

**The Citadel**

**Bulldog Drill Meet**

2014

Commander: C/MSG Taylor Scott

Executive Officer: C/PVT Carlos Ramos

1st Sergeant: C/CPL Nicholas Beheler

**From:** The Rifle Legion Drill Team, The Citadel, Charleston, SC

**To:** Distribution

**Subject:** Standard Operating Procedures for The Citadel Bulldog Drill Meet

**References:** (a) AFM 50-14 Air Force Drill Manual

 (b) FM 22-5 Army Drill Manual

 (c) MCO P5060.20 Navy/Marine Corps Drill Manual

**Attachments:**

1. Charleston Area Map
2. Citadel Campus Map
3. Drill Area Map
4. Tentative Event Schedule
5. Agreement of Indemnity
6. Registration Form
7. Team Picture Information
8. Food Purchases from Aramark
9. Lodging
10. General Military Knowledge
11. Score Sheets:
	1. Personnel Inspection
	2. Regulation Individual Armed
	3. Regulation Squad Armed
	4. Regulation Platoon Armed
	5. Regulation Platoon Unarmed
	6. Regulation Squad Unarmed
	7. Freshman Squad Unarmed
	8. Color Guard
	9. Freshman Color Guard
	10. Exhibition Duo Armed
	11. Exhibition Individual Armed
	12. Platoon Exhibition Armed
	13. Squad Exhibition Armed
	14. Platoon Exhibition Unarmed
	15. Squad Exhibition Unarmed
	16. Armed Knock-Out
	17. Unarmed Knock-Out

**General** The purpose of the Bulldog Drill Meet (hereby referred to as “The Meet”) is to provide an arena of safe drill competition against Junior Reserve Officer Training Corps units throughout North and South Carolina while promoting high ideals of sportsmanship, camaraderie, and *esprit de corps* within the involved cadets. The meet is to be held at The Citadel, 171 Moultrie Street, Charleston, South Carolina on Saturday, October 25, 2014.

**In processing** A Commanders’ Briefing will occur at 0730 on Saturday, October 25, 2014. The event will be held in Grimsley Hall Auditorium (see map, Attachment 2). Instructors from each school must be in attendance, and team commanders are highly encouraged to attend. The purpose of this meeting is to give the commanders and instructors a chance to ask any final questions before drill commences, and to give the event staff a chance to make any last minute changes. Any forms and money still owed to The Citadel Rifle Legion Drill Team needs to be turned in at this time to ensure eligibility for the school to compete.

**Competitive Events**

1. General Information. The Meet will consist of basic drill, exhibition drill, and armed and unarmed knock-out. In the case of inclement weather, the location of the inclement weather meet will be provided, along with a new map of the drill areas, to each school if the situation arises on the date of the drill meet.
2. Command Post. The Bulldog Drill Meet Command Post and the Official Score Keeping office will be in Grimsley Hall Auditorium. No Advisor/Instructor may enter the score keeping areas (after the Commander’s Brief) – any official written complaint should be handed to the messenger at the door. Under no circumstances will cadets/participants be allowed in the Official Score Keeping areas.
3. Judges. Judges, based on their availability, will be selected by the Citadel’s Rifle Legion (hereby referred to as “The Team”). Every effort will be made to choose judges from every service, and to vary judges in each event. The Team will assign a Head Judge and two other judges to each event. The Head Judge will be the team leader for his/her assigned drill area. All judges will be briefed on the desire for quality judging in accordance with references (a) through (c) and the parameters set forth in this SOP and its enclosures. Each judge will mark their score sheet without conferring with any other judge and without totaling scores, and present their score sheet to the runner assigned to each drill area. The runner will ensure all score sheets are correctly filled out and immediately deliver all score sheets to the official scorekeeper.
4. Protest. All judges will be thoroughly briefed on the drill meet procedures and rules outlined in this SOP. Judging is a subjective process, and it is only natural that some complaints may arise. Should a complaint occur, the Senior JROTC Instructor representing the school involved must submit a written protest within 15 minutes of the particular event in question to the school’s escort, who will bring it to the Official Score Keeping area. The protest will be reviewed by The Team’s Staff and the Head Judge for that event, and appropriate action will be taken. Decisions rendered in this manner will be final.
5. Events. The following events are open to all schools upon paying the initial entry fee. Italicized events will be included in the Overall Score.
	1. ***Personnel Inspection\*\*\****
	2. ***Regulation Individual Armed\*\*\****
	3. ***Regulation Squad Armed\*\*\****
	4. ***Regulation Platoon Armed\*\*\****
	5. ***Regulation Platoon Unarmed\*\*\****
	6. ***Regulation Squad Unarmed\*\*\****
	7. Freshman Squad Unarmed
	8. *Color Guard\*\*\**
	9. Freshman Color Guard
	10. Exhibition Duo Armed
	11. Exhibition Individual Armed
	12. Platoon Exhibition Armed
	13. ***Squad Exhibition Armed\*\*\****
	14. Platoon Exhibition Unarmed
	15. ***Squad Exhibition Unarmed\*\*\****
	16. Armed Knock-Out

1. Scoring.
2. Event Scores. Scores will be assessed by the Official Score Keeping Area. The judges of each event will fill out one drill-grading card per judge for each school competing. The score of these cards will be added together to attain the total score of the event. The “military bearing” score is not added in to the total score. Penalties may only be awarded by the Head Judge.
3. Event-Level Ties. Ties will be assessed by the Official Score Keeping Area. If a tie should occur for an event, the procedure for determining place in the event is as follows:
	* 1. The school scoring the highest in the “military bearing” category for that event will be placed over the school with the lower score.
		2. If the scores in the “military bearing” category are the same, each movement’s score on the Head Judge’s score sheet will be averaged, and the school with the highest average will be placed over the school with the lower average.
		3. If the averages in the above section are the same, the Head Judge of the event will be asked to decide which school is placed over the other one. When this rank is determined it shall be considered final.
4. Overall Scores. Scores will be assessed by the Official Score Keeping Area. Only the italicized events in section E will count towards the final score. The totals of each individual event will be added together to form the final score, which will determine the overall first, second, and third place winners of The Meet. As the scores are not averaged, it is imperative that all schools wishing to place overall compete in every event.
5. Overall-Level Ties. Ties will be assessed by the Official Score Keeping Area. If a tie should occur in the overall category, the procedure for determining place in the event is as follows:
	* 1. The “military bearing” category score in each of the events italicized in section E will be added together for each school, and the school with the highest score will be ranked over the school with the lowest score.
		2. Should the scores in the above section be the same, the total scores in each italicized event in section E will be averaged together for each school, with a zero given as the score for any event not competed in, and the school with the highest average will be placed over the school with the lowest average.
		3. Should the averages be the same in the above section, the senior-most judge of the event will be asked to consult his subordinates and make a decision on which team should be placed above the other. When this rank is determined it shall be considered final.
6. Uniforms. The military regulation uniform of the service represented will be worm by the cadets. Ascots, leggings, berets, helmets or other uniform items that are not regulation with the service uniform are not permitted to be worn **except in Exhibition Drill**. Guard belts and ascots however, may be worn during the Color Guard events. There will be a 20-point deduction in your overall score for violations of this rule.
7. Weapons. Because The Meet is an open competition for JROTC units of every service, a variety of dummy weapons is expected, with each having both advantages and disadvantages. The grading emphasis will be on how well a particular maneuver is performed. For any single event, all members must use the same type of weapon.
8. Penalties. The following actions can and will result in a quantitative penalty toward the team’s final score:
9. Approaching any judge or event official with intent to influence the outcome or the operation of the drill meet or to coerce the judge or official in any manner
10. Approaching any judge or official for the purpose of discussing the performance or scoring of an event (unless requested to do so by judge or official).
11. Entering the Official Score Keeping Area, unless requested to do so by an official scorer or scorer of an event.
12. Any other unsportsmanlike conduct which The Team’s Staff or Head Judge deems inappropriate or prejudicial to good order, discipline, or order of the meet.

**Administration and Logistics**:

1. Guides: A member of the South Carolina Corps of Cadets (S.C.C.C.), the Citadel’s cadet body, will provide escort services throughout the drill meet. Each guide will be knowledgeable of the school and The Meet’s facilities and procedures.
2. Parking: Parking will be provided on campus for the unit (see map, Attachment 2) Spectators are responsible for their own parking. Please secure all valuables before leaving your vehicles. The Citadel is not responsible for any lost, damaged or stolen property for the duration of the drill meet.
3. Meals: Cadets will provide their own meals, either by bringing food, or purchasing it from the Canteen or Gift Shop, both of which will be open for the duration of the competition. If instructors wish food to be provided that can be arranged, see Attachment (7) for further details. There will be no alcoholic beverages consumed on campus, no exceptions.
4. Registration and Fees: A flat fee of $220.00 will be charged for each school to participate in The Meet. This fee covers participation in all **16** events (see Competitive Events, section E), parking, **knockout** and a staging area (see section P). All fees must be mailed to the school in check form, and the envelope must be postmarked no later than Thursday, October 2, 2014. Please make all check payable to: **The Rifle Legion.** A receipt will be mailed to the school upon the arrival of the entry fee and should arrive within 5-7 business days. No schools will be able to adjust events a week prior. After that events are locked in.
5. Weapons: All weapons are required to be disarmed and non-functional; however, weapons will still be treated with respect. Poor judgment with a weapon (pointing a weapon at a person) is unacceptable. Unit commanders are responsible for his/her team’s weapons. Weapons will be watched at all times. The Citadel is not responsible for damaged or lost weapons.
6. All members from all schools will sign the Agreement of Indemnity (See Attachment 5). This form releases The Citadel, The Rifle Legion, and any department of the military represented at the drill meet from all liability regarding any form of weapons. The form will be submitted with the registration packet. All necessary forms will be submitted at one time.
7. Personal Property: Security of each school’s gear is the responsibility of the Junior Reserve Officer Training Corps unit or, more specifically, the instructor. The Citadel is not responsible for any lost or stolen personal property or equipment.
8. Injury or Damage: The Citadel will not be responsible for any personal injury during or at the drill meet, nor will they be responsible for any damages caused by any person or anything. In the event of an injury, a member of The Team should be notified immediately. First-Aid Certified Cadets will be on hand, in addition to County EMS personnel and the Citadel infirmary personnel.
9. Awards and Trophies: The awards ceremony will be help upon completion of all scheduled events, approximately 1430, and will be held on Summerall Field or in Mark Clark Hall Auditorium. Trophies will be given to the top three schools in each event, as well as the top three schools overall. Medals will be awarded to the top five cadets in armed and unarmed knockout. The top three cadets (teams) in individual and duo armed exhibition will receive trophies.
10. Knock-Out: The fee will be one dollar. There are no restrictions on the number of cadets that may participate from each unit. Movements will be in accordance with references A-C. Every effort will be made to call service-neutral commands, and leeway will be given to commands which do not meet this standard. The event will be judged by The Meet’s judges, as well as members of the S.C.C.C.
11. Questions and Clarification: Any and all questions are to be directed to:

**SFC Kenneth Greene, USA (Ret.)**

**Operations and Training NCO**

**E-mail: kenneth.greene@citadel.edu**

**Phone: (843) 953-6925**

1. Conduct: Each cadet is responsible for their conduct. The Citadel is a military school, and proper military conduct and courtesies will be observed at all times. Gross misconduct may result in dismissal and disqualification decisions to be made by The Rifle Legion Staff. Decisions are final.
2. Facilities: The facility is a college campus complex and all must abide by certain rules. As a guest, teams are expected to police their areas for trash. It is the unit commander’s responsibility to ensure that their team members do not enter any restricted areas, to include any barracks, the judges’ briefing rooms, and the Official Score Keeping Area. Upon discovery, any damage to Citadel property must be reported to The Team, and the high school may be charged for damages.
3. Restricted Areas: Restricted areas are restricted to all cadets and instructors with one exception that of the commander’s briefing room. This room will remain open for the duration of the meet. This area is only open to unit commanders and instructors. The barracks, judge’s lounge, and any academic building not being used by The Rifle Legion for the competition are considered restricted areas.
4. Officials: An official is any member of The Team’s staff or any event judge. The Team’s Staff can be identified as being a cadet wearing a burgundy sash, and a judge will be any military official not affiliated with a visiting school. Approaching an official, especially a judge, is illegal. Cadet officials can be approached about any matter. It is encouraged to seek a Cadet Official as the first line for questioning.
5. Staging Areas: Each unit will be assigned a staging area where they are able to store gear, change uniforms, and rest. The staging area is in an academic building, and it is the school’s responsibility to maintain the room. In the event that The Citadel or an academic department does not allow weapons inside the buildings, a weapons guard, provided by the high school, should be posted outside with the team’s weapons.
6. Practice Areas: Units are allowed to practice on WLI Field, Freshman Field, or Wilson Field (See map, Attachment 2).
7. Schedule: The drill matrix will be finalized and produced after the final registration date (October 2, 2014). The only requests for a change to the matrix that will be considered must be due to distance traveled, and must be submitted by the registration due date. There is no guarantee on requests. If a unit misses an event, there may be no make up time available in the schedule.
8. Tours: After the awards ceremony tours of campus will be available to all interested schools. The tours will be provided by Citadel Cadets. If interested then please inform your guide when you arrive the day of the competition.
9. Inclement Weather: In the event of inclement weather, the Drill Meet will continue. Events will be moved indoors in the interest of safety. All unit Commanders and Instructors will be provided further information at the Commander’s Briefing the day of the Drill Meet as to the operational schedule for that day. A new map of the Drill Areas will also be provided to each school’s cadet guide. Furthermore, penalties for boundary breaks and tardiness will not be assessed. All instructors should note that the drill pads will be reduced in size. Also, a Drill Card will be provided to each Commander for Regulation events when they arrive at the Drill Pad. This card will be the routine used to judge the unit on. The card must be returned to the Head Judge at the end of the event or the school will be disqualified from the event. The Citadel Rifle Legion reserves the right to eliminate events from that day to accommodate space for other competing events.



 - Attachment 1 –



- Attachment 2 -

Drill Pad Map of

**Summerall Field**









- Attachment 3 -

Tentative Events Schedule

## Time Event

**0730 Commander’s Briefing (Grimsley Hall Auditorium)**

**0830 Competition Commences**

**1200-1300 Lunch**

**1300 Competition Continues**

### 1400 Knock Out Competitions Begin

**1430 Awards**

**1500 Campus Tours for Schools Interested**

### Release, Covenant Not to Sue, and

**Agreement to Indemnify**

In consideration of being given access by The Citadel to its property at 171 Moultrie St. Charleston, SC, as either a participant in or observer of the Bulldog Drill Meet on Saturday, 16 October, I/we, for ourselves and for the below named minor children:

**1**. Acknowledge that each participant or spectator will be voluntarily present on the premises for the purpose of either engaging in or observing the competition, and fully understand that such activity may involve risk or serious injury to them, including permanent disability or death, or injury to property, that might result not only from their own actions, inaction, or negligence, but the actions, inaction, or negligence of others, the condition of the premises or equipment used in the competition, or the condition and/or use of any equipment and vehicles present or used on or about the premises. Further, we acknowledge and fully understand there may be other risks not known to us or not responsibly foreseeable at this time.

**2**. Assume all the foregoing risk and accept personal responsibility for the damages following such injury, permanent disability or death, or injury to property.

**3**. Release, waive, discharge and consent not to sue The Citadel, The Rifle Legion, or any military department represented, its officers, members or employees from any and all liability to each of the undersigned, and his or her heirs and next of kin for any and all claims, demands, losses, or damages on account of injury, including permanent disability or death, and injury to property, caused or alleged to be caused in whole or part by the negligence of The Citadel, The Rifle Legion, or any military department represented.

**4**. Agree to indemnify and hold harmless The Citadel, The Rifle Legion, or any military department represented, its officers, members or employees from any and all liabilities for personal injury, including permanent disability or death, property damage or other claims, known or unknown, and whether or not well founded in fact or law, that either the undersigned or third partied may have as a result of actions, inaction, or negligence of others, our participation in the Bulldog Drill Meet, or presence on the premises.

**I/WE HAVE READ THE ABOVE WAIVER AND RELEASE, UNDERSTAND ITS CONTENTS AND SIGN VOLUNTARILY.**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_

Participant/Spectator, Print (Last, First, MI) Signature Date

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Parent/Guardian (for minors only) (print) Signature Date

Must be completed by each participant/instructor/chaperone.

- Attachment 5 -

**The Citadel Bulldog Drill Meet**

**1.** We are interested in the following:

\_\_ ***\*Regulation Armed Platoon \_\_ \*Exhibition Armed Squad***

***\_\_ \*Regulation Armed Squad \_\_ \*Exhibition Unarmed Squad***

 \_\_ ***\*Regulation Unarmed Platoon*** \_\_ Exhibition Armed Platoon

\_\_ ***\*Regulation Unarmed Squad*** \_\_ Exhibition Unarmed Platoon

\_\_ ***\*Personnel Inspection***  \_\_ Exhibition Duo

\_\_ ***\*Regulation Color Guard*** \_\_ Exhibition Individual

\_\_ Freshman Color Guard \_\_ Regulation Individual

 \_\_ Freshman Unarmed Squad

**\* INCLUDED IN OVERALL SCORING**

**2.** Fees: A flat fee of $220.00 will be charged for each school to participate in The Meet. This fee covers participation in all **15** events (see Competitive Events, section E), parking, **knockout** and a staging area (see section P). Each school may have one entrant in the Regulation Individual competition under their initial fee. Two additional entrants can be made by adding $15 to their initial entrance fees for each new entrant. If any school wishes to enter more than one person in Regulation Individual, then this needs to be marked on this entrance form. All fees must be mailed to the school in check form, and the envelope must be postmarked no later than Thursday, October 2, 2014. Please make checks out to: **The Rifle Legion.** A receipt will be mailed to the school upon the arrival of the entry fee and should arrive within 5-7 business days.

**3.** Return to: The Citadel Rifle Legion Drill Team

MSC 138, The Citadel Station

171 Moultrie Street

Charleston, SC, 29409

Mailing Address \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 City County State Zip

School Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Team Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Approximate Number of Cadets \_\_\_\_\_\_\_\_\_\_

Advisor\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Telephone Number\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

-Attachment 6-

\*Any additional information needed concerning pictures and the process please contact:

**SFC Kenneth Greene, USA (Ret.)**

**Operations and Training NCO**

**E-mail: kenneth.greene@citadel.edu**

**Phone: (843) 953-6925**

-Attachment 7-

**Food Provided by Aramark**

Here are some options provided by Aramark at The Citadel:

1. Box Lunch - $6.25 – Contains one sandwich, 1 piece of fruit, 1 bag of chips, 1 dessert, 1 beverage and condiments.

2. Speed line - $7.00 – A Buffet style line.

3. Family Style - $8.50 – A Family Style Meal served in the Mess Hall.

If any school would like to use one of Aramark’s lunch options then please contact:

**Ms. Jenna Paveglio**

**Assistant Catering Director**

**(843) 953-6951**

There are also various fast food restaurants in the immediate area. If interested, simply ask your guide.

Some of The Fast Food Restaurants close by are:

* Arby’s
* KFC
* Taco Bell
* Wendy’s
* Burger King

-Attachment 8-

**Lodging**

There are many hotels in the Charleston Area, here are a few.

**Sleep Inn**

1524 Savannah Hwy, Charleston, SC

843.556.6959

**Best Western**

1540 Savannah Hwy, Charleston, SC

843.571.6100

**Holiday Inn Express Charleston**

1943 Savannah Hwy, Charleston, SC

843.402.8300

**Ramada Inn**

2934 W. Montague Ave, N. Charleston, SC

843.744.8281

**Marriott**

 170 Lockwood Dr, Charleston, SC

**Sheraton Hotel**

4770 Gore Dr., Charleston, SC

843.529.2318

-Attachment 9-

**General Military Knowledge:**

Cadets should answer with a clear and confident manner.

All Cadets should know the following people:

President, Commander in Chief: The Honorable Barack Obama

Vice President: The Honorable Joseph Biden

Secretary of Defense: The Honorable Chuck Hagel

Secretary of the Navy: The Honorable Ray Mabus

Secretary of the Army: The Honorable John McHugh

Secretary of the Air Force: The Honorable Deborah Lee Jones

Chairman of the Joint Chiefs of Staff: General Martin Dempsey

Chief of Naval Operations (CNO): Admiral Jonathan Greenert

Commandant of the Marine Corps: General James Amos

Chief of Staff of the Army: General Raymond Odierno

Chief of Staff of the Air Force: General Mark A. Welsh

Master Chief Petty Officer of the Navy: Master Chief Stevens

Sergeant Major of the Marine Corps: Sergeant Major Barrett

Sergeant Major of the Army: Sergeant Major Raymond Chandler

Chief Master Sergeant of the Air Force: Chief Master Sergeant James A. Cody

Cadets should also be ready for questions about:

Their instructors (Rank/Rate, Name, Service)

Their uniforms (Any question a Judge may have about a cadet’s uniform)

Themselves (Plans after high school, where they are from, etc.)

EXAMPLES:

*Judge:* “Who is the President of the United States?”

*Cadet:*  “Sir/Ma’am, the President of the United States is the Honorable Mr. Obama, Sir/Ma’am!”

*Judge:*  “Who is the Chief of Naval Operations?”

*Cadet:*  “Sir/Ma’am, the Chief of Naval Operations is Admiral Greenert, Sir/Ma’am!”

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| **The Citadel Bulldog Drill Meet** |
| Personnel Inspection |
|  |  |  |  |  |  |  |
| School Name: |   |   |   |   |  |  |
| Unit #: |   |   |   |   |  |  |
| AREA SIZE: 25X25 |  |  |  |  |  |  |
| A. Unit and Commander Overall | **Point Range** |  | **Judges Score** |
|  1. Unity, Snap & Smartness of the Unit |   | 0-20 |  |   |
|  2. Precision, Hesitation & Anticipation of the Unit | 0-20 |  |   |
|  3. Correct Procedures Followed to include Entry/Exit | 0-20 |  |   |
|  4. Overall Commander Score (Voice/Bearing/Poise) | 0-20 |  |   |
| B. Individual Inspections |   |   |  |   |
|  1. Personal Hygiene (to include shave) |   | 0-25 |  |   |
|  2. Position of Attention / overall body position | 0-25 |  |   |
|  3. Response to Questions |   |   | 0-25 |  |   |
|  4. Overall Uniform Preparation & Condition |   | 0-25 |  |   |
|   |   |   | **Judge Total** |  |  |   |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| HEAD JUDGE ONLY |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Uniform Violations: |  |  |  |  |  |  |
| [ ] Exhibition Uniform | [ ] Chrome Helmets |  |  |  |  |
| [ ] Scarves/ Ascots | [ ] Spats/ Leggings |  |  |  |  |
| [ ] Other (be specific): |  |  |  |  |  |  |
|   |   |   |  |  |  |  |
|  |  |  |  |  |  |  |
|  |   |   |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Judge's Name:  |   |   |   |   |  |  |
|  |  |  |  |  |  |  |
| Judge's Notes: |  |  |  |  |  |  |

-Attachment 10-

The Citadel Bulldog Drill Meet

Regulation Individual Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Cadet’s Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Fall in (on head Judge) Not Graded

Present Arms 0 1 2 3 4 5 \_\_\_\_\_

Report In 0 1 2 3 4 5 \_\_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_\_

Port Arms 0 1 2 3 4 5 \_\_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_\_

Right Shoulder Arms 0 1 2 3 4 5 \_\_\_\_\_

Left Shoulder Arms 0 1 2 3 4 5 \_\_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_\_

Left Face 0 1 2 3 4 5 \_\_\_\_\_

About Face 0 1 2 3 4 5 \_\_\_\_\_

Right Shoulder Arms 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_\_

Left Shoulder Arms 0 1 2 3 4 5 \_\_\_\_\_

Left Flank 0 1 2 3 4 5 \_\_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_\_

Individual Halt 0 1 2 3 4 5 \_\_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_\_

Left Face 0 1 2 3 4 5 \_\_\_\_\_

Present Arms 0 1 2 3 4 5 \_\_\_\_\_

Report Out 0 1 2 3 4 5 \_\_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_\_

Dismissed 0 1 2 3 4 5 \_\_\_\_\_

Exit Field (not graded)

Possible Points: 130 Total Points: \_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR REGULATION INDIVIDUAL DRILL ARMED

1. Drill Area is 50 x 50 feet.

2. A separate cadet will call all commanders with the exception of reporting in and out.

3. Delay commands to allow judges time to score except when marching.

4. The Head Judge will signal the cadet to move into the drill area. The cadet will position him/her self approximately 6-9 steps in front of the head judge and at the position of “Present Arms.” The cadet then reports in by saying “Sir/Ma’am, Cadet \_\_\_\_\_ of (unit name) # \_\_ requests permission to use your drill area for Regulation Individual Drill.” After permission, the commanding cadet will call all commands until the report out.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or Unpreparedness 10 \_\_\_\_\_\_\_\_

 Improper Conduct 10 \_\_\_\_\_\_\_\_

 Exceeded Drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper Drill Sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

 TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

Regulation Squad Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Present Arms 0 1 2 3 4 5 \_\_\_\_

Report to Head Judge 0 1 2 3 4 5 \_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_

Left shoulder arms 0 1 2 3 4 5 \_\_\_\_

Port Arms 0 1 2 3 4 5 \_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Right shoulder arms 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Order arms 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_

Dress Right 0 1 2 3 4 5 \_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_

Present arms 0 1 2 3 4 5 \_\_\_\_

Order arms 0 1 2 3 4 5 \_\_\_\_

Port arms 0 1 2 3 4 5 \_\_\_\_

Left shoulder arms 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Left Flank 0 1 2 3 4 5 \_\_\_\_

Right shoulder arms 0 1 2 3 4 5 \_\_\_\_

Left flank 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Order arms 0 1 2 3 4 5 \_\_\_\_

Left face 0 1 2 3 4 5 \_\_\_\_

Left step march 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Right step march 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Right shoulder arms 0 1 2 3 4 5 \_\_\_\_

Forward march 0 1 2 3 4 5 \_\_\_\_

To the rear 0 1 2 3 4 5 \_\_\_\_

To the rear 0 1 2 3 4 5 \_\_\_\_

Column left 0 1 2 3 4 5 \_\_\_\_

Column right 0 1 2 3 4 5 \_\_\_\_

Exit area (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_

Possible points: 205 Total Points: \_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR REGULATION SQUAD DRILL ARMED

1. Drill Area is 100 x 100 feet. Squad size is 6 to 11, including squad leader.

2. The squad will drill in single file with the squad leader outside the squad during the entire routine.

3. Basic drill movements and commands will be in accordance with the drill manual of the respective service.

4. The drill sequence must be committed to memory and called by the squad leader with a delay for grading purposes except while marching.

5. The squad leader will either carry a rifle or a sword/saber, and must be carried/used in accordance with the respective services drill manual.

6. The squad leader will move his/her squad into the designated drill area, stopping and centering the squad 6-9 spaces in front of the head judge. The squad leader will bring the squad to attention, order "Present Arms" and report in as follows: "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Regulation Armed Squad competition." After any direction and or permission are given, the squad leader then completes the drill routine.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

Tardiness or Unpreparedness 10 \_\_\_\_\_\_\_\_

 Improper Conduct 10 \_\_\_\_\_\_\_\_

 Exceeded Drill boundaries 10 \_\_\_\_\_\_\_\_

 Less than 6 Cadets 10 \_\_\_\_\_\_\_\_

 Improper Drill Sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from notes 10 \_\_\_\_\_\_\_\_

 Incorrect Cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

Regulation Platoon Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Present Arms 0 1 2 3 4 5 \_\_\_\_

Report to Head Judge 0 1 2 3 4 5 \_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_

Left shoulder arms 0 1 2 3 4 5 \_\_\_\_

Port Arms 0 1 2 3 4 5 \_\_\_\_

Order Arms 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Right shoulder arms 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Order arms 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_

Dress Right 0 1 2 3 4 5 \_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_

Present arms 0 1 2 3 4 5 \_\_\_\_

Order arms 0 1 2 3 4 5 \_\_\_\_

Port arms 0 1 2 3 4 5 \_\_\_\_

Left shoulder arms 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Left Flank 0 1 2 3 4 5 \_\_\_\_

Right shoulder arms 0 1 2 3 4 5 \_\_\_\_

Left flank 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Order arms 0 1 2 3 4 5 \_\_\_\_

Left face 0 1 2 3 4 5 \_\_\_\_

Left step march 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Right step march 0 1 2 3 4 5 \_\_\_\_

Platoon halt 0 1 2 3 4 5 \_\_\_\_

Right shoulder arms 0 1 2 3 4 5 \_\_\_\_

Forward march 0 1 2 3 4 5 \_\_\_\_

To the rear 0 1 2 3 4 5 \_\_\_\_

To the rear 0 1 2 3 4 5 \_\_\_\_

Column left 0 1 2 3 4 5 \_\_\_\_

Column right 0 1 2 3 4 5 \_\_\_\_

Exit area (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_

Possible points: 205 Total Points: \_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR REGULATION PLATOON DRILL ARMED

1. Drill Area is 100 x 100 feet. Platoon size is 13 to 50, including commander.

2. The platoon will drill in accordance with the drill manual of their respective service with the drill sequence committed to memory by the platoon leader.

3. The platoon leader will either carry a rifle or a sword/saber, and must be carried/used in accordance with the respective services drill manual.

4. The platoon leader will move his/her platoon into the designated drill area, stopping and centering the platoon 6-9 spaces in front of the head judge. The platoon leader will bring the platoon to attention, order "Present Arms" and report in as follows: "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Regulation Armed Platoon competition." After any direction and or permission are given, the platoon leader then completes the drill routine.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 13 cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper drill sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from notes 10 \_\_\_\_\_\_\_\_

 Incorrect cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Drill Meet

Regulation Platoon Unarmed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Hand Salute 0 1 2 3 4 5 \_\_\_\_

Report to head judge 0 1 2 3 4 5 \_\_\_\_

Ready two 0 1 2 3 4 5 \_\_\_\_

Dress Right 0 1 2 3 4 5 \_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Hand Salute 0 1 2 3 4 5 \_\_\_\_

Ready Two 0 1 2 3 4 5 \_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_

Left Face 0 1 2 3 4 5 \_\_\_\_

About Face 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Left Flank 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Right Step 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Left Step 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Exit Field (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_

Possible Points: 160 Total Points: \_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR REGULATION PLATOON DRILL UNARMED

1. Drill Area is 100 x 100 feet. Platoon size is 13 to 50, including commander.

2. The platoon will drill in accordance with the drill manual of their respective service with the drill sequence committed to memory by the platoon leader.

4. The platoon leader will move his/her platoon into the designated drill area, stopping and centering the platoon 6-9 spaces in front of the head judge. The platoon leader will bring the platoon to attention, order "Present Arms" and report in as follows: "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Regulation Unarmed Platoon competition." After any direction and or permission are given, the platoon leader then completes the drill routine.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 13 cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper drill sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from notes 10 \_\_\_\_\_\_\_\_

 Incorrect cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Drill Meet

Regulation Squad Unarmed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Hand Salute 0 1 2 3 4 5 \_\_\_\_

Report to head judge 0 1 2 3 4 5 \_\_\_\_

Ready two 0 1 2 3 4 5 \_\_\_\_

Dress Right 0 1 2 3 4 5 \_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Hand Salute 0 1 2 3 4 5 \_\_\_\_

Ready Two 0 1 2 3 4 5 \_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_

Left Face 0 1 2 3 4 5 \_\_\_\_

About Face 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Left Flank 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Right Step 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Left Step 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Exit Field (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_

Possible Points: 160 Total Points: \_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR REGULATION SQUAD DRILL UNARMED

1. Drill Area is 100 x 100 feet. Squad size is 6 to 11, including commander.

2. The platoon will drill in accordance with the drill manual of their respective service with the drill sequence committed to memory by the squad leader.

4. The squad leader will move his/her squad into the designated drill area, stopping and centering the platoon 6-9 spaces in front of the head judge. The squad leader will bring the platoon to attention, order "Present Arms" and report in as follows: "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Regulation Unarmed Squad competition." After any direction and or permission are given, the squad leader then completes the drill routine.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 6 cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper drill sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from notes 10 \_\_\_\_\_\_\_\_

 Incorrect cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Drill Meet

Freshman Squad Unarmed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Hand Salute 0 1 2 3 4 5 \_\_\_\_

Report to head judge 0 1 2 3 4 5 \_\_\_\_

Ready two 0 1 2 3 4 5 \_\_\_\_

Dress Right 0 1 2 3 4 5 \_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_

Right Face 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Hand Salute 0 1 2 3 4 5 \_\_\_\_

Ready Two 0 1 2 3 4 5 \_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_

Left Face 0 1 2 3 4 5 \_\_\_\_

About Face 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

To the Rear 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Left Flank 0 1 2 3 4 5 \_\_\_\_

Right Flank 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Column Right 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Right Step 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Left Step 0 1 2 3 4 5 \_\_\_\_

Platoon Halt 0 1 2 3 4 5 \_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_

Exit Field (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_

Possible Points: 160 Total Points: \_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR FRESHMAN SQUAD DRILL UNARMED

1. Drill Area is 100 x 100 feet. Platoon size is 6 to 11, including commander.

2. The platoon will drill in accordance with the drill manual of their respective service with the drill sequence committed to memory by the squad leader.

4. The squad leader will move his/her squad into the designated drill area, stopping and centering the platoon 6-9 spaces in front of the head judge. The squad leader will bring the platoon to attention, order "Present Arms" and report in as follows: "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Regulation Unarmed Squad competition." After any direction and or permission are given, the squad leader then completes the drill routine.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 6 cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper drill sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from notes 10 \_\_\_\_\_\_\_\_

 Incorrect cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

Color Guard (CG)

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Carry Colors 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Left Turn 0 1 2 3 4 5 \_\_\_\_\_

Halt (in front of judge) 0 1 2 3 4 5 \_\_\_\_\_

Order Colors 0 1 2 3 4 5 \_\_\_\_\_

Present Colors 0 1 2 3 4 5 \_\_\_\_\_

Report In 0 1 2 3 4 5 \_\_\_\_\_

Order Colors 0 1 2 3 4 5 \_\_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_\_

Carry Colors 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Left Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Eyes Right 0 1 2 3 4 5 \_\_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Eyes Left 0 1 2 3 4 5 \_\_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_\_

Ready Halt 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Right Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Right Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Left Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Mark Time 0 1 2 3 4 5 \_\_\_\_\_

Halt (in front of judge) 0 1 2 3 4 5 \_\_\_\_\_

Order Colors 0 1 2 3 4 5 \_\_\_\_\_

Present Colors 0 1 2 3 4 5 \_\_\_\_\_

Report Out 0 1 2 3 4 5 \_\_\_\_\_

Carry Colors 0 1 2 3 4 5 \_\_\_\_\_

Right Turn 0 1 2 3 4 5 \_\_\_\_\_

Exit Field (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_\_

Possible Points: 205 Total Points: \_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR COLOR GUARD (CG)

1. Drill Area is 50 x 50 feet. Size is four or five members, two or three flags and two rifle bearers (armed).

2. Commands given by National Color bearer.

3. Pause between non-marching commands for judging purposes.

4. Regulate performance to "report in" and "report out" centered on head judge and so that "eyes left" and "eyes right" are executed as team passes head judge.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Improper number of cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper drill sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from props/notes 10 \_\_\_\_\_\_\_\_

 Incorrect cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

Freshman Color Guard (CG)

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Carry Colors 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Left Turn 0 1 2 3 4 5 \_\_\_\_\_

Halt (in front of judge) 0 1 2 3 4 5 \_\_\_\_\_

Order Colors 0 1 2 3 4 5 \_\_\_\_\_

Present Colors 0 1 2 3 4 5 \_\_\_\_\_

Report In 0 1 2 3 4 5 \_\_\_\_\_

Order Colors 0 1 2 3 4 5 \_\_\_\_\_

Parade Rest 0 1 2 3 4 5 \_\_\_\_\_

Attention 0 1 2 3 4 5 \_\_\_\_\_

Carry Colors 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Left Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Eyes Right 0 1 2 3 4 5 \_\_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Eyes Left 0 1 2 3 4 5 \_\_\_\_\_

Ready Front 0 1 2 3 4 5 \_\_\_\_\_

Ready Halt 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Right Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Right Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Counter March 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Left Turn 0 1 2 3 4 5 \_\_\_\_\_

Forward March 0 1 2 3 4 5 \_\_\_\_\_

Mark Time 0 1 2 3 4 5 \_\_\_\_\_

Halt (in front of judge) 0 1 2 3 4 5 \_\_\_\_\_

Order Colors 0 1 2 3 4 5 \_\_\_\_\_

Present Colors 0 1 2 3 4 5 \_\_\_\_\_

Report Out 0 1 2 3 4 5 \_\_\_\_\_

Carry Colors 0 1 2 3 4 5 \_\_\_\_\_

Right Turn 0 1 2 3 4 5 \_\_\_\_\_

Exit Field (not graded)

Commander’s Score 0 1 2 3 4 5 \_\_\_\_\_

Possible Points: 205 Total Points: \_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR FRESHMAN COLOR GUARD (CG)

1. Drill Area is 50 x 50 feet. Size is four or five members, two or three flags and two rifle bearers (armed).

2. Commands given by National Color bearer.

3. Pause between non-marching commands for judging purposes.

4. Regulate performance to "report in" and "report out" centered on head judge and so that "eyes left" and "eyes right" are executed as team passes head judge.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Improper number of cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Improper drill sequence 10 \_\_\_\_\_\_\_\_

 Incorrect Commands 10 \_\_\_\_\_\_\_\_

 Gave commands from props/notes 10 \_\_\_\_\_\_\_\_

 Incorrect cadence (too fast or too slow) 4 or 8 \_\_\_\_\_\_\_\_

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

Exhibition Duo Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Cadet Names: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ & \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADED ITEM POINT SCALE POINT SCORE

PRECISION: the exactness of the BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movement or maneuver. Sharpness AVERAGE 11-20 \_\_\_\_\_\_\_\_

and informality, togetherness, dress, EXCELLENT 21-30 \_\_\_\_\_\_\_\_

alignment, cover, Etc.

OVERALL IMPRESSION: the general BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

appearance of the duo and its AVERAGE 11-20 \_\_\_\_\_\_\_\_

military bearing. The design and EXCELLENT 21-30 \_\_\_\_\_\_\_\_

organization of its routine as a whole and how

well and smoothly the platoon makes the

transition from movement to movement.

Considers recovery and the effect of errors.

DIFFICULTY: uniqueness of both BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

platoon and individual movements AVERAGE 11-20 \_\_\_\_\_\_\_\_

observed during the routine. Weight EXCELLENT 21-30 \_\_\_\_\_\_\_\_

given for silence, spread of the formations

used, amount of rifle movements, etc.

ORIGINALITY: generally unique BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

Movements or maneuvers. Stresses AVERAGE 11-20 \_\_\_\_\_\_\_\_

novel and rare innovate excellent EXCELLENT 21-30 \_\_\_\_\_\_\_\_

tricks or routines.

AREA USAGE: degree to which drill BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

area is covered or utilized during the AVERAGE 11-20 \_\_\_\_\_\_\_\_

drill routine EXCELLENT 21-30 \_\_\_\_\_\_\_\_

Possible Points: 150 Total Points: \_\_\_\_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR EXHIBITION DUO ARMED

1. Drill Area is 50 x 50 feet. Two cadets armed.

2. Time limits, between 3 and 5 minutes with time starting when the first cadet steps onto the drill pad and ending when the last cadet steps off the drill pad.

5. The sequence must be committed to memory by both members.

6. The calling out of cadence is prohibited.

7. The head judge will signal the team to move into the drill area. The duo will then be come to a position approximately 6-9 step in front of the head judge and at the position of "Present Arms." Either one cadet acting as commander, or both will report in by saying "Sir/Ma’am, cadets \_\_\_\_ and \_\_\_\_ of (unit name) #\_\_\_ requests permission to use your drill area for Exhibition Duo Drill." After permission is granted, the cadets execute the drill sequence.

8. Upon completion of the sequence, the duo will halt in the same position as reported in and will report out by declaring...."Sir/Ma’am, this completes our routine. Request permission to leave the drill area." The Commander or both then will direct(s) the duo out of the area via specified exit route.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

Total time of routine: \_\_\_\_\_\_\_\_ Min. \_\_\_\_\_\_\_\_Sec. See deductions below:

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Time limit violation (less than 3 or 1 point per second \_\_\_\_\_\_\_\_

 more than 5 minutes)

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

Exhibition Individual Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Cadet Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADED ITEM POINT SCALE POINT SCORE

PRECISION: the exactness of the BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movement or maneuver. Sharpness AVERAGE 11-20 \_\_\_\_\_\_\_\_

and informality, togetherness, dress, EXCELLENT 21-30 \_\_\_\_\_\_\_\_

alignment, cover, Etc.

OVERALL IMPRESSION: the general BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

appearance of the individual and its AVERAGE 11-20 \_\_\_\_\_\_\_\_

military bearing. The design and EXCELLENT 21-30 \_\_\_\_\_\_\_\_

organization of its routine as a whole and how

well and smoothly the individual makes the

transition from movement to movement.

Considers recovery and the effect of errors.

DIFFICULTY: uniqueness of both BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

platoon and individual movements AVERAGE 11-20 \_\_\_\_\_\_\_\_

observed during the routine. Weight EXCELLENT 21-30 \_\_\_\_\_\_\_\_

given for silence, spread of the formations

used, amount of rifle movements, etc.

ORIGINALITY: generally unique BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

Movements or maneuvers. Stresses AVERAGE 11-20 \_\_\_\_\_\_\_\_

novel and rare innovate excellent EXCELLENT 21-30 \_\_\_\_\_\_\_\_

tricks or routines.

AREA USAGE: degree to which drill BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

area is covered or utilized during the AVERAGE 11-20 \_\_\_\_\_\_\_\_

drill routine EXCELLENT 21-30 \_\_\_\_\_\_\_\_

Possible Points: 150 Total Points: \_\_\_\_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SPECIFICATIONS FOR EXHIBITION INDIVIDUAL ARMED

1. Drill Area is 50 x 50 feet. One cadet armed.

2. Time limits, between 3 and 5 minutes with time starting when the cadet steps onto the drill pad and ending when the cadet steps off the drill pad.

5. The sequence must be committed to memory by the cadet.

6. The calling out of cadence is prohibited.

7. The head judge will signal the individual to move into the drill area. The cadet will then be come to a position approximately 6-9 step in front of the head judge and at the position of "Present Arms." The cadet acting as the commander will report in by saying "Sir/Ma’am, cadet \_\_\_\_ of (unit name) #\_\_\_ requests permission to use your drill area for Exhibition Individual Drill." After permission is granted, the cadet will execute the drill sequence.

8. Upon completion of the sequence, the individual will halt in the same position as reported in and will report out by declaring...."Sir/Ma’am, this completes the routine. Request permission to leave the drill area." The Commander will leave the area via specified exit route.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

Total time of routine: \_\_\_\_\_\_\_\_ Min. \_\_\_\_\_\_\_\_Sec. See deductions below:

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Time limit violation (less than 3 or 1 point per second \_\_\_\_\_\_\_\_

 more than 5 minutes)

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

# Platoon Exhibition Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADED ITEM POINT SCALE POINT SCORE

PRECISION: the exactness of the BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movement or maneuver. Sharpness AVERAGE 11-20 \_\_\_\_\_\_\_\_

and informality, togetherness, dress, EXCELLENT 21-30 \_\_\_\_\_\_\_\_

alignment, cover, etc.

OVERALL IMPRESSION: the general BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

appearance of the platoon and its AVERAGE 11-20 \_\_\_\_\_\_\_\_

military bearing. The design and EXCELLENT 21-30 \_\_\_\_\_\_\_\_

organization of its routine as a whole and how

well and smoothly the platoon makes the

transition from movement to movement.

Considers recovery and the effect of errors.

DIFFICULTY: uniqueness of both BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

platoon and individual movements AVERAGE 11-20 \_\_\_\_\_\_\_\_

observed during the routine. Weight EXCELLENT 21-30 \_\_\_\_\_\_\_\_

given for silence, spread of the formations

used, amount of rifle movements, etc.

ORIGINALITY: generally unique BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

Movements or maneuvers. Stresses AVERAGE 11-20 \_\_\_\_\_\_\_\_

novel and rare innovate excellent EXCELLENT 21-30 \_\_\_\_\_\_\_\_

tricks or routines.

AREA USAGE: degree to which drill BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

area is covered or utilized during the AVERAGE 11-20 \_\_\_\_\_\_\_\_

drill routine EXCELLENT 21-30 \_\_\_\_\_\_\_\_

Possible Points: 150 Total Points: \_\_\_\_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 SPECIFICATIONS FOR EXHIBITION PLATOON DRILL ARMED

1. Drill area is 100 x 100 feet. Unit Size is 12-50, including leader.

2. Time limits, between 7 and 9 minutes with time starting when the first cadet steps onto the drill pad and ending when the last cadet steps off the drill pad.

3. The sequence must be committed to memory.

4. The calling out of cadence is prohibited.

5. The head judge will signal the unit Leader to move his unit into the drill area. The unit will then be brought to a position approximately 6-9 steps in front of the head judge and at the position of "Present Arms." The unit leader then reports in by saying "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Exhibition Armed Platoon competition." After permission is granted, the unit leader directs the unit through the drill sequence.

6. Upon completion of the sequence, the unit leader will cause the unit to be halted in the same position as reported in and will report out by declaring...."Sir/Ma’am, this completes our routine. Request permission to leave the drill area." The unit leader then directs the unit out of the area via specified exit route.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

Total time of routine: \_\_\_\_\_\_\_\_ Min.\_\_\_\_\_\_\_\_ Sec.\_\_\_\_\_\_\_ Number in platoon \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 12 Cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

 Time limit violation (less than 7 or 1 point per second \_\_\_\_\_\_\_\_

 more than 9 minutes)

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

# Squad Exhibition Armed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADED ITEM POINT SCALE POINT SCORE

PRECISION: the exactness of the BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movement or maneuver. Sharpness AVERAGE 11-20 \_\_\_\_\_\_\_\_

and informality, togetherness, dress, EXCELLENT 21-30 \_\_\_\_\_\_\_\_

alignment, cover, etc.

OVERALL IMPRESSION: the general BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

appearance of the platoon and its AVERAGE 11-20 \_\_\_\_\_\_\_\_

military bearing. The design and EXCELLENT 21-30 \_\_\_\_\_\_\_\_

organization of its routine as a whole and how

well and smoothly the platoon makes the

transition from movement to movement.

Considers recovery and the effect of errors.

DIFFICULTY: uniqueness of both BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

platoon and individual movements AVERAGE 11-20 \_\_\_\_\_\_\_\_

observed during the routine. Weight EXCELLENT 21-30 \_\_\_\_\_\_\_\_

given for silence, spread of the formations

used, amount of rifle movements, etc.

ORIGINALITY: generally unique BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movements or maneuvers. Stresses AVERAGE 11-20 \_\_\_\_\_\_\_\_

novel and rare innovate excellent EXCELLENT 21-30 \_\_\_\_\_\_\_\_

tricks or routines.

AREA USAGE: degree to which drill BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

area is covered or utilized during the AVERAGE 11-20 \_\_\_\_\_\_\_\_

drill routine EXCELLENT 21-30 \_\_\_\_\_\_\_\_

Possible Points: 150 Total Points: \_\_\_\_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 SPECIFICATIONS FOR EXHIBITION SQUAD DRILL ARMED

1. Drill area is 100 x 100 feet. Unit Size is 6-11, including leader.

2. Time limits, between 7 and 9 minutes with time starting when the first cadet steps onto the drill pad and ending when the last cadet steps off the drill pad.

3. The sequence must be committed to memory.

4. The calling out of cadence is prohibited.

5. The head judge will signal the unit Leader to move his unit into the drill area. The unit will then be brought to a position approximately 6-9 steps in front of the head judge and at the position of "Present Arms." The unit leader then reports in by saying "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Exhibition Armed Squad competition." After permission is granted, the unit leader directs the unit through the drill sequence.

6. Upon completion of the sequence, the unit leader will cause the unit to be halted in the same position as reported in and will report out by declaring...."Sir/Ma’am, this completes our routine. Request permission to leave the drill area." The unit leader then directs the unit out of the area via specified exit route.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

Total time of routine: \_\_\_\_\_\_\_\_ Min.\_\_\_\_\_\_\_\_ Sec.\_\_\_\_\_\_\_ Number in platoon \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 6 Cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

 Time limit violation (less than 7 or 1 point per second \_\_\_\_\_\_\_\_

 more than 9 minutes)

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

# Platoon Exhibition Unarmed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADED ITEM POINT SCALE POINT SCORE

PRECISION: the exactness of the BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movement or maneuver. Sharpness AVERAGE 11-20 \_\_\_\_\_\_\_\_

and informality, togetherness, dress, EXCELLENT 21-30 \_\_\_\_\_\_\_\_

alignment, cover, etc.

OVERALL IMPRESSION: the general BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

appearance of the platoon and its AVERAGE 11-20 \_\_\_\_\_\_\_\_

military bearing. The design and EXCELLENT 21-30 \_\_\_\_\_\_\_\_

organization of its routine as a whole and how

well and smoothly the platoon makes the

transition from movement to movement.

Considers recovery and the effect of errors.

DIFFICULTY: uniqueness of both BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

platoon and individual movements AVERAGE 11-20 \_\_\_\_\_\_\_\_

observed during the routine. Weight EXCELLENT 21-30 \_\_\_\_\_\_\_\_

given for silence, spread of the formations

used, amount of rifle movements, etc.

ORIGINALITY: generally unique BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

Movements or maneuvers. Stresses AVERAGE 11-20 \_\_\_\_\_\_\_\_

novel and rare innovate excellent EXCELLENT 21-30 \_\_\_\_\_\_\_\_

tricks or routines.

AREA USAGE: degree to which drill BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

area is covered or utilized during the AVERAGE 11-20 \_\_\_\_\_\_\_\_

drill routine EXCELLENT 21-30 \_\_\_\_\_\_\_\_

Possible Points: 150 Total Points: \_\_\_\_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 SPECIFICATIONS FOR EXHIBITION PLATOON DRILL UNARMED

1. Drill area is 100 x 100 feet. Unit Size is 12-50, including leader.

2. Time limits, between 7 and 9 minutes with time starting when the first cadet steps onto the drill pad and ending when the last cadet steps off the drill pad.

3. The sequence must be committed to memory.

4. The calling out of cadence is prohibited.

5. The head judge will signal the unit Leader to move his unit into the drill area. The unit will then be brought to a position approximately 6-9 steps in front of the head judge and at the position of "Present Arms." The unit leader then reports in by saying "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Exhibition Armed Platoon competition." After permission is granted, the unit leader directs the unit through the drill sequence.

6. Upon completion of the sequence, the unit leader will cause the unit to be halted in the same position as reported in and will report out by declaring...."Sir/Ma’am, this completes our routine. Request permission to leave the drill area." The unit leader then directs the unit out of the area via specified exit route.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

Total time of routine: \_\_\_\_\_\_\_\_ Min.\_\_\_\_\_\_\_\_ Sec.\_\_\_\_\_\_\_ Number in platoon \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or Unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 12 Cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

 Time limit violation (less than 7 or 1 point per second \_\_\_\_\_\_\_\_

 more than 9 minutes)

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

The Citadel Bulldog Drill Meet

# Squad Exhibition Unarmed

# School: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unit#: \_\_\_\_Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GRADED ITEM POINT SCALE POINT SCORE

PRECISION: the exactness of the BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movement or maneuver. Sharpness AVERAGE 11-20 \_\_\_\_\_\_\_\_

and informality, togetherness, dress, EXCELLENT 21-30 \_\_\_\_\_\_\_\_

alignment, cover, etc.

OVERALL IMPRESSION: the general BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

appearance of the platoon and its AVERAGE 11-20 \_\_\_\_\_\_\_\_

military bearing. The design and EXCELLENT 21-30 \_\_\_\_\_\_\_\_

organization of its routine as a whole and how

well and smoothly the platoon makes the

transition from movement to movement.

Considers recovery and the effect of errors.

DIFFICULTY: uniqueness of both BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

platoon and individual movements AVERAGE 11-20 \_\_\_\_\_\_\_\_

observed during the routine. Weight EXCELLENT 21-30 \_\_\_\_\_\_\_\_

given for silence, spread of the formations

used, amount of rifle movements, etc.

ORIGINALITY: generally unique BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

movements or maneuvers. Stresses AVERAGE 11-20 \_\_\_\_\_\_\_\_

novel and rare innovate excellent EXCELLENT 21-30 \_\_\_\_\_\_\_\_

tricks or routines.

AREA USAGE: degree to which drill BELOW AVERAGE 0-10 \_\_\_\_\_\_\_\_

area is covered or utilized during the AVERAGE 11-20 \_\_\_\_\_\_\_\_

drill routine EXCELLENT 21-30 \_\_\_\_\_\_\_\_

Possible Points: 150 Total Points: \_\_\_\_\_\_\_\_

Tie Breaker – Military Appearance (0-10 points) \_\_\_\_\_\_\_

Judge’s Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 SPECIFICATIONS FOR EXHIBITION SQUAD DRILL UNARMED

1. Drill area is 100 x 100 feet. Unit Size is 6-11, including leader.

2. Time limits, between 7 and 9 minutes with time starting when the first cadet steps onto the drill pad and ending when the last cadet steps off the drill pad.

3. The sequence must be committed to memory.

4. The calling out of cadence is prohibited.

5. The head judge will signal the unit Leader to move his unit into the drill area. The unit will then be brought to a position approximately 6-9 steps in front of the head judge and at the position of "Present Arms." The unit leader then reports in by saying "Sir/Ma’am, (unit name) #\_\_\_ requests permission to use your drill area for Exhibition Armed Squad competition." After permission is granted, the unit leader directs the unit through the drill sequence.

6. Upon completion of the sequence, the unit leader will cause the unit to be halted in the same position as reported in and will report out by declaring...."Sir/Ma’am, this completes our routine. Request permission to leave the drill area." The unit leader then directs the unit out of the area via specified exit route.

Scheduled Start Time: \_\_\_\_\_\_\_\_ Time Started: \_\_\_\_\_\_\_\_

Total time of routine: \_\_\_\_\_\_\_\_ Min.\_\_\_\_\_\_\_\_ Sec.\_\_\_\_\_\_\_ Number in platoon \_\_\_\_\_\_\_\_

\*\*\*\*PENALTIES\*\*\*\*

INFRACTION DEDUCTION POINTS

 Tardiness or unpreparedness 10 \_\_\_\_\_\_\_\_

 Less than 6 Cadets 10 \_\_\_\_\_\_\_\_

 Improper conduct 10 \_\_\_\_\_\_\_\_

 Exceeded drill boundaries 10 \_\_\_\_\_\_\_\_

 Entered or departed drill area wrong place 10 \_\_\_\_\_\_\_\_

 Time limit violation (less than 7 or 1 point per second \_\_\_\_\_\_\_\_

 more than 9 minutes)

TOTAL PENALTY POINTS: \_\_\_\_\_\_\_\_

KNOCK-OUT ARMED

GENERAL:

This event will be an armed drill event open to all cadets.

FEE:

The fee is one dollar. There is no limit to the number of cadets allowed to participate.

PROCEDURE:

Eligible candidates will compete with a drill rifle in uniform. The head judge will command, other judges will randomly wander around through the formation judging movement/procedure after each command of execution. The intent of this routine is to find those best in procedure and movement. Cadets improperly executing any command will be "tapped" on the shoulder and asked to fall out of the formation. By the numbers may and will be used in this competition where each step of the movement is halted for better judgment of ability.

CONDUCT:

Any cadet talking, disrupting, or complaining will be automatically disqualified unless such question was to clarify a point as determined by the judge in question.

AWARDS:

Five individual awards will be presented for first through fifth place. The head judge will isolate the final five who will then compete for first through fifth place.

KNOCK-OUT UNARMED

GENERAL:

This event will be an unarmed drill event open to all cadets.

FEE:

The fee is one dollar. There is no limit to the number of cadets allowed to participate.

PROCEDURE:

Eligible candidates will compete in uniform. The head judge will command, other judges will randomly wander around through the formation judging movement/procedure after each command of execution. The intent of this routine is to find those best in procedure and movement. Cadets improperly executing any command will be "tapped" on the shoulder and asked to fall out of the formation. By the numbers may and will be used in this competition where each step of the movement is halted for better judgment of ability.

CONDUCT:

Any cadet talking, disrupting, or complaining will be automatically disqualified unless such question was to clarify a point as determined by the judge in question.

AWARDS:

Five individual awards will be presented for first through fifth place. The head judge will isolate the final five who will then compete for first through fifth place.