

## SECTION 7: DRILL

### I. 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)

### II. 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.

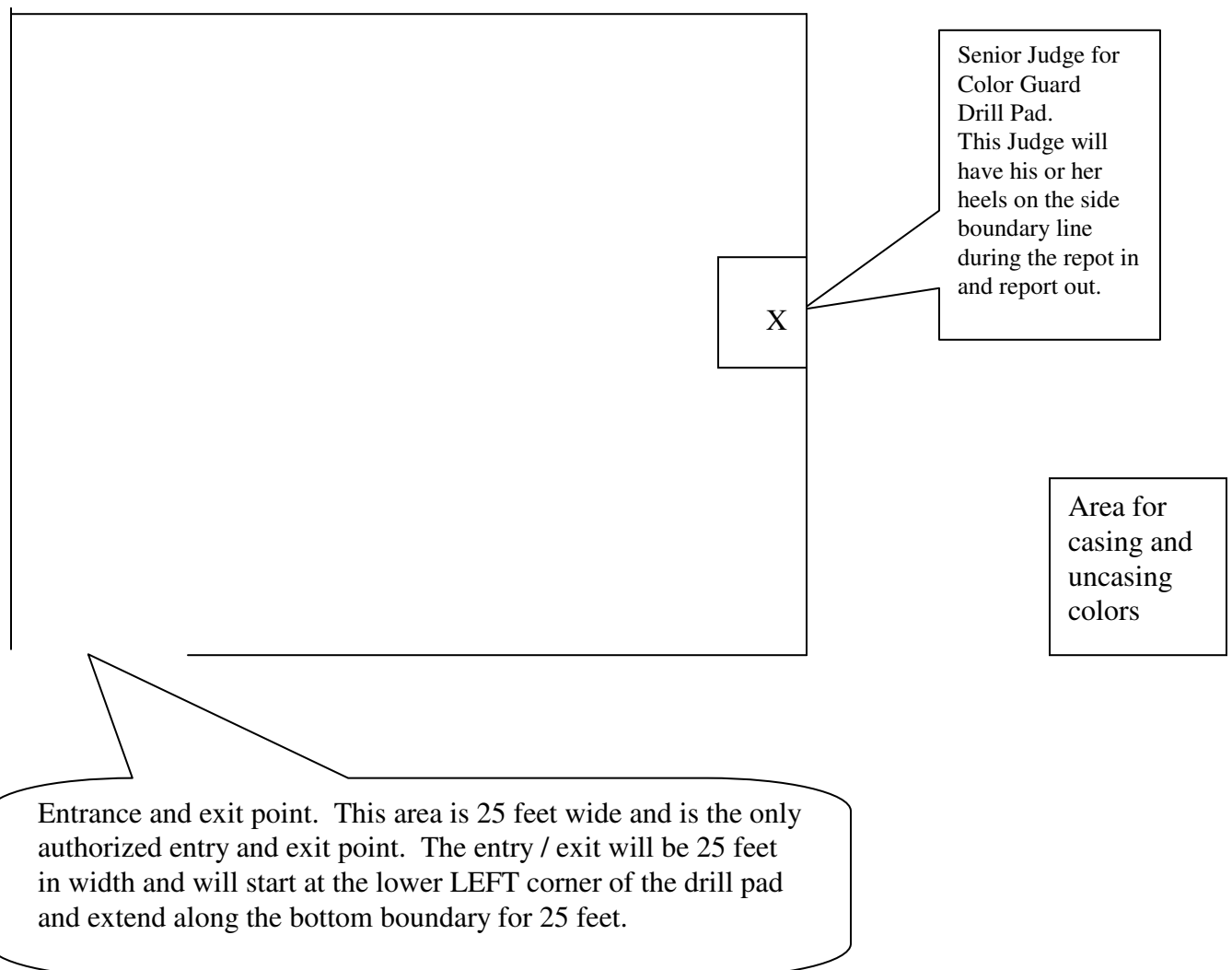
# COLOR GUARD PAD

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



## **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 4<sup>th</sup> Judge scoring an additional sheet and a 5<sup>th</sup> 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 7.5 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!

# 2009 NJROTC AREA 11 - Color Guard

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

Event Grand Total Max 630 pts
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REV-2

Head Judge - #1

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command - **May be briefed to wait for and UP command.**

All units must execute this sequence EXACTLY as written – **add no additional commands!**

*Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)*

<i>Enter the drill floor, centered SIX paces from HJ</i>		(score below)			
			20.	Forward March	1 2 3 4 5
01.	Order Colors (Ready Cut)	1 2 3 4 5	21.	Right Turn, March (Forward March)	1 2 3 4 5
<b>02.</b>	<b>PRESENT COLORS ()</b>	1 2 3 4 5	22.	Countermarch, March (Forward March)	1 2 3 4 5
03.	VERBAL REPORT-IN	1 2 3 4 5	23.	Eyes Right	1 2 3 4 5
<b>04.</b>	<b>ORDER COLORS (READY CUT)</b>	1 2 3 4 5	24.	<b>READY FRONT</b>	1 2 3 4 5
<b>05.</b>	<b>PARADE REST</b>	1 2 3 4 5	24a.	<b>TOTAL 0-35</b>	
<b>5a</b>	<b>TOTAL 0-25</b>		25.	Mark Time, March (5 seconds)	1 2 3 4 5
06.	Color Guard, Attention	1 2 3 4 5	26.	Forward March	1 2 3 4 5
07.	Carry Colors (Ready Cut)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
08.	Countermarch, March (Forward March)	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Left Turn, March (Forward March)	1 2 3 4 5	29.	Left Turn, March (Forward March)	1 2 3 4 5
10.	Countermarch March (Forward March)	1 2 3 4 5	30.	Countermarch, March (Forward March)	1 2 3 4 5
11.	<b>COLORS HALT</b>	1 2 3 4 5	31.	<b>COLORS HALT</b>	1 2 3 4 5
11a	<b>TOTAL 0-30</b>		32.	Countermarch, March (Forward March)	1 2 3 4 5
12.	Countermarch, March (Forward March)	1 2 3 4 5	<b>33.</b>	<b>COLORS HALT</b>	1 2 3 4 5
13.	Eyes Left	1 2 3 4 5	<b>33a</b>	<b>TOTAL 0-45</b>	
14.	Ready Front	1 2 3 4 5	34.	Order Colors (Ready Cut)	1 2 3 4 5
15.	Countermarch, March (Forward March)	1 2 3 4 5	<b>35.</b>	<b>PRESENT COLORS ()</b>	1 2 3 4 5
16.	Right Turn, March (Forward March)	1 2 3 4 5	36.	Verbal Report-Out	1 2 3 4 5
<b>17.</b>	<b>COLORS HALT</b>	1 2 3 4 5	37.	Order Colors (Ready Cut)	1 2 3 4 5
<b>17a</b>	<b>TOTAL 0-30</b>		<b>38.</b>	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5
18.	Order Colors (Ready Cut)	1 2 3 4 5	<b>38a</b>	<b>TOTAL 0-25</b>	
<b>19.</b>	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5		<i>Exit the drill floor</i>	

HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20) \_\_\_\_\_

- LEGEND FOR JUDGE COMMENTS ABOVE:**
- |                                |                                   |
|--------------------------------|-----------------------------------|
| 1. <b>AL</b> = ALIGNMENT       | 6. <b>ICC</b> = INCORRECT COMMAND |
| 2. <b>C</b> = COVER            | 7. <b>IE</b> = IMPROPER EXECUTION |
| 3. <b>OS</b> = OUT OF STEP     | 8. <b>OOS</b> = OUT OF SEQUENCE   |
| 4. <b>RA</b> = RIFLE ALIGNMENT | 9. <b>AS</b> = ALIGNMENT/SPACING  |
| 5. <b>EP</b> = EQUIPMENT PREP  | 10. <b>EC</b> = EXTRA COMMANDS    |

Judge One Total MAX 210
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Judge's Name: \_\_\_\_\_

Judge Remarks:

# 2009 NJROTC AREA 11 - Color Guard

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

Judge - #2

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command - **May be briefed to wait for and UP command.**

All units must execute this sequence EXACTLY as written – **add no additional commands!**

*Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20--#31)*

<i>Enter the drill floor, centered SIX paces from HJ</i>		(score below)			
			20.	Forward March	1 2 3 4 5
01.	Order Colors (Ready Cut)	1 2 3 4 5	21.	Right Turn, March (Forward March)	1 2 3 4 5
<b>02.</b>	<b>PRESENT COLORS ()</b>	1 2 3 4 5	22.	Countermarch, March (Forward March)	1 2 3 4 5
03.	VERBAL REPORT-IN	1 2 3 4 5	23.	Eyes Right	1 2 3 4 5
<b>04.</b>	<b>ORDER COLORS (READY CUT)</b>	1 2 3 4 5	24.	<b>READY FRONT</b>	1 2 3 4 5
<b>05.</b>	<b>PARADE REST</b>	1 2 3 4 5	24a.	<b>TOTAL 0-35</b>	
<b>5a</b>	<b>TOTAL 0-25</b>		25.	Mark Time, March (5 seconds)	1 2 3 4 5
06.	Color Guard, Attention	1 2 3 4 5	26.	Forward March	1 2 3 4 5
07.	Carry Colors (Ready Cut)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
08.	Countermarch, March (Forward March)	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Left Turn, March (Forward March)	1 2 3 4 5	29.	Left Turn, March (Forward March)	1 2 3 4 5
10.	Countermarch March (Forward March)	1 2 3 4 5	30.	Countermarch, March (Forward March)	1 2 3 4 5
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18.	Order Colors (Ready Cut)	1 2 3 4 5	<b>38a</b>	<b>TOTAL 0-25</b>	
<b>19.</b>	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5		<i>Exit the drill floor</i>	

JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20) \_\_\_\_\_

<p><b>LEGEND FOR JUDGE COMMENTS ABOVE:</b></p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1. <b>AL</b> = ALIGNMENT</td> <td style="width: 50%;">6. <b>ICC</b> = INCORRECT COMMAND</td> </tr> <tr> <td>2. <b>C</b> = COVER</td> <td>7. <b>IE</b> = IMPROPER EXECUTION</td> </tr> <tr> <td>3. <b>OS</b> = OUT OF STEP</td> <td>8. <b>OOS</b> = OUT OF SEQUENCE</td> </tr> <tr> <td>4. <b>RA</b> = RIFLE ALIGNMENT</td> <td>9. <b>AS</b> = ALIGNMENT/SPACING</td> </tr> <tr> <td>5. <b>EP</b> = EQUIPMENT PREP</td> <td>10. <b>EC</b> = EXTRA COMMANDS</td> </tr> </table>	1. <b>AL</b> = ALIGNMENT	6. <b>ICC</b> = INCORRECT COMMAND	2. <b>C</b> = COVER	7. <b>IE</b> = IMPROPER EXECUTION	3. <b>OS</b> = OUT OF STEP	8. <b>OOS</b> = OUT OF SEQUENCE	4. <b>RA</b> = RIFLE ALIGNMENT	9. <b>AS</b> = ALIGNMENT/SPACING	5. <b>EP</b> = EQUIPMENT PREP	10. <b>EC</b> = EXTRA COMMANDS	<p>Judge Two Total MAX 210</p>
1. <b>AL</b> = ALIGNMENT	6. <b>ICC</b> = INCORRECT COMMAND										
2. <b>C</b> = COVER	7. <b>IE</b> = IMPROPER EXECUTION										
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Judge's Name: \_\_\_\_\_

Judge Remarks:

# 2009 NJROTC AREA 11 - Color Guard

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

Judge - #3

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command - **May be briefed to wait for and UP command.**

All units must execute this sequence EXACTLY as written – **add no additional commands!**

*Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)*

<i>Enter the drill floor, centered SIX paces from HJ</i>		(score below)			
			20.	Forward March	1 2 3 4 5
01.	Order Colors (Ready Cut)	1 2 3 4 5	21.	Right Turn, March (Forward March)	1 2 3 4 5
<b>02.</b>	<b>PRESENT COLORS ()</b>	1 2 3 4 5	22.	Countermarch, March (Forward March)	1 2 3 4 5
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<b>05.</b>	<b>PARADE REST</b>	1 2 3 4 5	24a.	<b>TOTAL 0-35</b>	
<b>5a</b>	<b>TOTAL 0-25</b>		25.	Mark Time, March (5 seconds)	1 2 3 4 5
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<b>19.</b>	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5		<i>Exit the drill floor</i>	

**JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20)** \_\_\_\_\_

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>1. <b>AL</b> = ALIGNMENT</li> <li>2. <b>C</b> = COVER</li> <li>3. <b>OS</b> = OUT OF STEP</li> <li>4. <b>RA</b> = RIFLE ALIGNMENT</li> <li>5. <b>EP</b> = EQUIPMENT PREP</li> </ul> | <ul style="list-style-type: none"> <li>6. <b>ICC</b> = INCORRECT COMMAND</li> <li>7. <b>IE</b> = IMPROPER EXECUTION</li> <li>8. <b>OOS</b> = OUT OF SEQUENCE</li> <li>9. <b>AS</b> = ALIGNMENT/SPACING</li> <li>10. <b>EC</b> = EXTRA COMMANDS</li> </ul> |
|--|---|

Judge Three Total  
MAX 210

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

Judge Remarks:

# 2009 NJROTC Area 11 – Color Guard

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

## Cadence & Penalty Judge

<p style="text-align: center;"><u>(Cadence checked between commands #20 - #32)</u></p> <p style="text-align: center;"><b>Cadence (60 seconds)</b></p> <p><b>TOTAL CADENCE – ONE MINUTE</b> _____</p>	<p style="text-align: center;"><b><u>Point Loss Range</u></b></p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 5px;"><b>Cadence</b></th> <th style="text-align: left; padding: 5px;"><b>Penalty</b></th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;"><b>103 or below.....</b></td> <td style="padding: 5px;"><b>- 50</b></td> </tr> <tr> <td style="padding: 5px;"><b>104 – 107 .....</b></td> <td style="padding: 5px;"><b>- 25</b></td> </tr> <tr> <td style="padding: 5px;"><b>108 – 111 .....</b></td> <td style="padding: 5px;"><b>- 10</b></td> </tr> <tr> <td style="padding: 5px;"><b>112 – 120 .....</b></td> <td style="padding: 5px;"><b>0</b></td> </tr> <tr> <td style="padding: 5px;"><b>121 – 124 .....</b></td> <td style="padding: 5px;"><b>- 10</b></td> </tr> <tr> <td style="padding: 5px;"><b>125 – 128 .....</b></td> <td style="padding: 5px;"><b>- 25</b></td> </tr> <tr> <td style="padding: 5px;"><b>129 or above .....</b></td> <td style="padding: 5px;"><b>- 50</b></td> </tr> </tbody> </table>	<b>Cadence</b>	<b>Penalty</b>	<b>103 or below.....</b>	<b>- 50</b>	<b>104 – 107 .....</b>	<b>- 25</b>	<b>108 – 111 .....</b>	<b>- 10</b>	<b>112 – 120 .....</b>	<b>0</b>	<b>121 – 124 .....</b>	<b>- 10</b>	<b>125 – 128 .....</b>	<b>- 25</b>	<b>129 or above .....</b>	<b>- 50</b>
<b>Cadence</b>	<b>Penalty</b>																
<b>103 or below.....</b>	<b>- 50</b>																
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<b>112 – 120 .....</b>	<b>0</b>																
<b>121 – 124 .....</b>	<b>- 10</b>																
<b>125 – 128 .....</b>	<b>- 25</b>																
<b>129 or above .....</b>	<b>- 50</b>																

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

**Boundary Violations**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Incorrect Commands**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Pause Violations:**

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

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

\_\_\_\_\_ = \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED.....** \_\_\_\_\_

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

**Judge Remarks:**