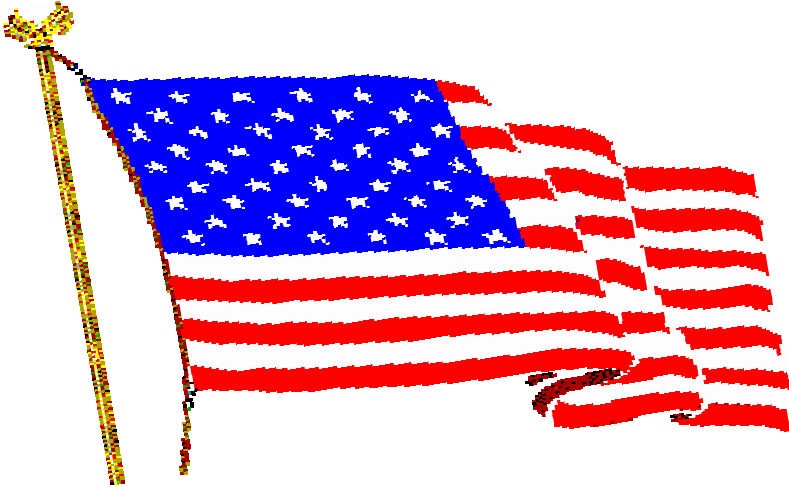


AREA 11 FIELD MEET SOP 2008 - 2009



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SECTION 1: OVERVIEW

A. AREA 11 REGIONAL FIELD MEET (A11RFM)

1. Units are encouraged to participate in one of the Area 11 Regional Field Meets each school year. Regional field meets promote cadet involvement in drill, academics, and physical fitness in a competitive theater with their peers. Participation in the Area 11 Regional Field Meet enables units to qualify for the Area 11 Super Bowl and Navy Nationals in Pensacola.

2. The Field Meets are open to all units. Experience has shown that 15 is a very manageable number of participating units for the Host Unit and provides the opportunity to complete the event in a reasonable time. To qualify for the **AREA 11 SUPER BOWL** a unit must finish in the top 1,2,3 overall in a 15-unit meet, adjusted accordingly for meets with fewer units participating. From the Super Bowl Competition, the top 2 or 3 will be invited to **NJROTC NATIONALS** in Pensacola. If a unit has previously qualified for the Area 11 Super Bowl and enters another sanctioned meet, they are eligible for all awards earned, but their placement at the meet is void, enabling the unit below them to move up one spot. A Wild Card Meet will be held each year prior to Super Bowl for Units that have NOT yet qualified.

3. The order of competition will be selected based on a random drawing, conducted by the host unit OIC. The host unit OIC has the authority to adjust the order assist a unit required to travel a substantial distance to the meet.

4. **Source Publications.** The official governing regulations is the Area 11 SOP, CFM, Nationals SOP, and MCO P5060.20.

B. EVENT MANAGEMENT AND SPONSORSHIP

1. The Area Office will lend the greatest possible assistance to host units:
 - a. Maintain, distribute and oversee all A11 Regional Field Meet regulations uniformly.
 - b. Form and maintain the Area 11 Field Meet Committee to ensure standardization of the qualifier process and to ensure currency of this instruction
 - c. Meet during Area 11 In-Service Training to make final changes to the Area 11 SOP for the coming school year.
 - d. Assist with coordination of judges and participation of universities and Drill Instructors
 - e. Provide academic exams, answer sheets and answer keys for use during the academic portion of the field meet.
2. The Host Unit OIC will be responsible for the following:
 - a. Provide the site for field meet and function as OIC with dispute resolution authority.
 - b. Assign and train personnel as judges for each event and a team of scorekeepers.
 - c. The schedule of events provided in (Excel TABS) to ensure both standardization and timely completion of the event, or devise a schedule that all participants agree to.
 - d. Units hosting a non-qualifying meet may utilize a locally developed schedule of events. Trophy presentations should occur not later than 1630.
 - e. Promulgate an Operational Risk Management (OPNAVINST 3500.39)/Pre-Mishap Plan containing the following:
 - (1) Location and telephone number of medical, fire department, police/security and other emergency response teams as required by the nature of the training being conducted.
 - (2) Identification and location of in-house first aid assets (first aid kits, CPR qualified personnel, etc.).

- (3) Location of first response mechanical devices such as electrical isolation switches, fire extinguishers and other equipment, as applicable.
 - (4) Notification list of persons or offices to be contacted in an emergency.
 - (5) Pertinent lists and phone numbers of the chain of command, as appropriate:
 - Area Manager Cell: 619-807-8672
 - NETC Duty Office/Quarterdeck: 850-452-4000/4010
 - NETC PAO 850-452-4859/60
 - NSTC PAO 847-688-2201
 - CDR Watson, NJ Ops Cell: 850-554-5452
 - DR. Smith, Program Manager: 850-698-8084
 - (7) Procedures in effect for ORM hazard identification and management in accordance with OPNAVINST 3500.39 to include the 5 Steps of Performing ORM, and Risk Management Worksheets for potentially hazardous events.
- f. Provide a map to assist in locating the NROTC Unit and Field Meet site. (Please include a copy to Area Manager, Area ELEVEN.)
 - g. At least three weeks prior to the competition provide respective NJROTC Instructors with supplemental information that would be beneficial to participants such as the type of surface on the drill pads, parking, food availability, etc.
 - h. Maintain a running total scoreboard throughout the day of the field meet. The scoreboard will be placed in an area only accessible to the instructors, not cadets. At their discretion, individual instructors may share this information with their unit cadets. Scoring discrepancies **must** be resolved prior to the end of the event.
 - i. Be prepared to have the score sheets packaged and ready for the competing schools to take home after the meet.
3. All instructors and cadets are expected to thoroughly understand and comply with all guidance, instructions, rules and regulations provided herein. S/NSI's of participating units will be responsible for the following:
 - a. An agreement of indemnity (**Standard Release Form**) must be completed for each cadet attending an Area 11 Regional Field Meet. Additionally, cadets participating in the Athletic Events are required to have a completed **Sports Participation Physical and Health Risk Screening Form**. Copies of each form for each cadet will be brought to the **field meet site** in case the need arises for emergency medical treatment either on site or at an authorized medical facility. Each cadet selected as a team member should be in solid physical condition and fully capable of safely performing the events they have been selected to enter. Teams may elect to bring additional cadets outside those competing to assist the unit and be spectators only.
 - b. Verify that all competitors are enrolled in the Naval Science Course of instruction for the current school year and that all are fully eligible for interscholastic competition in accordance with all applicable school, district and state regulations. Every team member must be an NJROTC cadet in good standing.
 - c. Units will submit the Entry Application to the host unit (Section 10) in advance of the scheduled meet.
 - d. Units will submit their Master Roster to the host unit (Excel TABS) upon arrival. This roster may have a maximum of 40 persons listed. All cadets who are on the roster are required to stand the Unit Personnel Inspection. Only cadets who stand the Unit Personnel Inspection are allowed to compete at the Meet.
 - e. The roster will be broken down into sub-teams to include:
 - 15-person Academic Exam Team, (Excel TABS).
 - Athletic teams for push-ups & curl-ups (Section 11).

SECTION 2: ADMINISTRATIVE ITEMS

A. Conduct. Although exemplary conduct of participants and instructors is expected at a drill meet of this caliber, the Host Unit OIC may administer appropriate penalty points or disqualification if necessary, for destructive or profane conduct, cheating, or any other actions unbecoming military personnel or conduct detrimental to the NJROTC program. This includes conduct in or around the competition site or any other related facilities used for the field meet. S/NSI's are reminded to maintain close control of cadets and spectators.

B. Team composition. Each unit participating in an Area 11 Regional Field Meet may consist of a MAXIMUM OF 40 cadets. No minimum number is required but no team may have MORE than 40 total cadets competing for their school. Everybody you bring up to 40 is required to stand personnel Inspection.

C. Unit Equipment Requirements. Teams should bring with them all necessary equipment to compete, including supplies to clean & shine shoes, belts, buckles, uniforms etc.

D. Inclement Weather/First Aid/Restrooms. Host Unit OIC's should have a foul weather plan, which includes a plan to finish the Meet but with less than 100% of events completed. It is nearly impossible to make up an Area 11 Regional Field Meet.

It is HIGHLY recommended that all units maintain a basic first-aid kit to attend to minor injuries sustained while at the meet.

SECTION 3: SCHEDULES AND UNIFORMS REQUIREMENTS

A. Schedules. Host Units utilize the schedule of events (Excel TABS) or a similar schedule that participants agree to.

1. Units should arrive in time for the meeting if the OIC has scheduled one.

2. Teams must be in the event ready area prior to the completion. Teams who delay an event due to tardiness will incur penalty points. S/NSI's are responsible to ensure the teams are ready to perform at the correct time and location.

B. Uniform Requirements.

1. **Unit Personnel Inspection:** The correct uniform for all Area 11 qualification meets shall be Summer or Winter Blues with Garrison Caps. The SNSI may determine the uniform based on forecast weather conditions and notify participants as soon as possible prior to the meet. Cadets may wear relaxed fit jackets for UPI (remove when being inspected) and also drill events if necessary. Regulation NJROTC issued leather oxford shoes and nametags are required for all participating cadets. Corfram shoes, as well as leather luster polish, are prohibited (the judges can tell the differences in polish). Correctly placed ribbons from the NJROTC Ribbon Chart must be worn. **All earned NJROTC ribbons must be worn. Displaying only the highest 3 will result in penalty points.** Leadership Academy Silver Cords are the only cords authorized. Teams are reminded that no medals of any kind are permitted on uniforms during the competition. Medals may be worn ONLY during the closing awards presentation ceremony.

2. Drill Events: The correct uniform shall be Summer/Winter Blues with Garrison Caps. **Deviations and supplemental uniform modifications will result in penalty points from the judges and or the Host Unit OIC.** Regulation NJROTC issued leather oxford shoes and nametags are required for all participating cadets. Corfram shoes, as well as leather luster polish, are prohibited (the judges can tell the differences in polish). Teams **ARE** allowed to remove nametags and ribbons from uniforms during Platoon Exhibition Drill (armed or unarmed), Platoon Basic Drill (armed and unarmed), and Color Guard events. This is done at the discretion of the schools S/NSI's to prevent the ribbons, nametag, or uniform from becoming damaged during the drill events. A note of caution, uniformity must be maintained within the drill team, i.e. all cadets remove the items or all cadets remain in a complete uniform.

3. Athletic Events. Cadets must wear appropriate athletic attire. This is left to the discretion of the unit, however, no bare midriffs are allowed. Athletic attire should be personalized to ensure your unit is identifiable. Running shoes are required footwear for athletics (NOTE: Shoes **MUST** be worn at **ALL TIMES** during **ALL** athletic events – **1) Metal spikes will not be allowed.** Shoes will be checked prior to the start of all races, no exceptions). Face Painting is authorized for Athletic Events only.

4. Academic Events. Cadets may wear the prescribed military uniform or unit specific athletic attire.

5. Instructors. NJROTC instructors may wear the designated military uniform or slacks and a unit Polo Shirt with Name/Rank displayed.

SECTION 4: FIELD MEET EVENTS, POINTS, TEAM SIZE & SCORING

A. FIELD MEET EVENTS, POINTS AND TEAM SIZE REQUIREMENTS.

1. PROPORTIONAL SCORING – 11 EQUAL EVENT POINTS. – Delineated below for Area 11 sponsored events.

2. ACADEMIC EXAM – 400 pt Proportional Score. 15 cadets will take a 50-question exam, consisting of 15 questions from the NS1-3 curriculum, CFM (minus Orienteering and Survival) and 5 current events questions that are world or national news. The academic exam will be provided by the Area 11 Manager.

3. UNIT PERSONNEL INSPECTION (UPI) 400 pts proportional – All cadets competing in any event at the field meet **MUST STAND THE PERSONNEL INSPECTION.** The team **maximum** is 40 cadets, with no minimum. Scoring is derived by totaling the individual scores of all cadets inspected and the cadet commander, then dividing this number by the number of cadets inspected creating an average score - Multiply this **AVERAGE** score by 54 (maximum possible score of 1350 for Section II). Next, add the score from the 5 judge's score sheet in Section I of the UPI Score-sheet (30 points max each judge) for a maximum of 150 points. Maximum possible unit score is 1500 points (**400 pt Proportional Score**) (The Area 11 scoring program will automatically calculates PI Score; the above is the manual method. A 10 point penalty will be assessed for not aligning the platoon IAW PI-Inspection Pad (Excel TABS).

4. DRILL EVENTS – 2000-points - 400 pts proportional score per event from 3 judges per event. When possible a 4th judge will be utilized to judge boundary breaks, missed/extra

commands, and cadence (112 to 120 counts). Judges are looking for sharp execution of the basic routines.

- a. Armed and Unarmed Platoon **Basic** Drill: 14 member team minimum (platoon leader + guidon + 12 member platoon).
- b. Armed and Unarmed Platoon **Exhibition** Drill: 13 member team minimum (platoon leader + 12 member platoon).
- c. Color Guard: 4 member team minimum, no exceptions.

5. ATHLETICS – Four events, 400 points per event – 1600 points maximum. Points derived from point tables (if computer program scoring program goes down / computer failure) for each event. (Scoring Spreadsheet automates scoring).

- a. Curl-ups – team of 16 (8 female, 8 males).
- b. Push-ups – team of 16 (8 females, 8 males).
- c. 1 Mile Relay (8 x 220-yds) – team of 8 (4 females, 4 males)
- d. Shuttle Relay (16 x 100-yds) – team of 16 (8 females, 8 males)

6. KNOCKOUT DRILLS (OPTIONAL) – Armed and unarmed knockout drills - (not scored towards overall totals). Host Unit OIC’s may include Tug-Of-War to promote excitement during the dead period while final scores are being tabulated.

B. PROPORTIONAL SCORING SYSTEM

1. The fundamental scoring system implemented in the 2006/7 Area 11 Field Meets is called “proportional scoring”. Scoring in this manner will ensure all facets of the competition receive the exact percentage of points available in each event as outlined above, while still factoring in the level of excellence each school displays in their raw score / time earned within competition event. This will eliminate the variance that artificial tables, low/high scoring judges and academic test difficulty/ease have on the overall point totals under the current raw score approach.
2. The overview of this scoring system is relatively simple. The school who is the winner of any particular event receives the maximum points available within that event. For example, the school with the highest raw point total earned in Unit Personnel Inspection will receive 400 points. The team finishing in 2nd place will receive a percentage of the 400 points identical to the percentage they finished behind the first place team. 3rd, 4th, etc to the final team all will receive points in the same manner.
3. A practical example of this application is shown in the shortened table below. The judges raw points earned are listed, along with the percentage each team finished behind the winner. These percentages then multiply into the total max points available to generate a Scoring Points total for each school within that event.

U.P.I.	Judge Raw Score Earned	Percentage of Winning team score	Proportional Scoring Points Earned
1 st place team	1000 pts.	100% (1,000 of 1,000)	400 pts. awarded (100% of 400)
2 nd place team	900 pts.	90% (900 of 1,000)	360 pts. awarded (90% of 400)
3 rd place team	672 pts.	67.2% (672 of 1,000)	268.8 pts. awarded (67.2% of 400)
4 th place team	500 pts.	50% (500 of 1,000)	200 pts. awarded (50% of 400)
5 th place team	408 pts.	40.8% (208 of 1,000)	163.2 pts. awarded (40.8% of 400)
6 th place team	300 pts.	30% (100 of 1,000)	120 pts. awarded (30% pf 400)

4. All judge scored events use this method. For the Academic Exam and Push-up & Curl-up Totals, the team total is used. Within the two relay events, the times are converted to seconds, then ranked fastest to slowest and the same methodology is used. Timers should record times to 1/100 of a second to assist in preventing ties.

5. Again, scoring in this method will reward schools who win an event by a significant margin over their peers, while also ensuring that low or high scoring judges, difficult/easy academic tests, or difficult/easy grading by judges do not artificially degrade the scoring percentages the Navy Nationals maintains within each event.
6. Score sheets (Section 10) will be tabulated and totaled on a computer program designed for the field meet.
7. S/NSI's are requested to periodically check scoring results The host activity shall make score Sheets from each event available to the instructors following tabulation and entry into the master scoring program. The intent here is for early identification of scoring errors (arithmetic, typos, etc) **to ensure trophy presentation is timely.**
8. Preceding the awards ceremony, instructors check for scoring errors. **It is the responsibility of the S/NSI's to ensure accuracy of scores prior to the awards ceremony.**

C. Scoring and Tie-Breaking

1. The first-level tie-breaker for all overall scoring ties in drill, athletics or event overall would be the team earning the highest single finish in any event. In the above example, this team received a 2nd place finish. If another team also maintained a "21" in placement points but had a 1st place event finish in a drill event, the team with the 1st place finish would win the first-level tie breaker. If they both earned the same highest trophy, then the next highest placement would be looked at, and so on.

2. All individual event scoring ties will be broken to reflect the proper placement order by re-totaling scoresheets utilizing the applicable tie-breaker in the following order:

All Drill Events & U.P.I. Events:

- ◆ Level #1 – Highest Head Judge's overall score.
- ◆ Level #2 – Highest overall evaluation score (where applicable).
- ◆ Level #3 – Highest Judge 2 total, Judge 3 total, so on.
- ◆ Level #4 – Fewest penalty points total.

Push/Curl-up Team ties:

- ◆ Level #1 – Sum of Highest Two and Lowest Two.
- ◆ Level #2 – Sum of Highest 3 and Lowest 3 CADETS.
- ◆ Level #3 – Sum of Highest 4 and Lowest 4 CADETS

Academic Exam Team ties:

- ◆ Level #1 – Sum of Highest Two and Lowest Two.
- ◆ Level #2 – Sum of Highest 3 and Lowest 3 CADETS.
- ◆ Level #3 – Sum of Highest 4 and Lowest 4 CADETS.

Relay Event Team ties:

- ◆ Level #1 – 1/100th Judge Timing.
- ◆ Level #2 – Fewest Penalties.
- ◆ Level #3 – Team running in the slowest winning heat.

Academic Exam Individual ties:

- ◆ Level #1 – Individual with highest scoring team mate
- ◆ Level #2 – Individual with second highest scoring team mate.
- ◆ Level #3 – Individual missing the question found LATEST in the test.

3. Should a tie remain even after applying the above tie breaking methods, the score will be declared a tie and duplicate awards will be presented.

D. PROTESTS & PENALTIES

1. An S/NSI from any competing team who believes that a team or individual competitor has failed to follow the rules of the Field Meet may bring forward an Official Protest to the Host Unit OIC. This protest must be made within 15 minutes after the event has completed.

2. The protest will be reviewed and may be finalized in three possible outcomes:

- **UPHELD:** The protest is upheld and penalty points will be assigned to the offending team.

- **NEUTRAL:** A rule violation may have occurred but cannot be sufficiently substantiated; or the violation is too minor to warrant a scoring point penalty.
- **BASELESS:** No rules were violated and the protest was baseless. This finding will result in the team bringing the protest to be assessed a 25-point penalty on their overall score total for the protested event.

3. Sample penalties are shown below.

MINOR (1 to 50 points per occurrence)

Minor Uniform violations, Unintentional Boundary Violations, First Dropped Weapon in an event, Illegal items affixed to a weapon, Tossing a baton, minor race interference, Coming late to a drill area!

MAJOR (50 or more points per occurrence, up to forfeiture or all points)

Major Uniform Violations, Cheating, Incorrect number of participating cadets during a competition, Unsportsmanlike conduct, Illegal Equipment / Glaring Uniform Violations, Incorrect / Illegal Rifle used, Intentional Boundary Violations, Use of metal spikes by a track runner, major race interference, Assisting or Running with or Pacing a runner during a relay race, Coming VERY late to a drill area!

SECTION 5: UNIT PERSONNEL INSPECTION

A. GENERAL INFORMATION

1. Unit Personnel Inspection is a required event for every participating cadet.
2. All cadets standing Unit Personnel Inspection **MUST WEAR** a nametag and all earned NJROTC ribbons from the Ribbon Chart. Wearing only the highest 3 ribbons will result in penalty points.
3. Score sheets (Section 10) should be studied to see how cadets can receive the maximum score. **It should be noted that 150 points will be applied to the overall appearance, precision, snap, motivation and marching ability of the unit during the entry and exit from the inspection area.**
4. Under no circumstances are cadets to seek out judges with answers to previously asked, inspection-related questions.
5. The platoon will form into 5 squads to facilitate time (MCO states 4 squads, **however 5 are recommended for maximum score.**). 5th squad will take 4 paces backwards and execute “Dress Right, Dress”.
On Close Ranks March, all squads will close to the front the appropriate number of spaces (normal movement).
6. **Once a competition unit moves into the Ready Area for either Unit Personnel Inspection and/or Drill competition events, only uniformed NJROTC instructors may physically interact with the unit in any capacity. All other parents, spectators and well-wishers must move to the bleachers / out of drill or inspection area to support the team. THIS WILL BE STRICTLY ENFORCED!**

B. PERSONNEL INSPECTION ENTRY / EXIT AND ASSOCIATED PROCEDURES

1. The inspection pad measures 75' x 60' (Excel Tab Sheet). The pad will be entered on the 60' side. The entry area is the full width of the pad. All units will pre-assemble in the assigned ready area 5 minutes prior to start time. This is a quiet area. When the school being inspected marches out of the UPI area, the school next up for UPI should immediately move their formation to just outside the entrance of the UPI area. When the judges have completed their scoring, a UPI Official will meet the cadet commander in this area to ensure the whole team is present and ready to compete, and march his or her platoon onto the Inspection Pad on the head judge's signal. The cadet commander will form the unit into FIVE squads of cadets with each squad **maintaining the most even distribution of cadets possible, as per Tab E. The total number of cadets inspected will be based solely on the number of competing cadets on your field meet team.**

2. On the direction of the UPI Official, the cadet commander marches the unit into the inspection pad and centers the Unit on the Head Judge (Fall In/Out commands are prohibited). It is the Head Judge's responsibility to be in position.

3. Once the unit is in this position, judges will begin their scoring.

4. The cadet commander will verbally report in to the Head Judge. Example: "THE FIGHTING BLUE KNIGHTS FROM ACME HIGH IN SACRAMENTO, CA REQUEST PERMISSION TO FORM FOR INSPECTION". During this "Report in" ONLY THE CADET COMMANDER will render a hand salute.

5. The Head Judge will return the salute and state, "FORM FOR INSPECTION". The cadet commander will then execute about face and command "OPEN RANKS MARCH" **NOTE: Cadet Commander WILL NOT move to check alignment of the squads.**

6. Upon completion of Ready, Front, Cover, the inspection judges will move to begin their PI. The Head Judge will then inspect the Cadet Commander. At the conclusion of his or her inspection of the Cadet Commander the head judge will instruct him/her to precede him or her thru the inspection of the first squad. After receiving this order the Cadet Commander will step off and move to the correct position in front of first squad to precede the head judge during the inspection. When the head judge has concluded the inspection of first squad the Cadet Commander will step off and proceed down the back of first squad and then take the correct position in front of the platoon to receive any comments from the head judge.

7. Platoons should be IAW the 5060 Sec 9002, POSTS OF INDIVIDUALS, para 4 and modified for 5 ranks and depicted in Area 11 Tab Spreadsheet Tab E. Deductions for non standardize formation will be a 10 point deduction as delineated on Page 8 Section 4.A.2.

8. Each cadet will receive an individualized score between 0-25 points per the score sheet.

9. When all judges are finished, the Head Judge will position in front of the cadet commander. The Cadet Commandeer will then follow the procedures to CLOSE RANKS, and render a hand salute and verbally report out. The Head Judge will return the salute and dismiss the Unit.

10. The Cadet Commander will move to his or her correct position and remove the unit from the inspection area with a simple RIGHT FACE/FORWARD MARCH command, thereby exiting from the opposite side of the entrance.

C. INSPECTION EMPHASIS

1. Hair length and style should correspond to the NJROTC Cadet Field Manual. Hair “Scrunchies” must be inconspicuous and should match hair color. General appearance should be well groomed and uniforms should be impeccably clean.

2. Standard-issue leather oxford shoes are required wear for all portions of the Field meet.

3. The judges evaluate the cadet’s military bearing, poise, general knowledge and overall preparation for the inspection. Three questions is sufficient. This inspection will be challenging, allowing the cadets to perform under pressure. The judges will be briefed that these are high school NJROTC cadets and not Navy/Marine Recruits.

4. The questions will come directly from the Cadet Field Manual (excluding Units 9 and 10).

5. Brief your cadets not to become flustered by a question posed by a judge. If a cadet doesn't know the answer to a question posed to him/her, a confident, "Sir/Ma'am, this cadet does not know at this time" or similar is the best response.

SECTION 6: THE ACADEMIC EXAM

A. 50 multiple-choice questions with 30 minutes allowed for completion. The questions will be 15 from NS1-3/CFM (minus orienteering and survival) + 5 current events questions covering world and national current events. **Tests will be supplied to the host schools by the Area 11 Manager.**

1. An Academic Team will be 15 cadets. Each team will attend a single scheduled exam time and bring with them academic team roster (Excel TABS). It is the responsibility of the unit’s S/NSI to be aware of the scheduled time and ensure their team is at the exam site to take the scheduled exam. **No additional exam will be added to the schedule because a unit/academic team failed to take the exam for whatever reason.** Multiple Academic Teams may take the test at the same time and in the same location.

2. Cadets may NOT enter the exam area once the test has begun. Any cadet who must leave the exam area prior to the official completion of the event must turn in the exam at that point.

3. Cheating in any manner shall disqualify the entire team. Do not let this happen to your unit! Cadets will not bring anything into the testing room. All materials are provided.

B. EXAM GRADING & SCORING

1. The exam scores for each cadet on the team will be added together giving the team a raw total score. This will **be proportionally scored to a 400 pt scale (winner earns 400 pts).**

2. If for any reason less than 15 cadets take the exam, the total of those who did take the exam will be the raw score for the team **(e.g. Missing Cadets earn a ZERO).**

3. Each question will have only one correct answer. Bubble sheets marked with no answer or multiple answers to any question will be marked incorrect. We do not look for “intent” in any score sheet. Because of this, warn your cadets to be careful making doodles, stray marks, etc. on their bubble sheet.

SECTION 7: DRILL

A. POINTS: 2000 TOTAL

1. Armed Basic – 400 pts. (proportional)
2. Unarmed Basic – 400 pts. (proportional)
3. Armed Exhibition – 400 pts. (proportional)
4. Unarmed Exhibition – 400 pts. (proportional)
5. Color Guard – 400 pts. (proportional)
6. Knockout Drills (optional and not scored towards overall)

B. DRILL PADS (See Section 10)

1. All drill will be conducted on either grass, concrete or asphalt pads.
2. All pads are depicted in Section 10. Dimensions are as follows:
 - Color Guard Drill Pad 75' x 75'
 - Armed & Unarmed Basic Drill Pad 85' x 70'
 - Armed & Unarmed Exhibition Drill Pad 85' x 70'
3. Drill pads are to be clearly marked and it is recommended that traffic cones be used to designate the corners of the drill pads to eliminate any confusion about the boundaries.
4. Drill pad entrances are 25' wide. These are the only points where a team may enter/exit the drill pad - no exceptions.
5. The Head Judge in ALL drill events and U.P.I. (to include exhibition drill) will be fixed. The Head Judge will be positioned directly against an orange cone along the tape boundary clearly denoted on the event diagram. The orange cone allows the Cadet Commander to better align the cadets using peripheral vision. This will be the location the unit will execute Report-In/Out and Eyes Right/Left. This is the position where the cadet commander should execute these maneuvers **REGARDLESS OF THE PHYSICAL POSITION OF THE HEAD JUDGE. It is the JUDGES RESPONSIBILITY to be on this spot at the correct time. If the Head Judge is not in the proper position, the C/CDR should use the Orange Cone Position as his Dignitary.**

SECTION 7.1 CADET COMMANDER INFORMATION AND GENERAL REGS

A. GENERAL INFORMATION.

1. At no time will the cadet commander be permitted or required to enter the drill pad for the purpose of requesting permission to use the area. The Drill Team commander will lead his/her team onto the pad upon the signal of the head judge. The report in by the drill team commander will be done once the unit is in the correct position, centered on the head judge.
2. Several stationary movements listed in Basic and Color Guard Drill sheet have been **CAPITALIZED IN BOLD PRINT**. The C/CDR will be expected to pause

momentarily at these points for a nod from the senior judge prior to the execution of the next command. **The C/CDR may be briefed by the Head Judges to wait for an UP command vice a pause, due to the complexity of scoring.**

3. During Basic and Color Guard Drill, units are reminded that Basic drill should be conducted in accordance with the Cadet Drill Manual. Flashy drill should be reserved for the armed/unarmed exhibition routines. Judges are looking for sharp, crisp and exact execution of the basic routines – If in question, lean toward the conservative side when developing routines of both basic drill and color guard routines.

4. For Exhibition Drill report-in/out, the unit leader will direct the head judge to a spot within the pad for both the report in and report out (prior to the commencement of the event).

5. For the report-in to gain the maximum score, the Cadet Commander is expected to move the platoon to a position front and centered on the Head Judge, with the unit leader being 3 paces and centered on the head judge for both basic drills (armed and unarmed) with squad leaders in the correct position while having the platoon ready to execute the entire Regulation Drill sequence immediately after the report in.

6. To report in, the drill team commander should state: **“(School Name) NJROTC Unit from (City, State) reporting in for (Event)”**. **It should be noted on the score cards for basic drill that during the report in and out, that ONLY THE CADET COMMANDER will render a Hand Salute (unarmed drill) and Present Arms for (armed drill). No cue cards.**

7. Judges will evaluate cadet commanders by their vocal projection, confidence, tone of voice, bearing, poise and their ability to center the unit on the head judge for report in and out.

8. The C/CDR maintains overall "control" of the event and is scored by the head judge.

9. In armed events the C/CDR **MUST** carry a rifle or sword.

10. When an armed drill team commander chooses to use a sword, the sword is not permitted to leave the commander's hand at any time upon entering the drill floor, except to return the sword to the scabbard.

11. When using a sword, the commander must remain 3 paces away from the Head Judge when reporting in and out.

12. Shoe taps **MAY NOT BE WORN**.

13. Boundary violations occur when any part of a cadet any boundary line or cones. See Section 10 for all cadence and penalties.

14. The prescribed movements in the drill sequence are located on the event score sheets, Section 10. Teams will receive points for their report in and report out, and points for the judge's overall impression of the routine. The score sheets should be studied to see how a performance might receive the maximum amount of points available.

15. Some of the movement combinations are relatively easy while a few are quite difficult. While the execution of many of these movements within the given drill area is challenging for a drill unit, it can be executed by any well-prepared team.

16. Drill teams may be male, female or mixed gender teams.

SECTION 7.2: COLOR GUARD AND BASIC DRILL

A. GENERAL INFORMATION.

1. For Basic Drill and Color Guard, the calling of cadence is allowed. Basic drill should be conducted in accordance with the Cadet Drill Manual.
2. Cadence for Basic and Color Guard Drill is 112 to 120 steps per minute. In all other facets of the event, cadence is left up to the discretion of the performing team.
3. For the Basic Drill guide on, a NJROTC prescribed guide on pole with spear tip is required. Platoon guide is optional for exhibition events.
4. Units are not authorized to carry the guide on pole during either exhibition drill event (armed or unarmed)
5. The position of the head judge is fixed and **should be** denoted by a large “**Orange Cone**” placed on the deck. Teams will report in and report out to this spot. It is the responsibility of the Head Judge to ensure he or she is on this spot during both the report-in and report-out. See drill pad layout for the exact position of the Head Judge (Section 10).
6. A 4th judge is added if possible for counting cadence, boundary, movement-pause, and other violations. If a fourth judge is not available then the head judge will assume this responsibility. **(Nationals may have a 4th Judge scoring an additional sheet and a 5th Judge for the Cadence / Penalty grading).**
7. Schools must be MARCHED into/out of all Basic drill areas. The use of Fall In/Fall Out commands are prohibited.
8. As the Basic routine in and of itself is a form of “inspection”, cadets are asked within the basic sequence to execute open ranks before the bulk of their stationary weapon maneuvers are graded. Judges will likely move through the ranks during this portion of the sequence. Cadets should be aware of this and understand that judges moving through the ranks is expected.
9. All commands given by the unit leader while the platoon is halted will be 6 paces in front of the unit.
10. In confined areas Unit Leaders are permitted to march 3 paces centered on the left side of the unit where they can best control the unit.

SECTION 7.3 DRILL RIFLES USE AND REQUIREMENTS

A. GENERAL INFORMATION

1. Units must use NJROTC approved drill rifles. Varnishing or chroming the weapon is permissible. Within Armed events, drill rifle slings are required equipment and may not be removed. They may however be "taped down" during any phase of the competition with color-matched, non-decorative TAPE ONLY! White slings are not authorized.
2. Any color tape may be used to repair a broken rifle. Drill rifles are NOT REQUIRED to maintain a rubber butt pad (recommended for inclement weather).
3. Cadets are to be instructed to treat the weapon as if the bolt action HAS BEEN WELDED SHUT! Cadets may go through the physical hand and head motions to display to the judges you are versed in the correct rifle maneuver of Inspection Arms.

4. The definition of a "dropped" drill rifle is defined as ANY rifle that strikes the deck unless it is intentionally designed to do so.

5. Cadets should replace a broken rifle with a back up rifle to prevent injury. No additional time will be allowed for this exchange of drill rifles.

SECTION 7.4 ARMED AND UNARMED EXHIBITION DRILL

A. GENERAL INFORMATION

1. Exhibition routines consist of stationary/marching drill movements and trick maneuvers that are limited only by the imagination and creativity of the unit. Keep in mind however that this is a military competition with military judges.

2. Cadets may not be lifted off the ground at any time (either by standing on a rifle or supported by another cadet or in any other manner).

3. During Exhibition drill, "props" or other outside items are NOT ALLOWED. This includes but is not limited to: hoods, blindfolds, additional rifles, etc. (cadets may use a replacement drill rifle if necessary).

4. Splits or other gymnastic-style movements have no place in this military competition and will be deducted heavily. Additionally, units who maintain extended drill periods of multiple, stationary cadets may be graded down on the score-sheet. Please ensure your drill routine maintains the vast majority of movement done by all competing cadets.

5. Rifle blind tosses are not allowed (a blind toss is one in which the rifle is thrown towards the back of a receiving cadet). Additionally NO RIFLE TOSS OF ANY KIND may be done where the rifle travels over a cadet's head that is not the thrower or recipient.

6. Long rifle throws should be undertaken ONLY in a formation that does not have the thrown rifle(s) traveling over the head of any cadet in the formation (i.e. the use of a "V" or "H" formation is recommended for these throws).

7. IMPORTANT NOTE: Judges typically take a reasonably straightforward, traditional, military style and approach. Units which like to incorporate dance routines will likely be penalized.

B. EVENT TIMING

1. Out of timing penalty is ONE (1) POINT PER SECOND OVER/UNDER THE TIME RANGE: 6 to 9 minutes. **This time range will begin when the first cadet crosses the boundary and the last cadet exits the boundary.**

NOTE: There is no timing of Basic or Color Guard Drill. Do not prolong the report in/out process.

SECTION 7.5 COLOR GUARD DRILL

A. GENERAL INFORMATION

1. The National Colors will be the senior flag with a state, service, or other appropriate flag used as the second color. The Cadet Commander for the Color Guard unit must be the National Colors bearer. However, the Cadet Commander is not required to be the highest-ranking member of the Color Guard unit.

2. Color Guards may use any equipment for color guard that is procured via the JUMS supply system. EITHER the 9-1/2' wooden flagstaff with Battle-Ax, 8 or 9' wooden guide-on flagstaff with Spear-Tip, or the aluminum poles may be utilized. The large flag must be used with the 9-1/2' flagstaff, and the 3' x 5' flag with the 8' guide-on flagstaff or aluminum poles. The black harness is JUMS approved and no unit will be allowed to utilize white color guard slings.

3. The Color Guard score sheet has been written without the "Forward, March" command given immediately after: "Right Turn, March"; "Left Turn, March"; and "Countermarch, March". Schools should execute the sequence as per the Cadet Field Manual TO INCLUDE these required "Forward, March" commands. While judges are not scoring the "Forward, March" command as part of the per movement scoring, failure to execute "Forward March" in a crisp manner WILL LOWER the "Overall Impression" score generated by each judge.

4. To ensure correct procedures, Present Colors is executed from Carry Colors ONLY at football games and ceremonies. Color guards must report in by moving from Carry Colors to Order Colors to Present Colors. After verbally reporting in, cadets will move from Present Colors, to Order Colors, to Carry Colors. Units will then begin the required portion of the routine as listed on the score sheet. Units will use the same procedure to report out.

5. A special area has been set-up just outside the Color Guard area for the schools to case and uncase the colors (un-graded) before leaving the color guard area. Units are instructed NOT TO WALK AROUND THE COMPETITION VENUE WITH UNCASSED COLORS!

SECTION 7.6 DRILL JUDGING AND SCORING

A. GENERAL INFORMATION

1. THREE Judges will be utilized and a fourth judge may be used to maintain cadence and other necessary functions. Judges should be supplied with necessary manuals in advance of the event, and given a briefing before the competition.

2. Judges will move around the competition area. Cadets may use every inch of drill areas. Judges will move out of a cadet's path, allowing cadets total access of all drill area space. Judges may come very near any cadet to gain a better judging perspective at any point during an event. Cadets should be prepared for this.

3. The SAME JUDGES will judge each team in a particular event. Qualified military personnel from the surrounding Naval/Marine Corps installations will judge each event wherever possible.

4. At the event conclusion the head judge will move to the boundary and give the Drill Team Commander a short debrief on the performance of the unit. Included in this debrief will be the notification to the team commander of any and all penalty points that were assessed during the scoring of the routine.

5. A **5** point penalty for **each** dropped drill rifle.

6. Discussion with judges during the competition is forbidden. Questions about any portion of the competition that requires immediate action should be directed to the Host Unit OIC.

7. Judges will gather after each Basic Drill, Exhibition and Color Guard performance to discuss correct rulings on any boundary violations, omitted commands, directive-related items.

8. The judging can be subjective. However, all judges are asked to look primarily at the mechanics of the routine and the togetherness and "snap" the unit presents -- while also reviewing with equal intensity the overall style and flow of the performance. While the degree of difficulty a unit displays is also a strong consideration in judging, flawless perfection cannot be overlooked.

9. The head judges will award major and/or minor penalties for teams that violate regulations found within this instruction. Penalties will only be deducted by the Head Judge using the penalty sheet provided for that event.

SECTION 7.7 KNOCKOUT DRILL (OPTIONAL)

A. GENERAL INFORMATION

1. All cadets maintained on your unit competition roster may participate.

2. Cadets will be allowed to compete in either a complete uniform or PT gear. However, those cadets who chose to wear the uniform must be in a complete uniform, including hair requirements for females. Cadets not in compliance may be "knocked out" immediately at the start of the Knockout event by the event judges.

3. Cadets will assemble in a manageable, double-arm interval set-up. Cadets will be given basic verbal instructions, as well as a few practice commands to get used to the Knockout caller's voice.

4. Cadets will be eliminated one by one until one remains as the knockout champion.

5. No swords are allowed in the Armed or Unarmed Knockout competition.

6. Knockout Drill judging is handled by all judges available. Knockout is a single elimination event, one mistake and out. All judges' decisions are final.

7. Cadence for the event is rhythmic but NOT 120 counts-per-minute. These movements will not be published in advance and will be known only to the Head Judge.

8. Teams should understand that the knockout drill is highly subjective. Oftentimes, winners are crowned as much by good fortune as by talent.

9. Cadets will be knocked out until five cadets remain on the floor. These five cadets will then be knocked out one at a time until one cadet remains. These five cadets will each receive individual awards that will be presented immediately following the conclusion of the knockout competition.

SECTION 8: ATHLETIC EVENTS

A. TEAM SIZE AND COMPOSITION

1. The physical fitness competition will be coed for all events. Males and females will compete as members of the same team as follows:
 - a. Push-ups: 16 members - (8 males/8 females)
 - b. Curl-ups: 16 members - (8 males/8 females)
 - c. 16 x 100-yd shuttle relay: 16 members - (8 males/8 females)
 - d. Mile Relay (8 x 220-yd): 8 members - (4 males/4 females)

B. ATHLETIC EVENT SPECIFICS

1. All athletic areas are scheduled outdoors (weather permitting) and will utilize a flat, grass athletic area or a ¼ mile track.
2. In both relay events, teams may compete with males and females in any order they desire. Each runner may only run one time per race.
3. Athletic areas are all created using traffic pylons and or fluorescent tape.
4. Changing areas will be provided by the host school and these areas must be kept neat and clean by the units who utilize them.
5. Boundary violations are penalized when any part of a cadet or his clothing comes in contact with any part of the boundary tape, lane or the support cones.
6. No protests can be entertained for judgment calls made by judges during any facet of the athletic competition.
7. Both the Push-up and Curl-up competitions will use a cadence that all competitors must hear clearly to execute the required movements correctly.
8. Scoring Tables for the pushups, curl-ups and relay events are in the Excel TABS.

C. RELAY EVENTS GENERAL REGULATIONS

1. **Teams will bring their own baton.** Batons shall not be tossed. If a baton is dropped, the carrying/receiving runner is the only team member authorized to pick it up.
2. Each heat will contain from 3 to 8 teams. Designations as to heat placement will be noted on the event matrix.
3. Any team failing to finish will receive zero points.
4. An early start is a **5-second minimum** "false start penalty".
5. Time Penalties of 5 seconds following:
 - a. Crossing the start/finish line without the baton;
 - b. Interference or Breaking Lane Boundary;
 - c. Throwing a Baton, Failure to Pass the Baton in the Passing Zone, assisting with a Dropped Baton.
6. After a baton pass, cadets are not wander into the running path of a trailing team. Doing so may cost your team a 10-second interference penalty.
7. No short cuts-this could result in disqualification. If a team member requires medical attention the team must notify the head judge. Under no circumstance will any member of a unit be allowed to **ASSIST, PACE OR RUN WITH the team member with the baton. This is a major penalty.**

8. Teams are encouraged to post their guidon flag near the competition site during all athletic events to display to everyone who is competing – SHOW YOUR SCHOOL SPIRIT!

D. ATHLETIC RULES, PROCEDURES & REGULATIONS

1. PUSH-UPS

A. One station will be used for all performing teams, using the same judges. A non-competing cadet from the **different team or the host school** must be paired with each competing cadet to assist in the proper execution of the push-up. **All attempts should be made to avoid schools holding and counting their own cadets competing.**

B. Push-ups will be executed to a 50-count cadence - a perfect score is 250 for the Five minute period.

C. Push-ups will start from the DOWN position with the arms bent; **fingers forward and directly under the shoulders; and legs, torso and head in a straight line.** Cadets will be called into the up position with a command of “PUSH UP” then on the cadence of "DOWN", the cadet lowers his/her body until the cadet’s upper arms are **parallel** to the ground. The body must remain straight (**shoulders, legs, torso and head**) while in the down **and up** position and no portion of the body may come in contact with the ground once the cadet has come into the up position. **The cadet must maintain a straight body line while returning to the starting position.** Done correctly, this will place the chest roughly 3 inches from the ground **when going down.**

D. The command in use to start the Push-up competition for each school will be, “Push up, Ready, BEGIN!”. If the participant breaks form or falls out of cadence the judge will not count that one. Twice breaking form WILL cause the judge to stop counting and the cadet will not be allowed to execute further push-ups. **CADETS WILL BE GIVEN ONLY ONE WARNING FOR EITHER CADENCE OR FORM VIOLATION.**

E. The time limit for the event is 5 minutes. NO RESTING IS PERMITTED.

F. The count for each competitor will be recorded immediately following the completion of the event.

G. Units must fill out in the push-up/curl-up data sheet (Excel TABS) in advance and present to the Head Judge at the sit up and push ups venue when the team arrives.

2. CURL-UPS

A. One station will be used for all performing teams, using same set of judges.

B. The exact cadence/form procedures in push-ups apply to curl-ups.

C. Curl-ups will start from the DOWN position with shoulders on the ground, knees bent, thighs at a 45 angle with the ground and feet together and flat on the ground. Arms will be crossed on the chest with the hands on the opposite shoulders. Note: Hands go on the shoulder and shall NOT grasp the T Shirt.

D. A team member (OF THE SAME GENDER wherever possible) will hold the feet of the competing cadet. Ensure your cadets hold ONLY THE FEET of the competitors. Holding the calves, or legs is not allowed so practice holding JUST the feet.

E. One curl-up is counted each time the elbows touch the **MIDDLE OF THE THIGH or HIGHER** so long as:

a. The hands remain in contact with the shoulders

b. The body originates in the required start position (shoulder blades must touch the mat (or ground) and the butt must STAY on the mat/ground at all times).

F. Counting stops when a cadet falls out of cadence, runs out of time or signifies that he/she is finished.

G. The time limit for the event is 5 minutes. (1 minute speed round to assist in breaking individual ties). NO RESTING IS PERMITTED.

H. The count for each competitor will be recorded immediately following the completion of the event.

I. If a cadet does the maximum 250 sit ups to cadence then at the conclusion of the five minute cadence period that cadet will be allowed to continue into the LIGHTING ROUND for curl ups. This Lighting Round is one minute in duration and the cadet will be allowed to execute as many correct sit ups as possible (no cadence). This cadet will not be allowed to rest. If the cadet(s) breaks form or rhythm the count will cease. These may be utilized to break any ties that may exist for the purposes of medals. Lighting round sit ups DO NOT count in the team totals.

3. MILE RELAY (8 X 220-YARD)

A. The relay is planned to be held outdoors on a standard track. If this is not possible, it will be held on an all-purpose, level grass field outdoors or indoors if weather becomes an issue. If the standard 440-yard track is not used, a smaller oval will be configured.

B. Cadets leave the start/finish line from a standard or staggered start, running 220 yards and passing the baton to the next runner. Subsequent runners will cover the same ground in the same manner until the last member completes the relay. Please see the diagram in Excel TABS.

C. Two 10-yard baton passing zones (Excel TABS) will be utilized one at the start-finish line and another on the opposite side of the track 220 yards from the start/finish line. Receiving runners will start their forward run and receive the baton only within this zone. Failure to execute the pass within this zone will result in a 5-second penalty as outlined above under penalties.

D. Cadets will return to the end of their line of runners and sit down (so judges can tell when a team has completed the relay). **The last runner should be wearing a pull-over vest that will denote them as the final runner.**

E. The time for each competing school will be recorded immediately following the completion of the heat.

F. Team Scores will be recorded on the Relay Score Sheet found in Excel TABS.

4. SHUTTLE RELAY (16 X 100-YARD)

A. Cadets leave the start/finish line, running 100-yards to the other end of the arena and passing off the baton to the next runner who will then run in the opposite direction. Subsequent runners will cover the same ground in the same manner until the last member completes the relay.

B. A single 10-yd face-to-face baton-passing zone on each end of the 100-yard relay course will be utilized at both runner start points. Receiving runners will receive the

baton within this zone. Failure to execute the pass within this zone will result in a MINIMUM 5-second penalty as outlined above under penalties. Please see diagram in Excel TABS.

C. The time for each competing school will be recorded immediately following the completion of the heat.

D. In addition, after a participant has completed his or her leg of the relay they will immediately return to the end of their line of runners and sit down (so judges can tell when a team has completed the relay). **The last runner should be wearing a pull-over vest that will denote them as the final runner.**

E. Team Scores will be recorded on the Relay Score Sheet in Excel TABS.

SECTION 9: TROPHIES & AWARDS

A. TEAM & INDIVIDUAL AWARDS. A minimum of 1st, 2nd and 3rd place should be awarded to all team events (1.Armed Basic, 2.Unarmed Basic, 3. Armed Ex, 4.Unarmed Ex, 5. Color Guard, 6. Personnel Inspection, 7.Academic, 8.Push-Up, 9.Sit-Up, 10.1600 Relay, 11. Mile Relay), and Categories - 12. PT Overall, 13. Drill Overall, 14. Field Meet Overall. This makes 14 total categories X 3 = 42 trophies. Host Unit OIC's have the option of awarding 1st through 5th place trophies. At the Super Bowl, trophies will be awarded for 1st through 5th Place.

Individual medals or medallions will be awarded to at least the top 5 finalists in these individual competitions:

1. Male push-ups
2. Female push-ups
3. Male Curl-ups
4. Female Curl-ups
5. Academic Exam

B. KNOCKOUT DRILL AWARDS (Optional Event): Trophies, medallions or medals will be awarded to the 5 top finalists in Knockout Drill.

C. AWARDS CEREMONY.

1. The Awards Ceremony will be held following the knockout drills, and is a vital part of the Area 11 Regional Field Meet process. All units/teams are expected to attend. We are making extraordinary efforts to ensure Field Meets are orchestrated smoothly, timely, and Award Ceremonies occur as soon as possible following the final event.

Teams will be allowed to attend the award ceremony in athletic attire or uniform. During the ceremony, when trophy placements are announced, the unit company commander or his/her representative will come to the award area to receive the unit's trophy and then return to their unit's formation with the trophy. The excitement level is normally very high during the awards presentations, adding to the "fun factor" of the Meet. Remember, if it's not fun, we are doing something wrong!

SECTION 10 SCORE SHEETS & DRILL PAD DIAGRAMS

A. Score sheets

1. Inspection Score Sheets
 - a. Head Judge
 - b. Second – Fifth Squad sheet
2. Color Guard Score Sheet
 - a. Head Judge
 - b. Judges 2 and 3
 - c. Color Guard Penalty Sheet
3. Armed Basic Drill Score Sheets
 - a. Head Judge
 - b. Judges 2 and 3
 - c. Armed Basic Penalty Sheet
4. Unarmed Basic Drill Score Sheet
 - a. Head Judge
 - b. Judges 2 and 3
 - c. Unarmed Basic Penalty Sheet
5. Armed Exhibition Drill Score Sheets
 - a. Head Judge
 - b. Judges 2 and 3
6. Unarmed Exhibition Drill Score Sheets
 - a. Head Judge
 - b. Judges 2 and 3

B. Drill / Color Guard Pad Diagrams

1. Color Guard Pad Diagram – Pg 24
2. Drill Pad Diagrams – 25 / 26
3. Field Meet Entry Application – 27

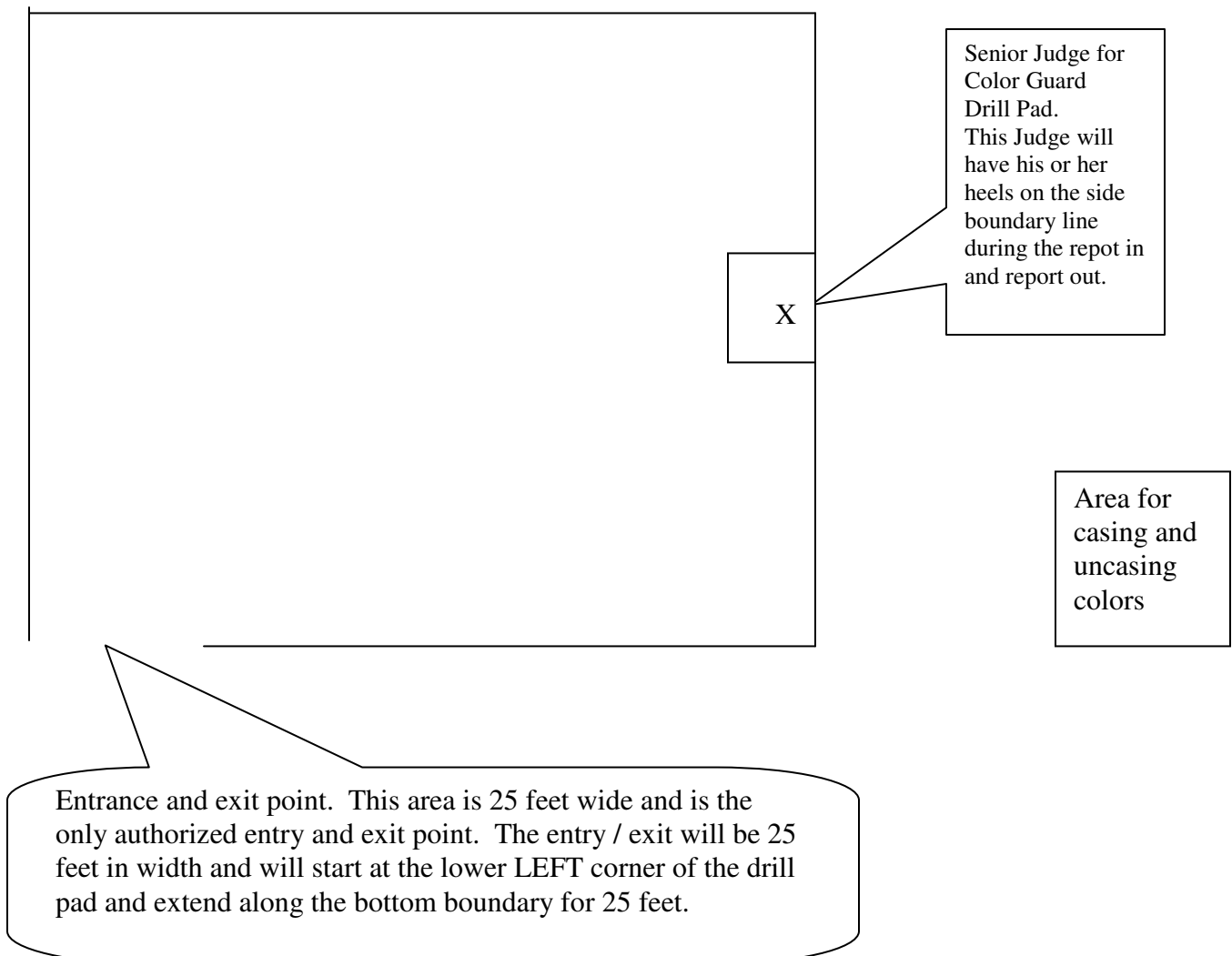
COLOR GUARD PAD

Pad is 75 FEET square.

Entrance is in the lower left hand corner of the drill pad. Color Guard will enter the pad with colors uncased and use movements required to center themselves on the senior judge for the report in. After the sequence is complete, and the Color Guard has reported out, the color guard will again use those movements necessary to exit the pad. Both the entry and exit procedures of the color guard will be scored by all judges.

The Head judge will be stationed with his or her heel on the boundary line. This judge will be centered on the width of this boundary.

PAD IS 75 FEET SQUARE



BASIC DRILL PADS

This diagram will be utilized for the basic (armed and unarmed) drill pads.

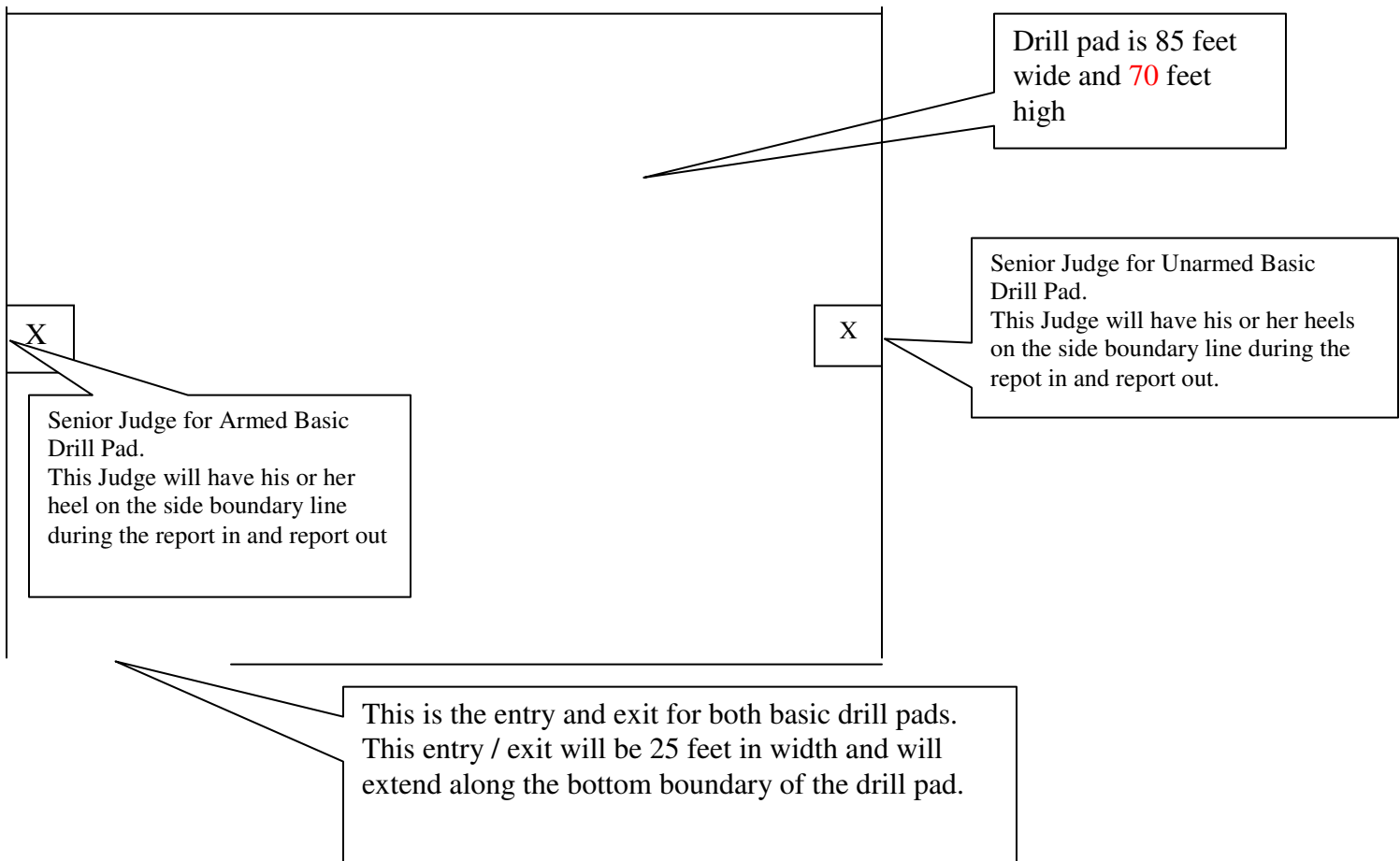
Pads will be 85 FEET in width and 70 FEET in height.

Entrance is in the lower left hand corner of the drill pad. The drill team will enter the pad and use those movements required to center themselves on the senior judge for the report in.

It should be noted that the senior judge is not located in the same spot in the armed and unarmed drill pads. Refer to the drawing below for the location of the judges in their respective pads.

After the sequence is complete and the drill team commander has reported out the drill team will again use those movements necessary to exit the pad. Both the entrance and exit procedures will be scored by all judges.

Head judge will be stationed with his or her heels on the boundary line and will be centered on the width of this boundary.



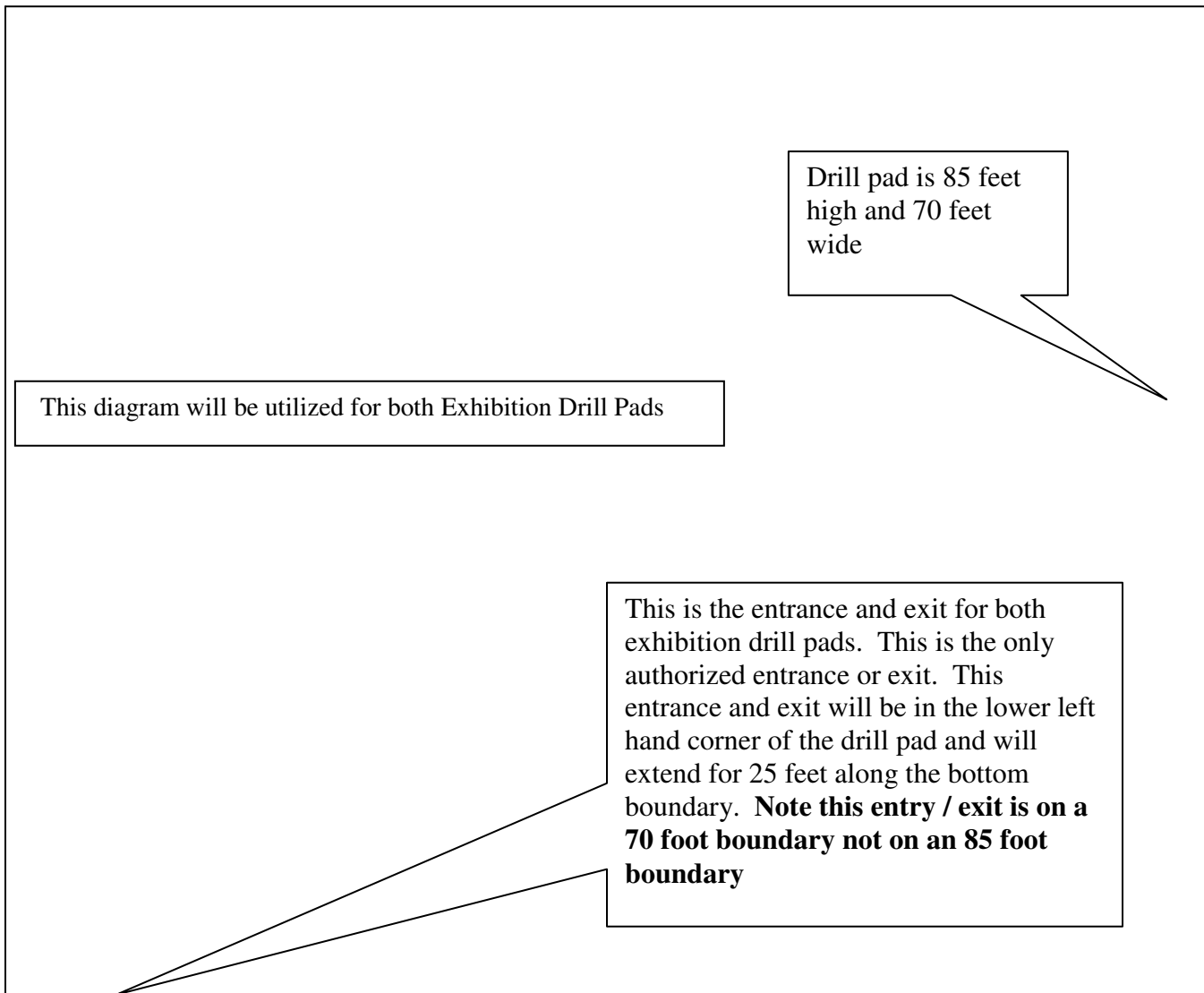
EXHIBITION DRILL PADS

This diagram will be utilized for both exhibition drill pads.

Pads will be 85 FEET in width and 70 FEET in height.

Entrance is in the lower left hand corner of the drill pad. The drill team will enter the pad and use those movements required to center themselves on the senior judge for the report in. **For exhibition drill, the unit commander will confer with the head judge and inform him or her where the team wants the head judge positioned for the report in and report out.**

After the sequence is complete and the drill team commander has reported out the drill team will again use those movements necessary to exit the pad. Both the entrance and exit procedures will be scored by all judges.





Area 11 Regional Field Meet Entry Application

Date _____

From: Senior / Naval Science Instructor
_____ High School NJROTC Unit

Address: _____ High School

Phone: () -

Fax: () -

E-mail

To: SNSI / NSI _____ High School NJROTC Unit

Subject: Area 11 Regional Field Meet at _____ High School

1. This letter is to inform you we will participate in the Area 11 Regional Field Meet at _____ High School.

2. For planning purposes our teams will have approximately _____ Cadets, approximately _____ Males and _____ Females. The SNSI/NSI instructor or instructors _____ plus _____ Male chaperones and _____ female chaperones will accompany the cadets.

3. Our phone numbers (listed above).

4. Our Email (listed above)

5. Our arrival at your campus will be approximately _____ (this arrival will be dependant on the start time for our first event).

6. Entry Fee _____ is enclosed or will be mailed via separate correspondence.

7. Additional Assistance requested.

S/Naval Science Instructor _____ High School