1 2 3 4 5
16.	Extend March (Forward March)	1 2 3 4 5	39.	Forward March	1 2 3 4 5	63.		1 2 3 4 5
17.	Column Right March	1 2 3 4 5	40.	Change Step March	1 2 3 4 5	64.		1 2 3 4 5
18.	Right Flank March	1 2 3 4 5	41.	Column ½ Left March	1 2 3 4 5	65.		1 2 3 4 5
19.	Left Flank March	1 2 3 4 5	42.	Column ½ Left March	1 2 3 4 5	66.		1 2 3 4 5
20.	Column Left March	1 2 3 4 5	43.	Left Flank March	1 2 3 4 5	67.		1 2 3 4 5
21.	Right Shoulder Arms	1 2 3 4 5	44.	Right Flank March	1 2 3 4 5	68.		1 2 3 4 5
22.	To the Rear March	1 2 3 4 5	45.	<b>PLATOON HALT</b>	1 2 3 4 5	69.		1 2 3 4 5
23.	To the Rear March	1 2 3 4 5	46.	Order Arms	1 2 3 4 5	70.		1 2 3 4 5
			47.	Left Face	1 2 3 4 5	March unit off the drill floor		

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- A. AL = ALIGNMENT
- B. C = COVER
- C. OS = OUT OF STEP
- D. RA = RIFLE ANGLE
- E. ICC = INCORRECT COMMAND
- F. IE = IMPROPER EXECUTION
- G. OOS = OUT OF SEQUENCE
- H. EC = EXTRA COMMANDS

(for SNI use only)
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**OVERALL IMPRESSION SCORE**  
(HEAD JUDGE ONLY - CIRCLE ONE)

0    2    4    6    8    10

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

**Unit Missing One Cadet                  Unit Missing Two Cadets**

**-25**

**-50**

**Cadet Commander's Initials:**

\_\_\_\_\_

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

Judge Remarks

# NJROTC Area Five – Armed Platoon Basic

School Name:	Cadence & Penalty Judge
Judge's Name:	

**Total Cadence – One Minute** \_\_\_\_\_

Slow Cadence	Penalty Points	Fast Cadence
103 or below	<b>50</b>	129 or above
104 – 107	<b>25</b>	125 - 128
108 – 111	<b>10</b>	121 - 124
112	<b>0</b>	120

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

**Boundary Violations:** \_\_\_\_\_ Occurrences

**Incorrect Commands :** \_\_\_\_\_ Occurrences

**Pause Violations:** \_\_\_\_\_ Occurrences

**Uniform/Equipment/Other Violations (explained below):**

\_\_\_\_\_ = \_\_\_\_\_ Points

**TOTAL PENALTY POINTS ASSESSED** = \_\_\_\_\_

**Judge Remarks:**

# NJROTC Area Five – Unit Personnel Inspection

School Name:	Judge Number:
Judge's Name:	Number Inspected: <b>(14 Minimum)</b>

Judges must ~~cross out~~ cadets who are not present and not scored above.

LEGEND FOR JUDGE COMMENTS ABOVE:							
A. <b>HT</b> = HAT	D. <b>ST</b> = SHIRT	G. <b>BR</b> = BRASS	J. <b>GR</b> = GROOMING	M. <b>AL</b> = ALIGNMENT			
B. <b>HR</b> = HAIR	E. <b>SH</b> = SHOES	H. <b>TI</b> = TIE	K. <b>TR</b> = TROUSERS				
C. <b>SV</b> = SHAVE	F. <b>IN</b> = INSIGNIA	I. <b>PO</b> = POSTURE	L. <b>IP</b> = "IP"s / THREADS				
2. Overall Unity, Snap & Smartness of the Unit	0 - 10						
3. Commander Non-Uniform Scoring (Voice/Bearing/Poise)	0 - 10						
Section II - Individual Cadet Evaluations							
<b>Cadet Commander / Guide Evaluation (scored by <i>Head Judge Only</i>)</b>							
<b>Each cadet is graded on the same FIVE items listed below:</b>							
Judge circles 0-5 points for each: (0-Abysmal / 1-Very Poor / 2-Below Average / 3-Satisfactory / 4-Above Average / 5-Outstanding)							
	1. Position of Attention / Overall Body Position	2. Overall Uniform Prep. /Correct Wearing of Uniform	3. Overall Knowledge / Response to Questions	4. Bearing & Poise	5. Overall Hygiene	Score Point Range	Judge Total
<b>Cadet Cmdr:</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	
<b>Guide:</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	
<b>_____ Squad Cadets Evaluation</b>						<b>Possible</b>	<b>Awarded</b>
<b>Squad Leader</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	
<b>2<sup>nd</sup> cadet</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	
<b>3<sup>rd</sup> cadet</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	
<b>4<sup>th</sup> cadet</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	
<b>5<sup>th</sup> cadet (if present)</b>	0 1 2 3 4 5	0 1 2 3 4 5	0 1 3 5	0 1 2 3 4 5	0 1 2 3 4 5	<b>0 - 25</b>	

**Judge Remarks:**

# Area Five - UnArmed Platoon Exhibition

School Name:	HEAD Judge
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## Head Judge (#1)

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-10</b>	
Report Out	Verbal report-out and all movements to exit drill floor	<b>0-10</b>	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-10</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	<b>0-10</b>	
Dress and Cover	Constant attention to alignment of performing cadets	<b>0-10</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	<b>0-10</b>	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-10</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-10</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-10</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-10</b>	
MILITARY FLAVOR	Routine proudly befits a <u>military</u> JROTC competition	<b>0-20</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	<b>0-20</b>	
<b>Head Judge Total Exhibition Drill Points</b>		<b>(140)</b>	

## PENALTIES - HEAD JUDGE ONLY

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

FILL OUT *ONLY* IF UNIT IS OUTSIDE REQ. NUMBERS

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
*(12 + Commander)*

<b>One Cadet Under</b>	<b>Two Cadets Under</b>
<b>-25</b>	<b>-50</b>

**Cadet Cmdr's Initials:**

\_\_\_\_\_

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

Judge Remarks:

## Area Five - UnArmed Platoon Exhibition

School Name: _____	Judge Number: _____
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<b>Judged Item:</b>	<b>Description of Judged Item:</b>	<b>Possible Points</b>	<b>JUDGE SCORE</b>
Report In	All movements to enter and verbal report-in to HJ	<b>0-10</b>	
Report Out	Verbal report-out and all movements to exit drill floor	<b>0-10</b>	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-10</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	<b>0-10</b>	
Dress and Cover	Constant attention to alignment of performing cadets	<b>0-10</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	<b>0-10</b>	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-10</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-10</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-10</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-10</b>	
MILITARY FLAVOR	Routine proudly befits a <u>military</u> JROTC competition	<b>0-15</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	<b>0-15</b>	
<b>Judge TWO Total Exhibition Drill Points</b>		<b>(130)</b>	

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

Judge Remarks:

## Area Five - Armed Platoon Exhibition

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

HEAD Judge

### Head Judge (#1)

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	<b>0-10</b>	
Report Out	Verbal report-out and all movements to exit drill floor	<b>0-10</b>	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-10</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	<b>0-10</b>	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	<b>0-10</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	<b>0-10</b>	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-10</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-10</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-10</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-10</b>	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	<b>0-20</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	<b>0-20</b>	
<b>Head Judge Total Exhibition Drill Points</b>		<b>(140)</b>	

### PENALTIES - HEAD JUDGE ONLY

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

FILL OUT *ONLY* IF UNIT IS  
OUTSIDE REQ. NUMBERS

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
*(12 + Commander)*

<b>One Cadet Under</b>	<b>Two Cadets Under</b>
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<b>-25</b>	<b>-50</b>
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**Cadet Cmdr's Initials:**

\_\_\_\_\_

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

Judge Remarks:



## Area Five - Armed Platoon Exhibition

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

Judge Number: \_\_\_\_\_

<b>Judged Item:</b>	<b>Description of Judged Item:</b>	<b>Possible Points</b>	<b>JUDGE SCORE</b>
Report In	All movements to enter and verbal report-in to HJ	<b>0-10</b>	
Report Out	Verbal report-out and all movements to exit drill floor	<b>0-10</b>	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	<b>0-10</b>	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	<b>0-10</b>	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	<b>0-10</b>	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	<b>0-10</b>	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	<b>0-10</b>	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	<b>0-10</b>	
Movement VARIETY	Diversity of movements to display overall excellence	<b>0-10</b>	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	<b>0-10</b>	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	<b>0-15</b>	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	<b>0-15</b>	
<b>Judge TWO Total Exhibition Drill Points</b>		<b>(130)</b>	

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

Judge Remarks: