

# Competitive Drill

State of California-Military Department  
Joint Force Headquarters  
Sacramento, California  
1 January 2019

UNCLASSIFIED

# SUMMARY OF CHANGE

## CR 3-8 Competitive Drill

- \*This makes major changes to the 1 December 2013 edition of this regulation, without significantly changing the composition of the Cadet Corps Drill Competition program.
- \*Moves common instructions to Chapter 1
- \*Changes the titles “Basic” and “Advanced” to “Squad” and “Platoon”
- \*Incorporates the 24-inch forward step and the 12-inch half, side and backward steps from the CACC curriculum (changed from 30-inch and 15-inch steps)
- \*Changes the minimum size of all squads to 5 cadets
- \*The Guidon Competition has been eliminated
- \*There are now only 3 judges per category, with an optional Uniform Inspection as a 4<sup>th</sup> Execution and Precision are combined in all categories. Sequence of Commands is tracked by another judge in addition to other items.
- \*Rank restrictions have been removed for Squad and Platoon Leaders and Color Guard members
- \*Duplicate scoresheets (with different titles) are eliminated.
- \*Deleted the duplicate “Sir/Ma’am/Sergeant” from the reporting statement.
- \*Reduced penalty points within Squad and Platoon drill competitions.
- \*Tie breaking is changed to first consider the unit with higher scores from Judge 1 (rather than uniform inspection).
- \*Option is given for Color Guards to carry either the California flag or unit (battalion or brigade) colors.
- \*Color Guard uniform is changed to optionally allow the color guard to wear helmets or helmet liners as headgear and for the guards to wear pistol belts.
- \*Individual Drill Down is opened to all cadets present who wish to compete.
- \*Introduces a Grizzly Division competition for Unarmed Individual Drill Down.
- \*Splits Armed Drill Down into Junior and Senior Division.
- \*Changes Armed drill sequences to end at “Order Arms” prior to dismissal, per TC 3-21.5.
- \*Changes the command “Colors, SALUTE” to “Present, ARMS” in the Color Guard drill sequence.

Effective 1 January 2019

## Competitive Drill

---

DAVID S. BALDWIN  
*Major General*  
*The Adjutant General*

Official:



GRACE E. EDINBORO  
*Colonel, CACC*  
*Executive Officer*

---

**History.** This regulation is a major revision to a previously published regulation.

**Summary.** This regulation provides This regulation provides guidance for the conduct of regimental, brigade, and state-level competitive drill events within the California Cadet Corps.

**Applicability.** This regulation applies to all units organized within the California Cadet Corps.

**Proponent and exception authority.** The proponent of this regulation is the Executive Officer, CACC. The proponent has the authority to approve exceptions or waivers to this

regulation that are consistent with controlling law and regulations. The proponent may delegate this approval authority, in writing, to a field-grade man- day staff officer or State Projects Officer. Activities or units may request a waiver to this regulation by providing full justification that includes a full analysis of the expected benefits. All waiver requests will be endorsed by the senior commandant officer of the requesting activity or unit and forwarded through their higher headquarters to the policy proponent.

**Supplementation.** Supplementation of this regulation and establishment of command and local forms are prohibited without prior approval, in writing, from the Executive Officer, California Cadet Corps. Send a draft copy of each supplement to – Youth Programs, California Cadet Corps, ATTN: Executive Officer, Building 1301, Camp San Luis Obispo, CA.

**Suggested improvements.** Users are invited to send comments and suggested improvements in memorandum form directly to the address listed above.

**Distribution.** This publication is available in electronic media only and is intended for all levels of the California Cadet Corps organization and is authorized for public distribution. Printed copies of this publication may be provided, within budget limitations, at the discretion of the Joint Force Headquarters.

## Contents (Listed by paragraph and page number)

### Chapter 1, Introduction

- 1-1. Purpose and Authority, *page 1*
- 1-2. References, *page 1*
- 1-3. Responsibilities, *page 1*
- 1-4. Policies and Procedures, *page 1*
- 1-5. Judging, *page 2*

### Chapter 2, Unarmed and Armed Squad Drill

- 2-1. General, *page 4*
- 2-2. Standard Sequences, *page 4*
- 2-3. Policies & Procedures, *page 4*
- 2-4. Judging, *page 4*

### Chapter 3, Unarmed and Armed Platoon Drill

- 3-1. General, *page 5*
- 3-2. Standard Sequences, *page 5*
- 3-3. Policies & Procedures, *page 5*
- 3-4. Judging, *page 5*

### Chapter 4, Color Guard

- 4-1. General, *page 6*
- 4-2. Standard Sequence, *page 7*
- 4-3. Judging, *page 7*

### Chapter 5, Exhibition Drill

- 5-1. General, *page 8*
- 5-2. Judging, *page 9*

### Chapter 6, Individual Drill Down

- 6-1. General, *page 10*
- 6-2. Judging, *page 11*

### Appendices

- A - Unarmed Squad Sequence, *page 12*
- B - Armed Squad Sequence, *page 13*
- C - Unarmed Platoon Sequence, *page 14*
- D - Armed Platoon Sequence, *page 15*
- E - Color Guard Sequence, *page 16*
- F - Scoresheets, *page 17*
  - Judge 1: Execution & Precision, Unarmed Squad, *page 18*
  - Judge 1: Execution & Precision, Armed Squad, *page 19*
  - Judge 1: Execution & Precision, Unarmed Platoon, *page 20*
  - Judge 1: Execution & Precision, Armed Platoon, *page 21*
  - Judge 1: Execution & Precision, Color Guard, *page 22*
  - Judge 2: Cadence & Alignment, Squad, Platoon, & Color Guard, *page 23*
  - Judge 3: Sequence of Commands & Drill Commander, Squad & Platoon, *page 24*
  - Judge 3: Sequence of Commands & Penalties, Color Guard, *page 25*
  - Judge 4: Uniform Inspection, *page 26*
  - All Judges: Exhibition Drill, *page 27*
  - Final Score Tally: Squad & Platoon, *page 28*
  - Final Score Tally: Color Guard, *page 29*

# Chapter 1

## Introduction

### 1-1. Purpose and Authority.

Sections 508 and 509, California Military and Veteran's Code, provide that members of the California Cadet Corps shall use training manuals adopted by the United States Army and that the Adjutant General may prescribe activities that promote the morale of cadets. The competitive drill program of the California Cadet Corps allows the Adjutant General and California Cadet Corps leadership to evaluate the quality of military drill instruction being provided to cadets. The competitive drill program also promotes cadet morale and unit esprit de corps. This regulation sets forth guidance on how the California Cadet Corps State Headquarters shall conduct competitive drill. Regiments and brigades are not required to follow this guidance in the conduct of regimental or brigade drill competitions; however, doing so would best prepare cadet individuals and teams for participation in the state level competition.

### 1-2. References.

a. Reference the most recent publication of United States Army Field Manual 3-21.5 and all applicable changes, along with the published California Cadet Corps Curriculum on drill (M3, M7).

b. There are three exceptions to the protocols outlined in FM 3-21.5.

(1) Platoon commanders for competition sequences will be considered platoon “sergeants” for the purposes of formation and will align themselves THREE steps in front of and centered on the unit when forming.

(2) CACC has established an exception to Army standards within its curriculum that Cadets will march with a 24-inch step. Half Step, Backwards steps, and side (left and right) steps will be 12 inches in length.

(3) Because only TWO squads are used for platoon drill, those squads are considered the 2<sup>nd</sup> and 3<sup>rd</sup> squads of a platoon when opening and closing ranks and when performing a counter column (per CACC curriculum on platoon drill).

### 1-3. Responsibilities.

a. HQ CACC and 10<sup>th</sup> Corps staffs. The Headquarters staff and 10<sup>th</sup> Corps cadet staff are responsible for the planning and conduct of an annual state drill competition, normally held in the Spring.

b. Brigade Advisors and cadet brigade staffs. Brigade Advisors and cadet brigade staffs are responsible for the conduct of brigade level competitions that select units to represent their respective brigades at the state level competition. Such competitions must be conducted with enough advance time to allow the brigade to submit rosters of participants to the state headquarters by the published deadlines.

c. Regimental Advisors and cadet staffs. Regimental Advisors and cadet staffs are authorized to conduct regimental drill competitions which, at the discretion of the Brigade Advisor, may be used as “preliminary” competitions for a Brigade level competition.

### 1-4. Policies and Procedures.

a. The following policies and procedures will be enforced.

(1) Squads and Platoons will form in a line formation with the leader three steps in front of and centered on the unit.

(2) Units will begin and are expected to end competition in a starting box which will be

designated by cones or similar marking devices. Once the command FALL IN is given, the leaders will wait before giving the second command until competition operations personnel “size” the box. The box will be sized with one cone each placed 60 inches from the 45-degree diagonal point in front of and behind the left- and right-most members of the unit. All parts of all members, less the squad/platoon leader, must end up in the box in order to avoid penalty.

(3) Team leaders will be given a training schedule upon check-in on competition day. Team leaders are responsible for reporting to the designated appropriate “check in” area at least 25 minutes before their assigned start time.

(4) The team will be escorted to the “inspection area” if there’s a uniform inspection, or to the “on-deck area” if not. Once the team has begun the inspection process, they will be required to stay together as a unit until they have finished their drill competition.

(5) After the inspection they will be escorted to the “on-deck area”.

(6) The competing element will not be in formation in the on-deck area. When a hand signal is given by the head judge, (who will not be on the drill pad), the team leader will report saying verbatim, “Sir/Ma’am/Sergeant, (identify brigade) “X” Brigade reporting as directed.” The head judge will then direct the drill commander to fall in his/her unit and that as soon as the command “Fall In” is given that the competition will begin. The senior judge will also inform the drill commander to wait until the “drill box” has been measured before giving the second command.

(7) Units will have their elements fall in according to FM 3-21.5, having not already been in formation. To clarify this, the units will not currently be in formation and the units will move into formation centered on the drill commander when the command “FALL IN” is given. The “box” will already be in place on the drill pad. Once the unit is in formation the drill commander will give the work detail a few seconds to measure out the drill box before giving the next command.

(8). When the command “DISMISSED” is given, the competing element will move off the drill pad as quickly and as quietly as possible. Units do not need to march their unit off the drill pad since the command ‘DISMISSED’ has disbanded the formation.

(9) All cadets in competition must be wearing a complete Class A or B uniform, unless an exception has been granted because of supply issues at the unit. All members of a unit must be in the same uniform. The following are specifically not authorized: non-regulation shoulder cords and shoulder cord styles, other-than-CACC or authorized unit/brigade patches, scarves, gloves, shoe taps, berets (other than officially earned red or black), pistol belts, whistles, spats, helmets, or leggings.

(10) Weapons to be used for the color guard competition will be the M1, M14, or M-1903 Springfield, M4, M16, or similar style rifle. Weapons commonly referred to as “parade” or “drill” rifles are acceptable. All weapons will be demilitarized. All weapons are to be considered capable of discharging and are to be treated as such. No other weapons are authorized including sabers, swords, pistols, etc. Any breech of weapons security at any time, on or off the drill pad, (i.e. pointing a weapon at an individual) will result in the team’s immediate disqualification from competition. This rule will be strictly enforced.

**1-5. Judging.** Scoresheets for the competitions are in Appendix F to this regulation. Any changes to the forms must be issued officially from HQ CACC at least 30 days prior to an announced competition. Platoon competition uses the scoresheets listed at the beginning of Appendix F, as appropriate.

a. Judge 1 evaluates whether each command is executed IAW FM 3-21.5, and how well each command is executed with precision. The team must perform the movements together and sharply. The unit will receive a negative score for each command executed improperly or sloppily. Judge 1’s score is worth 150 out of a possible 300 total performance points for Squad and Platoon drill, 230 for Color Guard. Exhibition Drill is scored differently with all judges using the same scoresheet, averaging their scores for a total of 100 points.

b. Judge 2 evaluates the cadence and alignment of the unit. This judge evaluates whether the unit stays in step and in proper alignment between commands. This judge also records penalties for improper cadence (too fast or slow). Judge 2’s score is worth 50 performance points.

c. Judge 3 evaluates compliance with the sequence out of a possible 30 performance points; going out of sequence is an automatic score of “0” from Judge 3. This judge also records penalties for commanders’ use of note cards, landing outside the box, giving additional commands, etc. Finally, Judge 3 evaluates the Squad or Platoon Leader for proper positioning, commands (correct command given on the correct foot), and command voice. Commands given improperly results in a one-point decrement from the total score. Judge 3’s score is worth 80 total performance points for Squad and Platoon drill, 30 for Color Guard.

d. Judge 4, when used, will conduct a uniform inspection, worth 20 points toward the 300 points total performance score for Squad and Platoon.

e. For Squad and Platoon teams, the following penalties will be assessed from the possible 300 performance points:

- (1) Incorrect number of cadets - Disqualification
- (2) Incorrect cadence for entire sequence – evaluated by Judge 2 - 15-point decrement. Correct cadence is 120 steps per minute.
- (3) Commander uses note cards or phone to remember the sequence – evaluated by Judge 3 - 15-point decrement.
- (4) Additional commands are given to get back into the box – evaluated by Judge 3 - 10-point decrement
- (5) Accentuated steps (e.g. emphasizing a foot by stomping, etc.) – evaluated by Judge 3 - 20-point decrement
- (6) Cadence called by someone other than the leader – evaluated by Judge 3 - 15-point decrement
- (7) Marched outside competition area boundaries – evaluated by Judge 4 - 20-point decrement
- (8) Didn’t start or return to box - evaluated by Judge 4 - 25-point decrement

f. For Color Guards, the following penalties will be assessed from the possible 230 performance points:

- (1) Wear of unauthorized uniform items - evaluated by Judge 3 - 15 points
  - (2) Marching out of bounds - evaluated by Judge 3 - 20 points
- g. Ties, if any, will be broken using the following methods:
- (1) The team with the highest Judge 1 score; if still not broken, then
  - (2) The team with the higher inspection score; if still not broken, then
  - (3) The team with the highest Judge 2 score; if still not broken, then
  - (4) The team with the highest Judge 3 score; if still not broken, then
  - (5) A “re-inspection” of the tied teams’ leaders, including CACC knowledge questions in the field of Drill and Ceremonies.

## **Chapter 2**

### **Armed and Unarmed Squad Drill**

#### **2-1. General.**

*a.* The State Drill Competition will normally include the following competitions on a rectangular drill pad (preferably paved and free from debris or potential hazards) of approximately 100' X 300'.

(1) **Junior Division Unarmed Squads** – consisting of no less than 5 cadets plus a leader and no more than 11 cadets plus a leader. All junior division cadets must be in grades 8 and below. There are no rank limitations for the squad.

(2) **Senior Division Unarmed Squads** – consisting of no less than 5 cadets plus a leader and no more than 11 cadets plus a leader. All senior division cadets must be in grades 9 and above. There are no rank limitations in the squad.

(3) **Armed Squad** – consisting of no less than 5 cadets plus a leader and no more than 11 cadets plus a leader. There are no grade level limitations on armed division participants. There are no rank limitations in the squad.

#### **2-2. Standard Sequences.**

*a.* Unarmed Squad Drill. The unarmed squad drill sequence used at state drill competition can be found at Appendix A to this regulation. The same sequence is used for both junior and senior divisions.

*b.* Armed Squad Drill. The armed squad drill sequence used at state drill competition can be found at Appendix B to this regulation.

**2-3. Policies and Procedures.** See paragraph 1-4.

**2-4. Judging.** See paragraph 1-5.



## **Chapter 3**

### **Armed and Unarmed Platoon Drill**

#### **3-1. General.**

*a.* The State Drill Competition will normally include the following competitions on a rectangular drill pad (preferably paved and free from debris or potential hazards) of approximately 100' X 300'.

(1) Junior Division Unarmed Platoon – consisting of exactly two squads of no less than 5 cadets each and no more than 12 cadets each, plus a platoon leader. Minimum platoon size is therefore 11 and maximum is 25. All Junior Division cadets must be in grades 8 and below. There are no rank limitations on the platoon.

(2) Senior Division Unarmed Platoon – consisting of exactly two squads of no less than 5 cadets each and no more than 12 cadets each, plus a platoon leader. Minimum advanced team size is therefore 11 and maximum is 25. Members of the armed squad may be grade 6 through 12. There are no rank limitations on platoon membership.

(3) Armed Division Platoon – consisting of exactly two squads of no less than 5 cadets each and no more than 12 cadets each, plus a platoon leader. Minimum platoon size is therefore 11 and maximum is 25. Members of the armed advance team may be grade 6 through 12. There are no rank limitations on platoon membership.

#### **3-2. Standard Sequences.**

*a.* Unarmed Platoon Drill. The Unarmed Platoon drill sequence used at state drill competition can be found at Appendix C to this regulation. The same sequence is used for both junior and senior divisions.

*b.* Armed Platoon Drill. The Armed Platoon drill sequence used at state drill competition can be found at Appendix D to this regulation.

**3-3. Policies and Procedures.** See paragraph 1-4.

**3-4. Judging.** See paragraph 1-5.

## Chapter 4 Color Guard

### 4-1. General.

a. The State Drill Competition will normally include the following competitions on a rectangular drill pad (preferably paved and free from debris or potential hazards) of approximately 45' X 50'. Each Color Guard will consist of exactly 4 cadets, an American Flag Bearer, a California or Unit Flag Bearer, and two armed guards. The American Flag bearer shall be the Color Guard Commander. There is no rank restriction for cadets on the competitive color guard.

(1) Junior Division Color Guard – All junior division cadets must be in grades 8 and below.

(2) Senior Division Color Guard – All senior division cadets must be in grades 9 and above.

b. The following policies and procedures will be enforced.

(1) Color Guards must stay within competition boundaries but do not have a starting and ending box in the same way as the squad and platoon competitions.

(2) Color Guard Commanders will be given a training schedule upon check-in on competition day. Color Guard Commanders are responsible for reporting to the designated appropriate “check in” area at least 15 minutes before their assigned start time.

(3) The team will be escorted to the “on-deck area”.

(4) The competing color guard will not be in formation in the on-deck area. When a hand signal is given by the head judge, (who will not be on the drill pad), the Color Guard Commander will report saying verbatim, “Sir/Ma’am/Sergeant, (identify brigade) “X” Brigade reporting as directed.” The Color Guard Commander will give the scoresheets to the head judge. The head judge will then direct the commander to fall in his/her color guard and that as soon as the command “Fall In” is given that the competition will begin.

(5) Color Guards will have their elements fall in according to FM 3-21.5, having not already been in formation. To clarify this, the competitors will not currently be in formation and will move into formation on the Color Guard Commander when the command “FALL IN” is given, maintaining a dignified and respectful control of the flags.

(6) When the command “DISMISSED” is given the competitors will leave the drill pad as quickly as possible, again with dignity and respect for the flags. It is not necessary to march the unit since the command “DISMISSED” has disbanded the color guard formation.

(7) All cadets in competition must be wearing a complete Class A or B uniform. All members of a color guard must be in the same uniform. The following are specifically not authorized: non-regulation shoulder cords and shoulder cord styles, other-than-CACC or authorized unit/brigade patches, scarves, gloves, shoe taps, berets (other than officially issued red or black), whistles, spats, helmets, or leggings. The American and California flag bearers may wear flag harnesses, and the guards may wear pistol belts. Chrome or plastic helmets or helmet liners may be worn as headgear.

(8) Weapons to be used for the color guard competition will be the M1, M14, or M-1903 Springfield, M4, M16, or similar style rifle. Weapons commonly referred to as “parade” or “drill” rifles are acceptable. All weapons will be demilitarized. All weapons are to be considered capable of discharging and are to be treated as such. No other weapons are authorized including sabers, swords, pistols, etc. Any breech of weapons security at any time, on or off the drill pad, (i.e. pointing a weapon at an individual) will result in the Color Guard’s immediate disqualification from competition. This rule will be strictly enforced.

**4-2. Standard Sequence.** The color guard sequence used at state drill competition can be found at Appendix E to this regulation. The same sequence is used for both junior and senior divisions.

**4-3. Judging.** Scoresheets for the color guard competitions can be found as Appendix F to this regulation.

a. Judge 1 evaluates whether each command is executed IAW FM 3-21.5, and how well each command is executed with precision. The color guard must perform the movements together and sharply. The color guard will receive a negative score for each command executed improperly or sloppily. Judge 1's score is worth 150 out of a possible 230 total performance points.

b. Judge 2 evaluates the cadence and alignment of the unit. This judge evaluates whether the color guard stays in step and in proper alignment between commands. This judge also records penalties for improper cadence (too fast or slow). Judge 2's score is worth 50 out of a possible 230 total performance points.

c. Judge 3 evaluates compliance with the sequence out of a possible 30 points toward the 230 total performance points; going out of sequence is an automatic score of "0" from Judge 4. This judge also records penalties for wear of unauthorized uniform items and going out of bounds.

d. The following penalties will be assessed from the possible 230 performance points:

(1) Wear of unauthorized uniform items – evaluated by Judge 3 – 15-point decrement

(2) Marched outside competition area – evaluated by Judge 3 – 20-point decrement

(3) In addition, the following are causes for automatic disqualification:

- Incorrect number of cadets (any number other than exactly four)

- Commander Uses Note Cards to remember the sequence

f. Ties, if any, will be broken using the following methods:

(1) The team with the highest Judge 1 score; if still not broken, then

(2) The team with the highest Judge 2 score; if still not broken, then

(3) The team with the highest Judge 3 score; if still not broken, then

(4) A Detailed Inspection of the tied Color Guard Commander, including CACC knowledge questions in the field of Drill and Ceremonies.

## Chapter 5 Exhibition Drill

### 5-1. General.

*a.* The State Drill Competition will normally include the following competitions on a rectangular drill pad (preferably paved and free from debris or potential hazards) of approximately 100' X 300'.

(1) Junior Division exhibition – consisting of no less than 4 cadets nor more than 13 total cadets, including the leader. All junior division cadets must be in grades 8 and below. There are no rank limitations for exhibition drill.

(2) Senior Division exhibition – consisting of no less than 4 cadets nor more than 13 total cadets, including the leader. All senior division cadets must be in grades 9 and above. There are no rank limitations for exhibition drill.

*b.* The following policies and procedures will be enforced.

(1) Exhibition routines must be no less than three minutes nor more than five minutes, inclusive of the time to enter and exit the drill pad.

(2) There is no starting/ending box as in other competitive drill events.

(3) Exhibition drill leaders will be given a training schedule upon check-in on competition day. Team leaders are responsible for reporting to the designated appropriate “on-deck” area at least 15 minutes before their assigned start time.

(4) Once the team has checked in at the “on-deck area” the team leader will be given the blank judging forms for that unit. It will be the responsibility of the team leader to ensure that the correct information is listed on the judging forms.

(5) The competing element will not be in formation in the on-deck circle. When a hand signal is given by the head judge, (who will not be on the drill pad), the team leader will report saying verbatim, “Sir/Ma’am/Sergeant, (identify brigade) “X” Brigade reporting as directed.” The team leader will give the scoresheets to the head judge. The head judge will then direct the drill commander to fall in his/her unit at which time the 3-5-minute time limit begins.

(6) FM 3-21.5 does not apply to exhibition drill; however, military bearing is part of the judging criteria and teams are reminded to adhere to the spirit of FM 3-21.5 when designing routines. The CACC Exhibition Drill competition is NOT a cheerleading competition or civilian “step team” competition and teams should design routines with that in mind. Exhibition Drill routines may be conducted with or without arms but are evaluated on the same criteria.

(7) The timing clock stops when the last team member has exited the field. Teams do not necessarily need to give the command DISMISSED.

(8) There is no uniform inspection for Exhibition Drill Teams; however, all cadets in competition must be wearing a complete Class A or B uniform. All members of a unit must be in the same uniform. The following are specifically not authorized: non-regulation shoulder cords and shoulder cord styles, other-than- CACC or authorized unit/brigade patches, scarves, gloves, shoe taps, berets (other than officially issued red or black), pistol belts, whistles, spats, helmets, or leggings.

(9) Weapons to be used for the exhibition drill competition will be the M1, M14, or M-1903 Springfield or the mocked version of the weapon. Weapons commonly referred to as “parade” or “drill” rifles are acceptable. All weapons will be demilitarized. All weapons are to be considered capable of discharging and are to be treated as such. No other weapons are authorized including sabers, swords, pistols, etc. Any breach of weapons security at any time, on or off the drill pad, (i.e. pointing a weapon at an individual) will result in the team’s immediate disqualification from competition. This rule will be strictly enforced.

## **5-2. Judging.**

*a.* Scoresheets for the Exhibition Drill competitions can be found as Appendix F to this regulation. Teams are evaluated by up to three judges holistically using the following criteria:

- (1) Military bearing and precision (60%)
- (2) Movement difficulty (20%)
- (3) Creativity/Originality (20%)

*b.* Ties, if any, will be broken by consensus of the judges.

## Chapter 6

### Individual Drill Down

#### 6-1. General.

a. All participating cadets present at a state Drill Competition will be allowed to enter the Unarmed Individual Drill Down in the category they qualify for: Grizzly Division, Junior Division, and Senior Division. They will compete unarmed and using only the following commands:

Detail, ATTENTION  
Parade, REST  
Present, ARMS  
Order, ARMS  
Left, FACE  
Right, FACE  
About, FACE  
Half Left, FACE  
Half Right, FACE  
(Insert #) steps to the left, MARCH  
(Insert #) steps to the right, MARCH  
(Insert #) steps forward, MARCH  
(Insert #) steps backward, MARCH

(1) Grizzly Division - There are no rank restrictions on participants in the Grizzly Division. Cadets must be in grades 4-5. If there are not at least 12 competitors, Grizzly Cadets will compete in the Junior Division.

(2) Junior Division – There are no rank restrictions on participants in the Junior Division. Cadets must be in grades 6-8. If there is no Grizzly competition, Grizzly Cadets may compete in Junior Division.

(3) Senior Division – There are no rank restrictions on participants in the Senior Division. Cadets must be in grades 9 and above.

b. Armed division – All participating cadets present at a state Drill Competition will be allowed to enter the Armed Individual Drill Down in Junior and Senior Divisions, providing they have access to a rifle. Cadets will compete with arms using only the following commands.

Port ARMS  
Order ARMS  
Right Shoulder ARMS  
Left Shoulder ARMS  
Present ARMS  
Right Step MARCH  
Left Step MARCH  
Right FACE  
Left FACE  
About FACE  
Parade REST  
ATTENTION

(1) Junior Division – There are no rank restrictions on participants in the Junior Division. Cadets must be in grades 6-8.

(2) Senior Division – There are no rank restrictions on participants in the Senior Division. Cadets must be in grades 9 and above.

## **6-2. Judging.**

*a.* The California Cadet Corps acknowledges that individual drill downs are by their nature very subjective. Minor errors can be cause for elimination while major errors may not be seen by a judge and allowed to go without penalty.

*b.* Judges should be selected for this event by virtue of their superior knowledge of individual drill with/without arms, ability to pay attention to detail, and capacity to judge fairly.

*c.* The competition will normally have the following components to it:

(1) Cadets will form in the extended rectangular formation.

(2) Practice commands called by the individual who will call commands in the actual competition (to give cadets a familiarity with the command voice of that individual and the commands that will be given.

(3) An opportunity for cadets to “clear” their individual drill area of any debris which might impact facing movements, etc.

(4) The statement, “Competition has begun” prior to the beginning of judged sessions.

(5) The statement, “Competition is suspended” while cadets are being repositioned to consolidate cadets into vacant spaces in the formation.

(6) Cadets will be tapped on the shoulder by judges when they have been eliminated; when this occurs cadets are expected to exit the formation without engaging the judge in any verbal exchange. Ideally judges will inform a dismissed cadet of the reason for the dismissal, but this is not always practical.

(7) When the group of competitors is down to ten or less, only one judge should perform the eliminations and all cadets should be in a single squad line formation.

(8) No trick commands will be given and there will be no “tricks” by giving commands in improper order.

## APPENDIX A

### Unarmed Squad Sequence

1. FALL IN
2. Dress Right, DRESS
3. Ready, FRONT
4. Count, OFF
5. Close Interval, MARCH
6. Normal Interval, MARCH
7. Double Interval, MARCH
8. Normal Interval, MARCH
9. Right, FACE
10. Forward, March
11. Column Half Right, March
12. Change Step, MARCH
13. Column Half Left, MARCH
14. Column Right, MARCH
15. Column Left, MARCH
16. Rear, MARCH
17. Right Flank, MARCH
18. Left Flank, MARCH
19. Half Step, MARCH
20. Mark Time, MARCH
21. Forward, MARCH
22. Squad, HALT
23. About, FACE
24. Forward, MARCH
25. Double Time, MARCH
26. Quick Time, MARCH
27. Squad, Halt
28. COVER
29. RECOVER
30. Left, FACE
31. Four steps to the right, MARCH
32. Two steps backward, MARCH
33. One step forward, MARCH
34. Parade, REST
35. Squad, Attention
36. Present, ARMS
37. Order, ARMS
38. DISMISSED



## APPENDIX B

### Armed Squad Sequence

1. FALL IN
2. Port, ARMS
3. Order, ARMS
4. Dress Right, DRESS
5. Ready, FRONT
6. Count, OFF
7. Parade, REST
8. Squad, ATTENTION
9. Right, FACE
10. Right Shoulder, ARMS
11. Forward, MARCH
12. Column Half Right, MARCH
13. Change Step, MARCH
14. Column Half Left, MARCH
15. Left Shoulder, ARMS
16. Column Right, MARCH
17. Column Left, MARCH
18. Rear, MARCH
19. Right Flank, MARCH
20. Left Flank, MARCH
21. Port, ARMS
22. Half Step, MARCH
23. Forward, MARCH
24. Mark Time, MARCH
25. Squad, HALT
26. Forward, MARCH
27. Rear, MARCH
28. Double Time, MARCH
29. Quick Time, MARCH
30. Squad, HALT
31. Order, ARMS
32. COVER
33. RECOVER
34. Left, FACE
35. Four Steps to the Right, MARCH
36. Two Steps Backward, MARCH
37. One Step Forward, MARCH
38. Right Shoulder, ARMS
39. Left Shoulder, ARMS
40. Present, ARMS
41. Order, ARMS
42. About, FACE
43. Parade, REST
44. Squad, ATTENTION
45. About, FACE
46. Order, ARMS
47. DISMISSED

## Appendix C

### Unarmed Platoon Sequence

1. FALL IN
2. Dress Right, DRESS
3. Ready, FRONT
4. Count, OFF
5. Open Ranks, MARCH
6. Parade, REST
7. Platoon, ATTENTION
8. Close Ranks, MARCH
9. Right, FACE
10. Forward, MARCH
11. Column Half Right, MARCH
12. Change Step, MARCH
13. Column Half Left, MARCH
14. Counter Column, MARCH
15. Close Interval, MARCH
16. Forward, MARCH
17. Normal Interval, MARCH
18. Forward, MARCH
19. Platoon, HALT
20. File from the Left, MARCH
21. Platoon HALT
22. Column of Twos to the Right, MARCH
23. Forward, MARCH
24. Column Right, MARCH
25. Right Flank, MARCH
26. Left Flank, MARCH
27. Column, Left, MARCH
28. Half Step, MARCH
29. Mark Time, MARCH
30. Forward, MARCH
31. Counter Column, MARCH
32. Double Time, MARCH
33. Quick Time, MARCH
34. Rear, MARCH
35. Platoon, HALT
36. About, FACE
37. COVER
38. RECOVER
39. Left, FACE
40. Three steps to the Right, MARCH
41. Two steps backward, MARCH
42. One step forward, MARCH
43. Parade, REST
44. Platoon, ATTENTION
45. Present, ARMS
46. Order, ARMS
47. DISMISSED

## APPENDIX D

### Armed Platoon Sequence

1. FALL IN
2. Port, ARMS
3. Order, ARMS
4. Dress Right, DRESS
5. Ready, FRONT
6. Count, OFF
7. Open Ranks, MARCH
8. Parade, REST
9. Platoon, ATTENTION
10. Close Ranks, MARCH
11. Right, FACE
12. Right Shoulder, ARMS
13. Forward, MARCH
14. Column Half Right, MARCH
15. Change Step, MARCH
16. Column Half Left, MARCH
17. Left Shoulder, ARMS
18. Counter Column, MARCH
19. Close Interval, MARCH
20. Forward, MARCH
21. Normal Interval, MARCH
22. Forward, MARCH
23. Platoon, HALT
24. Port, ARMS
25. File from the Left, MARCH
26. Platoon, HALT
27. Column of Twos to the Right, MARCH
28. Forward, MARCH
29. Column Right, MARCH
30. Right Shoulder, ARMS
31. Column Left, MARCH
32. Right Flank, MARCH
33. Left Flank, MARCH
34. Half Step, MARCH
35. Forward, MARCH
36. Mark Time, MARCH
37. Forward, MARCH
38. Counter Column, MARCH
39. Port, ARMS
40. Double Time, MARCH
41. Quick Time, MARCH
42. Rear, MARCH
43. Platoon, HALT
44. Order, ARMS
45. About, FACE
46. COVER
47. RECOVER
48. Left, FACE
49. Three Steps to the Right, MARCH
50. Two Steps Backward, MARCH
51. One Step Forward, MARCH
52. Parade, REST
53. Platoon, Attention
54. Present, ARMS
55. Order, ARMS
56. DISMISSED

## Appendix E

### Color Guard Sequence

FALL IN  
At Close Interval, Dress Right, DRESS  
Ready, FRONT  
Carry, COLORS  
Mark Time, MARCH  
Forward, MARCH  
Right Wheel, MARCH  
Forward, MARCH  
Left Wheel, MARCH  
Forward, MARCH  
Color Guard, HALT  
Colors Reverse, MARCH  
Color Guard, HALT  
Forward, MARCH  
Right Wheel, MARCH  
Right Wheel, MARCH  
Color Guard, HALT  
Five steps to the right, MARCH  
Order, COLORS  
Parade, REST  
Color Guard, ATTENTION  
Carry, COLORS  
Present, ARMS (Commander of the Color Guard asks for permission to be dismissed)  
Carry, COLORS  
Order, COLORS  
DISMISSED

## Appendix F Scoresheets

Many of the scoresheets are used for multiple categories. Use the indicated scoresheets for each of the named categories. Scoresheet abbreviations are on the bottom right of each scoresheet for ease of ID.

**Unarmed Squad Drill:** Judge 1 (US), Judge 2, Judge 3, Judge 4, Tally Sheet

**Armed Squad Drill:** Judge 1 (AS), Judge 2, Judge 3, Judge 4, Tally Sheet

**Unarmed Platoon Drill:** Judge 1 (UP), Judge 2, Judge 3, Judge 4, Tally Sheet

**Armed Platoon Drill:** Judge 1 (AP), Judge 2, Judge 3, Judge 4, Tally Sheet

**Color Guard:** Judge 1 (CG), Judge 2, Judge 3 (CG), Tally Sheet (CG)

**Exhibition Drill:** ED (All)

# Judge 1

## Execution & Precision

### Unarmed Squad

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

		IMPROPER EXECUTION OR PRECISION			IMPROPER EXECUTION OR PRECISION	
1	FALL IN	<input type="checkbox"/>		20	Mark Time, MARCH	<input type="checkbox"/>
2	Dress Right, DRESS	<input type="checkbox"/>		21	Forward, MARCH	<input type="checkbox"/>
3	Ready, FRONT	<input type="checkbox"/>		22	Squad, HALT	<input type="checkbox"/>
4	Count, OFF	<input type="checkbox"/>		23	About, FACE	<input type="checkbox"/>
5	Close Interval, MARCH	<input type="checkbox"/>		24	Forward, MARCH	<input type="checkbox"/>
6	Normal Interval, MARCH	<input type="checkbox"/>		25	Double Time, MARCH	<input type="checkbox"/>
7	Double Interval, MARCH	<input type="checkbox"/>		26	Quick Time, MARCH	<input type="checkbox"/>
8	Normal Interval, MARCH	<input type="checkbox"/>		27	Squad, HALT	<input type="checkbox"/>
9	Right, FACE	<input type="checkbox"/>		28	COVER	<input type="checkbox"/>
10	Forward, MARCH	<input type="checkbox"/>		29	RECOVER	<input type="checkbox"/>
11	Column Half Right, MARCH	<input type="checkbox"/>		30	Left, FACE	<input type="checkbox"/>
12	Change Step, MARCH	<input type="checkbox"/>		31	4 Steps to the Right, MARCH	<input type="checkbox"/>
13	Column Half Left, MARCH	<input type="checkbox"/>		32	2 Steps Backward, MARCH	<input type="checkbox"/>
14	Column Right, MARCH	<input type="checkbox"/>		33	One Step Forward, MARCH	<input type="checkbox"/>
15	Column Left, MARCH	<input type="checkbox"/>		34	Parade, REST	<input type="checkbox"/>
16	Rear, MARCH	<input type="checkbox"/>		35	Squad, ATTENTION	<input type="checkbox"/>
17	Right Flank, MARCH	<input type="checkbox"/>		36	Present, ARMS	<input type="checkbox"/>
18	Left Flank, MARCH	<input type="checkbox"/>		37	Order, ARMS	<input type="checkbox"/>
19	Half Step, MARCH	<input type="checkbox"/>		38	DISMISSED	<input type="checkbox"/>

### Score for Judge 1 (Execution & Precision)

Checked Boxes

Total

Total

Score

X 4 =

Total

Score

152 -

=

Judge 1  
(US)

# Judge 1 Execution & Precision Armed Squad

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

		IMPROPER EXECUTION OR PRECISION			IMPROPER EXECUTION OR PRECISION
1	FALL IN	<input type="checkbox"/>	25	Squad, HALT	<input type="checkbox"/>
2	Port, ARMS	<input type="checkbox"/>	26	Forward, MARCH	<input type="checkbox"/>
3	Order, ARMS	<input type="checkbox"/>	27	Rear, MARCH	<input type="checkbox"/>
4	Dress Right, DRESS	<input type="checkbox"/>	28	Double Time, MARCH	<input type="checkbox"/>
5	Ready, FRONT	<input type="checkbox"/>	29	Quick Time, MARCH	<input type="checkbox"/>
6	Count, OFF	<input type="checkbox"/>	30	Squad, HALT	<input type="checkbox"/>
7	Parade, REST	<input type="checkbox"/>	31	Order, ARMS	<input type="checkbox"/>
8	Squad, ATTENTION	<input type="checkbox"/>	32	COVER	<input type="checkbox"/>
9	Right, FACE	<input type="checkbox"/>	33	RECOVER	<input type="checkbox"/>
10	Right Shoulder, ARMS	<input type="checkbox"/>	34	Left, FACE	<input type="checkbox"/>
11	Forward, MARCH	<input type="checkbox"/>	35	4 Steps to the Right, MARCH	<input type="checkbox"/>
12	Column Half Right, MARCH	<input type="checkbox"/>	36	2 Steps Backward, MARCH	<input type="checkbox"/>
13	Change Step, MARCH	<input type="checkbox"/>	37	One Step Forward, MARCH	<input type="checkbox"/>
14	Column Half Left, MARCH	<input type="checkbox"/>	38	Right Shoulder, ARMS	<input type="checkbox"/>
15	Left Shoulder, ARMS	<input type="checkbox"/>	39	Left Shoulder, ARMS	<input type="checkbox"/>
16	Column Right, MARCH	<input type="checkbox"/>	40	Present, ARMS	<input type="checkbox"/>
17	Column Left, MARCH	<input type="checkbox"/>	41	Order, ARMS	<input type="checkbox"/>
18	Rear, MARCH	<input type="checkbox"/>	42	About, FACE	<input type="checkbox"/>
19	Right Flank, MARCH	<input type="checkbox"/>	43	Parade, REST	<input type="checkbox"/>
20	Left Flank, MARCH	<input type="checkbox"/>	44	Squad, ATTENTION	<input type="checkbox"/>
21	Port, ARMS	<input type="checkbox"/>	45	About, FACE	<input type="checkbox"/>
22	Half Step, MARCH	<input type="checkbox"/>	46	Order, ARMS	<input type="checkbox"/>
23	Forward, MARCH	<input type="checkbox"/>	47	DISMISSED	<input type="checkbox"/>
24	Mark Time, MARCH	<input type="checkbox"/>			

### Score for Judge 1 (Execution & Precision)

# Checked Boxes	Total	Total	Score
<input style="width: 50px; height: 30px;" type="text"/>	X 3 = <input style="width: 50px; height: 30px;" type="text"/>	150 - <input style="width: 50px; height: 30px;" type="text"/>	= <input style="width: 50px; height: 30px;" type="text"/>

Judge 1  
(AS)

# Judge 1 Execution & Precision Unarmed Platoon

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

		IMPROPER EXECUTION OR PRECISION			IMPROPER EXECUTION OR PRECISION
1	FALL IN	<input type="checkbox"/>	25	Right Flank, MARCH	<input type="checkbox"/>
2	Dress Right, DRESS	<input type="checkbox"/>	26	Left Flank, MARCH	<input type="checkbox"/>
3	Ready, FRONT	<input type="checkbox"/>	27	Column Left, MARCH	<input type="checkbox"/>
4	Count, OFF	<input type="checkbox"/>	28	Half Step, MARCH	<input type="checkbox"/>
5	Open Ranks, MARCH	<input type="checkbox"/>	29	Mark Time, MARCH	<input type="checkbox"/>
6	Parade, REST	<input type="checkbox"/>	30	Forward, MARCH	<input type="checkbox"/>
7	Platoon, ATTENTION	<input type="checkbox"/>	31	Counter Column, MARCH	<input type="checkbox"/>
8	Close Ranks, MARCH	<input type="checkbox"/>	32	Double Time, MARCH	<input type="checkbox"/>
9	Right, FACE	<input type="checkbox"/>	33	Quick Time, MARCH	<input type="checkbox"/>
10	Forward, MARCH	<input type="checkbox"/>	34	Rear, MARCH	<input type="checkbox"/>
11	Column Half Right, MARCH	<input type="checkbox"/>	35	Platoon, HALT	<input type="checkbox"/>
12	Change Step, MARCH	<input type="checkbox"/>	36	About, FACE	<input type="checkbox"/>
13	Column Half Left, MARCH	<input type="checkbox"/>	37	COVER	<input type="checkbox"/>
14	Counter Column, MARCH	<input type="checkbox"/>	38	RECOVER	<input type="checkbox"/>
15	Close Interval, MARCH	<input type="checkbox"/>	39	Left, FACE	<input type="checkbox"/>
16	Forward, MARCH	<input type="checkbox"/>	40	3 Steps to the Right, MARCH	<input type="checkbox"/>
17	Normal Interval, MARCH	<input type="checkbox"/>	41	2 Steps Backward, MARCH	<input type="checkbox"/>
18	Forward, MARCH	<input type="checkbox"/>	42	One Step Forward, MARCH	<input type="checkbox"/>
19	Platoon, HALT	<input type="checkbox"/>	43	Parade, REST	<input type="checkbox"/>
20	File from the Left, MARCH	<input type="checkbox"/>	44	Platoon, ATTENTION	<input type="checkbox"/>
21	Platoon, HALT	<input type="checkbox"/>	45	Present, ARMS	<input type="checkbox"/>
22	Column of Twos to the Right, MARCH	<input type="checkbox"/>	46	Order, ARMS	<input type="checkbox"/>
23	Forward, MARCH	<input type="checkbox"/>	47	DISMISSED	<input type="checkbox"/>
24	Column Right, MARCH	<input type="checkbox"/>			<input type="checkbox"/>

### Score for Judge 1 (Execution & Precision)

Checked Boxes

Total

Total

Score

X 3 =

150 -

=

Judge 1  
(UP)



# Judge 1 Execution & Precision Armed Platoon

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

		IMPROPER EXECUTION OR PRECISION			IMPROPER EXECUTION OR PRECISION	
1	FALL IN	<input type="checkbox"/>		29	Column Right, MARCH	<input type="checkbox"/>
2	Port, ARMS	<input type="checkbox"/>		30	Right Shoulder, ARMS	<input type="checkbox"/>
3	Order, ARMS	<input type="checkbox"/>		31	Column Left, MARCH	<input type="checkbox"/>
4	Dress Right, DRESS	<input type="checkbox"/>		32	Right Flank, MARCH	<input type="checkbox"/>
5	Ready, FRONT	<input type="checkbox"/>		33	Left Flank, MARCH	<input type="checkbox"/>
6	Count, OFF	<input type="checkbox"/>		34	Half Step, MARCH	<input type="checkbox"/>
7	Open Ranks, MARCH	<input type="checkbox"/>		35	Forward, MARCH	<input type="checkbox"/>
8	Parade, REST	<input type="checkbox"/>		36	Mark Time, MARCH	<input type="checkbox"/>
9	Platoon, ATTENTION	<input type="checkbox"/>		37	Forward, MARCH	<input type="checkbox"/>
10	Close Ranks, MARCH	<input type="checkbox"/>		38	Counter Column, MARCH	<input type="checkbox"/>
11	Right, FACE	<input type="checkbox"/>		39	Port, ARMS	<input type="checkbox"/>
12	Right Shoulder, ARMS	<input type="checkbox"/>		40	Double Time, MARCH	<input type="checkbox"/>
13	Forward, MARCH	<input type="checkbox"/>		41	Quick Time, MARCH	<input type="checkbox"/>
14	Column Half Right, MARCH	<input type="checkbox"/>		42	Rear, MARCH	<input type="checkbox"/>
15	Change Step, MARCH	<input type="checkbox"/>		43	Platoon, HALT	<input type="checkbox"/>
16	Column Half Left, MARCH	<input type="checkbox"/>		44	Order, ARMS	<input type="checkbox"/>
17	Left Shoulder, ARMS	<input type="checkbox"/>		45	About, FACE	<input type="checkbox"/>
18	Counter Column, MARCH	<input type="checkbox"/>		46	COVER	<input type="checkbox"/>
19	Close Interval, MARCH	<input type="checkbox"/>		47	RECOVER	<input type="checkbox"/>
20	Forward, MARCH	<input type="checkbox"/>		48	Left, FACE	<input type="checkbox"/>
21	Normal Interval, MARCH	<input type="checkbox"/>		49	3 Steps to the Right, MARCH	<input type="checkbox"/>
22	Forward, MARCH	<input type="checkbox"/>		50	2 Steps Backward, MARCH	<input type="checkbox"/>
23	Platoon, HALT	<input type="checkbox"/>		51	One Step Forward, MARCH	<input type="checkbox"/>
24	Port, ARMS	<input type="checkbox"/>		52	Parade, REST	<input type="checkbox"/>
25	File from the Left, MARCH	<input type="checkbox"/>		53	Platoon, ATTENTION	<input type="checkbox"/>
26	Platoon, HALT	<input type="checkbox"/>		54	Present, ARMS	<input type="checkbox"/>
27	Column of Twos to the Right, MARCH	<input type="checkbox"/>		55	Order, ARMS	<input type="checkbox"/>
28	Forward, MARCH	<input type="checkbox"/>		56	DISMISSED	<input type="checkbox"/>

### Score for Judge 1 (Execution & Precision)

Checked Boxes		Total		Total		Score
<input style="width: 50px; height: 30px;" type="text"/>	<b>X 3 =</b>	<input style="width: 50px; height: 30px;" type="text"/>	<b>150 -</b>	<input style="width: 50px; height: 30px;" type="text"/>	<b>=</b>	<input style="width: 50px; height: 30px;" type="text"/>

# Judge 1 Execution & Precision Color Guard

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

		IMPROPER EXECUTION OR PRECISION			IMPROPER EXECUTION OR PRECISION
1	FALL IN	<input type="checkbox"/>	14	Forward, MARCH	<input type="checkbox"/>
2	At Close Interval, Dress Right, DRESS	<input type="checkbox"/>	15	Right Wheel, MARCH	<input type="checkbox"/>
3	Ready, FRONT	<input type="checkbox"/>	16	Right Wheel, MARCH	<input type="checkbox"/>
4	Carry, COLORS	<input type="checkbox"/>	17	Color Guard, HALT	<input type="checkbox"/>
5	Mark Time, MARCH	<input type="checkbox"/>	18	5 Steps to the Right, MARCH	<input type="checkbox"/>
6	Forward, MARCH	<input type="checkbox"/>	19	Order, COLORS	<input type="checkbox"/>
7	Right Wheel, MARCH	<input type="checkbox"/>	20	Parade, REST	<input type="checkbox"/>
8	Forward, MARCH	<input type="checkbox"/>	21	Color Guard, ATTENTION	<input type="checkbox"/>
9	Left Wheel, MARCH	<input type="checkbox"/>	22	Carry, COLORS	<input type="checkbox"/>
10	Forward, MARCH	<input type="checkbox"/>	23	Present, ARMS (report out)	<input type="checkbox"/>
11	Color Guard, HALT	<input type="checkbox"/>	24	Carry, COLORS	<input type="checkbox"/>
12	Colors Reverse, MARCH	<input type="checkbox"/>	25	Order, COLORS	<input type="checkbox"/>
13	Color Guard, HALT	<input type="checkbox"/>	26	DISMISSED	<input type="checkbox"/>

## NOTES

### Score for Judge 1 (Execution & Precision)

Checked Boxes		Total		Total		Score
<input style="width: 50px; height: 30px;" type="text"/>	<b>X 5 =</b>	<input style="width: 50px; height: 30px;" type="text"/>	<b>150 -</b>	<input style="width: 50px; height: 30px;" type="text"/>	<b>=</b>	<input style="width: 50px; height: 30px;" type="text"/>

Judge 1  
CG)

**Judge 2**  
**Cadence & Alignment**  
**Squad & Platoon Drill & Color Guard**

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

Competition Category: \_\_\_\_\_

Every time the Judge sees the unit using improper Cadence (not 120 Steps per Minute), out of step, or improper Alignment (dress or cover), check a box below. Max of one box per drill command.


**NOTES**

**Penalty: Incorrect Cadence for the Entire Sequence = 15 points**  
 (this is counted in Final Tally, not here)

# Checked Boxes	Score
50 - <input style="width: 50px; height: 30px;" type="text"/>	= <input style="width: 50px; height: 30px;" type="text"/>

Judge 2

## Judge 3 Sequence of Commands & Drill Commander Squad & Platoon Drill

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

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

Bde #: \_\_\_\_\_

Competition Category: \_\_\_\_\_

1. Monitor the sequence of commands. If the drill commander goes out of sequence, check this box:

2. Each time the drill commander does one of the following, check a box below. Max of one box per command.

Not centered and 3 paces from unit

Command not given on proper foot

Incorrect command (*wrong words, not out of sequence*)

Incorrect command voice

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>3. Penalties:</b>	Commander Used Note Card or Phone	<input type="checkbox"/>
<i>Transfer these penalties to the Final Tally Sheet</i>	Team went out of bounds	<input type="checkbox"/>
	Team stressed one foot over the other	<input type="checkbox"/>
<i>Do not tally them here</i>	Cadence counting by other than the commander	<input type="checkbox"/>
	Commands added to the sequence	<input type="checkbox"/>
	Team didn't start or return to the box	<input type="checkbox"/>

# boxes checked  
In 2 above

SCORE

80 -  =

Judge 3

### Judge 3 Sequence of Commands & Penalties Color Guard

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

Competition Category: \_\_\_\_\_

1. Monitor the sequence of commands. If the color guard goes out of sequence, check this box:

(- 30 points if checked)

#### Sequence of Commands

1	FALL IN	14	Forward, MARCH
2	At Close Interval, Dress Right, DRESS	15	Right Wheel, MARCH
3	Ready, FRONT	16	Right Wheel, MARCH
4	Carry, COLORS	17	Color Guard, HALT
5	Mark Time, MARCH	18	5 Steps to the Right, MARCH
6	Forward, MARCH	19	Order, COLORS
7	Right Wheel, MARCH	20	Parade, REST
8	Forward, MARCH	21	Color Guard, ATTENTION
9	Left Wheel, MARCH	22	Carry, COLORS
10	Forward, MARCH	23	Present, ARMS (report out)
11	Color Guard, HALT	24	Carry, COLORS
12	Colors Reverse, MARCH	25	Order, COLORS
13	Color Guard, HALT	26	DISMISSED

**2. Penalties:**

*Wear of unauthorized uniform items*

(- 15 points)

*these are counted in  
Final Tally, not here*

*Team went out of bounds*

(- 20 points)

**Total Penalty Points:**

Judge 3  
(CG)

## Judge 4 Uniform Inspection

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

Competition Category: \_\_\_\_\_

**PART ONE:** If the following are accomplished on the whole by the members of the inspected unit team, one point shall be awarded in each category for a total of 12 points. Grading each team under the same scrutiny is vital, as is respect for the individual policies of commandants regarding specific aspects of wear of the uniform. Place an "X" next to items that do not meet regulatory standards:

- \_\_\_\_\_ Cap (garrison or baseball style) properly worn
- \_\_\_\_\_ Brass (collar and buckle) Shined
- \_\_\_\_\_ General Cleanliness of Uniform
- \_\_\_\_\_ Uniform Ironed
- \_\_\_\_\_ Haircut Requirement followed
- \_\_\_\_\_ General Personal Hygiene of Cadets
- \_\_\_\_\_ Placement of Insignia of Grade
- \_\_\_\_\_ White Undershirts (clean and serviceable)
- \_\_\_\_\_ Buttons properly buttoned
- \_\_\_\_\_ CAL and CORPS insignia placed properly if worn
- \_\_\_\_\_ Patches placed properly if worn
- \_\_\_\_\_ Nameplates Properly placed if worn
- \_\_\_\_\_ Ribbons in proper order of precedence and worn properly
- \_\_\_\_\_ Medals and badges properly worn
- \_\_\_\_\_ Belt properly worn
- \_\_\_\_\_ Gig Line Straight
- \_\_\_\_\_ Black Shoes
- \_\_\_\_\_ Black Socks

Part 1 Points Awarded (up to 12):

**PART TWO:** 1 to 8 points will be awarded to the unit for its overall appearance and the overall impression that the team makes upon the inspector. All aspects of bearing are to be taken into consideration when awarding the score, including drill movements integral to the inspection.

Part 2 Points Awarded (up to 8 points):

Part 1 Score		+		Part 2 Score		=		Total Score		(max=20)
<input style="width: 100%; height: 30px; border: 1px solid black;" type="text"/>				<input style="width: 100%; height: 30px; border: 1px solid black;" type="text"/>				<input style="width: 100%; height: 30px; border: 1px solid black;" type="text"/>		

Judge 4

## All Judges Exhibition Drill

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

**Military Bearing & Precision:** Every time the Judge sees a noticeable error, check a box below.

Based on the overall bearing & precision, and taking into account noticeable errors, assign up to 60 points and put the number in the box at the bottom of the page.


**DIFFICULTY**

Very Difficult 20

Moderately Difficult 17

A Bit Difficult 13

Not Difficult 9

Very Simple 5


**CREATIVITY**

Very Difficult 20

Moderately Difficult 17

A Bit Difficult 13

Not Difficult 9

Very Simple 5


### NOTES

Military Bearing & Precision

+

Difficulty

+

Creativity

max=60 points

max=20 points

max=20 points

Total Score:

ED (All)

## Final Score Tally Squad & Platoon Drill

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

Competition Category: \_\_\_\_\_

1. Disqualification for Incorrect Number of Cadets (6-12 for Squad, 11-25 for Platoon)

*If checked, team is disqualified*

<b>Scores:</b>	<b>Judge 1: Execution &amp; Precision (max = 150)</b>	
	<b>Judge 2: Cadence &amp; Alignment (max=50)</b>	
	<b>Judge 3: Sequence &amp; Drill Commander (max=80)</b>	
	<b>Uniform Inspection (max=20)</b>	
<b>Sub-Total Points (max=300):</b>		

### Penalty Scores - Tally

<b><i>Incorrect Cadence for Entire Sequence</i></b>	<b>Judge 2 (-15 points)</b>	
<b><i>Commander Used Note Card or Phone</i></b>	<b>Judge 3 (-15 points)</b>	
<b><i>Team went out of bounds</i></b>	<b>Judge 3 (-20 points)</b>	
<b><i>Team stressed one foot over the other</i></b>	<b>Judge 3 (-20 points)</b>	
<b><i>Cadence counting by other than the commander</i></b>	<b>Judge 3 (-15 points)</b>	
<b><i>Commands added to the sequence</i></b>	<b>Judge 3 (-10 points)</b>	
<b><i>Team didn't start or return to the box</i></b>	<b>Judge 3 (-25 points)</b>	
<b>Total Penalty Points (max=120):</b>		

<b>Sub-Total</b>	<b>Penalties</b>	<b>TOTAL SCORE</b>
<input style="width: 100%; height: 30px;" type="text"/>	- <input style="width: 100%; height: 30px;" type="text"/>	= <input style="width: 100%; height: 30px;" type="text"/>
		Tally (S&P)



## Final Score Tally Color Guard

School: \_\_\_\_\_ Bde #: \_\_\_\_\_ Judge: \_\_\_\_\_

Disqualification from competition: Incorrect Number of Cadets: Color Guards must have exactly 4 cadets.

Disqualification from competition: Color Guard Commander uses note cards for drill sequence.

<b>Scores:</b>	<i>Judge 1: Execution &amp; Precision (max = 150)</i>	
	<i>Judge 2: Cadence &amp; Alignment (max=50)</i>	
	<i>Judge 3: Sequence (max=30)</i>	
<b>Sub-Total Points (max=230):</b>		

### Penalty Scores - Tally

<i>Wear of Unauthorized Uniform Items</i>	Judge 3 (-15 points)	
<i>Color Guard went out of bounds</i>	Judge 3 (-20 points)	
<b>Total Penalty Points (max=35):</b>		

<b>Sub-Total</b>		<b>Penalties</b>		<b>TOTAL SCORE</b>
	-		=	

Tally (CG)