

**DEPARTMENT OF THE NAVY
NAVAL RESERVE OFFICERS TRAINING CORPS
MIDSHIPMAN BATTALION
TULANE UNIVERSITY
6823 ST. CHARLES AVENUE
NEW ORLEANS, LA 70118-5698**

31 OCT 17

From: JROTC Drill Meet Officer in Charge
To: JROTC Instructors

Subj: STANDARD OPERATING PROCEDURES FOR THE BATTLE OF NEW ORLEANS JROTC
DRILL MEET 2017

Ref: (a) Marine Corps Order P5060.20
(b) NSTCINST 1533.2A
(c) NJROTC Nationals Academic, Athletic & Drill Championships SOP

Encl: (1) General Instructions
(2) Event Description
(3) Score Cards
(4) Entry Form
(5) Agreement of Indemnity

1. Situation. To provide a Standard Operating Procedure for Battle of New Orleans JROTC Drill Meet.

2. Mission. To execute a safe and effective drill meet while providing the Midshipmen of Tulane NROTC with leadership opportunities vital to their future success in the Fleet. Special attention will be paid to ensuring an enjoyable experience for visiting JROTC Cadets.

3. Execution

a. Commander's Intent and Concept of Operations

(1) Commander's Intent. The purpose of this SOP is to facilitate the fluid conduct of the competition. Additionally, this SOP is intended to ensure that the competition is uniform and consistent on all levels of execution and with all participants, and follows as closely as possible normal drill and ceremony practices as outlines in the references.

(2) Concept of Operations

(a) Enclosure (1) details the general instructions for the conduct of the competition.

(b) Enclosure (2) describes how each individual event will be conducted in accordance with the references.

(c) Enclosure (3) contains the drill cards and scoring sheets for each individual event.

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(d) Enclosure (4) contains the entry form that must be sent to the specified address with the appropriate entry fee.

(e) Enclosure (5) contains a copy of the Agreement of Indemnity that must be completed by all participants in the competition.

(f) Enclosure (6) lists the contact information for area lodging.

(g) Enclosure (7) provides directions to the Tulane NROTC building from all general directions.

4. Administration and Logistics. Recommendations concerning the contents of this SOP are welcome and encouraged. Such recommendations should be forwarded to this command (ATTN: Battle of New Orleans Drill Meet Coordinator). This event is once again an Area 8 "qualifying" competition.

5. Command and Signal

a. Command. This order is applicable to all competitors in the competition.

b. Signal. This order is effective the date signed. Contact can be made with the OIC at wpankey1@tulane.edu or by phone at 205-516-8906. Contact can be made with the Assistant Marine Officer Instructor at bsmith35@tulane.edu or by phone at 1-800-800-NAVY Ext 8. The Marine Officer Instructor can be contacted at dmeyer5@tulane.edu or by phone at 1-800-800-NAVY Ext 2.

W. N. Pankey

GENERAL INSTRUCTIONS

1. The twenty-fourth annual Tulane Battle of New Orleans JROTC Drill Meet will be held 11 November 2017 on Tulane University Campus at Yulman Stadium. The competition will start at 0700. Advisors, unit commanders, and all

participating team members are responsible for being familiar with the entire contents of this SOP.

2. The competition will consist of eleven events:

- Event 1: Academic Testing
- Event 2: Platoon Personnel Inspection
- Event 3: Armed Platoon Basic Drill
- Event 4: Armed Platoon Exhibition Drill
- Event 5: Color Guard Competition
- Event 6: Tandem Exhibition Drill
- Event 7: Unarmed Platoon Basic Drill
- Event 8: Unarmed Platoon Exhibition Drill
- Event 9: Field Meet Competition
- Event 10: Individual Knockout Drill
- Event 11: Tug of War

3. Entry fee for the drill meet is \$150.00. Entry is based on a first come first serve basis. There will be no refunds given to teams withdrawing less than 10 days prior to the competition.

4. Basic drill movements will be executed as prescribed by reference (a). Essential modifications may be made to the manual of arms to account for the differences between the M16 and the older type weapons that are not covered in this SOP. These modifications only apply to hand placement and counts. All units shall execute facing movements from trail arms. Inspection arms is the only drill movement that is weapon specific concerning this drill meet. Commanders are allowed leeway in determining how best to adapt reference (a) to inspections arms, but commanders should strive to remain close to the spirit of reference (c) in adapting inspection arms to their specific weapons.

5. Teams must provide their own weapons. All weapons must be a standard service type rifle such as the Springfield 03, M1, M14, or M16. Plugged or welded weapons are allowed. Teams using weapons with non-operative bolts are required to go through the proper motions when executing inspection arms.

6. The uniform for all events will be the uniform prescribed by respective JROTC instructors. The camouflage uniform and other "working" uniforms are not authorized for inspection or drill events. Non-standard uniform items are prohibited. All due ribbons and awards will be worn during the platoon personnel inspection.

7. After the inspection phase is completed, the teams may choose to remove ribbons and nametags. However, the team must remain uniform, that is, either the entire team removes these items or the entire team continues to wear them. Uniformity is imperative. If a cadet fails the personnel inspection the cadet will not be allowed to participate in the meet. Military appearance and bearing are in effect during the meet and if a cadet is found to be unsatisfactory at a follow on event the cadet will be removed from the event.

8. Changing rooms will be provided for schools participating in personnel inspection only.

9. All members of competing teams will extend the proper respect and courtesies to other teams, judges, and unit staff from other schools, and the Tulane NROTC midshipmen staff at all times.

10. Each team is required to check in at Yulman Stadium no later than one (1) hour prior to their first scheduled competition. Any school that arrives late to their first scheduled event will be added to the end of the time matrix.
11. Each team will be assigned a Tulane NROTC Midshipman to be their guide. The guide will be the official point of contact for information concerning location of events, actions in the event of inclement weather, and any other instructions as necessary.
12. There will be no practicing in the competition area. If a team desires to practice, their assigned guide will take the team to a location near the competition area.
13. Tandem exhibition drill, field meet competition, knock out drill, and tug of war do not count towards overall score. In the event of a tie, the overall inspection score will determine the winner.
14. If a school elects not to participate in any event, their score for that event will be zero. 1st, 2nd, and 3rd place trophies will be awarded for each of the eleven events, and overall winners.
15. The judges will be Tulane NROTC midshipmen.
16. The cadet platoon commander must memorize the drill card.
17. There will be no communication with the judges at any time by any team member. The only two times to confer with the senior judge will be at the time of reporting in and reporting out during the competition and 2-5 minutes prior to the competition.
18. Unsportsmanlike conduct will result in a point deduction at the discretion of the senior judge.
19. During the competition, the judges may move to any position which best allows them to observe the unit performing.
20. The JROTC Advisors may file a protest of appeal of a decision or act believed to be unfair or in violation of the meet regulations. This must be voiced to the drill meet OIC within fifteen minutes of the incident. The senior judge must receive a written protest or appeal within thirty minutes of the incident. The decision of the Drill Meet OIC will be final.
21. JROTC Advisors are encouraged to view their respective school's score sheets on display in the Yulman concourse.
22. Score sheets will be distributed following the competition. If this is not possible, they will be distributed by mail.
23. All schools will be notified regarding updates to the SOP. It is the responsibility of the schools to familiarize themselves with any changes.
24. If you have a question or comment that may affect other teams involved in this competition, please contact the Drill Meet OIC. he can therefore make any necessary corrections and publish them for all participants. The commander's meeting is not the time to voice major concerns.

25. Teams are responsible for coordinating their own billeting and transportation. Tulane NROTC will be unable to provide transportation of any kind.

26. It is imperative to reserve rooms for billeting at an early date. It is recommended that teams do so as soon as possible; it is often the deciding factor in coming to compete.

27. Billeting and transportation information may be obtained by contacting:

Billeting Officer
Code N-2 Bldg. 22
Naval Support Activity
New Orleans, LA 70142
Tele: (504) 678-2598

28. If the JROTC Advisors have any questions or problems, please contact the JROTC OIC by email at wpankey1@tulane.edu or by phone at 205-516-8906. The Assistant Marine Officer Instructor can be contacted at bsmith35@tulane.edu or by phone at 1-800-800-NAVY Ext 8. The Marine Officer Instructor can be contacted at dmeyer5@tulane.edu or by phone at 1-800-800-NAVY Ext 2.

29. Indemnity forms must be filled out by each cadet and turned in at the time of check-in.

a. Proportional scoring system

(1) The fundamental scoring system in use for the Battle of New Orleans Drill Meet is called "proportional scoring". Scoring in this manner will ensure all facets of the competition receive the exact percentage of points available in each of the events outlined above, while still factoring in the level of excellence each school displays in their raw score/time earned within competition event.

(2) The school that 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 1,500 points. The team finishing in 2nd place will receive a percentage of the 1,500 points identical to the percentage they finished behind the first place team. 2nd, 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 points total for each school within that event.

| U.P.I. | Judge Raw Score Earned | Percentage of Winning Team Score | Proportional Scoring Points Earned |
|----------------|------------------------|----------------------------------|------------------------------------|
| 1st place team | 1000 pts | 100% (1,000 of 1,000) | 1,500 pts. awarded (100% of 1,500) |

| | | | |
|----------------|---------|----------------------|-------------------------------------|
| 2nd place team | 900 pts | 90% (900 of 1,000) | 1,350 pts. awarded (90% of 1,500) |
| 3rd place team | 672 pts | 67.2% (672 of 1,000) | 1,008 pts. awarded (67.2% of 1,500) |
| 4th place team | 500 pts | 50% (500 of 1,000) | 750 pts. awarded (50% of 1,500) |
| 5th place team | 408 pts | 40.8% (408 of 1,000) | 612 pts. awarded (40.8% of 1,500) |
| 6th place team | 300 pts | 30% (300 of 1,000) | 450 pts. awarded (30% of 1,500) |

(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 into seconds, then ranked fastest to slowest and the same methodology is used.

(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 competition maintains within each event.

(6) Points will be distributed between events as follows:

(a) Academic exam - one event: 1000 point maximum; academic test will be provided by NSTC.

(b) Unit personnel inspections - one event: 1500 points maximum.

(c) Drill events - five events: 2000 point maximum - 400 points per event: armed platoon basic drill, unarmed platoon basic drill, armed platoon exhibition, unarmed platoon exhibition, and color guard.

(d) Athletics - four events: 1000 point maximum, 250 points per event-curl-ups, push-ups, 16X100-yd relay, and 8X220-yd relay.

EVENT DESCRIPTIONS

1. Academic Exam

a. General Information

(1) The academic exam will consist of 100 multiple choice questions with 60 minutes allowed for competition.

(2) The academic exam will not come from the test bank. All test questions will come directly from the latest editions of the Cadet Field Manual/NS-I (30 questions), NS-II (30 questions), NS-III (30 questions), and current events (past 60 days before exam-10 questions). The questions will be in typical multiple choice format and easily understood by all cadets.

(3) No cellular phones of any kind may be accessible by test takers during the event. Covers of any kind may not be worn while taking the academic exam as well. No jackets or other unnecessary clothing items may be worn.

b. Team Composition & Test Taking Specifics

(1) Academic exam teams will be comprised of 15 cadets. Each team will be given a single exam time. At this time, all academic exam team cadets will take the exam together. Schools can take the exam at different times, as long as those times do not overlap.

(2) No cadets may enter the exam area once the test has begun until the official end time of the exam 60 minutes after the start. 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) Cadets will sign out a complete exam package. This exam package will include: pencils, scratch paper, Scantron bubble sheet, and the test itself. Brief instructions will be given. At the completion of instructions, the cadets will open the test. Sixty minutes will be allowed to complete the exam.

(4) When a cadet has finished the exam, he/she should sit quietly in their seat. All cadets will be dismissed and turn in their test booklet, answer sheet, and scratch paper in an orderly fashion at the conclusion of the test.

(5) This is an individual exam taken. Keep your eyes on your own work. Do not look around the room for any reason. Any individual found to be cheating in any manner will result in an appropriate penalty up to disqualification of every score sheet for the entire team.

(6) Cadets should bring nothing with them into the room nor are they allowed to remove any items provided to take the test. No backpacks, bags, pencils, or other items will be necessary. Everything you will need to take the exam will be provided for you on arrival into the exam room.

c. Exam Grading & Scoring

(1) All academic exam cadets will have their exams scored and totaled. The scores from each cadet on the team will be added together giving the team & grand total score. These scores will be ranked in order and the proportional scoring system will then assign a point value to your school.

(2) The winning school in the academic exam competition will receive 1,000 scoring points.

(3) If for any reason less than 15 cadets represent a school in the academic exam competition, the total of those who took the exam will be the score for the team. No allowance will be made for teams with less than 15 testing cadets.

(4) Each question will have only one correct answer. Scantron sheets marked with no answer or multiple answers to any question will be marked incorrect. Scoring is done by machine and we do not look for "intent" in any score sheet. Because of this, be careful making doodles, stray marks, etc. on your Scantron sheet.

2. Unarmed Platoon Personnel Inspection

a. All competing cadets will participate in this event, including the platoon commander and platoon guide. Cadets will be formed in squads of (8) ranks.

b. The uniform for this event will be a service issued uniform to include all due ribbons and awards. Nametags are required. All uniforms will have military creases and be fitted properly. After the inspection phase is completed, the teams may choose to remove ribbons and nametags. However, the team must remain uniform, that is, either the entire team removes these items or the entire team continues to wear them. Uniformity is imperative.

c. At the scheduled time, the platoon commander will command his/her platoon to fallout and wait in the ready area just outside of the inspection area. Upon notification from the Tulane guide, the platoon commander will fall in the platoon and march his/her platoon with guide into the inspection area. The platoon commander will immediately form the platoon for inspections (i.e. open ranks, etc.). The judging of the personnel inspection begins when the unit enters the inspection area. Procedures for this formation are prescribed in reference (c).

d. The platoon commander will say, "Sir/Ma'am (school name or team name) is formed for personnel inspection, sir/ma'am". The platoon commander will precede the senior judge through the inspection of the first squad, while the four other judges inspect the remaining squads simultaneously. Upon completion of inspection, the platoon commander will briefly receive comments from the senior inspector. The platoon commander will then close his platoon (i.e. close ranks), and march them out of the inspection area; ending the judging.

e. Grooming and uniform inspection will be based on general military standards and team uniformity.

f. The inspectors will ask three questions from the knowledge package available on the JROTC Drill Meet website.

g. Evaluation of the platoon: The senior judge will evaluate the platoon commander, guide, and the 1st squad. The remaining judges will evaluate 2nd and 3rd squad, as well as any additional squads, by using separate grade sheets.

h. Scoring Procedures.

(1) Total possible points-1500.

(2) The platoon commander is graded out of 25 possible points.

(3) Each squad is graded out of $8 \times 25 = 200$ possible points (1 point per discrepancy).

(4) In the event of a tie, the senior judge's score sheet will be used to determine the winner. If the tie is still unbroken, the determining factor will be the platoon commander's score.

(5) Proportional scoring will be based on percentage of earned points out of possible points, to make up for possible differences in the number of personnel on different teams.

3. Armed Platoon Basic Drill

a. The size of the drill field will be 70X85 feet. The platoon will consist of (9) or more members, plus a platoon guide and a cadet commander; formed into three (3) squads. All members will be armed and the platoon guide will carry a guide-on. If a team has less than eleven (11) participants, they will suffer a 5- point penalty for each member missing. The minimum number of personnel needed to compete without disqualification is nine (9) members.

b. Forming the platoon. To gain a maximum score, the platoon commander is expected to move the platoon to a position from and centered on the head judge using correct marching maneuvers (column movements, flanking movements, oblique marching, etc.) with squad leaders in the correct position; while having the platoon ready to execute the entire regulation drill sequence immediately after your report in. Schools must be marched into/out of all basic drill areas. The use of the fall in/fall out commands are prohibited within drill areas.

c. All of the movements in this event must be done from memory, in the order listed on the score sheet. No "cheat sheet" or other external prompting is allowed.

d. The platoon commander then executes an about face and reports the platoon to the head judge. When reporting to the head judge, the unit commander will say, "Sir/Ma'am (school name or team name) request permission to use your drill area, sir/ma'am". Once the head judge receives the report and cuts his/her salute, and steps off, the platoon commander will cut his/her salute and immediately assume the head judge's position by taking three (3) paces forward and executing an about face. The platoon commander will execute all stationary movements from this position; 6 paces and centered.

e. Halted movements. In order to ensure detailed evaluation of each movement, the commander will wait for the head judge to give a verbal signal ("up") prior to giving next command. If the platoon commander fails to wait for the signal, he/she will not be corrected by the evaluator and all possible deductions will be made for the movement just executed.

f. Commands while marching. While the unit is marching, the platoon commander may give the commands at his own pace. This allows the commander to "stack" commands, moving the platoon in and out of flanking movements or obliques as quickly as they please. Once the platoon is halted for any reason, the platoon commander will again wait for the signal from the head judge.

g. Field coverage will be graded. Be careful when stacking commands too

quickly.

h. To use a free movement, the platoon commander must clearly raise his/her left hand high above their head before and while executing the movement. If the hand is not raised, it will be considered an added movement and penalized as such. Platoon commanders are allowed three (3) free movements.

i. Following the last command on the drill card the platoon commander then executes an about face and report out to the head judge. When reporting out to the head judge, the unit commander will say, "Sir/Ma'am (school name or team name) request permission to exit your drill area, sir/ma'am". Once the head judge cuts his/her salute, steps off, the platoon commander will execute an about face and immediately move his/her platoon off of the field.

j. Teams are given ten (10) minutes to complete the drill card and five (5) minutes to move to the next drill area.

k. Evaluation of the commander. The platoon commander and first squad will be evaluated by the head judge. The platoon commander will be evaluated on every command (implied or incidental), which is given during competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, and failure to make obvious corrections. Each of these deductions will be made in accordance with reference (c) and can only be challenged by reference to such.

l. Evaluation of the platoon. The second judge will evaluate 2nd squad and the third judge will evaluate 3rd squad and the platoon guide by using separate evaluation forms. If the platoon fails to execute a command or the platoon commander fails to give one of the commands listed, the maximum number of discrepancies will be awarded. The head judge will evaluate the cadence.

m. Scoring procedures.

(1) Total possible points-400.

(2) In the event of a tie, the head judge's score sheet will be used to determine the winner.

(3) Inclement weather card.

a. Total possible points-400 (after proportional scoring).

b. Each squad is graded out of 270 possible points.

c. The platoon commander is graded out of 20 possible points.

d. The platoon guide is graded out of 10 possible points.

e. In the event of a tie, the head judge's score sheet will be used to determine the winner. If the tie is still unbroken, the determining factor will be the platoon commander's score.

f. This card will be used only in the event of inclement weather.

4. Armed Platoon Exhibition Drill

a. The size of the field will be 70 X 85 feet. The platoon may be any composition and will consist of ten (10) or more members. All members will be armed. If a team has less than ten (10) participants, they will suffer a 25 point penalty for each member missing.

b. Time allotted for this event is a minimum of six minutes and a maximum of nine minutes. A routine less than six minutes will be given a penalty. Any maneuvers occurring after nine minutes will not be judged and a time penalty will be given. Timing will begin when the first competing cadet crosses the entry line, and end when the last cadet crosses the exit line.

c. Blind tosses of weapons and other inherently dangerous maneuvers are prohibited. A blind toss is defined as any toss where the receiving cadet cannot clearly see the weapon as it is being tossed.

d. At the scheduled time the platoon exhibition commander will cause his/her platoon to fallout and wait in the ready area just outside of the drill area. Upon notification from the Tulane guide, the platoon exhibition commander will enter the drill area and approach the head judge to receive any preliminary instructions. Next, the platoon exhibition commander will say, "Sir/Ma'am (school name or team name) requests permission to use your drill area, sir/ma'am".

e. Upon completion of the routine, the unit must reform and request permission to exit the drill area. When reporting out, the platoon exhibition commander will say, "Sir/Ma'am (school name or team name) request permission to exit your drill area, sir/ma'am".

f. The unit will be evaluated on the following:

(1) Precision: The platoon will be evaluated on precision. Members execute moves with snap and how "together" the team is.

(2) Difficulty: The difficulty of the movements.

(3) Complexity: Complexity of the marching routines and movements of the routine.

(4) Military bearing: Members control reactions physically and emotionally.

(5) Variety of movements: The unit should not depend on repetition anywhere in the routine.

(6) Floor coverage: The routine's ability to run smoothly between major changes in the unit's formation.

(7) Floor coverage: The team use of the area should be complete.

(8) Originality: This refers to how unique the routine is.

e. Evaluation of the platoon. Three judges will evaluate the platoon. Only the head judge can penalize the platoon for time, boundary violations, dropped weapons, communication, and incorrect number of members. The second judge will evaluate the platoon by using a separate evaluation form.

f. Scoring procedures

(1) Total possible points - 400.

(2) In the event of a tie, the head judge's score sheet will be used to determine the overall winner. If the tie is still unbroken, the determining factor will be the head judge's impression score.

g. The evaluation sheets for this event are located in enclosure (3).

5. Color Guard Competition

a. The size of the field will be 75 X 75 feet. The color guard will consist of four (4) members: national color bearer, organizational/state/service color bearer, national color rifle bearer, and organizational color rifle bearer.

b. All commands and movements are conducted in accordance with chapter 7 of reference (a) and reference (b) (paragraph 9-52, figure 9-22). All color guards will complete countermarch.

c. The color guard commander will be the bearer of the national colors and will give all commands.

d. All of the movements in this event must be done from memory, in the order listed on the score sheet. No "cheat sheet" or other external prompting is allowed.

e. Teams are given ten (10) minutes to complete the drill card and five (5) minutes to move to the next drill area.

f. At the scheduled time the color guard commander will cause his/her color guard to fallout and wait in the ready area just outside of the drill area. Upon notification from the Tulane guide, the color guard commander will enter the drill area and approach the head judge to receive any preliminary instructions. Next, the color guard commander will move his/her color guard onto the drill field and report in to the head judge. When reporting in, the color guard commander will say, "Sir/Ma'am (school name or team name) requests permission to use your drill area, sir/ma'am".

g. Upon completion of the performance, the color guard commander must request permission to exit the drill area. When reporting out, the color guard commander will say, "Sir/Ma'am (school name or team name) requests permission to use your drill area, sir/ma'am".

h. Evaluation of the color guard commander. The head judge will evaluate the color guard commander and the color guard. The color guard commander will be evaluated on every command (implied or incidental), which is given during the competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence. Each of these deductions will be made in accordance with references (a) and (b). The deductions can only be challenged on premises from the references.

i. Evaluation of the color guard. The second judge and third judges will also evaluate the color guard by using a separate evaluation form. If the color guard fails to execute a command or the color guard commander fails to give one of the commands listed, the maximum number of discrepancies will

be awarded. Penalties for boundary breaks, excessive movements, and communication will also be deducted. The head judge will evaluate cadence and penalties.

j. Scoring procedures

(1) Total possible points - 400.

(2) In the event of a tie, the head judge's score sheet will be used to determine the winner. If the tie is still unbroken, the determining factor will be the head judge's overall impression score.

(3) The evaluation sheets for this event are located in enclosure (3).

6. Tandem Exhibition Drill

a. The size of the field will be 20 X 20 feet. Each school may have a maximum of two, two person teams competing in this event. Each pair will compete as an individual team. All individuals will be armed.

b. Time limits in this event are three minutes minimum and five minutes maximum. A routine less than three minutes in length will receive a penalty. Any maneuvers occurring after five minutes will not be judged and a time penalty will be given. Timing will begin when the first competing cadet crosses the entry line, and end when the last cadet crosses the exit line.

c. Blind tosses of weapons and other inherently dangerous maneuvers are prohibited. A blind toss is defined as any toss where the receiving cadet cannot clearly see the weapons as it is being tossed.

d. At the scheduled time, the competitors will wait in the ready area just outside of the drill area. Upon direction of the head judge, each competitor will enter the drill area and approach the head judge to receive any preliminary instructions. Next, the competitor will move to a position approximately six paces in front of the judge and report in. When reporting in, the individuals will say, "Sir/Ma'am (your name) requests permission to use your drill area, sir/ma'am".

e. Upon completion of the routine, the competitor must request permission to exit the drill area. When reporting out, the competitor will say, "Sir/Ma'am (your name) requests permission to exit your drill area sir/ma'am".

f. Competitors will report to the ready area at least 10 minutes prior to their scheduled completion time.

g. Individuals competing in this event are not required to compete in any other event.

h. The competitors will be evaluated on the following:

(1) Precision: Teams are evaluated on precision. Members execute moves with snap simultaneously.

(2) Difficulty: The difficulty of the movements.

(3) Complexity: Complexity of the marching routines and movements of the routine.

(4) Military bearing: Members control reactions physically and emotionally.

(5) Variety of movements: The pair should not depend on repetition anywhere in the routine.

(6) Floor coverage: The team use of the area should be complete.

(7) Flow of routine: The routine's ability to run smoothly between major changes in formation.

(8) Originality: This refers to how unique the routine is.

i. Evaluation of individual drill. One judge will evaluate each competitor. Only the head judge can penalize the competitors for time, boundary breaks, dropped weapons, and communication.

j. Scoring procedures. Tandem exhibition drill does not count toward the team's overall

(1) Total possible points - 180 points.

(2) The platoon is graded out of 180 possible points.

(3) In the event of a tie, the head judge's score sheet will be used to determine the winner. If the tie is still unbroken, the determining factor will be the head judge's overall impression score.

(4) The attached evaluation sheets will be used during the competition.

7. Unarmed Platoon Basic Drill

a. The size of the drill field will be 70 X 85 feet. The platoon will consist of eleven (11) or more members, including the platoon guide and cadet commander, formed into three (3) squads. All members will not be armed. If a team has less than eleven (11) participants, they will suffer a 25-point penalty for each member missing.

b. Forming the platoon. To gain a maximum score, the platoon commander is expected to move the platoon to a position front and centered on the head judge using correct marching maneuvers (column movements, flanking movements, oblique marching, etc.) with squad leaders in the correct position-while having the platoon ready to execute the entire regulation drill sequence immediately after you report in. Schools must be marched into/out of all basic drill areas. The use of the fall in/fall out commands within the drill area are prohibited.

c. The platoon commander then executes an about face and reports the platoon to the head judge.

d. When reporting to the head judge, the unit commander will say, "Sir/Ma'am (school name or team name) requests permission to use your drill area sir/ma'am". Once the head judge receives the report, cuts his/her salute, and

steps off, the platoon commander will cut his/her salute and immediately assume the head judge's position by taking three (3) paces forward and executing and about face. The platoon commander will execute all stationary drill movements from this position (6 paces and centered).

e. Halted movements. In order to ensure detailed evaluation of each movement, the platoon commander will wait for the head judge to give a verbal signal ("up") prior to giving the next command. If the platoon commander fails to wait for the signal, he/she will not be corrected by the evaluator and all possible deductions will be made for the movement just executed.

f. Commands while marching. While the unit is marching, the platoon commander may give the commands at his own pace. This allows the commander to "stack" commands, moving the platoon in and out of flanking movements or obliques as quickly as they please. Once the platoon is halted for any reason, the platoon commander will again wait for the signal from the head judge.

g. Field coverage will be graded. Be careful when stacking commands too quickly.

h. To use a free movement, the platoon commander must clearly raise his/her left hand high above their head before and while executing the movement. If the hand is not raised, it will be considered an added movement and penalized as such. Platoon commanders are allowed three (3) free movements.

i. Following the last command on the drill card the platoon commander then executes an about face and reports to the head judge. When reporting out to the head judge, the unit commander will say, "Sir/Ma'am (school name or team name) requests permission to exit your drill area, sir/ma'am". Once the head judge cuts his/her salute, steps off, the platoon commander will execute an about face and immediately move his/her platoon off the field.

j. Teams are given ten (10) minutes to complete the drill card and five (5) minutes to move to the next drill area.

k. Evaluation of the commander. The platoon commander and first squad will be evaluated by the head judge. The platoon commander will be evaluated on every command (implied or incidental), which is given during competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, and failure to make obvious corrections. Each of these deductions will be made in accordance with reference (a), and can only be challenged on premises from references.

(a) Scoring Procedure

(1) Total possible points - 400.

(2) In the event of a tie, the head judge's score sheet will be used to determine the winner. If the tie is still unbroken, the determining factor will be the head judge's overall impression score.

(b) The attached evaluation sheets will be used during the competition.

1. Evaluation of the commander. The second judge will evaluate 2nd

squad and the third judge will evaluate 3rd squad and the platoon guide by using separate evaluation forms. If the platoon fails to execute a command or the platoon commander fails to give one of the commands listed, the maximum number of discrepancies will be awarded. The head judge will evaluate cadence and penalties.

m. All of the movements in this event must be done from memory, in the order listed on the score sheet. No "cheat sheet" or other external prompting is allowed.

8. Unarmed Platoon Exhibition Drill

a. The size of the field will be 70 X 85 feet. The platoon may be any composition and will consist of ten (10) or more members formed into (3) squads. All members will be unarmed. If a team has less than ten (10) participants, a 25 point penalty will be awarded for each member missing.

b. Time allotted for this event is a minimum of six minutes and a maximum of nine minutes. A routine less than six minutes in length will be given a penalty. Any maneuvers occurring after nine minutes will not be judged and a time penalty will be given. Timing will begin when the first competing cadet crosses the entry line, and end when the last cadet crosses the exit line.

c. At the scheduled time, the platoon exhibition commander will cause his/her platoon to fallout and wait in the ready area just outside of the drill area. Upon notification from the Tulane guide, the platoon exhibition commander will enter the drill area and approach the head judge to receive any preliminary instructions. Next, the platoon exhibition commander will move his/her unit onto the drill field and report in to the head judge. When reporting in, the platoon exhibition commander will say, "Sir/Ma'am (school name or team name) requests permission to use your drill area, sir/ma'am".

d. Upon completion of the routine, the unit must reform and request permission to exit the drill area. When reporting out, the platoon exhibition commander will say, "Sir/Ma'am (school name or team name) requests permission to exit your drill area, sir/ma'am".

e. The unit will be evaluated on the following:

(1) Precision: The platoon will be evaluated on precision. Members execute moves with snap and how "together" the team is.

(2) Difficulty: The difficulty of the movements.

(3) Complexity: Complexity of the marching routines and movements of the routine.

(4) Military bearing: Members control reactions physically and emotionally.

(5) Variety of movements: The pair should not depend on repetition anywhere in the routine.

(6) Floor coverage: The team use of the area should be complete.

(7) Flow of routine: The routine's ability to run smoothly between

major changes in formation.

(8) Originality: This refers to how unique the routine is.

(9) Evaluation of the platoon. Three judges will evaluate the platoon. Only the head judge can penalize the platoon for time, boundary breaks, dropped incorrect number of members. The second and third judges will evaluate the platoon by using a separate evaluation form.

(a) Scoring procedures

(1) Total possible points - 400.

(2) In the event of a tie, the head judge's score sheet will be used to determine the winner. If the tie is still unbroken, the determining factor will be the head judge's overall impression score.

(b) The attached evaluation sheets will be used during the competition.

9. Field Meet Competition

a. The field meet competition will consist of the following four events and will be held in order: push-ups, sit-ups, 8 X 220-yard oval relay: 8 members-(4 males/4females), 16 X 100- yard shuttle relay: 16 members-(8 males/8 females).

b. Teams will be coed, consisting of sixteen (16) members, 8 males and 8 females. The same sixteen (16) members do not need to participate in each event. Teams without the correct number of male and female members will receive an automatic 15% penalty on all events. If a team does not have females, they can still complete for overall Field Team Placement, and female scores will be counted as zero.

c. Shoes are required for all events. Spiked or cleated shoes are prohibited.

d. Points are awarded based on the highest rankings in each event. The total number of points scored by each team in the three events will determine the overall winner of the field meet competition. The top 3 individual winners of each event will also receive recognition.

e. Push-ups. In order to determine a team's push-up score, each team member's score will be added to compile a final team score. The proper push-up procedures are as follows:

(1) Each person must have his/her shirt tucked into the pants/shorts in such a way that the shirt does not pull away from the body while in the up position.

(2) Push-ups will be performed starting from the normal up position with the arms straight; fingers forward and directly under the shoulders. The torso, head and legs must form a straight line. On movement down, the cadet lowers his body until his chest just touches the clenched fist of the counter (for females, the chin must touch the counter's extended

thumb). The body must remain straight in the down position. Upon movement up, the cadet must maintain a straight bodyline while returning to the starting position. A push-up will only be counted upon returning to the up position after properly executing the exercise. The cadet counting will have his/her head turned away so they cannot see the cadet performing the push-ups, to ensure that a push-up is not counted unless a touch results. The overall judge will ensure cadets extend their arms completely.

(3) The time limit for this event is five (5) minutes. Resting is not permitted. If the cadet's knee hits the deck at any time, the event is over and counting will stop. Cadets will be warned once and only once for an infraction of the required form for a push-up. The second infraction will result in the cadet being told to stop.

(4) Both the push-up & curl-up competitions utilize a cadence that all competitors must hear clearly to execute the required movements. The male & female cadence will generate 50 push-ups/curl-ups every minute; therefore, cadets who can execute correct push-ups/curl-ups throughout will receive a perfect score of 250 for the five minute period. Counting stops when a cadet falls out of cadence, runs out of time, or signals that he/she is finished. If a cadet falls out of cadence, they will wait for the next up command and then resume the cadence. If the cadet falls out of cadence again, they will be instructed to stop and the count will stop for their repetitions.

(5) It is the responsibility of the competing school to ensure that assisting cadets, spectators and others affiliated with the school to maintain sufficient quiet to allow the competitors and judges to hear the cadence.

f. Sit-ups. In order to determine a team's sit-up score, each team member's score will be added together to produce a final team score. The proper sit-up procedures are as follows:

(1) Sit-ups will start from the prone position with shoulders and buttocks on the deck, knees bent, thighs at a 45-degree angle with the deck, and feet together and flat on the deck. Arms will be crossed on the chest with the hands tucked underneath the opposite armpit. One person will hold the feet on the ground and act as a counter.

(2) One sit-up is counted each time the elbows touch the knees or upper thighs so long as the hands remain tucked, and elbows stay in contact with the body. The shoulder blades must hit the deck each time, or the sit-up will not count. Raising the buttocks off the deck, or arching the back to assist will result in the sit-up not counting.

(3) The time limit for this event is five (5) minutes. Resting is not permitted. Both the push-up curl-up competitions utilize a cadence that all competitors must hear clearly to execute the required movements. The male & female cadence will generate 50 push-ups/curl-ups every minute; therefore, cadets who can execute correct push-ups/curl-ups throughout will receive a perfect score of 250 for the five minute period. Counting stops when a cadet falls out of cadence, runs out of time or signals that he/she is finished. If a cadet falls out of cadence, they will wait for the next up command and then resume the cadence. If the cadet falls out of cadence again, they will be instructed to stop and the count will stop for their repetitions.

(4) It is the responsibility of the competing school to ensure

that assisting cadets, spectators and others affiliated with the school maintain sufficient quiet to allow the competitors and judges to hear the cadence.

g. Relay event general regulations:

(1) 8 X 220-yard relay

(a) The outdoor relay will take place on an all-purpose, level grass field outdoors.

(b) Each school will have 4 males & 4 females-they may compete in any order.

(c) Proper execution of this event will have cadets leaving the start/finish line, running 220 yards, then 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 with the baton.

(d) A single 10-yard baton passing zone will be utilized at the start-finish line. Receiving runners may 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. The time for each competing school will be recorded immediately following the completion of the heat.

(2) 6 X 100-yard shuttle relay

(a) Proper execution of this event will have cadets leaving 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) Each school will have 8 males & 8 females-they may compete in any order.

(c) A single 10-yard, face-to-face, baton passing zone 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. The time for each competing school will be recorded immediately following the completion of the heat.

(3) Standing broad jump (inclement weather only; replaces 16 X 100 yard relay)

(a) Each school will have 4 males & 4 females; they may compete in any order.

(b) The objective of this event is to jump the farthest distance from a standing position.

(c) Cadets will compete two at a time. With the toes of both feet positioned just behind the takeoff line, cadets will jump forward

as far as possible.

(d) No preliminary step or hop may precede the jump. You may bend your knees, swing your arms and bring your heels off the deck while preparing to jump. Feet may not leave the deck completely except during the jump.

(e) A scale marked at one-inch intervals will be placed between each jumper on the floor. The judge will mark the position of the rearmost body contact to the ground following each jump until the measurement has been recorded on the score sheet.

(f) No practice jumps are allowed. Each cadet will be allowed two jumps. The furthest jump will be recorded. All jumps for score are measured from the takeoff line to the rearmost point of ground contact. Measurements are made to the nearest inch. If the candidate falls backwards after landing, the judge will mark the body part that touches the ground closest to the takeoff line.

(g) Any cadet failing to execute the jump within these regulations will receive a zero for that attempt.

(4) Kneeling basketball throw (inclement weather only; replaces 8 X 220 yard relay)

(a) Each school will have 4 males & 4 females; they may compete in any order.

(b) The objective of this event is to throw a basketball as far as possible with great accuracy from a kneeling position.

(c) Cadets will compete one at a time. Cadets will kneel behind the throwing line and using a one-armed, overhead throwing motion, throwing the basketball as far as possible.

(d) Cadets must ensure the following: 1) hands may not touch the mat during the test; 2) only your knees and feet may be in contact with the mat during the test; 3) you must face the throwing line and your knees must remain parallel (alongside each other) at the throwing line and maintain constant contact (may not slide or move) with the ground throughout your throw.

(e) No practice throws are allowed. Each cadet will be allowed two throws. The longest throw will be recorded. All throws are measured from the throwing line to the point the ball touches the ground minus the distance away from the target measure line. Therefore, a 50' that is 10' from the target line would receive a score of 40'. All measurements are made to the nearest inch.

(f) Any cadet failing to execute the throw within the regulations listed above will receive a zero for that attempt.

(5) Scoring procedures: Field meet competition is included in the overall score.

(a) Total possible points - 1000 points.

(b) Push-ups. The team with the maximum number of push-ups will receive the highest ranking.

(c) Sit-ups. The team with the maximum number of sit-ups will receive the highest ranking.

(d) Relays: The team with the fastest run time will get the highest ranking. A team can be penalized for false starts, crossing the line early without baton, throwing a baton, assisting with a dropped baton, pacing of runners, and causing interference.

(e) In the event of a tie, the team with the fastest run time will determine the winner.

10. Individual Knockout Drill

a. During the time between the last team event and the presentation of awards, a single elimination, knockout drill competition will be held. Drill will be without arms.

b. Any cadet in uniform, from any competing school may take part; even if he/she has not participated in another event.

c. Prior registration is required. The cost will be \$2.00.

d. Medals will be awarded for first, second and third place.

e. All cadets taking part in the knockout competition will assemble on the drill field when the event is called.

f. Only cadets in complete and correct uniform will be authorized to take part unless specifically authorized by the head judge because of late participation in the athletic competition.

g. Standard military commands will be called in clear English and cadets will be judged on their ability to carry out the commands in accordance with reference (a). Any deviation from the prescribed movements or positions will result in the cadet being eliminated from further competition.

h. The judge calling the command may temporarily suspend the competition as necessary to consolidate remaining cadets into a more easily judged formation. When doing so he/she will clearly indicate their intentions.

i. The decision of any judge is final with regard to elimination of an individual. No protest will be allowed.

j. This event does not count toward the overall meet trophy.

11. Tug of War

a. Teams consist of 10 cadets. Teams may be all male, all female, or any combination thereof. Points do not count toward the overall meet trophy. In order to compete in tug of war, cadets must have participated in the unit inspection.

b. A hawser (approximately 50' long) will be laid straight along the direction of pull, on the field, with a cloth marking the center. At a 10' distance fore and aft of the center cloth will be a line marked on the ground perpendicular to the direction of pull or a cone, over which the cloth on the hawser must be pulled to score a victory.

c. Each participant in the tug of war must wear athletic uniforms and athletic shoes. Shoes with treads are recommended. Knobby-soled tract shoes commonly worn for running on hard track surfaces are authorized. Cleated shoes, spiked and all other similar types are not permitted.

d. Gloves are not permitted.

e. Teams lay on the ground altering on each side of the hawser with feet at the hawser in the push-up position. On the "up" signal, cadets will push up; on the "go", they turn around, and grasp the line and begin pulling. The first team to pull the center cloth over the marker wins.

f. There are no weight restrictions; however, as stated previously, every competitor must have been part of their unit's personnel inspection. Pullers on the hawser must alternate on each side of the hawser. The anchor cadet may be on the bitter end of the hawser. The hawser may be wrapped around, but may not be tied around the anchor cadet.

g. The competition is single elimination, in accordance with the ladder found in enclosure (3).